gley

MOBILE PUSH NOTIFICATIONS

1. WHY DO YOU NEED TO USE THIS PLUGIN

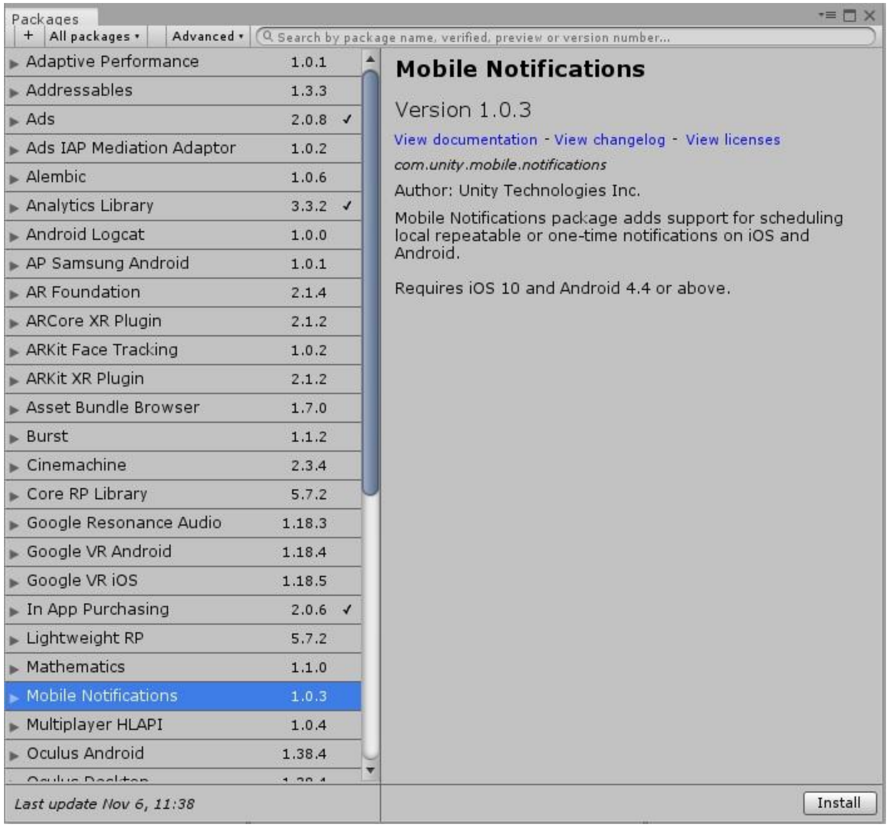
- Increase your game engagement by sending notifications.
- Schedule local notifications with a single line of code.
- Click callback with custom message for each notification to track app sessions started by notification press.
- Custom notification icons
- Custom notification text.
- Device restart support
- Works for Android and iOS without any changes.
- Full code and demo scene included.
- Works with Unity 2019 and above with Free, Plus or Pro license.
- Requires Mobile Notifications package from Unity.

2. CURRENTLY SUPPORTED PLATFORMS

- **Android**
- **iOS**

3. INSTALL MOBILE NOTIFICATIONS

Go to **Window->Package Manager** select **All Packages** and install **Mobile Notifications**.



Packages
+
All packages ▾
Advanced ▾
Search by package name, verified, preview or version number...

Adaptive Performance	1.0.1	
Addressables	1.3.3	
Ads	2.0.8	✓
Ads IAP Mediation Adaptor	1.0.2	
Alembic	1.0.6	
Analytics Library	3.3.2	✓
Android Logcat	1.0.0	
AP Samsung Android	1.0.1	
AR Foundation	2.1.4	
ARCore XR Plugin	2.1.2	
ARKit Face Tracking	1.0.2	
ARKit XR Plugin	2.1.2	
Asset Bundle Browser	1.7.0	
Burst	1.1.2	
Cinemachine	2.3.4	
Core RP Library	5.7.2	
Google Resonance Audio	1.18.3	
Google VR Android	1.18.4	
Google VR iOS	1.18.5	
In App Purchasing	2.0.6	✓
Lightweight RP	5.7.2	
Mathematics	1.1.0	
Mobile Notifications	1.0.3	
Multiplayer HLAPI	1.0.4	
Oculus Android	1.38.4	
Oculus Desktop	1.38.4	

Last update Nov 6, 11:38

Mobile Notifications

Version 1.0.3

View documentation - View changelog - View licenses

com.unity.mobile.notifications

Author: Unity Technologies Inc.

