LiveEngage Enterprise In-App Messaging SDK Deployment Guide: Android v.2.3

Quick Start

The LivePerson In-App Messaging SDK provides brands with a simple, yet enterprise-grade and secure in-app messaging solution. Through in-app messaging, brands will foster connections with their customers and increase app engagement and retention.

This Quick Start will quickly get you up and running with a project powered by LivePerson. When you're done, you'll be able to send messages between an Android device and LiveEngage.

Prerequisites

To use the LivePerson In-App Messaging SDK, the following are required:

- LiveEngage account with messaging enabled
- **Embeddable library for AAR**: Binary distribution of an Android Library Project
- **Installers**: Gradle

Note: For information on supported operating systems and devices, refer to System Requirements.

Step 1: Download and unzip the SDK

Follow the steps below to download and unzip the

1. Download the latest Messaging SDK from the following link: SDK Repository.
2. Extract the ZIP file to a folder on your computer.

   The downloaded package should contain the following three items:

   - LP_Messaging_SDK/lp_messaging_sdk - Module that should be added to your project. This module contains the following:
     - LivePerson.java - Main entry point for the Messaging SDK
     - Resources (.aars files)
   - SampleApp-Source - demonstrate how to use the Messaging SDK.
   - SampleApp-APK - sample app installation file.

Step 2: Configure project settings to connect LiveEngage SDK

Follow the steps below to configure the project settings to connect to the SDK.

1. Import the downloaded lp_messaging_sdk module into your project.
   - In the Android Studio menu bar, select: **File → New → Import module**.

- ○ Navigate to the folder where you extracted the SDK project. Navigate to the lp_messaging_sdk module, and click **Finish**.
2. Add the following lines to the build.gradle of your app :

- ○ *compileSdkVersion* and *buildToolsVersion* (should be at least Version 23).
- ○ Add the following code under the Android section:

```
repositories {

    flatDir {

        dirs project(':lp_messaging_sdk').file('aars')

    }

}
```

3. Under the Dependencies section, add the following line:

```
compile project(':lp_messaging_sdk')
```

Example: Build.gradle file

```
apply plugin: 'com.android.application'

android {

  compileSdkVersion 24

  buildToolsVersion "24.0.3"


  repositories {

        flatDir {

            dirs project(':lp_messaging_sdk').file('aars')

        }
```

```
    }


  defaultConfig {

      applicationId "xxx"

      minSdkVersion xx

      targetSdkVersion xx

      versionCode 1

      versionName "1.0"

  }

  buildTypes {

      release {

          minifyEnabled false

          proguardFiles getDefaultProguardFile('proguard-android.txt'),
'proguard-rules.pro'

      }

  }

}


dependencies {

  compile project(':lp_messaging_sdk')

}
```

Step 3: Code integration for basic deployment

1. Add the following permission to your app's AndroidManifest.xml file:

   ```
   <uses-permission android:name="android.permission.INTERNET" />
   ```

```
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />

<uses-permission android:name="android.permission.VIBRATE"/>
```

2. Add the following imports to your class imports section:

```
import com.liveperson.api.LivePersonCallback;

import com.liveperson.infra.InitLivePersonProperties;

import com.liveperson.infra.callbacks.InitLivePersonCallBack;

import com.liveperson.messaging.TaskType;

import com.liveperson.messaging.model.AgentData;

import com.liveperson.messaging.sdk.api.LivePerson;
```

3. Initialize the Messaging SDK

    You can initialize the SDK in your Activity before showing LivePerson's Activity/Fragment, but it is recommended to initialize the SDK once, in your app's Application class.

```
String brandID = "YourLivepersonAccountIdString";

String appID = "your app package name"

LivePerson.initialize(MainActivity.this, new InitLivePersonProperties(brandID, appID,
new InitLivePersonCallBack() {

    @Override

    public void onInitSucceed() {



    }



    @Override

    public void onInitFailed(Exception e) {



    }
```

```
});
```

Element	Description
brandID	Your LivePerson account ID. If you don't have one, please contact your LivePerson representative.
appID	Your app id, used for registering LP pusher service.
onInitSuccess	Callback that indicates the init process has finished successfully.
onInitFailed	Callback that indicates the init process has failed.

Example implementation:

```
LivePerson.initialize(context, new InitLivePersonProperties(brandID, appID, new
InitLivePersonCallBack() {

            @Override

            public void onInitSucceed() {

                initFragment();

                LivePerson.setUserProfile(appId, firstName, lastName, phone);

            }



            @Override

            public void onInitFailed(Exception e) {

                Toast.makeText(MainActivity.this, "Init Failed",
Toast.LENGTH_SHORT).show();

            }

        });
```

4. Show conversation screen.

The SDK supports two operation modes:

- Activity mode
- Fragment mode

Activity mode

Activity mode implements the toolbar that displays the agent name the consumer is talking with. The 'Is Typing' indicator displays when the agent is typing and the menu button. In addition to this, when using the activity mode, the SDK deals with initializing the SDK.

To open conversation window in separate activity. This will start a new conversation activity:

```
LivePerson.showConversation(getActivity());
```

Using this method the SDK implements the controls on the action bar.

Fragment mode

In fragment mode the SDK returns the conversation fragment to the caller that needs to be placed inside a container. Also, the caller is responsible for initializing the SDK and, if needed, implementing a toolbar or other indicators according to the provided SDK callbacks.

Note: Ensure that the init process finished successfully. These should be called from the onInitSucceed() callback.

To open conversation window in a fragment: This returns a conversation fragment to be placed in a container in your activity:

```
LivePerson.getConversationFragment();
```

When using fragment mode, you should use the provided SDK callbacks in your app in order to implement functionalities such as menu items, action bar indications, agent name, and typing indicator.

Advanced Configurations

SDK Initialization and Lifecycle

Initialization

Add the code below to initialize the SDK:

```java
String brandID = "Your-Liveperson-Account-Id-String";

String appID = "your-app-package-name"

LivePerson.initialize(context, new InitLivePersonProperties( brandID, appID,

    new InitLivePersonCallBack() {

        @Override

        public void onInitSucceed() {

        }

        @Override

        public void onInitFailed(Exception e) {

        }

    }

);
```

Element	Description
brandID	Your LivePerson account ID. If you don't have one, please contact your LivePerson representative.
appID	Your app ID, used for registering LP pusher service.
onInitSuccess	Callback that indicates the init process has finished successfully.
onInitFailed	Callback that indicates the init process has failed. *Note: You can call initialize before showing LivePerson's Activity/Fragment, but it is recommended to initialize the SDK in your app's Application class.*

Once initialization is completed (onInitSucceed), you can call LivePerson methods.

The SDK supports two operation modes: Activity and Fragment. For more information about each mode, refer to [Step 3: Code integration for basic deployment](#).

To start LivePerson's Activity mode:

```
LivePerson.showConversation(Activity activity);
```

To start LivePerson's Fragment mode: (Attach the returned fragment to a container in your activity) :

```
LivePerson.getConversationFragment();
```

When using fragment mode, you could use the provided SDK callbacks in your app in order to implement functionalities such as menu items, action bar indications, agent name, and typing indicator.

LivePerson Callbacks Interface

The SDK provides a callback mechanism to keep the host app updated on events related to the conversation.

To register the callback call:

```
LivePerson : public static void setCallback(final LivePersonCallback listener)
```

To remove a callback:

```
LivePerson : public static void removeCallBack()
```

Click [here](#) for more information.

Shut Down

Close LivePerson Messaging SDK- Uninitialized SDK without cleaning data.

```
public static void shutDown(final ShutDownLivePersonCallback shutdownCallback)
```

Click [here](#) for more information.

Logout

Close LivePerson Messaging SDK- Clear LivePerson Messaging SDK data and unregistering push.

```
public static void logOut(final Context context, final String brandId, final
String appId, final LogoutLivePersonCallback logoutCallback)
```

Click here for more information.

Authentication

For users of OAuth 2.0 for customer authentication, the following functions apply:

To start LivePerson's Activity mode:

```
LivePerson : LivePerson.showConversation(Activity activity, String authKey);
```

To start LivePerson's Fragment mode: (Attach the returned fragment to a container in your activity):

```
LivePerson : LivePerson.getConversationFragment(String authKey);
```

Once Authentication key is expired, you will be notified with callback "void onTokenExpired()".

To re-connect with new Authentication key:

LivePerson : public static void reconnect(String authKey)

Note: errors while trying to connect will call callback : void onError(TaskType type, String message);

UI

To determine the layout of messaging within the app, you can utilize various actions to control the behavior and UI such as menus, typing indication, etc.

LivePerson callbacks:

```
void onAgentTyping(boolean isTyping);
void onAgentDetailsChanged(AgentData agentData);
void onCsatDismissed();
void onCsatSubmitted(String conversationId);
void onConversationMarkedAsUrgent();
void onConversationMarkedAsNormal();
void onOfflineHoursChanges(boolean isOfflineHoursOn);
void onAgentAvatarTapped(AgentData agentData);
```

Conversation Lifecycle

During the course of the conversation, consumers can take several actions such as Mark as urgent to receive a faster service, or Resolve conversation to let your agents know they have received their answers.

LivePerson API:

```
public static void checkActiveConversation(final ICallback<Boolean,
Exception> callback)
public static void checkConversationIsMarkedAsUrgent(final ICallback<Boolean,
Exception> callback)
public static void checkAgentID(final ICallback<AgentData, Exception>
callback)
public static void markConversationAsUrgent()
public static void markConversationAsNormal()
public static void resolveConversation()
public static boolean clearHistory()
```

Note: Click here for more information.

Also via Callbacks:

```
void onConversationStarted(LPConversationData convData);
void onConversationResolved(LPConversationData convData);

void onConnectionChanged(boolean isConnected);
```

Note: Click here for more information.

Notifications

Push and local notifications are a key factor that make the experience better for consumers - they never have to stay in your app or keep the window open as they will get a proactive notification as soon as a reply or notice is available.

Note: In order to enable push notifications, you must also configure them within the LiveEngage UI. See instructions here.

To implement push notifications on the client side:

1. Get your app's AppKey from Google GCM or Google FCM and set it in the LiveEngage backend, as explained here, to identify your app by LiveEngage.

2. On every app launch get the GCM Token from your device and register it on the LiveEngage push service using the registerLPPusher() API call so it knows which device should get each push message.
3. Upon receiving a push message to your app, handle it so it is displayed to the customer.

```java
public class MyFirebaseService extends FirebaseMessagingService {



    /**

     * Called when message is received.

     *

     * @param remoteMessage Object representing the message received from
Firebase Cloud Messaging.

     */



  @Override

  public void onMessageReceived(RemoteMessage remoteMessage) {



    // Sends the message into the SDK

    LivePerson.handlePushMessage(this, remoteMessage.getData(), lpAccount,
true);

  }

}
```

User Data

Pass and display consumer information to agents, and agent information to consumers.
See more information about each method here.

```java
public static void setUserProfile(ConsumerProfile profile)
public static void checkAgentID(final ICallback<AgentData, Exception>
callback)
```

Logs and Info

Upon errors, we send logs include different severity levels of errors and warnings.

Methods

The In-App Messaging SDK for Android includes the following methods:

Name	Description
Initialize (Deprecated)	Initialize the resources required by the SDK.
Initialize (with SDK properties object)	Initialize the resources required by the SDK with properties object.
showConversation	Display the messaging activity.
showConversation (with authentication support)	Display the messaging activity with the addition of authentication support.
hideConversation	Hide the conversation activity.
getConversationFragment	Get the conversation fragment.
getConversationFragment with authentication support	Get the conversation fragment with the addition of authentication support.
reconnect	Reconnect with new authentication key.
setUserProfile	Take custom parameters about the consumer as an input, set them for the messaging agent, and attach them to the transcript.
setUserProfile (Deprecated)	Take custom parameters about the consumer as an input, set them for the messaging agent, and attach them to the transcript.

registerLPPusher	Register to LivePerson push services.
unregisterLPPusher	Unregister from LivePerson push services.
handlePushMessage	Receive string map data of push message and return parsed object. Also have the ability to show notification.
handlePush **(Deprecated)**	Receive all incoming push messages in a single function.
getNumUnreadMessages	Returns the counter of the unread messages - the number of push messages received. *Note: To get unread messages feature will work properly - host app must call* **handlePushMessage** *method upon receiving SDK push messages (whether showing custom notification or not)*
getSDKVersion	Return the SDK version.
setCallback	Get events from SDK - need to implement **LivePersonCallback**.
removeCallBack	Stop getting events from the SDK.
checkActiveConversation	Check whether there is an active conversation.
checkAgentID	Return agent data such as, first name, last name, email, avatarURL, through callback.
markConversationAsUrgent	Mark the current conversation as urgent.
markConversationAsNormal	Mark the current conversation as normal.

checkConversationIsMarkedAsUrgent	Check whether the current conversation is marked as urgent.
resolveConversation	Resolve the current conversation.
shutDown	Shut down the SDK.
shutDown (Deprecated)	Shut down the SDK.
clearHistory	Clear all conversations from device.
logOut	Logout from the SDK - when all user data should be removed.
setImageServicePendingIntent	Set a PendingIntent for action upon clicking the foreground service notification
setImageServiceUploadNotificationBuilder	Set a notification builder of the service ongoing notification for image upload
setImageServiceDownloadNotificationBuilder	Set a notification builder of the service ongoing notification for image download

Initialize (Deprecated)

public static void initialize (Context context, String brandId, InitLivePersonCallBack initCallBack)	
context	A context from the host app
brandId	An account ID
initCallBack	An InitLivePersonCallBack implementation

To allow user interaction, the Messaging Mobile SDK must be initiated. This API initializes the resources required by the SDK. All subsequent API calls, except to the handlePushMessage, assume that the SDK has been initialized.

When the conversation screen is displayed, the server connection for messaging will be established. If a user session is already active and an additional SDK init call is made, it will be ignored and will not start an additional session.

Note: This method was deprecated - please use the new method below.

