

# MobileSDK Reference

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# Changelog Document

- **SDK 2.2**

- Correct bug 96667 UIWebView deprecation - use WKWebView instead
- Correct bug 96827 Buttons inside inapp messages (url/html/image) don't work in SwiftUI
- Correct bug 90501 add robustness to check if device was already registered
- Add robustness when parsing plotID

- **SDK 2.1**

- support of plot projects sdk v3.2.0

- **SDK 2.0.3**

- format devicetoken without using of NSData description property for better support of Xcode11 and iOS 13

- **SDK 2.0.2.1**

- Correct bug 86049 User are optouted when app is reinstalled with v2.0.2

- **SDK 2.0.2**

- Correct bug 77531 device id is nil when performing background fetch and app is killed
- Correct bug 74907 IAC Url type stuck forever with incorrect URL
- Correct fetch in app with correct last date fetch when app was killed
- Correct bug 75572 decryption issues in a swift project
- Correct all swift warnings
- Correct mainaction value of open browser type is not decrypted in a simple push
- Correct bug 73088 inapp message controller not dismissed when clicking on deeplink button
- Correct bug 77309 conflict with anvato sdk due to common crypto library
- Correct bug 74898 inapp message of type map is not displayed
- Correct bug 70428 shouldDisplayRemoteNotification impeach send pushopened event
- Correct bug 69351 unregister notification functionality in not working correctly

- **SDK 2.0.1**

- Correct bug 64260 fetching in app message with date - url is not valid and header validation is not successful
- Correct bug 64246 encoding of url is causing issue when there is a #
- Improve way optout is retrieved from iOS

- **SDK 2.0**

- Support decryption of remote notification
- Changed the way the sdk is initialized from inside a notification extension

- **SDK 1.9**
  - Support action button in push notification center
- **SDK 1.8**
  - Support push only without in app message
  - Support deeplinking and main action when user click on push notification
- **SDK 1.7.4**
  - Improve how In App Content are managed in cache
  - Correction on dismiss of inapp content viewcontroller when it is not wrapped inside other controller and when a link is present
- **SDK 1.7.3**
  - Improve behavior and robustness of the way In App messages are fetch
  - Add a type for In App refresh only for dev use: .Minutely
- **SDK 1.7.2**
  - Correction on IAC cache issue when app was killed (file was not updated)
- **SDK 1.7.1**
  - Correction on duplicate symbol due to integrate library
- **SDK 1.7**
  - Added geolocation functionality
  - Misc Bugs correction
  - Add http header to inform which version of the platform is supported
  - Support of bitcode
- **SDK 1.6**
  - iOS 11 support
  - misc bug corrections
  - consolidate received event
  - adapt user-agent of request
- **SDK 1.5.2**
  - correct bug for in app content that must be displayed only once
- **SDK 1.5.1**
  - correct crash bug that happens when expiration or creation date for in app content is null
- **SDK 1.5**
  - sendDeviceInfo deprecated method replaced with sendDeviceInfo:(SMDeviceInfos\*)deviceInfos method
  - New [SMManger](#) category for DataTransaction with back-end

- public `SMDeviceInfos` object
  - iOS 10 support of UserNotifications framework
  - stop supporting of iOS 7
  - cache on last sent UserCustomEvent
  - Update deviceID with the one received from platform
- **SDK 1.4.5**
    - Store last sent user custom event and check if a modification has been done before sending next one
  - **SDK 1.4.4**
    - compare device token based on string instead of `NSData` (bug swift 3 and Data class)
  - **SDK 1.4.3**
    - correction for max number of InApp Content crash when max > number of messages received
    - creation date of in app content
    - dismiss when no button in notification payload
  - **SDK 1.4.2**
    - correction on `unregisterForRemoteNotification` method
    - issue with the notification when the application was killed
  - **SDK 1.4.1**
    - bug corrections
  - **SDK 1.4**
    - enum `SMInAppMessageRefreshType` has been renamed in `SMInAppRefreshType` (this enum is used both for InApp Message and for InApp Content) possible values are :
      - `kSMIA_RefreshType_None`
      - `kSMIA_RefreshType_Hourly`
      - `kSMIA_RefreshType_Daily`
  - **SDK 1.3**
    - To access easily all API methods you will need to replace `#import "SMManager.h"` by `#import "SMHelper.h"`
  - **SDK 1.2**
    - The API `sendEvent:` has been renamed to `sendSMEVENT:` (This call will prevent compilation)
    - The API `registerForRemoteNotification` has been added. It allows applications to register remote-notification when they really need it. This, then, becomes a mandatory call for receiving pushes (after starting the library).



# SDK programming guide Document

The following *Mandatory* section must be implemented in order to successfully start the SDK and start receiving remote push notifications from your back-end.

## Mandatory :

[SMManger](#) is the main entry point and will inform you about how to start the library.

[SMManger\(UserNotification\)](#) are the APIs which will allow to be fully compatible with iOS 10.

[SMManger\(RemoteNotification\)](#) are the APIs which will keep your application in sync with the library.

## Optional :

[SMManger\(DataTransaction\)](#) explains how you can send or retrieve specific and predefined information to the back-end.

[SMManger\(SMEvent\)](#) explains how the application can communicate with the back-end.

[SMManger\(SilentPush\)](#) will guide you in order to implement silent-push-notifications.

[SMManger\(InAppMessage\)](#) gives an explanation about the IAM-service and how to configure it.

[SMManger\(InAppContent\)](#) gives an explanation about the IAC-service and how to configure it.

[SMManger\(Log\)](#) explains how the library log messages. May be helpful for debugging.

[SMManger\(StyleOptions\)](#) will provide methods to set and reset In App Content style options.

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# SMNSNotification Document

## Notifications :

- **kSMNotification\_Event\_ButtonClicked**

NSString representing a notification name you can listen to.

An NSNotification with this name is broadcasted when the user interacts with a remote-notification.

Usefull to retrieve user's actions on a received remote-notification, developers may listen to kSMNotification\_Event\_ButtonClicked from NSNotificationCenter.

- **kSMNotification\_Event\_WillDisplayNotification**

NSString representing a notification name you can listen to.

An NSNotification with this name is broadcasted shortly before displaying a remote-notification.

Primary-application may use this notification to pause any ongoing work before the remote-notification is displayed.

This notification-name is also triggered even if you disable shouldDisplayRemoteNotification (see [SMMangerSetting](#)).

- **kSMNotification\_Event\_WillDismissNotification**

NSString representing a notification name you can listen to.

An NSNotification with this name is broadcasted shortly before Dismissing the current remote-notification.

Primary-application may use this notification to resume any paused work. (see kSMNotification\_Event\_WillDisplayNotification).

- **kSMNotification\_Event\_DidReceiveRemoteNotification**

NSString representing a notification name you can listen to.

An NSNotification with this name is broadcasted shortly after receiving a remote-notification.

Primary-application may use this notification to decide when to display any remote-notification.

- **kSMNotification\_Event\_DidReceiveInAppMessage**

NSString representing a notification name you can listen to. An NSNotification with this name is broadcasted shortly after receiving InApp messages.

Primary-application may use this notification to manage the received InApp messages.

- **kSMNotification\_Event\_DidReceiveInAppContent**

NSString representing a notification name you can listen to.

An NSNotification with this name is broadcasted shortly after receiving InApp contents.

Primary-application may use this notification to manage the received InApp contents.

## Data :

- **kSMNotification\_Data\_ButtonData**

NSString representing a key to retrieve an object inside NSNotification.

Use the key kSMNotification\_Data\_ButtonData to retrieve the object [SMNotificationButtonData](#) from the NSNotification-name kSMNotification\_Event\_ButtonClicked.

- **kSMNotification\_Data\_RemoteNotification**

NSString representing a key to retrieve an object inside NSNotification.

Use the key kSMNotification\_Data\_RemoteNotification to retrieve an NSDictionary instance with push ID and name

- **kSMNotification\_Data\_InAppMessage**

NSString representing a key to retrieve an object inside NSNotification.

Use the key kSMNotification\_Data\_InAppMessage to retrieve an NSDictionary instance with an array of [SMNotificationMessage](#)

- **kSMNotification\_Data\_InAppContent**

NSString representing a key to retrieve an object inside NSNotification.

Use the key kSMNotification\_Data\_InAppContent to retrieve an NSDictionary instance with an array with informations about number of In App contents by category

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# iOS 9 special considerations Document

- Starting iOS 9, https is the default protocol to adopt for all network calls. Please check [Apple-documentation](#) for additional information.

If you're not adopting https yet, warning messages will appear in your console. In order to avoid these, you may add the following keys in you info.plist:

- NSAppTransportSecurity as a dictionary
- NSAllowsArbitraryLoads as BOOL set to TRUE (inside dictionary NSAppTransportSecurity)
- iOS 9 and links management

According to iOS 9 documentation, apple is more and more using universal standard HTTP or HTTPS links instead of URL schemes.

To learn more about universal links and configure properly your app, see [Support Universal Links](#) for additional information.

However you can still continue to use url scheme to open other third party apps, know that you will need to provide a specific whitelist in your app .plist file

This white list will be like for example :

```
OBJECTIVE-C
<key>LSApplicationQueriesSchemes</key>
<array>
    <string>fbapi</string>
    <string>fbauth2</string>
    <string>fbshareextension</string>
    <string>fb-messenger-api</string>
    <string>twitter</string>
    <string>skype</string>
    <string>whatsapp</string>
    <string>wechat</string>
    <string>line</string>
    <string>instagram</string>
    <string>kakaotalk</string>
    <string>comgooglemaps</string>
</array>
```



# SMBaseMessage Class Reference

Inherits from	NSObject
Declared in	SMBaseMessage.h

## Overview

This is the Base class for message (push notif, in app message and in app content)

## SMBaseMessage :

### `idMessage`

NSString instance providing the id of the message

#### OBJECTIVE-C

```
@property (nonatomic) NSString *idMessage
```

#### Declared In

SMBaseMessage.h

### `dateCreation`

NSDate instance providing the creation date of the message

#### OBJECTIVE-C

```
@property (nonatomic) NSDate *dateCreation
```

#### Declared In

SMBaseMessage.h

# SMDeviceInfos Class Reference

Inherits from	NSObject
Declared in	SMDeviceInfos.h

## Overview

### SMDeviceInfos :

#### `externalId`

Any External Id in your possession that you wish to transmit to the back-end

#### `OBJECTIVE-C`

```
@property (nonatomic) NSString *externalId
```

#### **Discussion**

NSString By default, it is an empty string

#### **Declared In**

SMDeviceInfos.h

#### `+ defaultDeviceInfos`

Create a generic deviceinfos object

#### `OBJECTIVE-C`

```
+ (instancetype)defaultDeviceInfos
```

#### **Return Value**

a SMDeviceInfos object

#### **Declared In**

SMDeviceInfos.h

#### `+ deviceInfosWithExternalId:`

Create a deviceinfos object with an external id property already set with the value provided

## OBJECTIVE-C

```
+ (instancetype)deviceInfosWithExternalId:(NSString *)externalId
```

### Parameters

externalId	a string containing the id you want to provide to the back-end
------------	--

### Return Value

a SMDeviceInfos object

### Declared In

SMDeviceInfos.h

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# SMEVENT CLASS REFERENCE

Inherits from	NSObject
Declared in	SMEVENT.h

## OVERVIEW

This is the Base class for all type of events

## SMEVENT :

### shouldCache

Confirm if the current event should be cached or not

#### OBJECTIVE-C

```
@property (nonatomic) BOOL shouldCache
```

### Discussion

If the event fail to be delivered to your backend, then by default, it is cached into an internal queue. After a while, the library will automatically try to send it again. Should you want to prevent this behaviour, feel free to set this property to FALSE. By default, it is set to TRUE

### Declared In

SMEVENT.h

### + eventWithDictionary:

Create a generic event object that will be sent to platform

#### OBJECTIVE-C

```
+ (instancetype _Nonnull)eventWithDictionary:(NSDictionary *_Nullable)dict
```

### Parameters

dict	a Dictionary containing any kind of custom datas that must be stored and managed by platform
------	--

### Return Value

a SMEVENT object

## Declared In

SMEVENT.h

### - applyBlockSuccess:BlockFailure:

Allow to initialise a success block and/or a failure block that will be triggered after an event is sent to the platform

#### OBJECTIVE-C

```
- (void)applyBlockSuccess:(SMCompletionBlockSuccess _Nullable)blockSuccess BlockFailure:(SMCompletionBlockFailure _Nullable)blockFailure
```

#### Parameters

<i>blockSuccess</i>	a <b>SMCompletionBlockSuccess</b> block that will be triggered if the send to the platform is successful
<i>blockFailure</i>	a <b>SMCompletionBlockFailure</b> block that will be triggered if the send to the platform has failed

#### Discussion

This method may be used as follow:

```
@code NSDictionary dictMyCustomData = @{@"MyKey": @"MyValue"}; SMEVENT event = [SMEVENT eventWithDictionary:dictMyCustomData]; [event applyBlockSuccess:^(SMSuccess success) { // My code for success} BlockFailure:^(SMFailure failure) { // My code for failure }]; [[SMMANAGER sharedInstance] sendSMEVENT:event]; @endcode This method is optional. Use it only if you need it.
```

**Warning:** It is developer's responsibility to make sure no strong retrain cycles are added to the completion-blocks. Make sure to read the following [Apple documentation](#).

## Declared In

SMEVENT.h

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# SMEventUser Class Reference

<b>Inherits from</b>	<a href="#">SMEvent</a> : NSObject
<b>Declared in</b>	SMEventUser.h

## Overview

@inherits SMEVENT

Class representing all User-eventing Instances of this class should not be directly created. Please use children classes instead.

