RANKmost Java SDK Documentation

RANKmost SDK Attributes & Methods & Error codes Overview

Operations

Method	Notes	Parameters
Static **newInstance()** RANKmost Public	- Initializes the Rankmost instance. - Guid value of the game is required for initialization. - Guid value can be found on the developer website.	**Object** [in] application **String** [in] guid
Static **getInstance()** RANKmost Public	Gets the Rankmost instance for ranking	
startPortal() void Public	- 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 in 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.	
sendScore() void Public	- 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	- 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	- 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 and a status message.	**int** [in] status **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

Error Codes

Attribute	Notes	Constraints and tags
STATUS_OK int Public Static Const	Returned when an operation is completed successfully.	*Default:* 0xe0
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.	*Default:* 0xe1
STATUS_CONNECTION_ERROR int Public Static Const	Returned when connection to RANKmost API can not be established.	*Default:* 0xe2
STATUS_USER_NOT_FOUND int Public Static Const	Returned when the passed user GUID is invalid.	*Default:* 0xe3