Initialize (with SDK properties object)

public static void initialize (Context context, InitLivePersonProperties initProperties)	
context	A context from the host app
initProperties	An object with all the properties needed to initialize the SDK

To allow user interaction, the Messaging Mobile SDK must be initiated. This API initializes the resources required by the SDK; all subsequent API calls. Except for the handlePushMessage, assume that the SDK has been initialized.

When the conversation screen is displayed, the server connection for messaging will be established. If a user session is already active and an additional SDK init call is made, it will be ignored and will not start an additional session. This method gets InitLivePersonProperties, which includes the properties needed for the init phase of the SDK.

showConversation

public static boolean showConversation(Activity activity)	
activity	The calling activity

The *showConversation* API displays the messaging screen as a new activity with the conversation fragment. The consumer can then start or continue a conversation. The conversation screen is controlled entirely by the SDK.

This method returns a Boolean value to indicate success or failure in opening the messaging screen. If the operation is successful, this method returns *true*, else it returns *false*.

Initiating the conversation screen opens the webSocket to the LivePerson Messaging Server.

showConversation (with authentication support)

public static boolean showConversation(Activity activity, String authenticationKey)	
activity	The calling activity
authenticationKey	The authentication key

Same as above with the addition of authentication support. You should use this alternative if you know your system implementation involves an authentication step. Usually this means that the LivePerson backend will verify the authentication token sent by the SDK with your system servers. If the key cannot be verified on your company's backend servers, this call will fail.

hideConversation

public static void hideConversation(Activity activity)	
activity	The calling activity

The *hideConversation* API hides the conversation activity. The conversation screen is shown again by calling Start Conversation.

Notes:

- *Hiding the conversation closes the websocket.*
- *When using the SDK's activity, the back button performs the same function.*

getConversationFragment

public static Fragment getConversationFragment();

The getConversationFragment method creates and return the conversation fragment.

Note: This API does not show the actual screen, but only creates the fragment. Your implementation needs to handle when and how to show it.

getConversationFragment (with authentication support)

public static Fragment getConversationFragment(String authKey)	
authKey	The authentication key

Same as above with the attention of authentication support. You should use this alternative if you know your system implementation involves an authentication step. Usually this means the LivePerson backend will verify the authentication token sent by the SDK with your system servers. If the key cannot be verified, or your backend isn't set up with the LivePerson backend, this call will fail.

reconnect

public static void reconnect(String authKey)	
authKey	The authentication key

Reconnect with a new authentication key. When connecting with an authentication key, the connection may be closed once the token is expired. When this happens, the onTokenExpired callback method is called. In this case, the application needs to obtain a fresh key and reconnect by calling the *reconnect* method.

setUserProfile

public static void setUserProfile(ConsumerProfile profile)	
profile	The user's profile

The *setUserProfile* API takes custom parameters about the consumer as an input and sets it to be displayed on the messaging Agent Workspace consumer transcript. This can be set at any time either before, after, or during a messaging session.

setUserProfile (deprecated)

(Deprecated. Please use the *setUserProfile* (String firstName, String lastName, String phone*) method above).

public static void setUserProfile(String appId, String firstName, String lastName, String phone)	
appId	The host app ID
firstName	User's first name
lastName	User's last name
phone	User's phone

The *setUserProfile* API takes custom parameters about the consumer as an input and sets it to be displayed on the messaging Agent Workspace consumer transcript. This can be set at any time either before, after, or during a messaging session.

registerLPPusher

public static void registerLPPusher(String brandId, String appId, String gcmToken)	
brandId	The account Id (e.g. 652838922).
appId	The host app Id (e.g. com.liveperson.myApp).
gcmToken	The GCM Token. Usually used to pass the Google provided token. However, this parameter can contain any string value.

Note: If you use the gcmToken as a custom value, you need to handle the mapping between this custom value and the actual gcm token in your server.

unregisterLPPusher

public static void unregisterLPPusher(String brandId, String appId)	
brandId	The account ID.
appId	The host app ID.

Unregister from registered push notification service.

handlePushMessage

Returns [PushMessage](#) object - contains all the data that received in the push message.

public static PushMessage handlePushMessage(Context context, Map<String, String> remoteMessage, String brandId, boolean showNotification)	
context	A context from the host app.
remoteMessage	A Map that contains the push message. Push service sends RemoteMessage object - To get the map from this object - call remoteMessage.getData().
brandId	The account ID.
showNotification	Used to instruct the SDK to either show or not show a notification to the user. If you wish your app will handle the display of the notification you can set this as false.

All incoming push messages are received by the host app. The host app can choose to fully handle any push message and display a notification message, or partially handle it and allow the SDK to display the notification.

In a case host app decide to show its own custom notification, it can call handlePushMessage() with showNotification parameter set to false and will parse and return a PushMessage object. In any case the push message not related to the SDK, it will return null.

Note: To get unread messages feature will work properly - host app must call this method upon receiving SDK push messages (whether showing custom notification or not)

handlePush (deprecated)

(<u>Deprecated.</u> Please use the above *handlePushMessage()* method)

public static void handlePush(Context context, Bundle data, String brandId, boolean showNotification)
context	A context from the host app.
data	A Bundle that contains the message. The bundle should hold a string with key named "message".
brandId	The account ID.
showNotification	Used to instruct the SDK to either show or not show a notification to the user. If you wish your app will handle the display of the notification you can set this as false.

All incoming push messages are received by the host app. The host app can choose to fully handle any push message and display a notification message, or partially handle it and allow the SDK to display the notification.

Handling the push message allows the host app to do the following:

- Receive non-messaging related push messages.
- Handle custom in-app alerts upon an incoming message.

Note: Whether the host app fully handles any push messages or partially, any messaging push message should be sent to the SDK using the handlePush method.

getNumUnreadMessages

public static int getNumUnreadMessages(String brandId)	
brandId	The account ID.

Returns the counter of the unread messages - the number of push messages received. This number is set to 0 when opening the conversation sceenn.

To get updates on the unread messages counter: create a BroadcastReceiver that will listen to the following Action:
LivePerson.ACTION_LP_UPDATE_NUM_UNREAD_MESSAGES_ACTION;
And to get the number of unread messages out of the intent use the following extra key:
LivePerson.ACTION_LP_UPDATE_NUM_UNREAD_MESSAGES_EXTRA;

getSDKVersion

public static String getSDKVersion()

Returns the SDK version.

setCallback

public static void setCallback(final LivePersonCallback listener)	
listener	A LivePersonCallback implementation

Sets the SDK callback listener. The host app gets updates from the SDK using this callback listener. See LivePerson Callbacks Interface for more information.

removeCallBack

public static void removeCallBack()

Removes the registered *LivePersonCallback* callback.

checkActiveConversation

public static void checkActiveConversation(final ICallback<Boolean, Exception> callback)
callback	An ICallback implementation

Checks whether there is an active (unresolved) conversation. The result will be returned to the provided callback.

checkAgentID

public static void checkAgentID(final ICallback<AgentData, Exception> callback)
callback	An ICallback implementation

If there is an active conversation, this API returns agent data through the provided callback. If there is no active conversation, the API returns null.

AgentData definition

markConversationAsUrgent

public static void markConversationAsUrgent()

Marks the current conversation as urgent.

markConversationAsNormal

public static void markConversationAsNormal()

Marks the current conversation as normal.

checkConversationIsMarkedAsUrgent

public static void checkConversationIsMarkedAsUrgent(final ICallback<Boolean, Exception> callback)
callback   An ICallback implementation

Checks whether the current conversation is marked as urgent. The result is returned through the provided callback.

resolveConversation

public static void resolveConversation()

Resolves the current conversation.

shutDown

public static void shutDown(final ShutDownLivePersonCallback shutdownCallback)
shutdownCallback   A *ShutDownLivePersonCallback* implementation to get indication whether the shutdown succeeded or failed

Shuts down the SDK and removes the footprint of the user session from local memory. After shutdown the SDK is unavailable until re-initiated. Message history is saved locally on the device and synced with the server upon reconnection.

The server continues to send push notifications when the SDK is shut down. To unregister from push services, call *unregisterLPPusher* API.

ShutDownLivePersonCallback callback description:

- *onShutdownSucceed()* method is called when the shutdown process finished successfully.
- *onShutdownFailed()* method is called when the shutdown process failed (for example, shutdown was called when the conversation screen is displayed in the foreground).

Note: This does not end the current messaging conversation.

shutDown (deprecated)

(Deprecated. **Please use the above *shutDown(ShutDownLivePersonCallback)* method)**

> *public static void shutDown()*

Shuts down the SDK and removes the footprint of the user session from local memory. After shutdown the SDK is unavailable until re-initiated. Message history is saved locally on the device and synced with the server upon reconnection.

The server continues to send push notifications when the SDK is shut down. To unregister from push services, call *unregisterLPPusher* API.

Note: This does not end the current messaging conversation.

Important: This method must not be called when the conversation screen is displayed.

ClearHistory

> *public static boolean clearHistory()*

Clear all conversations from the device. This clears all conversations and messages from the device only and does not remove them from the server. If the account has history enabled and is used on a new device, all conversations will be loaded from the server.

The return value indicates whether the action was completed successfully or not:

True - All conversations were cleared successfully.

False - Conversations were not cleared since there is an open conversation.

Note: The clearHistory API call will work only if there is currently no active conversation.

logout

public static void logOut(Context context, String brandId, String appId, *LogoutLivePersonCallback* logoutCallback){	
context	A context from the host app.
brandId	An account ID.
appId	The host app ID.
logoutCallback	An *LogoutLivePersonCallback* implementation.

Logout from the SDK - when all user data should be removed.

Calls *unregisterLPPusher*, shutDown and, in addition, deletes all user data (messages and user details) from the device.

In order to unregister from push, it must be called when there is network available.

After logout the SDK is unavailable until re-initiated.

This method does not require the SDK to be initialized.

Note: This does not end the current messaging conversation.

Important: This method must not be called when the conversation screen is displayed.

setImageServicePendingIntent

public static void setImageServicePendingIntent(PendingIntent pendingIntent)	
pendingIntent	A PendingIntent to be used on the foreground service notification

Set a PendingIntent to be used on the image foreground service notification.

When the *upload_photo_using_service* is set to true, sending an image is done using a foreground service. This enables the user to leave the conversation screen and the image will continue to be sent. A foreground service required by Android OS an ongoing notification to be visible to the user while the service is active.
The PendingIntent is used to define the action to be taken when the user clicks the notification.

Note: in Activity mode, if the host app does not define any PendingIntent, the SDK will set a default PendingIntent that goes to the conversation screen.

setImageServiceUploadNotificationBuilder

public static void setImageServiceUploadNotificationBuilder(Notification.Builder builder)	
builder	A notification builder that builds the foreground service notification for uploading an image in the background

Set a [Notification.Builder](#) that represents the ongoing notification for the image upload foreground service.

When the *upload_photo_using_service* is set to true, sending an image is done using a foreground service. This enables the user to leave the conversation screen and the image will continue to be sent. A foreground service required by Android OS an ongoing notification to be visible to the user while the service is active.

The notification builder will be used to build the ongoing notification that is visible while the service is running. It is assumed that the PendingIntent is embedded in the give builder.

Note: if the host app does not provide a notification builder and SDK will set a default one.

setImageServiceDownloadNotificationBuilder

public static void setImageServiceDownloadNotificationBuilder(Notification.Builder builder)	
builder	A notification builder that builds the foreground service notification for downloading an image in the background

Set a [Notification.Builder](#) that represents the ongoing notification for the image download foreground service.

When the *upload_photo_using_service* is set to true, downloading an image is done using a foreground service. This enables the user to leave the conversation screen and the image will continue to be sent. A foreground service required by Android OS an ongoing notification to be visible to the user while the service is active.

The notification builder will be used to build the ongoing notification that is visible while the service is running. It is assumed that the PendingIntent is embedded in the give builder.

Note: if the host app does not provide a notification builder and SDK will set a default one.

Interface and class definitions

AgentData

```
public class AgentData {


    public String mFirstName;

    public String mLastName;

    public String mAvatarURL;

    public String mEmployeeId;

    public String mNickName;

}
```

InitLivePersonProperties

```
Public class InitLivePersonProperties{
```

```
    Private string brandId;

    Private string appId;

    Private InitLivePersonCallBack initCallBack;

}
```

ConsumerProfile

```
public class ConsumerProfile {


    private String mFirstName;

    private String mLastName;

    private String mPhoneNumber;

    private String mNickName;

    private String mAvatarUrl;

}
```

PushMessage

```
public class PushMessage {

    private String mBrandId;

    private String mMessage;

    private String mFrom;

    private String mConversationId;

    private String mBackendService;

```

```
    private String mCollapseKey;

    private int mCurrentUnreadMessagesCounter = -1;

//if we get unread messages counter from push message this
value will contain it.
```

LPConversationData

```
Public class LPConversationData{

    Private CloseReason closeReason;

    Private String conversationId;

}
```

Callbacks Index

The SDK provides a callback mechanism to keep the host app updated on events related to the conversation. This section details each callback.

LivePersonCallback

Definition:

```
public interface LivePersonCallback{

  void onError(TaskType type, String message);
  void onTokenExpired();
 void onConversationStarted(LPConversationData convData);
  void onConversationResolved(LPConversationData convData);

  void onConnectionChanged(boolean isConnected);
  void onAgentTyping(boolean isTyping);
  void onAgentDetailsChanged(AgentData agentData);
  void onCsatDismissed();
```

```
    void onCsatSubmitted(String conversationId);
    void onConversationMarkedAsUrgent();
    void onConversationMarkedAsNormal();
    void onOfflineHoursChanges(boolean isOfflineHoursOn);
}

enum TaskType {
  CSDS,
  IDP,
  VERSION,
  OPEN_SOCKET
}
```

Error indication

The *onError(TaskType type, String message)* method is called to indicate that an internal SDK error has occurred.

Parameter	Description
type	The type of error. Indicates the category of the error. See the table below.
Message	A detailed message on the error.