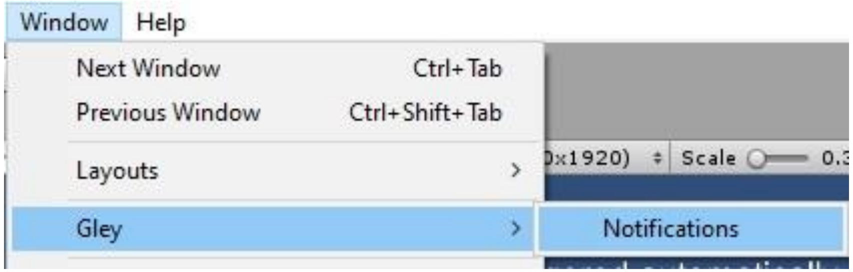
Mobile Notifications package adds support for scheduling local repeatable or one-time notifications on iOS and Android.

Requires iOS 10 and Android 4.4 or above.

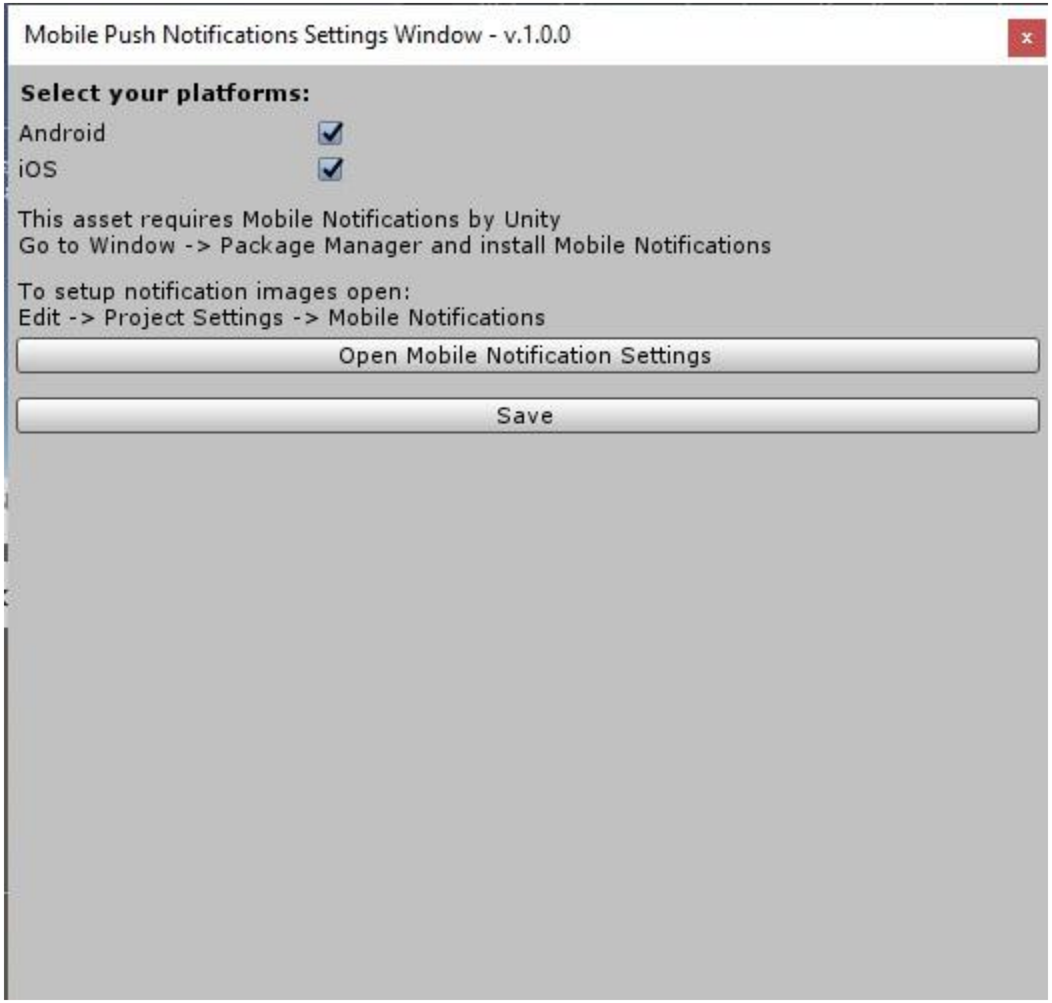
4. SETUP GUIDE

- Import **Gley Mobile Push Notifications Plugin** into Unity.

