

URL Schemes

AnkiMobile supports URL schemes for opening third party dictionaries, and for adding content to AnkiMobile from other applications.

AnkiMobile's URL Schemes

Adding Notes

A 'URL Scheme' is like a link to a website, but it instead links to an app. A simple example is:

```
anki://
```

If you type this into Safari on your device, you'll see AnkiMobile open up.

From 2.0.30 onwards, AnkiMobile provides a scheme for adding new notes to your collection. This can be used with dictionary apps that support calling other apps via URL schemes, and with automation apps like Workflow.

The scheme to add cards looks like this:

```
anki://x-callback-url/addnote?
profile=User%201&type=Basic&deck=Default&fldFront=front%20text&fldBack=back%20text
```

The first part must always be there:

```
anki://x-callback-url/addnote?
```

After the first part, keys and values are separated by an ampersand. The following keys must always be provided:

- `type=<note type name>`
- `deck=<deck name>`
 - Separate nested decks with `::`
 - `deck=<deck name>::<sub deck name>`

Fields are entered by prefixing their name with "fld". So if your first field is called "Text", the key would be "fldText". The field text is interpreted as HTML, so if you wanted a newline in the text

you'd use something like "line 1
line 2".

Special characters in the URL must be escaped. For example, if you have spaces in a field, they must be represented with `%20`. If you're using the Shortcuts app, there is a URL encode action which you may find useful.

The remaining keys are optional:

- `profile=<profile name>`

If provided, adding will fail if the provided profile is not currently active.

- `tags=<tags separated by space>`
- `dupes=1` - if provided, allow a note to be added even if the same content is on an existing note.
- `x-success=<url scheme for another app>` - use to automatically return to another app after the note is added.

If a field you provide is a link to an image or audio file, AnkiMobile will automatically download that media and place a link to it in the field. Eg:

```
fldFront=http://example.com/image.jpg
```

The link will only be downloaded if it ends with a recognized file extension. If your link is to a dynamic webpage, you can add a fake argument with the extension at the end, eg `http://example.com/getImage?imgID=1234&fakePath=foo.jpg`. Be careful to escape the URL before including it in the URL scheme, as otherwise `?` and `&` characters will be interpreted as part of the URL scheme instead of the URL.

Info for Adding

There is a separate URL scheme that third-party apps can use to get your profile, deck and notetype names, so that they can be presented to you in a friendly manner.

The app should invoke the following URL:

```
anki://x-callback-url/infoForAdding?x-success=...
```

If the user authorises the request, the requested data will be available on the clipboard, and can be retrieved using the following. You should clear the clipboard after retrieving the data.

```
let PASTEBBOARD_TYPE = "net.ankimobile.json"
if let data = UIPasteboard.general.data(forPasteboardType: PASTEBBOARD_TYPE) {
    // clear clipboard
    UIPasteboard.general.setData(Data(), forPasteboardType: PASTEBBOARD_TYPE)
    // ... handle json
}
```

Search

From AnkiMobile 2.0.90+. Allows you to open the search string with the provided search.

```
anki://x-callback-url/search?query=...
```

Sync

From AnkiMobile 2.0.90+. Performs the same action as tapping on the Sync button.

```
anki://x-callback-url/sync
```

Dictionary Links

The desktop version of Anki provides the ability to open a web page based on the contents of a field, for easily creating a link to an online dictionary site. This is documented [in this section](#) of the manual, though please start from the [cards & templates](#) section as the above link assumes you have read it.

Like the desktop, AnkiMobile supports links to dictionary websites. In addition to that, you can also link to different dictionary apps that you have installed on your device using a URL scheme.

Some dictionary apps provide a URL scheme that allows you to provide a particular phrase to search for. For example, an app called iDict+ allows the following type of URL:

```
idictplus://?search=mysearchtext
```

If you have iDict+ installed and type that into Safari, iDict+ should open up and immediately search for "mysearchtext".

iDict+ also supports passing a return link. We can replace the above with:

```
idictplus://?search=txt&scheme=anki://
```

If you type that into Safari, it will search for "mysearchtext" like before, but will also provide a "return" button that when pressed will open up Anki.

By taking that text and combining it with the instructions for the desktop version linked above, it's possible to have a link on your cards that searches for a word in another app, and then allows you to return to Anki when you're done.

Unfortunately, there is no standard for URL schemes: some apps implement them, some don't, and the way they implement them can differ. For example, in the app called "Kotoba!", the URL scheme is:

```
kotoba://dictionary?word=mysearchtext
```

Note how not only the app name differs but also the text after it, and how Kotoba! doesn't provide the ability to automatically return to the app that opened it, meaning that you need to double tap the home button and manually return to AnkiMobile.

Some dictionary apps publish their URL scheme in their documentation. If you're using a dictionary app that doesn't, please contact the authors and ask them for more information.

Installing AnkiMobile on multiple devices

Once purchased, you can use AnkiMobile on multiple devices you own without having to pay again.

To do so, make sure the device is using the same Apple ID as you made the original purchase with, or is enrolled in [family sharing](#).

- Open the App Store on the device you want to install AnkiMobile on.
- Tap on your profile icon in the top right
- Tap on Purchased
- If you have family sharing enabled, tap on the person who bought the app originally.
- When you've located AnkiMobile, tap on the cloud icon to download it.

Account troubles

Apple do not provide us with any access to their systems, so we do not have the ability to help you recover an old account, or confirm a previous purchase you have made. If you have any trouble with the purchase or download process, please give Apple a call:

<http://support.apple.com>

AnkiMobile beta testing

Joining

Beta testing is open to existing AnkiMobile users. To join the beta testing program, you must be using the latest version from the app store, and you must be syncing to AnkiWeb.

To join, please post a [private ticket](#) requesting an invite. If you sync AnkiMobile with a different email address, please include your AnkiWeb ID in the message as well.

Switching to/from stable

Switching between beta versions and stable versions will preserve any cards you have on your device. But just to be safe, please sync any changes you've made to AnkiWeb before switching versions.

Once you've received an invite, please accept it and install the TestFlight app from the app store. Using the TestFlight app, you can download the latest beta. As new beta versions are released, you will receive a notification, and can upgrade as you please.

If you would like to revert to the store version, you can go to AnkiMobile's app store page and tap on the cloud icon. Once you switch back to the store version, you will receive normal app updates as you did before.

If you no longer wish to beta test and do not want to receive further notifications, you can remove yourself using the TestFlight app.

If you experience any issues with the betas, please either post a [private ticket](#), or post on the [Beta Testing section](#) of the forums.

More Features

Javascript

The [warnings](#) that apply to the computer version also apply to AnkiMobile.

In addition to the above, another thing to be aware of in AnkiMobile is that your code also needs to play nicely with AnkiMobile's tap detection. Taps on `A/BUTTON` elements, or elements that have an `onclick` handler should work as you expect.

If you have other elements that must receive tap events, give them the class 'tappable' to tell AnkiMobile 2.0.39 or later that it should pass taps through to the element.

Play Buttons

To change the styling of the audio replay buttons, please see <https://docs.ankiweb.net/templates/styling.html#audio-replay-buttons>

Image Resizing

When you attach an image from the photo gallery it is automatically resized to have a maximum length of 1024 along its longest edge.

Recent Anki versions allow you to customize this limit in the **Preferences > General** screen, and control whether the limit should also be applied to images pasted from the clipboard.