TaskType enum:

Type	Description
CSDS	Internal server error.
IDP	An error occurred during the authentication process. This is usually due to a wrong or expired authentication key.
VERSION	Your host app is using an old SDK version and cannot be initialized.
OPEN_SOCKET	Error opening a socket to the server.

Token Expired

The onTokenExpired() method is called if the token used in the session has expired and no longer valid. The host app needs to reconnect with a new authentication key.

Conversation started

The onConversationStarted() method is called whenever a new conversation is started by either the consumer or the agent.

Conversation resolved

The onConversationResolved(CloseReason reason) method is called when the current conversation is marked as resolved by either the consumer, agent or system (auto close). public enum CloseReason { AGENT, CONSUMER, SYSTEM }

Note : onConversationResolved() and onConversationResolved(CloseReason reason) are deprecated.

Connection state has changed

The onConnectionChanged(boolean isConnected) method is called when the connection to the conversation server has established or disconnected.

Parameters:

isConnected - indicates the connection state. true - connection establish, false - disconnected.

Agent avatar tapped

The onAgentAvatarTapped (AgentData agentData) method is called when the user taps on the agent avatar.

The icon is available next to the agent message bubble or on the top of the toolbar (if using activity mode)

Agent details changed

The onAgentDetailsChanged(AgentData agentData) method is called when the assigned agent of the current conversation has changed or their details are updated.

This callback is also called with null value when there is no agent that is associated with the conversation, for instance when the consumer is returned to queue. You need to check for null value before using the agentData object.

Parameters:

agentData - contains first name, last name, avatar url and employee ID.

Agent typing

The onAgentTyping(boolean isTyping) method is called when the assigned agent is typing a message. When there is 2 seconds of idle time, this method is called again to notify with isTyping false to indicate that the agent stopped typing.

CSAT Screen dismissed

The onCsatDismissed() method is called when the feedback screen is dismissed (user clicked Submit button, user clicked Back button, etc.).

CSAT Screen submitted

The onCsatSubmitted(String conversationId) method is called when the user clicked the Submit button on the feedback screen.

conversationId - The id of the conversation the survey is related to.

This callback comes in addition to the onCsatDismissed callback when clicking Submit .

Conversation marked as urgent

The onConversationMarkedAsUrgent() method is called when the current conversation is marked as urgent.

Conversation marked as normal

The onConversationMarkedAsNormal() method is called when the current conversation is marked as normal.

Offline Hours Changes

The onOfflineHoursChanges(boolean isOfflineHoursOn) is called when there is a change in agent availability. When the agent is in off hours mode this method is called with isOfflineHoursOn true. When the agent return to online state, isOfflineHoursOn is called with isOfflineHoursOn false.

LogoutLivePersonCallback

```
public interface LogoutLivePersonCallback{

    void onLogoutSucceed();

    void onLogoutFailed();

}
```

ICallback

```
public interface ICallback<T, E extends Throwable> {

   void onSuccess(T value);

   void onError(E exception);

}
```

InitLivePersonCallBack

```
public interface InitLivePersonCallBack {

   void onInitSucceed();

   void onInitFailed(Exception e);

}
```

ShutDownLivePersonCallback

```
public interface ShutDownLivePersonCallback {

      void onShutdownSucceed();

      void onShutdownFailed();

}
```
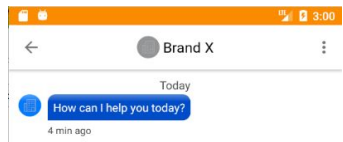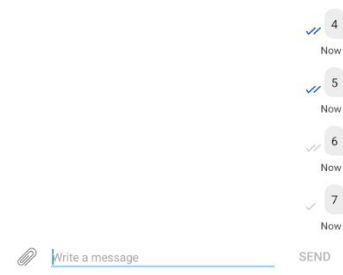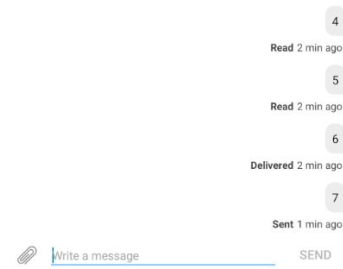
Configuring the SDK

The SDK allows you to configure the look and feel of the conversation screen with your branding.xml file. In order to do so, you need to create, under the **values** folder, a new resource file called `branding.xml`.

This file MUST contain all the resource-names as listed below. The Customer notes column includes space for you to add your own branding.
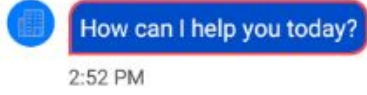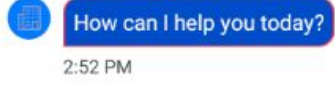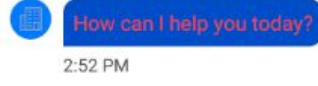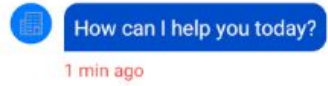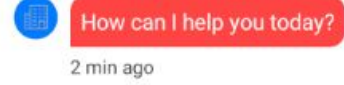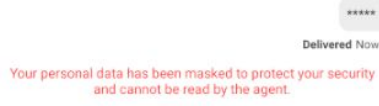
Attributes

Brand

Name	Description	Default	Example
`<string name="brand_name">`	The brand name will be shown as a title on the toolbar when there is no active conversation.	My Brand	
`<integer name="message_receive_icons">`	For each message, there are three indicators available: Message sent, Message received, Message read. You can customize the indicators according to your needs, by using a number between 1 and 3: 0 - text (sent, delivered etc.) instead of icons 1 - Sent only 2 - Sent+received 3 - Sent+received+read		
`<string-array name="message_receive_text">`	If you set 0 in the resource message_receive_icons, you can specify what texts appears for each state. You must have 4 items, in the following order: 1st item - message sent 2nd item - message delivered 3rd item - message read 4th item - message not delivered 5th item - message sending		
`<bool name="clear_history_show_confirm_dia`	Define if to show confirm dialog before clearing history or not. True by default. (Activity mode only)	true	

```
log">
```
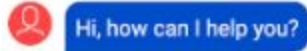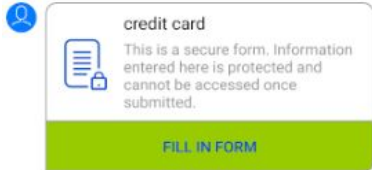
Brand Message Bubble - the first brand message

Name	Description	Default	Example
`<dimen name="brand_ bubble_strok e_width">`	Int number for the outline width.	0dp	How can I help you today? 2:52 PM
`<color name="brand_ bubble_strok e_color">`	Color code for the outline color.	#004DC9 (blue)	How can I help you today? 2:52 PM
`<color name="brand_ bubble_messa ge_text_colo r">`	Color code for the text of the brand bubble	@android:colo r/white	How can I help you today? 2:52 PM
`<color name="brand_ bubble_messa ge_link_text _color">`	Color code for links in the text of the brand bubble.	@android:colo r/white	http://www.liveperson.com Now
`<color name="brand_ bubble_times tamp_text_co lor">`	Color code for the timestamp of the brand bubble.	#46474A (dark gray)	How can I help you today? 1 min ago
`<color name="brand_ bubble_backg round_color"`	Color code for the background of the brand bubble.	#004DC9 (blue)	How can I help you today? 2 min ago

`>`			
`<color name="brand_ logo_backgro und_color">`	Color code for the background of the default brand logo next to the bubble.	#007AFF (light blue)	

Agent Message Bubbles
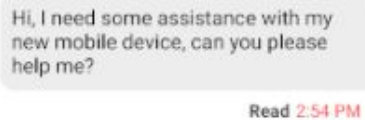
Name	Description	Default	Example
`<dimen name="agent_bubble_ stroke_width">`	Int number for the outline width.	0dp	
`<color name="agent_bubble_ stroke_color">`	Color code for the outline color.	#004DC9 (blue)	
`<color name="agent_bubble_ message_text_color" >`	Color code for the text of the agent bubble.	white	
`<color name="agent_bubble_ message_link_text_c olor">`	Color code for links in the text of the agent bubble.	white	
`<color name="agent_bubble_ timestamp_text_colo r">`	Color code for the timestamp of the agent bubble.	#46474A (dark gray)	
`<color name="agent_bubble_ background_color">`	Color code for the background of the agent bubble.	#004DC9 (blue)	

`<color name="agent_avatar_background_color">`	Color code for the background of the agent default avatar next to the bubble	#949596 (gray)	
`<color name="agent_avatar_icon_color">`	Color code for the agent default icon in the avatar next to the bubble.	#ffffffff	
`<color name="agent_bubble_link_preview_background_color">`	Color code for the background of the agent bubble when url is presented	#ffffffff	
`<color name="agent_bubble_link_preview_title_text_color">`	Color code for the background of the agent title text color when url is presented	#ff000000	
`<color name="agent_bubble_link_preview_description_text_color">`	Color code for the background of the agent description text color when url is presented	#555555 (gray)	
`<color name="agent_bubble_pci_form_invitation_background_color">`	background color of the form invitation bubble	#ffffffff	
`color name="agent_bubble_pci_form_invitation_background_btn_color">`	background color of the form invitation button only	#ffffffff	

`<color name="agent_bubble_pci_form_invitation_stroke_color">`	color of the stroke (border) of the form invitation bubble	#949596 (gray)	
`<color name="agent_bubble_pci_form_invitation_button_text_color">`	color of the text on the button	#004DC9 (blue)	
`<color name="agent_bubble_pci_form_invitation_description_text_color">`	text color on the description in the form invitation bubble	#949596 (gray)	
`<color name="agent_bubble_pci_form_invitation_title_text_color">`	text color on the title in the form invitation bubble	#ff000000	
`<color name="agent_bubble_pci_form_invitation_icon_tint_color">`	color of the icon in the form invitation bubble	#004DC9 (blue)	

Consumer Bubbles
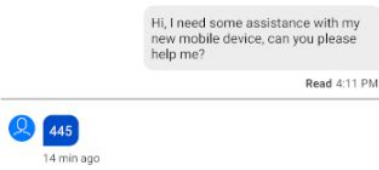
Name	Description	Default	Example

`<dimen name="consumer_bubble_stroke_width">`	integer in dp for the bubble stroke width of the consumer bubble.	1dp	
`<color name="consumer_bubble_message_text_color">`	Color code for the text of the consumer bubble.	black	
`<color name="consumer_bubble_message_link_text_color">`	Color code for links in the text of the consumer bubble.	#004DC9 (blue)	
`<color name="consumer_bubble_timestamp_text_color">`	Color code for the timestamp of the consumer bubble.	#46474A (dark gray)	
`<color name="consumer_bubble_background_color">`	Color code for the background of the consumer bubble.	#EDEDED (light gray)	
`<color name="consumer_bubble_state_text_color">`	Color code for state text next to the consumer bubble.	#46474A (dark gray)	
`<color name="consumer_bubble_stroke_color">`	Color code for the stroke of the consumer bubble.	#EDEDED (light gray)	
`<color name="consumer_bubble_link_preview_background_color">`	Color code for the background of the consumer bubble when url is presented	white	

<color name="consumer_bubble_link_preview_title_text_color">	Color code for the background of the consumer title text color when url is presented	black	
<color name="consumer_bubble_link_preview_description_text_color">	Color code for the background of the consumer description text color when url is presented	#555555 (gray)	
<color name="consumer_bubble_read_status_color">	Color code for the read status icon (if enable)	#004DC9 (blue)	
<color name="consumer_bubble_received_status_color">	Color code for the received status icon (if enable)	#CECECE	
<color name="consumer_bubble_sent_status_color">	Color code for the sent status icon (if enable)	#CECECE	
<color name="consumer_bubble_sending_status_color">	Color code for the sending status icon (if enable)	#949596 (gray)	
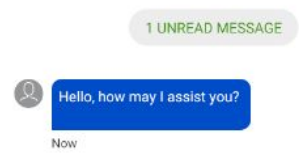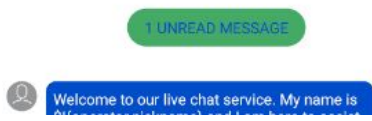
System messages

