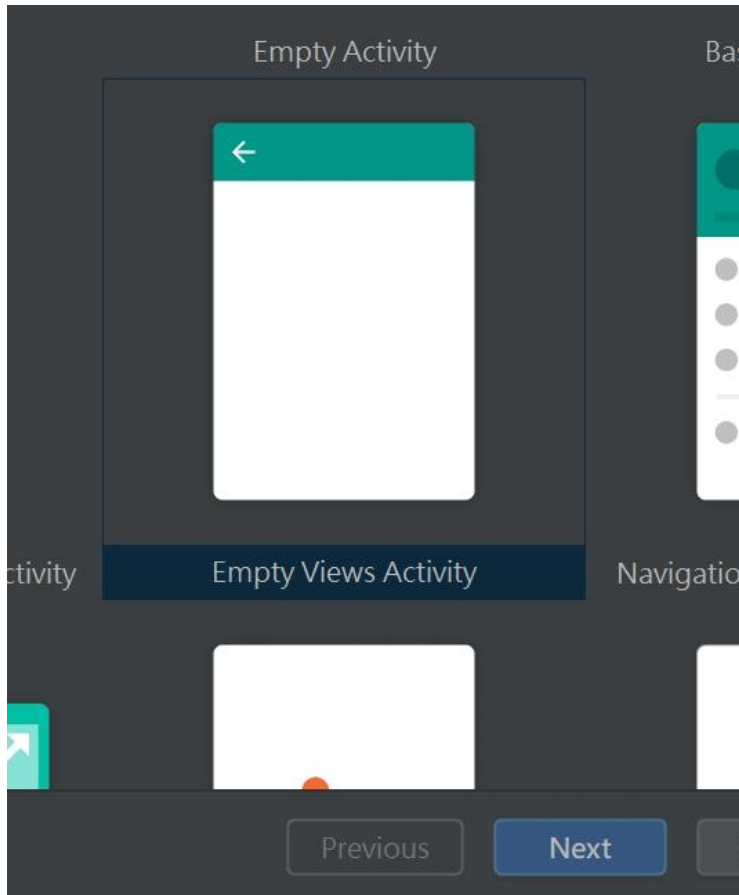


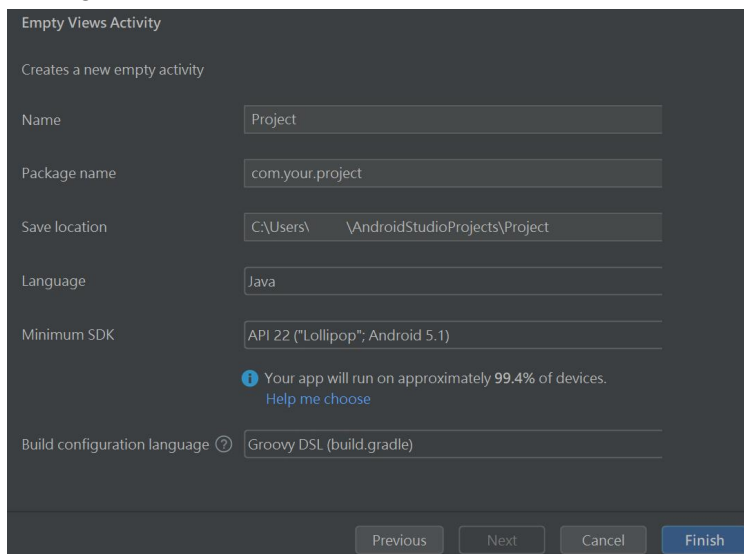
# Connect Tool Tutorial

The following are the initial steps

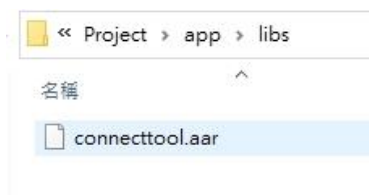
## 1. Create empty project



## 2. Settings

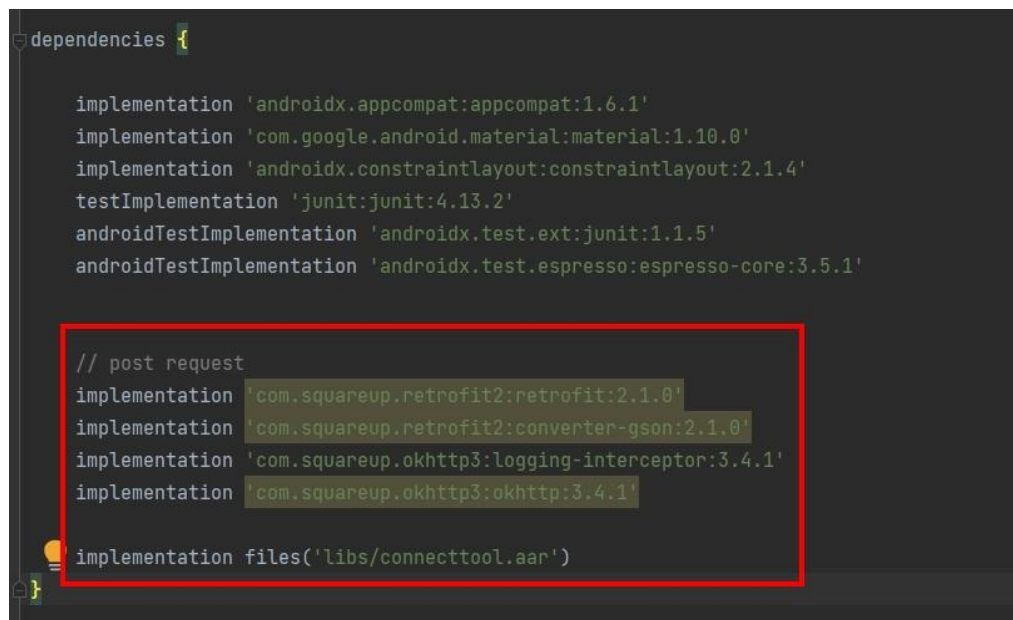


3. **Copy AAR File:** Copy the AAR library file into the 'libs' directory you created.



4. **Update Gradle Configuration:** Open the app-level build.gradle file in your project's module. Add the following code snippet within the 'dependencies' block:

```
implementation 'com.squareup.retrofit2:retrofit:2.1.0'  
implementation 'com.squareup.retrofit2:converter-gson:2.1.0'  
implementation 'com.squareup.okhttp3:logging-interceptor:3.4.1'  
implementation 'com.squareup.okhttp3:okhttp:3.4.1'  
implementation files('libs/connecttool.aar')
```



5. **Sync Gradle..**
6. **Open \app\src\main\AndroidManifest.xml to add:**

```
<uses-permission android:name="android.permission.INTERNET" />  
<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:scheme="{{ Get from redirect_uri's scheme }}" android:host="connectlink" />  
</intent-filter>
```

7. **Importing Classes:**

```
import com.r17dame.connecttool.ConnectBasic;  
import com.r17dame.connecttool.ConnectTool;
```

8. Create ConnectTool \_connectTool in MainActivity.

9. Copy to your **MainActivity.onCreate()** for deepLink :

```
10. Intent appLinkIntent = getIntent();
11. String appLinkAction = appLinkIntent.getAction();
12. Uri appLinkData = appLinkIntent.getData();
13. if (appLinkData != null && appLinkData.isHierarchical()) {
14.     String uri = this.getIntent().getDataString();
15.     _connectTool.code = appLinkData.getQueryParameter("code");
16. }
```

17. Fill in relevant information

```
// Init tool
_connectTool = new ConnectTool( context: this, _state: "", _requestNumber: "", _redirect_uri: "", _RSAstr: "");
