

SparkDash v1.0

API Docs

Overview

SparkDash is a dashboard for managing mobile workers, devices and business processes. It's a lightweight, comprehensive notification platform for mobile device management and device analytics.

SparkDash is low cost, easy to implement and open source.

SparkDash allows you to:

- Communicate with your mobile workforce
- See all of their locations on a map
- Pinpoint and assign jobs/tasks to your workforce
- Notify and update your workforce instantly
- Report and review everything that happens

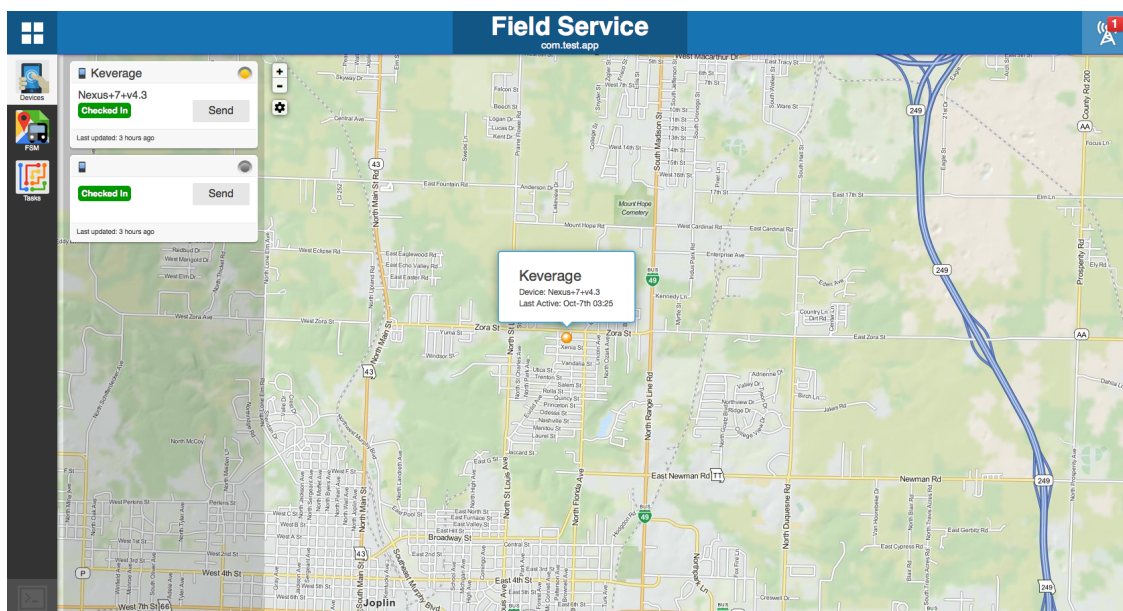
SparkDash is a web application intended to run as a self-hosted (on-premise) application or as a hosted cloud service. It is open source and fully customizable to your needs using a familiar JQuery, CSS and node.js server stack.

Screenshots

App Profile



Devices



Technology Stack

The server-side part of SparkDash is implemented in [Node.js](#), a JavaScript-based server for creating scalable non-blocking I/O and a single-threaded event loops.

The client-side part of SparkDash is implemented in Javascript and uses jQuery, RequireJS and PureCSS to simplify portability across modern browsers. Currently SparkDash only supports modern browsers (Chrome,

Firefox, Safari and Opera).

SparkDash comes with two servers: 1) an mobile-ready API server and 2) a static file server, used to build, compress and deliver the SparkDash web app. The file server includes a basic proxy service used to route requests to the SparkDash Mobile API server (or third party sites), bypassing cross-domain issues and tightly integrating with your backend systems.

SparkDash Mobile APIs are tightly integrated with Spark Mobile to provide ambient access to the notification and analytic APIs. You can also integrate the APIs within any mobile application using simple HTTP requests.

Note: SparkDash UI uses a proxy to this endpoint to avoid cross domain issues. All proxied requests originating from the browser are denoted with the `_` prefix. For instance, the `/devices` api endpoint is accessible via `/_devices` in the SparkDash Web app.