## SMEVENT:

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# SMEEventUserLogin Class Reference

Inherits from	<a href="#">SMEEventUser</a> : <a href="#">SMEEvent</a> : NSObject
Declared in	SMEEventUserLogin.h

## Overview

@class SMEEventUserLogin @inherits SMEEventUser

user login event class

## SMEEventUserLogin:

### + eventWithEmail:

Create a UserLogin event object that will be sent to selligent platform when user logged in

#### OBJECTIVE-C

```
+ (instancetype _Nonnull)eventWithEmail:(NSString *_Null_unspecified)mail
```

#### Parameters

mail	the e-mail of the user
------	------------------------

#### Return Value

a SMEEventUserLogin object

#### Declared In

SMEEventUserLogin.h

### + eventWithEmail:Dictionary:

Create a UserLogin event object that will be sent to selligent platform when user logged in

#### OBJECTIVE-C

```
+ (instancetype _Nonnull)eventWithEmail:(NSString *_Null_unspecified)mail Dictionary:(NSDictionary<NSString*, NSString*> *_Nullable)dict
```

#### Parameters

mail	the e-mail of the user
------	------------------------

<i>dict</i>	a Dictionary containing a string as data that must be stored and managed by platform If email is not provided you can use in the dictionary an alternate key/value field to search for the user example: [SMEEventUserLogin eventWithEmail @"" Dictionary: @{@"userID": @"1234"}];
-------------	---

#### Return Value

a SMEEventUserLogin object

#### Declared In

SMEEventUserLogin.h

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# SMEEventUserLogout Class Reference

Inherits from	SMEEventUser : SMEEvent : NSObject
Declared in	SMEEventUserLogout.h

## Overview

@class SMEEventUserLogout @inherits SMEEventUser

user logout event class

## SMEEventUserLogout:

### + eventWithEmail:

Create a UserLogout event object that will be sent to selligent platform when user logged out

#### OBJECTIVE-C

```
+ (instancetype _Nonnull)eventWithEmail:(NSString *_Null_unspecified)mail
```

#### Parameters

mail	the e-mail of the user
------	------------------------

#### Return Value

a SMEEventUserLogout object

#### Declared In

SMEEventUserLogout.h

### + eventWithEmail:Dictionary:

Create a UserLogout event object that will be sent to selligent platform when user logged out

#### OBJECTIVE-C

```
+ (instancetype _Nonnull)eventWithEmail:(NSString *_Null_unspecified)mail Dictionary:(NSDictionary<NSString*, NSString*> *_Nullable)dict
```

#### Parameters

mail	the e-mail of the user
------	------------------------

<i>dict</i>	a Dictionary containing a string as data that must be stored and managed by platform If email is not provided you can use in the dictionary an alternate key/value field to search for the user example: [SMEEventUserLogout eventWithEmail @“” Dictionary: @{@"userID": @“1234”}];
-------------	--

#### Return Value

a SMEEventUserLogout object

#### Declared In

SMEEventUserLogout.h

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# SMEVENTUSERREGISTRATION Class Reference

Inherits from	SMEVENTUSER : SMEVENT : NSObject
Declared in	SMEVENTUSERREGISTRATION.h

## Overview

@class SMEVENTUSERREGISTRATION @inherits SMEVENTUSER

user registration event class

## SMEVENTUSERREGISTRATION:

### + eventWithEmail:

Create a UserRegistration event object that will be sent to selligent platform when user registered

#### OBJECTIVE-C

```
+ (instancetype _Nonnull)eventWithEmail:(NSString *_Null_unspecified)mail
```

#### Parameters

mail	the e-mail of the user
------	------------------------

#### Return Value

a SMEVENTUSERREGISTRATION object

#### Declared In

SMEVENTUSERREGISTRATION.h

### + eventWithEmail:Dictionary:

Create a UserRegistration event object that will be sent to selligent platform when user registered

#### OBJECTIVE-C

```
+ (instancetype _Nonnull)eventWithEmail:(NSString *_Null_unspecified)mail Dictionary:(NSDictionary<NSString*, NSString*> *_Nullable)dict
```

#### Parameters

mail	the e-mail of the user
------	------------------------

<i>dict</i>	a Dictionary containing a string a string as data that must be stored and managed by platform If email is not provided you can use in the dictionary an alternate key/value field to search for the user example: [SMEEventUserRegistration eventWithEmail @“ Dictionary: @{@"userID": @"1234"}];
-------------	--

#### Return Value

a SMEEventUserRegistration object

#### Declared In

SMEEventUserRegistration.h

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# SMEEventUserUnregistration Class Reference

Inherits from	SMEEventUser : SMEEvent : NSObject
Declared in	SMEEventUserUnregistration.h

## Overview

@class SMEEventUserUnregistration @inherits SMEEventUser

user unregistration event class

## SMEEventUserUnregistration:

### + eventWithEmail:

Create a UserUnregistration event object that will be sent to selligent platform when user unregistered

#### OBJECTIVE-C

```
+ (instancetype _Nonnull)eventWithEmail:(NSString *_Null_unspecified)mail
```

#### Parameters

mail	the e-mail of the user
------	------------------------

#### Return Value

a SMEEventUserUnregistration object

#### Declared In

SMEEventUserUnregistration.h

### + eventWithEmail:Dictionary:

Create a UserUnregistration event object that will be sent to selligent platform when user unregistered

#### OBJECTIVE-C

```
+ (instancetype _Nonnull)eventWithEmail:(NSString *_Null_unspecified)mail Dictionary:(NSDictionary<NSString*, NSString*> *_Nullable)dict
```

#### Parameters

mail	the e-mail of the user
------	------------------------

<i>dict</i>	a Dictionary containing a String that must be stored and managed by platform
-------------	--

**Return Value**

a SMEEventUserUnregistration object

**Declared In**

SMEEventUserUnregistration.h

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# SMFailure Class Reference

<b>Inherits from</b>	<a href="#">SMMensaje</a> : NSObject
<b>Declared in</b>	SMFailure.h

## Overview

This class is used to return any error

## SMFailure:

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# SMInAppContentHTMLViewController Class Reference

Inherits from	<a href="#">SMInAppContentViewController</a> : UIViewController
Declared in	SMInAppContentHTMLViewController.h

## Overview

a view controller for HTML In App Content

## SMInAppContentHTMLViewController :

### + viewControllerForCategory:

This will provide you a custom viewcontroller with all HTML in app content for a specific category

#### OBJECTIVE-C

```
+ (instancetype)viewControllerForCategory:(NSString *)category
```

#### Parameters

category	a NSString of the desired category of In App Content
----------	--

#### Return Value

a SMInAppContentHTMLViewController

#### Discussion

The viewcontroller will take all available space in screen and will contain a close button if it is presented as it is. Otherwise the app will have to define a UIContainerView which will contain the view controller

#### Declared In

SMInAppContentHTMLViewController.h

### + viewControllerForCategory:AndOptions:

This will provide you a custom viewcontroller with all HTML in app content for a specific category

#### OBJECTIVE-C

```
+ (instancetype)viewControllerForCategory:(NSString *)category AndOptions:(SMInAppContentStyleOptions *)options
```

## Parameters

<i>category</i>	a NSString of the desired category of In App Content
<i>options</i>	a <a href="#">SMInAppContentStyleOptions</a> object allowing you to customise the in app content

## Return Value

a SMInAppContentHTMLViewController

## Discussion

The viewcontroller will take all available space in screen and will contain a close button if it is presented as it is. Otherwise the app will have to define a UIContainerView which will contain the view controller

## Declared In

SMInAppContentHTMLViewController.h

### + viewControllerForCategory:InNumberOfBoxes:

This will provide you a custom viewcontroller with HTML in app content for a specific category

#### OBJECTIVE-C

```
+ (instancetype)viewControllerForCategory:(NSString *)category InNumberOfBoxes:(int)numberofboxes
```

## Parameters

<i>category</i>	a NSString of the desired category of In App Content
<i>numberofboxes</i>	an int corresponding to the maximum numbers of html boxes that the view controller must contain

## Return Value

a SMInAppContentHTMLViewController

## Discussion

The viewcontroller will take all available space in screen and will contain a close button if it is presented as it is. Otherwise the app will have to provide a UIContainerView which will contain the view controller

## Declared In

SMInAppContentHTMLViewController.h

### + viewControllerForCategory:InNumberOfBoxes:AndOptions:

This will provide you a custom viewcontroller with HTML in app content for a specific category

#### OBJECTIVE-C

```
+ (instancetype)viewControllerForCategory:(NSString *)category InNumberOfBoxes:(int)numberofboxes  
AndOptions:(SMInAppContentStyleOptions *)options
```

## Parameters

<i>category</i>	a NSString of the desired category of In App Content
<i>numberofboxes</i>	an int corresponding to the maximum numbers of html boxes that the view controller must contain
<i>options</i>	a <a href="#">SMInAppContentStyleOptions</a> object allowing you to customise the in app content

## Return Value

a SMInAppContentHTMLViewController

## Discussion

The viewcontroller will take all available space in screen and will contain a close button if it is presented as it is. Otherwise the app will have to provide a UIContainerView which will contain the view controller

## Declared In

[SMInAppContentHTMLViewController.h](#)

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# SMInAppContentImageViewController Class Reference

Inherits from	<a href="#">SMInAppContentViewController</a> : UIViewController
Declared in	SMInAppContentImageViewController.h

## Overview

a view controller for Image In App Content

## SMInAppContentImageViewController :

### + viewControllerForCategory:

This will provide you a custom viewcontroller with one image view loaded with the url provided by an in app content for a specific category of image type

#### OBJECTIVE-C

```
+ (instancetype)viewControllerForCategory:(NSString *)category
```

#### Parameters

category	a NSString of the desired category of In App Content
----------	--

#### Return Value

a SMInAppContentImageViewController

#### Discussion

The viewcontroller will take all available space in screen and will contain a close button if it is presented as it is. Otherwise the app will have to provide a UIContainerView which will contain the view controller

#### Declared In

SMInAppContentImageViewController.h

### + viewControllerForCategory:AndOptions:

This will provide you a custom viewcontroller with one web view loaded with the url provided by an in app content for a specific category of an Image type

#### OBJECTIVE-C

```
+ (instancetype)viewControllerForCategory:(NSString *)category AndOptions:(SMInAppContentStyleOptions
```

`*)options`

## Parameters

<code>category</code>	a NSString of the desired category of In App Content
<code>options</code>	a <a href="#">SMInAppContentStyleOptions</a> object allowing you to customise the in app content

## Return Value

a SMInAppContentImageViewController

## Discussion

The viewcontroller will take all available space in screen and will contain a close button if it is presented as it is. Otherwise the app will have to define a UIContainerView which will contain the view controller

## Declared In

`SMInAppContentImageViewController.h`

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# SMInAppContentMessage Class Reference

Inherits from	<a href="#">SMBBaseMessage</a> : NSObject
Declared in	SMInAppContentMessage.h

## Overview

### SMInAppContentMessage :

#### [title](#)

NSString instance providing the title of the message

#### OBJECTIVE-C

```
@property (nonatomic) NSString *title
```

#### **Declared In**

SMInAppContentMessage.h

#### [body](#)

NSString instance providing the content of the message

#### OBJECTIVE-C

```
@property (nonatomic) NSString *body
```

#### **Declared In**

SMInAppContentMessage.h

#### [category](#)

NSString instance providing the category of the message

#### OBJECTIVE-C

```
@property (nonatomic) NSString *category
```

#### **Declared In**

SMInAppContentMessage.h

## iacType

SMInAppContentType instance providing the in app content type of the message

### OBJECTIVE-C

```
@property (nonatomic) SMInAppContentType iacType
```

### Declared In

SMInAppContentMessage.h

## contentExpiration

NSDate instance providing the expiration date of the message

### OBJECTIVE-C

```
@property (nonatomic) NSDate *contentExpiration
```

### Declared In

SMInAppContentMessage.h

## arrayIACLinks

NSArray of [SMLink](#) objects

### OBJECTIVE-C

```
@property (nonatomic) NSArray *arrayIACLinks
```

### Declared In

SMInAppContentMessage.h

# SMInAppContentStyleOptions Class Reference

Inherits from	NSObject
Declared in	SMInAppContentStyleOptions.h

## Overview

### SMInAppContentStyleOptions :

#### `mainViewIsScrollable`

inform the sdk if the main container view of your in app content must be scrollable

#### **OBJECTIVE-C**

```
@property (nonatomic) bool mainViewIsScrollable
```

#### **Discussion**

bool By default, it is set to true

#### **Declared In**

SMInAppContentStyleOptions.h

#### `mainViewBackgroundColor`

Set the main container view of your in app contents background color

#### **OBJECTIVE-C**

```
@property (nonatomic) UIColor *mainViewBackgroundColor
```

#### **Discussion**

UIColor By default, it is clearColor

#### **Declared In**

SMInAppContentStyleOptions.h

#### `activityIndicatorStyle`

Set the UIActivityIndicatorView style

**OBJECTIVE-C**

```
@property (nonatomic) UIActivityIndicatorViewStyle activityIndicatorStyle
```

**Discussion**

UIActivityIndicatorViewStyle By default, it is UIActivityIndicatorViewStyleGray

**Declared In**

SMInAppContentStyleOptions.h

## isStatusBarHidden

Set the boolean to determine if status bar must be hidden or not

**OBJECTIVE-C**

```
@property (nonatomic) bool isStatusBarHidden
```

**Discussion**

bool By default, it is NO

**Declared In**

SMInAppContentStyleOptions.h

## boxLeading

Set the leading constant between edge of view and every in app content box

**OBJECTIVE-C**

```
@property (nonatomic) CGFloat boxLeading
```

**Discussion**

CGFloat must be a positive value By default, it is set to 10

**Declared In**

SMInAppContentStyleOptions.h

## boxTrailing

Set the trailing constant between edge of view and every in app content box

**OBJECTIVE-C**

```
@property (nonatomic) CGFloat boxTrailing
```

**Discussion**

CGFloat must be a positive value By default, it is set to 10

**Declared In**

SMInAppContentStyleOptions.h

### marginBetweenBoxes

Set the Margin between bottom of a box and top of next one

**OBJECTIVE-C**

```
@property (nonatomic) CGFloat marginBetweenBoxes
```

**Discussion**

CGFloat must be a positive value By default, it is set to 20

**Declared In**

SMInAppContentStyleOptions.h

### marginBetweenFirstBoxAndTopOfView

Set the Margin between top of first box and top of view

**OBJECTIVE-C**

```
@property (nonatomic) CGFloat marginBetweenFirstBoxAndTopOfView
```

**Discussion**

CGFloat must be a positive value By default, it is set to 20

**Declared In**

SMInAppContentStyleOptions.h

### marginBetweenLastBoxAndBottomOfView

Set the Margin between bottom of last box and bottom of view

**OBJECTIVE-C**

```
@property (nonatomic) CGFloat marginBetweenLastBoxAndBottomOfView
```

**Discussion**

CGFloat must be a positive value By default, it is set to 20

**Declared In**

SMInAppContentStyleOptions.h

### boxBorderWidth

Set the border width for all boxes

#### OBJECTIVE-C

```
@property (nonatomic) CGFloat boxBorderWidth
```

#### Discussion

CGFloat must be a positive value By default, it is set to 1

#### Declared In

SMInAppContentStyleOptions.h

## boxBorderColor

Set the color of box Border

#### OBJECTIVE-C

```
@property (nonatomic) UIColor *boxBorderColor
```

#### Discussion

UIColor By default, it is set to [UIColor colorWithRed:0.5 green:0.5 blue:0.5 alpha:0.8]