_connectTool.connectBasic = new ConnectBasic( _client_id: "", _X_Developer_id: "", _client_secret: "", _Game_id: "", _referralCode: "");
```

The following are descriptions of the main functions.

SendRegisterData	
Intent	Complete registration
Step	<div>1. Fill in registration information</div> <div><pre>_connectTool.CreateAccountInitData(String _email, String _password);</pre></div> <div>2. Passwords must have at least one <b>uppercase letter</b>/<b>lowercase letter</b>/<b>symbol</b>.</div> <div>3. Password length must be 6 or more.</div> <div>4. Get boolean result</div> <div><pre>_connectTool.SendRegisterData(new ConnectCallback() {     @Override     public void callbackCheck(boolean value) {         Log.v(TAG, "RegisterData callback : " + value);     } });</pre></div>

SendLoginData	
Intent	After the user completes registration, execute <b>SendLoginData</b> .
Step	<ol style="list-style-type: none"> <li>1. Fill in registration information  <pre>_connectTool.CreateAccountInitData(String _email, String _password);</pre> </li> <li>2. Get boolean result  <pre>_connectTool.SendLoginData(new ConnectCallback() {     @Override     public void callbackCheck(boolean value) {         Log.v(TAG, "LoginData callback : " + value);     } });</pre> </li> </ol>

OpenAuthorizeURL	
Intent	Get “code”
Step	<ol style="list-style-type: none"> <li>1. <b>Fill in registration information</b>  <pre>_connectTool.OpenAuthorizeURL();</pre> </li> <li>2. <b>Authorize URL =&gt;</b>  <pre>https://gamar18portal.azurewebsites.net/connect/Authorize?response_type=code&amp;client_id=YourClientId&amp;redirect_uri=YourRedirect_uri&amp;scope=game+offline_access&amp;state=YourState</pre> </li> <li>3. Open the browser to log in.</li> </ol>

#### 4. Complete login



4. After logging in, deep link back to app.

### GetConnectToken\_Coroutine

Intent Get ConnectToken.