Endpoints

The hosted SparkDash instance is available as a registered subdomain on the Semantic Press website.

	URL
App	<code>http://{YOUR DOMAIN}.semanticpress.com</code>
API	<code>http://{YOUR DOMAIN}.semanticpress.com/api</code>

Database

SparkDash leverages two types of databases: 1) the filesystem for lightweight persistence of configuration files and 2) [Redis](#), a scalable key-value datastore used for real-time analytics and flexible object store.

Filesystem

The filesystem is used to store JSON-based configuration files. It's accessible through a RESTful interface. Refer to the HTTP endpoint chart below.

App Endpoints	Method	API	Description
<code>/_db?id=settings</code>	GET		Returns a JSON object for a given <code>id</code> . The <code>id</code> is also the name of the file.
<code>/_db</code>	POST		Create database object. Pass in an <code>id</code> property to set the filename and primary key. Remember to set the header <code>Content-Type</code> to <code>application/json</code>
<code>/_db?id=settings</code>	DELETE		Delete a database object.
<code>/_db</code>	OPTIONS		List all JSON documents contained on the filesystem. This will append JSON objects and return a singleton, where each node contains an <code>id</code> property for reference.

Redis

Redis is used as the primary storage engine due to it's high availability, fast read/write and [publish/subscribe](#) messaging paradigm.

You can configure SparkDash to use a local Redis instance or a remote host provider such as [Garantia Data](#). In either case your data can run within a fully secure, single-tenant environment.

Your Redis database is stored as a single encrypted file, which make it easy for cluster replication and portability.

Security

SparkDash is designed to be fully secure, from the transport layer to data persistence. Each API request requires a valid `Authorization` token that is derived by hashing (SHA-1) your Spark license with a secret key.

To send a secure request to SparkDash, simply add the `Authorization` string to the HTTP header.

Note: You can generate a new auth token from the SparkDash admin panel.

SparkDash Mobile API

API overview:

Endpoint	Description
/api/beacon	Main receiving endpoint.
/api/devices	List of devices.
/api/messages	Message notification endpoint
/api/health	(not implemented)
/api/app/register	(not implemented)
/api/app/validate	(not implemented)
/api/spark/validate/key	(not implemented)
/api/spark/generate/token	(not implemented)
/api/spark/validate/token	(not implemented)

/api/beacon

Beacon is the primary method call for send device-specific analytics. Arbitrary data is stored as a hash map of key-value pairs, which can be used to store physical location of each device, crash analytics, user info, lifecycle events, or virtually any other property that Spark Mobile application wants to track.

There are two concepts to learn with Beacon: **Client Events** and **Event Callbacks**. Because SparkDash is an event-driven, bi-directional notification platform, all requests are asynchronous. This means a device will send a request to SparkDash and then wait to receive notifications. Devices connected to SparkDash can communicate to 1:1 or 1:many with other devices running the same application.

All requests will return a `response` value of either **ok** or **error** and a `message` object that will be the payload from the callback event. This `message` object is provided as a convenience. All clients subscribed to the callback event will receive this payload object.

Example Beacon response:

```
{
  "response": "ok",
  "message": {
    "event": "update_client_geo@beacon",
    "payload": {
      "clientId": "ef12155c-a286-3253-bfb1-24dbe403a1fas",
      "device_state": 1,
      "timestamp": 1382228312
    }
  }
}
```

The `update_client_geo@beacon` is the event callback handle that clients subscribe to.

This service monitors the location status of a single device based on the `clientID`.

The `enabled` field determines the monitoring state of a device (boolean), which provides a real-time perspective to the list of devices. If a device is set to `false` the device icon will visually change to a disabled state and the device location will be locked in the last known geolocation.

Beacon Required Fields

All beacon requests must have the following properties. If any are missing the request will throw an error.

- `eventType`
- `eventName`
- `clientID`

Device Expiration (seconds)

A device can expire (auto-delete) from the monitoring list after a specified amount of seconds has elapsed, also known as time to live (TTL). By default device will live forever on the monitoring list, unless it is removed in an explicit way.

