Tag-based notifications in native Windows 8 applications

Overview

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.

Setting up tags

Tags are defined in the application-descriptor.xml file:

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.
- WLPush.notificationListener = new MyNotificationListener();
 Sets the implementation class of the WLNotificationListener interface.
- WLPush.onReadyToSubscribeListener
 - 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, 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.

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(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.