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:

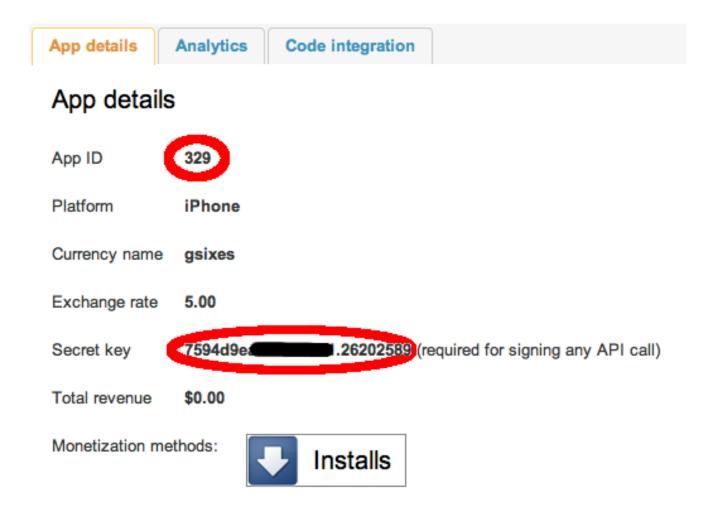
- READ_PHONE_STATE Required to read the UDID of the Android device
- INTERNET Required to access G6 servers
- ACCESS_NETWORK_STATE Required to access G6 servers

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

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

Dashboard: My Apps: G6 SDK edit



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();
```