

Set Up Buzztouch Android app with Google Cloud Services Dashboard

Created by Alan MacGechan 28th January 2013

Overview

- 1) Log into my Google Account on the internet and create a Project ID and an Android API Key.
- 2) Set up the Buzztouch Control Panel.
- 3) Make changes in Eclipse

Anatomy of an Android Push Notification

User → Backend → Google → App

User sends push from the backend console



Backend sends push to Google GCM (Google Cloud Messaging)



Google sends push to phone with app



Establish app "Credentials"

- 1) Register for a GCM API key with a Project ID
- 2) Update Backend server with API Key and Project Number
- 3) Update App in Eclipse & build

Register for Push Notifications

Device registers with GCM & obtains registration token when the app first starts

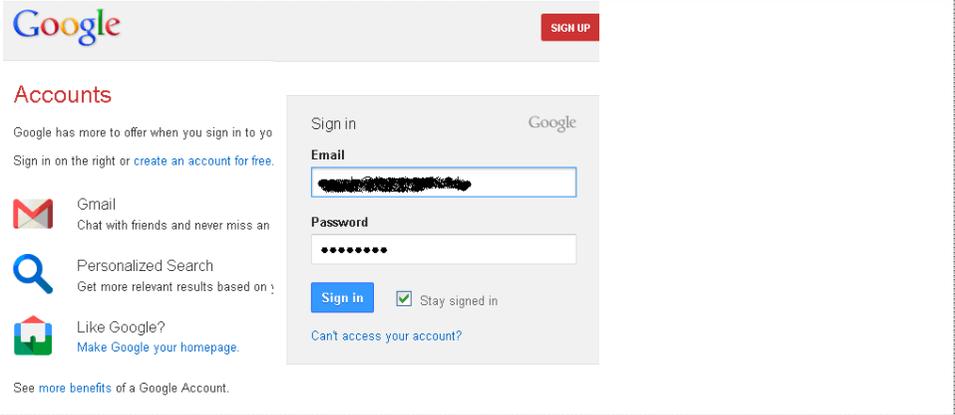
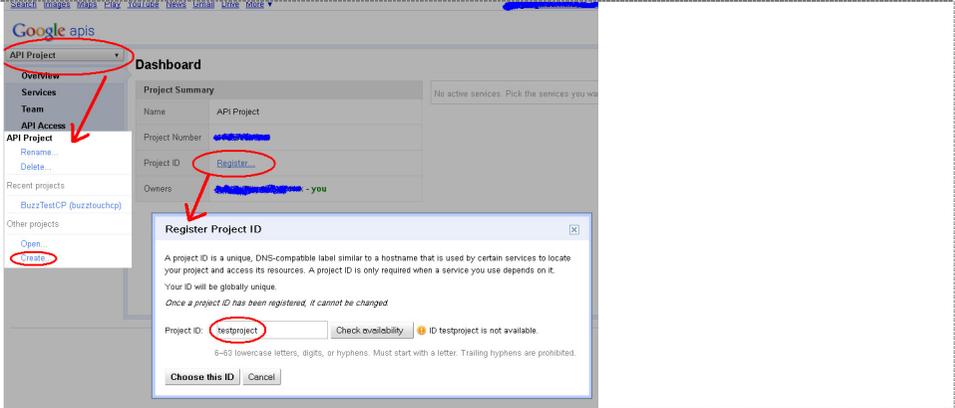
Device sends registration token to Backend for later use if user confirms 'OK'

Send a Push

Backend sends push to GCM with device token

GCM sends push to device identified by token

Detailed Step-by-Step Guide

	Step	Comment	Example
1	Create a Google Project ID and an Android API Key for GCM	Google Cloud Messaging is the bearer for the messaging service	
1a	Sign in to your Google Developers account.	Navigate to http://code.google.com/ Register if you do not have an account.	
1b	Create an API project	https://code.google.com/apis/console/ Navigate to Google apis, click on the top menu The Project ID name that you register must be all lower case.	

1c Generate a new key for Android apps

Do this once you have a Project ID name,.

