

LP Messaging SDK and Cordova integration for Android

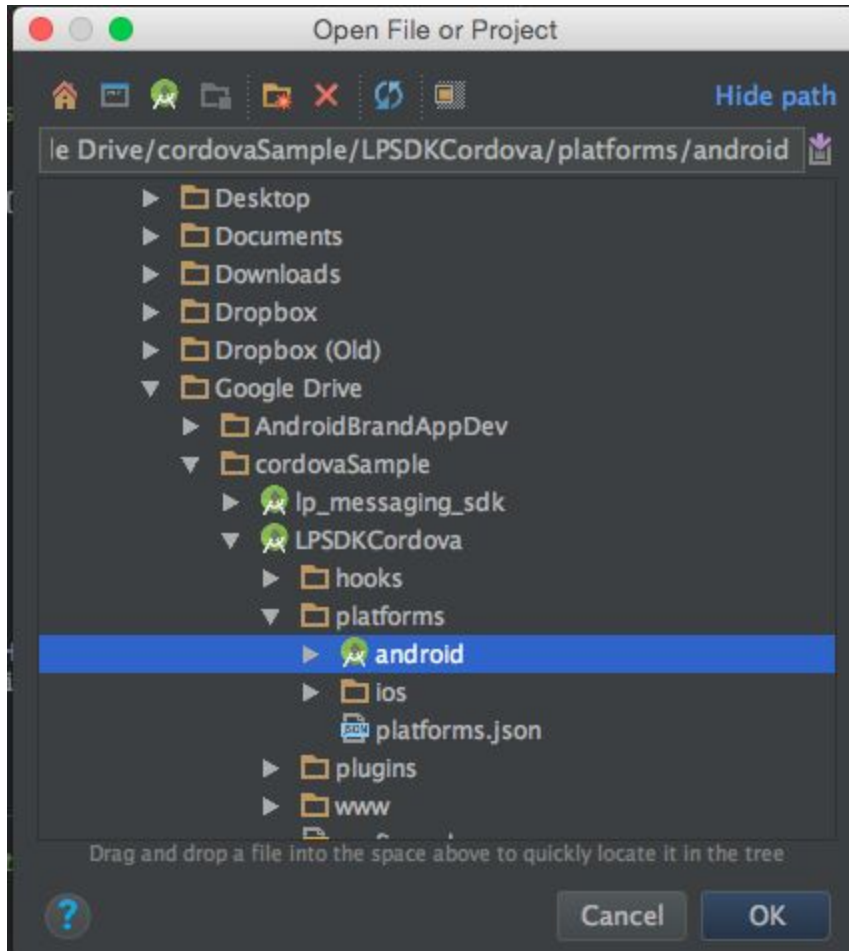
Basic Deployment Guide

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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.

5. To set user profile call from the JS file to the MessagingSDKPlugin as follow:

```
lpMessagingSDK.lp_conversation_api("set_lp_user_profile", [accountId,  
"John","Doe","JohnDe",  
"https://s-media-cache-ak0.pinimg.com/564x/a2/c7/ee/a2c7ee8982de3bae50  
3a730fe4562cf9.jpg", "11223344"], success, failure);
```

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

Push Notification Support (Android):

In the sample app we used the following plugin:

<https://github.com/fechanique/cordova-plugin-fcm> to support the FCM notification

In order to work with the Liveperson push server we had to do the following changes:

- MyFirebaseMessagingService - changing *onMessageReceived* method

```
@Override
public void onMessageReceived(RemoteMessage remoteMessage) {
    Log.d(TAG, "==> MyFirebaseMessagingService onMessageReceived");

    //This code was changed from the original plugin inorder to support the
    // push notification received from Liveperson
    Map<String, Object> data = new HashMap<String, Object>();
    data.put("wasTapped", false);
    String message = "";
    String title = "";
    for (String key : remoteMessage.getData().keySet()) {
        Object value = remoteMessage.getData().get(key);
        Log.d(TAG, "\tKey: " + key + " Value: " + value);
        //In messaging SDK we send just the message
        if ("message".equals(key)){
            message = (String) value;
            title = (String) value;
        }else if ("title".equals(key)){
            title = (String) value;
        }
        data.put(key, value);
    }
    sendNotification(title, message, data);
}
```

- Please check also the index.html and MainActivity changes I did in the sample app.