NetCore IOS SDK

Integration Doc for Cordova/PhoneGap iOS

Steps are as follows:

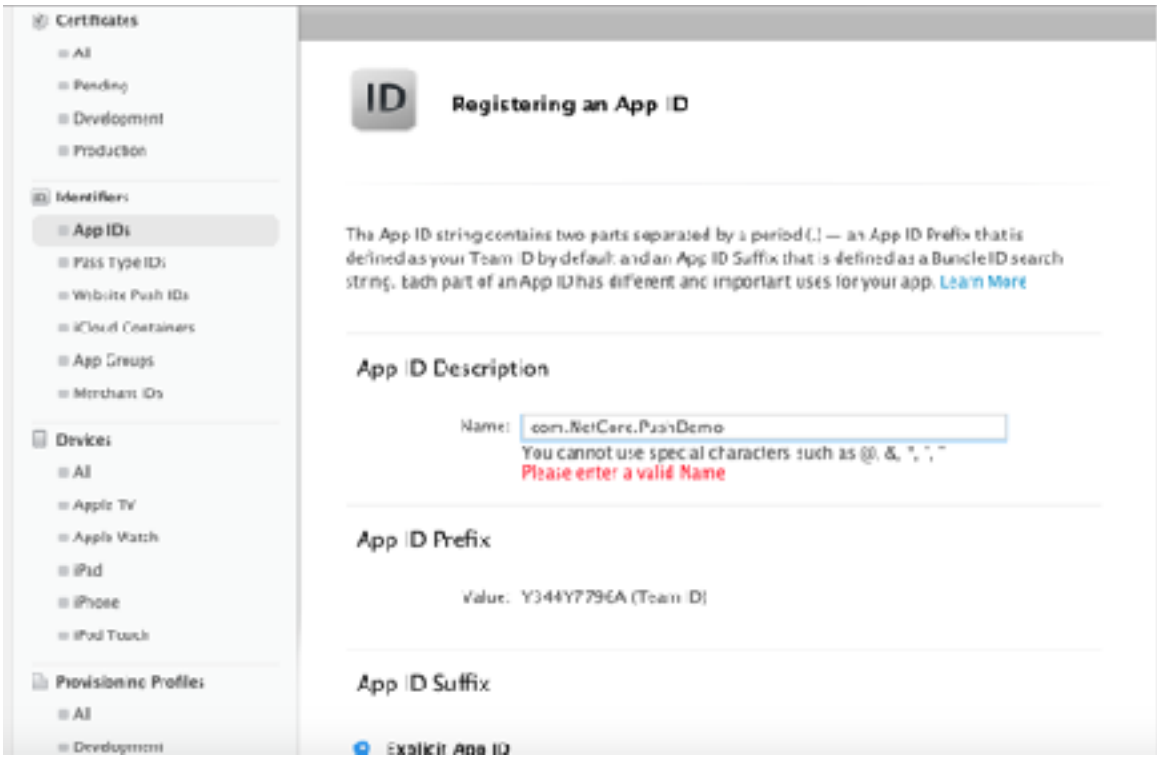
1. Creating App ID And Configure Push notification Certificates

2. Creating Provisional Profile.
3. Configure Application in NetCore
4. Setup the NetCore Push SDK into your project.
5. Integrate NetCore SDK & Push Methods.

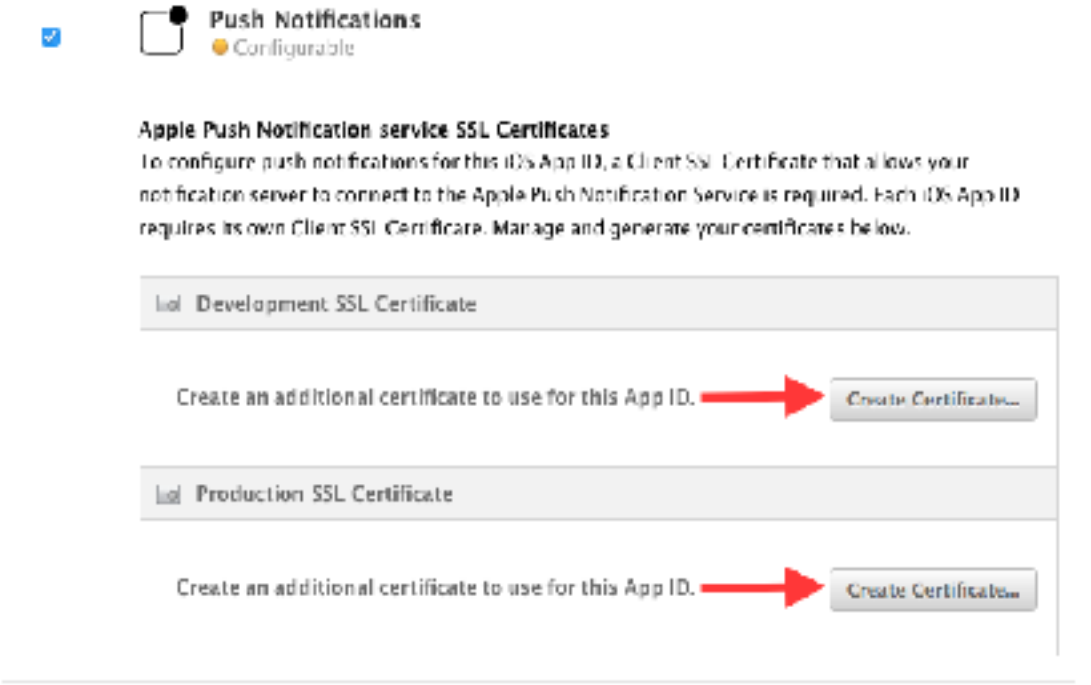
1.1 Creating Explicit App Id

For Push Notification you need create explicit App id and enable push notification for you app id, following are list of step to create app id.

