MOBILE PUSH NOTIFICATIONS

1. WHY DO YOU NEED TO USE THIS PLUGIN

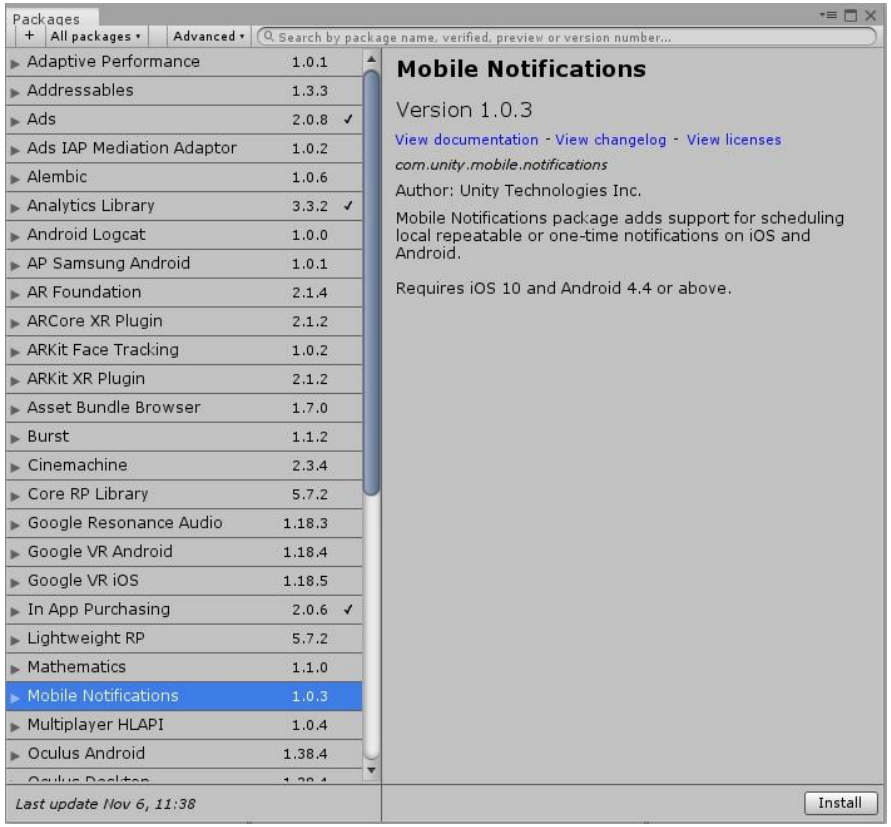
- Increase your game engagement by sending notifications.
- Schedule local notifications with a single line of code.
- Click callback with custom message for each notification to track app sessions started by notification press.
- Custom notification icons
- Custom notification text.
- Device restart 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**