- Go to **Window->Gley->Notifications** to open the Settings Window.



- Settings Window will open



Mobile Push Notifications Settings Window - v.1.0.0

Select your platforms:

Android ☑

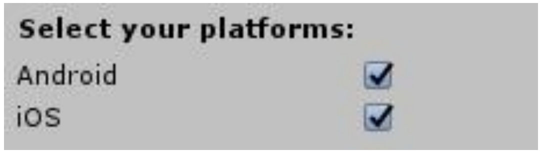
iOS ☑

This asset requires Mobile Notifications by Unity
Go to Window -> Package Manager and install Mobile Notifications

To setup notification images open:
Edit -> Project Settings -> Mobile Notifications

Notification Setup

- Select Platforms:

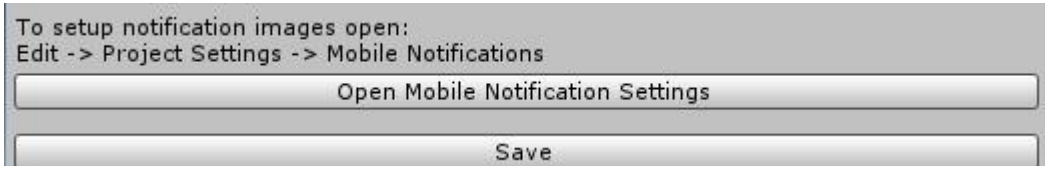


Select your platforms:

Android ☑

iOS ☑

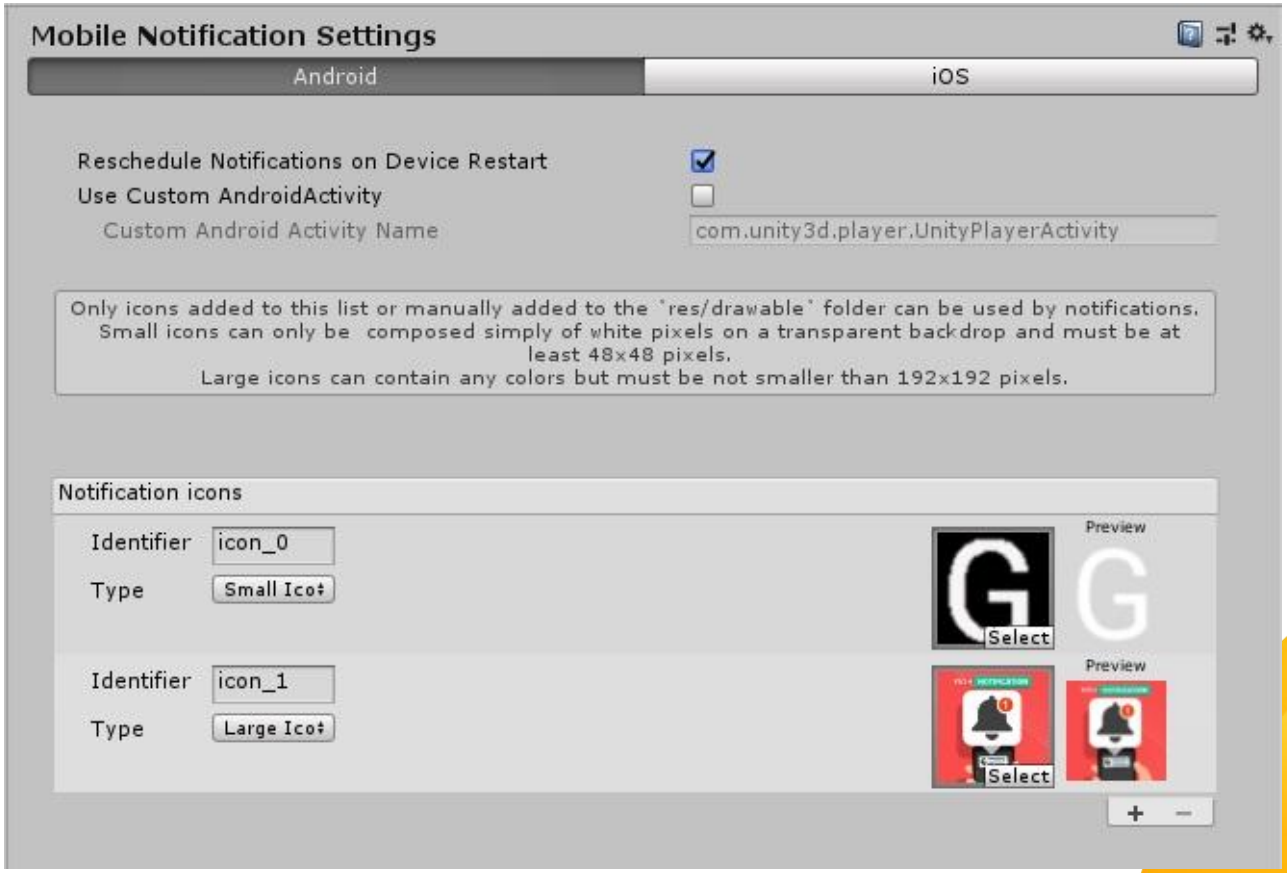
- Open Unity Mobile Notifications Settings from:
- **Edit -> Project Settings -> Mobile Notifications**
- or press the **Open Mobile Notification Settings** from Settings Window