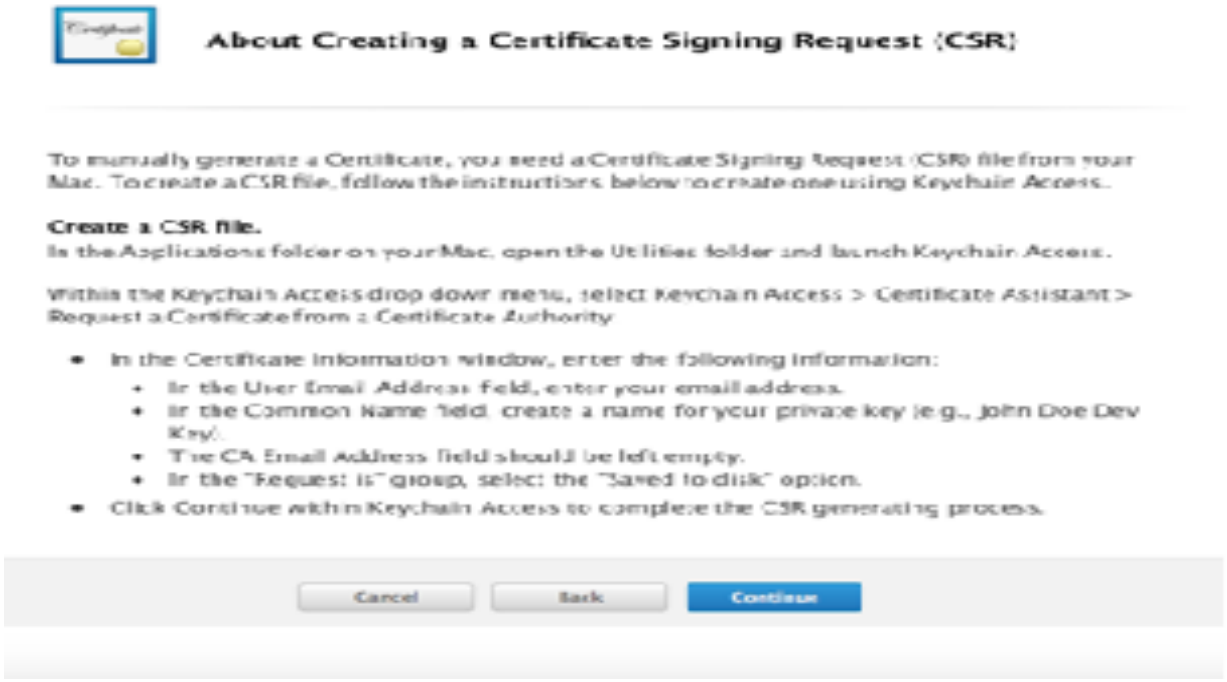
1. Sign in to developer.apple.com/account, and click Certificates, IDs & Profiles.
2. Under Identifiers, select App IDs.
3. Click the Add button (+) in the upper-right corner.
4. Enter a name or description for the App ID in the description field.
5. To create an explicit App ID, select Explicit App ID and enter the app's bundle ID in the Bundle ID field. An explicit App ID exactly matches the bundle ID of an app you're building. For example , **com.NetCore.PushDemo**. An explicit App ID can't contain an asterisk (*).
6. Select the Push Notification checkbox to enable the app Push Notification service
7. Click Continue.
8. Review the registration information, and click Register.
9. Click Done.