#### Declared In

SMInAppContentStyleOptions.h

## boxCornerRadius

Set the radius of the corner for all boxes

#### OBJECTIVE-C

```
@property (nonatomic) CGFloat boxCornerRadius
```

#### Discussion

CGFloat must be a positive value By default, it is set not set

#### Declared In

SMInAppContentStyleOptions.h

## boxBackgroundColor

Set the background color of all boxes

#### OBJECTIVE-C

```
@property (nonatomic) UIColor *boxBackgroundColor
```

**Discussion**

UIColor By default, it is clearColor

**Declared In**

SMInAppContentStyleOptions.h

## boxShadowColor

Set the shadow color of all boxes

**OBJECTIVE-C**

```
@property (nonatomic) UIColor *boxShadowColor
```

**Discussion**

UIColor By default, it is not set

**Declared In**

SMInAppContentStyleOptions.h

## boxShadowOpacity

Set the shadow opacity of all boxes

**OBJECTIVE-C**

```
@property (nonatomic) CGFloat boxShadowOpacity
```

**Discussion**

CGFloat By default, it is not set

**Declared In**

SMInAppContentStyleOptions.h

## boxShadowRadius

Set the shadow radius of all boxes

**OBJECTIVE-C**

```
@property (nonatomic) CGFloat boxShadowRadius
```

**Discussion**

CGFloat By default, it is not set

**Declared In**

SMInAppContentStyleOptions.h

## boxShadowOffset

Set the shadow offset of all boxes

### OBJECTIVE-C

```
@property (nonatomic) CGSize boxShadowOffset
```

### Discussion

CGSize By default, it is not set

### Declared In

SMInAppContentStyleOptions.h

## titleBorderWidth

Set the border width for title

### OBJECTIVE-C

```
@property (nonatomic) CGFloat titleBorderWidth
```

### Discussion

CGFloat By default, it is not set

### Declared In

SMInAppContentStyleOptions.h

## titleBorderColor

Set the color of title border

### OBJECTIVE-C

```
@property (nonatomic) UIColor *titleBorderColor
```

### Discussion

UIColor By default, it is not set

### Declared In

SMInAppContentStyleOptions.h

## titleCornerRadius

Set the radius of the corner for all boxes

### OBJECTIVE-C

```
| @property (nonatomic) CGFloat titleCornerRadius
```

### Discussion

CGFloat By default, it is not set

### Declared In

SMInAppContentStyleOptions.h

## titleBackgroundColor

Set the background color of all titles

### OBJECTIVE-C

```
| @property (nonatomic) UIColor *titleBackgroundColor
```

### Discussion

UIColor By default, it is whiteColor

### Declared In

SMInAppContentStyleOptions.h

## titleNumberOfLines

Set the number of lines of all titles

### OBJECTIVE-C

```
| @property (nonatomic) CGFloat titleNumberOfLines
```

### Discussion

UIColor By default, it is 0

### Declared In

SMInAppContentStyleOptions.h

## titleLineBreakMode

Set the NSLineBreakMode of all titles

### OBJECTIVE-C

```
| @property (nonatomic) NSLineBreakMode titleLineBreakMode
```

### Discussion

NSLineBreakMode By default, it is NSLineBreakByWordWrapping

### Declared In

## titleTextAlignment

Set the title text alignment

### OBJECTIVE-C

```
@property (nonatomic) NSTextAlignment titleTextAlignment
```

### Discussion

NSTextAlignment By default, it is NSTextAlignmentLeft

### Declared In

SMInAppContentStyleOptions.h

## titleAttributes

Set the attributes that will be passed to NSAttributedString init which will create the text that will be display for title

### OBJECTIVE-C

```
@property (nonatomic) NSDictionary *titleAttributes
```

### Discussion

NSDictionary By default, it is nil

### Declared In

SMInAppContentStyleOptions.h

## titleTextColor

Set title text color

### OBJECTIVE-C

```
@property (nonatomic) UIColor *titleTextColor
```

### Discussion

UIColor By default, it is iOS default

### Declared In

SMInAppContentStyleOptions.h

## titleFont

Set font of the title

#### OBJECTIVE-C

```
@property (nonatomic) UIFont *titleFont
```

#### Discussion

UIFont By default, it is iOS default

#### Declared In

SMInAppContentStyleOptions.h

## titleTrailing

Set the trailing between the title container and the box

#### OBJECTIVE-C

```
@property (nonatomic) CGFloat titleTrailing
```

#### Discussion

CGFloat By default, it is 10.0

#### Declared In

SMInAppContentStyleOptions.h

## titleLeading

Set the leading between the title container and the box

#### OBJECTIVE-C

```
@property (nonatomic) CGFloat titleLeading
```

#### Discussion

CGFloat By default, it is 10.0

#### Declared In

SMInAppContentStyleOptions.h

## titleTop

Set the top between the title container and the box

#### OBJECTIVE-C

```
@property (nonatomic) CGFloat titleTop
```

#### Discussion

`CGFloat` By default, it is 30.0

**Declared In**

`SMInAppContentStyleOptions.h`

## `titleShadowColor`

Set the shadow color of all titles

### OBJECTIVE-C

```
@property (nonatomic) UIColor *titleShadowColor
```

**Discussion**

`UIColor` By default, it is not set

**Declared In**

`SMInAppContentStyleOptions.h`

## `titleShadowOpacity`

Set the shadow opacity of all titles

### OBJECTIVE-C

```
@property (nonatomic) CGFloat titleShadowOpacity
```

**Discussion**

`CGFloat` By default, it is not set

**Declared In**

`SMInAppContentStyleOptions.h`

## `titleShadowRadius`

Set the corner radius of all titles

### OBJECTIVE-C

```
@property (nonatomic) CGFloat titleShadowRadius
```

**Discussion**

`CGFloat` By default, it is not set

**Declared In**

`SMInAppContentStyleOptions.h`

## `titleShadowOffset`

Set the shadow offset of all titles

### OBJECTIVE-C

```
@property (nonatomic) CGSize titleShadowOffset
```

### Discussion

`CGSize` By default, it is not set

### Declared In

`SMInAppContentStyleOptions.h`

## `showTitleBorderBottom`

Set the bool that will tell if a border bottom must be displayed under all titles in box

### OBJECTIVE-C

```
@property (nonatomic) bool showTitleBorderBottom
```

### Discussion

`bool` By default, it is NO

### Declared In

`SMInAppContentStyleOptions.h`

## `titleBorderBottomColor`

Set the border color of all border bottom that are displayed under all titles in box

### OBJECTIVE-C

```
@property (nonatomic) UIColor *titleBorderBottomColor
```

### Discussion

`UIColor` By default, it is not set

### Declared In

`SMInAppContentStyleOptions.h`

## `textViewTrailing`

Set the trailing between the textview and the box

### OBJECTIVE-C

```
| @property (nonatomic) CGFloat textViewTrailing
```

## Discussion

CGFloat By default, it is 10.0

## Declared In

SMInAppContentStyleOptions.h

### textViewLeading

Set the leading between the textview and the box

#### OBJECTIVE-C

```
| @property (nonatomic) CGFloat textViewLeading
```

## Discussion

CGFloat By default, it is 10.0

## Declared In

SMInAppContentStyleOptions.h

### textViewTop

Set the top between the textview and the box

#### OBJECTIVE-C

```
| @property (nonatomic) CGFloat textViewTop
```

## Discussion

CGFloat By default, it is 10.0

## Declared In

SMInAppContentStyleOptions.h

### textViewContentOffset

Set the textview content offset

#### OBJECTIVE-C

```
| @property (nonatomic) CGPoint textViewContentOffset
```

## Discussion

CGPoint By default, it is not set

## Declared In

## textViewContentInset

Set the textView content edge inset

### OBJECTIVE-C

```
@property (nonatomic) UIEdgeInsets textViewContentInset
```

### Discussion

UIEdgeInsets By default, it is not set

### Declared In

SMInAppContentStyleOptions.h

## textViewBorderWidth

Set the border width for textView

### OBJECTIVE-C

```
@property (nonatomic) CGFloat textViewBorderWidth
```

### Discussion

CGFloat By default, it is not set

### Declared In

SMInAppContentStyleOptions.h

## textViewBorderColor

Set the color of textView Border

### OBJECTIVE-C

```
@property (nonatomic) UIColor *textViewBorderColor
```

### Discussion

UIColor By default, it is not set

### Declared In

SMInAppContentStyleOptions.h

## textViewCornerRadius

Set the radius of the corner for all textView

#### OBJECTIVE-C

```
@property (nonatomic) CGFloat textViewRadius
```

#### Discussion

CGFloat By default, it is not set

#### Declared In

SMInAppContentStyleOptions.h

## textViewBackgroundColor

Set the background color of textView

#### OBJECTIVE-C

```
@property (nonatomic) UIColor *textViewBackgroundColor
```

#### Discussion

UIColor By default, it is whiteColor

#### Declared In

SMInAppContentStyleOptions.h

## linksAlignment

Set position of the links, this can be Left, Right, or Center

#### OBJECTIVE-C

```
@property (nonatomic) SMContentAlignment linksAlignment
```

#### Discussion

SMContentAlignment By default, it is kSMAAlignLeft

#### Declared In

SMInAppContentStyleOptions.h

## linksMargin

Set the constant margin between links and edge of box (depends also of the [linksAlignment](#) property: if [linksAlignment](#) is [kSMAAlignLeft](#) than this property will only be applied for Leading margin, if [linksAlignment](#) is [kSMAAlignRight](#) than this property is applied to trailing margin, if [linksAlignment](#) is [kSMAAlignCenter](#) than this property is applied both for leading and trailing)

#### OBJECTIVE-C

```
| @property (nonatomic) CGFloat linksMargin
```

### Discussion

CGFloat By default, it is 10

### Declared In

SMInAppContentStyleOptions.h

## linksTop

Set the constant between links top and bottom of textview

OBJECTIVE-C

```
| @property (nonatomic) CGFloat linksTop
```

### Discussion

CGFloat By default it is 10

### Declared In

SMInAppContentStyleOptions.h

## linksBottom

Set the constant between links bottom and bottom of box

OBJECTIVE-C

```
| @property (nonatomic) CGFloat linksBottom
```

### Discussion

CGFloat By default it is 10

### Declared In

SMInAppContentStyleOptions.h

## marginBetweenLinks

Set the constant between links margin - useful when there is two links that will be displayed

OBJECTIVE-C

```
| @property (nonatomic) CGFloat marginBetweenLinks
```

### Discussion

CGFloat By default it is 10

### Declared In

## linkBorderWidth

Set the border width for links

### OBJECTIVE-C

```
@property (nonatomic) CGFloat linkBorderWidth
```

### Discussion

CGFloat By default, it is not set

### Declared In

SMInAppContentStyleOptions.h

## linkBorderColor

Set the color of link Border

### OBJECTIVE-C

```
@property (nonatomic) UIColor *linkBorderColor
```

### Discussion

UIColor By default, it is not set

### Declared In

SMInAppContentStyleOptions.h

## linkCornerRadius

Set the corner radius for links

### OBJECTIVE-C

```
@property (nonatomic) CGFloat linkCornerRadius
```

### Discussion

CGFloat By default, it is not set

### Declared In

SMInAppContentStyleOptions.h

## linkShadowColor

Set the shadow color of all links

#### OBJECTIVE-C

```
@property (nonatomic) UIColor *linkShadowColor
```

#### Discussion

UIColor By default, it is not set

#### Declared In

SMInAppContentStyleOptions.h

## linkShadowOpacity

Set the shadow opacity of all links

#### OBJECTIVE-C

```
@property (nonatomic) CGFloat linkShadowOpacity
```

#### Discussion

CGFloat By default, it is not set

#### Declared In

SMInAppContentStyleOptions.h

## linkShadowRadius

Set the shadow radius of all links

#### OBJECTIVE-C

```
@property (nonatomic) CGFloat linkShadowRadius
```

#### Discussion

CGFloat By default, it is not set

#### Declared In

SMInAppContentStyleOptions.h

## linkShadowOffset

Set the shadow offset of all links

#### OBJECTIVE-C

```
@property (nonatomic) CGSize linkShadowOffset
```

#### Discussion

CGSize By default, it is not set

**Declared In**

SMInAppContentStyleOptions.h

## linkBackgroundColor

Set the background color of link

**OBJECTIVE-C**

```
@property (nonatomic) UIColor *linkBackgroundColor
```

**Discussion**

UIColor By default, it is whiteColor

**Declared In**

SMInAppContentStyleOptions.h

## linkTextColor

Set the text color in link

**OBJECTIVE-C**

```
@property (nonatomic) UIColor *linkTextColor
```

**Discussion**

UIColor By default, it is whiteColor

**Declared In**

SMInAppContentStyleOptions.h

## linkFont

Set the font of links

**OBJECTIVE-C**

```
@property (nonatomic) UIFont *linkFont
```

**Discussion**

UIFont By default, it is iOS default

**Declared In**

SMInAppContentStyleOptions.h

## [linkContentEdgeInsets](#)

Set the link content edge inset

### OBJECTIVE-C

```
@property (nonatomic) UIEdgeInsets linkContentEdgeInsets
```

### Discussion

UIEdgeInsets By default, it is not set

### Declared In

`SMInAppContentStyleOptions.h`

## [+ defaultStylingOptions](#)

SMInAppContentStyleOptions constructor

### OBJECTIVE-C

```
+ (instancetype)defaultStylingOptions
```

### Return Value

`SMInAppContentStyleOptions`

### Declared In

`SMInAppContentStyleOptions.h`

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# SMInAppContentURLViewController Class Reference

