



LOG IN WITH RAZER

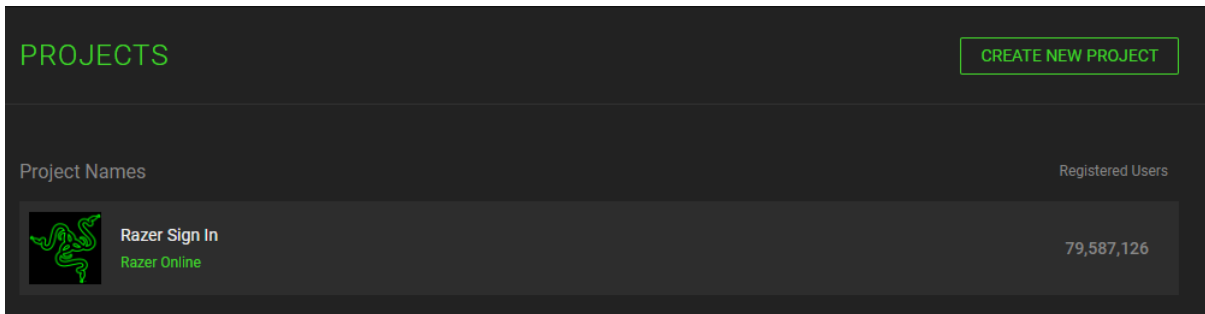
QUICK START GUIDE

# CONTENTS

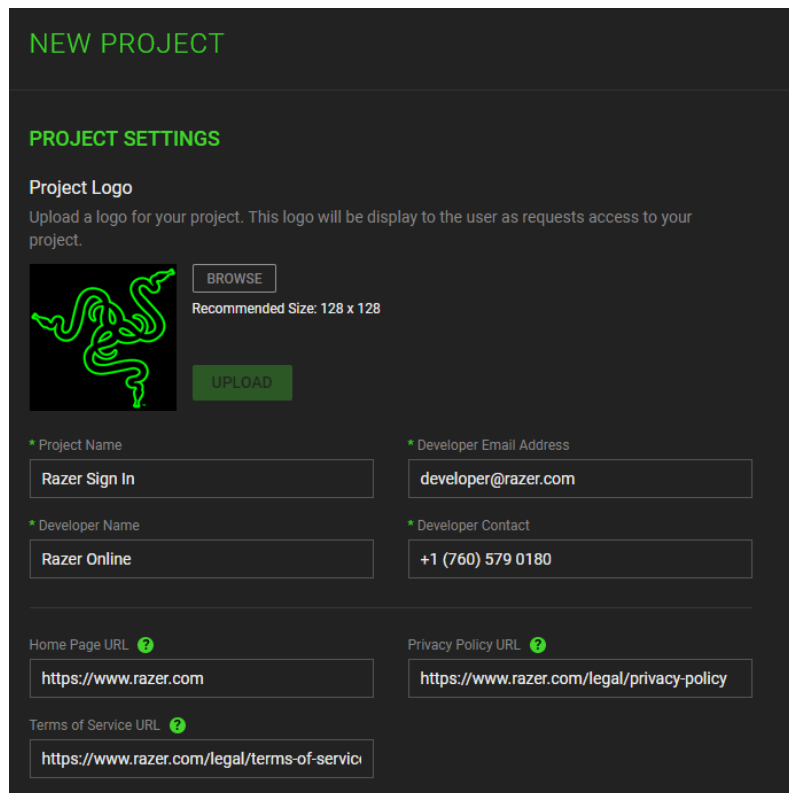
ENABLING LOG IN WITH RAZER API .....	2
LEGALESE .....	6