To setup notification images open:
Edit -> Project Settings -> Mobile Notifications

Notification Setup Android

- Enable **Reschedule Notifications on Device Restart** to be able to send notifications even after device restart
- Select custom icons, small and large. If no custom icons are selected, app icon will be used



Mobile Notification Settings

Reschedule Notifications on Device Restart ☑
Use Custom AndroidActivity □
Custom Android Activity Name: com.unity3d.player.UnityPlayerActivity

Only icons added to this list or manually added to the `res/drawable` folder can be used by notifications. Small icons can only be composed simply of white pixels on a transparent backdrop and must be at least 48x48 pixels.
Large icons can contain any colors but must be not smaller than 192x192 pixels.

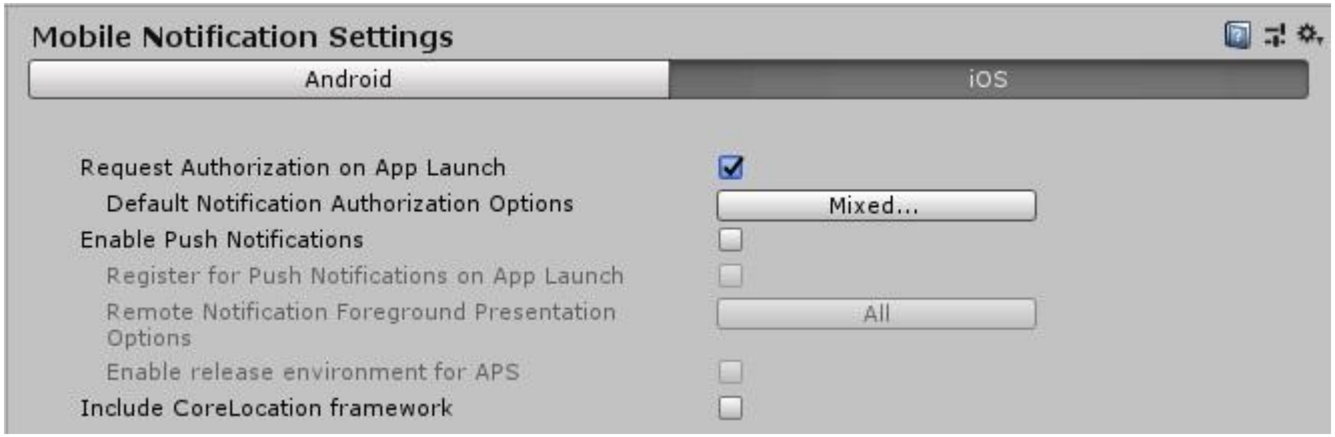
Notification icons

Identifier: icon_0
Type: Small Ico

Identifier: icon_1
Type: Large Ico

Notification Setup iOS

- Enable **Request Authorization on App Launch** to request notification permission



Mobile Notification Settings

Request Authorization on App Launch ☑
Default Notification Authorization Options: Mixed...
Enable Push Notifications □
Register for Push Notifications on App Launch □
Remote Notification Foreground Presentation Options: All
Enable release environment for APS □
Include CoreLocation framework □

5. USER GUIDE

- **GleyNotifications.Initialize();**
  This method will create a notification channel and will cancel all pending notifications.
  If should be called every time user launches the app.