Inherits from	<a href="#">SMInAppContentViewController</a> : UIViewController
Declared in	SMInAppContentURLViewController.h

## Overview

a view controller for URL In App Content

## SMInAppContentURLViewController :

### + viewControllerForCategory:

This will provide you a custom viewcontroller with one web view loaded with the url provided by an in app content for a specific category of an URL type

#### OBJECTIVE-C

```
+ (instancetype)viewControllerForCategory:(NSString *)category
```

#### Parameters

category	a NSString of the desired category of In App Content
----------	--

#### Return Value

a SMInAppContentURLViewController

#### Discussion

The viewcontroller will take all available space in screen and will contain a close button if it is presented as it is. Otherwise the app will have to provide a UIContainerView which will contain the view controller

#### Declared In

SMInAppContentURLViewController.h

### + viewControllerForCategory:AndOptions:

This will provide you a custom viewcontroller with one web view loaded with the url provided by an in app content for a specific category of an URL type

#### OBJECTIVE-C

```
+ (instancetype)viewControllerForCategory:(NSString *)category AndOptions:(SMInAppContentStyleOptions
```

`*)options`

## Parameters

<code>category</code>	a NSString of the desired category of In App Content
<code>options</code>	a <a href="#">SMInAppContentStyleOptions</a> object allowing you to customise the in app content

## Return Value

a SMInAppContentURLViewController

## Discussion

The viewcontroller will take all available space in screen and will contain a close button if it is presented as it is. Otherwise the app will have to define a UIContainerView which will contain the view controller

## Declared In

`SMInAppContentURLViewController.h`

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# SMInAppContentViewController Class Reference

Inherits from	UIViewController
Declared in	SMInAppContentViewController.h

## Overview

parent class for [SMInAppContentURLViewController](#), [SMInAppContentHTMLViewController](#), [SMInAppContentImageViewController](#)

## SMInAppContentViewController :

### [category](#)

NSString containing the category of the SMInAppContentViewController

#### OBJECTIVE-C

```
@property (nonatomic, strong) NSString *category
```

### Declared In

SMInAppContentViewController.h

### [isEmpty](#)

bool set with true when the SMInAppContentViewController is empty

#### OBJECTIVE-C

```
@property (nonatomic) bool isEmpty
```

### Declared In

SMInAppContentViewController.h

# SMLink Class Reference

Inherits from	NSObject
Declared in	SMLink.h

## Overview

### SMLink :

**idButtonData**

NSString instance providing the id of the button

**OBJECTIVE-C**

```
@property (nonatomic, strong) NSString *idButtonData
```

**Declared In**

SMLink.h

**label**

NSString instance providing the label of the button

**OBJECTIVE-C**

```
@property (nonatomic, strong) NSString *label
```

**Declared In**

SMLink.h

**value**

NSString instance providing the value of the button

**OBJECTIVE-C**

```
@property (nonatomic, strong) NSString *value
```

**Declared In**

SMLink.h

## type

The type ([SMNotificationButtonType](#)) of action that the button will execute.

### OBJECTIVE-C

```
@property (nonatomic) SMNotificationButtonType type
```

### See Also

- [SMNotificationButtonType](#) for more information about each `@property` type

### Declared In

SMLink.h

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# SManager Class Reference

Inherits from	NSObject
Declared in	SManager.h

## Overview

## Start Library :

In order to start the library, please follow the steps bellow (will mainly happen in your UIApplication's delegate):

- Use `startWithLaunchOptions:Setting:` in your `application:didFinishLaunchingWithOptions:`
- Implement methods described in [SManager\(RemoteNotification\)](#) in your UIApplication's delegate
- When building against iOS10 : Implement methods described in [SManager\(UserNotification\)](#) in your UIApplication's delegate

Starting the library will not register for remote notification. Don't forget to call `registerForRemoteNotification` according to your application's need.

From there, your application is ready to handle all incoming remote-notifications.

## SManager Singleton :

This manager is the main interface third party developers will be using.

### `versionLib`

The current version of the library

#### OBJECTIVE-C

```
@property (nonatomic) NSString *versionLib
```

#### Declared In

SManager.h

### `+ sharedInstance`

Singleton for SellMobileSDK Class which allow to access public SellMobileSDK methods and properties

#### OBJECTIVE-C

```
+ (instancetype _Nonnull)sharedInstance
```

#### Return Value

SMManager : singleton instance of SMManager class

#### Declared In

SMManager.h

### - [startWithLaunchOptions:Setting:](#)

Mandatory method which allows sdk initialisation. To be included in application:didFinishLaunchingWithOptions:  
Make sure to provide the launchOptions dictionary

#### OBJECTIVE-C

```
- (void)startWithLaunchOptions:(NSDictionary *_Nullable)LaunchOptions Setting:(SMManagerSetting *_Null_unspecified)setting
```

#### Parameters

<i>LaunchOptions</i>	NSDictionary instance indicating the reason the app was launched (if any). This dictionary is provided by application:didFinishLaunchingWithOptions
<i>setting</i>	mandatory <a href="#">SMManagerSetting</a> instance to start-up the library

#### Discussion

This method is mandatory in order to start / initialise the library and should be called in application:didFinishLaunchingWithOptions:

#### See Also

- [SMManagerSetting](#)

#### Declared In

SMManager.h

### - [reloadSetting:](#)

Optional + used for testing only. This method will re-configure the SMManager with the newly provided information

#### OBJECTIVE-C

```
- (void)reloadSetting:(SMManagerSetting *_Null_unspecified)setting
```

#### Parameters

<i>setting</i>	mandatory <a href="#">SMManagerSetting</a> instance to start-up the library
----------------	---

#### Discussion

This is a handy API in case you would like to switch between two backend environments without rebuilding your target.

**Warning:** This API is provided for testing purposes only. Never use it in production. Make sure to re-enable any service after calling this API.

**Declared In**

`SMManager.h`

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# SManagerSetting Class Reference

Inherits from	NSObject
Declared in	SManagerSetting.h

## Overview

### Note about the SManagerSetting object :

Creating an SManagerSetting's instance is pretty straightforward as there's only [one constructor for doing so](#). This sole constructor is sufficient to get you started.

Additional parameters described in this header will provide you with additional control and *are all optional*.

### Being user-friendly :

When the application is in foreground and receive a remote-notification, by default, the library will display it on the current visible UIViewController. This behaviour might be unwanted and may disturb the user if he appears to navigate in a different context. Should you want to prevent that behaviour and display the remote-notification shortly after (when the user will be in a more appropriate context), please follow these steps :

- Create an SManagerSetting with the default constructor as usual.
- Set [shouldDisplayRemoteNotification](#) to FALSE.
- Start the library as usual [\[SManager startWithLaunchOptions:Setting:\]](#)
- Listen to NSNotification-name: [kSMNotification\\_Event\\_DidReceiveRemoteNotification](#) (declared in [SMNSNotification](#))

At this point, remote-notification are NOT displayed when the application is in foreground. (Other application's state are not affected). Then, displaying the remote-notification is up to the application and can be done at any time by :

- Retrieve the last remote-notification with [\[SManager\(RemoteNotification\) retrieveLastRemotePushNotification\]](#)
- Display the notification according to its ID with [\[SManager\(RemoteNotification\) displayNotificationID:\]](#)

Or, more straightforwardly :

- Display the last known remote notification by calling : [\[SManager\(RemoteNotification\) displayLastReceivedRemotePushNotification\]](#)

### IAM :

In-Application-Message-service is configurable using SMManagerSettingIAM which you'll inject using the API configureInAppMessageServiceWithSetting: A dedicated topic regarding this topic can be found in [SMManager\(InAppMessage\)](#)

## IAC :

In-Application-Content-service is configurable using SMManagerSettingIAC which you'll inject using the API configureInAppContentServiceWithSetting: A dedicated topic regarding this topic can be found in [SMManager\(InAppContent\)](#)

## SMManagerSetting :

This class allow you to configure the [SMManager](#). Such instance must be created before starting the library.

### shouldClearBadge

Once a new remote-notification is displayed, the badge is automatically reseted. Should you want to handle this property yourself, you can set this property to FALSE before starting the library Default value is set to TRUE

#### OBJECTIVE-C

```
@property (nonatomic) BOOL shouldClearBadge
```

#### Declared In

SMManagerSetting.h

### shouldDisplayRemoteNotification

Used to configure the remote-notification-display

#### OBJECTIVE-C

```
@property (nonatomic) BOOL shouldDisplayRemoteNotification
```

#### Discussion

When the app is active, once a new remote-notification is received, it is automatically displayed on the device Should you want to prevent that behaviour, you can set this property to FALSE before starting the library. Default value is set to TRUE.

**Warning:** This property does not have an impact when app is open from a notification selected by user in the notification center or when [\[SMManager\(RemoteNotification\) displayNotificationID:\]](#) or [\[SMManager\(RemoteNotification\) displayLastReceivedRemotePushNotification\]](#) are called. Once you set this value to TRUE, the application becomes responsible about displaying the remote-notification. (Make sure to read the header file of SMManagerSetting before doing so).

#### Declared In

SMManagerSetting.h

## clearCacheIntervalValue

This value tells how often the SDK's cache mechanism should clear itself.

### OBJECTIVE-C

```
@property (nonatomic) SMClearCache clearCacheIntervalValue
```

### Discussion

Internally, each notification-messages has a life-span. Clearing the cache stands for deleting notification-messages with an expired life-span. In other words, only old notification-messages are deleted from the cache. More recent ones are kept in memory until their life-span expires and a new clearCache is called. By default, this value is set to kSMClearCache\_Auto. Configuring this value highly depends of how frequently the application will query specific notification-messages. As if the application query a notification-message which is not in the cache anymore, it will automatically fetch it from the backend. In other words, it depends how often you call the API [\[SMManger\(RemoteNotification\) displayNotificationID:\]](#).

In a nutshell:

- If the application will never query [\[SMManger\(RemoteNotification\) displayNotificationID:\]](#), we recommend keeping this value to default.
- If the application use IAM-service, we recommend keeping this value to default.
- On the other hand, if the application abuse [\[SMManger\(RemoteNotification\) displayNotificationID:\]](#), we recommend selecting a value higher than the default one according to your application's need.

**Warning:** As soon as IAM-service is enabled, the SDK will consider kSMClearCache\_Weekly as being the default value. Except if you explicitly override the property. In 99% of the cases, you should not override this property as the SDK is smart enough to handle the cache mechanism by itself.

### Declared In

SMMangerSetting.h

## + settingWithUrl:ClientID:PrivateKey:

Default-mandatory constructor to start the [SMManger](#) shared-instance

### OBJECTIVE-C

```
+ (instancetype)settingWithUrl:(NSString *)urlName ClientID:(NSString *)clientID PrivateKey:(NSString *)privateKey
```

### Parameters

<code>urlName</code>	NSString instance representing the urlname of your backend.
<code>clientID</code>	NSString instance referencing the client's ID
<code>privateKey</code>	NSString instance containing a valid private-key used to secure requests

## Return Value

SMMangerSetting new instance. [SMFailure](#) in case of error

## Discussion

**Warning:** All these parameters are mandatory. If any of them is nil, the library won't start. Please contact our support to get valid configuration-setting.

## Declared In

SMMangerSetting.h

### - [configureInAppMessageServiceWithSetting:](#)

An invalid or nil setting is considered as an error and will not startUp the IAM-service. Don't forget to enable In App message according to application need by calling [\[SMManger\(InAppMessage\) enableInAppMessage:\]](#)

#### OBJECTIVE-C

```
- (void)configureInAppMessageServiceWithSetting:(SMMangerSettingIAM *)settingIAM
```

## Parameters

<i>settingIAM</i>	The <a href="#">SMMangerSettingIAM</a> instance containing the IAM desired configuration.
-------------------	---

## Discussion

This call is optional. It is not needed to successfully start the SDK. However, it is required to enable In-Application-Message. Please read [SMManger\(InAppMessage\)](#) for additional information.

**Warning:** An invalid or nil setting is considered as an error and will not startUp the IAM-service. Don't forget to enable In App message according to application need by calling [\[SMManger\(InAppMessage\) enableInAppMessage:\]](#)

## Declared In

SMMangerSetting.h

### - [configureInAppContentServiceWithSetting:](#)

An invalid or nil setting is considered as an error and will not startUp the IAC-service. Don't forget to enable In App content according to application need by calling [\[SMManger\(InAppContent\) enableInAppContent:\]](#)

#### OBJECTIVE-C

```
- (void)configureInAppContentServiceWithSetting:(SMMangerSettingIAC *)settingIAC
```

## Parameters

<i>settingIAC</i>	The <a href="#">SMMangerSettingIAC</a> instance containing the IAC desired configuration.
-------------------	---

## Discussion

This call is optional. It is not needed to successfully start the SDK. However, it is required to enable In-Application-

Content. Please read [SMManger\(InAppContent\)](#) for additional information.

**Warning:** An invalid or nil setting is considered as an error and will not startUp the IAC-service. Don't forget to enable In App content according to application need by calling [SMManger(InAppContent) enableInAppContent:]

#### Declared In

SMMangerSetting.h

#### - [configureLocationService](#)

To use location service you will need to have PlotProject.framework in your app.

#### OBJECTIVE-C

```
- (void)configureLocationService
```

#### Discussion

This call is optional. It is not needed to successfully start the SDK. However, it is the first step to enable Location service. It is the first step to inform the sdk that geo location services are going to be used by the

**Warning:** To use location service you will need to have PlotProject.framework in your app.

#### Declared In

SMMangerSetting.h

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# SManagerSettingIAC Class Reference

Inherits from	NSObject
Declared in	SManagerSettingIAC.h

## Overview

This class allow you to configure the In-App-Content service. Such instance must be created before starting the library.

