

Sending Notifications

Overview

In order to send push or SMS notifications to iOS, Android or Windows devices, the MobileFirst Server first needs to be configured with the GCM details for Android, an APNS certificate for iOS or WNS credentials for Windows 8.1 Universal / Windows 10 UWP. Notifications can then be sent to: all devices (broadcast), devices that registered to specific tags, a single Device ID, User Ids, only iOS devices, only Android devices, only Windows devices, or based on the authenticated user.

Prerequisite: Make sure to read the Notifications overview (../) tutorial.

Jump to

- Setting-up Notifications
 - Google Cloud Messaging / Firebase Cloud Messaging
 - Apple Push Notifications Service
 - Windows Push Notifications Service
 - SMS Notification Service
 - Scope mapping
 - Authenticated Notifications
- Defining Tags
- Sending Notifications
 - MobileFirst Operations Console
 - REST APIs
 - Customizing Notifications
- Proxy Support
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Setting up Notifications

Enabling notifications support involves several configuration steps in both MobileFirst Server and the client application.

Continue reading for the server-side setup, or jump to Client-side setup.

On the server-side, required set-up includes: configuring the needed vendor (APNS, GCM or WNS) and mapping the "push.mobileclient" scope.

Google Cloud Messaging / Firebase Cloud Messaging

Note: Google recently announced (<https://firebase.google.com/support/faq/#gcm-fcm>) a move from GCM to FCM. The below instructions have been updated accordingly. Also note that existing in-the-field GCM configurations will continue to function however new GCM configurations will not, and FCM must be used instead.

Android devices use the Firebase Cloud Messaging (FCM) service for push notifications.

To setup FCM:

1. Visit the Firebase Console (<https://console.firebase.google.com/?pli=1>).
2. Create a new project and provide a project name.
3. Click on the Settings "cog wheel" icon and select **Project settings**.
4. Click the **Cloud Messaging** tab to generate a **Server API Key** and a **Sender ID**. and click **Save**.

You can also setup FCM using either the REST API for the MobileFirst Push service

(http://www.ibm.com/support/knowledgecenter/en/SSHS8R_8.0.0/com.ibm.worklight.apiref.doc/rest_runtime/r_restapi_push_gcm_settings_put.html#Push-GCM-Settings--PUT-) or the REST API for the MobileFirst administration service

(http://www.ibm.com/support/knowledgecenter/en/SSHS8R_8.0.0/com.ibm.worklight.apiref.doc/apiref/r_restapi_update_gcm_settings_put.html#restservicesapi)

Notes

If your organization has a firewall that restricts the traffic to or from the Internet, you must go through the following steps:

- Configure the firewall to allow connectivity with FCM in order for your FCM client apps to receive messages.
- The ports to open are 5228, 5229, and 5230. FCM typically uses only 5228, but it sometimes uses 5229 and 5230.
- FCM does not provide specific IP, so you must allow your firewall to accept outgoing connections to all IP addresses contained in the IP blocks listed in Google's ASN of 15169.
- Ensure that your firewall accepts outgoing connections from MobileFirst Server to android.googleapis.com on port 443.

MobileFirst Operations Console

Analytics Console

Hello, admin

Dashboard

mfp runtime

Applications (1) New

PushNotificationsCordova

Versions (1)

Android (latest)

App Settings

Push

Adapters (0) New

No adapter is deployed.

Runtime Settings

Error Log

Devices

Download Center

Home > mfp > com.sample.pushnotificationscordova > Push

Actions

The GCM credentials were saved successfully.

Send Notifications

Tags

Push Settings

GCM Push Credentials

Learn more about how to set up Google Cloud Messaging (GCM) in [Google Cloud Messaging documentation](#).

Server API Key

AlzaSyAVvEWda96mTwk50IaJeTokdgelYygbJ_ek

Sender ID

799387207799

Delete

WNS Push Credentials

Learn more about how to set up Windows Push Notification Services (WNS) in [Windows Push Notification documentation](#).

Package Security Identifier (SID) *

Client secret *

Apple Push Notifications Service

iOS devices use Apple's Push Notification Service (APNS) for push notifications.

To setup APNS:

1. Generate a push notification certificate (<https://www.ibm.com/developerworks/community/blogs/worklight/entry/understanding-and-setting-up-push-notifications-in-development-environment?lang=en>).
2. In the MobileFirst Operations Console → **[your application]** → **Push** → **Push Settings**, select the certificate type and provide the certificate's file and password. Then, click **Save**.

