

RANKmost Java SDK Documentation

RANKmost SDK Attributes & Methods & Constants & Error codes Overview

Operations

Method	Notes	Parameters
Static newInstance() RANKmost Public	<ul style="list-style-type: none"> Initializes the Rankmost instance. Guid value of the game is required for initialization. Guid value can be found on the developer website. (dev.rankmost.com) 	Object [in] application String [in] guid
Static getInstance() RANKmost Public	<ul style="list-style-type: none"> Gets the Rankmost instance for ranking. 	
startPortal() void Public	<ul style="list-style-type: none"> Opens a webview window and loads Rankmost mobile portal. If a user is already logged in on the device, an ID approval page is shown. If a user is not already logged in on the device, a page with a register form and a Facebook connect button is shown. After login or register action is completed, the user's credentials are saved. The default page to show to player is set by portalPage parameter according to the Portal Page Constants. 	int [in] portalPage
startPortalWithLeaderBoard() void Public	<ul style="list-style-type: none"> Opens a webview window and loads Rankmost mobile with specific leaderboard page. Leaderboard is set with leaderboardGuid parameter. 	int [in] leaderboardGuid
sendScore() void Public	<ul style="list-style-type: none"> Sends a score value for the player. Guid value of the level (leaderboard) and score value are required. Guid value of the leaderboard can be found on the developer website. 	String [in] levelGuid long [in] scoreValue RANKmostScoreListener [in] listener

sendTrophy() void Public	<ul style="list-style-type: none"> Partially or fully unlocks a trophy for the player. There are two types of sendTrophy methods. Guid value of trophy is required for both types. First type does not require a completion parameter and knows that the player has fully unlocked the trophy. 	String [in] trophyGuid RANKmostTrophyListener [in] listener
sendTrophy() void Public	<ul style="list-style-type: none"> Second type requires a completion parameter. It knows that the player has partially unlocked the trophy. The final completion value is returned. 	String [in] trophyGuid int [in] completion RANKmostTrophyListener [in] listener

Listeners

SendScore and sendtrophy operations are asynchronous operations. Following listeners are triggered when those operations are completed.

RANKmostScoreListener

Method	Notes	Parameters
onAction() void Public	Returns a status value, a status message and an integer (<i>Record Break Constants</i>) representing a record breaking status.	int [in] status int [in] recordBreak String [in] message

RANKmostTrophyListener

Method	Notes	Parameters
onAction() void Public	Returns a status value, a status message and trophy completion value.	int [in] status int [in] value String [in] message

Portal Page Constants

Attribute	Notes	Constraints and tags
PORTAL_DEFAULT int Public Static Const	Used to open portal default page.	<i>Default:</i> 0x01
PORTAL_SCORE_BOARD int Public Static Const	Used to open the scoreboard page of the game where leaderboards are listed.	<i>Default:</i> 0x02
PORTAL_FORUM int Public Static Const	Used to open the forum page of the game.	<i>Default:</i> 0x03
PORTAL_TROPHY int Public Static Const	Used to open the trophy list page of the game.	<i>Default:</i> 0x04

Record Break Constants

Attribute	Notes	Constraints and tags
RECORD_BREAK_NONE int Public Static Const	Returned when no records are broken.	<i>Default: -0x01</i>
RECORD_BREAK_PERSONAL_HOURLY int Public Static Const	Returned when personal hourly record is broken.	<i>Default: 0x01</i>
RECORD_BREAK_PERSONAL_DAILY int Public Static Const	Returned when personal daily record is broken.	<i>Default: 0x02</i>
RECORD_BREAK_PERSONAL_WEEKLY int Public Static Const	Returned when personal weekly record is broken.	<i>Default: 0x03</i>
RECORD_BREAK_PERSONAL_MONTHLY int Public Static Const	Returned when personal monthly record is broken.	<i>Default: 0x04</i>
RECORD_BREAK_PERSONAL_ALL_TIME int Public Static Const	Returned when personal all times record is broken.	<i>Default: 0x05</i>
RECORD_BREAK_OVERALL_HOURLY int Public Static Const	Returned when overall hourly record is broken.	<i>Default: 0x06</i>
RECORD_BREAK_OVERALL_DAILY int Public Static Const	Returned when overall daily record is broken.	<i>Default: 0x07</i>
RECORD_BREAK_OVERALL_WEEKLY int Public Static Const	Returned when overall weekly record is broken.	<i>Default: 0x08</i>
RECORD_BREAK_OVERALL_MONTHLY int Public Static Const	Returned when overall monthly record is broken.	<i>Default: 0x09</i>
RECORD_BREAK_OVERALL_ALL_TIME int Public Static Const	Returned when overall all times record is broken.	<i>Default: 0x0a</i>

Error Code Constants

Attribute	Notes	Constraints and tags
STATUS_OK int Public Static Const	Returned when an operation is completed successfully.	<i>Default: 0xe0</i>
STATUS_ERROR int Public Static Const	Returned when an operation is completed with an error. STATUS_ERROR generally returned when an invalid leaderboard or trophy guid is passed.	<i>Default: 0xe1</i>
STATUS_CONNECTION_ERROR int Public Static Const	Returned when connection to RANKmost API can not be established.	<i>Default: 0xe2</i>
STATUS_USER_NOT_FOUND int Public Static Const	Returned when the passed user GUID is invalid.	<i>Default: 0xe3</i>