Tag-based notifications in native Windows 8 applications

Overview

Tag notifications are notification messages that are targeted to all subscribed devices to a particular tag. Tags represent topics of interest to the user and provide the ability to receive notifications according to the chosen interest.

Setting up tags

Tags are defined in application-descriptor.xml:

Tag-based notifications API methods

Client-side API methods:

- WLPush.subscribeTag(tagName,options) Subscribes the device to the specified tag name
- WLPush.unsubscribeTag(tagName, options) Unsubscribes the device from the specified tag name
- WLPush.isTagSubscribed(tagName) Returns whether the device is subscribed to a specified tag name

Common API methods for tag-based and broadcast notifications

Client-side API:

- WLNotificationListener Defines the callback method to be notified when the notification arrives.
- client.getPush().setWLNotificationListener(listener) This method sets the implementation class of the WLNotificationListener interface.
- client.getPush().setOnReadyToSubscribeListener(listener) This method registers a listener to be used for push notifications. This listener should implement the onReadyToSubscribe() method.

- The onMessage(props,payload) method of WLNotificationListener is called when a push notification is received by the device.
 - **props** A JSON block that contains the notifications properties of the platform.
 - payload A JSON block that contains other data that is sent from MobileFirst Server. The JSON block also contains the tag name for tag-based or broadcast notification. The tag name appears in the "tag" element. For broadcast notification, the default tag name is Push.ALL.

Server-side API:

This method submits a notification that is based on the specified target parameters.

- WL.Server.sendMessage(applicationId,notificationOptions)
 - o applicationId (mandatory) The name of the MobileFirst application
 - o notificationOptions (mandatory) A JSON block containing message properties

For a full list of message properties, refer to the WL.Server.sendMessage API in the API reference of user documentation

Sample application

Before running the application, check the adapter's <code>PushAdapter-impl.js</code> file and verify that the <code>WL.Server.sendMessage()</code> method use the correct application name. The correct application name can be determined from the <code>id</code> attribute in <code>application-descriptor.xml</code>. Click to download (http://public.dhe.ibm.com/software/products/en/MobileFirstPlatform/docs/v700/PushNotificationsNativeProject.zip) the Studio project. Click to download

(http://public.dhe.ibm.com/software/products/en/MobileFirstPlatform/docs/v700/AndroidNativePushProject.zip) the Native project.