**Description: cid:image001.gif@01CE9E53.B8D2CCE0**

VTC MOBILE - Integration Guide for Mobile Apps   
Android SDK

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|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Description | Author |
| 1.0 | 01/10/2014 | Creator | Nguyen Nam Trung |
| 1.1 | 15/12/2014 | Update | Nguyen Quang Huy |
| 1.2 | 27/12/2014 | Update track facebook’s install | Nguyen Nam Trung |
| 1.2.1 | 26/01/2015 | Update push notification | Nguyen Nam Trung |
| 1.2.2 | 09/06/2015 | Update AppFlyer tracking | Nguyen Nam Trung |
| 1.2.3 | 21/07/2015 | Update new policy | Nguyen Nam Trung |
| 1.2.4 | 21/09/2015 | Update integration process | Nguyen Nam Trung |
| 1.2.5 | 10/12/2015 | Update notfication integration flow | Nguyen Nam Trung |
| 1.2.6 | 10/03/2015 | Update section 3.2 | Nguyen Nam Trung |

# Overview

# Document purpose

This document describe how to integrate new Mobile Application to VTC Mobile payment gateway and transaction processing flow which provided by Scoin SDK. Based on this, partner can do cost analysis, what type of transaction supported. Below are standard functions will be implement:

* Authorization
  + Scoin ID
  + Facebook ID
  + Google ID
  + Yahoo ID
* Payment
  + Topup from scratch card (Telco/Games)
  + Topup from Scoin Wallet
  + Topup from Mobile SMS
  + Topup from Wap Charging (added later)
  + Topup from Internet Banking
  + Topup from Google In-app purchase
* User API
  + Account Info
  + Avatar
  + Transaction History
* Logging User Activities
  + OS Device
  + Google Play Account (Email)
  + Install Referer

# Scope of use

Documents provided to partners to develop applications and services can use to login account and debit clients through Scoin SDK.

# Conceptual Model



# Basic Abstract Flow

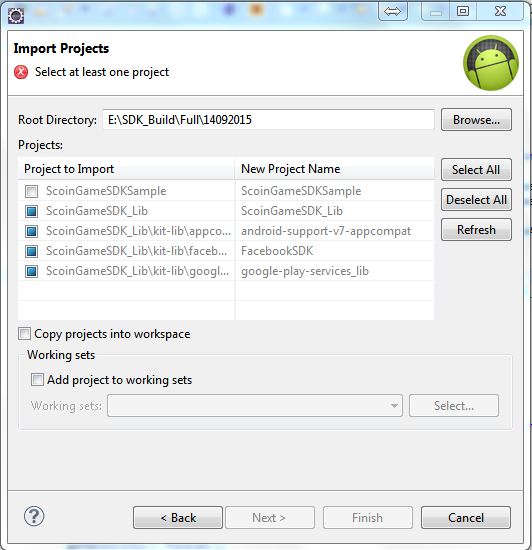


• Client: Applications need access to the system account and payment VTC Mobile (Scoin ID)  
• AuthorizationServer: Server to authenticate the account, account database connection to check customer ID, password.  
• Resource Server : Server contains the resource requires authentication to use  
• Access Token : The key to the functional use of the resource server. (Eg functionalities payment, debit account, update account information)

