

Interactive notifications

Overview

With interactive notification, when a notification arrives, users can take actions without opening the application. When an interactive notification arrives, the device shows action buttons along with the notification message.

Interactive notifications are supported on devices with iOS version 8 and above. If an interactive notification is sent to an iOS device with version earlier than 8, the notification actions are not displayed.

Sending interactive push notification

Prepare the notification and send notification. For more information, see [Sending push notifications \(../../sending-notifications\)](#).

You can set a string to indicate the category of the notification with the notification object, under **MobileFirst Operations Console** → **[your application]** → **Push** → **Send Notifications** → **iOS custom settings**. Based on the category value, the notification action buttons are displayed. For example:

The screenshot shows the MobileFirst Operations Console interface. The left sidebar contains navigation links: Dashboard, mfp runtime, Applications (1), Push Notifications, Versions (1), App Settings, Push, Adapters (0), Runtime Settings, Error Log, and Devices. The main content area is titled 'Send Notifications' and includes a breadcrumb trail: Home > mfp > com.sample.pushnotifications > Push. Below the breadcrumb, there are tabs for 'Send Notifications', 'Tags', and 'Push Settings'. The 'Send Notifications' tab is active, showing a text input field for 'Enter the notification text.' Below this, there is a section for 'iOS Custom Settings' with the following fields:

- iOS Badge:** A text input field with a green checkmark next to it. Below the field, it says: 'The number to display as the badge of the app icon. To remove the badge, set the value of this property to 0.'
- Sound:** A text input field with a green checkmark next to it. Below the field, it says: 'Specify the sound to play when the device receives the notification: enter the path to a sound file or a sound resource that is bundled in the application. If you do not specify any sound, the default sound is played.'
- Action Key:** A text input field with a green checkmark next to it. Below the field, it says: '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:** A text input field with the value 'news' and a green checkmark next to it. Below the field, it says: 'Provide this key with a string value that represents the identifier property of the UIApplicationUserNotificationCategory object that you created to define custom actions.'
- Type:** A section with three radio buttons: 'Default', 'Silent', and 'Mixed'.

Handling interactive push notifications in Cordova application

To receive interactive notifications, follow these steps:

1. In the main JavaScript, define the registered categories for interactive notification and pass it to device register call `MFPPush.registerDevice`.

```

var options = {
  ios: {
    alert: true,
    badge: true,
    sound: true,
    categories: [{
      //Category identifier, this is used while sending the notification.
      id : "poll",

      //Optional array of actions to show the action buttons along with the message.
      actions: [{
        //Action identifier
        id: "poll_ok",

        //Action title to be displayed as part of the notification button.
        title: "OK",

        //Optional mode to run the action in foreground or background. 1-foreground. 0-background. Default is foreground.
        mode: 1,

        //Optional property to mark the action button in red color. Default is false.
        destructive: false,

        //Optional property to set if authentication is required or not before running the action.(Screen lock).
        //For foreground, this property is always true.
        authenticationRequired: true
      }],
    },
    {
      id: "poll_nok",
      title: "NOK",
      mode: 1,
      destructive: false,
      authenticationRequired: true
    }
  ]],

  //Optional list of actions that is needed to show in the case alert.
  //If it is not specified, then the first four actions will be shown.
  defaultContextActions: ['poll_ok','poll_nok'],

  //Optional list of actions that is needed to show in the notification center, lock screen.
  //If it is not specified, then the first two actions will be shown.
  minimalContextActions: ['poll_ok','poll_nok']
}
}

```

2. Pass the `options` object while registering device for push notifications.

```

MFPPush.registerDevice(options, function(successResponse) {
  navigator.notification.alert("Successfully registered");
  enableButtons();
});

```

Handling interactive push notifications in native iOS application

Follow these steps to receive interactive notifications:

1. Enable the application capability to perform background tasks on receiving the remote notifications. This step is required if some of the actions are background-enabled.
2. Define registered categories for interactive notifications and pass them as options to `MFPPush.registerDevice`.

```
//define categories for Interactive Push
let acceptAction = UIMutableUserNotificationAction()
acceptAction.identifier = "OK"
acceptAction.title = "OK"
acceptAction.activationMode = .Foreground

let rejetAction = UIMutableUserNotificationAction()
rejetAction.identifier = "Cancel"
rejetAction.title = "Cancel"
rejetAction.activationMode = .Foreground

let category = UIMutableUserNotificationCategory()
category.identifier = "poll"
category.setActions([acceptAction, rejetAction], forContext: .Default)

let categories:Set<UIUserNotificationCategory> = [category]


let options = ["alert":true, "badge":true, "sound":true, "categories": categories]

// Register device
MFPPush.sharedInstance().registerDevice(options as [NSObject : AnyObject], completionHandler: {(response: WLResponse!, error: NSError!) -> Void in
```

IBM

(file:///home/travis/build/MFPSamples/DevCenter/https://www.facebook.com/ibmmobile/files/platform-notice/)

Privacy
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