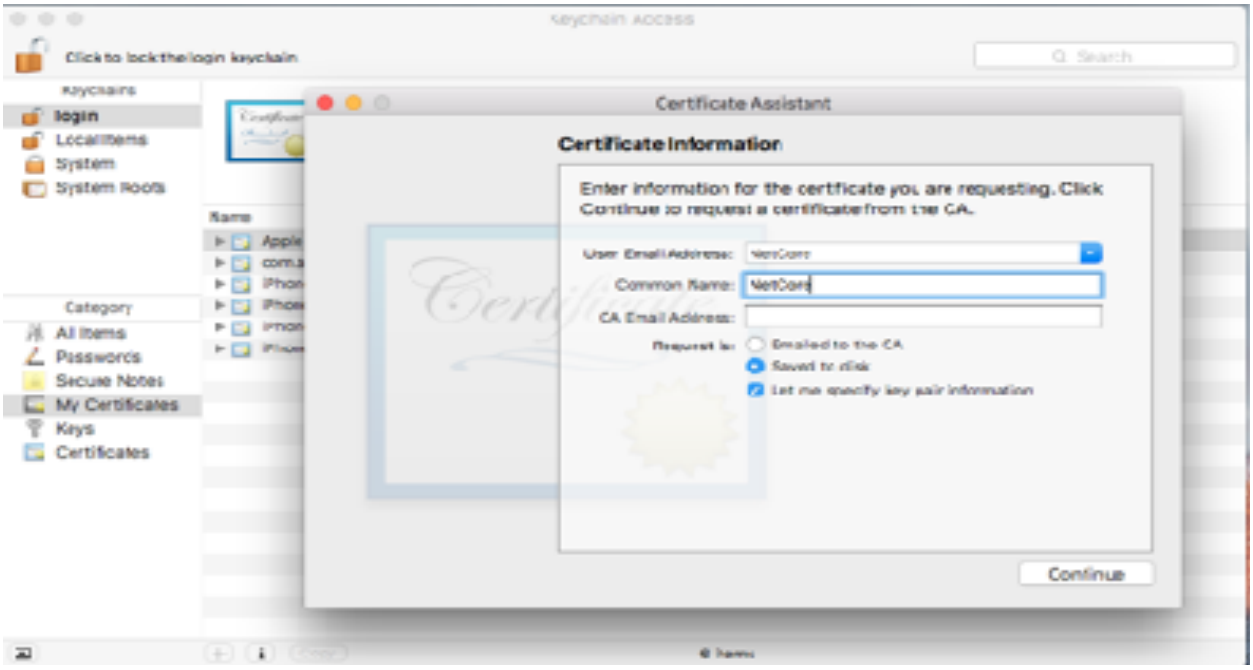


1.2 Configuring Push Notification for your application

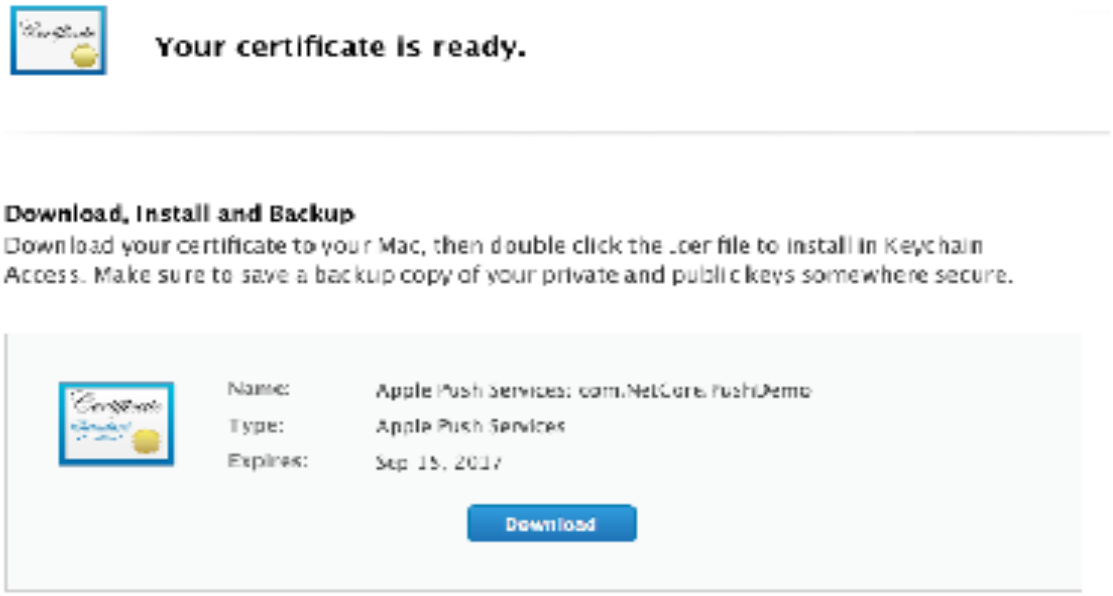


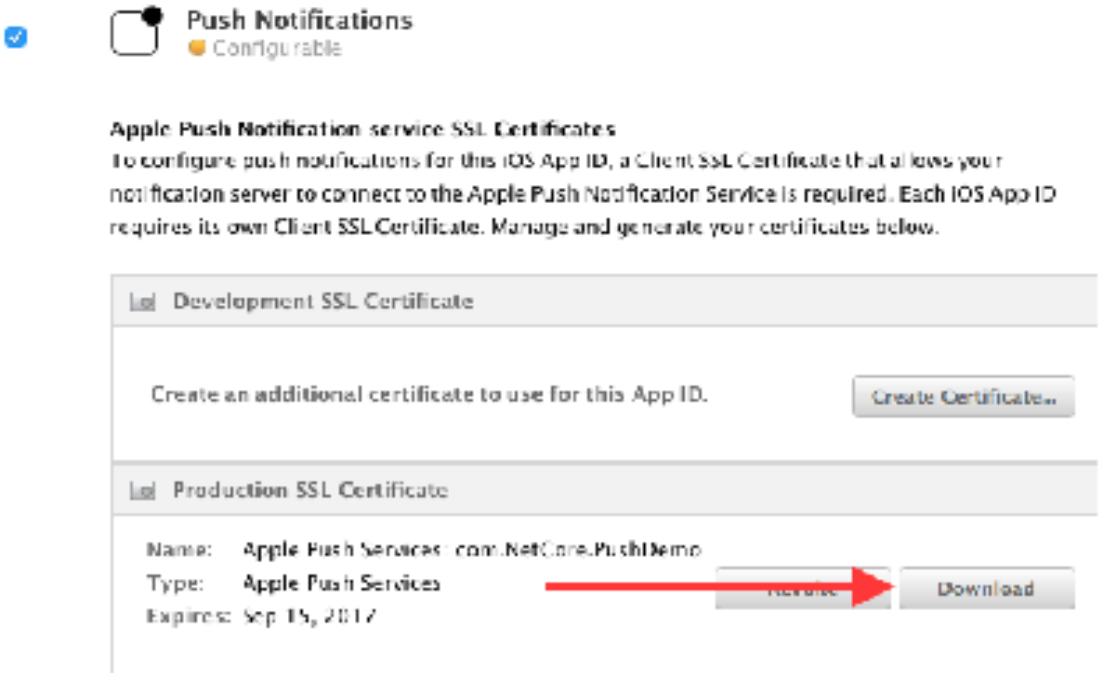
Creating Push Notification Certificates & CSR File





Generating Certificates and Download it





- Double click on the downloaded SSL certificate to install it in your Keychain.
- In Keychain Access, under "My Certificates", find the certificate you just added.
- Export certificates .p12 file and add “NetCorePush.p12” name
  Reference link for SSL generation

2. Creating Provisioning Profile

A provisioning profiles is use to install your application to iPhone device ,following are type of provisioning profiles

1)Development provisioning profiles :- This profile use install application on limited team members devices.Follow the steps in Creating Development Provisioning Profiles if you want to create your own development provisioning profile.

2)Distribution provisioning profiles : Distribution profile having 2 types

1)Ad Hoc Distribution :- you can create this profile when you export an app archive and select the ad hoc deployment option, as described in Exporting Your App for Testing Outside the Store. To create an ad hoc provisioning profile directly in your developer account, read Creating Ad Hoc Provisioning Profiles

2)App Store Distribution

We Create store App Store Distribution file when we want deploy application over app store . To create a store provisioning profile directly in your developer account, read Creating Store Provisioning Profiles.

Note: For push notification you can create Ad Hoc Provisioning Profiles for testing , NetCore is configure production level environment for push notification.

Creating Ad Hoc Provisioning Profiles (iOS, tvOS, watchES)

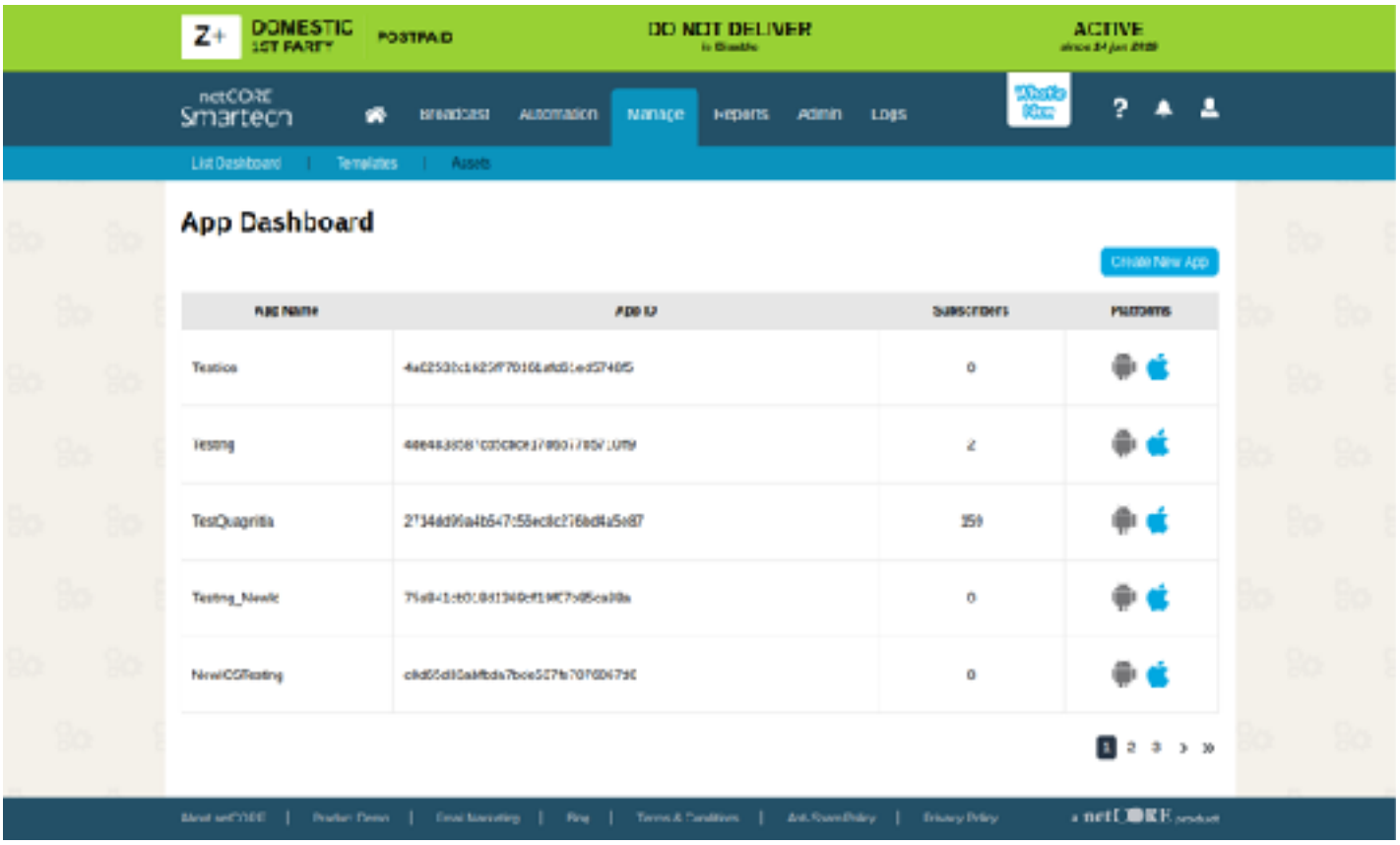
To create an ad hoc provisioning profile