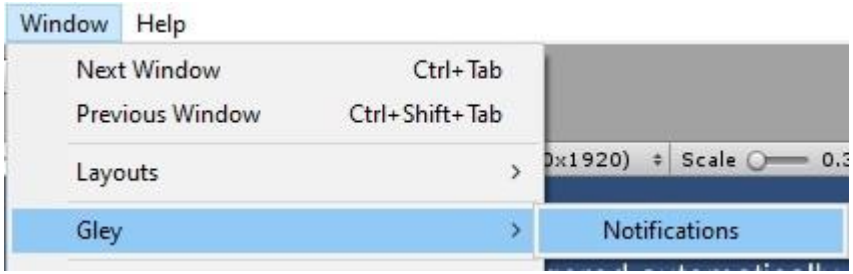
3. INSTALL MOBILE NOTIFICATIONS

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

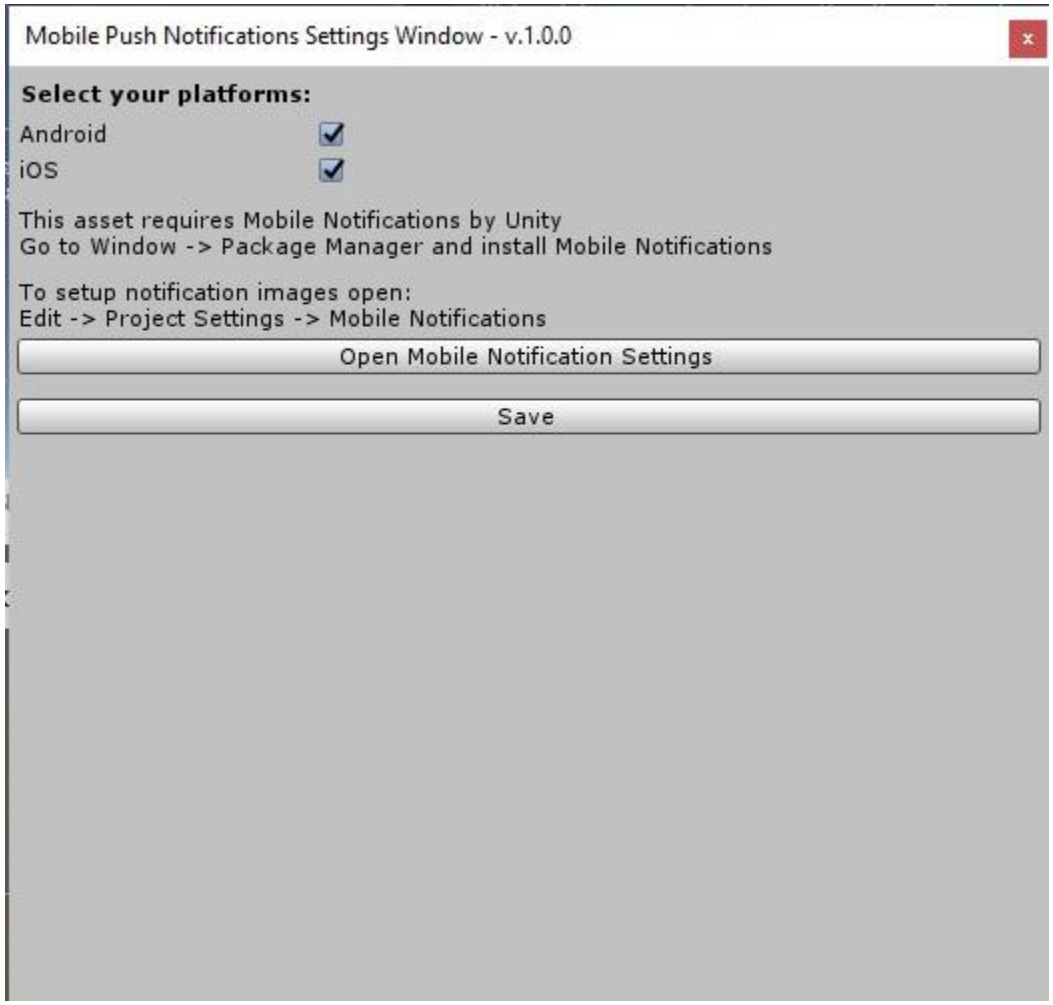


4. SETUP GUIDE

- Import **Gley Mobile Push Notifications Plugin** into Unity.
- Go to **Window->Gley->Notifications** to open the Settings Window.



- Settings Window will open



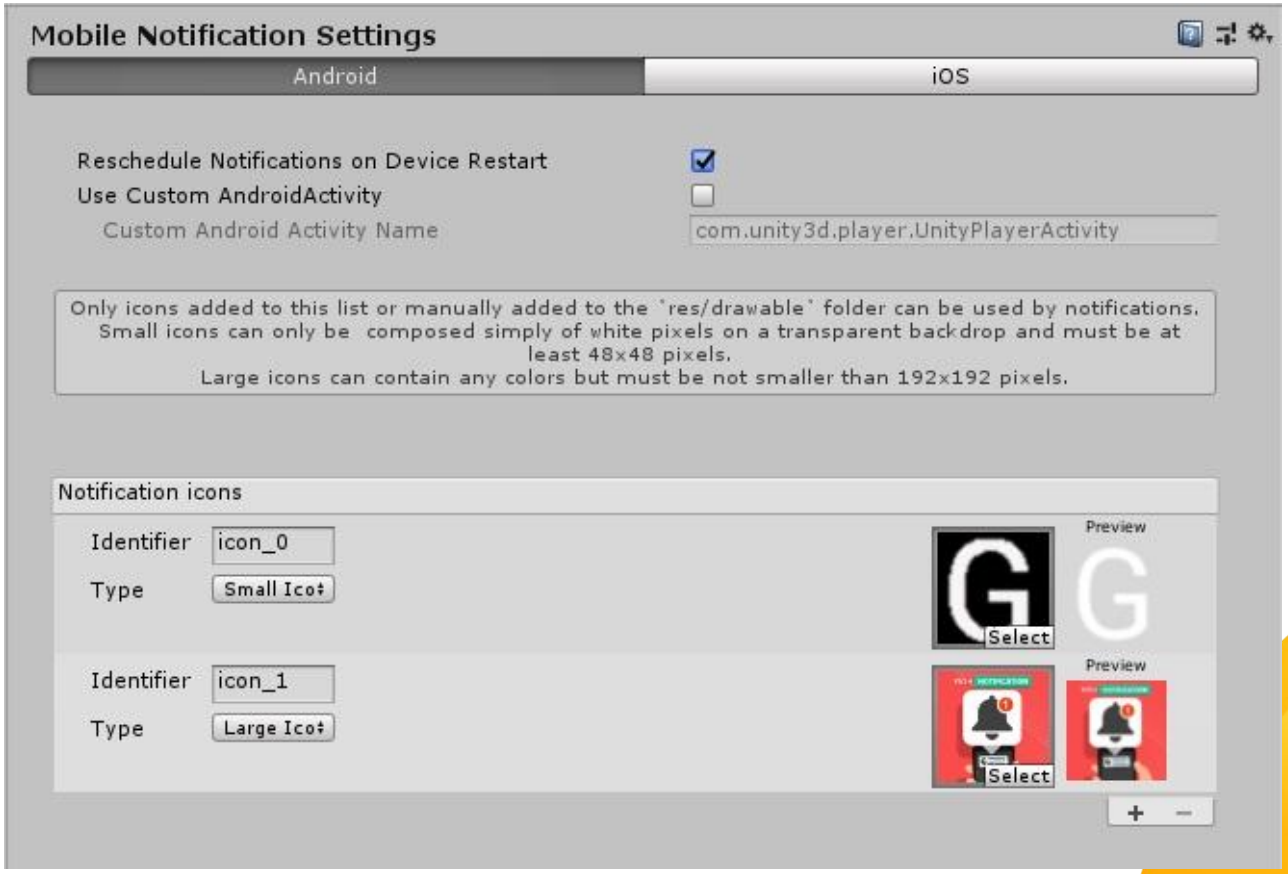
Notification Setup

- Select Platforms:

