SoundFiEngineDelegate Protocol Reference

Conforms to	NSObject
Declared in	SoundFiAudioSession.h

Tasks

— messageReceived:
— startingReception
— progressStatut:
— finishEmission
— soundToLow
— localisationData:::
— transactionStatutChange:
— transactionData:
— transactionFinalState:

Instance Methods

finishEmission

This method is called when you have finish to send a message

– (void)finishEmission

Declared In

SoundFiAudioSession.h

localisationData:::

This method is called when the engine have detect the place of the user and have a promotion for him

– (void)localisationData:(NSString *)*lieu* :

Parameters

lieu

   The place of the user (NSString)

promotion

   The promotion that the user can benefit (NSString)

Declared In

SoundFiAudioSession.h

messageReceived:

This method is called when you have received a new soundFi message

– (void)messageReceived:(NSString *)*theMessage*

Parameters

theMessage

 A string containing the message you just received

Declared In

SoundFiAudioSession.h

progressStatut:

This method is called during the sending process it will give you the state of the sending by giving you a float from 0 to 1.

– (void)progressStatut:(float)*percent*

Parameters

percent

 A float from 0 to 1 that giving you the state of emission (esay to use with progress bar ^^)

Declared In

SoundFiAudioSession.h

soundToLow

This method is called when the engine detect a volume to low for sending a message

– (void)soundToLow

Declared In

SoundFiAudioSession.h

startingReception

This method is called when you start receiving a message, you can use it to update your UI as you want

– (void)startingReception

Declared In

SoundFiAudioSession.h

transactionData:

This method is called when user have received the data of the paiement

– (void)transactionData:(NSString *)*transactionData*

Parameters

transactionData

 A NSString that countain the price and the ID of the paiement

Declared In

SoundFiAudioSession.h

transactionFinalState:

This method is called when user have received the final state of the paiemen (Is the paiement accepted or not ?).

– (void)transactionFinalState:(NSString *)*transactionFinalState*

Parameters

transactionFinalState

 A string that indicate if the paiement have been accepted, currently there are two possible value {valid:"0"} or {valid:"1"}.

Declared In

SoundFiAudioSession.h

transactionStatutChange:

This method is called when a new step start in the paiement processing

– (void)transactionStatutChange:(int)*statut*

Parameters

statut

 A int from 0 to 6 that give you the state of the paiement.

Discussion

> **Warning:** This statut is not final one, it will be probably change in the futur implementation

Declared In

SoundFiAudioSession.h

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