Click on API Access and just generate a key, don't link it to anything and it is allowed for all apps. Do not create an OAuth 2.0 client ID

The screenshot shows the 'Authorized API Access' section of the Google Cloud Platform interface. A blue button labeled 'Create an OAuth 2.0 client ID...' is visible. Below it, the 'Simple API Access' section is active, showing a table with columns for 'Android apps', 'Activated on', and 'Activated by'. A red circle highlights the 'Generate new key' link in the table's context menu. A red arrow points from this link to a modal dialog box that appears in the foreground. The modal dialog has a 'Generate new key' button circled in red and a 'Cancel' button.

1d Enable Google Cloud Messaging for Android

Navigate to Services to do this

The screenshot shows the 'All services' page in the Google Cloud Platform. The left sidebar has the 'Services' menu item circled in red. The main content area shows a table of services. The 'Google Cloud Messaging for Android' service is listed with a status of 'ON', which is circled in red. The 'Notes' column for this service indicates a 'Quota limit: 1,000 requests/day'.

1e Make a note of the Android API Key

You will need this later

API Test Project

- Overview
- Services
- Team
- API Access**
- Reports
- Quotas

API Access

To prevent abuse, Google places limits on API requests. Using a valid OAuth token

Authorized API Access

OAuth 2.0 allows users to share specific data with you (for example, contact lists) while keeping their usernames, passwords, and other information private. A single project may contain up to 20 client IDs. [Learn more](#)

[Create an OAuth 2.0 client ID...](#)

Simple API Access

Use API keys to identify your project when you do not need to access user data. [Learn more](#)

Key for Android apps (with certificates)

API key: AIzaSyA-1YJxBuosQzrQbGyukCkRtAoY6sX2yT0

Android apps: Any app allowed

Activated on: Jan 26, 2013 4:37 AM

Activated by: [you](#)

1e Navigate to Overview for your Google project and record the Project Number required for your app