Notes

- For push notifications to be sent, the following servers must be accessible from a MobileFirst Server instance:
 - Sandbox servers:
 - gateway.sandbox.push.apple.com:2195
 - feedback.sandbox.push.apple.com:2196
 - Production servers:
 - gateway.push.apple.com:2195
 - Feedback.push.apple.com:2196
 - 1-courier.push.apple.com 5223
- During the development phase, use the apns-certificate-sandbox.p12 sandbox certificate file.
- During the production phase, use the apns-certificate-production.p12 production certificate file.
 - The APNS production certificate can only be tested once the application that utilizes it has been successfully submitted to the Apple App Store.

You can also setup APNS using either the REST API for the MobileFirst Push service (http://www.ibm.com/support/knowledgecenter/en/SSHS8R_8.0.0/com.ibm.worklight.apiref.doc/rest_runtime/r_restapi_push_apns_settings_put.html#Push-APNS-settings--PUT-) or the REST API for the MobileFirst administration service (http://www.ibm.com/support/knowledgecenter/en/SSHS8R_8.0.0/com.ibm.worklight.apiref.doc/apiref/r_restapi_update_apns_settings_put.html?view=kc)

MobileFirst Operations Console

Analytics Console

Hello, admin

Dashboard

mfp runtime

Applications (1)

PushNotificationsCordova

Versions (2)

Android (latest)

iOS (latest)

App Settings

Push

Adapters (0)

No adapter is deployed.

Runtime Settings

Error Log

Devices

Download Center

Home > mfp > com.sample.pushnotificationscordova > Push

Actions

Push

The Apple Push Notification certificate was saved successfully.

Send Notifications Tags Push Settings

Push Notification Settings

Configure your push notifications here. For detailed instructions, see the [tutorial about push notifications](#).

Apple Push Notifications Certificate for Sandbox

Learn more about how to generate and use Apple Push Notification Service (APNS) certificates in [Apple Push Notifications certificates guide](#).

Certificate Name

PushCertificate.p12

Certificate Expiration Date

Apr 6, 2017, 9:39 AM

Delete

GCM Push Credentials

Learn more about how to set up Google Cloud Messaging (GCM) in [Google Cloud Messaging documentation](#).

Server API Key

Windows Push Notifications Service

Windows devices use the Windows Push Notifications Service (WNS) for push notifications.

To setup WNS:

- Follow the instructions as provided by Microsoft (<http://localhost:4000/tutorials/en/foundation/8.0/notifications/sending-notifications/#google-cloud-messaging>) to generate the **Package Security Identifier (SID)** and **Client secret** values.
- In the MobileFirst Operations Console → **[your application]** → **Push** → **Push Settings**, add these values and click **Save**.

You can also setup WNS using either the REST API for the MobileFirst Push service (http://www.ibm.com/support/knowledgecenter/en/SSHS8R_8.0.0/com.ibm.worklight.apiref.doc/rest_runtime/r_restapi_push_wns_settings_put.html?view=kc) or the REST API for the MobileFirst administration service (http://www.ibm.com/support/knowledgecenter/en/SSHS8R_8.0.0/com.ibm.worklight.apiref.doc/apiref/r_restapi_update_wns_settings_put.html?view=kc)

MobileFirst Operations Console

Analytics Console

Hello, admin

Dashboard

mfp runtime

Applications (1)

PushNotificationsWin10

Versions (1)

Windows 10 UWP (latest)

App Settings

Push

Adapters (0)

No adapter is deployed.

Runtime Settings

Error Log

Devices

Download Center

Home > mfp > PushNotificationsWin10 > Push

Actions

Push

The WNS credentials were saved successfully.

Send Notifications Tags Push Settings

Push Notification Settings

Configure your push notifications here. For detailed instructions, see the [tutorial about push notifications](#).

APNS Certificate

Learn more about how to generate and use Apple Push Notification Service (APNS) certificates in [Apple Push Notifications certificates guide](#).