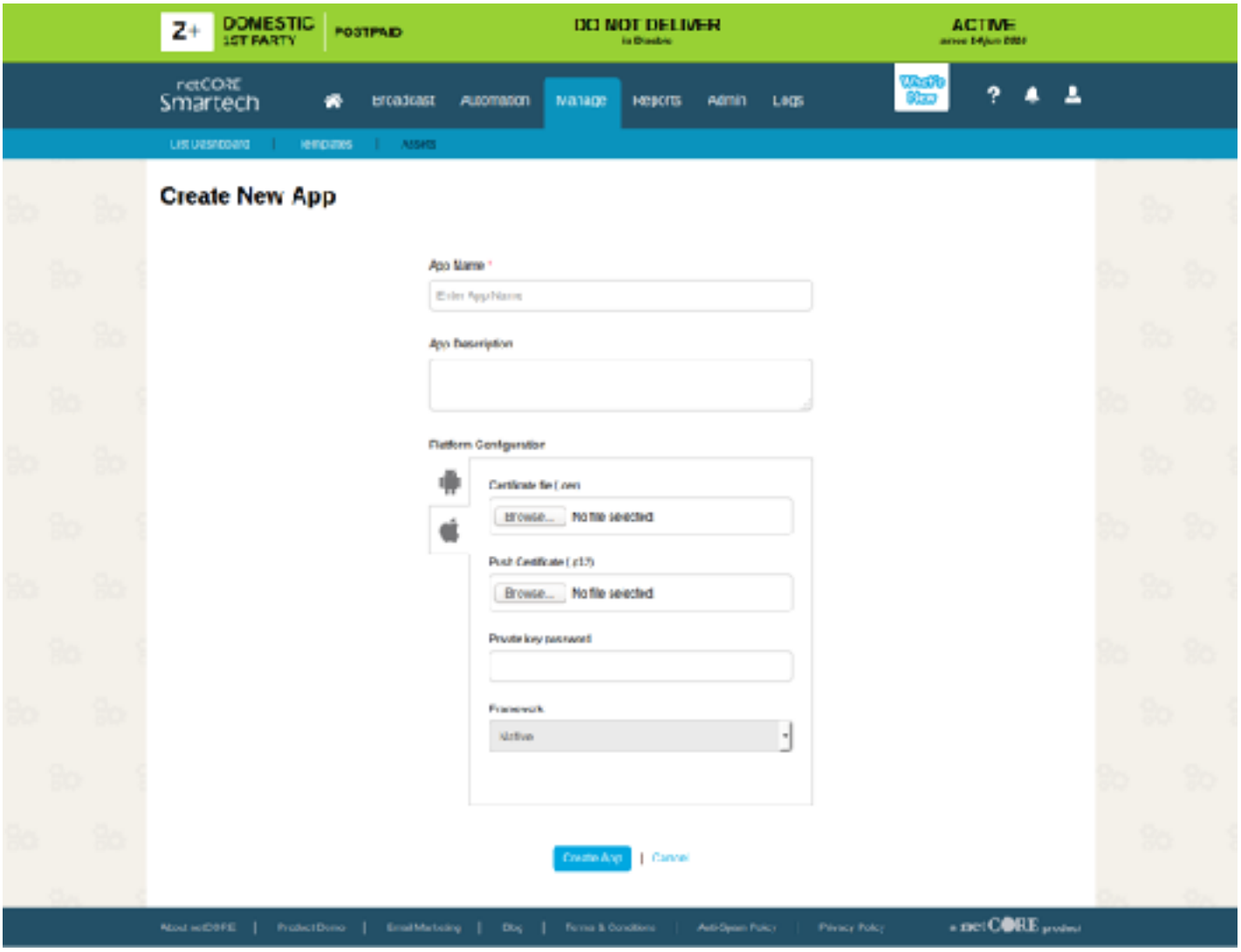
1. Sign in to developer.apple.com/account, and click Certificates, IDs & Profiles.
2. Under Provisioning Profiles, select All.
3. Click the Add button (+) in the upper-right corner.
4. Select Ad Hoc as the distribution method, and click Continue.
5. Choose the App ID you used for development, which matches your bundle ID, from the App ID pop-up menu, and click Continue.
6. If you used a team provisioning profile during development and the menu contains only the XC Wildcard, select it. If the menu contains another Xcode-managed explicit App ID (it begins with “XC” followed by the bundle ID), select that App ID. If you created your own App ID, select that one.
7. Select the distribution certificate you want to use, and click Continue.
8. If you don’t have a distribution certificate, create one using Xcode, as described in Creating Signing Identities, before continuing.
9. Select the devices you want to use for testing, and click Continue.
10. Enter a profile name, and click Continue.

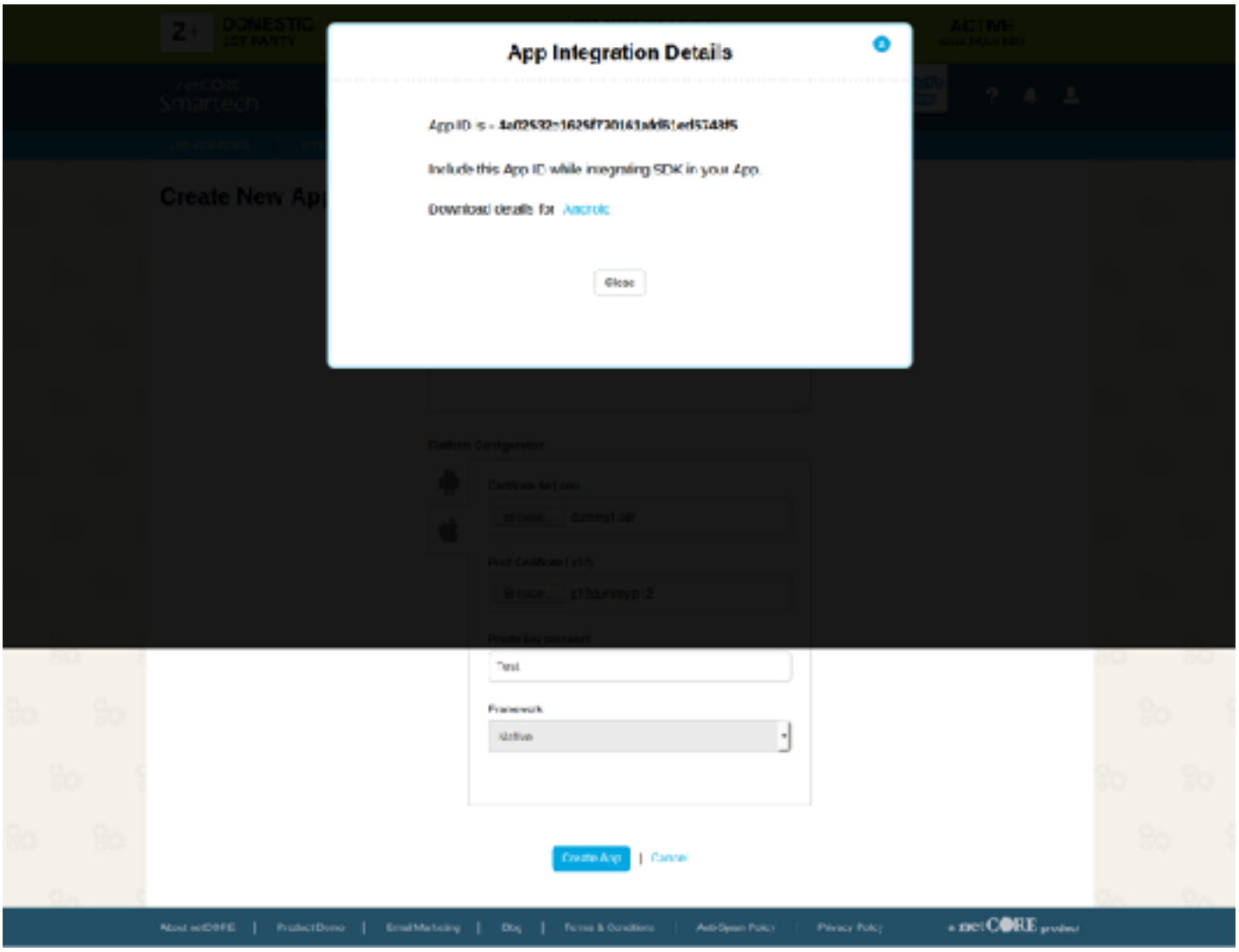
11. Wait while your developer account generates the provisioning profile.
12. At the bottom of the page, Click Done.

