AmeliaKit – version 1.0.0

Getting started

This section describes two options for installing AmeliaKit into your Xocde project.

Installation using a Dynamic Framework

1. Go to your Xcode project's "General" settings. Drag `AmeliaKit.framework` to the "Embedded Binaries" section. Make sure *Copy items if needed* is selected and click *Finish*.
2. Create a new "Run Script Phase" in your app's target's "Build Phases" and paste the following snippet in the script text field:

```
bash "${BUILT_PRODUCTS_DIR}/${FRAMEWORKS_FOLDER_PATH}/AmeliaKit.framework/strip-frameworks.sh"
```

This is a required step to work around an App Store submission bug when archiving universal binaries.

Quick start

This section describes how to integrate AmeliaKit into a new project. This will create a simple application that performs an anonymous login, selects a domain, presents a simple chat UI. The point is to illustrate the basics concepts.

1. Create a new Xcode Single View Application project.

2. Follow the steps outlined in Installation using a Dynamic Framework.

3. Embed the default view controller in a navigation controller.

4. Add `#import <AmeliaKit/AmeliaKit.h>` to `ViewController.m`.

5. Conform to the `IPSAKChatSessionDelegate` and add a property for the chat instance:

   ```
   @interface ViewController () <IPSAKChatSessionDelegate>
   @property (strong) IPSAKChat *chat;
   @end
   ```

6. Create a configuration object and a chat instance. For the purpose of this guide we will connect to an Amelia instance that allows anonymous login and we will use the manual domain selection method. Add the following code to `viewDidLoad`:

   ```
   self.title = @"Amelia";

   IPSAKConfiguration *configuration = [IPSAKConfiguration configurationWithURL:[NSURL URLWithString:@"<AMELI
   configuration.anonymousAllowed = YES;
   configuration.domainSelectionMode = IPSAKDomainSelectionModeManual;

   self.chat = [IPSAKChat chatWithConfiguration:configuration];
   self.chat.sessionDelegate = self;
   [self.chat startNewConversation];
   ```

7. Add the necessary `IPSAKChatSessionDelegate` methods to support this sample application. The error methods are not necessary for this sample application but are provided to make sure we are not stopping on an error.

   ```
   - (void)chat:(IPSAKChat *)chat domainSelectionRequired:(NSArray<IPSAKDomain *> *)domains {
       NSLog(@"Selecting domain: %@", domains.firstObject.name);
       [chat selectDomain:domains.firstObject];
   }

   - (void)chatConversationStart:(IPSAKChat *)chat {
       NSLog(@"Present a chat UI.");
   }

   - (void)chat:(IPSAKChat *)chat sessionFailWithError:(NSError *)error {
       NSLog(@"%s: %@", __PRETTY_FUNCTION__, error.localizedDescription);
   ```

```
}

- (void)chat:(IPSAKChat *)chat domainFailWithError:(NSError *)error {
    NSLog(@"%s: %@", __PRETTY_FUNCTION__, error.localizedDescription);
}

- (void)chat:(IPSAKChat *)chat conversationFailWithError:(NSError *)error {
    NSLog(@"%s: %@", __PRETTY_FUNCTION__, error.localizedDescription);
}
```

8. Running this application should first print Selecting domain: “Domain name” and then “Present a chat UI.” to the console.

9. Add a new view controller file called ConversationViewController to the project. Add a new view controller to the storyboard and set its class to “ConversationViewController” and the storyboard ID to “ConversationViewController”. Add a `UITextView`, a `UITextField`, and a `UIButton` to the new view controller. It is not important how these controls are placed, it is only for demonstrating the conversation aspect.

10. Add `#import <AmeliaKit/AmeliaKit.h>`, conform to `<IPSAKChatConversationDelegate>`, and connect the controls of the ConversationViewController as outlets:

```
@interface ConversationViewController () <IPSAKChatConversationDelegate>
@property (weak, nonatomic) IBOutlet UITextField *textField;
@property (weak, nonatomic) IBOutlet UITextView *textView;
@property (weak, nonatomic) IBOutlet UIButton *sendButton;
@end
```

11. Add a property for the chat instance (in `ConversationViewController.h`):

```
@class IPSAKChat;

@interface ConversationViewController : UIViewController
@property (weak) IPSAKChat *chat;
@end
```

12. Set the conversation delegate in `viewDidLoad`:

```
- (void)viewDidLoad {
    [super viewDidLoad];
    self.title = self.chat.selectedDomain.name;
    self.chat.conversationDelegate = self;
    self.textView.text = @""; // Make sure the text view is cleared when we start.
}
```

13. Add the necessary `IPSAKChatConversationDelegate` methods:

```
- (void)chat:(IPSAKChat *)chat didReceiveMessage:(IPSAKMessage *)message {
    // This is the quick way to get something showing. In a real application it is important to check the
    if (message.messageText != nil) {
        NSString *messageText = [NSString stringWithFormat:@"%@: %@\n", message.fromUserDisplayName, messa
        [self.textView insertText:messageText];
    }
}

- (void)chat:(IPSAKChat *)chat inputEnabled:(BOOL)enabled {
    // It is now allowed to send new questions to Amelia until she is ready.
    self.sendButton.enabled = enabled;
}

- (void)chat:(IPSAKChat *)chat error:(NSError *)error {
    NSLog(@"%s: %@", __PRETTY_FUNCTION__, error.localizedDescription);
}
```

14. Add an action for the sendButton:

```
- (IBAction)sendButtonTap:(id)sender {
    [self.chat ask:self.textField.text];
    self.textField.text = @"";
}
```

15. Present the simple conversation UI. Remember to add `#import "ConversationViewController.h"` to `ViewController.m`. Update `chatConversationStart:` to:

```
- (void)chatConversationStart:(IPSAKChat *)chat {
    ConversationViewController *conversationViewController = [self.storyboard instantiateViewControllerWit
    conversationViewController.chat = self.chat;
    [self.navigationController pushViewController:conversationViewController animated:YES];
}
```

16. Running the application should now log on anonymously to the Amelia instance provided by the url, select the first available domain, and present a simple chat UI.

Third Party Dependencies

SocketRocket is used for the websocket implementation.