Simple Android Notifications

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**
- **Cancellation of already displayed notifications**
- **Repeated notifications**
- 20 general preloaded icons
- Notification execute mode
- 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
- Biohazard
- Clock
- Cloud
- Coin
- Crown
- Diamond
- Dollar
- Event
- Gear
- Heart
- Message
- Power
- Return
- Save
- Search
- Skull
- Star
- Sync
- Wrench

7 RECEIVING CALLBACK ON NOTIFICATION CLICK

If you need to receive data from notification that was clicked, do the following:

1. refer to example scene, where notification with callback is creating
2. Set `NotificationParams.CallbackData` when creating notification. It has string type, so you can store JSON here
3. Call `NotificationManager`.GetNotificationCallback() in Awake or anywhere else. It will return notification `NotificationCallback`, or null if app was launched NOT from notification

Please note, that receiving callback will not work if your app was sleeping. It will only work if app was opened (not resumed) by clicking notification.

8 REQUIREMENTS

These requirements are already done in clean setup.

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

```
<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 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-permission android:name="android.permission.RECEIVE_BOOT_COMPLETED" />
        <uses-sdk android:minSdkVersion="15" />
        <application
                android:icon="@drawable/app_icon"
                android:label="@string/app_name">
                <receiver android:name="com.hippogames.simpleandroidnotifications.Controller" />
                <receiver android:name="com.hippogames.simpleandroidnotifications.RebootManager" >
                        <intent-filter>
                                <action android:name="android.intent.action.BOOT_COMPLETED" />
                        </intent-filter>
                </receiver>
        </application>
</manifest>
```

9 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.

9.1 ADD CUSTOM NOTIFICATION ICONS
Follow this steps if you want to add your custom icons:

1. find plugin .aar file
2. change extension from .aar to .zip
3. open .zip in any archive program
4. find /res folder
5. provide all icon sizes and put files to each /drawable folder
6. change extension from .zip to to .aar
7. extend `enum NotificationIcon`
8. update `string GetSmallIconName(NotificationIcon icon)` if needed

Recommended size for small icons:
- 24x24 for drawable-mdpi
- 36x36 for drawable-hdpi
- 48x48 for drawable-xhdpi
- 72x72 for drawable-xxhdpi
- 96x96 for drawable-xxxhdpi
- 96x96 for drawable

Recommended size for large icons (notification background):
- 48x48 for drawable-mdpi
- 72x72 for drawable-hdpi
- 96x96 for drawable-xhdpi
- 144x144 for drawable-xxhdpi
- 192x192 for drawable-xxxhdpi
- 192x192 for drawable

9.2 OPTIMIZATION
Note that preloaded icons take about 300 KB of disk space. Open .aar plugin using any zip program and remove all unused icons from /res folder to reduce your apk final size.