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*

Create **Android.mk** file in *jni* directory and write the following:

```
LOCAL_PATH := $(call my-dir)

#
# Gideros Shared Library
#
include $(CLEAR_VARS)

LOCAL_MODULE           := gideros
LOCAL_SRC_FILES        := ../libs/$(TARGET_ARCH_ABI)/libgideros.so

include $(PREBUILT_SHARED_LIBRARY)

#
# Lua Socket Library
#
include $(CLEAR_VARS)

LOCAL_MODULE           := luasocket
LOCAL_SRC_FILES        := ../libs/$(TARGET_ARCH_ABI)/libluasocket.so

include $(PREBUILT_SHARED_LIBRARY)

#
# Lua File System Library
#
include $(CLEAR_VARS)

LOCAL_MODULE           := lfs
LOCAL_SRC_FILES        := ../libs/$(TARGET_ARCH_ABI)/liblfs.so

include $(PREBUILT_SHARED_LIBRARY)
```

Add the following to **Android.mk** file

```
#
# PushWoosh Plugin
#
include $(CLEAR_VARS)

LOCAL_MODULE           := pushwoosh
LOCAL_ARM_MODE         := arm
LOCAL_CFLAGS           := -O2
LOCAL_C_INCLUDES       += $(LOCAL_PATH)/sdk/include
```

```
LOCAL_SRC_FILES         := pushwoosh/gpushwoosh.cpp
pushwoosh/pushwooshbinder.cpp
LOCAL_LDLIBS            := -ldl -llog
LOCAL_SHARED_LIBRARIES := gideros

include $(BUILD_SHARED_LIBRARY)
```

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);
}
```