Name	Description	Default	Example

`<color name="system_bubble_text_color">`	Color code for the text of the system messages.	#46474A (dark gray)	
`<bool name="enable_conversation_resolved_message">`	Enable/disable the conversation resolved message	true	
`<bool name="enable_conversation_resolved_separator">`	Enable/disable separators between conversations	true	
`<color name="conversation_separator_text_color">`	Color code for the conversation resolved message and separator	#555555 (gray)	
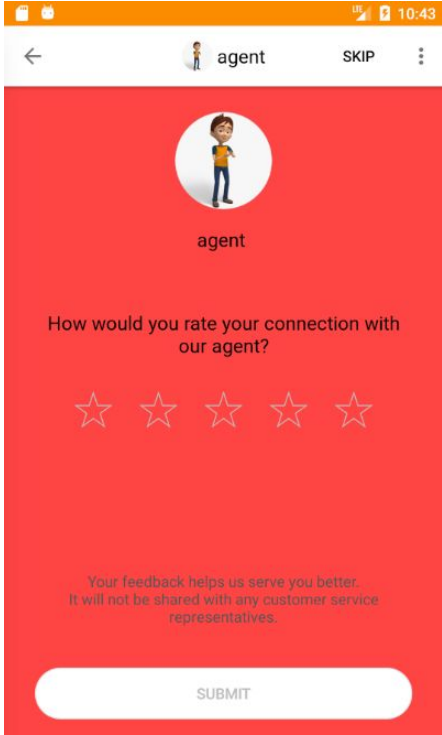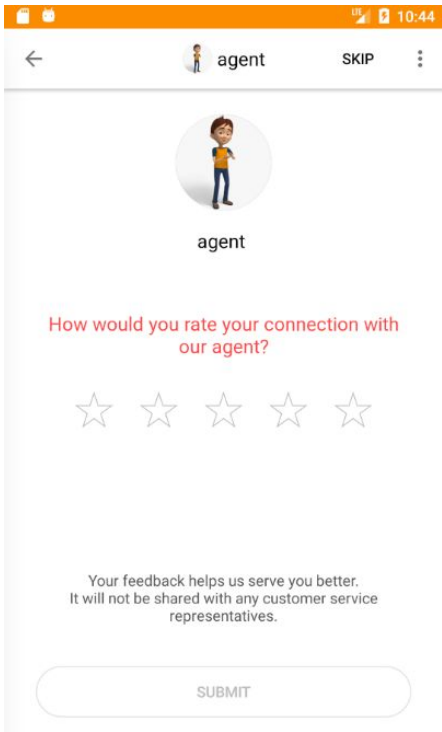
Unread messages indicator Bubbles
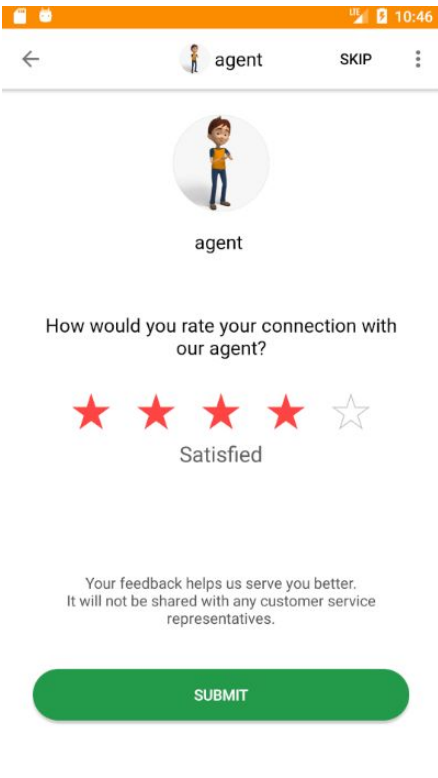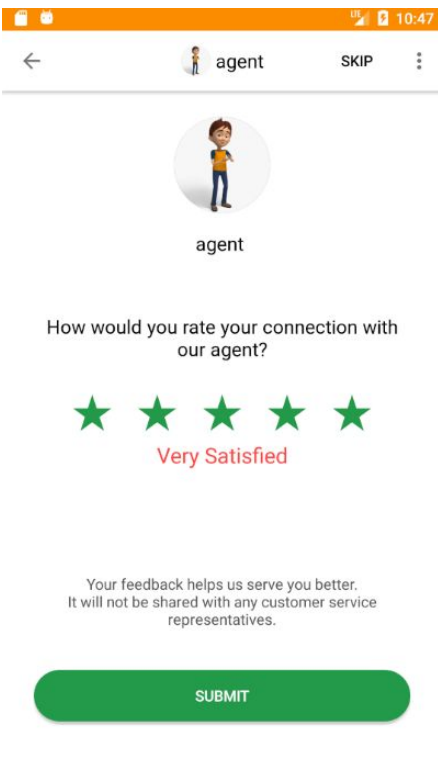
Name	Description	Default	Example
`<bool name="unread_indicator_bubble_enable">`	Enable/disable the unread message indicator (shown or invisible) - true by default.	true	
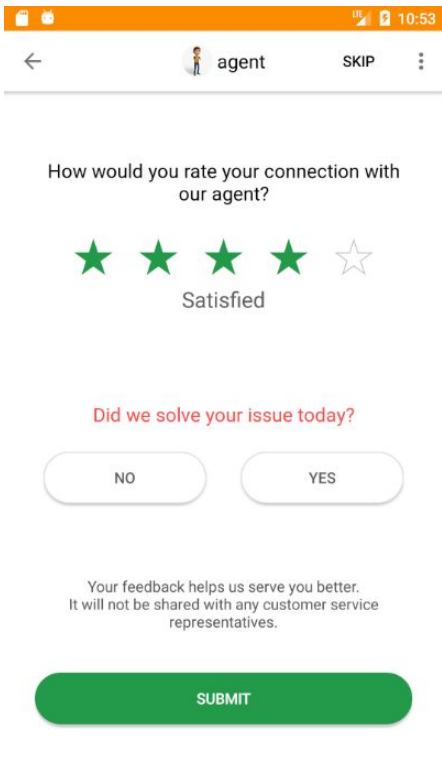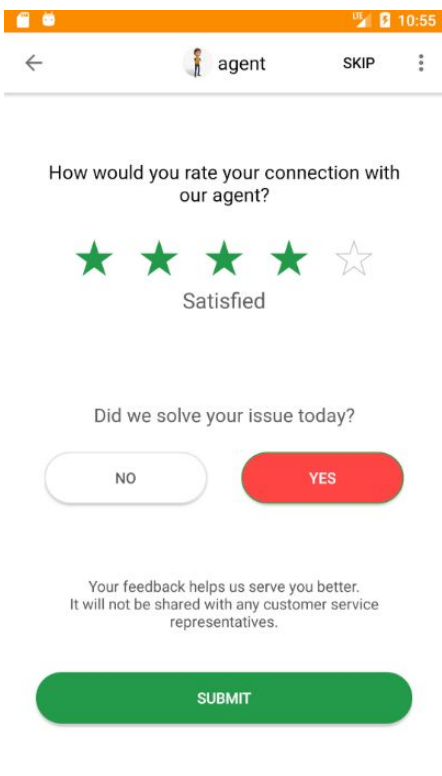
`<color name="unread _indicator_b ubble_text_c olor">`	Enable/disable the unread message indicator (shown or invisible) - true by default.	#004DC 9 (blue)	
`<color name="unread _indicator_b ubble_backgr ound_color">`	Color code for the background of the unread messages bubble.	#EDED ED (light gray)	
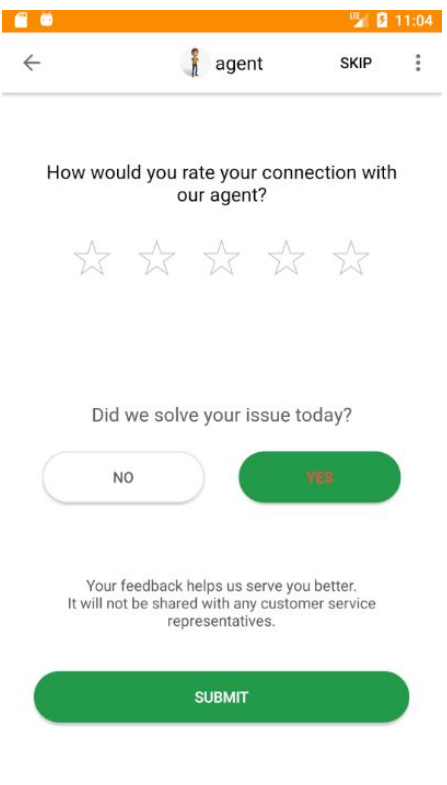
Survey screen
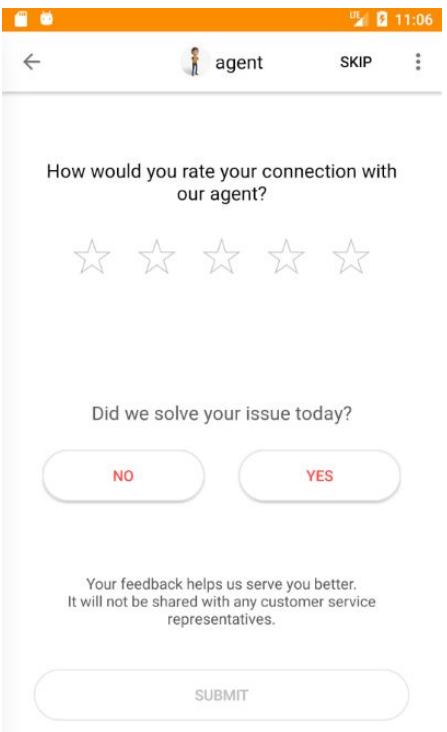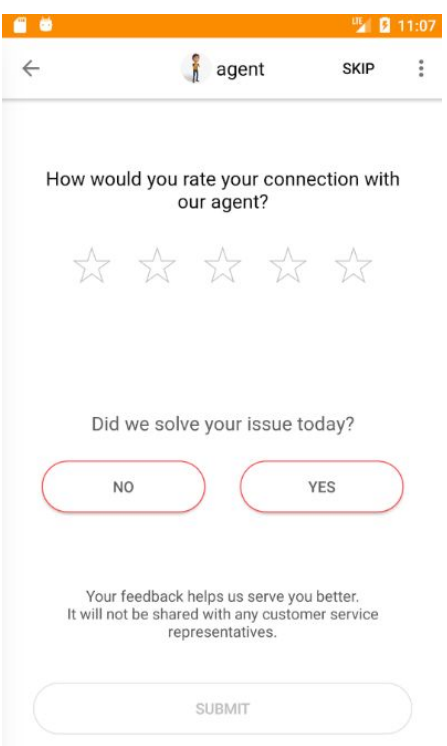
Name	Description	Default	Example
`<integer name="csatSu rveyExpirati onInMinutes" >`	Define the expiration time in minutes for the survey to appear after closing the conversation.	1440	

`<color`
`name="feedba`
`ck_fragment_`
`background_c`
`olor">`
	Feedback dialog background color.	@android: color/whit e	

`<color`
`name="feedba`
`ck_fragment_`
`title_questi`
`on">`
	Feedback dialog title color.	@android: color/blac k	

`<color`
`name="feedba`
`ck_fragment_`
`star">`
	Feedback dialog star color.	#229A49
		(green)	

`<color`
`name="feedba`
`ck_fragment_`
`rate_text">`
	Feedback dialog rating title color.	#5b5c5e
		(dark
		grey)	

`<color name="feedback_fragment_title_yesno">`	Feedback dialog yes/no color.	#5b5c5e (dark grey)	
`<color name="feedback_fragment_yesno_btn_selected_background">`	Feedback dialog yes/no selected background color.	#229A49	
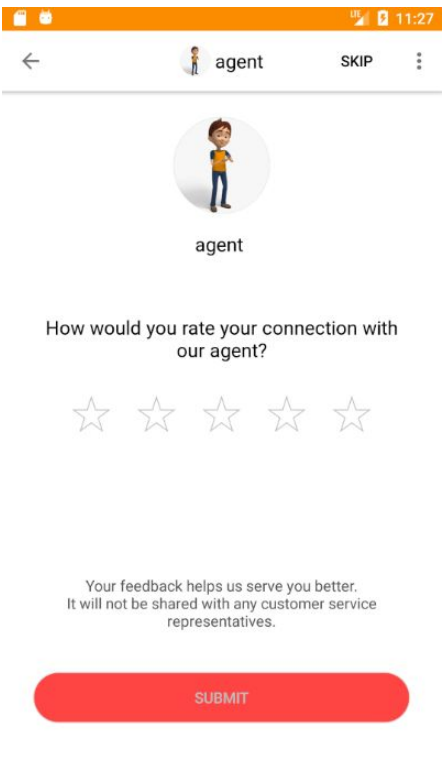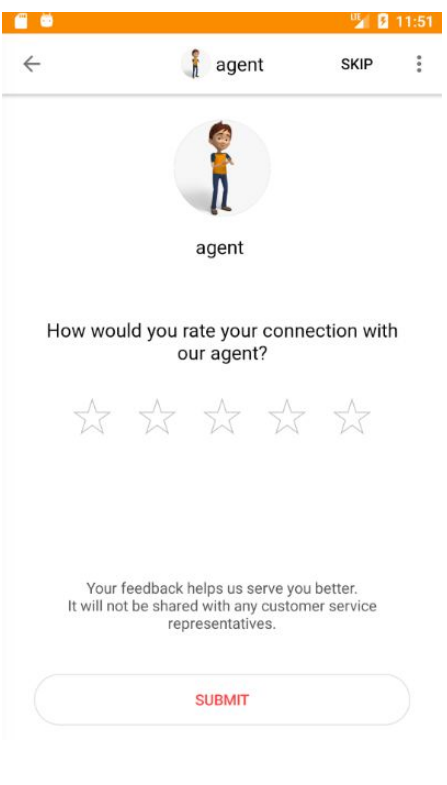
`<color name="feedback_fragment_yesno_btn_default_background">`	Feedback dialog yes/no default background.	@android: color/white	
`<color name="feedback_fragment_yesno_btn_text_selected">`	Feedback dialog yes/no text color when selected.	@android: color/white	
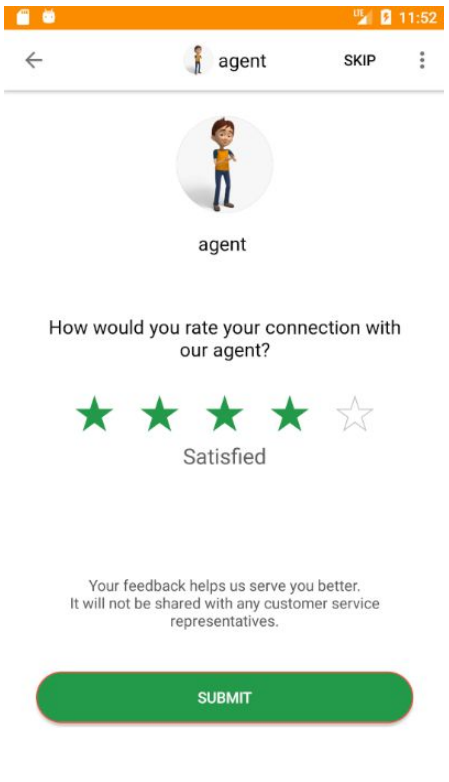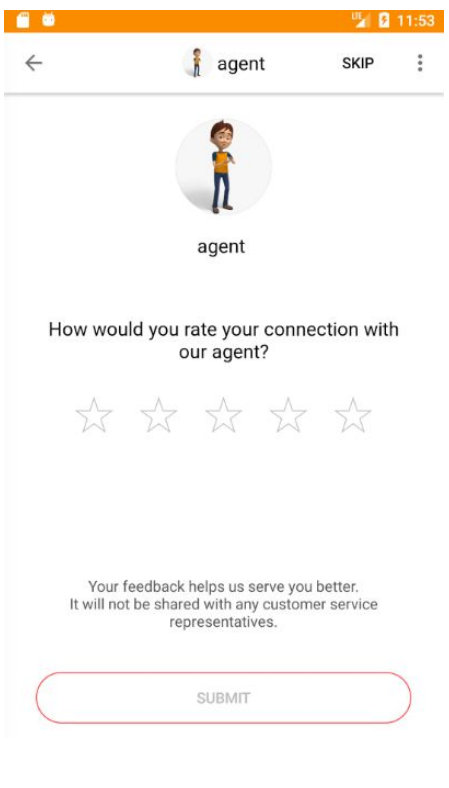
```<color name="feedback_fragment_yesno_btn_text_default">```	Feedback dialog yes/no text color when in default.	#5B5C5E	
```<color name="feedback_fragment_yesno_btn_stroke_default">```	Feedback dialog yes/no stroke color when in default.	#E2E2E3	