- **GleyNotifications.Initialize(false);**
  This method will not cancel any pending notifications. They will be shown even if user is inside the app.

  //title > Title of the notification
  //text > Content of the notification
  //timeDelayFromNow > delay to display the notification, this delay will be added to current time
  //smallIcon > name of the custom small icon from Mobile Notification Settings
  //largeIcon >name of the custom large icon from Mobile Notification Settings
  //customData > this data can be retrieved if the users opens app from notification

- **GleyNotifications.SendNotification(string title, string text, System.TimeSpan timeDelayFromNow, string smallIcon = null, string largeIcon = null, string customData = "")**
  This method is used to schedule a notification.

5. USER GUIDE

//title > Title of the notification
//text > Content of the notification
//timeDelayFromNow > delay to display the notification, this delay will be added to current time
//repeatInterval > time until the next notifications will be sent.
//smallIcon > name of the custom small icon from Mobile Notification Settings
//largeIcon >name of the custom large icon from Mobile Notification Settings
//customData > this data can be retrieved if the users opens app from notification

- **GleyNotifications.SendRepeatNotification(string title, string text, System.TimeSpan timeDelayFromNow, System.TimeSpan repeatInterval, string smallIcon = null, string largeIcon = null, string customData = "")**
  This method is used to schedule a notification.

// returns > the custom data sent to notification or null if the app was not opened from notification

- **string GleyNotifications.AppWasOpenFromNotification()**
  Check if current session was opened from notification tap.

6. ANDROID 13 PERMISSION

- **Automatic permission request during initialization**
  The Permission popup appears automatically, without the need of any other line of code. The permission is requested within the initialization GleyNotifications.Initialize();

- **Manually permission request: GleyNotifications.RequestPermision(PermissionGranted);**
  The method is used to request permission to show notifications to the user.
  PermissionGranted is a callback method that will be invoked when the user responds to the notification permission request, and its PermissionStatus parameter indicates whether the user granted or denied permission for notifications.

- **GleyNotifications.IsPermissionGranted();**
  // Verify whether or not the permission was granted by the user
  //It can be used to verify the permission before SendNotification function.

7. PLAYMAKER SUPPORT

- **Supported Playmaker Actions:**
  - **InitializeNotifications**
  - **AppWasOpenFromNotification**
  - **SendNotification**

The above Playmaker actions behavior is equivalent with corresponding methods from Section 5 - User Guide.

8. BOLT SUPPORT

- **Supported Bolt Actions:**
  - **InitializeNotifications**
  - **AppWasOpenFromNotification**
  - **SendNotification**

The above Bolt actions behavior is equivalent with corresponding methods from Section 5 - User Guide.

9. GAME FLOW SUPPORT (suspended)

- **Game Flow support was suspended due to the discontinuation of their package.**

- **Supported Game FLow Actions:**
  - **InitializeNotifications**
  - **AppWasOpenFromNotification**
  - **SendNotification**

The above Game Flow actions behavior is equivalent with corresponding methods from Section 5 - User Guide.

10. Android Minify option

For Unity version 2021.1 there was a reported bug on Unity Technologies Notification package.
https://github.com/Unity-Technologies/NotificationsSamples/issues/67

When the "Minify" option is active on Android builds, the below error is thrown. Therefore, we announce you that Android Minify option may not be active for that editor version.