This panel holds the critical information required to implement GCM in your app

Google apis

API Test Project

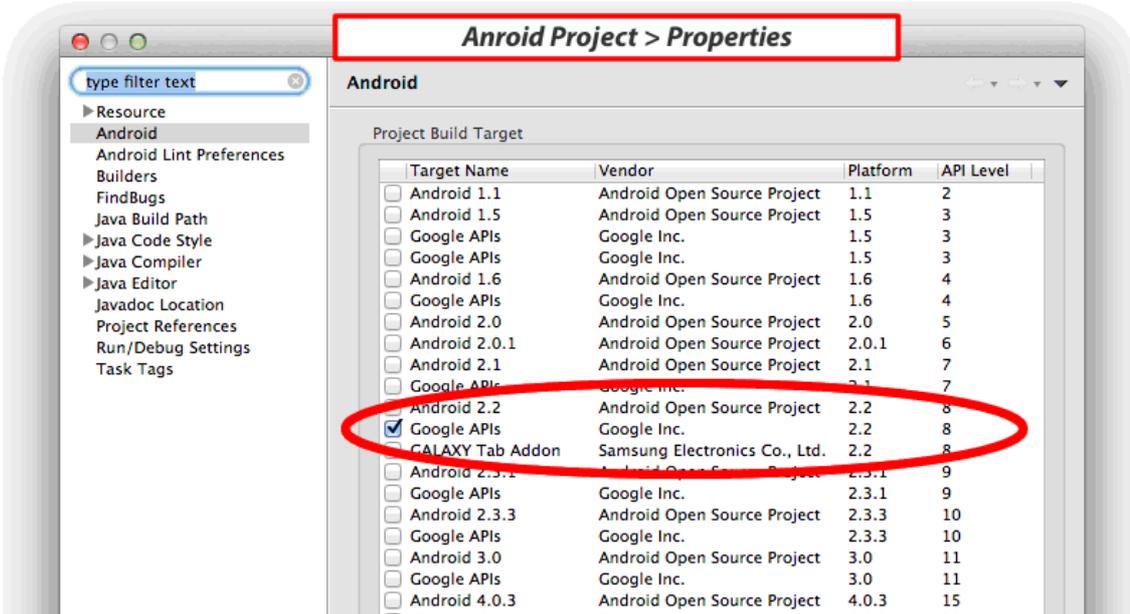
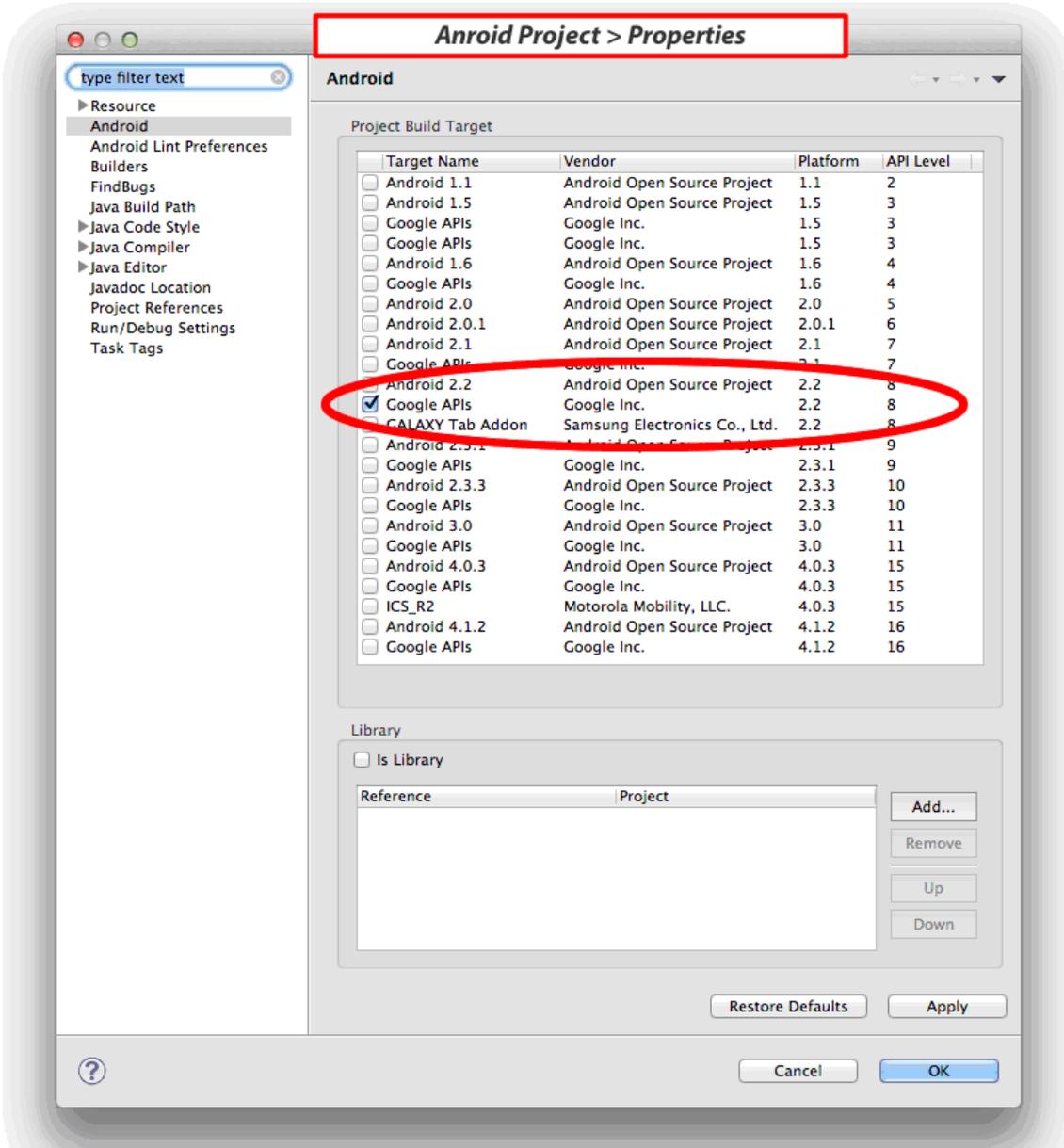
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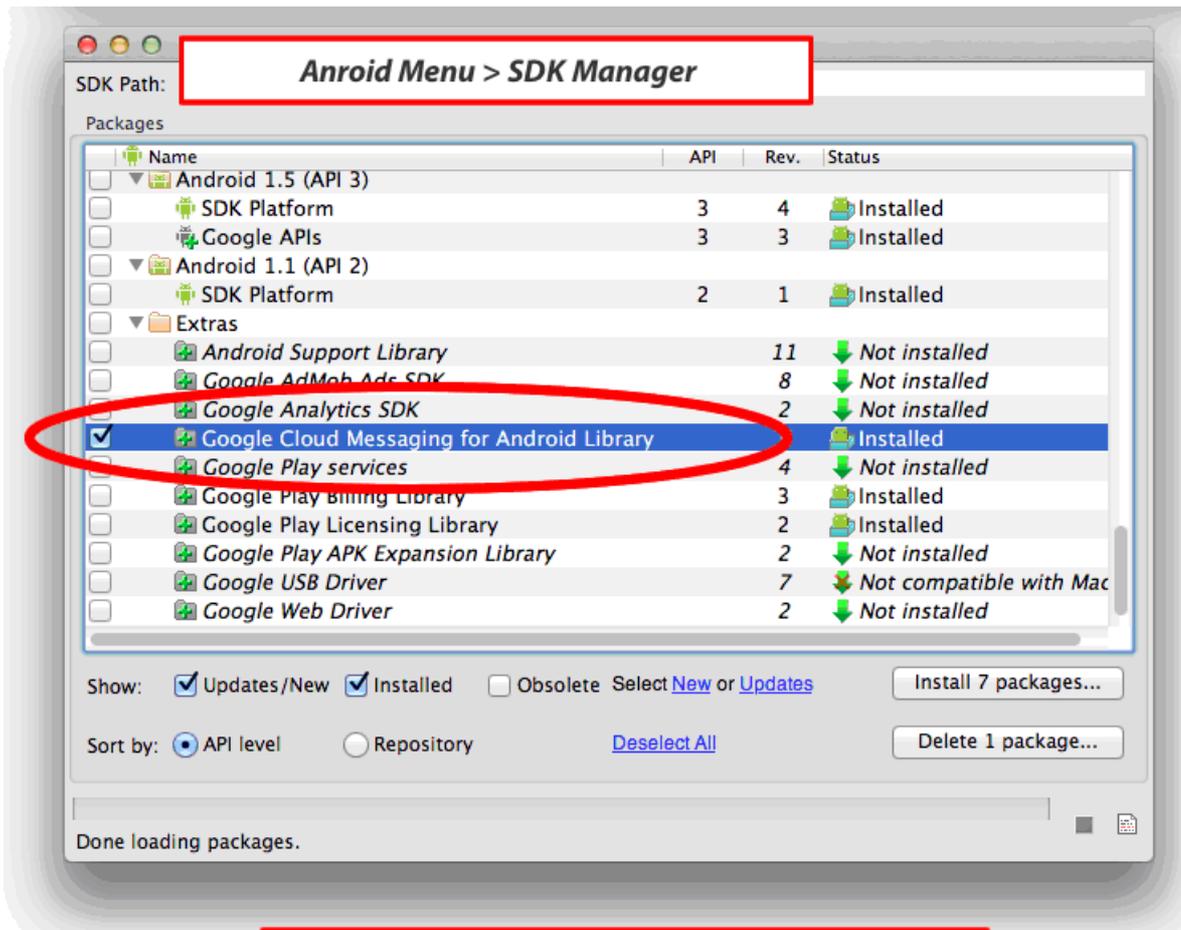
Dashboard

Project Summary		Service	Status
Name	API Test Project	Google Cloud Messaging for Android	■■■ No known issues
Project Number	9999999999		
Project ID	buzztouchtest		
Owners	you		

2a Enable the SDK in Eclipse

Screenshot graphic here is the original provided by David Book





2b Add the Project Number into the project in Eclipse File to edit is bt_gcmConfig.java, one entry to change, around line 47