3. Configure Application in NetCore

To Use NetCore push notification you have to first create application inside NetCore website and upload .p12 certificate of your application.




DOMESTIC
1ST PARTY
POSTPAID
DO NOT DELIVER
ACTIVE
netCORE
Smartech
Broadcast
Automation
Manage
Reports
Admin
Logs
Create New App
App Name *
App Description
Platform Configuration
Certificate file (.cer)
Browse...
No file selected
Push Certificate (.p12)
Browse...
No file selected
Private key password
Framework
Native
Create App
Cancel



4. Setup the NetCore Push SDK

NetCore Integration Using Cocoa Pod

1)Install CocoaPods on your computer.

2) open your project add Create pod file using below command

```
Pod init
```

3) Add following Line in your podfile

```
pod 'Netcore-Smartech-iOS-SDK'
```

4)Run following command in your project directory

```
Pod Install
```

5) open App.xcworkspace and build app.

NetCore Manual Integration

Download NetCore iOS SDK from below links

GitHub

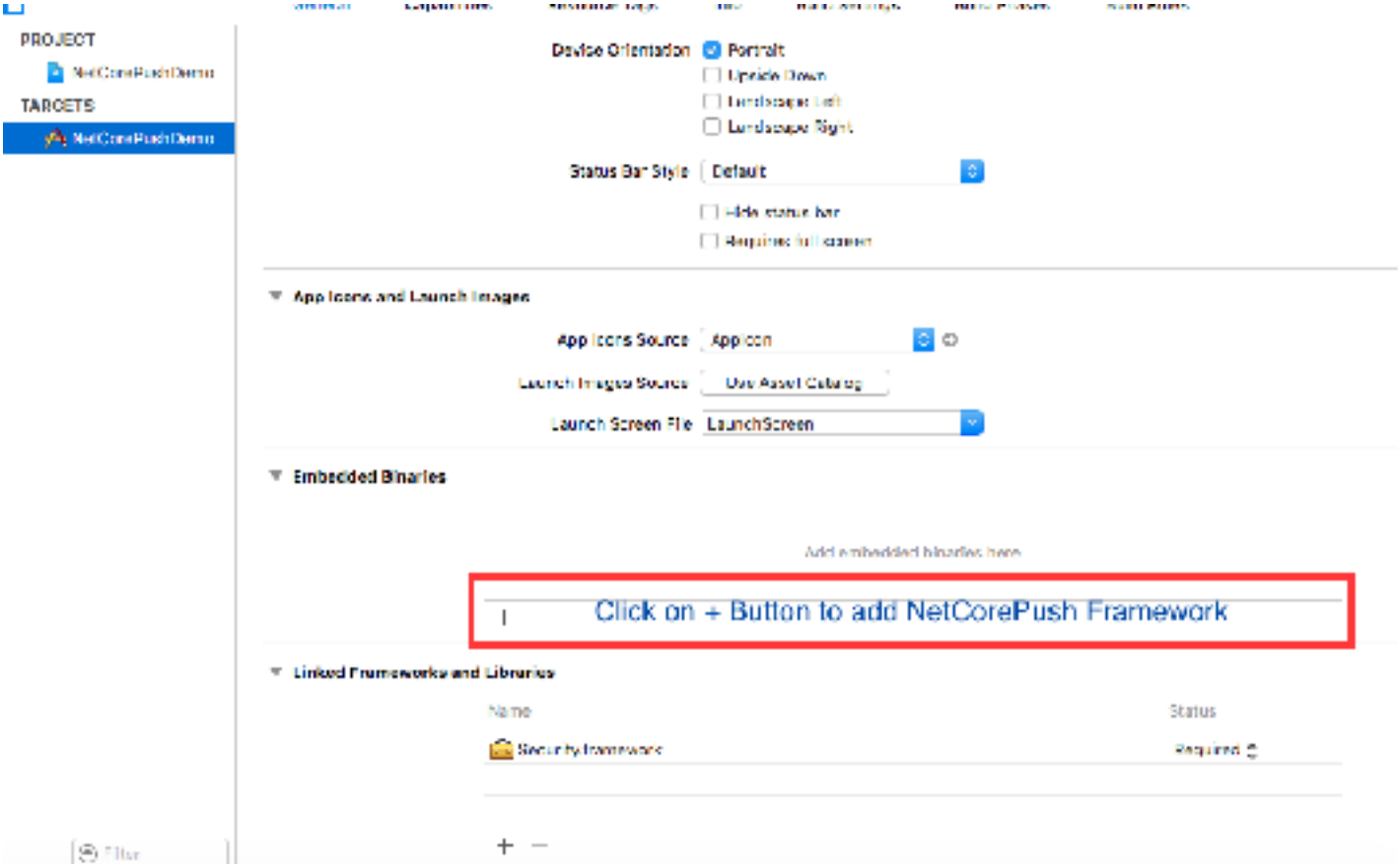
git clone https://github.com/NetcoreSolutions/Smartech-ios-sdk