### + settingWithBackgroundFetchOnly

Constructor to be used in order to create the SManagerSettingIAC instance

#### OBJECTIVE-C

```
+ (instancetype)settingWithBackgroundFetchOnly
```

#### Discussion

use this constructor to enable background-mode only. The OS will refresh automatically the IAC based on how often the user interacts with the application

**Warning:** If background-fetch is not enabled in Application's Capabilities, the IAC-service will not start. See [SManager\(InAppContent\)](#) for additional information.

#### Declared In

SManagerSettingIAC.h

### + settingWithRefreshType:

Constructor to be used in order to create the SManagerSettingIAC instance

#### OBJECTIVE-C

```
+ (instancetype)settingWithRefreshType:(SMInAppRefreshType)refreshType
```

#### Parameters

refreshType	The type of refresh to consider when the application is in foreground
-------------	---

#### Discussion

Use this constructor should you want to perform periodic refresh when the application is in foreground-state only. For enabling backgroundState, use [settingWithRefreshType:ShouldPerformBackgroundFetch:](#) instead

**Declared In**

SMMangerSettingIAC.h

**+ settingWithRefreshType:ShouldPerformBackgroundFetch:**

Constructor to be used in order to create the SMMangerSettingIAC instance

**OBJECTIVE-C**

```
+ (instancetype)settingWithRefreshType:(SMInAppRefreshType)refreshType ShouldPerformBackgroundFetch:  
(BOOL)shouldPerformBackgroundFetch
```

**Parameters**

<i>refreshType</i>	The type of refresh to consider when the application is in foreground
<i>shouldPerformBackgroundFetch</i>	If set to TRUE, it will activate UIApplication-BackGround-Fetch-mode automatically

**Discussion**

This constructor provides you with more control on foreground / background fetch. Should you want to restrict to only one fetch-mode, feel free to use other constructors.

**Declared In**

SMMangerSettingIAC.h

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# SManagerSettingIAM Class Reference

Inherits from	NSObject
Declared in	SManagerSettingIAM.h

## Overview

This class allow you to configure the In-App-Message service. Such instance must be created before starting the library.

### + settingWithBackgroundFetchOnly

Constructor to be used in order to create the SManagerSettingIAM instance

#### OBJECTIVE-C

```
+ (instancetype)settingWithBackgroundFetchOnly
```

#### Discussion

use this constructor to enable background-mode only. The OS will refresh automaticly the IAM based on how often the user interacts with the application

**Warning:** If background-fetch is not enabled in Application's Capabilities, the IAM-service will not start. See [SManager\(InAppMessage\)](#) for additional information.

#### Declared In

SManagerSettingIAM.h

### + settingWithRefreshType:

Constructor to be used in order to create the SManagerSettingIAM instance

#### OBJECTIVE-C

```
+ (instancetype)settingWithRefreshType:(SMInAppRefreshType)refreshType
```

#### Parameters

refreshType	The type of refresh to consider when the application is in foreground
-------------	---

#### Discussion

Use this constructor should you want to perform periodic refresh when the application is in foreground-state only. For enabling backgroundState, use [settingWithRefreshType:ShouldPerformBackgroundFetch:](#) instead

**Declared In**

SMMangerSettingIAM.h

**+ settingWithRefreshType:ShouldPerformBackgroundFetch:**

Constructor to be used in order to create the SMMangerSettingIAM instance

**OBJECTIVE-C**

```
+ (instancetype)settingWithRefreshType:(SMInAppRefreshType)refreshType ShouldPerformBackgroundFetch:(BOOL)shouldPerformBackgroundFetch
```

**Parameters**

<i>refreshType</i>	The type of refresh to consider when the application is in foreground
<i>shouldPerformBackgroundFetch</i>	If set to TRUE, it will activate UIApplication-BackGround-Fetch-mode automatically

**Discussion**

This constructor provides you with more control on foreground / background fetch. Should you want to restrict to only one fetch-mode, feel free to use other constructors.

**Declared In**

SMMangerSettingIAM.h

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# SMMassage Class Reference

Inherits from	NSObject
Declared in	SMMassage.h

## Overview

This Class is provided as a root Class and should not be used.

### messageSM

NSString instance providing a brief description of the message

#### OBJECTIVE-C

```
@property (nonatomic, strong) NSString *messageSM
```

#### Declared In

SMMassage.h

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# SMNotificationButtonData Class Reference

<b>Inherits from</b>	<a href="#">SMLink</a> : NSObject
<b>Declared in</b>	SMNotificationButtonData.h

## Overview

This class is used to wrap informations about a notification button.

Additional information provided in [SMManager](#)

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# SMSuccess Class Reference

<b>Inherits from</b>	<a href="#">SMMessages</a> : NSObject
<b>Declared in</b>	SMSuccess.h

## Overview

This class is used to return a successfull action

## SMSuccess:

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# SMClearCache Constants Reference

Declared in `SMClearCache.h`

## SMClearCache

Enumeration used to define how often the SDK's cache should automatically clear itself

## SMClearCache :

### Definition

```
typedef NS_ENUM(NSInteger, SMClearCache ) {  
    kSMClearCache_Auto,  
    kSMClearCache_None,  
    kSMClearCache_Week,  
    kSMClearCache_Month,  
    kSMClearCache_Quarter,  
};
```

### Constants

#### `kSMClearCache_Auto`

This is the default value.

Declared In `SMClearCache.h`.

#### `kSMClearCache_None`

This explicitly disable the SDK-cache mechanism

Declared In `SMClearCache.h`.

#### `kSMClearCache_Week`

Clear the cache weekly

Declared In `SMClearCache.h`.

#### `kSMClearCache_Month`

Clear the cache each month

Declared In `SMClearCache.h`.

#### `kSMClearCache_Quarter`

Clear the cache every three months

Declared In `SMClearCache.h`.

**Declared In**

SMClearCache.h

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# SMContentAlignment Constants Reference

Declared in SMContentAlignment.h

SMContentAlignment

## SMContentAlignment :

### Definition

```
typedef NS_ENUM(NSInteger, SMContentAlignment ) {  
    kSMAleft,  
    kSMAright,  
    kSMAcenter,  
};
```

### Constants

#### kSMAleft

The content will be left-aligned.

Declared In SMContentAlignment.h.

#### kSMAright

The content will be right-aligned.

Declared In SMContentAlignment.h.

#### kSMAcenter

The content will be centered.

Declared In SMContentAlignment.h.

### Declared In

SMContentAlignment.h

# SMDisplayMode Constants Reference

Declared in SMDisplayMode.h

SMDisplayMode

## SMDisplayMode :

### Definition

```
typedef NS_ENUM(NSInteger, SMDisplayMode ) {  
    kSMDisplayMode_Unknown = -1,  
    kSMDisplayMode_OnlyOnce = 0,  
    kSMDisplayMode_UntilReplaced = 1,  
};
```

### Constants

kSMDisplayMode\_Unknown

This explicitly sets the displayMode to unknown

Declared In SMDisplayMode.h.

kSMDisplayMode\_OnlyOnce

Display only once

Declared In SMDisplayMode.h.

kSMDisplayMode\_UntilReplaced

Always display until replaced

Declared In SMDisplayMode.h.

### Declared In

SMDisplayMode.h

# SMInAppContentType Constants Reference

Declared in SMInAppContentType.h

SMInAppContentType

## SMInAppContentType :

### Definition

```
typedef NS_OPTIONS(NSInteger, SMInAppContentType ) {  
    kSMInAppContentType_Unknown = -2,  
    kSMInAppContentType_HTML = 1,  
    kSMInAppContentType_Url = 2,  
    kSMInAppContentType_Image = 3,  
};
```

### Constants

kSMInAppContentType\_Unknown

In App content of unknown type.

Declared In SMInAppContentType.h.

kSMInAppContentType\_HTML

In App content of HTML type.

Declared In SMInAppContentType.h.

kSMInAppContentType\_Url

In App content of URL type.

Declared In SMInAppContentType.h.

kSMInAppContentType\_Image

In App content of Image type.

Declared In SMInAppContentType.h.

### Declared In

SMInAppContentType.h



# SMInAppRefreshType Constants Reference

Declared in SMInAppRefreshType.h

SMInAppRefreshType

## SMInAppRefreshType :

### Definition

```
typedef NS_ENUM(NSInteger, SMInAppRefreshType ) {  
    kSMIA_RefreshType_None,  
    kSMIA_RefreshType_Minutely,  
    kSMIA_RefreshType_Hourly,  
    kSMIA_RefreshType_Daily,  
};
```

### Constants

kSMIA\_RefreshType\_None

This explicitly disable the In App fetch mechanism

Declared In SMInAppRefreshType.h.

kSMIA\_RefreshType\_Minutely

Allow to fetch In App Minutely (to be used only in development)

Declared In SMInAppRefreshType.h.

kSMIA\_RefreshType\_Hourly

Allow to fetch In App hourly

Declared In SMInAppRefreshType.h.

kSMIA\_RefreshType\_Daily

Allow to fetch In App Daily

Declared In SMInAppRefreshType.h.

### Declared In

SMInAppRefreshType.h



# SMLocationAuthorisationStatus Constants Reference

<b>Declared in</b>	SMLocationAuthorisationType.h
--------------------	-------------------------------

## SMLocationAuthorisationStatus

Location authorisation status.

### Definition

```
typedef NS_ENUM(NSInteger, SMLocationAuthorisationStatus ) {  
    kSMLocationAuthorisationStatus_Unknown,  
    kSMLocationAuthorisationStatus_Refused,  
    kSMLocationAuthorisationStatus_GrantedInUse,  
    kSMLocationAuthorisationStatus_GrantedAlways,  
};
```

### Constants

#### kSMLocationAuthorisationStatus\_Unknown

The authorisation status is unknown.

Declared In SMLocationAuthorisationType.h.

#### kSMLocationAuthorisationStatus\_Refused

The authorisation status is rejected by user or impossible

Declared In SMLocationAuthorisationType.h.

#### kSMLocationAuthorisationStatus\_GrantedInUse

The authorisation status is OK when the application is in-use

Declared In SMLocationAuthorisationType.h.

#### kSMLocationAuthorisationStatus\_GrantedAlways

The authorisation status is OK for all application's state

Declared In SMLocationAuthorisationType.h.

### Declared In

SMLocationAuthorisationType.h



# SMLocationAuthorisationType Constants Reference

Declared in `SMLocationAuthorisationType.h`

## SMLocationAuthorisationType

Location authorisation type.

### Definition

```
typedef NS_ENUM(NSInteger, SMLocationAuthorisationType ) {  
    kSMLocationAuthorisationType_InUse,  
    kSMLocationAuthorisationType_Always,  
};
```

### Constants

#### `kSMLocationAuthorisationType_InUse`

This value asks user permission to monitor their position only when the application is being used. Highly encouraged by Apple for efficiency purposes.

Declared In `SMLocationAuthorisationType.h`.

#### `kSMLocationAuthorisationType_Always`

This value asks user permission to monitor their position for all application's state. Use this option only if your application needs it.

Declared In `SMLocationAuthorisationType.h`.

### Declared In

`SMLocationAuthorisationType.h`

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# SMLogLevel Constants Reference

Declared in [SMLog.h](#)

## SMLogLevel

Enumeration type for the log granularity

### Definition

```
typedef NS_OPTIONS(NSInteger, SMLogLevel ) {  
    kSMLogLevel_None = 0,  
    kSMLogLevel_Info = 1 < < 1,  
    kSMLogLevel_Warning = 1 < < 2,  
    kSMLogLevel_Error = 1 < < 3,  
    kSMLogLevel_HttpCall = 1 < < 4,  
    kSMLogLevel_Location = 1 < < 5,  
    kSMLogLevel_All = 0xFF,  
};
```

### Constants

#### kSMLogLevel\_None

No log printed at all. This is the suggested log-level for release.

Declared In [SMLog.h](#).

#### kSMLogLevel\_Info

Default log-entry. Basically inform user when library starts / ends.

Declared In [SMLog.h](#).

#### kSMLogLevel\_Warning

Only warning messages are printed

Declared In [SMLog.h](#).

#### kSMLogLevel\_Error

Only Error messages are being printed

Declared In [SMLog.h](#).

#### kSMLogLevel\_HttpCall

Print only HTTP-requests stuff

Declared In [SMLog.h](#).

### **kSMLLogLevel\_Location**

Print only location-requests stuff

Declared In SMLog.h.

### **kSMLLogLevel\_All**

Print everything. Do not use for release!!!

Declared In SMLog.h.

## **Declared In**

SMLog.h

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# SMNotificationButtonType Constants Reference

Declared in `SMNotificationButtonType.h`

## SMNotificationButtonType

This enumeration declares all known button-type

### Definition

```
typedef NS_ENUM(NSInteger, SMNotificationButtonType ) {  
    kSMNotificationButtonType_Unknown = -1,  
    kSMNotificationButtonType_Simple = 0,  
    kSMNotificationButtonType_OpenPhoneCall = 1,  
    kSMNotificationButtonType_OpenSms = 2,  
    kSMNotificationButtonType_OpenMail = 3,  
    kSMNotificationButtonType_OpenBrowser = 4,  
    kSMNotificationButtonType_OpenApplication = 5,  
    kSMNotificationButtonType_RateApplication = 6,  
    kSMNotificationButtonType_CustomActionBroadcastEvent = 7,  
    kSMNotificationButtonType_Return_Text = 8,  
    kSMNotificationButtonType_Return_Photo = 9,  
    kSMNotificationButtonType_Return_TextAndPhoto = 10,  
    kSMNotificationButtonType_Passbook = 11,  
    kSMNotificationButtonType_DeepLink = 13,  
};
```

### Constants

#### `kSMNotificationButtonType_Unknown`

Any received button-type not in this enumeration type will be considered as unknown

Declared In `SMNotificationButtonType.h`.

#### `kSMNotificationButtonType_Simple`

A button-type that will have no action but when clicked will send back button value to the platform

Declared In `SMNotificationButtonType.h`.

#### `kSMNotificationButtonType_OpenPhoneCall`

A button-type that will open the Phone application with a ready to use number to dial

Declared In `SMNotificationButtonType.h`.

#### `kSMNotificationButtonType_OpenSms`

A button-type that will open the sms application with a ready to dial sms

Declared In SMNotificationButtonType.h.

**kSMNotificationButtonType\_OpenMail**

A button-type that will open the mail application

Declared In SMNotificationButtonType.h.

