Hive SDK Flow In Game

- Click a new window icon( ) and see the developers guide.
- The linked API reference is based on developing with Unity3D.

Google Splash

If Google Splash is exposed before CI for games downloaded from Google Play.

CI

Display CI (Corporate Identity) of your company.

Auto select server

This step is optional and does not appear on the screen.

You can change the server automatically or manually.

Auto select language

This step does not appear on the screen.

Configuration.setGameLanguage

Check the default language settings of the device and please set the default language as English if your device uses language that is not supported by the game.

Initialize SDK

Access restriction pop-up (Certain countries)

AuthV4.setup

Restricts use by blocking certain countries.

Terms of Service agreement

AuthV4.setup

Terms registered in Hive Console will be automatically exposed.

* Expose with the IP in Korea only

Update

AuthV4.setup

Update Game

Exposes a game-updating popup. It only updates when the AppID and game version registered in Hive console match.

In-app Update

Updates your game background. Only supports Google Play Store.

Notice

AuthV4.setup

Automatically exposes the notice popup registered in Hive console.

Select game server(manually)

Configuration.setServerId

Please make sure that pop-ups are no longer exposed when you restart the game after selecting manual.

Server maintenace pop-up

AuthV4.checkMaintenance

The server maintenance pop-up set in Hive Console will be automatically exposed.

Additional download

Start: Analytics.sendUserEntry FunnelsLogs("700", null)

End: Analytics.sendUserEntry FunnelsLogs("800", null)

Please send the start and end of the additional download to the log to analyze the session where users leave the game from the beginning of the game to the lobby.

Game title

When all the resources required to start the game are loaded, please display the game title

Login

Automatic/Implicit Login: AuthV4.Helper.signIn

Explicit Login: AuthV4.showSignIn

You should implement in the order of Automatic Login → Implicit Login → Explicit Login.

Please refer to the login guide for more info on the login.

Full banner

Promotion.showPromotion

The banner set in the Hive Console will be automatically exposed.

Profile

AuthV4.showProfile

Different profiles are presented by a user's IdP sync status.

Server setting

Configuration.setServerId

Server change is not allowed for guest accounts.

Game setting

Check of status with IDP

AuthV4.getPlayerInfo

Gets IDPs for a user's PlayerID. The IDPs can be used for creating user's IDP list UI.

Game lobby

Notices

Promotion.showPromotion (PromotionType.NOTICE)

Expose the notice set in the Hive Console in the form of a webview or by using custom board/view.

News

Promotion.showPromotion (PromotionType.NEWS)

Use the event button to display the News page of the Hive Promotion.

Inquiry

AuthV4.showInquiry

Available to all users.

Logout

AuthV4.Helper.signOut

Logout feature is not provided for guest accounts.

Delete Account

AuthV4.Helper.playerDelete

A user's game account can be deleted.

Terms of service

AuthV4.showTerms

All users can check the Terms of Use and Privacy Policy regardless of the country from which they're connected.

Shop

Initializing: IAPV4.marketConnect

Searching Product List: IAPV4.getProductInfo

Product Purchase: IAPV4.purchase

Ungiven Item Receipts: IAPV4.restore

Completion to Give Purchased or Ungiven Items: IAPV4.transactionFinish, IAPV4.transactionMultiFinish

Promotional IAP: IAPV4.checkPromotePurchase

Gift box

Gives out coupon items or event rewards to the gift box.

Community

showCommunity

A user's game account can also be used in the community.

Language setting

Configuration.setGameLanguage

Available to all users.

Push service setting

Remote Push: Push.getRemotePush

Changing Settings: Push.setRemotePush

Please categorize notifications into all/game/notices/(notices) night notification.

For notices/night notifications, notifications set in the Hive Console will be sent when you apply Hive API.

Game invitatiln_User acquisition

Promotion.getAppInvitationData

When a user invited via Invite URL or QR Code installs the game and meets a certain condition, such as reaching a specific level, rewards can be sent to both the inviter and invitee.

Exit popup

Promotion.showExit

Select the Back button on your Android device to expose the game exit pop-up

Review popup

Promotion.showReview

Please expose the review pop-up within 5 minutes after playing the game for the first time