`<color name="feedback_fragment_yesno_btn_stroke_selected">`	Feedback dialog yes/no stroke color when selected.	#229A49	
`<dimen name="feedback_fragment_yesno_btn_stroke_width_default">`	Feedback dialog yes/no stroke width size when in default.	1dp	

`<dimen`
`name="feedba`
`ck_fragment_`
`yesno_btn_st`
`roke_width_s`
`elected">`
	Feedback dialog yes/no stroke width size when in selected.	1dp	

`<color`
`name="feedba`
`ck_fragment_`
`submit_messa`
`ge">`
	Feedback dialog submit message text color.	#565656	

`<color` `name=`"feedba` `ck_fragment_` `submit_btn_e` `nabled">`	Feedback dialog submit button color when enabled.	#229A49	
`<color` `name=`"feedba` `ck_fragment_` `submit_btn_t` `ext_enabled"` `>`	Feedback dialog submit button text color when enabled.	@android: color/whit e	

`<color` `name="feedback_fragment_submit_btn_disabled">`	Feedback dialog submit button color when disabled.	@android: color/white
`<color` `name="feedback_fragment_submit_btn_text_disabled">`	Feedback dialog submit button text color when disabled.	#BDBDBD

```xml<color name="feedback_fragment_submit_btn_stroke_enabled">```	Feedback dialog submit button stroke color when enabled.	#229A49	
```xml<color name="feedback_fragment_submit_btn_stroke_disabled">```	Feedback dialog submit button stroke color when disabled.	#E2E2E3	

`<dimen`
`name="feedba`
`ck_fragment_`
`submit_btn_s`
`troke_width_`
`enabled">`
	Feedback dialog submit button stroke width size when enabled.	1dp	

`<dimen`
`name="feedba`
`ck_fragment_`
`submit_btn_s`
`troke_width_`
`disabled">`
	Feedback dialog submit button stroke width size when disabled.	1dp	

`<color name="feedback_fragment_agent_details_name">`	Define the color of the agent name on agent details section in feedback dialog. Visible only if *show_agent_details_csat* is true.	@android: color/black	
`<bool name="show_feedback">`	Defines whether to show the feedback dialog.	true	
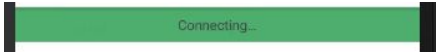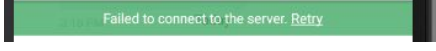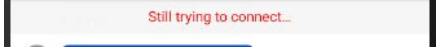
`<bool name="show_agent_details_csat">`	Define if the agent's name and avatar are visible on top of feedback dialog. (true=show, false=hide) NOTE: if both *show_yes_no_question* and *show_agent_details_csat* are set to true, *show_yes_no_question* **will be ignored and will not be visible.**	true	
`<bool name="show_yes_no_question">`	Defines whether to show or hide the yes/no question in the feedback dialog (true=show, false=hide) NOTE: if both *show_yes_no_question* and *show_agent_details_csat* are set to true, *show_yes_no_question* **will be ignored and will not be visible.**	true	
`<bool name="show_c`	Define if "thank you" screen will appear after submitting	true	

`sat_thank_yo u">`	the survey. (true=show, false=hide)		
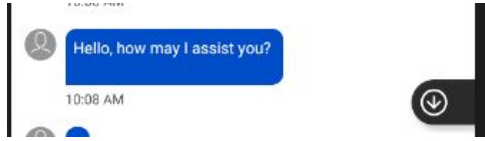
Message Edit Text

Name	Description	Default	Example
`<color name="edit_t ext_underlin e_color">`	Color code for the Enter Message control underline color.	#90CAF9	
`<color name="lp_ent er_msg_text" >`	Define the input message text color.	@android: color/black	
`<color name="lp_ent er_msg_hint" >`	Define the input message hint color.	@android: color/dark er_gray	
`<color name="lp_sen d_button_tex t_enable">`	Define the color of the send button when it's enabled.	#004DC9 (blue)	
`<color name="lp_sen d_button_tex t_disable">`	Define the color of the send button when it's disabled.	#B7B8B9	
`<bool name="use_se nd_image_but ton">`	Use an icon for the send button instead of "Send" text	false	

Connection status bar

Name	Description	Default	Example
`<color name="connection_status_connecting_bg_color">`	Define the color of statusbar background color while trying to connect.	#F2F5F5F5	
`<color name="connection_status_not_connected_bg_color">`	Define the color of statusbar background color when connection is unavailable.	#CC000000	
`<color name="connection_status_connecting_text_color">`	Define the color of statusbar text color while trying to connect.	#46474A	
`<color name="connection_status_not_connected_text_color">`	Define the color of statusbar text color when connection is unavailable.	@android: color/black	

In page navigation - Scroll down indicator

Name	Description	Default	Example
`<bool name="scroll_down_indicator_enabled">`	Enable/disable the scroll down indicator (shown or invisible). True by default	true	

`<bool name="scroll_down_indicator_unread_summary_enabled">`	Enable/disable the summary in scroll down indicator (shown or invisible). If *unread_indicator_bubble_enable* is false, it will be in minimized mode without a badge indicating number of unread message. And tap will scroll to the last message.	true	
`<color name="scroll_down_indicator_unread_counter_text_color">`	Define the color of the unread messages counter text color.	@android:color/white	
`<color name="scroll_down_indicator_unread_summary_text_color">`	Define the color of the unread message summary (preview) text color.	@android:color/white	
`<color name="scroll_down_indicator_unread_counter_stroke_color">`	Define the color of the unread messages counter stroke color.	#CC000000	
`<dimen name="scroll_down_indicator_unread_counter_stroke_width">`	Define the dimen of the unread messages counter stroke width.	1dp	
`<color name="scroll_down_indicator_unread_counter_solid`	Define the color of the unread messages counter solid color.	#FF0000 (red)	
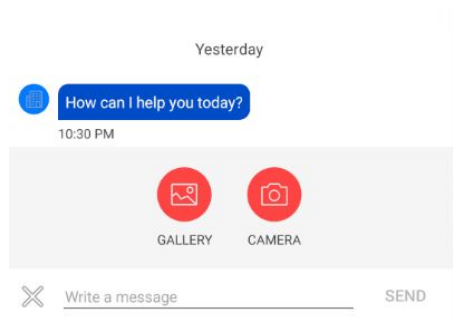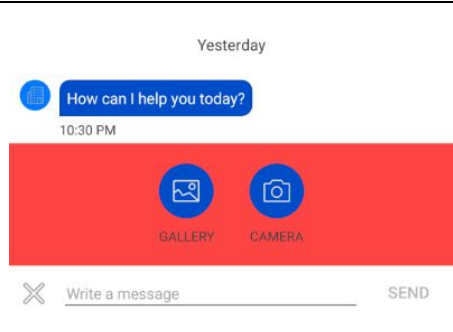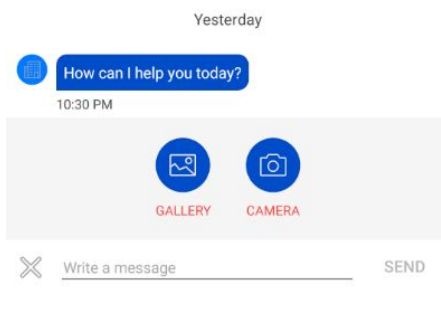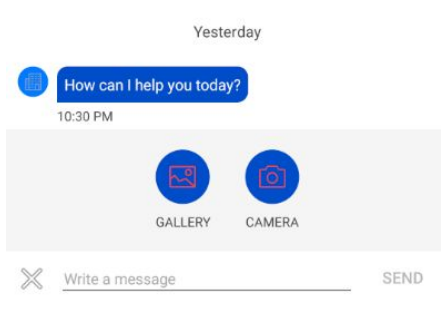
`_color">`			
`<color name="scroll _down_indica tor_backgrou nd_color">`	Define the color of the scroll down background color.	#CC0 00000	
`<color name="scroll _down_indica tor_arrow_do wn_color">`	Define the color of the image arrow scrolling down.	@and roid:c olor/w hite	
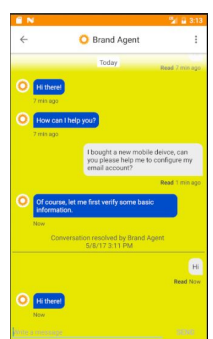
Photo Sharing

Name	Description	Default	Example
`<bool name="enable _photo_shari ng">`	Enable/disable the photo sharing feature.	false	
`<bool name="upload _photo_using _service">true </bool>`	Enable/disable uploading and downloading images using a foreground service.	true	
`<integer name="max_nu mber_stored_ images">`	Define the max number of images that will be stored locally.	20	
`<integer name="full_i mage_compres`	Define the image compression rate (percentage)	50	

`sion_rate">`			
`<integer name="thumbnail_longer_dimension_resize">`	Define the size of the thumbnail image longer dimension after resizing it (pixels)	100	
`<integer name="full_image_longer_dimension_resize">`	Define the size of the full image longer dimension after resizing it (pixels).	800	
`<integer name="max_image_size_kb">`	Define the maximum image size in KB that can be uploaded.	3000	
`<color name="attachment_menu_item_background_color">`	Define the background color of the items in the attachment menu.	#004DC9 (blue)	
`<color name="lp_attachment_menu_background_color">`	Define the background color of the attachment menu	#F5F5F5 (light gray)	

`<color name="lp_attachment_menu_item_text_color">`	Define the items' text color in the attachment menu	#46474A (gray)	
`<color name="lp_attachment_menu_item_icon_color">`	Define the items' icon color in the attachment menu	#F5F5F5 (light gray)	

General Style

Name	Description	Default	Example
`<color name="conversation_background">`	Define the color code for the entire view background. In activity mode - Also the color of android:windowBackground	white	
`<bool name="link_preview_use_big_picture">`	Define which configuration to show when sending / receiving s link (big / small picture)	true	

`<bool`
`name="link_preview`
`_enable_real_time_`
`preview`
 	
`">`
	Define whether or not we should show a real time link preview. A preview while the consumer is typing an url	true	

`<bool`
`name="link_preview`
`_to_use_more_than_`
`og_tags`
 	
`">`
	parse only <og:> tags or others as well	false - use <og:title> tags only.
		
		true - use <og:title> and <title> tags	

Conversation Activity Style - (activity mode only!)
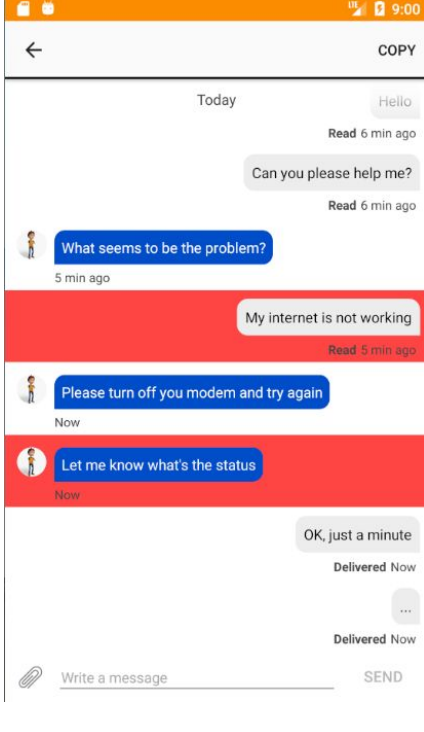
Name	Description	Default
`<color` `name="lp_colorPrimary">`	Define the primary color of the activity.	android:colorPrimary

`<color`
`name="lp_colorPrimaryDark"`
`>`
	Define the primary dark color of the activity.	android:colorPrimaryDark

Accessibility

Name	Description	Default

`<integer`
`name="snachbar_duration_fo`
`r_accessibility">`
	Number of milliseconds to show the TTR snackbar if the accessibility TalkBack option is on	60,000
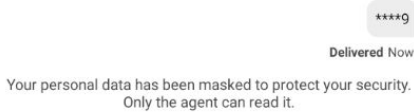
Miscellaneous
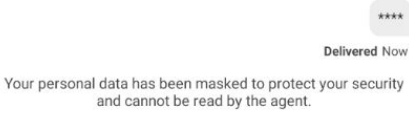
Name	Description	Default	Example
`<bool name="disableTTRPopup">`	Defines whether to disable the TTR snackbar popup (true=disable) false by default.	false	
`<bool name="vibrate_enabled">`	Enable/Disable vibrate upon receiving messages from agent while conversation screen is in foreground. false by default.	false	
`<bool name="contextual_menu_on_toolbar">`	Enable multiple message copy menu over the app toolbar. If true, when long pressing a message on chat it will select the message and enable a context menu over the toolbar, enabling the user to copy multiple messages. If false, long pressing a message will display a copy popup menu.	true	

`<color name="bubble_selected_background_color">`	Define the background color of item when it's selected to be copied (if multiple message copy is enabled).	#5597a7e3	
`<integer name="encryptionVersion">`	Defines the encryption version to use. Currently available version 1 only. 1 - encrypt data 0 - disable encryption	1	
`<string name="csds_url">`	For vanity URL purposes. For regular use please use: **adminlogin.liveperson.net**	adminlogin.liveperson.net	
`<integer name="idp_num_history_co`	When user is authenticated, this indicates the number of recent conversations to reload from the server (including their messages) when running for the first time.	2	