**kSMNotificationButtonType\_OpenBrowser**

Button that will open a ready to use safari-browser

Declared In SMNotificationButtonType.h.

**kSMNotificationButtonType\_OpenApplication**

Button that will open a third party application

Declared In SMNotificationButtonType.h.

**kSMNotificationButtonType\_RateApplication**

Button-type which will allow application rating. This will behave similarly to kSMNotificationButtonType\_OpenApplication In Android terminology, this notion is called “Store”

Declared In SMNotificationButtonType.h.

**kSMNotificationButtonType\_CustomActionBroadcastEvent**

Button that will trigger a notification (broadcast in Android terminology) inside the application for any interested listener. You may register in your application to a specific event from NSNotificationCenter. The notification is broadcasted as soon as the push is received. Your back-end team should inform you about the notification-name. No parameters are currently supported.

Declared In SMNotificationButtonType.h.

**kSMNotificationButtonType\_Return\_Text**

Button-type which will allow user to provide back a media-type as answer Media-type of kind Text

Declared In SMNotificationButtonType.h.

**kSMNotificationButtonType\_Return\_Photo**

Button-type which will allow user to provide back a media-type as answer Media-type of kind Picture

Declared In SMNotificationButtonType.h.

**kSMNotificationButtonType\_Return\_TextAndPhoto**

Button-type which will allow user to provide back a media-type as answer Media-type of kind Text + Picture

Declared In SMNotificationButtonType.h.

**kSMNotificationButtonType\_Passbook**

Button-type which will allow user to add pkpass file inside wallet app

Declared In SMNotificationButtonType.h.

**kSMNotificationButtonType\_DeepLink**

Button-type which will allow user deplink inside specific page in the app

Declared In `SMNotificationButtonType.h`.

**Declared In**

`SMNotificationButtonType.h`

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# SManager(DataTransaction) Category Reference

Declared in SManager+DataTransaction.h

## Overview

This category will help you to retrieve or send specific information to the selligent platform.

## SManager+DataTransaction :

### - sendDeviceInfo

Deprecated method

**OBJECTIVE-C**  
- (void)sendDeviceInfo

### Discussion

**Warning:** Deprecated method

In order to send device informations to the back-end you can use

- `sendDeviceInfo:(SMDeviceInfos*)infos;`

### Declared In

SManager+DataTransaction.h

### - sendDeviceInfo:

This method allow you to send an event with pre-defined devices informations to the back-end

**OBJECTIVE-C**  
- (void)sendDeviceInfo:(SMDeviceInfos \*)deviceInfos

### Parameters

`deviceInfos` SMDeviceInfos object

### Discussion

The informations to be sent will be set in a `SMDeviceInfos` object. Each property of the created object will be a data that will be provided to the back-end. For additional informations you can refer to SMDevicesInfos.

This call can be done at any time after starting the library and if the properties of [SMDeviceInfos](#) object has not changed from a previous call, the event will not be sent to avoid platform unnecessarily overload.

**Declared In**

`SMManager+DataTransaction.h`

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# SManager(InAppContent) Category Reference

Declared in	SManager+InAppContent.h
-------------	-------------------------

## Overview

### Introduction :

In-Application-Content (IAC) is an optional service which will retrieve messages from the back-end each time the application enters foregrounds at specific frequencies and if connection is available.

Once new messages were retrieved, the library notifies the application about it.

Each IAC is from a specific type [SMInAppContentType] and is also linked to a category defined by yourself

### Implementation :

In a nutshell, activate the IAC-service is a one step process:

- Create an SManagerSettingIAC instance and inject it in SManagerSetting with [\[SManagerSetting configureInAppContentServiceWithSetting:\]](#)

In order to be notified about new IAC, the application must register to correct notification `kSMNotification_Event_DidReceiveInAppContent` (Please read [SMNSNotification](#) for additional information). This notification will provide you with the number of IAC's by category. Please be aware that it's the unique application's chance to capture and store that information.

### Displaying IAC :

- With the SDK view controllers:

Each IAC is from a specific type for a specific category.

Selligent SDK provide a specific view controller for each type of in app content

- [SMInAppContentHTMLViewController](#) for IAC of type `kSMInAppContentType_HTML`
- [SMInAppContentURLViewController](#) for IAC of type `kSMInAppContentType_Url`
- [SMInAppContentImageViewController](#) for IAC of type `kSMInAppContentType_Image`

You can check each of this object for more information about how to use them.

All this view controller can also be customised with the use of [SMInAppContentStyleOptions](#).

Once the sdk has provided you with the correct view controller

```
SMInAppContentURLViewController* vc = [SMInAppContentURLViewController  
viewControllerForCategory:@"anycategory"];
```

You can call [showSMController:InContainerView:OfParentViewController:](#) if you expect to display the In App Content in a UIContainerView that is defined in your app :

```
[[SMManager sharedInstance] showSMController:vc InContainerView:_containerView  
OfParentViewController:self];
```

Or you can present it to be displayed in full screen mode :

```
[self presentViewController:vc animated:YES completion:nil];
```

Be aware that if your UIContainerView is defined in storyboard and that no category has been provided to it you will need to inform it with [prepareForSegue:sender:](#):

```
-(void) prepareForSegue:(UIStoryboardSegue *)segue sender:(id)sender { if([segue.identifier  
isEqualToString:@"YourSegue"]){
    _sminappcontentviewcontroller =  
segue.destinationViewController; [self.sminappcontentviewcontroller  
setCategory:@"anycategory"];
} }
```

- With your own view controllers

In this case you can call [getInAppContentsForCategory:Type:](#) or [getInAppContentsForCategory:Type:Max:](#)

Those methods will present you an NSArray of [SMInAppContentMessage](#) with all (or a maximum number, precised by the Max parameter) IAC for a category and for a type.

If you decide to use this way of interacting with IAC it is important that you keep in mind that you will be responsible of the display of the content and you will have to call to [setInAppContentAsSeen:](#) whenever an InAppContent is showed to the user and to [executeLinkAction:InAppContent:](#) whenever user interact with an action link of the in app content.

## Fetching modes :

IAC may be retrieved from two different modes corresponding to the application's state:

- Foreground-fetch – When the application is in foreground.
- Background-fetch – When the application is in background.

Each of these modes is **optional**. In other words, you can use one mode or the other, or even both at the same time. Choosing the adequate mode depends on the application's need and can be managed by the application's developper. Off course, to allow the SDK to retrieve IAC as fast as possible, we recommand using both modes at the same time.

Following documentation explains how to activate each mode:

## Fetching IAC in foreground :

In order to retrieve IAC while the application is running, make sure to do the following:

- Create and configure an [SMManagerSettingIAC](#) instance accordingly.
- Provide the created [SMManagerSettingIAC](#) instance to [SMManager](#) before starting the library

## Fetching IAC in background :

Initially, this mode has been added as a complementary-option to the foreground-mode. However, it can be used as a single-fetch-mode if fits best your application's need.

To understand better how often the OS will execute the background-fetch, make sure to read the following [Apple-documentation](#)

In order to support this mode, make sure to :

- Create the [SMManagerSettingIAC](#) instance accordingly.
- Provide the created [SMManagerSettingIAC](#) instance to [SMManager](#) before starting the library.
- In the application's target, enable the following: Capabilities > Background Modes > Background Fetch
- Implement `performFetchWithCompletionHandler`: in `UIApplication`'s delegate (under delegate method `application:performFetchWithCompletionHandler:`)

## SMManager+InAppContent :

- [showSMController:InContainerView:OfParentViewController:](#)

Call when SDK has already provided you with a [SMInAppContentViewController](#) (of any type : [SMInAppContentHTMLViewController](#) , [SMInAppContentImageViewController](#) or [SMInAppContentURLViewController](#)) and you want to display it in a `UIContainerView` defined anywhere in your app.

### OBJECTIVE-C

```
- (void)showSMController:(SMInAppContentViewController *)smViewController InContainerView:(UIView *)containerView OfParentViewController:(UIViewController *)parentViewController
```

### Parameters

<code>smViewController</code>	a <a href="#">SMInAppContentViewController</a>
<code>containerView</code>	the <code>UIContainerView</code> in which In App Content will be displayed
<code>parentViewController</code>	the parent <code>UIViewController</code> of your <code>UIContainerView</code>

### Discussion

The viewcontroller will take all available space in the `UIContainerView`

### Declared In

[SMManager+InAppContent.h](#)

## - `getInAppContentsForCategory:Type:`

This will return an array of In App Contents

### OBJECTIVE-C

```
- (NSArray *)getInAppContentsForCategory:(NSString *)category Type:(SMInAppContentType)type
```

#### Parameters

<code>category</code>	NSString the category for which you want your In App Contents
<code>type</code>	An <a href="#">SMInAppContentType</a> - Url, Html or image

#### Return Value

returns an NSArray of [SMInAppContentMessage](#)

#### Discussion

All the IAC will be retrieved

#### Declared In

`SManager+InAppContent.h`

## - `getInAppContentsForCategory:Type:Max:`

This will return an array of In App Contents

### OBJECTIVE-C

```
- (NSArray *)getInAppContentsForCategory:(NSString *)category Type:(SMInAppContentType)type Max:(int)max
```

#### Parameters

<code>category</code>	An NSString the category for which you want your In App Contents
<code>type</code>	An <a href="#">SMInAppContentType</a> - Url, Html or image
<code>max</code>	An int

#### Return Value

returns an NSArray of [SMInAppContentMessage](#)

#### Discussion

This overload allows you to define the max number of IAC to retrieve

#### Declared In

`SManager+InAppContent.h`

## - `setInAppContentAsSeen:`

This method will mark an IAC as viewed, save it in the cache and send the Open event to the server

#### OBJECTIVE-C

```
- (void)setInAppContentAsSeen:(SMInAppContentMessage *)inAppContent
```

#### Parameters

<i>inAppContent</i>	an <a href="#">SMInAppContentMessage</a> object
---------------------	---

#### Discussion

If the display mode is set to 0 (display once), the IAC will be discarded from the cache and will not be provided to you anymore with [getInAppContentsForCategory:Type:](#) or [getInAppContentsForCategory:Type:Max:](#)

#### Declared In

[SMManager+InAppContent.h](#)

#### - [executeLinkAction:InAppContent:](#)

This method must be called whenever a user has clicked on a link that you manage to display

#### OBJECTIVE-C

```
- (void)executeLinkAction:(SMLink *)Link InAppContent:(SMInAppContentMessage *)inAppContent
```

#### Parameters

<i>Link</i>	a <a href="#">SMLink</a> object
<i>inAppContent</i>	a <a href="#">SMInAppContentMessage</a> object

#### Discussion

This will allow the sdk to inform the services that a link has been clicked and to process the action associated with the link

#### Declared In

[SMManager+InAppContent.h](#)

#### - [performIACFetchWithCompletionHandler:](#)

This will allow the SDK to fetch the IAC when the OS will allow so.

#### OBJECTIVE-C

```
- (void)performIACFetchWithCompletionHandler:(void ( ^ ) ( UIBackgroundFetchResult ))completionHandler
```

#### Parameters

<i>completionHandler</i>	The block-completion to be processed. Provided by the delegate call
--------------------------	---

## **Discussion**

To be included in application:performFetchWithCompletionHandler:

**Warning:** Make sure to enable background-fetch in the application's capabilities

## **Declared In**

SMManager+InAppContent.h

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# SMManager(InAppMessage) Category Reference

Declared in `SMManager+InAppMessage.h`

## Overview

## Introduction :

In-Application-Message (IAM) is an optional service which will **automatically** retrieve messages from the back-end at specific frequencies. Once new messages were retrieved, the library notifies the application about it. Then, the application may display any IAM as a usual notification.

The retrieved IAM share the exact same format as the remote-notification. However, they are not live messages and, therefore should NOT be considered as an alternative to remote-notification. Remote-push-notifications are almost live messages that are pushed to devices. While IAM are non-live-messages that the SDK fetch at specific intervals according to provided fetch-mode.

## Implementation :

In a nutshell, activate the IAM-service is a two steps process:

- First, create an `SMManagerSettingIAM` instance and inject it in `SMManagerSetting` with [`\[SMManagerSetting configureInAppMessageServiceWithSetting:\]`](#)
- Then, enable the IAM-service with [`enableInAppMessage:`](#)

However, additional steps might be required according to desired fetching-mode. Each of these steps are explained in further details bellow.

In order to be notified about new IAM, the application must register to correct notification `kSMNotification_Event_DidReceiveInAppMessage` (Please read [SMNSNotification](#) for additional information). This notification will provide you with the IAM's unique ID. Please be aware that it's the unique application's chance to capture and store that information.

## Displaying IAM :

As IAM and remote-notification share the same format, they are both displayed using the same APIs. Please read the documentation in [SMManager\(RemoteNotification\)](#) to know how to display any kind of notification.

## Fetching modes :

IAM may be retrieved from two different modes corresponding to the application's state:

- Foreground-fetch – When the application is in foreground.
- Background-fetch – When the application is in background.

Each of these modes is **optional**. In other words, you can use one mode or the other, or even both at the same time. Choosing the adequate mode depends on the application's need and can be managed by the application's developer. Of course, to allow the SDK to retrieve IAM as fast as possible, we recommend using both modes at the same time.

Following documentation explains how to activate each mode:

## Fetching IAM in foreground :

In order to retrieve IAM while the application is running, make sure to do the following:

- Create and configure an `SMMangerSettingIAM` instance accordingly.
- Provide the created `SMMangerSettingIAM` instance to `SMManger` before starting the library
- Enable In App message by calling `enableInAppMessage`: when your application needs it.

## Fetching IAM in background :

Initially, this mode has been added as a complementary-option to the foreground-mode. However, it can be used as a single-fetch-mode if fits best your application's need.

To understand better how often the OS will execute the background-fetch, make sure to read the following [Apple-documentation](#)

In order to support this mode, make sure to :

- Create the `SMMangerSettingIAM` instance accordingly.
- Provide the created `SMMangerSettingIAM` instance to `SMManger` before starting the library.
- In the application's target, enable the following: Capabilities > Background Modes > Background Fetch
- Implement `performFetchWithCompletionHandler`: in `UIApplicaiton`'s delegate (under delegate method `application:performFetchWithCompletionHandler:`)
- Enable In App message by calling `enableInAppMessage`: when your application needs it.