To set an expiration, use the `expiration` property and pass an integer representing the number of seconds to elapse.

Example Request

Case 1: Tracking Internal Events that invokes a defined event callback:

```
{
  "eventType": "internal",
  "eventName": "Location",
  "clientID": "ef12155c-a286-3253-bfb1-24dbe403a1fa"
  ...
}
```

Pusher event: update_client@beacon

Case 2: Tracking Custom Events that invokes a **custom** event callback:

```
{
  "eventType": "custom",
  "eventName": "SomeCustomEvent",
  "clientID": "ef12155c-a286-3253-bfb1-24dbe403a1fa"
  ...
}
```

Pusher event: custom_SomeCustomEvent@beacon

Beacon Client Events

Start App

Lifecycle request that notifies Beacon of a new app launch (start) state.

Required fields:

- eventType
- eventName
- appPackage

Request

```
{
  "eventType": "internal",
  "eventName": "start app",
  "clientId": "ef12155c-a286-3253-bfb1-24dbe403alfas",
  "appPackage": "com.test.app"
}
```

Response

```
{
  "response": "ok",
  "message": {
    "evt": "internal_startapp@beacon",
    "payload": {
      "current_version": "1.0.0"
    }
  }
}
```

Callback Event

internal_startapp@beacon

Callback Events

You can subscribe to **Event Callback** notification events that respond to various SparkDash API requests.

Beacon Events

eventName	Pusher Event	Push Payload	Description
LOCATION	new_client_geo@beacon	{clientId: "ef12155c-a286-3253-bfb1-24dbe403a1fa", enabled: true, lat: "37.1142284", lng: "-94.481894"}	Notify a client that a new device exists. Used to register a new device object.
LOCATION	update_client@beacon	{clientId: "ef12155c-a286-3253-bfb1-24dbe403a1fa", enabled: true, lat: "37.1142284", lng: "-94.481894"}	Updates an existing device object with new data.
REMOVE	remove_client@beacon	{clientId: "ef12155c-a286-3253-bfb1-24dbe403a1fa"}	Remove a client from the SparkDash.
INTERNAL	internal_startapp@beacon	{"current_version": "1.0.0"}	Callback event for Start App . This will include the <code>current_version</code> for enforcing the Version Policy.
INTERNAL	internal_unknown@beacon		This is an event callback handler for invalid <code>eventName</code>
TASK	task_unknown@beacon		This is an event callback handler for invalid <code>eventName</code>
EXCEPTION	exception_unknown@beacon		This is an event callback handler for invalid <code>eventName</code>
CUSTOM	custom_unknown@beacon		This is an event callback handler for invalid <code>eventName</code>

Main Events

eventName	Pusher Event	Data	Description
??	reset_app@main	{clientId: "ef12155c-a286-3253-bfb1-24dbe403a1fa"}	Force the device to wipe the app and start over.
??	heartbeat@main	{}	Listen for beats to keep the socket connection open.
??	update_app@main	{"type": "current_version"}	Invoke the client to upgrade to the latest version.
??	message@main	{clientId: "ef12155c-a286-3253-bfb1-24dbe403a1fa"}	Send a message to the main channel.
??	log@main	{clientId: "ef12155c-a286-3253-bfb1-24dbe403a1fa"}	Log statements for the packageID.
??	update@main	{'type': 'current_version', 'data': {}}	Send an update request on the main channel. The <code>type</code> field determines what action to perform.
??	custom@main	{"data": {}}	A custom event callback handler that the developer may pass data

These eventName properties are currently mapped to the following Pusher notification events.

Beacon Data Model

The following are property names for SparkDash server.