`nver sati on">`			
`<boo l name ="sh ow_t imes tamp _in_ ttr_ noti fica tion ">`	When true the TTR snackbar will display the time until the agent responds. If set to false, a general message is displayed.	true	
`<int eger name ="tt r_du rati on">`	Set the duration that the TTR snackbar will be visible (ms).	3,000	
`<boo l name ="se nd_a gent _pro file _upd ates _whe n_co nver sati on_c lose d">`	When true the callback *LivePersonCallback#onAgentDetailsChanged* will be called with the agent details updates even if the last conversation is closed (in this case it will provide the assigned agent of the last conversation). If false, this callback will be called only when the current conversation is active.	true	
`<int eger`	Set the time in seconds before the first time the TTR snackbar	10	

`name ="tt rFir stTi meDe layS econ ds">`	will be displayed		
`<boo l name ="tt r_me ssag e_of f_ho urs_ enab led" >`	Defines whether to show the off hours snackbar popup (true=enable).	true	
`<int eger name ="tt rSho wFre quen cyIn Seco nds" >`	Define the frequency of the TTR (time to response) messages.	8	
`<boo l name ="en able _cli ent_ only _mas king ">`	Defines whether to enable or disable client side only masking. False by default.	false	

`<bool name="enable_real_time_masking">`	Defines whether to enable or disable real time masking. False by default.	false	
`<string name="client_only_masking_regex">`	Defines the java regex for client side only masking. By default does not contain any value.	No value	
`<string name="client_only_mask_character">`	The character used to mask client only string.	'*'	****9 **Delivered** Now Your personal data has been masked to protect your security. Only the agent can read it.
`<string name="real_time_masking_regex">`	Defines the Java regex for real time masking.	No value	

`<str ing name ="re al_t ime_ mask _cha ract er">`	The character used to mask the real time message.	'*'	**** **Delivered** Now Your personal data has been masked to protect your security and cannot be read by the agent.
`<str ing name ="lp _bub ble_ phon e_li nks_ rege x">`	Defines the java regex for phone links in bubble messages. By default does not contain any value.	No value	
`<str ing name ="lp _bub ble_ url_ link s_re gex" >`	Defines the java regex for url links in bubble messages. By default does not contain any value.	No value	
`<str ing name ="lp _bub ble_ emai l_li nks_ rege x">`	Defines the java regex for email links in bubble messages. By default does not contain any value.	No value	

`<string name="lp_date_format">`	Define date format. More info [here]().	No value	
`<string name="lp_time_format">`	Define time format . More info [here]().	No value	
`<string name="lp_date_time_format">`	Define date-time format. More info [here]().	No value	
`<integer name="sendingMessageTimeoutInMinutes">`	Define timeout for automatic resending pending message before moving it to failed.	60	

Deprecated Attributes

Name	Description
`<string name="custom_button_icon_name">`	Custom button icon filename without extension. This will be displayed on the toolbar.
`<string name="custom_button_icon_description">`	Content description for custom button. It briefly describes the view and is primarily used for accessibility support. Set this property to enable better accessibility support for your application.
`<string name="notification_large_icon_name">`	The name of a resource to use as the large icon of the push notification

Configuring the message's EditText

There is an option to change the whole style of the message EditText. In the app's styles.xml file, override the lp_enter_message_style with the required style.

Example:

<style name="lp_enter_message_style" parent="Theme.AppCompat.Light.NoActionBar">
<item name="colorControlActivated">#F8BBD0</item>

...

</style>

ProGuard Configuration (Android only)

The SDK handles its own obfuscation and all its dependencies according to ProGuard rules. There is no need to add any ProGuard specific rules that relate to the SDK.

The SDK ProGuard will run automatically when the ProGuard option is enabled in the gradle file of your application.

In case there is no ProGuard activated, the SDK ProGuard will also be disabled.

String localization in SDK

Modifying String

You may change every string appearing on the SDK interface by overriding the respective string key.

General

String name	Used in	Default value
lp_enter_message	Enter message text box when empty.	Write a message
lp_send	The "Send" button text.	Send
lp_no_network_toast_message	A toast message when there is no network.	No internet connection. Please check your connection and try again.
lp_no_action_not_available_toast_message	A toast message when the required action is not available (e.g. Mark as urgent when there is no active conversation).	Action not available - no open conversation
lp_today	Today header in conversation.	Today
lp_yesterday	Yesterday header in conversation.	Yesterday

lp_first_message	System message before the first conversation.	How can I help you today?
lp_loading_message	Text above the loading icon when loading previous messages.	Loading...
lp_conversation_ended_by_agent_with_name	Message when the conversation was resolved when we have an agent name. %1$s - agent name %2$s - time	Conversation resolved by %1$s \n %2$s
lp_conversation_ended_by_agent_no_name	Message when the conversation was resolved when we don't have the agent name. %1$s - time	Conversation resolved by Agent \n %1$s
lp_conversation_ended_by_you	Message when the conversation was resolved by the client. %1$s - time	Conversation resolved by You \n %1$s
lp_is_typing	Text in conversation activity when agent is typing.	typing...
lp_mark_as_urgent_menu_text	"Mark as urgent" string in menu and snack bar.	Mark as urgent
lp_mark_as_resolved_menu_text	"Mark as resolved" string in menu.	Mark as resolved
lp_clear_history_menu_text	"Clear history" string in menu	Clear history

lp_dismiss_as_urgent_menu_text	Dismiss urgent menu text.	Dismiss urgent
	"Clear history" string in menu.	Clear history
	"Clear history" confirmation dialog text	All of your existing conversation history will be lost. Are you sure?
	"Clear" button text on "Clear history" dialog.	Clear
lp_end_conversation_first	Dialog text that is shown in case trying to clear history when a conversation is open.	Please resolve the conversation first.
lp_dismiss_as_urgent_two_lines	"Dismiss urgent" string in menu and snack bar.	Dismiss urgent
lp_mark_as_urgent_dialog_header	Mark as urgent confirmation dialog header.	Are you sure you want to mark this conversation as urgent?
lp_dismiss_urgent_dialog_header	Dismiss urgent confirmation dialog header.	Are you sure you want to mark this conversation as not urgent?
lp_mark_as_resolved_dialog_message	Resolve conversation confirmation dialog text.	Are you sure this topic is resolved?
lp_mark_as_urgent_dialog_message	Mark as urgent confirmation dialog text.	This means that your conversation will get top priority.
lp_dismiss_urgent_dialog_message	Dismiss urgent confirmation dialog text.	This means that your conversation will get normal priority.

lp_ttr_message_with_timesta mp	Text in TTR snackbar when timestamp is shown.	An agent will respond within the next
lp_ttr_message_minutes	(plurals string that contains: "one" and "others") The *one* or *others* strings is concatenated to the *lp_ttr_message_with_timest amp* string above according to whether it's single **minute** multiple **minutes.** **Example**	
	one	%1$s minute
	others	%1$s minutes
lp_ttr_message_hours	(plurals string that contains: "one" and "others"). The *one* or *others* strings is concatenated to the *lp_ttr_message_with_timest amp* string above according to whether it's single **hour** multiple **hours.** **Example**	
	one	%1$s hour
	others	%1$s hours
lp_ttr_message_days	(plurals string that contains: "one" and "others") The *one* or *others* strings is concatenated to the *lp_ttr_message_with_timest amp* string above according	

	to whether it's single **day** multiple **days.** **Example**	
	one	%1$s day
	others	%1$s days
lp_ttr_message_no_timestamp	Text in TTR snackbar when timestamp is not shown.	An agent will respond shortly
lp_feedback_1	String displayed when one star is selected in the feedback dialog.	Very Dissatisfied
lp_feedback_2	String displayed when two stars are selected in the feedback dialog.	Dissatisfied
lp_feedback_3	String displayed when three stars are selected in the feedback dialog.	Neither
lp_feedback_4	String displayed when four stars are selected in the feedback dialog.	Satisfied
lp_feedback_5	String displayed when five stars are selected in the feedback dialog.	Very Satisfied
lp_feedback_thank_you	Text displayed after the feedback dialog is submitted.	Survey submitted successfully.\nThank you!
lp_feedback_submit	The feedback submit button text.	Submit

lp_feedback_yesno_question	Yes/No question text in feedback dialog.	Did we solve your issue today?
lp_feedback_submit_message	Submit message text at the bottom of feedback dialog.	Your feedback helps us serve you better.\n It will not be shared with any customer service representatives.
lp_feedback_yesno_negative_title	Negative button text in the feedback dialog.	NO
lp_feedback_yesno_positive_title	Positive button text in the feedback dialog.	YES
lp_feedback_question	Feedback dialog rate question text.	How would you rate your connection with our agent?
lp_end	End conversation "End" button text.	End
lp_skip	Feedback dialog toolbar skip button text.	Skip
lp_done	Feedback dialog toolbar done button text (after submitting).	Done
lp_ok	Confirmation dialog OK button.	OK
lp_cancel	Confirmation dialog Cancel button.	Cancel
lp_menu_copy	Copy menu button text when selecting messages in conversation.	Copy
lp_end_conversation	End conversation title.	Resolve the conversation

lp_resend_failed_conversation_closed	Toast message displayed when trying to resend a failed message when conversation is already closed.	This conversation has already been resolved.
lp_resend_failed_masked_message	Toast message displayed when trying to resend a failed masked message.	Message failed to send. Please re-enter message and send again.
lp_new_messages	Notification message displayed when there are multiple push messages.	new messages
lp_message_time_now	Message timestamp for the latest messages ("Now").	Now
lp_message_time_now_with_state	Message timestamp for the latest messages that has a sending state ("now").	Now
lp_message_time_min_ago	Message timestamp for older messages ("5 min ago").	Min ago
lp_ttr_message_off_hours_time_zone_id	Represents Java timezone ID that is used in the off hours message. For a full list of the available IDs, use the "Aliases" from [here]().	US/Pacific
lp_ttr_message_off_hours_message	Message to show when the online hours is more than 2 days from now. includes 1 param:	Thanks for your message. We will be back online at %1$s

	%1$s - for the full date (MMM dd, yyyy hh:mm a)	
lp_unread_message	(plurals string that contains: "one" and "others"). Used in the unread messages indicator to indicate how many unread messages **Example**	
	one	%1$d UNREAD MESSAGE
	others	%1$d UNREAD MESSAGES
lp_still_loading_message	Message displayed when loading conversation takes longer the usual	Still loading conversation...
lp_date_time_format	Date and time format to be used instead of the standard format	No Value
lp_failed_upload_toast_message	Toast message displayed when uploading a photo failed	Failed to upload file
lp_failed_download_toast_message	Toast message displayed when downloading a photo failed	Failed to download file
brand_name	The default agent name displayed on the toolbar	My Brand
lp_ttr_message_off_hours_message_today	A snackbar content when the agent is in off hours and TTR is sometime today	Thanks for your message. We will be back online today at %1$s

lp_ttr_message_off_hours_message_tomorrow	A snackbar content when the agent is in off hours and TTR is sometime tomorrow	Thanks for your message. We will be back online tomorrow at %1$s
lp_add_a_caption	Hint text in the Enter Message EditText on the image preview screen	Add a caption
lp_connection_status_connecting	Connection bar text when connecting	Connecting…
lp_connection_status_trying_to_connect	Connection bar text when the connection is longer than 5 seconds	Still trying to connect…
lp_connection_status_failed_to_connect	Connection bar text when could not connect to the messaging server	Failed to connect to the server.
lp_connection_status_no_connection	Connection bar text when there is no internet connection on the device	Offline. Please check your connection.
lp_attachment_menu_gallery_item_text	The Gallery icon's text in the attachment menu	GALLERY
lp_attachment_menu_camera_item_text	The Camera icon's text in the attachment menu	CAMERA

PCI forms

String name	Used in	Default value
lpmessaging_ui_pci_leave_dialog_title	Title of the PCI dialog before leaving unfilled form.	Are you sure?
lpmessaging_ui_pci_leave_dia	Body message of the PCI	Once you leave the secure

log_description	dialog before leaving unfilled form.	form, you will not be able to access it again.
lpmessaging_ui_pci_leave_dialog_btn_positive	Positive button text of the PCI dialog before leaving unfilled form.	OK
lpmessaging_ui_pci_leave_dialog_btn_negative	Negative button text of the PCI dialog before leaving unfilled form.	STAY
lpmessaging_ui_fill_in_form_text_button	PCI form bubble action button text.	Fill in form
lpmessaging_ui_secure_form_to_fill_in_message	PCI form bubble message	This is a secure form. Information entered here is protected and cannot be accessed once submitted.
lpmessaging_ui_secure_form_viewed_message	PCI form bubble message - state viewed (not filled and can't be filled)	This form has already been viewed. Please ask the agent to resend the form.
lpmessaging_ui_secure_form_error_message	PCI form bubble message - state error	There was a problem opening this form. Please ask the agent to resend the form.
lpmessaging_ui_secure_form_expired_message	PCI form bubble message - state expired	Secure form has expired. Please ask the agent to resend the form.
lpmessaging_ui_secure_form_submitted_message	PCI form bubble message - state submitted	This form has been submitted and cannot be reopened for security reasons.
lpmessaging_ui_secure_form_consumer_submitted_message	Consumer-Submission bubble confirming form submission	I have submitted the %s form

Clear History dialog

String name	Used in	Default value
lp_clear_history_dialog_title	Title of the Clear History confirm dialog	Clear history
lp_clear_history_dialog_message	Body message of the Clear History confirm dialog	All of your existing conversation history will be lost. Are you sure?
lp_clear_history_dialog_positive_button	Positive button text	Clear
lp_end_conversation_first	Message text displayed when trying to clear history and the conversation is not resolved	Please resolve the conversation first.