Choose use *

☒ Production
 ☐ Sandbox

Select PKCS 12 (.p12) File *

Browse

Password *

Save

SMS Notification Service

The following JSON is used to setup the SMS gateway for sending SMS notifications. Use the `smsConf` REST API (https://www.ibm.com/support/knowledgecenter/SSHS8R_8.0.0/com.ibm.worklight.apiref.doc/rest_runtime/r_restapi_push_sms_settings_put.html) to update the MobileFirst Server with the SMS gateway configuration

```
{
  "host": "2by0.com",
  "name": "dummy",
  "port": "80",
  "programName": "gateway/add.php",
  "parameters": [{
    "name": "xmlHttp",
    "value": "false",
    "encode": "true"
  }], {
    "name": "httpsEnabled",
    "value": "false",
    "encode": "true"
  }
}]
}
```

Find more SMS-related REST APIs in the Push Service API Reference

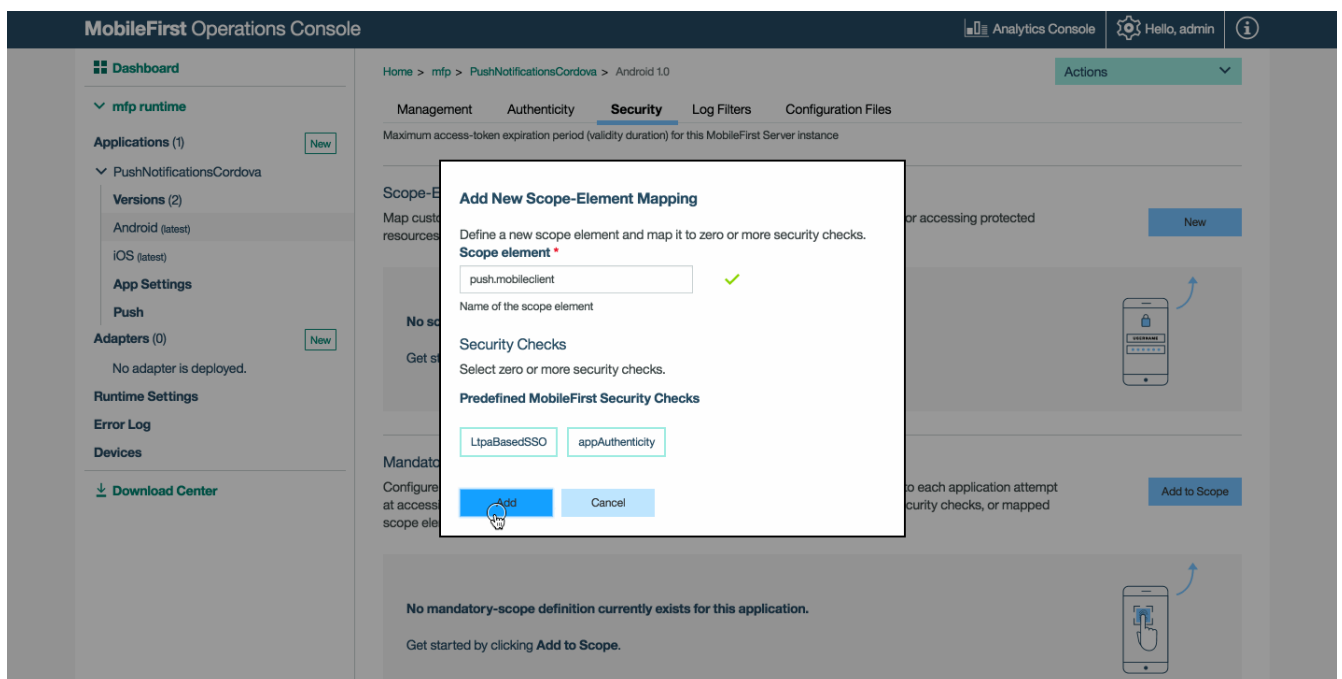
(https://www.ibm.com/support/knowledgecenter/SSHS8R_8.0.0/com.ibm.worklight.apiref.doc/rest_runtime/c_restapi_runtime.html)

Scope mapping

Map the **push.mobileclient** scope element to the application.

1. Load the MobileFirst Operations Console and navigate to **[your application] → Security → Map Scope Elements to Security Checks**, click on **Create New**.
2. Write "push.mobileclient" in the **Scope element** field. Then, click **Add**.

[Click for a list additional available scopes](#)



Authenticated Notifications

Authenticated notifications are notifications that are sent to one or more `userIds`.

Map the **push.mobileclient** scope element to the security check used for the application.

1. Load the MobileFirst Operations Console and navigate to **[your application] → Security → Map Scope Elements to Security Checks**, click on **Create New** or edit an existing scope mapping entry.
2. Select a security check. Then, click **Add**.



Defining Tags

In the MobileFirst Operations Console → **[your application]** → **Push** → **Tags**, click **Create New**. Provide the appropriate **Tag Name** and **Description** and click **Save**.



