

# SDK 接入文档

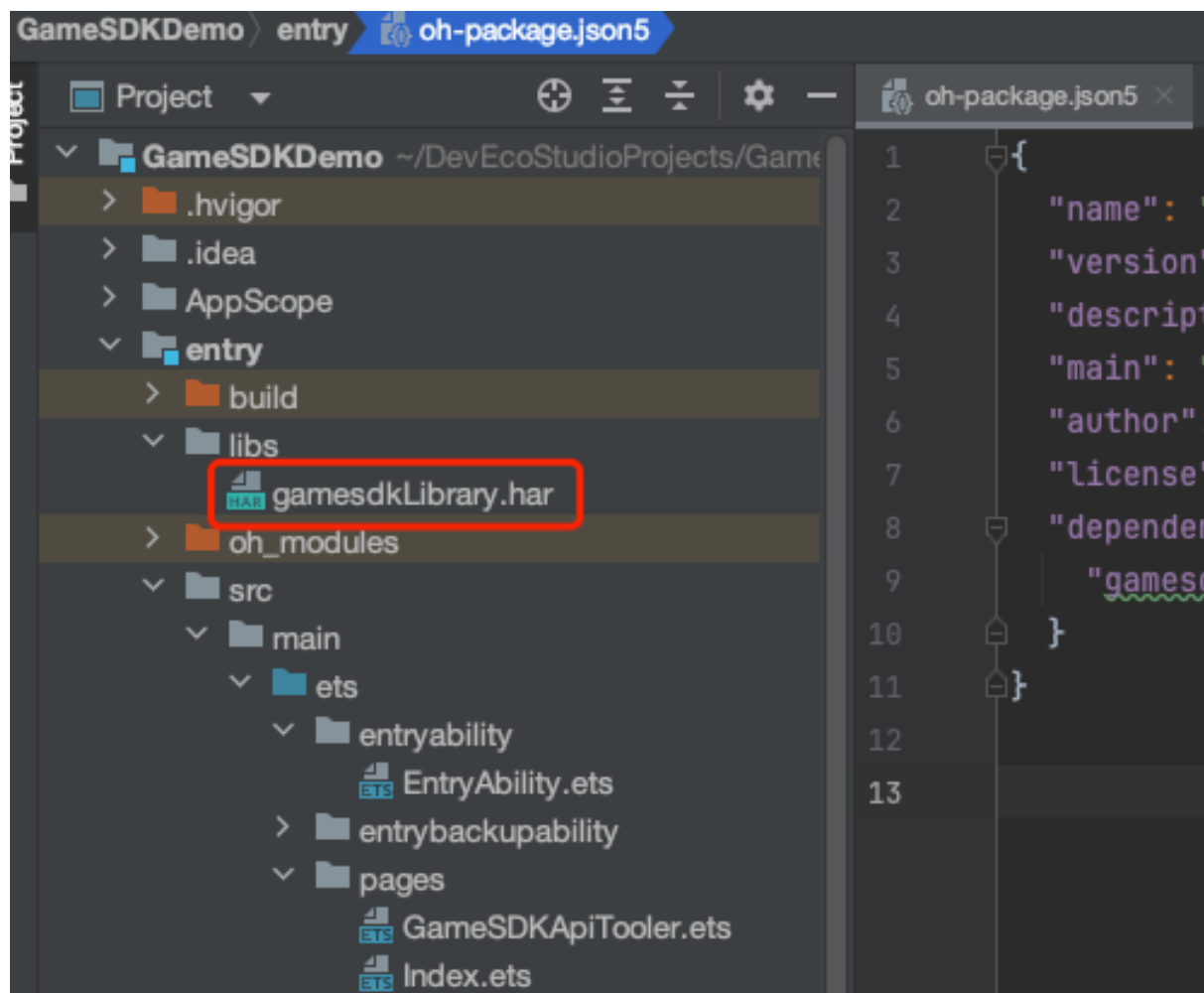
## 一、 版本信息

1.0 - 2024.11.13

## 导入SDK

以下内容可参考Demo的实现。

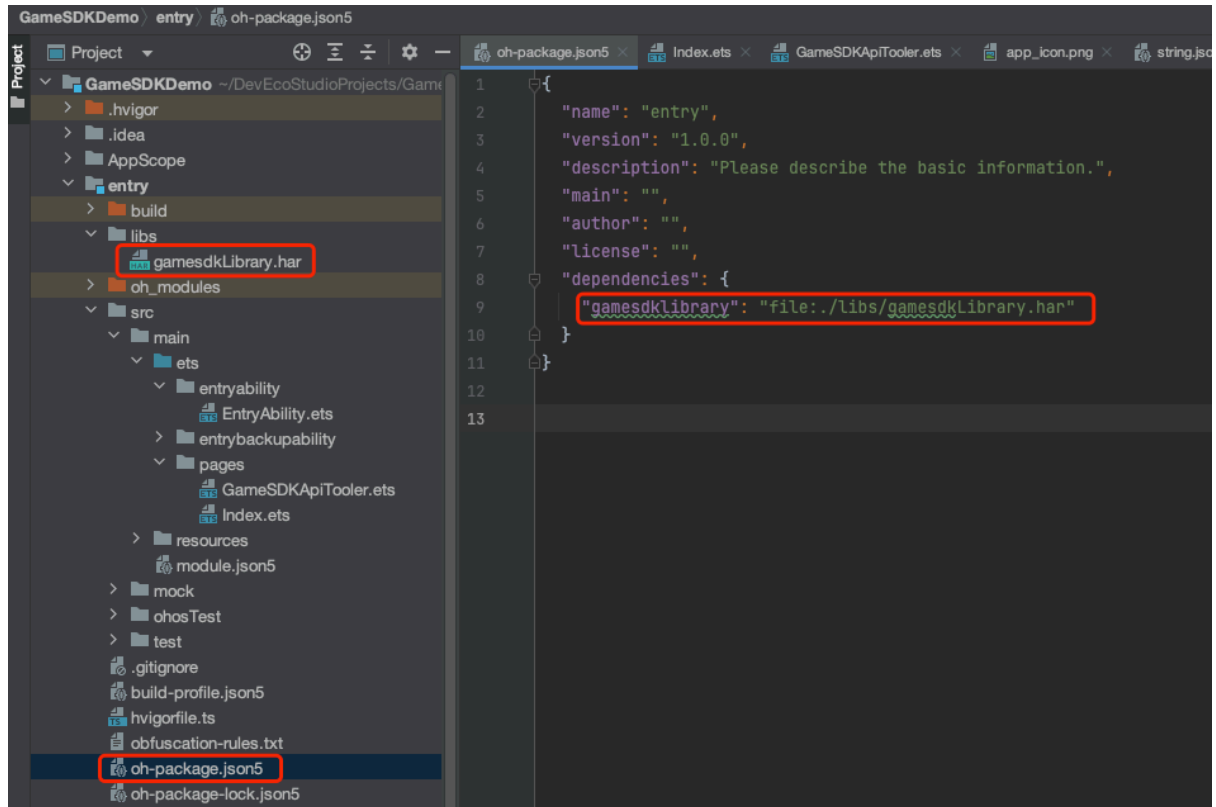
1. 将 gamesdkLibrary.har 包放在工程的 libs 目录下：



2. 在 App Module 的 `oh-package.json5` 中，添加依赖项：

```
"dependencies": {  
  "gamesdklibrary": "file:./libs/gamesdkLibrary.har"  
}
```

如下图：



3. 在 App Module 的 module.json5 中，配置网络访问权限：

```
"requestPermissions": [  
  {  
    "name": "ohos.permission.INTERNET"  
  }  
],
```

如下图：



初始化接口

```
this.gamesdkInstance.initWithProductCode('44021448506430380961470188790224')
```

登录接口

```
// 在游戏控制器创建SDK登录控制器对象

@State dialogViewController: DialogViewController = new DialogViewController()
```

```
//打开登录界面

this.dialogViewController.openLoginDialog()
```

支付接口

```
//创建订单数据对象

let orderInfo: GameSDKOrderInfo = {
    goodsID: 'testGoodsID',
    productName: 'testProductName',
    cpOrderID: 'testCpOrderID',
    amount: 'testAmount',
    callbackUrl: 'testCallbackUrl',
    extrasParams: 'testExtrasParams'
}
```

```
//支付

this.gamesdkInstance.payWithOrderInfo(orderInfo)
```

## 上传角色接口

```
//创建角色数据对象

let roleInfo: GameSDKRoleInfo = {
  roleId: 'testRoleId',
  roleName: 'testRoleName',
  serverId: 'testServerId',
  serverName: 'testServerName',
  roleLevel: 'testRoleLevel',
  vipLevel: 'testVipLevel'
}

//上传游戏角色

this.gamesdkInstance.updateRoleInfo(roleInfo)
```

## 隐私弹窗接口

```
//展示隐私弹窗

this.dialogViewController.openPrivacyDialog()
```

## 注册回调通知

```

//注册SDK初始化回调事件
NotificationCenter.getInstance().addObserver('GAMESDK_NOTIFICATION_KEY_INIT_SUCCESS', (data: GameSDKCallBackData) => {
