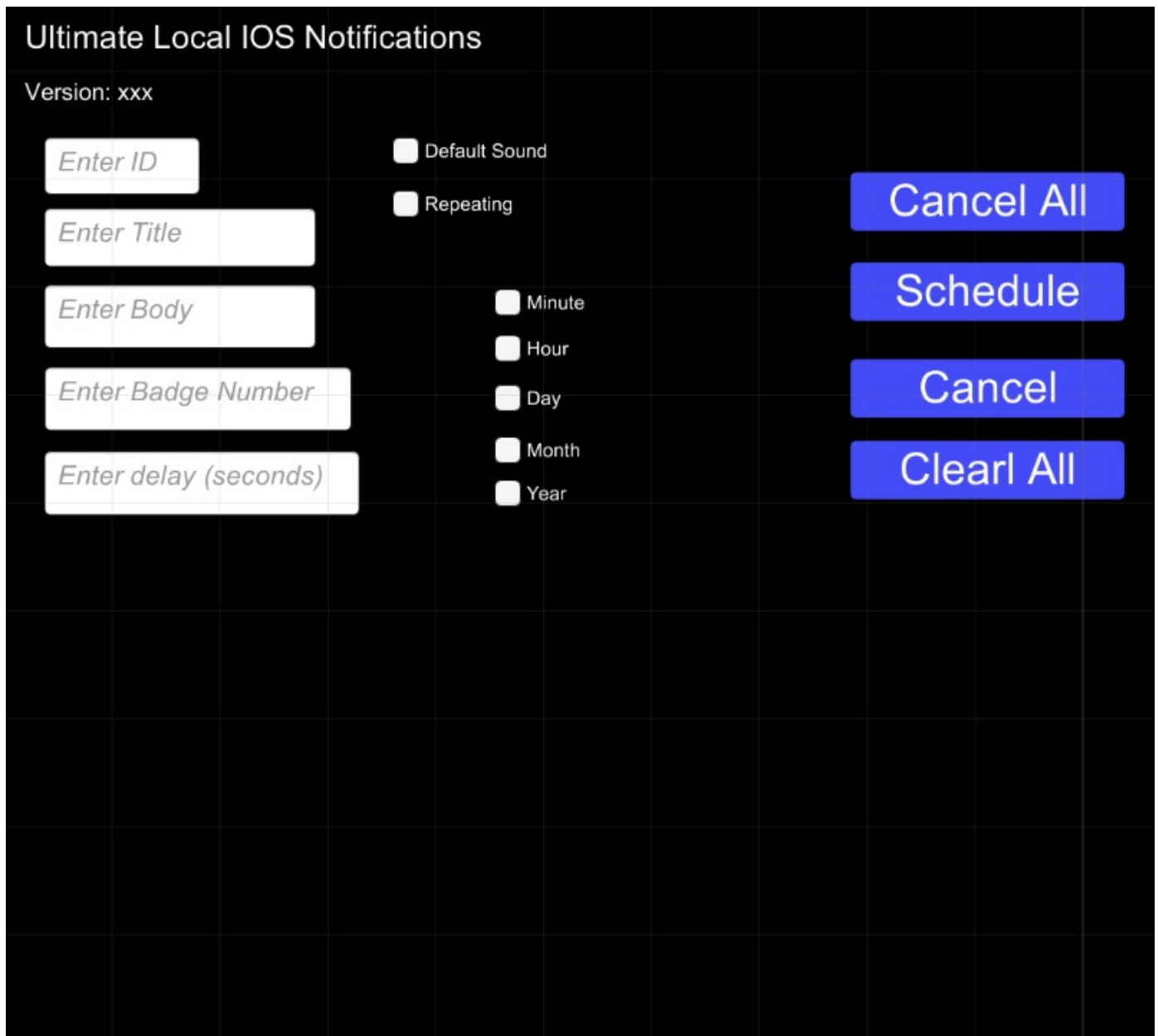


##Installation

Import [this plugin](#) to your Unity project

Now you could build and run application to test. But please read all documentation!



#Create IOSNotification With Code

###Schedule simple notification The package contains code samples in

Assets/Area730/Notifications/Examples/Scripts folder. Also you can build and run example scene _Assets/Area730/Notifications/IOS/Examples to test notification.