Field	Required	Description
clientId	Required	Primary key for devices
appId	Required	Used to associate analytics to a specific app
appVersion	Required	App version
enabled	Required	Boolean. Set geolocation monitoring true/false
timestamp	<i>Optional</i>	Unix timestamp. Default: Auto generated
groups	<i>Optional</i>	Array of string names assigned to a user. Used for filtering.
expires	<i>Optional</i>	Seconds. Used to delete devices, time to live.
latitude	<i>Optional</i>	Needed for geocoding
longitude	<i>Optional</i>	Needed for geocoding

POST

Example Request

```
POST /beacon
Content-Type: application/json

{
  "device": "Nexus7+v4.3",
  "clientID": "ef12155c-a286-3253-bfb1-24dbe403a1fa",
  "appID": "Service+Mobile+1.0",
  "appVersion": "1.0.1",
  "userID": "Keverage",
  "longitude": "-94.481894",
  "latitude": "37.1142284",
  "enabled": true,
  "expires": 123456870,
}
```

Example Response

```
{
  "response": "ok"
}
```

/api/devices

GET

Returns an array of registered devices and corresponding JSON object representing device analytics.

Properties

Query	Description	Example
appPackage	This is app package id.	com.test.app
app_oid	This is the internal app Object ID assigned by SparkDash.	5249aaf5fa77d45eb3000001

Example

```
GET http://acme.semanticpress.com/devices?appPackage=com.test.app
```

```
[
  {
    "device": "Nexus+7+v4.3",
    "clientID": "09a8sdf98asd0f98-0as0a9sdf08-asdf",
    "app": "Service+Mobile+1.0",
    "userID": "Keverage",
    "longitude": "-94.481894",
    "latitude": "37.1142284"
  },
  {
    "device": "Nexus+7+v4.3",
    "clientID": "ef12155c-a286-3253-bfb1-24dbe403alfa",
    "app": "Service+Mobile+1.0",
    "userID": "Keverage",
    "longitude": "-94.481894",
    "latitude": "37.1142284"
  }
]
```

/api/messages

POST

Send a message to one or all devices subscribed to the main channel. Use `socketID` to directly target a device, otherwise Spark Mobile will manage the message filter logic based on `userID` and `clientID`.

Note: `clientID` must be a string, not an array of strings. This will be added in the future.

Request

```
{
  "appPackage": "com.test.app",
  "clientID": "1234567",
  "userID": "Tom",
  "socket_id": "",
  "data": {}
}
```

Response

```
{
  "response": "ok"
}
```

Event:

message@main

```
{
  "clientId": "foo",
  "data": {}
}
```

/health

GET

Returns a JSON object of the server health, including CPU profiling and heap profiling.

Read more about server monitoring: <http://stackoverflow.com/questions/5580776/monitoring-a-node-js-server>

```
{
  "pid": 13592,
  "memory": {
    "rss": 42119168,
    "heapTotal": 20608760,
    "heapUsed": 11413688
  },
  "uptime": 99
}
```

HTML Form Processing

Each form must have a hidden field with a name of `id` and a value that is mapped to the properties file. This will persist form data to the filesystem using `node-store`.

Each form field will be parsed into a JSON object and then persisted to the filesystem. You must follow a convention of defining an `id` property to the form.

Example

```
<form id="form-c3" action="" class="pure-form pure-form-aligned">
  <fieldset>
    <div class="pure-control-group">
      <label for="name">Idle Timeout (minutes)</label>
      <input name="id" value="map" type="hidden">
      <input name="idleTimeout" id="name" type="text" placeholder="Enter num of minu
    </div>
  </fieldset>
  <div class="clearfix" style="text-align: center;">
    <button type="submit" class="pure-button pure-button-primary" data="submit-c3">Sub
  </div>
</form>
```

Key	Value
Offline	0
Active	1
Idle	2
Pause/Processing	3

- Offline/Active value of 0/1 would be handy for quick conditional checks for false/true.

Misc

- <https://github.com/smeijer/L.GeoSearch>
- <https://github.com/smeijer/leaflet-locatecontrol>
- <https://github.com/Leaflet/Leaflet.draw>
- <https://github.com/aratcliffe/Leaflet.contextmenu>
- <https://github.com/makinacorp/Leaflet.FileLayer>
- <https://github.com/dwilhelm89/LeafletSlider>
- <https://github.com/tmcw/leaflet-pip>
- <https://github.com/tommoor/tinycon>

<http://kami-design.com/kato/index.html>

Todo:

Tabs

- Device locating
- Basic app analytics, user metrics
- Bug reporting