

LP Messaging SDK and Cordova integration for Android

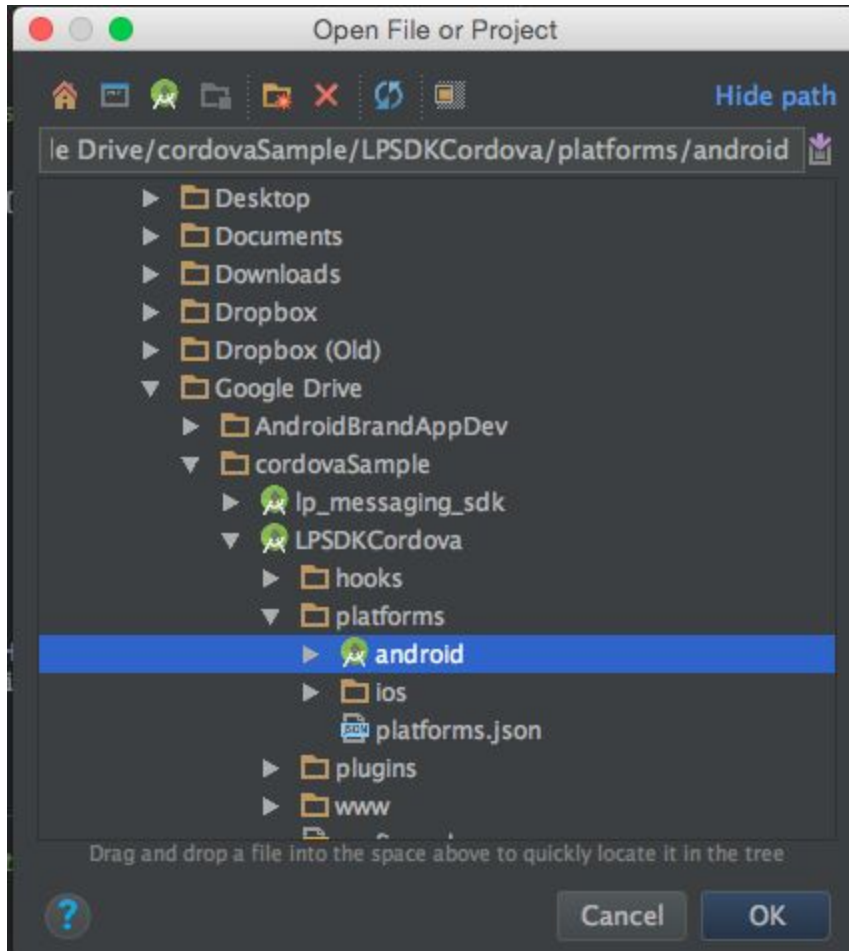
Basic Deployment Guide

Document Version: 1.0.0
October 2016

Folder Content:

1. **LPSDKCordova.zip** - zipped sample app source code that demonstrate a cordova app with installed LP Messaging SDK plugin.

To open the project in android studio select the android folder as show in the picture:



2. **Android-debug.apk** - Sample app apk ready for installation
3. **MessagingSDKPlugin** - LP Messaging SDK plugin for cordova.
4. **Lp_messaging_sdk** - LP Messaging SDK module version 1.4.0 (Note: always use the latest one from LP public GitHub
<https://github.com/LP-Messaging/Android-Messaging-SDK/releases>)

Basic Installation:

If you want to integrate this plugin into your cordova project please follow these steps:

1. Create new Cordova project.
2. Install the MessagingSDKPlugin using the folloing command:

```
cordova plugin add ../MessagingSDKPlugin/
```

3. After you install the plugin you need to add the Messaging SDK module into your project. Follow these steps:
 1. In the Android Studio menu bar select: File → New → Import module.
 2. Navigate to the lp_messaging_sdk module that in this folder.
 3. click finish.
4. Call from the JS file to the MessagingSDKPlugin as follow:

```
var success = function(message) {  
    console.log("OnEvent JS: " + message)  
}  
  
var failure = function() {  
    console.log("Error calling lp_conversation_api Plugin");  
}  
  
var action = lp_sdk_init; or var action = start_lp_conversation;  
var accountId = xxxx;  
  
lpMessagingSDK.lp_conversation_api(action, accountId, success, failure);
```

**In the sample app source code (LPSDKCordova/platforms/android/assets/www/js/index.js) you can find example of how to use this plugin.

LiveEngage test account

Account number: 70132195

Email: l@liveperson.com

Password: live1234

MessagingSDKPlugin Content:

1. LPMessagingSDK.java - Contain the “execute” method
2. LPMessagingSDK.js - Contain the definition of the bridge between the JAVA code to JS
3. Plugin.xml - Definition of the “LPMessagingSDK” obj and the required permission
4. IpMessagingBuild.gradle - Gradle file with the dependency for the Messaging SDK