

# Integrating with the G6 Pay Per Install Android SDK

## ***SDK Setup***

### **Download**

To install the G6Pay SDK, first download the latest G6SDK package. After unzipping the download archive, you will see the following directories:

G6SDK/src/

G6SDK/samplesrc/

G6SDK/doc/

The src directory contains the Java source files that need to be copied into your application. The contents of this directory should be copied into the src/ directory of your Android application.

The doc directory contains Javadocs with detailed information on usage.

## Application Setup

After copying the contents of G6SDK/src to your src/ directory, you'll need to update your AndroidManifest.xml file.

Under the <manifest> tag, you'll need to add:

```
<uses-permission android:name="android.permission.READ_PHONE_STATE" />
<uses-permission android:name="android.permission.INTERNET"/>
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE"/>
```

Notes:

- READ\_PHONE\_STATE – Required to read the UDID of the Android device
- INTERNET – Required to access G6 servers
- ACCESS\_NETWORK\_STATE – Required to access G6 servers

Under the <application> tag, you'll need to add:

```
<meta-data android:name="G6_APP_ID" android:value="YOUR_APP_ID_HERE"/>
<meta-data android:name="G6_SECRET_KEY"
    android:value="YOUR_SECRET_KEY_HERE"/>
```

Notes:

- G6\_APP\_ID – This should be replaced with the value of the APP\_ID as specified on your G6 account page
- G6\_SECRET\_KEY – This should be replaced with the value of the SECRET\_KEY as specified on your G6 account page

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**App details**

[Analytics](#)

[Code integration](#)

## App details

App ID

**329**

Platform

**iPhone**

Currency name

**gsixes**

Exchange rate

**5.00**

Secret key

**7594d9e[REDACTED].26202589** (required for signing any API call)

Total revenue

**\$0.00**

Monetization methods:



If more help is required, please refer to `G6SDK/samplesrc/AndroidManifest.xml` for a sample.

## ***SDK Usage***

### **Install Confirmation**

Confirming install involves the following code. This code should be added to the onCreate() method of your Android application.

```
G6Pay sdk = G6Pay.getG6PayInstance(this.getApplicationContext());  
  
sdk.installConfirm();
```