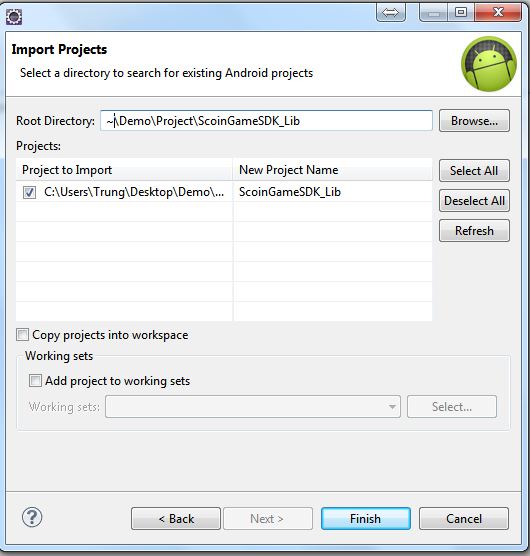
# Setup development environment

# Import reference projects

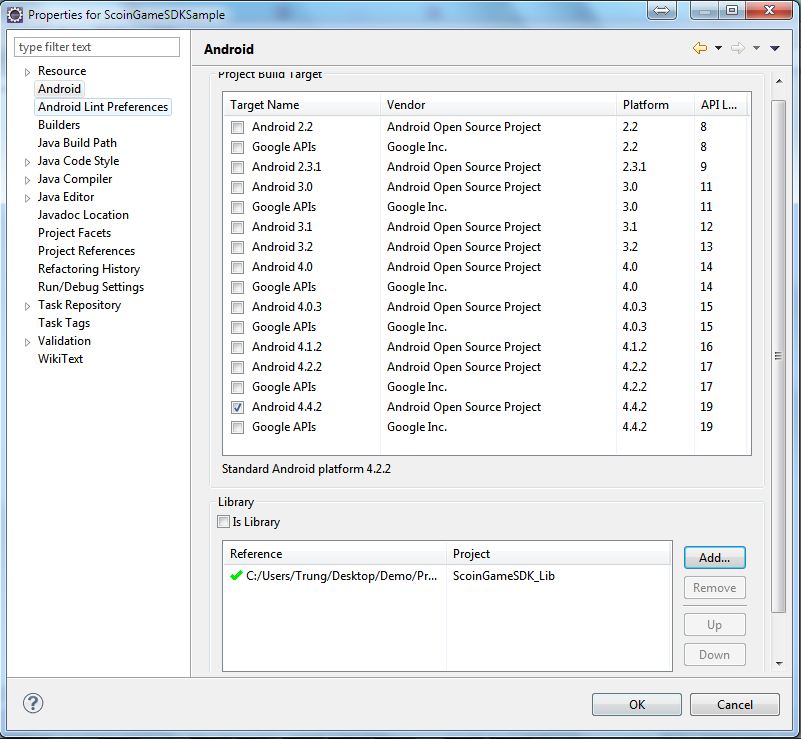
* Import google play services project located at ScoinGameSDK\_Lib/kit-lib/google-play-services\_lib
* Import app-compat project located at ScoinGameSDK\_Lib/kit-lib/ appcompat
* Import facebook project located at ScoinGameSDK\_Lib/kit-lib/ facebook