## SMManger+InAppMessage :

### - `enableInAppMessage`:

Call this API in order to enable / disable the IAM-service according to your application's need.

#### **OBJECTIVE-C**

```
- (void)enableInAppMessage:(BOOL)shouldEnable
```

#### **Parameters**

<code>shouldEnable</code>	TRUE will enable IAM. FALSE will disable it.
---------------------------	--

## Discussion

Most application will call this API right after starting the SDK. However, it make no harm to call it later on when user trigger, for instance, a UISwitch.

**Warning:** Before enabling IAM-service, make sure to :

- Start the SDK. Enabling the IAM-service before starting the SDK will have no effect.
- Configure correctly the IAM-service via [configureInAppMessageServiceWithSetting](#):

## Declared In

SMManager+InAppMessage.h

### - [performIAMFetchWithCompletionHandler](#):

This will allow the SDK to fetch the IAM when the OS will allow so.

#### OBJECTIVE-C

```
- (void)performIAMFetchWithCompletionHandler:(void ( ^ ) ( UIBackgroundFetchResult ))completionHandler
```

## Parameters

<i>completionHandler</i>	The block-completion to be processed. Provided by the delegate call
--------------------------	---

## Discussion

To be included in application:performFetchWithCompletionHandler:

**Warning:** Make sure to enable background-fetch in the application's capabilities

## Declared In

SMManager+InAppMessage.h

# SManager(Location) Category Reference

Declared in SManager+Location.h

## Overview

### Introduction :

Location is an optional service which will **automatically** provide with user's location-information. Location-information are provided at regular intervals according to provided configuration.

This information is not granted! Users may decide to share their location and then, few days afterwards, stop sharing it. The SDK will *automatically* inform the back-end of any permission changes.

### Implementation :

In order to correctly start the location-service, please follow these steps :

- Add a key-value pair in your info-plist-file (Additional details in the section below).
- Optional step depending on the value of the enableOnFirstRun in your plotconfig.json file: if set to false you will have to [enableGeoLocation](#)
- Finally, you can call [requestLocationAuthorisation](#): to ask user permissions according to your application's need.

### Accessing User Data :

Requesting user's authorisation is a mandatory step to access their location-information. The dialogue asking for this permission will only be displayed once in the application life cycle.

If user denies sharing location-information, the application can NOT display the dialogue a 2nd time. Thus, he'll have to manually access the Settings-application and enable location sharing from there.

### Configuring Info-Plist :

For the reason stated above, it is extremely important to explain to users the exact reason why to access their location information. A key-value pair explaining that reason must be added to the application's Info-Plist-file.

The **Key** depends on [SMLocationAuthorisationType](#) used :

- For [kSMLocationAuthorisationType\\_InUse](#) use [NSLocationWhenInUseUsageDescription](#)
- For [kSMLocationAuthorisationType\\_Always](#) use [NSLocationAlwaysUsageDescription](#) or

**NSLocationAlwaysAndWhenInUseUsageDescription** since iOS11

The **Value** represents the string-sentence that will be displayed in the alert.

To know more about Plist-configuration, please see [Apple documentation](#). Also, Apple does provide [few guidelines](#) for displaying the string-sentence.

## SMManager+Location :

### - `currentAuthorisationStatus`

If this value is `kSMLocationAuthorisationStatus_Refused` → Users must activate location from Settings-Application. Alerts are only displayed once!

#### OBJECTIVE-C

```
- (SMLocationAuthorisationStatus)currentAuthorisationStatus
```

#### Return Value

The current authorisation status for this application.

#### Discussion

Please check [SMLocationAuthorisationStatus](#) to understand each case.

**Warning:** If this value is `kSMLocationAuthorisationStatus_Refused` → Users must activate location from Settings-Application. Alerts are only displayed once!

#### Declared In

`SMManager+Location.h`

### - `requestLocationAuthorisation:`

Ask user's permission to share his location

#### OBJECTIVE-C

```
- (void)requestLocationAuthorisation:(SMLocationAuthorisationType)type
```

#### Parameters

<code>type</code>	The requested location-authorisation-type check <a href="#">SMLocationAuthorisationType</a> to understand each type.
-------------------	--

#### Discussion

This call will display an alert requesting user's location-information. The alert will only be displayed once. However, it may no harm to make this call several times. Call this API according to your application's need.

#### Declared In

`SMManager+Location.h`

## - enableGeoLocation

Enable geolocation services

### OBJECTIVE-C

```
- (void)enableGeoLocation
```

### Discussion

This optional call will enable geolocation services at sdk level. it is independent of iOS location authorisation If you use plotproject for geolocation it will be mandatory to call it if you have set enableOnFirstRun to false in the plotconfig.json Call this API according to your application's need.

### Declared In

SManager+Location.h

## - disableGeoLocation

Disable geolocation services

### OBJECTIVE-C

```
- (void)disableGeoLocation
```

### Discussion

This optional call will disable geolocation services at sdk level. it is independent of iOS location authorisation Call this API according to your application's need.

### Declared In

SManager+Location.h

## - isGeoLocationEnabled

check geolocation services status

### OBJECTIVE-C

```
- (BOOL)isGeoLocationEnabled
```

### Discussion

This optional call will inform you if geolocation services at sdk level are enabled. it is independent of iOS location authorisation

### Declared In

SManager+Location.h

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# SMManager(Log) Category Reference

Declared in SMManager+Log.h

## Overview

This category will help you debug the library. Please check [SMLogLevel](#) for all available possibilities.

Should you want to get back to us, please set `logLevel` to `kSMLogLevel_All` and provide with console logs.

## SMManager+Log :

### - [applyLogLevel:](#)

Set the log level of the library console

#### OBJECTIVE-C

```
- (void)applyLogLevel:(SMLogLevel)LogLevel
```

#### Parameters

<code>LogLevel</code>	<code>SMLogLevel</code> enumeration type. Default = <code>kSMLogLevel_None</code>
-----------------------	---

#### Discussion

This is an optional setting that may help you debug the library calls. This call can be done at any time (before or after starting the library). However, in order to avoid missing any error log, we recommend setting this value before starting the library.

**Warning:** It is developer's responsibility to enable log-level in Debug or release mode. No distinction are being aplied by the library. For obvious performance reason, it is always recommended to turn log off in release mode.

#### Declared In

`SMManager+Log.h`

# SManager(RemoteNotification) Category Reference

Declared in SManager+RemoteNotification.h

## Overview

This category contains the basic step-by-step implementation to get you started. Make sure to read the category [SManager\(SilentPush\)](#) to learn more about background-remote-notification.

## Handling Remote Notifications:

In order to receive remote-notification from the back-end, all the following methods must be included in your application's delegate:

- [didRegisterForRemoteNotificationsWithDeviceToken:](#)
- [didRegisterUserNotificationSettings:](#)
- [didFailToRegisterForRemoteNotificationsWithError:](#)
- [didReceiveRemoteNotification:](#)

Finally, make sure to call [registerForRemoteNotification](#) according to your application's need.

## Receiving Remote Notifications:

When a remote-notification is received, the library will automatically display a custom UIViewController. Should you want to prevent this behaviour, feel free to configure the [SManagerSetting](#) accordingly before starting the [SManager](#).

Before displaying the remote-notification's UIViewController, the library will broadcast an NSNotification offering the application a chance to pause any ongoing heavy task. The same principle is applied before dismissing the UIViewController providing the application the opportunity to start again the paused heavy-task.

Finally, should you want to know when the user interact with UIViewController's control, an NSNotification is also posted providing information about the selected element. For additional information about NSNotification processing and handling, please check [SMNSNotification](#)

## Displaying notification :

The application can display any notification based on its ID using the API [displayNotificationID](#): These IDs can be retrieved from broadcasted NSNotification. (Please read [SMNSNotification](#) for additional information).

A convenient method is provided to display the last received remote-notification using [displayLastReceivedRemotePushNotification](#)

# SManager+RemoteNotification :

## - registerForRemoteNotification

Mandatory method which allows notification registration

### OBJECTIVE-C

```
- (void)registerForRemoteNotification
```

### Discussion

This API will display a dialog asking user's permission for remote-notifications (when app is launched the very 1st time). Often, this call is added right after startWithOptions:Setting: However, you may call this API later in your code according to your application need. Just remember that this call is mandatory to receive remote-notifications

**Warning:** If your device has already been registered to remote-notifications by your application or a third-party framework, then this call is not mandatory.

### Declared In

SManager+RemoteNotification.h

## - unregisterForRemoteNotification

Use this API to unregister the current device. In other words, the device will not receive any remote-notification from our backend server anymore.

### OBJECTIVE-C

```
- (void)unregisterForRemoteNotification
```

### Discussion

**Warning:** This does NOT call unregisterForRemoteNotifications on the sharedApplication instance. Therefore, the application can still receive third-party remote-notifications.

### Declared In

SManager+RemoteNotification.h

## - enableRemoteNotification

Use this API to enable the selligent notification on current device. In other words, the device will receive any remote-notification from selligent backend server.

### OBJECTIVE-C

```
- (void)enableRemoteNotification
```

## Discussion

**Warning:** This is independent from [SMManger registerForRemoteNotification] and from notification settings for the app on device level.

## Declared In

SMManger+RemoteNotification.h

### - disableRemoteNotification

Use this API to disable the selligent notification on current device. In other words, the device will not receive any remote-notification from selligent backend server anymore.

#### OBJECTIVE-C

```
- (void)disableRemoteNotification
```

## Discussion

**Warning:** This does NOT call unregisterForRemoteNotifications on the sharedApplication instance. Therefore, the application can still receive third-party remote-notifications.

## Declared In

SMManger+RemoteNotification.h

### - didRegisterForRemoteNotificationsWithDeviceToken:

Mandatory API to be included in application:didRegisterForRemoteNotificationsWithDeviceToken:

#### OBJECTIVE-C

```
- (void)didRegisterForRemoteNotificationsWithDeviceToken:(NSData *)deviceToken
```

## Parameters

deviceToken	A string that identifies the device to APNs.
-------------	--

## Discussion

This method is mandatory to handle properly all notifications

## Declared In

SMManger+RemoteNotification.h

### - didRegisterUserNotificationSettings:

Deprecated method - replaced by [didRegisterUserNotificationSettings](#); Mandatory API to be included in application:[didRegisterUserNotificationSettings](#)

#### OBJECTIVE-C

```
- (void)didRegisterUserNotificationSettings:(UIUserNotificationSettings *)notificationSettings
```

## Parameters

<code>notificationSettings</code>	The user notification settings that are available to your app.
-----------------------------------	--

## Discussion

**Warning:** Deprecated method - replaced by [didRegisterUserNotificationSettings](#); Mandatory API to be included in application:[didRegisterUserNotificationSettings](#)

This method confirms the type of notification the user would like to receive.

## Declared In

`SManager+RemoteNotification.h`

### [- didRegisterUserNotificationSettings](#)

Mandatory API to be included in application:[didRegisterUserNotificationSettings](#)

#### OBJECTIVE-C

```
- (void)didRegisterUserNotificationSettings
```

## Discussion

This method confirms the type of notification the user would like to receive.

## Declared In

`SManager+RemoteNotification.h`

### [- didFailToRegisterForRemoteNotificationsWithError:](#)

Mandatory API to be included in application:[didFailToRegisterForRemoteNotificationsWithError](#)

#### OBJECTIVE-C

```
- (void)didFailToRegisterForRemoteNotificationsWithError:(NSError *)error
```

## Parameters

<code>error</code>	An NSError object that encapsulates information why registration did not succeed. Provided by the delegate call
--------------------	---

## Discussion

Called when the user has deactivated remote-notification or if any other error happen.

## Declared In

`SManager+RemoteNotification.h`

## - didReceiveRemoteNotification:

Mandatory API to be included in application:didReceiveRemoteNotification Handle and display remote notification when application is in foreground

### OBJECTIVE-C

```
- (void)didReceiveRemoteNotification:(NSDictionary *)userInfo
```

#### Parameters

*userInfo*

An NSDictionary that contains information related to the remote notification. Provided by the delegate call

#### Discussion

This method is not mandatory anymore if you implement didReceiveRemoteNotification:fetchCompletionHandler: For additional information about background-remote-notifications, please check [SMManager\(SilentPush\)](#) for further details.

#### Declared In

[SMManager+RemoteNotification.h](#)

## - displayNotificationID:

Display a notification based on its ID

### OBJECTIVE-C

```
- (void)displayNotificationID:(NSString *)idNotification
```

#### Parameters

*idNotification*

NSString instance referencing the unique notification's ID

#### Discussion

Basically, the application may store notification's IDs and then display them according to its need. In this context, the word "notification" stands for either a remote-notification or an InAppMessage. This feature has initially been added to allow applications to display remote-notifications at any time (not directly when the push is received). Then, it has been extended to display In-App-Messages. For additional information about IAM, please read [SMManager\(InAppMessage\)](#).

#### Declared In

[SMManager+RemoteNotification.h](#)

## - displayLastReceivedRemotePushNotification

Retrieve and display the last known notification.

**OBJECTIVE-C**

```
- (void)displayLastReceivedRemotePushNotification
```

**Discussion**

Basically, This API is a helper which combine both [retrieveLastRemotePushNotification](#) and [displayNotificationID](#): It only focuses on remote-notification. Not on IAM. At this stage, only the very last remote-notification can be recovered, previous ones are automatically overriden. To learn more about this API, please read documentation in [SMMangerSetting](#), more particularly [[SMMangerSetting shouldDisplayRemoteNotification](#)]

**Declared In**

SMManger+RemoteNotification.h

[- retrieveLastRemotePushNotification](#)

Retrieve information about the last received remote-notification

**OBJECTIVE-C**

```
- (NSDictionary *)retrieveLastRemotePushNotification
```

**Return Value**

NSDictionary instance containing basic information about the last push, nil if no push was received so far.

