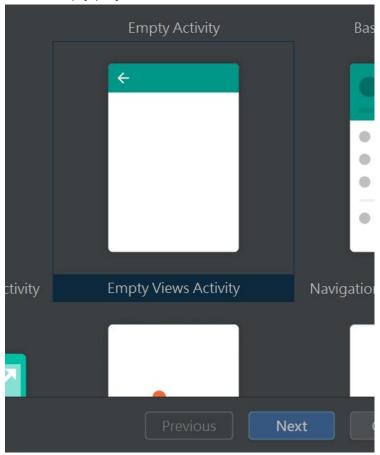
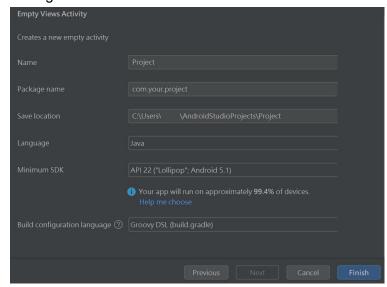
Connect Tool Tutorial

The following are the initial steps

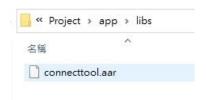
1. Create empty project



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 files('libs/connecttool.aar')

```
build.gradle (Module :app)

proguard-rules.pro (ProGuard Rules for gradle.properties (Project Properties)

gradle-wrapper.properties (Gradle Versic implementation 'androidx.appcompat:appcompat:1.6.1' implementation 'com.google.android.material:material:1.10.0' implementation 'androidx.constraintlayout:constraintlayout:2.1.4' testImplementation 'junit:junit:4.13.2' androidTestImplementation 'androidx.test.ext:junit:1.1.5'
androidTestImplementation 'androidx.test.ext:junit:1.1.5' implementation 'androidx.test.ext:junit:1.1.5' implementation 'indroidx.test.ext:junit:1.1.5' implementati
```

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

7. Importing Classes:

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

- 8. Create ConnectTool connectTool in MainActivity.
- 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	 Fill in registration information _connectTool.CreateAccountInitData(String _email, String _password); Passwords must have at least one uppercase letter/lowercase letter/symbol. Password length must be 6 or more. Get boolean result connectTool.SendRegisterData(new ConnectCallback() { @Override public void callbackCheck(boolean value) { Log.v(TAG, "RegisterData callback : " + value); } }); 		

	SendLoginData
Intent	After the user completes registration, execute SendLoginData .
Step	Fill in registration information _connectTool.CreateAccountInitData(String _email, String _password); 2. Get boolean result

```
_connectTool.SendLoginData(new ConnectCallback() {
    @Override
    public void callbackCheck(boolean value) {
        Log.v(TAG, "LoginData callback : " + value);
    }
});
```

OpenAuthorizeURL Get "code" Intent Step 1. Fill in registration information connectTool.OpenAuthorizeURL(); 2. Authorize URL => https://gamar18portal.azurewebsites.net/connect/Authorize?response_type=code&client_id = \frac{\text{YourClientId}}{\text{PourClientId}} & redirect_uri = \frac{\text{YourRedirect_uri}}{\text{Scope}} & scope = \text{game} + offline_access & state = \frac{\text{YourStat}}{\text{E}} & scope = \text{Game} & sco 3. Open the browser to log in. 4. Complete login 登入 電子信箱* 請輸入電子信箱 請輸入密碼 向右滑動填充拼圖 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() { public void callbackConnectToken(ConnectToken value) { Log.v(TAG, "ConnectToken callback : " + value.access_token); 4.Get ConnectToken. "refresh_token": "CfDJ8IrwLQ0muyhLsIPqYqNcA1kCwkBCykHWPGTvol3Ed1_2tCK6k

```
GetRefreshToken_Coroutine

Intent Get ConnectToken.
```

```
1. connectTool.refresh_token` is required.
2. Call GetRefreshToken_Coroutine.
_connectTool.GetRefreshToken_Coroutine(new ConnectTokenCall() {
    @Overzide
    public void callbackConnectToken (ConnectToken value) {
        Log.v(TAG, "RefreshToken callback : " + value.access_token);
    }
}

3. Get ConnectToken.

<-- 200 0K https://gamarl8portal.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=7a4eb409c3ffb246d105c1240b993b7fdf38fd864eb53c1b:
Set-Cookie: ARRAffinitySameSite=7a4eb409c3ffb246d105c1240b993b7fdf38fd864et
Transfer-Encoding: Cunuked
Vary: Accept-Encoding
X-Powered-By: ASP.NET
{
    "access_token": "eyJhb6ci0iJSUzI1NiIsImtpZCI6IldGMLRHVC03Q1ZIVEdSWVVZQ2"
    "token_type": "Bearer",
    "expires_in": 3600,
    "refresh_token": "CfDJ8IrwLQ0muyhLsIPqYgNcAlk0w0g2kLJFBA4igPf-eq5YKr5cef}
}
<-- END HTTP (2513-byte body)
```

GetMe_Coroutine		
Intent	Get User's MeInfo .	
Step	After GetConnectToken_Coroutine and get ConnectTokenModel `connectTool.access_token` is required. Call GetMe_Coroutine function	
	<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>	

4. Get User's MeInfo.

```
<-- 200 OK https://r18qameapi.azurewebsites.net/api/Me?RequestNumber=ebe4d
Content-Type: application/json; charset=utf-8
Date: Fri, 17 Nov 2023 01:25:35 GMT
Server: Microsoft-IIS/10.0
Set-Cookie: ARRAffinity=7a4eb409c3ffb246d105c1240b993b7fdf38fd864eb053c1b;
Set-Cookie: ARRAffinitySameSite=7a4eb409c3ffb246d105c1240b993b7fdf38fd864d
Transfer-Encoding: chunked
Vary: Accept-Encoding
X-Signature: E9zyfSTnbkRuHyP4RK2Ul5pSUzdjJXre+r+g3QNs8SL88LhsaAUL52dTXtj5-X-Powered-By: ASP.NET
{"data":{"email":" ","nickName":null,"avatarUrl":null</pre>
```