# Import ScoinGameSKDLib project



# Create your project and import ScoinGameSDKLib as library project



# Config project

# Add permissions to your Manifest

<uses-permission android:name=*"android.permission.INTERNET"* />

<uses-permission android:name=*"android.permission.READ\_PHONE\_STATE"* />

<uses-permission android:name=*"android.permission.WRITE\_EXTERNAL\_STORAGE"* />

<uses-permission android:name=*"android.permission.ACCESS\_NETWORK\_STATE"* />

<uses-permission android:name=*"android.permission.USE\_CREDENTIALS"* />

<uses-permission android:name=*"android.permission.GET\_ACCOUNTS"* />

<uses-permission android:name=*"android.permission.SYSTEM\_ALERT\_WINDOW"* />

<uses-permission android:name=*"com.android.vending.BILLING"* />

# Modify application tag

<activity

android:name=*"com.vtcmobile.gamesdk.AuthenActivity"*

android:configChanges=*"orientation|keyboardHidden|screenSize"*

android:launchMode=*"singleTop"*

android:theme=*"@style/PopupTheme"*

android:windowSoftInputMode=*"adjustPan"* />

<activity

android:name=*"com.vtcmobile.gamesdk.UpdateUserInfoActivity"*

android:configChanges=*"orientation|keyboardHidden|screenSize"*

android:theme=*"@style/PopupTheme"*

android:windowSoftInputMode=*"adjustPan"* />

<activity

android:name=*"com.vtcmobile.gamesdk.QuickLoginUserUpdateActivity"*

android:configChanges=*"orientation|keyboardHidden|screenSize"*

android:theme=*"@style/PopupTheme"*

android:windowSoftInputMode=*"adjustPan"* />

<activity

android:name=*"com.vtcmobile.gamesdk.UpdatePassActivity"*

android:configChanges=*"orientation|keyboardHidden|screenSize"*

android:theme=*"@style/PopupTheme"*

android:windowSoftInputMode=*"adjustPan"* />

<activity

android:name=*"com.vtcmobile.gamesdk.UpdatePhoneActivity"*

android:configChanges=*"orientation|keyboardHidden|screenSize"*

android:theme=*"@style/PopupTheme"*

android:windowSoftInputMode=*"adjustPan"* />

<activity

android:name=*"com.vtcmobile.gamesdk.PaymentActivity"*

android:configChanges=*"orientation|keyboardHidden|screenSize"*

android:launchMode=*"singleTop"*

android:theme=*"@style/PopupTheme"*

android:windowSoftInputMode=*"adjustPan"* />

<activity

android:name=*"com.vtcmobile.gamesdk.UserInfoActivity"*

android:configChanges=*"orientation|keyboardHidden|screenSize"*

android:launchMode=*"singleTop"*

android:theme=*"@style/Theme.PageIndicatorDefaults"*

android:windowSoftInputMode=*"adjustPan"* />

<activity

android:name=*"com.vtcmobile.gamesdk.FloatActivity"*

android:configChanges=*"orientation|keyboardHidden|screenSize|screenLayout"*

android:exported=*"true"*

android:theme=*"@style/PopupDialogTheme"*

android:windowSoftInputMode=*"adjustPan"* />

<activity

android:name=*"com.vtcmobile.gamesdk.ComposeSupportActivity"*

android:configChanges=*"orientation|keyboardHidden|screenSize|screenLayout"*

android:theme=*"@style/PopupTheme"*

android:windowSoftInputMode=*"adjustPan"* />

<activity

android:name=*"com.vtcmobile.gamesdk.ListSupportChatActivity"*

android:configChanges=*"orientation|keyboardHidden|screenSize|screenLayout"*

android:theme=*"@style/PopupTheme"*

android:windowSoftInputMode=*"adjustResize"* />

<activity

android:name=*"com.vtcmobile.gamesdk.AddIDActivity"*

android:configChanges=*"orientation|keyboardHidden|screenSize|screenLayout"*

android:theme=*"@style/PopupTheme"*

android:windowSoftInputMode=*"adjustPan"* />

<activity

android:name=*"com.vtcmobile.gamesdk.RemoveOpenIdAccActivity"*

android:configChanges=*"orientation|keyboardHidden|screenSize|screenLayout"*

android:theme=*"@style/PopupTheme"*

android:windowSoftInputMode=*"adjustPan"* />

<activity

android:name=*"com.vtcmobile.gamesdk.AddPhoneActivity"*

android:configChanges=*"orientation|keyboardHidden|screenSize|screenLayout"*

android:theme=*"@style/PopupTheme"*

android:windowSoftInputMode=*"adjustPan"* />

<activity

android:name=*"com.vtcmobile.gamesdk.CreateAccB4RemoveOpenIdAccActivity"*

android:configChanges=*"orientation|keyboardHidden|screenSize|screenLayout"*

android:theme=*"@style/PopupTheme"*

android:windowSoftInputMode=*"adjustPan"* />

<activity

android:name=*"com.vtcmobile.gamesdk.AdvanceSecurityActivity"*

android:configChanges=*"orientation|keyboardHidden|screenSize|screenLayout"*

android:theme=*"@style/PopupTheme"*

android:windowSoftInputMode=*"adjustPan"* />

<activity

android:name=*"com.facebook.LoginActivity"*

android:label=*"@string/app\_name"*

android:theme=*"@android:style/Theme.Translucent.NoTitleBar"* />

<receiver

android:name=*"com.vtcmobile.gamesdk.core.InstallReceiver"*

android:exported=*"true"* >

<intent-filter>

<action android:name=*"com.android.vending.INSTALL\_REFERRER"* />

</intent-filter>

</receiver>

<service android:name=*"com.google.android.gms.analytics.CampaignTrackingService"* />

<meta-data

android:name=*"com.facebook.sdk.ApplicationId"*

android:value=*"@string/fb\_app\_id"* />

<meta-data

android:name=*"gaid"*

android:value=*"UA-57326627-10"* />

<meta-data

android:name=*"com.google.android.gms.version"*

android:value=*"@integer/google\_play\_services\_version"* />

<meta-data

android:name=*"ggkey"*

android:value=*"@string/gg\_key"* />

<meta-data

android:name="appflyer.key"

android:value="J4Mh3vxm4T8afRaGw77d6g" />

* Add data to application tag

<application

android:hardwareAccelerated=*"true"*

# Add FacebookAppId and GoogleKey

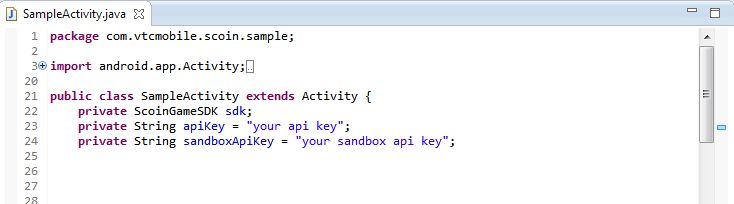
* + - Add facebookAppId in string.xml file located in res-> value folder.

