Simple Android Notifications Free

by Hippo Games

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1 ABOUT

Simple Android Notifications for Unity provides you a simple way to create local notifications for your games and apps.

The plugin supports Android 4.0.3 and later and is compatible with Unity 5. You can play demo scene to check notifications on your device.

2 FEATURES

- Create local notifications
- Select color, icon
- Enable/disable sound, vibration, lights
- Demo scene
- Supports Android 4.0.3+ (API level 15+)
- Compatible with Unity 5
- 6 general preloaded icons
- Nothing extra
- Device reboot is not supported

3 PAID VERSION FEATURES

- Device reboot support
- 20 general preloaded icons
- Advanced notification id management
- Custom icons
- Custom vibration
- Custom lights

4 SETUP & TEST GUIDE

1. Create a new empty project
2. Import the package (Assets/Import Package/Custom Package)
3. Set Minimum API Level 15 (Player Settings/Android/Other Settings)
4. Open and add SimpleAndroidNotifications/DemoScene.scene to Scenes in Build (Build Settings)
5. Build project to android device (Build & Run)
6. Test notifications and enjoy!

5 USE NOTIFICATIONMANAGER TO SEND NOTIFICATIONS

- `NotificationManager.Send(TimeSpan delay, string title, string message, Color smallIconColor, NotificationIcon smallIcon)`
- `NotificationManager.SendWithAppIcon(TimeSpan delay, string title, string message, Color smallIconColor, NotificationIcon smallIcon)`
- `NotificationManager.SendCustom(NotificationParams notificationParams)`

6 LIST OF BUILD-IN SMALL ICONS

Use `enum NotificationIcon` to select a small icon from preloaded collection:

- Bell
- Clock
- Event
- Heart
- Message
- Star

7 REQUIREMENTS

This requirements are already done in clean setup.

Plugins\Android\AndroidManifest.xml should contain the following activity:

```xml
<activity android:name="com.unity3d.player.UnityPlayerNativeActivity" android:label="@string/app_name">
        <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
                <category android:name="android.intent.category.LEANBACK_LAUNCHER" />
        </intent-filter>
        <meta-data android:name="unityplayer.UnityActivity" android:value="true" />
        <meta-data android:name="unityplayer.ForwardNativeEventsToDalvik" android:value="false" />
</activity>
```

simple-android-notifications.aar/AndroidManifest.xml should contain the following permissions and receivers:

```xml
<?xml version="1.0" encoding="utf-8"?>
<manifest
        xmlns:android="http://schemas.android.com/apk/res/android"
        package="com.unity3d.player"
        android:versionCode="1"
        android:versionName="1.0">
        <uses-permission android:name="android.permission.VIBRATE" />
        <uses-sdk android:minSdkVersion="15" />
        <application
                android:icon="@drawable/app_icon"
                android:label="@string/app_name">
                <receiver android:name="com.hippogames.simpleandroidnotifications.Controller" />
        </application>
</manifest>
```

8 PROBLEMS RESOLUTION & FAQ

- Merging manifest conflicts?
- Unexpected behavior?
- Unable to open/restore your app when tap on the notification?

Please refer to clean setup and make sure it works first. Then find the difference with your manifests.