

Gideros Guide for Pushwoosh Plugin

Copy files to the respective directory on exported Gideros project.

Copy **<Gideros Installation Directory>\Sdk\include** to **jni\sdk\include**

In the AndroidManifest.xml make the following changes, Replace YourStartActivity with the name of your activity and PACKAGE_NAME with the package name for your application.:

```
<activity android:name="YourStartActivity"
    android:launchMode="singleTop"
    android:label="@string/app_name">
    <intent-filter>
        <action android:name="PACKAGE_NAME.MESSAGE"/>
        <category android:name="android.intent.category.DEFAULT"/>
    </intent-filter>
    <intent-filter>
        <action android:name="android.intent.action.MAIN"/>
        <category android:name="android.intent.category.LAUNCHER"/>
    </intent-filter>
</activity>
```

Add the following changes in your AndroidManifest.xml under manifest tag. Replace PACKAGE_NAME with the package name for your application.

```
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE"/>
<uses-permission android:name="android.permission.READ_PHONE_STATE"/>

<!--library-->
<uses-permission android:name="android.permission.READ_PHONE_STATE"/>

<!-- GCM connects to Google Services. -->
<uses-permission android:name="android.permission.INTERNET"/>

<!-- GCM requires a Google account. -->
<uses-permission android:name="android.permission.GET_ACCOUNTS"/>

<!-- Keeps the processor from sleeping when a message is received. -->
<uses-permission android:name="android.permission.WAKE_LOCK"/>

<!--
    Creates a custom permission so only this app can receive its messages.

    NOTE: the permission *must* be called PACKAGE.permission.C2D_MESSAGE,
           where PACKAGE is the application's package name.
-->
<permission
    android:name="PACKAGE_NAME.permission.C2D_MESSAGE"
    android:protectionLevel="signature"/>
<uses-permission
    android:name="PACKAGE_NAME.permission.C2D_MESSAGE"/>
```

```

<!-- This app has permission to register and receive data message. -->
<uses-permission
    android:name="com.google.android.c2dm.permission.RECEIVE"/>

<!-- GCM requires Android SDK version 2.2 (API level or above. -->
<!-- The targetSdkVersion is optional, but it's always a good practice
    to target higher versions. -->
<uses-sdk android:minSdkVersion="8" android:targetSdkVersion="16"/>

```

Add the following changes in your AndroidManifest.xml under application tag. Replace PACKAGE_NAME with the package name for your application.

```

<activity android:name="com.arellomobile.android.push.PushWebview"/>

<activity android:name="com.arellomobile.android.push.MessageActivity"/>

<activity android:name="com.arellomobile.android.push.PushHandlerActivity"/>

<!--
    BroadcastReceiver that will receive intents from GCM
    services and handle them to the custom IntentService.

    The com.google.android.c2dm.permission.SEND permission is necessary
    so only GCM services can send data messages for the app.
-->
<receiver
    android:name="com.google.android.gcm.GCMBroadcastReceiver"
    android:permission="com.google.android.c2dm.permission.SEND">
    <intent-filter>
        <!-- Receives the actual messages. -->
        <action android:name="com.google.android.c2dm.intent.RECEIVE"/>
        <!-- Receives the registration id. -->
        <action android:name="com.google.android.c2dm.intent.REGISTRATION"/>
        <category android:name="PACKAGE_NAME"/>
    </intent-filter>
</receiver>

<!--
    Application-specific subclass of PushGCMIntentService that will
    handle received messages.
-->
<service android:name="com.arellomobile.android.push.PushGCMIntentService"/>

```

If you would like to use Geo Push Notifications add the following service to your manifest file:

```

<!--
    Service for sending location updates
-->
<service android:name="com.arellomobile.android.push.GeoLocationService"/>

```

Now modify the main activity of your Gideros project. Add following import statement:

```
import com.nightspade.gideros.android.plugins.pushwoosh.GPushWoosh;
```

Add:

```
System.loadLibrary("pushwoosh");
```

just right after :

```
System.loadLibrary("gideros");  
System.loadLibrary("luasocket");  
System.loadLibrary("lfs");
```

And add Plugin class inside externalClasses like that:

```
static private String[] externalClasses = {  
    "com.nightspade.gideros.android.plugins.pushwoosh.GPushWoosh"};
```

And add

```
@Override  
public void onNewIntent(Intent intent) {  
    super.onNewIntent(intent);  
  
    GPushWoosh.checkMessage(intent);  
}
```