**Discussion**

This is a convinient method to quickly retrieve the last remote-notificaiton known by the device. At this stage, only the very last remote-notification can be recovered, previous ones are automatically overriden. To learn more about this API, please read documentation in [SMMangerSetting](#), more particularly [[SMMangerSetting shouldDisplayRemoteNotification](#)]

**Declared In**

SMManger+RemoteNotification.h

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# SManager(SMEvent) Category Reference

Declared in SManager+SMEvent.h

## Overview

### Sending events :

Sending any set of data to the back-end can be done with the API [sendSMEvent](#):

### Event type :

Few default events are already available for you to be used. They all inherit from [SMEvent](#) and are configurable through their constructors. At the time of this writing, they default provided events are :

- [SMEventUserLogin](#)
- [SMEventUserLogout](#)
- [SMEventUserRegistration](#)
- [SMEventUserUnregistration](#)

### Custom events :

Simplest case is to create an instance of [SMEvent](#). Then, inject your data in it (Code example bellow).

Also, you can subclass from default provided event-type or even create your own sub-classes of events.

The library will keep sending events to the backend as far as they inherit from [SMEvent](#).

### Injecting custom data in events :

Any information can be appended to an event and sent to your back-end. This is basically done by creating a dictionary containing your data and injecting it as in the example bellow.

```
@code // Dictionary with your custom data NSDictionary dictMyCustomData = @{@"MyKey": @"MyValue"}; //  
Create the event SMEvent event = [SMEvent eventWithDictionary:dictMyCustomData]; // Sent the event to the  
back-end [[SManager sharedInstance] sendSMEvent:event]; @endcode
```

The exemple above is considered as a custom event. The same principle can be applied to any event-type subclasses stated above or to your own subclasses of [SMEvent](#).

# SManager+SMEVENT :

## - sendSMEVENT:

Send an event to the Selligent platform

### OBJECTIVE-C

```
- (void)sendSMEVENT:(SMEVENT *)event
```

#### Parameters

event	An SMEVENT object containing your event
-------	---

#### Discussion

Should you want to track the event's response, please check [SMEVENT](#)

#### Declared In

SManager+SMEVENT.h

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# SManager(SilentPush) Category Reference

Declared in SManager+SilentPush.h

## Overview

Optionally, you can support silent-remote-notificaiton which will not render anything on the device. To know more about this topic, please visit [the Apple documentation](#).

Even if you're not planning to use silent-pushes, we recommand enabling this service in your application anyway. As using this service will also improve rendering time for the usual (non-silent) remote-notifications.

## Implementation :

In a nutshell, you should do the following :

- In the application's target, enable the following: Capabilities > Background Modes > Remote Notifications
- Removing previous call to didReceiveRemoteNotification: (see last point of "Start library")
- Implement `didReceiveRemoteNotification:fetchCompletionHandler:` in UIApplication's delegate.

## SManager+SilentPush :

### - `didReceiveRemoteNotification:fetchCompletionHandler:`

Mandatory API to be included in application:didReceiveRemoteNotification:fetchCompletionHandler Handle and display the received notification according to different application state.

#### OBJECTIVE-C

```
- (void)didReceiveRemoteNotification:(NSDictionary *)userInfo fetchCompletionHandler:(void ( ^ ) ( UIBackgroundFetchResult ))completionHandler
```

#### Parameters

<code>userInfo</code>	An NSDictionary that contains information related to the remote notification. Provided by the delegate call
<code>completionHandler</code>	The block-completion to be processed after the download. Provided by the delegate call

#### Discussion

It is recommended to use this API over didReceiveRemoteNotification: as it handles silent-remote-notificaitons.

**Warning:** You must enable "Remote notifications" in your application's Capabilities in order to use this API. If this

capability is not useful to your application, you must use `didReceiveRemoteNotification:` instead.

#### Declared In

`SManager+SilentPush.h`

– `didReceiveRemoteNotification:fetchCompletionHandler:ForceResultFetch:`

See `didReceiveRemoteNotification:fetchCompletionHandler:`

#### OBJECTIVE-C

```
- (void)didReceiveRemoteNotification:(NSDictionary *)userInfo fetchCompletionHandler:(void ( ^ ) ( UIBackgroundFetchResult ))completionHandler ForceResultFetch:(UIBackgroundFetchResult)resultFetch
```

#### Parameters

<code>userInfo</code>	An NSDictionary that contains information related to the remote notification. Provided by the delegate call
<code>completionHandler</code>	The block-completion to be processed after the download. Provided by the delegate call
<code>resultFetch</code>	The enumeration that might be overiden by application if needed

#### Discussion

This API is provided in order to force the fetch result to a specific value. Use it only if your application need to override the service. Otherwise, please use `didReceiveRemoteNotification:fetchCompletionHandler:`

**Warning:** You must enable “Remote notifications” in your application’s Capabilities in order to use this API. If this capability is not useful to your application, you must use `didReceiveRemoteNotification:` instead.

#### Declared In

`SManager+SilentPush.h`

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# SManager(StyleOptions) Category Reference

Declared in SManager+StyleOptions.h

## Overview

Allows you to customise the appearance of all the In App Content containers

## Implementation :

- First create a [SMInAppContentStyleOptions](#) object instance
- load it with [loadStyleOptions](#):

## SManager+StyleOptions :

- [loadStyleOptions](#):

This will allow you to load your custom [SMInAppContentStyleOptions](#) object

### OBJECTIVE-C

```
- (void)loadStyleOptions:(SMInAppContentStyleOptions *)options
```

### Parameters

*options* a [SMInAppContentStyleOptions](#) object

### Declared In

SManager+StyleOptions.h

- [resetStyleOptions](#)

Reset style options to default one

### OBJECTIVE-C

```
- (void)resetStyleOptions
```

### Declared In

SManager+StyleOptions.h

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# SManager(UserNotification) Category Reference

Declared in SManager+UserNotification.h

## Overview

In addition to the implementation of category [SManager\(RemoteNotification\)](#), this category will supply a support of iOS 10 and usage of UserNotifications framework

Make sure to read the category [SManager\(RemoteNotification\)](#) to learn more about remote-notification for support of iOS version 8 and 9 and to correctly register for remote notification.

If you build against iOS 10+ and you use UserNotifications framework we then recommend you to implement those 2 methods of UNUserNotificationCenterDelegate in your appdelegate:

- [SManager didReceiveNotificationResponse:](#)
- [SManager didReceiveNotificationResponse:withCompletionHandler:](#)
- [SManager willPresentNotification:](#)
- [SManager willPresentNotification:withCompletionHandler:](#)

Register your appdelegate to the UNUserNotificationCenter by adding the following two lines in the didFinishLaunchingWithOptions delegate.

```
UNUserNotificationCenter *center = [UNUserNotificationCenter currentNotificationCenter];  
center.delegate = self;
```

## Notification extensions

In this category you will also find the support for notification extensions target (content and service)

Init extensions (to be used for each extensions that will be added to your project):

- [SManager startExtensionWithSetting:](#)

Notification content extension :

- [SManager didReceiveNotification:](#)

Notification service extension :

- [SManager didReceiveNotificationRequest:](#)
- [SManager didReceiveNotificationRequest:withContentHandler:](#)
- [SManager serviceExtensionTimeWillExpire](#)

## SManager+UserNotifications :

## - didReceiveNotificationResponse:

Mandatory API, when building against iOS 10+ and using UserNotifications framework, to be included in userNotificationCenter:didReceiveNotificationResponse:withCompletionHandler. Handle and display remote notification.

### OBJECTIVE-C

```
- (void)didReceiveNotificationResponse:(UNNotificationResponse *_Nonnull)response
```

#### Parameters

*response*

A UNNotificationResponse that contains information about the notification and the interaction the user has done with it. Provided by the delegate call

#### Declared In

SManager+UserNotification.h

## - didReceiveNotificationResponse:withCompletionHandler:

Mandatory API, when building against iOS 10+ and using UserNotifications framework, to be included in userNotificationCenter:didReceiveNotificationResponse:withCompletionHandler Handle and display remote notification.

### OBJECTIVE-C

```
- (void)didReceiveNotificationResponse:(UNNotificationResponse *_Nonnull)response withCompletionHandler:  
    (void (^ _Nullable ) ( void ))completionHandler
```

#### Parameters

*response*

A UNNotificationResponse that contains information about the notification and the interaction the user has done with it. Provided by the delegate call

*completionHandler*

A completion that will be called.

#### Declared In

SManager+UserNotification.h

## - willPresentNotification:

Mandatory API, when building against iOS 10+ and using UserNotifications framework, to be included in userNotificationCenter:willPresentNotification:withCompletionHandler Handle the remote notification when app is in foreground.

### OBJECTIVE-C

```
- (void)willPresentNotification:(UNNotification *_Nonnull)notification
```

## Parameters

<i>notification</i>	A UNNotification that contains information about the notification.
---------------------	--

## Discussion

This allows the SDK to inform the services that the Selligent push has been received.

Calling this method does not call any CompletionHandler. You will have to call the completion handler with your preferred option.

For example you can call inside this delegate : completionHandler(UNNotificationPresentationOptionAlert);

## Declared In

SManager+UserNotification.h

### - `willPresentNotification:withCompletionHandler:`

Mandatory API, when building against iOS 10+ and using UserNotifications framework, to be included in userNotificationCenter:willPresentNotification:withCompletionHandler Handle the remote notification when app is in foreground and call the completionHandler(UNNotificationPresentationOptionAlert) by default.

#### OBJECTIVE-C

```
- (void)willPresentNotification:(UNNotification *_Nonnull)notification withCompletionHandler:(void (^ _Nullable )( UNNotificationPresentationOptions options ))completionHandler
```

## Parameters

<i>notification</i>	A UNNotification that contains information about the notification.
<i>completionHandler</i>	A Completion handler that will be called with UNNotificationPresentationOptionAlert by default.

## Discussion

This allows the SDK to inform the services that the Selligent push has been received.

You don't need to call the completion handler in the delegate anymore.

## Declared In

SManager+UserNotification.h

### - `startExtensionWithSetting:`

Mandatory method which allows sdk initialisation when building against iOS 10+ and using Notification Extensions . To be included in `didReceiveNotification:` when implementing Notification content extension and/or in `didReceiveNotificationRequest:withContentHandler:` when implementing Notification service extension

#### OBJECTIVE-C

```
- (void)startExtensionWithSetting:(SMManagerSetting *_Nonnull)setting
```

## Parameters

<code>setting</code>	mandatory <a href="#">SMManagerSetting</a> instance to start-up the library - this setting must be initialised with only url, clientID and privateKey provided by selligent
----------------------	---

## Discussion

This method is mandatory in order to start / initialise the library and should be called in `didReceiveNotification:` when implementing Notification content extension and/or in `didReceiveNotificationRequest:withContentHandler:` when implementing Notification service extension

## See Also

- [SMManagerSetting](#)

## Declared In

`SMManager+UserNotification.h`

**- [didReceiveNotification:](#)**

Optional API, when building against iOS 10+ and using a Notification Content Extension target, to be included in `NotificationViewController didReceiveNotification:` Handle the push action buttons that may be present in the selligent notification payload

### OBJECTIVE-C

```
- (void)didReceiveNotification:(UNNotification *_Nonnull)notification
```

## Parameters

<code>notification</code>	A UNNotification that contains information about the notification.
---------------------------	--

## Discussion

This allows the SDK to display the action buttons in the push notification outside of the app.

The category that must be added to Info.plist of the Notification Content Extension target is mandatory and must be `SELLIGENT_BUTTON`.

## Declared In

`SMManager+UserNotification.h`

**- [didReceiveNotificationRequest:](#)**

Optional API, when building against iOS 10+ and using a Notification Service Extension target, to be included in `NotificationService didReceiveNotificationRequest:withContentHandler:` Handle the selligent payload before displaying it to the user

**OBJECTIVE-C**

```
- (UNMutableNotificationContent *_Nullable)didReceiveNotificationRequest:(UNNotificationRequest *_Nonnull)request
```

**Parameters**

request	A UNNotificationRequest that contains the original notification request.
---------	--

**Return Value**

UNMutableNotificationContent the updated content of the payload.

**Discussion**

This allows the SDK to decrypt the payload before displaying it to the user if you have activated the encryption of push.

you can use this method if you have decided to trigger the block to execute with the modified content by yourself otherwise if you want the sdk to manage all steps please use [SMManager didReceiveNotificationRequest:withContentHandler:](#)

**Declared In**

SMManager+UserNotification.h

**- didReceiveNotificationRequest:withContentHandler:**

Optional API, when building against iOS 10+ and using a Notification Service Extension target, to be included in NotificationService didReceiveNotificationRequest:withContentHandler: Handle the selligent payload before displaying it to the user

**OBJECTIVE-C**

```
- (void)didReceiveNotificationRequest:(UNNotificationRequest *_Nonnull)request withContentHandler:(void (^ _Nullable ) ( UNNotificationContent *_Nonnull ))contentHandler
```

**Parameters**

request	A UNNotificationRequest that contains the original notification request.
contentHandler	The block to execute with the modified content

**Discussion**

This allows the SDK to decrypt the payload before displaying it to the user if you have activated the encryption of push.

you can use this method if you want the sdk to manage the display of the notification after teh decryption has been processed

**Declared In**

SMManager+UserNotification.h

## - `serviceExtensionTimeWillExpire`

Optional API, when building against iOS 10+ and using a Notification Service Extension target, to be included in `NotificationService`. `serviceExtensionTimeWillExpire` Tells the sdk that the extension is about to be terminated.

### OBJECTIVE-C

```
- (void)serviceExtensionTimeWillExpire
```

### Discussion

this method is to be implemented only if you have implemented `SMManager`  
`didReceiveNotificationRequest:withContentHandler:`

### Declared In

`SMManager+UserNotification.h`

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# SMCompletionBlockSuccess Block Reference

<b>Declared in</b>	SMBLOCK.h
--------------------	-----------

## Block Definition

SMCompletionBlockSuccess

@typedef type of block that will be triggered when an event has been successfully sent

```
typedef void (^SMCompletionBlockSuccess) (SMSuccess *success)
```

## Declared In

SMBLOCK.h

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# SMCompletionBlockFailure Block Reference

<b>Declared in</b>	SMBlock.h
--------------------	-----------

## Block Definition

SMCompletionBlockFailure

@typedef type of block that will be triggered when an event has failed to be sent

```
typedef void (^SMCompletionBlockFailure) (SMFailure *failure)
```

## Declared In

SMBlock.h

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