The errors that may appear:

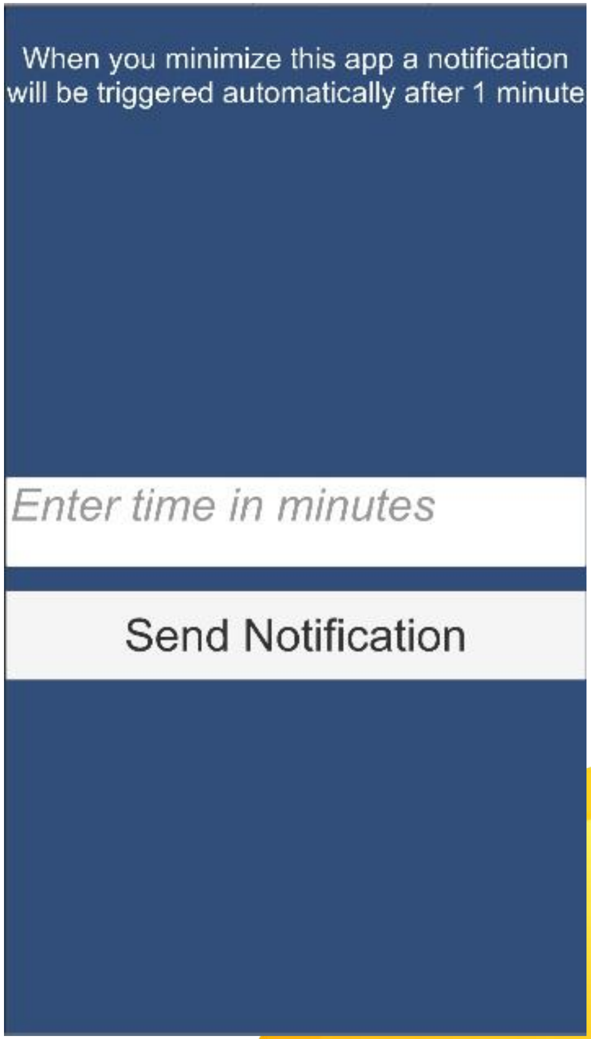
```
10-08 16:36:53.989 27313 27313 D ViewRootImpl@517be59[UnityPlayerActivity]: Relayout returned: old=(0,0,810,1665) new=(0,0,810,1665)
req=(810,1665)0 dur=6 res=0x1 s={true 538160783360} ch=false
10-08 16:36:54.107 27313 27361 E Unity : AndroidJavaException: java.lang.NoSuchMethodError: no static method with
name='getNotificationManagerImpl'
signature='(Lcom.safedk.android.SafeDKMultidexApplication;Lcom.unity3d.player.UnityPlayerActivity;)Ljava/lang/Object;' in class
Ljava.lang.Object;
10-08 16:36:54.107 27313 27361 E Unity : java.lang.NoSuchMethodError: no static method with name='getNotificationManagerImpl'
signature='(Lcom.safedk.android.SafeDKMultidexApplication;Lcom.unity3d.player.UnityPlayerActivity;)Ljava/lang/Object;' in class
Ljava.lang.Object;
10-08 16:36:54.107 27313 27361 E Unity : at com.unity3d.player.ReflectionHelper.getMethodID(Unknown Source:162)
10-08 16:36:54.107 27313 27361 E Unity : at com.unity3d.player.UnityPlayer.nativeRender(Native Method)
10-08 16:36:54.107 27313 27361 E Unity : at com.unity3d.player.UnityPlayer.access$300(Unknown Source:0)
10-08 16:36:54.107 27313 27361 E Unity : at com.unity3d.player.UnityPlayer$e$1.handleMessage(Unknown Source:95)
10-08 16:36:54.107 27313 27361 E Unity : at android.os.Handler.dispatchMessage(Handler.java:103)
10-08 16:36:54.107 27313 27361 E Unity : at android.os.Looper.loop(Looper.java:237)
10-08 16:36:54.107 27313 27361 E Unity : at com.unity3d.player.UnityPlayer$e.run(Unknown Source:20)
```

11. EXAMPLE

You can find the example test scene here:
Assets/GleyPlugins/Notifications/Example/TestNotifications.unity

How to use the scene:

- Enter a time in minutes, press Send Notification and a notification will be displayed after time expires.
- If you close the app a notification will be sent after 1 minute
- When you open the app from notification a custom message will be displayed on screen.
- Check TestNotifications.cs for details.



When you minimize this app a notification will be triggered automatically after 1 minute gley

Version 1.2.2 / 2022