The notifications are created using `IOSNotificationBuilder` class. Its constructor takes 3 arguments - `id` of the notification, `title` and `notification text`.

Next example shows how to schedule the notification that will be shown immediately:

```
int id          = 1;
string title    = "Notification titile";
string body     = "Notification body";

IOSNotificationBuilder builder = new IOSNotificationBuilder
(id, title, body);
IOSNotifications.scheduleNotification(builder.build());
```

###Schedule delayed notifications If you want to set delay - call

`builder.setDelay(int milliseconds)` or `builder.setDelay(System.TimeSpan delayTime)`. The next example shows how to create a notification that will be shown in one hour:

```
int id          = 1;
string title    = "Notification titile";
```

```

string body      = "Notification body";

// Show notification in one hour
TimeSpan delay   = new TimeSpan(1, 0, 0);

IOSNotificationBuilder builder = new IOSNotificationBuilder
    (id, title, body);
builder.setDelay(delay);

IOSNotifications.scheduleNotification(builder.build());

```

###Repeating notifications

To set repeating notification you should set notification as repeating and set the time interval. According to [Apple documntaion](#) it is allowed to repeat notification every:

1. Minute
2. Hour
3. Day
4. Month
5. Year

```

int id          = 1;
string title     = "Notification titile";
string body      = "Notification body";

// Show notification in one hour

```

```

    IOSNotificationBuilder builder = new IOSNotificationBuilder
        (id, title, body);
    builder.setInterval(IntervalUnits.HOUR);

    IOSNotifications.scheduleNotification(builder.build());

```

###Set Up Badge Number

```

int id          = 1;
string title    = "Notification titile";
string body     = "Notification body";

// Show notification in one hour
IOSNotificationBuilder builder = new IOSNotificationBuilder
    (id, title, body);
builder.setNumber(3);

IOSNotifications.scheduleNotification(builder.build());

```

###Settings custom sound Now its supported only **wav** format sound notification. Next section show how to use custom sound for notification

```

    IOSNotificationBuilder builder = new IOSNotificationBuild
er (id, title, body);
        builder.setSound("notification_sound");//withou

```

```
t wav extention
```

```
IOSNotifications.scheduleNotification(builder.build());
```

***Important** *When you set up sound via script please add source file to the xCode project into Data/Raw folder manually. If you change audioclips via Editor please check *Assets/StreamingAssets* and *Assets/Plugins/IOS/Notifications* folders to delete old clips.*

###Cancel notification by id (both repeating and one-time)

```
//cancel notification with id 7  
IOSNotifications.cancelNotification(7);
```

###Cancel all notification

```
//cancel all notification  
IOSNotifications.cancelAll();
```

###Clear shown notifications

```
IOSNotifications.clearAll();
```

###Updating notifications To update one-time or repeating notification, schedule a notification with updated data and with ID of the notification you want to update.

Show iOS toast notification

```
IOSNotifications.showToast("Download completed");
```

Create IOSNotification With Visual Tool

IOS Local Notific

Notification settings

▼ Help

Email: support@area730.com

Docs

Questions?

▼ Notification list

Notification

Name

test

ID

1

Title

title

Body

body

Badges

1

Is repeating?

☒

Interval:

☐ minute

☒ hour

☐ day

☐ months

☐ year

Delay

Hours

0

Minutes

0

Seconds

10

Default Sound

☐

Sound file

None (AudioClip)

Delete

Add Notification

To open visual tool to create notification go to *Window->IOS Local Notification*

Next example shows scheduling of the notification created in editor with

name **notificationOne**

```
string notificationName = "notificationOne";

// Method returns builder so you can config your notificati
on afterwards if you want
IOSNotificationBuilder builder = IOSNotifications.GetNotifi
cationBuilderByName(notificationName);

// If notification with specified name doesn't exist builde
r will be null
if (builder != null)
{
    IOSNotification notif = builder.build();
    IOSNotifications.scheduleNotification(notif);
}
```

#Push Notification with [OneSignal](#) integration Add

CrossPlatformPushNotificationController.cs to some object in your scene and paste **id** from created application in onesignal. For more information go [here](#).

##Modifying plugin All native source code is holding in

Assets/Plugins/IOS/Notifications

##Other All classes are located in **Area730.Notifications.IOS**

namespace

Example scene with sample code is included in the package

(Assets/Area730/Notifications/Examples)