<string name=*"fb\_app\_id"*>232079827255723</string>

* + - Add public base64 key into gg\_key in in string.xml file located in res-> value folder.

<string name=*"gg\_key"*></string>

# Add Sandbox API key and Live API key in your game activity



**private** ScoinGameSDK sdk;

**private** String apiKey = "1e43b5be50860a2378ef6f8128a033a5";

**private** String sandboxApiKey = "a2898539fca1ea212f0213e8632504a8";

Add following code inside application tag in Manifest file. Change value from true to false in order to change between sandbox and live system

<meta-data

android:name=*"sandbox"*

android:value=*"true"* />

# Create a class inherits from ScoinReceiver to listen login/logout event

**public** **class** YourReceiver **extends** ScoinReceiver {

@Override

**public** **void** onLoginSuccess(**final** ScoinSession user) {

sdk.showWelcomMessage(user, SampleActivity.**this**);

//do verify login with your server now with this params

// user.userName

// user.userId

}

@Override

**public** **void** onLogoutSuccess() {

// do switch account implementation.

}

# Configure push notification

* + - Add permissions to manifest

<uses-permission android:name=*"android.permission.WAKE\_LOCK"* />

<uses-permission android:name=*"com.google.android.c2dm.permission.RECEIVE"* />

* + - Add and edit these permission according to your package name ( outside of application tag)

<permission

android:name=*"****your.package.name****.permission.C2D\_MESSAGE"*

android:protectionLevel=*"signature"* />

<uses-permission android:name=*"****your.package.name****.permission.C2D\_MESSAGE"* />

* + - Add these inside application tag and change your.package.name

<receiver android:name=*"com.vtcmobile.gamesdk.notification.GcmBroadcastReceiver"*

android:permission=*"com.google.android.c2dm.permission.SEND"* >

<intent-filter>

<action android:name=*"com.google.android.c2dm.intent.RECEIVE"* />

<category android:name=*"****your.package.name****"* />

</intent-filter>

</receiver>

<service

android:name=*"com.vtcmobile.gamesdk.notification.GcmIntentService"*

android:exported=*"true"* />

# Init SDK in onCreate method

receiver = **new** YourReceiver();

IntentFilter filter = **new** IntentFilter();

filter.addAction(ScoinAction.*LOGIN\_SUCCESS\_ACTION*);

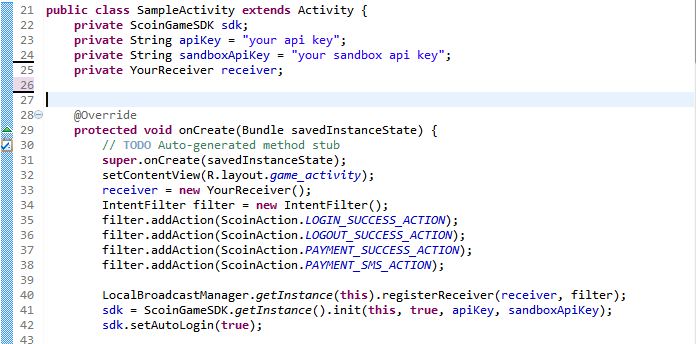
filter.addAction(ScoinAction.*LOGOUT\_SUCCESS\_ACTION*);

LocalBroadcastManager.*getInstance*(**this**).registerReceiver(receiver, filter);

sdk = ScoinGameSDK.*getInstance*().init(**this**, **true**, apiKey,sandboxApiKey);

sdk.setAutoLogin(**true**); // set false if your game flow is choose server before our authencation and vice versace.

