Push notifications in native Windows Phone 8 applications

fork and edit tutorial (https://github.com/MobileFirst-Platform-Developer-Center/DevCenter/) | report issue (https://github.com/MobileFirst-Platform-Developer-Center/DevCenter/issues/new)

Overview

IBM MobileFirst Platform Foundation provides a unified set of API methods to send, or push, notifications to devices where the MobileFirst application is installed. It is possible to send a notification in 3 distinct types: event source notification, broadcast notification, and tag notification.

This tutorial explains the concept, API, and usage of push notifications in the context of Native Windows Phone 8 applications.

To create and configure a Windows Phone 8 native project, first follow these tutorials:

- Creating your first Native Windows Phone 8 MobileFirst application (../../hello-world/creating-first-native-windows-phone-8-mobilefirst-application/)
- Invoking adapter procedures from native Windows Phone 8 applications (../../server-side-development/invoking-adapter-procedures-native-windows-phone-8-applications/)

The following topics are covered:

- Notification types
- Setting up the project

Notification types

Even source notification

Event source notification sends notification messages that are targeted to devices with a user subscription.

Broadcast notification

Broadcast notification sends notification messages that are targeted to all subscribed devices.

Tag-based notification

Tag-based notification sends notification messages that are targeted to all the devices that are subscribed to a particular tag.

For more information, select a notification type.

Setting up the project

- PushNotificationsNative
- ▶ Java Resources
- ▼ adapters
 - ▼ BushAdapter
 - PushAdapter.xml
 - PushAdapter-impl.js
- - AndroidNativePush
 - ▶ iOSNativePush
 - - application-descriptor.xml
 - Newtonsoft.Json.dll
 - wlclient.properties
 - mworklight-windowsphone8.dll
- externalServerLibraries
- - services

1. Create a MobileFirst project.

Add a MobileFirst Windows Phone 8 native API. The native API project provides the files that are necessary to build a Windows Phone 8 app.

2. Edit the application-descriptor.xml file.

Add the "pushSender" tag to the application-descriptor.xml file.

<nativeWindowsPhone8App id="WindowsPhone8NativePush" platformVersion="6.3.0.00.20141
111-0731" version="1.0" xmlns="http://www.worklight.com/native-windowsphone8-descriptor" secu
rityTest="MySecurityTest">

- <displayName>WindowsPhone8NativePush</displayName>
- <description>WindowsPhone8NativePush</description>
- <pushSender></pushSender>
- </nativeWindowsPhone8App>

3. Edit the wlclient.properties file.

Edit the wlclient.properties file in your native Windows Phone 8 project and enter appropriate values for the following fields:

- wlServerHost The host name or IP address of the MobileFirst Server instance.
- wlServerPort The port on which MobileFirst Server is listening.
- wlServerContext The context root of your MobileFirst Server instance.

```
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wlServerProtocol = http
wlServerHost = 10.0.0.5
wlServerPort = 10080
wlServerContext = /PushNotificationsNative/
wlAppId = WindowsPhone8NativePush
wlAppVersion = 1.0
wlEnvironment = WindowsPhone8native
wlPlatformVersion = 6.3.0.0
#languagePreferences = Add locales in order of preference (e.g. fr, en, pt-BR)
#wlMPNSServiceName = Add the MPNS service name for authenticated push.
```

4. Modify the native Windows Phone 8 project.

Edit the Properties\WMAppManifest.xml file and add the following capabilities:

```
<Capability Name="ID_CAP_PUSH_NOTIFICATION" />
<Capability Name="ID_CAP_IDENTITY_DEVICE" />
```