## ENABLING LOG IN WITH RAZER API

1. Go to the Developer Portal's home page.



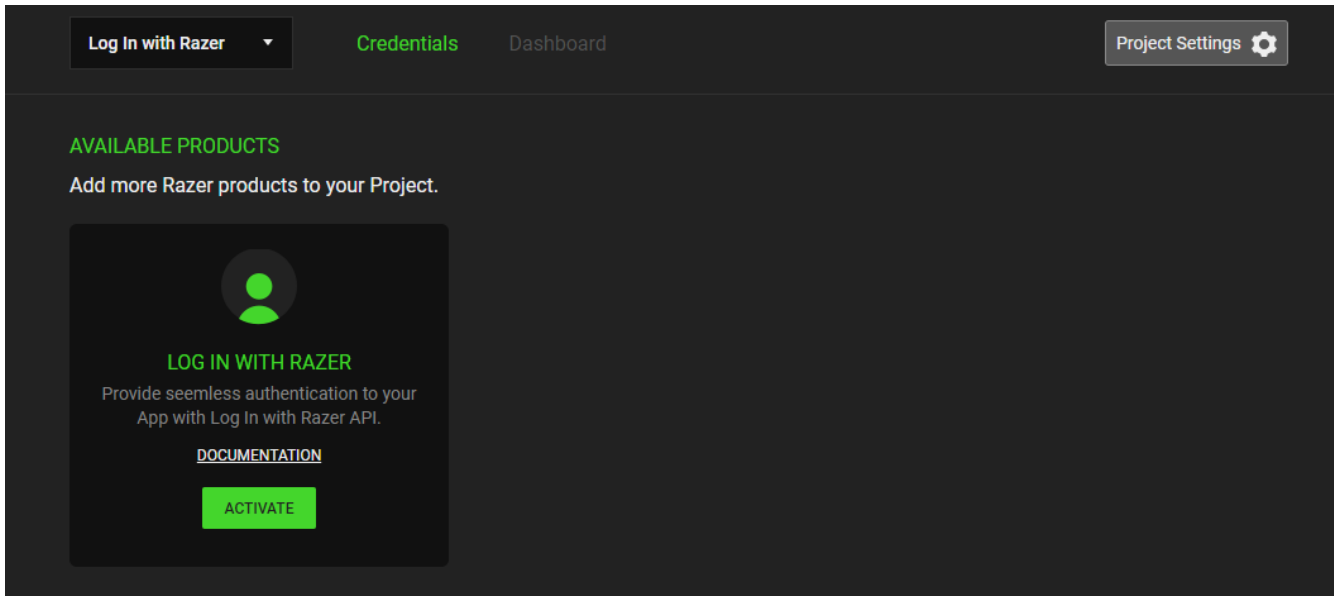
2. From the **Projects** home page, you can either select an existing project from the Project Names list or create a new one by clicking on **Create New Project**. This will be the OAuth consent



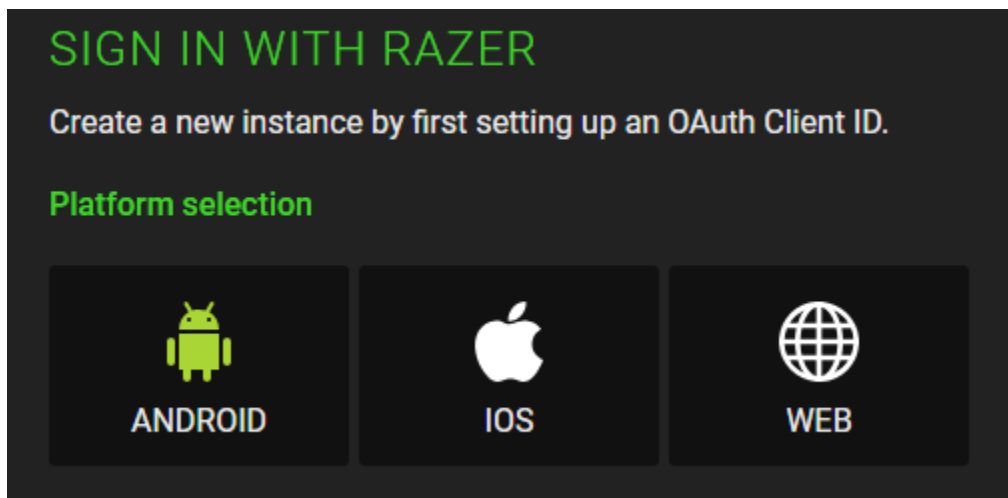
The screenshot shows the 'NEW PROJECT' form in the Razer Developer Portal. The form is titled 'PROJECT SETTINGS' and includes a 'Project Logo' section with a 'BROWSE' button and an 'UPLOAD' button. Below this, there are several input fields for project details:

- Project Name:** Razer Sign In
- Developer Email Address:** developer@razer.com
- Developer Name:** Razer Online
- Developer Contact:** +1 (760) 579 0180
- Home Page URL:** <https://www.razer.com>
- Privacy Policy URL:** <https://www.razer.com/legal/privacy-policy>
- Terms of Service URL:** <https://www.razer.com/legal/terms-of-service>