Masking

String name	Used in	Default value
lp_system_message_real_time_masked	Text of system message, added after detecting a real time masked message (if this feature is enabled).	Your personal data has been masked to protect your security and cannot be read by the agent.
real_time_mask_character	The character used to mask the real time message.	*
lp_system_message_client_only_masked	Text of system message, added after detecting a client only masked message (if this feature is enabled).	Your personal data has been masked to protect your security. Only the agent can read it.

String name	Used in	Default value
client_only_mask_character	The character used to mask client only string.	*

Accessibility strings (used by the Accessibility TalkBack)

String name	Used in	Default value
lp_accessibility_received	Received message status	received
lp_accessibility_selected	Used to indicate the selected star on the feedback screen	selected
lp_accessibility_agent	Used as a message prefix on the message from the agent	Agent
lp_accessibility_you	Used as a message prefix on the message from the consumer	You
lp_accessibility_attachment_menu_button_collapsed	The attachment menu button name when collapsed	Attachment menu button collapsed
lp_accessibility_attachment_menu_button_expanded	The attachment menu button name when expanded	Attachment menu button expanded
lp_accessibility_photo_preview	Used on the image on the preview screen	Photo preview
lp_accessibility_attachment_menu	Used on the attachment menu	Attachment menu
lp_accessibility_gallery	Used on the gallery button (on the attachment menu)	Gallery

lp_accessibility_camera	Used on the camera button (on the attachment menu)	Camera
lp_accessibility_image	Used on the thumbnail image on the conversation screen	Image
lp_accessibility_full_image	Used on the image in the full image screen	Full image
lp_accessibility_resend	Used on the resend button	Resend
lp_accessibility_agnet_icon	Used on the agent avatar	Agent Icon
lp_accessibility_chat_message	Used as a label on the 'Enter message' EditText control	Chat message
lp_accessibility_image_caption	A label string for the Enter Message EditText in the image preview screen	Image caption
lp_accessibility_photo	Used on an image on the conversation screen	Photo
lp_accessibility_new_agent_message	Used when receive an incoming message from agent	New agent message:
lp_accessibility_new_system_message	Used when receive an incoming system message	New system message:
lp_accessibility_scroll_down_indicator_description	Used when user explore the scroll down indicator (with or without new messages)	scroll down

lp_accessibility_message_preview_close_description	Used when user explore the X button in real time link preview.	Close

Modifying resources

The SDK utilizes several resources as part of its GUI. To customize those resources, please add appropriate resources to your project:

Description	Resources name	Size
Default brand avatar on the avatar next to brand bubble (the first brand message) and on agent avatar appearing on the action bar before an agent is assigned. In case you want to define the background color for this avatar - override "brand_logo_background_color" resource id. (This is relevant for bubble brand's avatar only. Background color of agent avatar on action bar is "agent_avatar_background_color").	lp_messaging_ui_brand_logo	
Default agent avatar appearing next to an agent's bubble when no avatar URL is assigned on LiveEngage and on agent avatar appearing on the action bar. In case you want to define the background color for this avatar, override	lp_messaging_ui_ic_agent_avatar	

"agent_avatar_background_color" resource id.		

Plural String Resource Example

Following is an example on how to add a plural string resource:

```xml
<plurals name="lp_ttr_message_hours">

  <item quantity="one">" %1$s hour"</item>

  <item quantity="other">" %1$s hours"</item>

</plurals>
```

Timestamps Formatting

Android provides 4 different default types of date and time formats:

SHORT is completely numeric (12.13.52 or 3:30pm)

MEDIUM is longer and contains the first 3 letters of the month (Jan 12, 1952)

LONG is longer (January 12, 1952 or 3:30:32pm)

FULL specifies the complete time and date (Tuesday, April 12, 1952 AD or 3:30:42pm) PST.

For each feature we added a special resource ID in case customizing the date/time formatting is needed. By default, all these formatting resources are empty in order to take the default device locale.

We define 3 configurable formatting resources:

- For date only (separator):

  ```xml
  <string name="lp_date_format"></string>
  ```

- For time only (bubble's timestamp & off hours time in case of today/tomorrow):
  ```xml
  <string name="lp_time_format"></string>
  ```
- For date & time together (resolve message & off hours time in case of other date):
  ```xml
  <string name="lp_date_time_format"></string>
  ```

Off Hours

Date & Time

Today and tomorrow off hours message use default SHORT time without date according to the locale (default or custom) and to device setting.

If device is set to 12 hours format :
"Thanks for your message. We will be back online today/tomorrow at 3:30pm"

If device is set to 24 hours format :

"Thanks for your message. We will be back online today/tomorrow at 15:30"

In case you want special **hour** format, you can use

<string name="lp_time_format"></string>

With any **time** format. For ex. - "hh:mm a", "HH:mm" etc..

Date off hours message (not today/tomorrow) use default LONG date and SHORT time according to the locale (default or custom) and to device setting.

If device is set to 12 hours format :
"Thanks for your message. We will be back online January 12, 2017 at 3:30pm"

If device is set to 24 hours format :

"Thanks for your message. We will be back online *January 12, 2017* at *15:30*"

In case you want special **date/hour** format, you can use

<string name="lp_date_time_format"></string>

With any **date & time** format. For ex. - "MMM d, yyyy hh:mm a", "EEEE dd/mm/yy HH:mm" etc..

Timezone

Off hours can appear in different time zone with this resource ID:

<string name="lp_ttr_message_off_hours_time_zone_id"></string>

Can find list of timezones id here

For ex. - "US/Pacific", "Europe/Berlin".

Bubble timestamp

Bubbles contains only time in SHORT time format, according to the locale (default or custom) and to device setting.

If device is set to 12 hours format : "*3:30pm*"

If device is set to 24 hours format : "*15:30*"

If you wish to configure this time format, override this resource ID:

`<string name="lp_time_format"></string>`

With any **time** format. For ex. - "hh:mm a", "HH:mm" etc..

This will apply to all bubble's timestamp.

Separator timestamp

Separator contains only date in SHORT date format, according to the locale (default or custom) and to device setting.

"9/25/16" for US locale / "2016/9/25" for JP locale

If you wish to configure this time format - override this resource id :

`<string name="lp_date_format"></string>`

With any **date** format. For ex. - "MMM d, yyyy", "EEEE dd/mm/yy" etc.

Resolve message

Resolve message use default SHORT date and SHORT time according to the locale (default or custom) and to device setting.
If device is set to 12 hours format (US locale):
    "Conversation resolved by [agent name] \n *9/25/16* , *3:30pm*"

If device is set to 24 hours format (US locale):

    "Conversation resolved by [agent name] \n *9/25/16* , *15:30*"

In case you want special **date/hour** format, you can use

`<string name="lp_date_time_format"></string>`

With any **date & time** format. For ex. - "MMM d, yyyy hh:mm a", "EEEE dd/mm/yy HH:mm" etc..

CSAT Behavior

Overview

This document describes the CSAT behaviour and configurations in the Messaging SDK.

You can find all the related configurations in the resources ID table, under <u>Survey Screen</u>.

Show CSAT flow

<u>Show if:</u>

1. CSAT configured to appear according to `<bool name="show_feedback">`
2. Conversation has an assigned agent.
3. Conversation's CSAT wasn't previously submitted.

Dismiss CSAT

The CSAT view is dismissed in one of four cases:

1. User pressed the submit button (answers are sent to the survey).
2. User choose to skip the CSAT (skipped button is pressed).
3. The CSAT is automatically dismissed if it was filled in any other device.
4. If agent resumed the conversation while csat is visible - it will automatically dismissed.

CSAT UI content

CSAT screen includes several content containers:

<u>agentView (avatar and agent name)</u>
1. Could be hidden or not according to `<bool name="show_agent_details_csat">`
2. Contains agent avatar:
    a. If conversation has assigned agent and its image was downloaded previously using profileUrl, this image will be presented in the view.
    b. If no image available, default avatar is presented. It's background and tint color is according to agent bubble with `lp_messaging_ui_ic_agent_avatar` and `agent_avatar_background_color`. More info in <u>'Configuring the SDK'</u>
3. Contains agent name:
    a. By default it's an empty label.
    b. If conversation has assigned agent, the agent's nickName will be used.

<u>ratingQuestionView (stars)</u>

1. Always visible - can't configure its visibility.
2. Stars color is defined by `<color name="feedback_fragment_star">`
3. Rating question includes 'Agent' by default in the text. If conversation has assigned agent and the agent's nickName is not empty, this nickName will be used instead.

<u>resolutionConfirmationView (yes/no)</u>

1. Could be hidden or not according to `<bool name="show_yes_no_question">`

2. If agentView is shown (`"show_agent_details_csat"`), this view will be always hidden (even if `"show_yes_no_question"` is set to true)

3. The question text color is defined with `<color name="feedback_fragment_title_yesno">` all the configuration related to Yes/No buttons explained in [Survey Screen](#) resources table and starting with the prefix : `"feedback_fragment_yesno_btn_"`.

Photo Sharing - Beta

Overview

This section describes the photo sharing behaviour and configurations in the Messaging SDK.

You can find all the related configurations in the resources ID table, under [Photo Sharing](#).

Notes:
- *This feature is available only for the In-App Messaging SDK.*
- *This feature enables photo sharing only (not video/files).*
- *Photo-sharing is one-way only: Photos can be sent from consumer to agent, but not vice versa.*
- *Device storage includes up to 20 images - this is configurable.*
- *Supported formats: .png, .jpg, .gif (non-animated).*
- *Photo size reduction: Thumbnail - 30 KB, Preview -3 MB.*
- The SDK version contains a beta version of the Photo sharing feature. For now the SDK doesn't support continuous uploading photos outside the conversation screen. Full-blown solution is under construction.

Enable Photo Sharing

To enable/disable photo sharing you can change the boolean value `<bool name="enable_photo_sharing">` By default this value is set to false.

Upload Photo

To upload a photo, press on the "attach" button next to "enter message" edit text

A menu will open with 2 options: Gallery and Camera. If the user had set a default app for any of those action- it will be open by default. Otherwise Android OS will open a popup menu with all the available apps for the relevant category (gallery or camera).
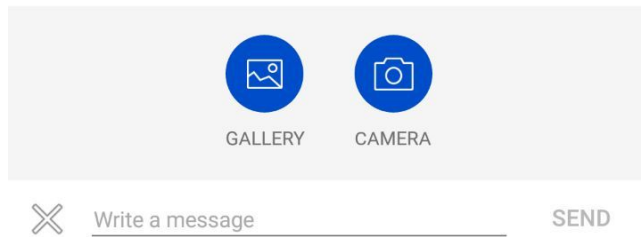
Changing the background color of attachment menu is available with configuration :
`<color name="attachment_menu_item_background_color">`
Changing the text of Gallery/Camera:
`<string name="lp_accessibility_gallery">`
`<string name="lp_accessibility_camera">`

Upload using foreground service

Messaging SDK supports uploading an image using a foreground service. This enables the user to leave the conversation screen while an image is uploading.

To enable/disable this feature change the boolean value: `<bool name="upload_photo_using_service">true</bool>`

Default value is: *true*

Android OS enforce to display an ongoing notification while a foreground service is running. Messaging SDK has 2 API methods to set either the PendingIntent of the notification or the whole notification. Please refer [here](#) for more details.

Advanced features

More advanced configurations (image size, compression rate, etc..) [here](#)