- Step
1. connectTool.code is required.
  2. connectTool.code can be obtained through onDeepLinkActivated .
  3. After completing the OpenAuthorizeURL call:

```
_connectTool.GetConnectToken_Coroutine(new ConnectTokenCall() {  
    @Override  
    public void callbackConnectToken(ConnectToken value) {  
        Log.v(TAG, "ConnectToken callback : " + value.access_token);  
    }  
});
```

4. Get ConnectToken.

	<pre> &lt;-- 200 OK https://qamar18portal.azurewebsites.net/connect/token (717ms) Content-Type: application/json;charset=UTF-8 Date: Fri, 17 Nov 2023 01:12:51 GMT Server: Microsoft-IIS/10.0 Cache-Control: no-store Expires: Thu, 01 Jan 1970 00:00:00 GMT Pragma: no-cache Set-Cookie: ARRAffinity=7a4eb409c3ffb246d105c1240b993b7fdf38fd864eb053c1b Set-Cookie: ARRAffinitySameSite=7a4eb409c3ffb246d105c1240b993b7fdf38fd864 Transfer-Encoding: chunked Vary: Accept-Encoding X-Powered-By: ASP.NET {   "access_token": "eyJhbGciOiJSUzI1NiIsImtpZCI6IldGMlRHVC03Q1ZIVEdSWVZQZ   "token_type": "Bearer",   "expires_in": 3599,   "refresh_token": "CfDJ8IrwLQ0muyhLsIPqYgNcA1kCwk8CykHWPgTv6l3Ed1_2tCK6H } &lt;-- END HTTP (2513-byte body) </pre>

GetRefreshToken_Coroutine	
Intent	Get ConnectToken.
Step	<ol style="list-style-type: none"> <li>connectTool.refresh_token` is required.</li> <li>Call GetRefreshToken_Coroutine.</li> </ol> <pre> _connectTool.GetRefreshToken_Coroutine(new ConnectTokenCall() {     @Override     public void callbackConnectToken(ConnectToken value) {         Log.v(TAG, "RefreshToken callback : " + value.access_token);     } }); </pre> <ol style="list-style-type: none"> <li>Get ConnectToken.</li> </ol>

	<pre> &lt;-- 200 OK https://gamar18portal.azurewebsites.net/connect/token (455ms) Content-Type: application/json;charset=UTF-8 Date: Fri, 17 Nov 2023 01:13:58 GMT Server: Microsoft-IIS/10.0 Cache-Control: no-store Expires: Thu, 01 Jan 1970 00:00:00 GMT Pragma: no-cache Set-Cookie: ARRAffinity=7a4eb409c3ffb246d105c1240b993b7fdf38fd864eb053c1b2 Set-Cookie: ARRAffinitySameSite=7a4eb409c3ffb246d105c1240b993b7fdf38fd864e Transfer-Encoding: chunked Vary: Accept-Encoding X-Powered-By: ASP.NET {   "access_token": "eyJhbGciOiJSUzI1NiIsImtpZCI6IldGMlRHVC03Q1ZIVEdSWVVZQzZ   "token_type": "Bearer",   "expires_in": 3600,   "refresh_token": "CfDJ8IrwLQ0muyhLsIPqYgNcA1k0w0g2klJFBA4igPf-eq5YKr5ceF } &lt;-- END HTTP (2513-byte body) </pre>
--	--

GetMe_Coroutine	
Intent	Get User's <b>MeInfo</b> .
Step	<ol style="list-style-type: none"> <li>1. After GetConnectToken_Coroutine and get ConnectTokenModel</li> <li>2. `connectTool.access_token` is required.</li> <li>3. Call GetMe_Coroutine function</li> </ol> <pre> try {     _connectTool.GetMe_Coroutine(new MeCallback() {         @Override         public void callbackMeInfo(MeInfo value) {             Log.v(TAG, "MeInfo callback : " + value.status);         }     }); } catch (NoSuchAlgorithmException e) {     throw new RuntimeException(e); } </pre> <ol style="list-style-type: none"> <li>4. Get User's MeInfo.</li> </ol>

	<pre>&lt;-- 200 OK https://r18gameapi.azurewebsites.net/api/Me?RequestNumber=ebe4 Content-Type: application/json; charset=utf-8 Date: Fri, 17 Nov 2023 01:25:35 GMT Server: Microsoft-IIS/10.0 Set-Cookie: ARRAffinity=7a4eb409c3ffb246d105c1240b993b7fdf38fd864eb053c1b1 Set-Cookie: ARRAffinitySameSite=7a4eb409c3ffb246d105c1240b993b7fdf38fd864 Transfer-Encoding: chunked Vary: Accept-Encoding X-Signature: E9zyfSTnbkRuHyP4RK2U15pSUzdjJXre+r+g3QNs8SL88LhsaAUL52dTXtj5- X-Powered-By: ASP.NET {"data":{"email":"","nickName":null,"avatarUrl":null}} &lt;-- END HTTP (186-byte body)</pre>
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