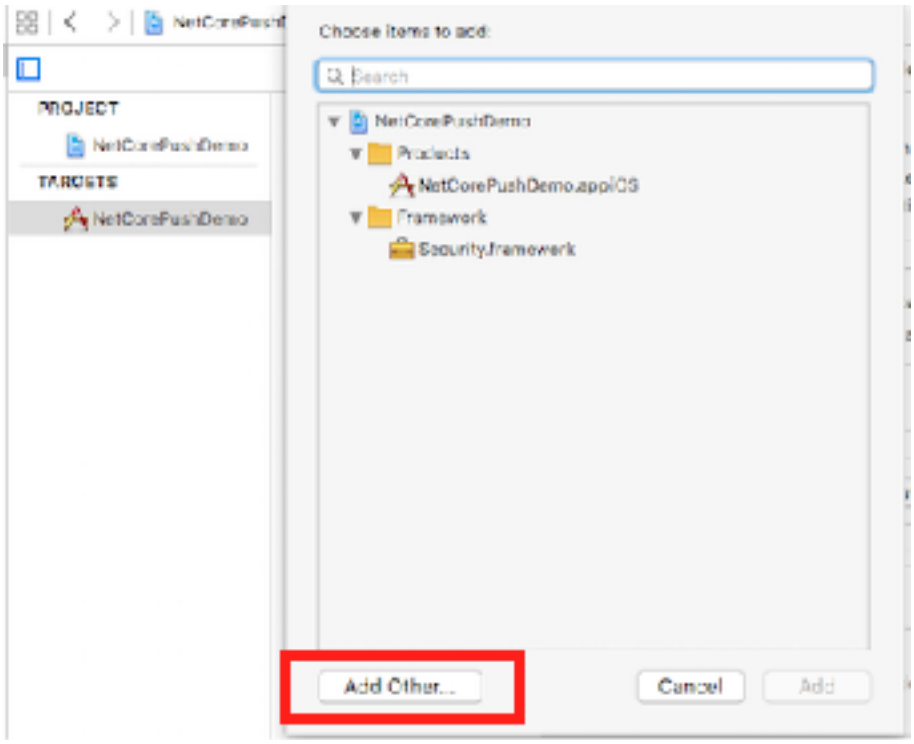
From Browser

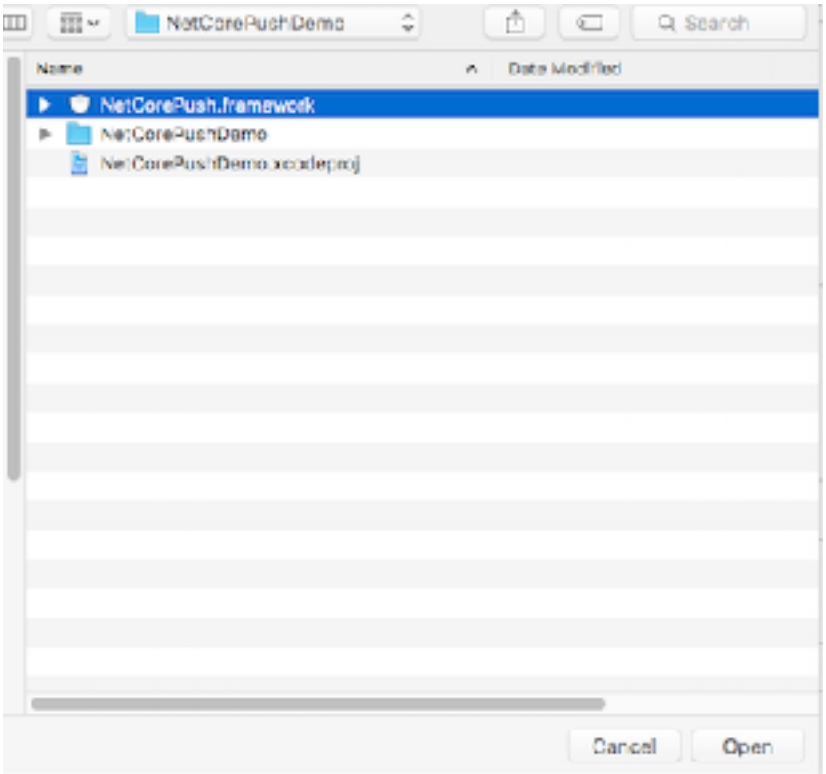
https://github.com/NetcoreSolutions/Smartech-ios-sdk/archive/master.zip

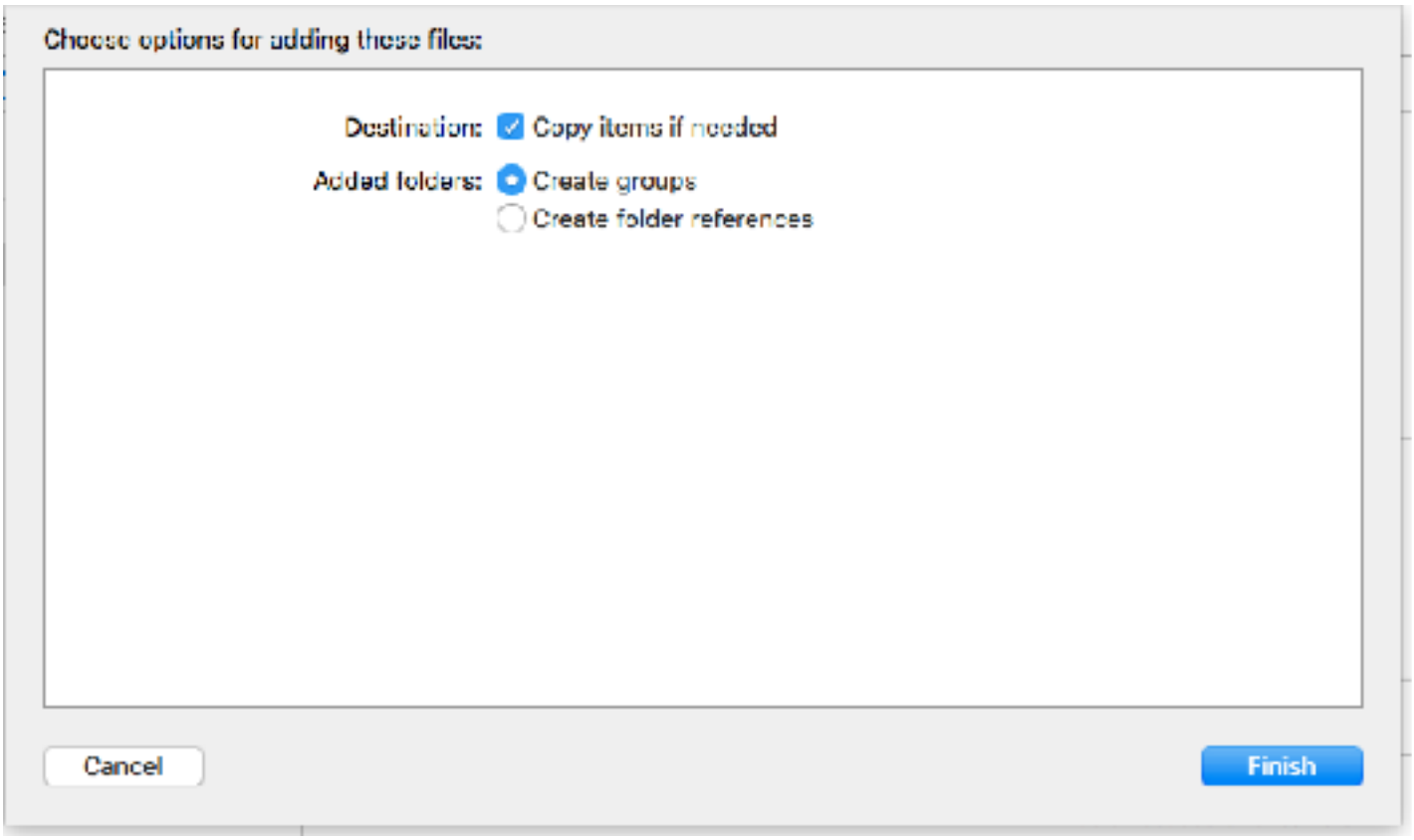
1) **Download iOS SDK** and Unzip the file. Open Framework folder - inside it you will see NetCorePush.framework file.

