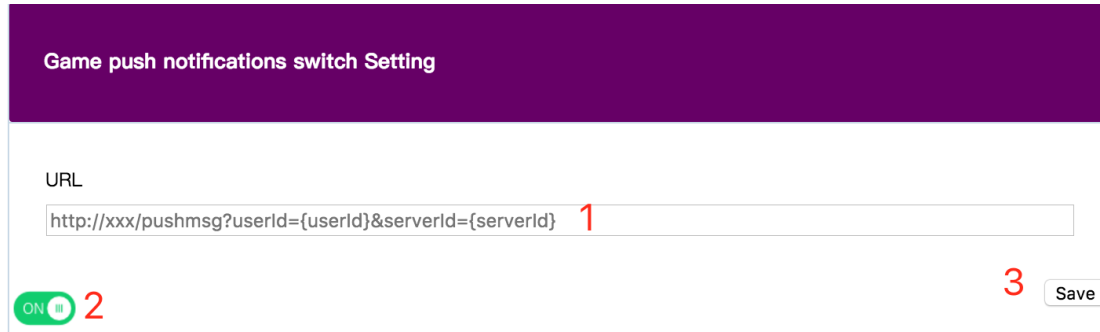# ELVA - The Introduction of Game Push Notification Function Integration

Function Description: Elva's Customer Service Reply will invoke the in-game push interface to push the reply to player.
Page Setup: [Setting] -> [Push Notification]

Step 1

Input the required invoking game development interface to the URL input box, the link should contain two word ends of {userId} and {serverId}. This could provide Elva's server to analyze and correctly replace with the corresponding value that the game transferred to Elva. While other parameters can be added based on the needs of the game.

On the one hand, you can inform the player in-game. The picture showed as below, when the issue has been replied, a Badge will appear at the Issue Centre to remind the player.
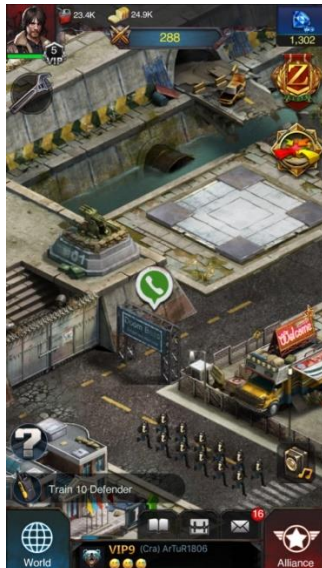
On the other hand, the reply can be sent as the push notification to player outside the game.

Add one optional parameter **&msg=xxx**, such as Allocation &msg= You have a new

issue reply. If the issue replied by the customer service when the player is off-line, the push notification will be showed as below,

Step 2
Click the button at the bottom left to make it in the status of "ON".

Step 3
Click the "Save" button at the bottom right to save the configuration and test the effect.

The common questions of URL configuration
1. Check whether the link contains the prefixes of http:// or https://
2. Check whether the URL contains any blank space, the blank space should be replaced by %20.

If you still cannot receive the push notification after the configuration, then it tends to be the reason that the server didn't read the Modified configuration, please contact us to manual configured the server to make the function effect.