# Passbook Notes

## Intro to Passbook – Session 1

pass.json

icons, images, localized strings

Pass identifiers

Team identifier – issued via the Developer Portal

Which passes in the Pass Library is your application allowed to access.

passTypeIdentifier – register via Developer Portal

Can be used to Group Passes

Serial Number – Unique for every pass issued

Pass Styles

changeMessage will create a banner notification

## Front of Pass

Color – Background Color, Foreground Color, Label Color (override)

Logos and Images

Background Image – some image pre-processing will occur based on type

Thumbnail Image

## Back of Pass

backfields – arbitrary number allowed, scroll view provided if too long for screen

Optionally show an App Store Item (i.e. third party iOS App).

## Barcodes

Three types supported

Optional Alt Text – punch in the number manually alternative.

Location Information is optional – i.e. favorite store.

Radius is tied to the style of pass that you choose.

Exit fence for location – remove pass from lock screen.

## Relevant Date

Window around time is tied to style of pass.

Download Sample Materials to start.

‘Do Magic’ command – sign pass appropriately

Designed is accessibility-based.

Design – don’t mimic physical

Pass Libraries are thread or queue confined – need to keep talking to it on the main queue / thread.

NSError return on [[PKPass alloc] initWithData:data error:&error] is human-readable and can be presented to a user without issue.

Passbook is not currently available on the iPad. Metadata can be displayed, but there’s no Passbook app.