LiveEngage Configuration

Enable Push Notifications

Log into your LiveEngage account using an administrator's credentials and navigate to **Campaigns.**
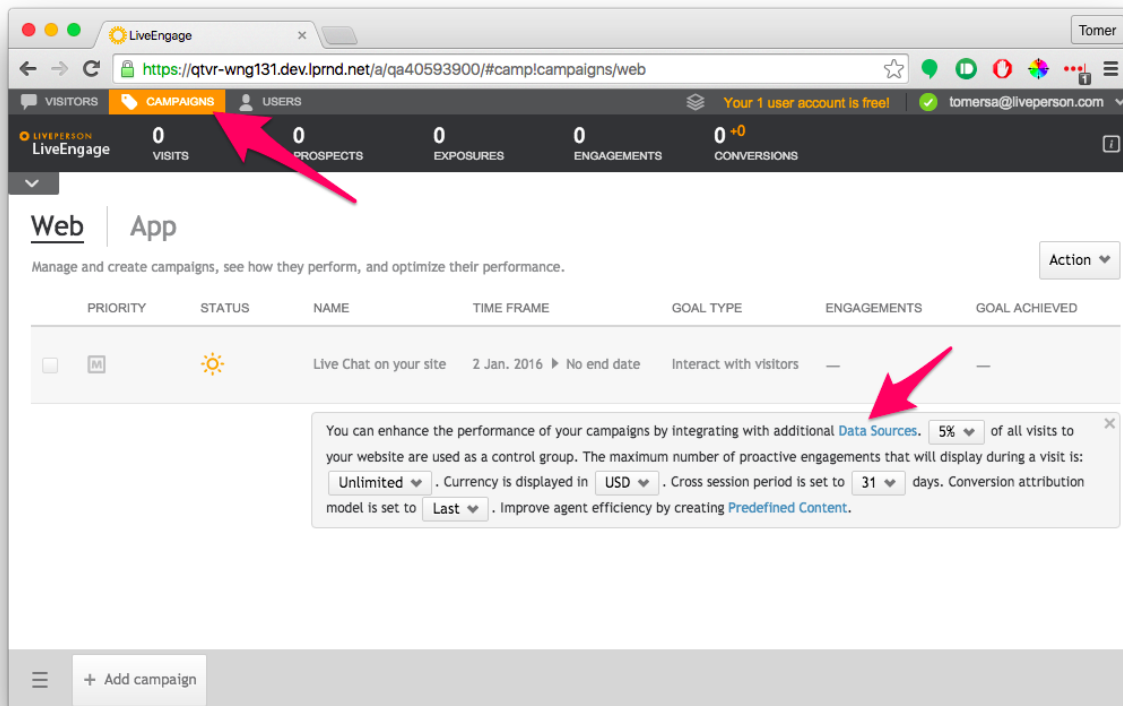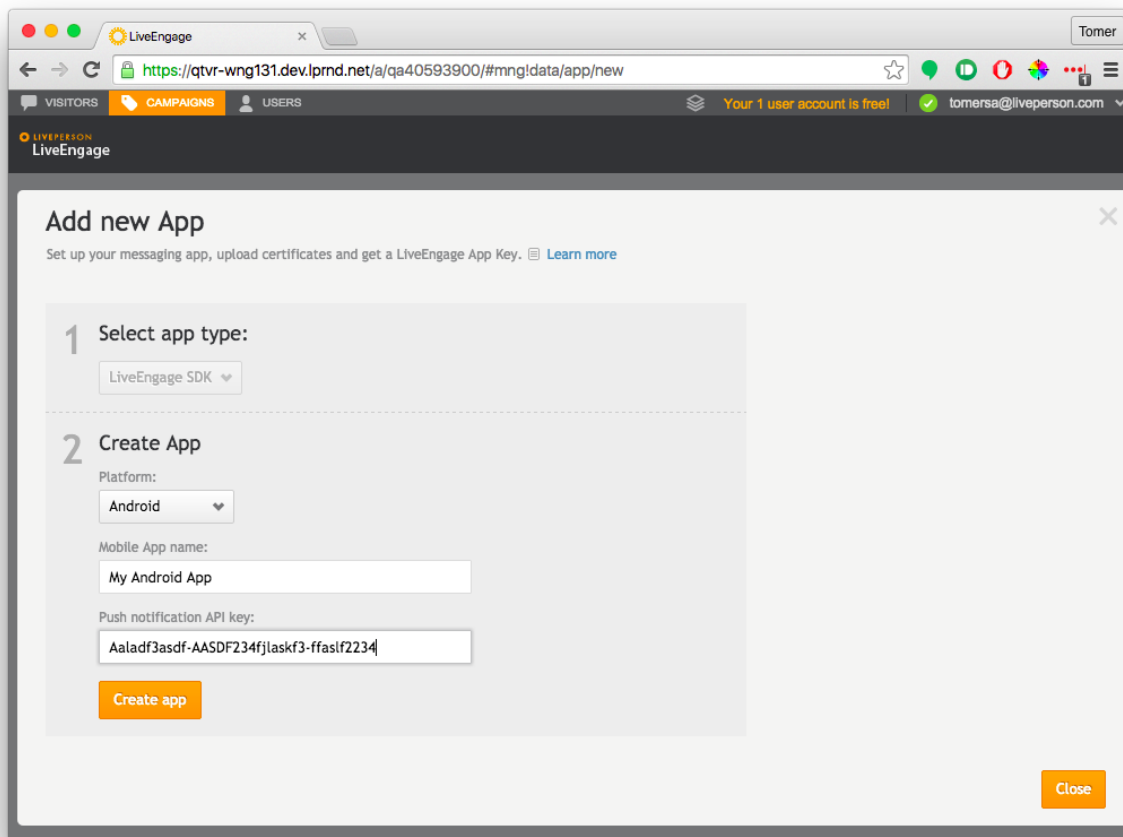
1. Click **Data Sources**, and then select **App**.
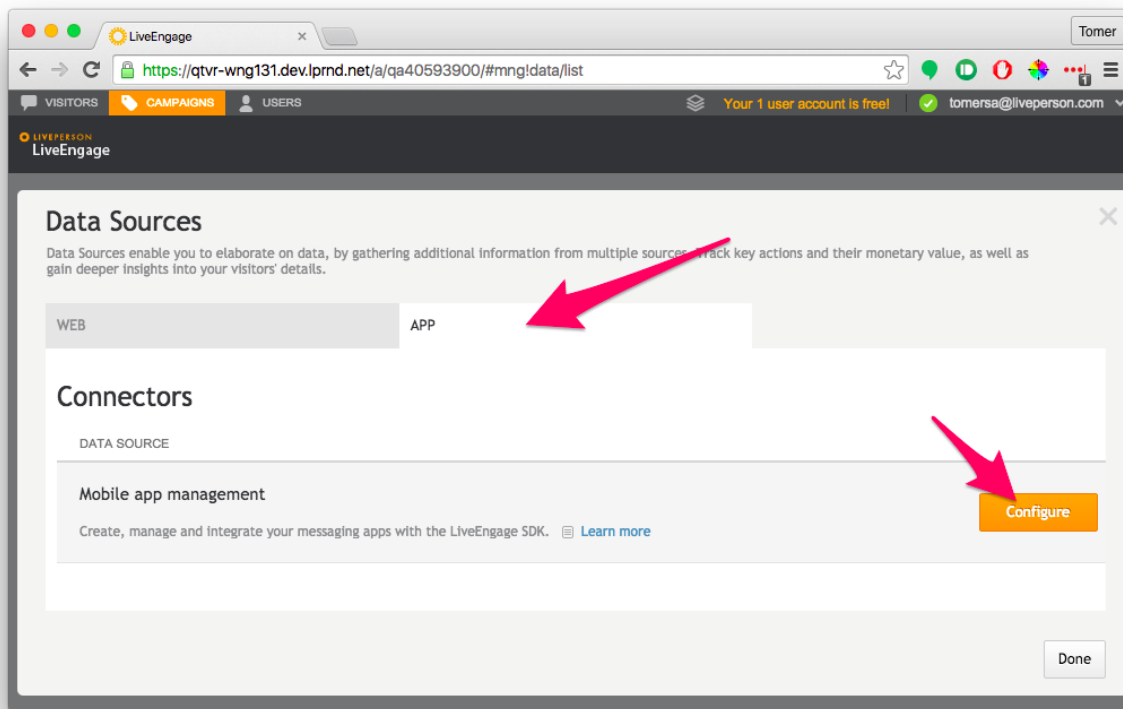
2. Click **Configure**.
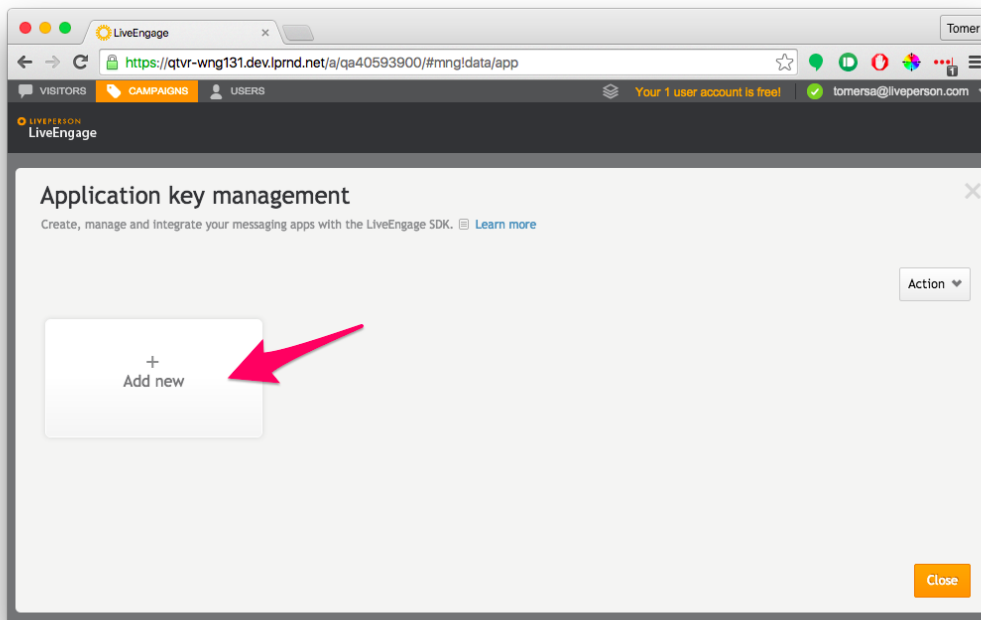
3. Click **Add new** to associate your app with the LiveEngage account.

4. Select your platform as Android, enter your app's name and your push notification API key, and then click **Create app**.
   Refer to the [Notifications](#) section on how to get the notification API key.

4. Click **Close** to finish the process.

Appendix

Security

Security is a top priority and key for enabling trusted, meaningful engagements.

LivePerson's comprehensive security model and practices were developed based on years of experience in SaaS operations, close relationships with Enterprise customers' security teams, frequent assessments with independent auditors, and active involvement in the security community.

LivePerson has a comprehensive security compliance program to help ensure adherence to internationally recognized standards and exceed market expectations. Among the standards LivePerson complies with are: SSAE16 SOC2, ISO27001, PCI-DSS via Secure Widget, Japan's FISC, SafeHarbor, SOX, and more.

Our applications are developed under a strict and controlled Secure Development Life-Cycle: Developers undergo secure development training, and security architects are involved in all major projects and influence the design process. Static and Dynamic Code Analysis is an inherent part of the development process and, upon maturity, the application is tested for vulnerabilities by an independent penetration testing vendor. On average, LivePerson undergoes 30 penetration tests each year.

Dependencies

com.squareup.okhttp3:okhttp:3.4.1

An HTTP+HTTP/2 client for Android and Java applications

com.neovisionaries:nv-websocket-client:1.30

High-quality WebSocket client implementation in Java.

com.squareup.picasso:picasso:2.5.2

An Android library for managing images and the memory they use.

Open Source List

Name	Site	License

Picasso	http://square.github.io/picasso/	http://square.github.io/picasso/#license
OKHTTP	http://square.github.io/okhttp/	https://github.com/square/okhttp/blob/master/LICENSE.txt
nv-websocket-client	https://github.com/TakahikoKawasaki/nv-websocket-client	https://github.com/TakahikoKawasaki/nv-websocket-client/blob/master/LICENSE

Localization Strings

Android resources introduction:

Android resources are: Strings, drawables, layouts etc. During compile time, all resources are moved to the same location. App resources receive higher priority, and, due to this, in case the SDK and the App share the same resource name, the value of the App will be used. This is under OS responsibility.

Language implementation:

SDK language support is split into two scenarios:

- **Device settings:** Uses device settings language → App's language is identical to the device language.
- **Host app settings:** App sets its own language regardless of device settings language → language may be different from device language.

Note: The SDK language will be the same as the app language. The SDK cannot work with a language that is different from the app language. If the SDK does not support the app language, it will use the default language instead.

The SDK contains a *values* folders for each supported language. For a list of supported languages, see LiveEngage System Requirements and Language Support. Each folder contains a strings file, where all strings are located for a specific language. Learn more about supporting different languages here.

The SDK allows you to override the string localization of any supported language in LiveEngage. To apply a custom localization files with your own strings, create a strings file in the app's values folder (specific values folder for the required language). This option gives the ability to change strings, and to support languages that the SDK currently does not support.

Note: In order to avoid collisions, each [SDK resource](#) starts with a prefix of "lp". This is to avoid cases where the SDK and the host app use the same ID for a specific string, for example, dialog done button.

*Example: <string name="**lp_resend_failed_masked_message**">Message failed to send. Please re-enter message and send again.</string>*

Demo Project

The SDK is provided with a sample application called "SampleApp" that demonstrate the use of the SDK in a host app.
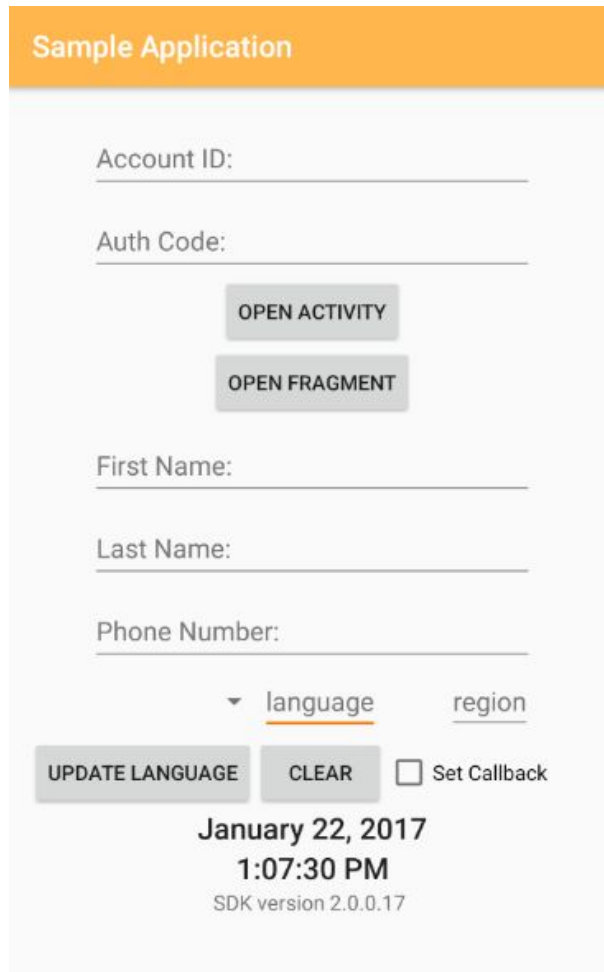
Project structure explained

MainActivity class

This is the main class of the application. It gets the user data (first name, last name, the phone), the account number and authentication code (if required by the account) in order to set them to the SDK.

The main screen has two buttons to optionally open the conversation in Activity mode or in Fragment mode.

The Language and Region controls are used to test localization.

setCallBack method

Sets the host app implementation of [LivePersonCallback](#) to the SDK. This implementation simply display a toast message on every callback received.

initActivityConversation method

Opens the conversation view in Activity mode (see [Quick Start](#))

openFragmentContainer method

Opens the conversation view in Fragment mode (see [Quick Start](#)).

This method starts the [FragmentContainerActivity](#) that is simply the fragment container for the conversation fragment obtained from the SDK.

FragmentContainerActivity class

This is an activity class that has a fragment container. It gets the conversation fragment from the SDK (*LivePerson.getConversationFragment()*) and attach it to the container.

Push package

The *push* package contains sample code for implementing push notification in both Google GCM or Google FCM. This is a simple code taken from Google documentation and integrated to be used in SampleApp and the Messaging SDK.

branding.xml

Demonstrate the overriding of parameters (e.g. colors, dimensions etc.) used by the SDK. Please refer to the Configuring the SDK section for more details.