# sdk.trackFBInstall(this)



And unregister receiver in onDestroy

@Override

**protected** **void** onDestroy() {

sdk.end();

LocalBroadcastManager.*getInstance*(**this**).unregisterReceiver(receiver);

**super**.onDestroy();

}

# Scoin functions

# Function Login

After init ScoinGameSDK instance just call *sdk.manualLogin();* to login

# Function switch account

After init ScoinGameSDK instance just call *sdk.logout(****boolean showLoginDialog****);* to switch account

# Function show user’s information

After init ScoinGameSDK instance just call *sdk.*showUserInfo(*); to show account’s information.*

# Function show payment

Call this function to show payment screen. You can input your self-defined parameter, via this parameter such as role\_id, your order\_id, etc

sdk. makePayment (String yourString);

# Function track facebook ad’s install

Call this function after init SDK

sdk.trackFBInstall(this);

# AppFlyer tracking

If you want to use AppFlyer tracking, please following these

* + - In the AndroidManifest.xml, please add the following receiver as the FIRST for INSTALL\_REFERRER:

<receiver

android:name=*"com.appsflyer.MultipleInstallBroadcastReceiver"*

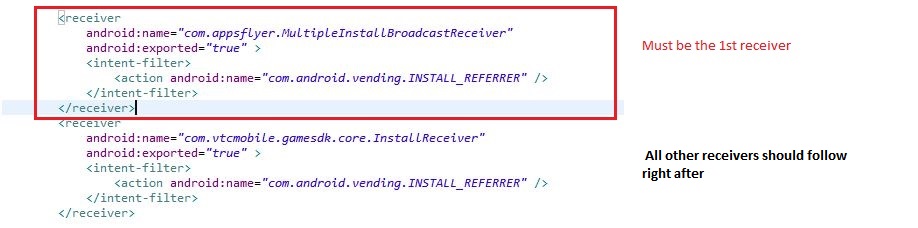
android:exported=*"true"* >

<intent-filter>

<action android:name=*"com.android.vending.INSTALL\_REFERRER"* />

</intent-filter>

</receiver>



# Add metadata

<meta-data

android:name=*"appflyer.key"*

android:value=*"*J4Mh3vxm4T8afRaGw77d6g*"* />

* + - Call this function after init SDK

sdk.trackAppFlyerInstall(this);

# Get Game Rating

Call this function after init SDK to get game rating

sdk.getGameRating(**new** OnGetGameRatingListener() {

@Override

**public** **void** onSuccess(String rate) {

// **Rate will be 18+ or 12+ or 0+**

Toast.*makeText*(SampleActivity.**this**, rate, Toast.*LENGTH\_SHORT*).show();

}

@Override

**public** **void** onError() {

// **TODO** Auto-generated method stub

Toast.*makeText*(SampleActivity.**this**, "ERROR", Toast.*LENGTH\_SHORT*).show();

}

});

# Get Reminder

Call this function after init SDK to get game reminder

For example “Don’t play game exceed 180 minutes per day”

sdk.getReminder(**new** OnGetGameReminderListener() {

@Override

**public** **void** onSuccess(String paramString) {

// **TODO** Auto-generated method stub

Toast.*makeText*(SampleActivity.**this**, paramString, Toast.*LENGTH\_SHORT*).show();

}

@Override

**public** **void** onError() {

// **TODO** Auto-generated method stub

Toast.*makeText*(SampleActivity.**this**, "ERROR", Toast.*LENGTH\_SHORT*).show();

}

});

# Get user scoin ’s balance (Optional)

Call this function after init SDK to get user scoin’s balance

sdk.getUserBalance(**new** OnGetUserBalanceListener() {

@Override

**public** **void** onSuccess(String amount) {

// **TODO** Auto-generated method stub

Toast.*makeText*(SampleActivity.**this**, "User balance is " + amount, Toast.*LENGTH\_SHORT*).show();

}

@Override

**public** **void** onError() {

// **TODO** Auto-generated method stub

Toast.*makeText*(SampleActivity.**this**, "Error. Try again later", Toast.*LENGTH\_SHORT*).show();

}

});

# Scoin Payment(Optional)

Use this function to charge user’s scoin.

|  |  |
| --- | --- |
| Description |  |
| Function | doScoinPayment(String partnerInfo, String amount,TransactionStatusCallback callback) |
| Parameters | |  |  |  | | --- | --- | --- | | Name | Type | Description | | partnerInfo | String | Your order id | | amount | String | Amount of scoin will be charged | | callback | TransactionStatusCallback | Callback is called when transaction completed | |

sdk.doScoinPayment("partner\_info", "1", **new** TransactionStatusCallback() {

@Override

**public** **void** onTransactionSuccess(ScoinTransResult result) {

// **TODO** Auto-generated method stub

Toast.*makeText*(SampleActivity.**this**, "TopUp successfully: TransactionId-" + result.transId, Toast.*LENGTH\_SHORT*).show();