2) Open existing or create a new project in Xcode and drag drop or add framework in Target > Embedded Binaries section


PROJECT
TARGETS
Device Orientation
Portrait
Status Bar Style
Default
App Icons and Launch Images
App Icons Source
AppIcon
Launch Screen File
LaunchScreen
Embedded Binaries
Click on + Button to add NetCorePush Framework
Linked Frameworks and Libraries
Name
Status
Required


Choose items to add:
Search
PROJECT
TARGETS
NetCorePushDemo
Products
NetCorePushDemo.appICS
Framework
Security.framework
Add Other...
Cancel
Add


NetCorePushDemo
Search
Name
Date Modified
NetCorePush.framework
NetCorePushDemo
NetCorePushDemo.xcodeproj
Cancel
Open



3. Add following frameworks inside your application if required

1)Security
2)CoreLocation
3)SystemConfiguration
4)JavaScriptCore

4) Add Following capability inside your application

1)Push Notification
2)Keychain

NetCore SDK Initialization

1) Import following file in Appdelegate File

```
#import <NetCorePush/NetCorePush.h>
#import <UserNotifications/UserNotifications.h>
#import <UserNotificationsUI/UserNotificationsUI.h>
```

2. Add NetCore Application AppID in support in Finish Launching Methods (AppDelegate file)

```
#define  kAppID @"Your App Id which you get from Netcore smartech admin panel
";

 [[NetCoreSharedManager sharedInstance]setUpApplicationId:kAppID];
    [NetCorePushTaskManager sharedInstance].delegate = self;
// set up your third party framework initialization process as per their document
```

3. Add Push Notification support in Finish Launching Methods (AppDelegate file)

```
 if ([[[UIDevice currentDevice] systemVersion] floatValue] >= 10.0){

       UNUserNotificationCenter *center = [UNUserNotificationCenter
currentNotificationCenter];
       center.delegate = self;
       [center requestAuthorizationWithOptions:(UNAuthorizationOptionSound |
UNAuthorizationOptionAlert | UNAuthorizationOptionBadge)
completionHandler:^(BOOL granted, NSError * _Nullable error){
           if(granted){
              [[UIApplication sharedApplication] registerForRemoteNotifications];
           }
       }];
       [[UIApplication sharedApplication] registerForRemoteNotifications];
 }else{
       UIUserNotificationType userNotificationTypes = (UIUserNotificationTypeAlert |
UIUserNotificationTypeBadge | UIUserNotificationTypeSound);
       UIUserNotificationSettings *settings = [UIUserNotificationSettings
settingsForTypes:userNotificationTypes  categories:nil];
       [[UIApplication sharedApplication] registerUserNotificationSettings:settings];
       [[UIApplication sharedApplication] registerForRemoteNotifications];
    }
```

4. Check Application Launching from Push/Local Notification support in Finish Launching Methods (AppDelegate file)

```
// Handle launch event
    if (launchOptions != nil){
       [[NetCorePushTaskManager sharedInstance]handelApplicationLaunchEvent:
launchOptions];
    }
```

5. Register Device With NetCore SDK (AppDelegate file)

```
- (void)application:(UIApplication*)application
didFailToRegisterForRemoteNotificationsWithError:(NSError*)error{
    // manage notification token failure process as  per third party SDK as per their
document
}

- (void)application:(UIApplication*)application
didRegisterForRemoteNotificationsWithDeviceToken:(NSData*)deviceToken{

  // Register device token with third party SDK as per their document

    // Set up device token inside NetCoreSharedManager
    [[NetCoreSharedManager sharedInstance]setDeviceToken:deviceToken];
   //strEmail =  your application identity

      [[NetCoreSharedManager sharedInstance]setUpIdentity:strEmail];

    [[NetCoreInstallation sharedInstance]netCorePushRegisteration:strEmail
Block:^(NSInteger statusCode) {
    }];
 }
```

6) Handle Push/Local Notification Delegate Events (AppDelegate file)

```
-(void)application:(UIApplication *)application didReceiveLocalNotification:
(UILocalNotification *)notification{
    [[NetCorePushTaskManager
sharedInstance]didReceiveLocalNotification:notification.userInfo];
}
- (void)application:(UIApplication*)application didReceiveRemoteNotification:
(NSDictionary*)userInfo{
    [[NetCorePushTaskManager
sharedInstance]didReceiveRemoteNotification:userInfo];
}
//Called when a notification is delivered to a foreground app.
-(void)userNotificationCenter:(UNUserNotificationCenter* )center
willPresentNotification:(UNNotification* )notification withCompletionHandler:(void
(^)(UNNotificationPresentationOptions options))completionHandler{
    completionHandler(UNAuthorizationOptionSound | UNAuthorizationOptionAlert |
UNAuthorizationOptionBadge);
    [[NetCorePushTaskManager
sharedInstance]userNotificationWillPresentNotification:notification];
}
//Called to let your app know which action was selected by the user for a given
notification.
-(void)userNotificationCenter:(UNUserNotificationCenter* )center
didReceiveNotificationResponse:(UNNotificationResponse* )response
withCompletionHandler:(void(^)())completionHandler{
    [[NetCorePushTaskManager
sharedInstance]userNotificationdidReceiveNotificationResponse:response];
}
```

7)Handle Deep Linking

```
- (BOOL)application:(UIApplication *)application openURL:(NSURL *)url
sourceApplication:(NSString *)sourceApplication annotation:(id)annotation
{
    //handel deep Link here
    return YES;
}
// PushManagerDelegate Method
-(void)handleNotificationOpenAction:(NSDictionary *)userInfo DeepLinkType:
(NSString *)strType{
    if (strType !=nil ){
    //handel deep Link here
    }
}
```

8) Add NetCore Cordova Plugin files (NetCorePushPlugin.m and NetCorePushPlugin.h files) in Plugins folder.

You can download from **https://github.com/NetcoreSolutions/Smartech-ios-sdk**

9) Configure this plugin to project

add below code to config.xml

```
<platform name="ios">
      <config-file target="config.xml" parent="/*">
         <feature name="NetCorePushPlugin">
            <param name="ios-package" value="NetCorePushPlugin"/>
         </feature>
      </config-file>
      <header-file src="src/ios/NetCorePushPlugin.h" />
      <source-file src="src/ios/NetCorePushPlugin.m" />
   </platform>
```

10) Now add below sample events wherever needed in cordova js file (which are inside www/js folder) as per your requirement

- **For login event**

  cordova.exec(null, null, "NetCorePushPlugin", "pushLogin", [**<yourIdentity>**]);
- **For logout event**

```
cordova.exec(null, null, "NetCorePushPlugin", "pushLogout", []);
```

