

Adding Gaming and IAB Plugins to an Android Studio project

From inside Gideros Studio, export your project to "Android Studio".

Copy the "app" folder from this distribution to the exported project folder.

Start Android Studio and import your project.

Now you need to modify some of your project files. NOTE: You only need to add the green colored text in the correct places. The greyed out text is there just to guide you to the correct locations.

build.gradle (module: app)

```
android {
    compileSdkVersion 23
    defaultConfig {
        minSdkVersion 9
        targetSdkVersion 23
        multiDexEnabled true
    }
    sourceSets {
        main {
            jni.srcDirs = []
            jniLibs.srcDir 'src/main/jniLibs'
        }
    }
}
dependencies {
    compile 'com.android.support:multidex:1.0.0'
    compile files('libs/gideros.jar')
    compile 'com.google.android.gms:play-services:9.2.1'
    compile 'com.google.android.gms:play-services-auth:9.2.1'
}
```

app/manifests/AndroidManifest.xml

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android=http://schemas.android.com/apk/res/android
    package="com.antix.breaky_wall"
    android:versionCode="1"
    android:versionName="1.0"
    android:installLocation="auto">
    <uses-sdk android:minSdkVersion="8" android:targetSdkVersion="19" />
    <!-- TAG:MANIFEST-EXTRA -->
    <uses-permission android:name="com.android.vending.BILLING" />
    <uses-permission android:name="android.permission.GET_ACCOUNTS" />

    <application
        android:name="android.support.multidex.MultiDexApplication">

        <meta-data android:name="com.google.android.gms.games.APP_ID"
            android:value="@string/app_id" />
        <meta-data android:name="com.google.android.gms.version"
            android:value="@integer/google_play_services_version"/>
    </application>
</manifest>
```

app/java/com.giderosmobile.android/yourgameActivity.java

```
Static
    System.loadLibrary("gideros");
    System.loadLibrary("bitop");
    //Line below is a marker for plugin insertion scripts.
    //GIDEROS-STATIC-INIT//
    System.loadLibrary("gaming");
    System.loadLibrary("iab");
}

static private String[] externalClasses = {
    //Line below is a marker for plugin insertion scripts.
    //GIDEROS-EXTERNAL-CLASS//
    "com.giderosmobile.android.plugins.gaming.Game",
    "com.giderosmobile.android.plugins.iab.Iab",
    Null
};
```

res/values/ids.xml

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <string name="app_id" translatable="false">YOUR_APP_ID_GOES_HERE</string>
</resources>
```

That should pretty much be all you need to do and you should now be able to use Google Play Services and In App Purchasing from inside your game.

If you have any questions feel free to ask in this articles originating thread..

<http://giderosmobile.com/forum/discussion/6616/google-play-services-on-eclipse>