    console.log('SDK初始化成功: message:${data.message}')
});

//注册SDK登录回调事件
NotificationCenter.getInstance().addObserver('GAMESDK_NOTIFICATION_KEY_LOGIN_SUCCESS', (data: GameSDKCallBackData) => {
    //回调返回用户信息:
    console.log('SDK登录成功: uid:${data.uid}, userName:${data.userName}, token:${data.token},')

    //通过GameSDKUser用户类获取用户信息
    promptAction.showDialog({ message: `uid:${GameSDKUser.getInstance().uid}, userName:${GameSDKUser.getInstance().userName}, token:${GameSDKUser.getInstance().token}` })
});

//注册SDK支付成功回调事件
NotificationCenter.getInstance().addObserver('GAMESDK_NOTIFICATION_KEY_PAY_SUCCESS', (data: GameSDKCallBackData) => {
    //回调返回用户信息:
    console.log('SDK支付成功: uid:${data.uid}, orderNo:${data.orderNo}, productId:${data.productId},')
});

//注册SDK支付失败回调事件
NotificationCenter.getInstance().addObserver('GAMESDK_NOTIFICATION_KEY_PAY_FAIL', (data: GameSDKCallBackData) => {
    //回调返回用户信息:
    console.log('SDK支付失败: uid:${data.uid}, orderNo:${data.orderNo}, productId:${data.productId},')
});

//注册隐私弹窗同意回调事件
NotificationCenter.getInstance().addObserver('GAMESDK_NOTIFICATION_KEY_AGREE_PRIVACY', (data: GameSDKCallBackData) => {
    console.log('点击了同意隐私协议: message:${data.message}, isAgreePrivacy:${data.isAgreePrivacy}')
});

//注册隐私弹窗不同意回调事件
NotificationCenter.getInstance().addObserver('GAMESDK_NOTIFICATION_KEY_REFUSE_PRIVACY', (data: GameSDKCallBackData) => {
    console.log('点击了不同意隐私协议: message:${data.message}, isAgreePrivacy:${data.isAgreePrivacy}')
});

```

可参考 SDK Demo 接入