Subscriptions tie together a device registration and a tag. When a device is unregistered from a tag, all associated subscriptions are automatically unsubscribed from the device itself. In a scenario where there are multiple users of a device, subscriptions should be implemented in mobile applications based on user log-in criteria. For example, the subscribe call is made after a user successfully logs in to an application and the unsubscribe call is made explicitly as part of the logout action handling.

Sending Notifications

Push notifications can be sent either from the MobileFirst Operations Console or via REST APIs.

- With the MobileFirst Operations Console, two types of notifications can be sent: tag and broadcast.
- With the REST APIs, all forms of notifications can be sent: tag, broadcast and authenticated.

MobileFirst Operations Console

Notifications can be sent to a single Device ID, a single or several User IDs, only iOS devices or only Android devices, or to devices subscribed to tags.

Tag notifications

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

In the MobileFirst Operations Console → **[your application]** → **Push** → **Send Push tab**, select **Devices By Tags** from the **Send To** tab and provide the **Notification Text**. Then, click **Send**.

Broadcast notifications

Broadcast notifications are a form of tag push notifications that are targeted to all subscribed devices. Broadcast notifications are enabled by default for any push-enabled MobileFirst application by a subscription to a reserved `Push.all` tag (auto-created for every device). The `Push.all` tag can be programmatically unsubscribed.

In the MobileFirst Operations Console → **[your application]** → **Push** → **Send Push tab**, select **All** from the **Send To** tab and provide the **Notification Text**. Then, click **Send**.

REST APIs

When using the REST APIs to send notifications, all forms of notifications can be sent: tag & broadcast notifications, and authenticated notifications.

To send a notification, a request is made using POST to the REST endpoint: `imfpush/v1/apps/<application-identifier>/messages`.

Example URL:

```
https://myserver.com:443/imfpush/v1/apps/com.sample.PinCodeSwift/messages
```

To review all Push Notifications REST APIs, see the REST API Runtime Services topic (https://www.ibm.com/support/knowledgecenter/SSHS8R_8.0.0/com.ibm.worklight.apiref.doc/rest_runtime/c_restapi_runtime.html) in the user documentation.

Notification payload

The request can contain the following payload properties:

Payload Properties	Definition
message	The alert message to be sent
settings	The settings are the different attributes of the notification.
target	Set of targets can be consumer ids, devices, platforms, or tags. Only one of the targets can be set.
deviceIds	An array of the devices represented by the device identifiers. Devices with these ids receive the notification. This is a unicast notification.
notificationType	Integer value to indicate the channel (Push/SMS) used to send message. Allowed values are 1 (only Push), 2 (only SMS) and 3 (Push and SMS)
platforms	An array of device platforms. Devices running on these platforms receive the notification. Supported values are A (Apple/iOS), G (Google/Android) and M (Microsoft/Windows).
tagNames	An array of tags specified as tagNames. Devices that are subscribed to these tags receive the notification. Use this type of target for tag based notifications.
userIds	An array of users represented by their userIds to send the notification. This is a unicast notification.
phoneNumber	The phone number used for registering the device and receiving notifications. This is a unicast notification.

Push Notifications Payload JSON Example

```
{
  "message" : {
    "alert" : "Test message",
  },
  "settings" : {
    "apns" : {
      "badge" : 1,
      "iosActionKey" : "Ok",
      "payload" : "",
      "sound" : "song.mp3",
      "type" : "SILENT",
    },
    "gcm" : {
      "delayWhileIdle" : ,
      "payload" : "",
      "sound" : "song.mp3",
      "timeToLive" : ,
    },
  },
  "target" : {
    "deviceIds" : [ "MyDeviceId1", ... ],
    "platforms" : [ "A,G", ... ],
    "tagNames" : [ "Gold", ... ],
    "userIds" : [ "MyUserId", ... ],
  },
}
```

SMS Notification Payload JSON Example

```
{
  "message": {
    "alert": "Hello World from an SMS message"
  },
  "notificationType":3,
  "target" : {
    "deviceIds" : ["38cc1c62-03bb-36d8-be8e-af165e671cf4"]
  }
}
```

Sending the notification

The notification can be sent using different tools.

For testing purposes, Postman is used as described below:

1. Configure a Confidential Client ([../authentication-and-security/confidential-clients/](#)).

Sending a Push Notification via the REST API uses the space-separated scope elements `messages.write` and `push.application.<applicationId>`.