}

@Override

**public** **void** onTransactionError(String paramString) {

// **TODO** Auto-generated method stub

Toast.*makeText*(SampleActivity.**this**, "TopUp failure", Toast.*LENGTH\_SHORT*).show();

}

});

# Invite friends on Facebook (Optional)

sdk.InviteFacebook(SampleActivity.**this**, **new** OnInviteFBListener() {

@Override

**public** **void** onSuccess(String requestId, **int** numberOfInvitedPpl) {

// **TODO** Auto-generated method stub

Toast.*makeText*(SampleActivity.**this**, "Invite Id " + requestId + " number of recipents" + numberOfInvitedPpl, Toast.*LENGTH\_SHORT*).show();

}

@Override

**public** **void** onError(String paramString) {

// **TODO** Auto-generated method stub

Toast.*makeText*(SampleActivity.**this**, "Error" + paramString, Toast.*LENGTH\_SHORT*).show();

}

});

* + - Add this function in your Activity’s onActivityResult

@Override

**public** **void** onActivityResult(**int** requestCode, **int** resultCode, Intent data) {

sdk.*handleActivityResult* (SampleActivity.**this**, requestCode, resultCode, data, fbListener);

**super**.onActivityResult(requestCode, resultCode, data);

}

* + - Callback

|  |  |
| --- | --- |
| Description |  |
| Function | **public** **void** InviteFacebook(Context ctx, OnInviteFBListener listener) |
| Callback | |  |  |  | | --- | --- | --- | | Name | Type | Description | | requestId | String | Unique facebook id | | numberOfInvitedPpl | int | Number of recipients | |

# Share Facebook

|  |  |
| --- | --- |
| Description |  |
| Function | publishFacebookFeed(String name, String description, String thumbnailLink, String contentLink, Context ctx, OnPublishFBFeedListener listener) |
| Parameters | |  |  |  | | --- | --- | --- | | Name | Type | Description | | name | String | Post’s title | | description | String | Post’s description | | thumbnailLink | String | Post’s preview image (must be image url and image dimesion is at least 200x200px | | contentLink | String | Post’s link | | ctx | Context |  | | listener | OnPublishFBFeedListener | Callback after user share post | |

btnShareFacebook.setOnClickListener(**new** OnClickListener() {

@Override

**public** **void** onClick(View v) {

// **TODO** Auto-generated method stub

fbListener = **new** OnPublishFBFeedListener() {

@Override

**public** **void** onSuccess(String requestId) {

// **TODO** Auto-generated method stub

Toast.*makeText*(SampleActivity.**this**, "PostId " + requestId, Toast.*LENGTH\_SHORT*).show();

}

@Override

**public** **void** onError(String paramString) {

// **TODO** Auto-generated method stub

Toast.*makeText*(SampleActivity.**this**, "ERROR " + paramString, Toast.*LENGTH\_SHORT*).show();

}

};

sdk.publishFacebookFeed("Game rất là hay", "Game cực hay", "http://mobile.vtc.vn/media/au/images/bg.jpg", "http://aumobile.vn/", "", SampleActivity.**this**, fbListener);

}

});

# Function get user’s avatar link

Call this function after init SDK to get user’s avatar link.

sdk.getAvatarLink();

# Sandbox system Integration

The parameters of the services provided VTC Mobile partners to implement test include:

|  |  |
| --- | --- |
| **Name** | **Value** |
| SandboxAPIKey | a2898539fca1ea212f0213e8632504a8 |

Account information when using the sandbox system including:

|  |  |  |
| --- | --- | --- |
| No | Account | Password |
| 1 | payment.test01 | 123456 |
| 2 | payment.test02 | 123456 |
| 3 | payment.test03 | 123456 |

# Live System Integration

At this point if time, VTC Mobile partners will be provided new parameters to implement.

|  |  |
| --- | --- |
| **Name** | **Value** |
| LiveAPIKey | 1e43b5be50860a2378ef6f8128a033a5 |
| gaid | UA-57326627-10 |
| fb\_app\_id (facebook appid | 232079827255723 |
| ggkey | Provide later after successfully connect sandbox. |
| Appflyer.key (optional) | J4Mh3vxm4T8afRaGw77d6g |

# Supporter

VTC Mobile will spend 01 engineer to support to partner technical team during integration.

abc

Mobille: +84- xxxxxxx

Email: [xxxxxxx@vtc.vn](mailto:xxxxxxx@vtc.vn)

Skype: xxxxxx