- **For activity tracking**

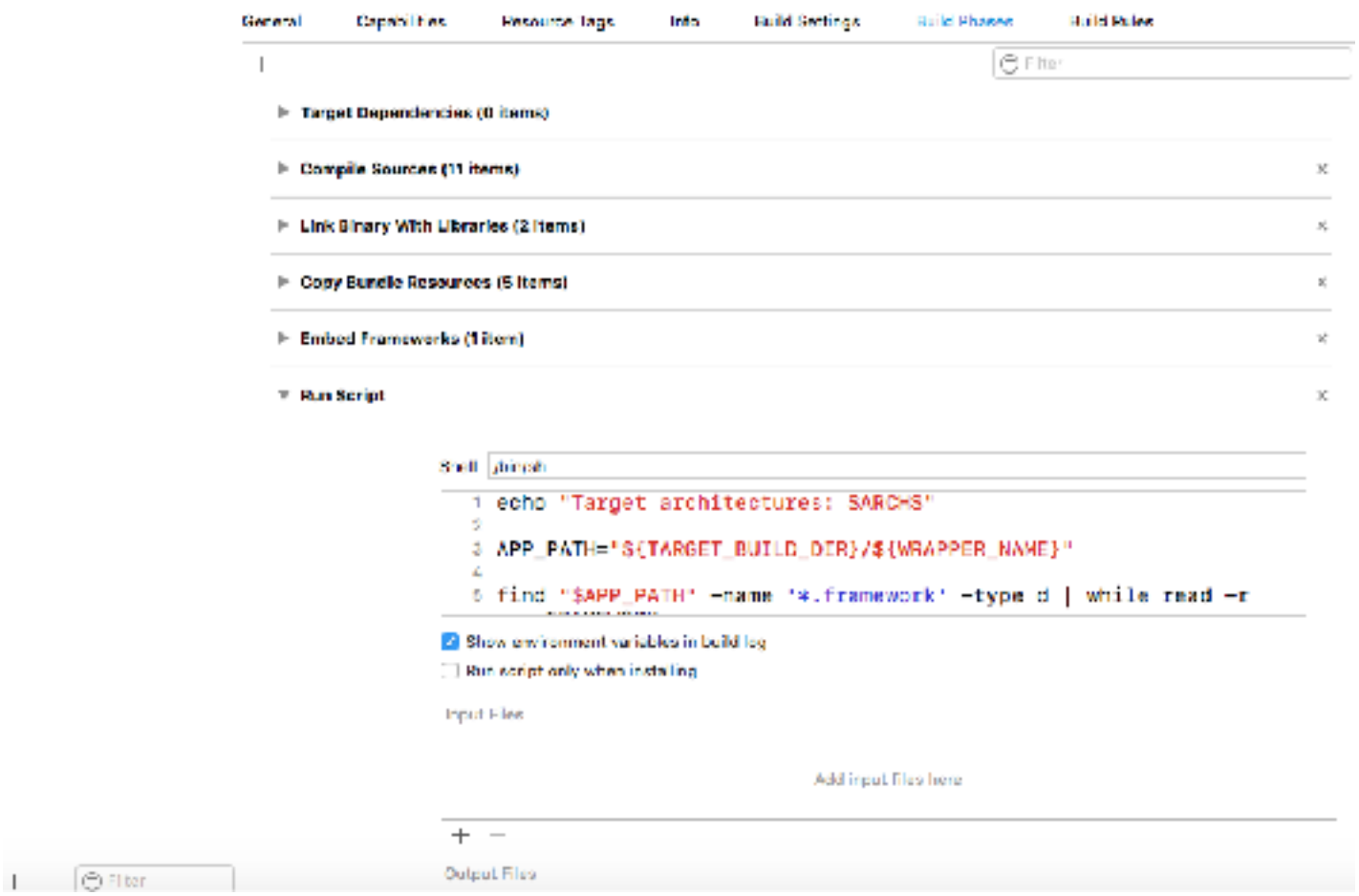
```
a)app launch
var launchId = 20
cordova.exec(null, null, "NetCorePushPlugin", “sendInAppActivity”,[launchId]);

b) add to cart custom event with custom payload
var addToCartEventId = 2; // example
 var  productList = [ {"s^name":'Nexus 6', "i^prid": 1, "s^price": 199.99,”i^prqt":2 },
        {“s^name": 'Nexus 5', "i^prid": 2, "s^price": 155.22,"i^prqt":1 }];
 cordova.exec(null, null, "NetCorePushPlugin", “sendInAppActivity”,[addToCartEventId,  product-
List]);
```

- **For user profile push**

```
var profilePushInfo = {"name":"Tester","age": "23","mobile":"32424342"}
cordova.exec(null, null, "NetCorePushPlugin", "profilePush", [yourIdentity, profilePushInfo]);
```

Deployment Over Apple Store

Add Following runscript in your application target ,when you are deploying application over apple store,this run script use remove unused architecture in release mode


General
Capabilities
Resource Tags
Info
Build Settings
Build Phases
Build Rules
Filter
Target Dependencies (0 items)
Compile Sources (11 items)
Link Binary With Libraries (2 items)
Copy Bundle Resources (5 items)
Embed Frameworks (1 item)
Run Script
Shell /bin/sh
1 echo "Target architectures: $ARCHS"
2
3 APP_PATH="${TARGET_BUILD_DIR}/${WRAPPER_NAME}"
4
5 find "$APP_PATH" -name '*.framework' -type d | while read -r
Show environment variables in build log
Run script only when installing
Input Files
Add input files here
Output Files
Filter

```
echo "Target architectures: $ARCHS"

APP_PATH="${TARGET_BUILD_DIR}/${WRAPPER_NAME}"

find "$APP_PATH" -name '*.framework' -type d | while read -r FRAMEWORK
do
FRAMEWORK_EXECUTABLE_NAME=$(defaults read "$FRAMEWORK/Info.plist"
CFBundleExecutable)
FRAMEWORK_EXECUTABLE_PATH="$FRAMEWORK/
$FRAMEWORK_EXECUTABLE_NAME"
echo "Executable is $FRAMEWORK_EXECUTABLE_PATH"
echo $(lipo -info $FRAMEWORK_EXECUTABLE_PATH)

FRAMEWORK_TMP_PATH="$FRAMEWORK_EXECUTABLE_PATH-tmp"

# remove simulator's archs if location is not simulator's directory
case "${TARGET_BUILD_DIR}" in
*"iphonesimulator")
echo "No need to remove archs"
;;
*)
if $(lipo $FRAMEWORK_EXECUTABLE_PATH -verify_arch "i386") ; then
lipo -output $FRAMEWORK_TMP_PATH -remove "i386"
$FRAMEWORK_EXECUTABLE_PATH
echo "i386 architecture removed"
rm $FRAMEWORK_EXECUTABLE_PATH
mv $FRAMEWORK_TMP_PATH $FRAMEWORK_EXECUTABLE_PATH
fi
if $(lipo $FRAMEWORK_EXECUTABLE_PATH -verify_arch "x86_64") ; then
lipo -output $FRAMEWORK_TMP_PATH -remove "x86_64"
$FRAMEWORK_EXECUTABLE_PATH
echo "x86_64 architecture removed"
rm $FRAMEWORK_EXECUTABLE_PATH
mv $FRAMEWORK_TMP_PATH $FRAMEWORK_EXECUTABLE_PATH
fi
;;
esac

echo "Completed for executable $FRAMEWORK_EXECUTABLE_PATH"
echo $(lipo -info $FRAMEWORK_EXECUTABLE_PATH)

done
```