3. Click on **Activate** to activate the **Log in with Razer API** and add a credential for your project.



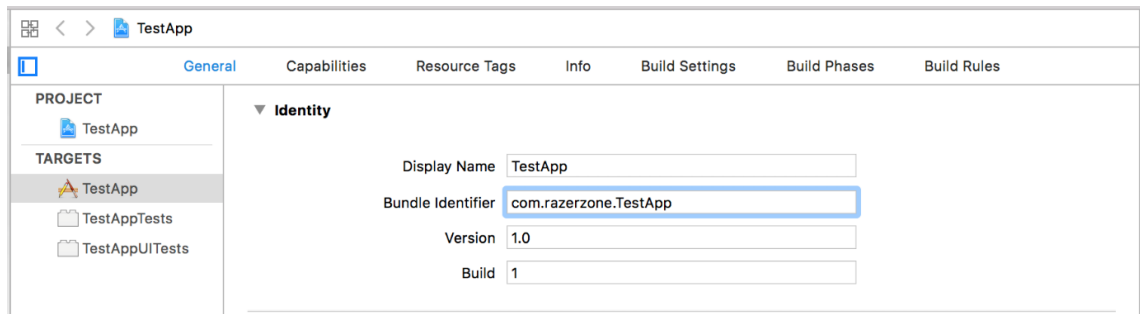
4. Under **Platform selection**, choose a platform to start adding platform-specific credentials.



- For Android
  - a. You will first be required to assign a **Name** to your credential. This will help you identify your app quickly on the Products page.
  - b. Enter your **Package Name** which can be found in your **AndroidManifest.xml** file.
  - c. Enter the **Key Hash** you have generated for your development environment.

Note: You can generate the hash using Keytool, a hash generator included with the Java SE Development Kit (JDK) and is also installed as part of your development environment. OpenSSL is available for download on [OpenSSL](#).

- For iOS
  - a. You will first be required to assign a **Name** to your credential. This will help you identify your app quickly on the Products page.
  - b. You may opt to link your Project with your **App Store ID**.
  - c. Add the **Bundle Identifier** located in your **Xcode Targets > Settings > General** and enter it in the Bundle ID field. You may also change your Bundle Identifier or add new Bundle Identifiers in the future via the iOS section on the Products page.



- For OS X

Execute the code below:

```
keytool -exportcert -alias androiddebugkey -keystore
~/.android/debug.keystore | openssl sha1 -binary | openssl base64
```

- For Windows

Execute the code below:

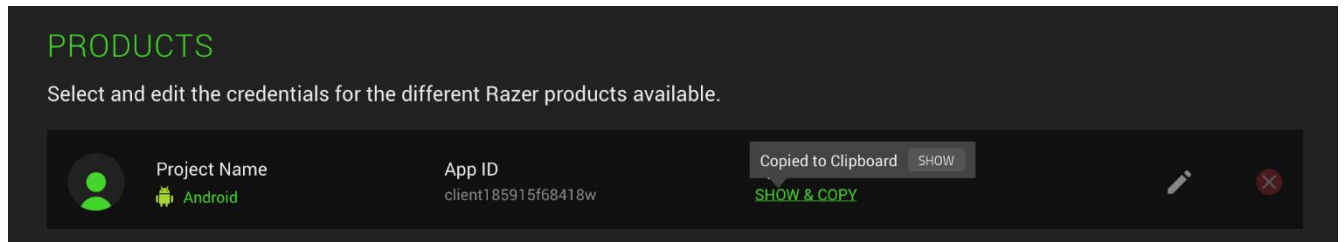
```
keytool -exportcert -alias androiddebugkey -
keystore %HOMEPATH%\\.android\debug.keystore | openssl sha1 -binary |
openssl
base64
```

- For web

- a. You will first be required to assign a **Name** to your credential. This will help you identify your app quickly on the Products page.
- b. Enter your **Authorized Redirect URIs**. This is for use with requests from a web server and this is the URI that your application will be redirected to after they have been authenticated with Razer. This URI will be appended with the authorization code for access.

5. Click the **Create** button.

6. On the Products page, copy the corresponding **App ID** and the **App Secret** of the app you will use it for. The **App ID** is required for the corresponding app to access the Log in with Razer API.



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## LEGALESE

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