# Broadcast notifications in native Windows 8 applications

## Overview

Broadcast notification is similar to tag-based notification, except that a subscription to a reserved tag, `Push.ALL`, is automatically created for every device. Broadcast notifications are thus notification messages that are targeted to all subscribed devices.

Broadcast notification is enabled by default for any push-enabled MobileFirst application.
You can disable this capability by unsubscribing the device from the reserved `Push.ALL` tag.

> For more information about broadcast notification, see the "broadcast notification" topic in the user documentation.

## Common API methods for tag-based and broadcast notifications

### Client-side API

- `WLNotificationListener`
  Defines the callback method to be notified when the notification arrives.
- `WLPush.notificationListener = new MyNotificationListener();`
  Sets the implementation class of the `WLNotificationListener` interface.
- 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)`
  - **applicationId** - (mandatory) The name of the MobileFirst application
  - **notificationOptions** - (mandatory) A JSON block containing message properties

> For a full list of message properties, see the `WL.Server.sendMessage` API in the API reference of the user documentation.

## Sample application

Before running the application, check the adapter's `PushAdapter-impl.js` file and verify that the `WL.Server.sendMessage()` method uses the correct application name. The correct application name can be determined from the `id` attribute in `application-descriptor.xml` file.

Click to download (http://public.dhe.ibm.com/software/products/en/MobileFirstPlatform/docs/v700/TagBasedNotificationsProject.zip) the Studio project.
Click to download (http://public.dhe.ibm.com/software/products/en/MobileFirstPlatform/docs/v700/Win8NativeTagNotificationsProject.zip) the Native project.