SDK Documentation: FGL SDK for HTML5

The FGL SDK for HTML5 allows you to easily tap into all of the value that the FGL Mobile Platform has to offer for your HTML5 game.

Please refer to the SDK implementation document for full details about implementation.

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SDK for HTML5

Note

This document is a high-level overview of the methods and parameters available in the FGL HTML5 SDK.

The Implementation Guide document (Implementation Guide.pdf) is more detailed and should be followed when implementing the SDK into your game.

SDK for

fgl.showAd( )

Displays an advert. The current version of the FGL SDK only supports full-screen takeover or interstitial adverts, therefore there are no options.

You should call this method whenever you want to display an advert. Some good times to do this are on the main menu and in between levels.

SDK for

fgl.showMoreGames( )

Displays the *"More Games"* cross promotional system. This system is a full screen page which contains links to cross promote other games in our network.

By implementing the More Games system, you will benefit by receiving free traffic and promotion from other games in our network, which is vital for growth.

fgl.inApp.initiateUnlockFunction(
    function onSuccess,
    function onFailure
)

Call this method to initiate a payment wall requesting for the game to be unlocked. This function takes advantage of In App Purchase APIs to offer the player a way to pay money for your game to be converted from a free game to a premium game.

Calling this function will eventually result in either a call to the onSuccess or a call to the onFailure functions that you pass in. You should not implement any kind of messaging or alerts to the user as the FGL SDK will do that.

SDK for HTML5

boolean fgl.isPremium( )

Returns `true` if premium content is available to the player.

This function should be checked frequently because it may change without any form of notification. Whenever there's a chance to display premium content to the player, check to see if the game is unlocked.

A good example of this would be when the player reaches the "Level select" screen. If you are selling extra levels as premium content, you should check at this point to see if the game is unlocked and allow the user to select and use the content if the above function returns true.

boolean fgl.crossPromotionEnabled

This property will be set to `true` if cross promotion is available on the current platform.

You must check this property before displaying or rendering your More Games button.

boolean fgl.unlockEnabled

This property will be set to `true` if the current platform has in app purchases enabled.

You must check this property before displaying or rendering your Unlock or Upgrade button.

SDK for

boolean fgl.brandingEnabled

Is set to `true` if you should be displaying publisher branding on your menu.

string fgl.getBrandingLogo()

When branding is enabled, this will return a URI or Data URI for the image that needs to be displayed. The string returned from this function should be used as the `src` attribute for a DOM `<img>` tag or a HTML5 `Image` object.

fgl.handleBrandingClick()

This function should be called when the branding logo is tapped or clicked by the player.

SDK for

boolean fgl.hasAchievement(*string name*)

Is set to `true` if the player has previously been granted the named achievement.

fgl.grantAchievement(*string name*)

Call this function to grant the named achievement to the player.

SDK for