MobileFirst Operations Console

Home > mfp > Runtime Settings

Runtime Settings

The confidential client was saved successfully.

Runtime Properties Keystore **Confidential Clients**

Confidential Clients

By using IBM MobileFirst™ Platform Foundation, you can let a confidential (or non-mobile) client connect to mobile services in a secure way. For example, you can grant a back-end service access to the push service.

Client ID	Display Name	Client Secret	Allowed Scope	Actions
test	Test Client	*****	**	
admin	admin	*****	push.* mfp.admin.plugins	
Push	Push	*****	push.application.com.sample.PushNotificationsSwift messages.write	

- Create an access token ([../authentication-and-security/confidential-clients#obtaining-an-access-token](#)).
- Make a **POST** request to **`http://localhost:9080/imfpush/v1/apps/com.sample.PushNotificationsAndroid/messages`**
 - If using a remote MobileFirst Server, replace the `hostname` and `port` values with your own.
 - Update the application identifier value with your own.
- Set a Header:
 - Authorization:** Bearer `eyJhbGciOiJSUzI1NiIsImp...`
 - Replace the value after "Bearer" with the value of your access token from step (1) above.

Runner Import

Builder Team Library

http://localhost:9080/imf

POST http://localhost:9080/imfpush/v1/apps/com.sample.PushNotificationsAndroid/messages

Authorization Headers (1) Body Pre-request Script Tests

Authorization Bearer eyJhbGciOiJSUzI1NiIsImp...

key value

Send Save

- Set a Body:
 - Update its properties as described in Notification payload above.
 - For example, by adding the **target** property with the **userIds** attribute, you can send a notification to specific registered users.

```

{
  "message": {
    "alert": "Hello World!"
  }
}

```

Runner Import

Builder Team Library

http://localhost:9080/imf

POST http://localhost:9080/imfpush/v1/apps/com.sample.PushNotificationsAndroid/messages

Authorization Headers (1) **Body** Pre-request Script Tests

form-data x-www-form-urlencoded raw binary Text

```

1  {
2    "message": {
3      "alert": "Test message",
4    },
5    "settings": {
6      "apns": {
7        "badge": 1,
8        "payload": ""
9      },
10     "gcm": {
11       "payload": ""
12     },
13   },
14   "target": {
15     "platforms": [ "G" ],
16     "userIds": [ "testUser" ],
17   }
18 }

```

After clicking on the **Send** button, the device should have now received a notification:



Customizing Notifications

Before sending the notification message, you can also customize the following notification attributes.

In the MobileFirst Operations Console → [your application] → Push → Tags → **Send Push tab**, expand the **iOS/Android Custom Settings** section to change notification attributes.

Android

- Notification sound, how long a notification can be stored in the GCM storage, custom payload and more.
- If you want to change the notification title, then add `push_notification_tile` in the Android project's **strings.xml** file.

iOS

- Notification sound, custom payload, action key title, notification type and badge number.

MobileFirst Operations Console

Home > mfp > com.sample.PinCodeSwift > Push

Push

Send Push | Tags | Push Settings

▼ iOS Custom Settings

iOS

Badge

The number to display as the badge of the app icon. To remove the badge, set the value of this property to 0.

Sound

Indicates a sound to play when the device receives the notification. Supports the default sound if not set, or the filename of a sound resource bundled in the application.

Action Key

Displays an alert that includes the Close and View button, where the string is used as a key to get a localized string for the View button title

Category

Proxy Support

You can make use proxy settings to set the optional proxy through which notifications are sent to Android and iOS devices. You can set the proxy by using the **push.apns.proxy**. and **push.gcm.proxy**. configuration properties. For more information, see List of JNDI properties for MobileFirst Server push service ([./../installation-configuration/production/server-configuration/#list-of-jndi-properties-for-mobilefirst-server-push-service](#)).

Tutorials to follow next

With the server-side now set-up, setup the client-side and handle received notifications.

- [Handling push notifications in Cordova applications \(../handling-push-notifications/cordova\)](#)
- [Handling push notifications in iOS applications \(../handling-push-notifications/ios\)](#)
- [Handling push notifications in Android applications \(../handling-push-notifications/android\)](#)
- * [Handling push notifications in Windows applications \(../handling-push-notifications/windows\)](#)
- [Handling SMS notifications in Cordova applications \(../handling-sms-notifications-in-cordova\)](#)
- [Handling SMS notifications in Android applications \(../handling-sms-notifications-in-android\)](#)