

# SDK接入说明

sdk api使用示例,具体请查看demo

- 首先实例IStarpy对象

```
iStarpy = StarpyFactory.create();
```

- 初始化sdk

```
iStarpy.initSDK(this);
```

- 设置游戏语言版本

```
/*
 * SGameLanguage.zh_TW 游戏为繁体语言时使用
 * SGameLanguage.en_US 游戏为英文语言时使用
 * */
iStarpy.setGameLanguage(this, SGameLanguage.zh_TW);
```

- 在游戏获得角色信息的时候调用

```
/**
 * 在游戏获得角色信息的时候调用
 * roleId 角色id
 * roleName 角色名
 * rolelevel 角色等级
 * severCode 角色伺服器id
 * serverName 角色伺服器名称
 */
iStarpy.registerRoleInfo(this, "roleid_1", "roleName", "rolelevel", "s1001", "serverName");
```

- 游戏Activity相应的声明周期方法:

```

@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);

    iStarpy = StarpyFactory.create();
    //初始化sdk
    iStarpy.initSDK(this);
    //在游戏Activity的onCreate生命周期中调用
    iStarpy.onCreate(this);
}

@Override
protected void onResume() {
    super.onResume();
    PL.i("activity onResume");
    iStarpy.onResume(this);
}

@Override
protected void onActivityResult(int requestCode, int resultCode, Intent data)
{
    super.onActivityResult(requestCode, resultCode, data);

    iStarpy.onActivityResult(this, requestCode, resultCode, data);
}

@Override
protected void onPause() {
    super.onPause();
    iStarpy.onPause(this);
    PL.i("activity onPause");
}

@Override
protected void onStop() {
    super.onStop();
    PL.i("activity onStop");
    iStarpy.onStop(this);
}

@Override
protected void onDestroy() {
    super.onDestroy();
    PL.i("activity onDestroy");
    iStarpy.onDestroy(this);
}

```

- 登录接口

```
//登陆接口 ILoginCallBack为登录成功后的回调
iStarpy.login(MainActivity.this, new ILoginCallBack() {
    @Override
    public void onLogin(SLoginResponse sLoginResponse) {
        if (sLoginResponse != null){
            String uid = sLoginResponse.getUserId();
            String accessToken = sLoginResponse.getAccessToken();
            String timestamp = sLoginResponse.getTimestamp();

            PL.i("uid:" + uid);

        }
    }
});
```

- 充值接口

```
/*
充值接口
SPayType SPayType.OTHERS为第三方储值, SPayType.GOOGLE为Google储值
cpOrderId cp订单号, 请保持每次的值都是不会重复的
productId 充值的商品id
roleLevel 觉得等级
customize 自定义透传字段 (从服务端回调到cp)
*/
iStarpy.pay(MainActivity.this, SPayType.GOOGLE, "" + System.currentTimeMillis(
), "py.brmmd.29.99", "roleLevel", "customize");
```

- 客服接口

```
/**
 * 打开客服接口
 * level: 游戏等级
 * vipLevel: vip等级, 没有就选""
 */
iStarpy.cs(MainActivity.this, "level", "vipLevel");
```

- 分享接口

```
//下面的参数请按照实际传值
String title = "hello world";
String message = "hello world message";
String shareUrl = "http://www.starbl68.com/brmmd_201703171125.html";
String picUrl = "https://lh3.googleusercontent.com/mOgnBSExg8wbssGwPGj-rscvNEk
lCvV3mGVqXuViUqROUok0P6P3JTo6Hmho0LRXoC8=w300-rw";
//分享回调
ISdkCallBack iSdkCallBack = new ISdkCallBack() {
    @Override
    public void success() {
        PL.i("share success");
    }

    @Override
    public void failure() {
        PL.i("share failure");
    }
};

iStarpy.share(MainActivity.this,iSdkCallBack,title, message, shareUrl, picUrl);
```

- 打开一个活动页面接口

```
/**
 * 打开一个活动页面接口
 * level: 游戏等级
 * vipLevel: vip等级, 没有就写""
 */

iStarpy.openWebview(MainActivity.this,"roleLevel","vipLevel");
```

- AndroidManifest.xml配置如下:

游戏启动的MainActitivity配置中添加如下:

```
<intent-filter>
<action android:name="android.intent.action.VIEW"/>
<category
android:name="android.intent.category.DEFAULT" />
<category android:name="android.intent.category.BROWSABLE" />
<data
    android:host="@string/star_game_code"
    android:scheme="@string/star_android_scheme" />
</intent-filter>
```

其他配置:

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

```

<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
!-- VERY IMPORTANT! Don't forget this permission, or in-app billing won't work
. -->
<uses-permission android:name="com.android.vending.BILLING" />

<uses-feature
    android:name="android.hardware.microphone"
    android:required="false" />
<uses-feature
    android:name="android.hardware.telephony"
    android:required="false" />
<uses-feature
    android:name="android.hardware.location.gps"
    android:required="false" />
<uses-feature
    android:name="android.hardware.location"
    android:required="false" />
<uses-feature
    android:name="android.hardware.location.NETWORK"
    android:required="false" />

<application>

    <activity
        android:name="com.starpy.sdk.login.SLoginActivity"
        android:configChanges="keyboard|keyboardHidden|orientation|screenLayout|screenSize|smallestScreenSize|fontScale"
        android:screenOrientation="sensorLandscape"
        android:theme="@android:style/Theme.Translucent.NoTitleBar"></activity>
    >
    <activity
        android:name="com.starpy.sdk.SWebViewActivity"
        android:configChanges="keyboard|keyboardHidden|orientation|screenLayout|screenSize|smallestScreenSize|fontScale"
        android:screenOrientation="sensorLandscape"
        android:theme="@android:style/Theme.Translucent.NoTitleBar"></activity>
    >
    <activity
        android:name="com.starpy.pay.gp.GooglePayActivity2"
        android:configChanges="keyboard|keyboardHidden|orientation|screenLayout|screenSize|smallestScreenSize|fontScale"
        android:screenOrientation="sensorLandscape"
        android:theme="@android:style/Theme.Translucent.NoTitleBar"></activity>
    >

    <!-- =====共同需要的配置===== -->

```

```

<meta-data
    android:name="com.facebook.sdk.ApplicationId"
    android:value="@string/facebook_app_id" />

<!-- =====4.x要配置===== -->

<activity
    android:name="com.facebook.FacebookActivity"
    android:configChanges="keyboard|keyboardHidden|orientation|screenLayout|screenSize|smallestScreenSize|fontScale"
    android:screenOrientation="sensorLandscape"
    android:theme="@android:style/Theme.Translucent.NoTitleBar" />

<meta-data
    android:name="com.facebook.sdk.ApplicationName"
    android:value="@string/facebook_app_name" />

<!--如果要通过 Android 版 Facebook 应用分享链接、图片或视频，还需要在清单文件中声明 FacebookContentProvider-->
<provider
    android:name="com.facebook.FacebookContentProvider"
    android:authorities="@string/facebook_authorities"
    android:exported="true" />

<receiver
    android:name="com.google.ads.conversiontracking.InstallReceiver"
    android:exported="true">
    <intent-filter>
        <action android:name="com.android.vending.INSTALL_REFERRER" />
    </intent-filter>
</receiver>

</application>

```