



LOG IN WITH RAZER

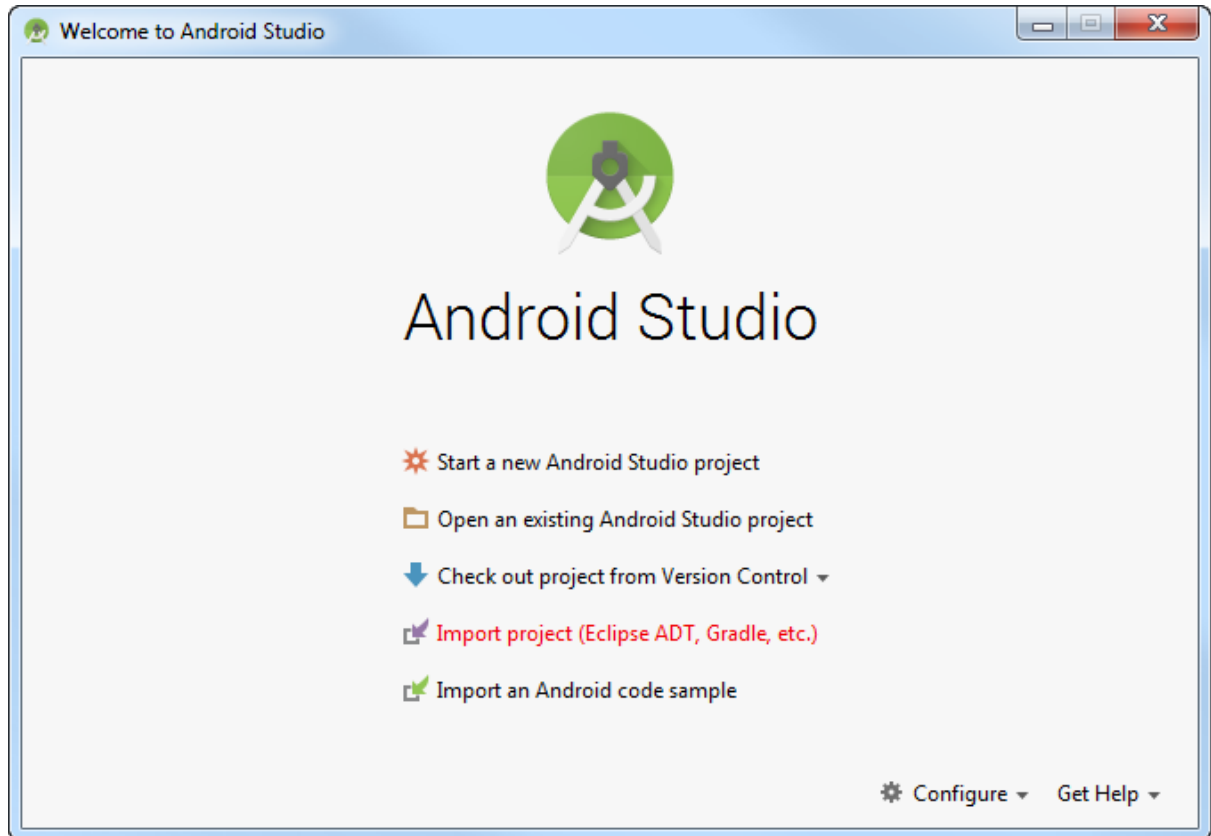
ANDROID DEVELOPMENT DOCUMENTATION

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DEVELOPMENT ENVIRONMENT

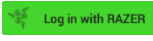
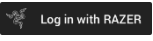
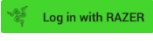
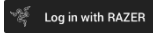
1. Create or open your existing project in [Android Studio](#).



2. Add the dependency to build.gradle (module level).

build.gradle

```
....  
  
repositories {  
    maven {  
        url "https://dl.bintray.com/razer/com.razer.android"  
    }  
}  
  
dependencies {  
    ...  
    implementation "com.razer.android:auth-sdk:1.1.X"  
    ...  
}
```

3. Add  or  to your project.
4. Create a project and add the Log In with Razer service for Android in the Razer Developer Portal.
5. Add a  or  button to your project.
6. Create a callbackmanager instance.

LoginActivity.java

```
callbackmanager = CallbackManager.create(); //
```

7. Add the Auth Callback.

LoginActivity.java

```
private Callback callback = new Callback() {  
    @Override  
    public void onError(Exception e) {  
        Snackbar.make(findViewById(android.R.id.content), e.getMessage(),  
Snackbar.LENGTH_SHORT).show();  
    }  
  
    @Override  
    public void onSuccess(Token token) {  
        cacheToken(token);  
        gotoMain(token);  
    }  
};
```

8. Register both callback & callbackmanager instance to the LoginManager.

LoginActivity.java

```
LoginManager.getInstance().registerCallback(callbackmanager, callback);
```

9. Initiate the OAuth Flow.

LoginActivity.java

```
LoginManager.getInstance().login(LoginActivity.this, "CLIENT_ID", new  
String[]{LoginManager.SCOPE_OPENID, LoginManager.SCOPE_PROFILE,  
LoginManager.SCOPE_EMAIL}, "http://abc.com/callback", "optionalClientSecret");
```

REFERENCES

We have included a sample app to illustrate the sample app with the authorization screen.

You may refer to the sample GitHub package at

github.com/razerofficial/razer_sdk_android_sample for the complete sample source on how this will be implemented on the Android platform.

LEGALESE

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