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

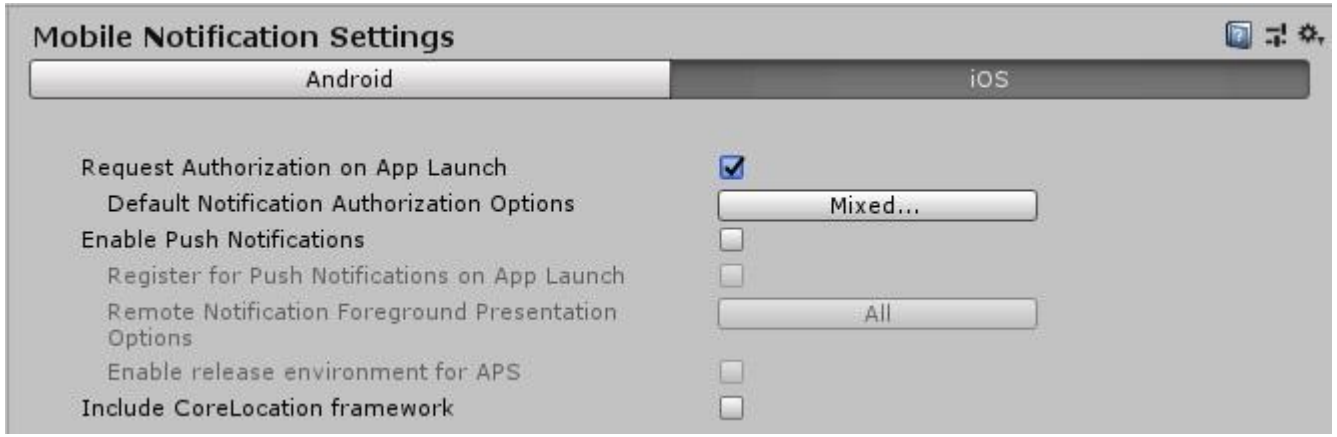
Notification Setup Android

- 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



Notification Setup iOS

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



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. PLAYMAKER SUPPORT

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

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

7. BOLT SUPPORT

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

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

8. GAME FLOW SUPPORT

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

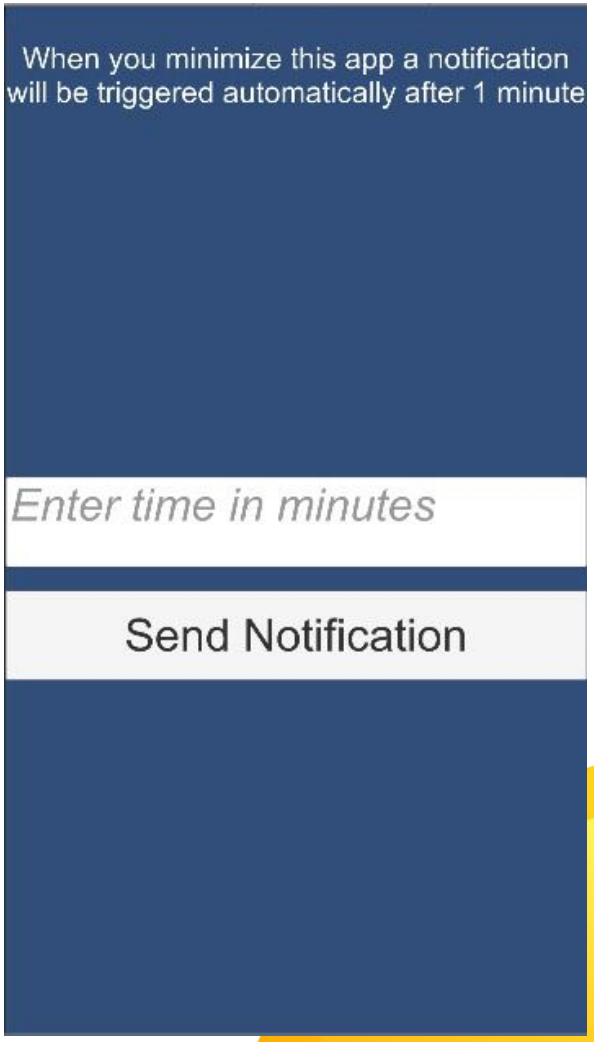
The above Game Flow actions behavior is equivalent with corresponding methods from Section 5 - User Guide.

9. 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.




gLeY