

Touch SDK iOS

Touch SDK iOS is a library that enables customized bot-powered chat capabilities in your app to provide users with a human-like interaction with the services provided in the app.

Compatibility

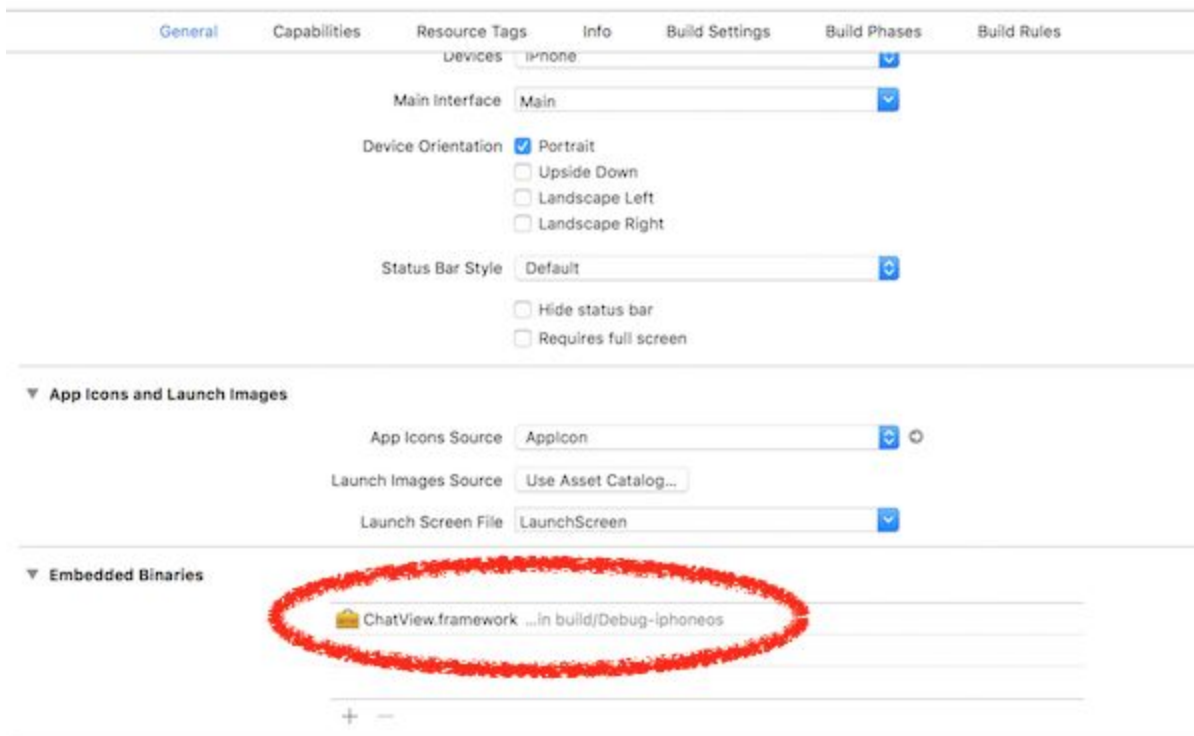
The SDK deployment target is 9.0

Install React Native

1. brew install node
2. npm install -g react-native@0.42.0

Add SDK

Add the ChatView.framework to your project as embedded binary.



Add necessary libraries

The simplest way to add other sources is by using Cocoapods. See below for an example podfile:

```
platform :ios, '9.0'

use_frameworks!

workspace 'TestSDKApp.xcworkspace'

react_native_path = "~/node_modules/react-native" #path where ReactNative installed

target 'TestSDKApp' do
  project 'TestSDKApp.xcodeproj'
  pod 'SDWebImage' , '3.8.1' # new is 3.8.2
  pod 'Alamofire' , '3.5.1' # new is 4.0.1
  pod 'Bond' , '4.3.1' # new is 5.0.2
  pod 'SQLite.swift' , '0.10.1' # new is 0.11.0
  pod 'Yoga', :path => "#{react_native_path}/ReactCommon/yoga"
  pod 'React', :path => react_native_path, :subspecs => [
    'Core',
    'RCTImage',
    'RCTNetwork',
    'RCTText',
    'RCTWebSocket',
    'RCTLinkingIOS'
  ]
  pod 'RNSVG', :git => 'https://github.com/react-native-community/react-native-svg', :tag => '4.5.0'
  pod 'XMPPFramework', :git => 'https://github.com/robbiehanson/XMPPFramework.git', :branch => 'master'
end
```

Usage

Initialize in AppDelegate (not necessary)

Add initialization to AppDelegate's application:didFinishLaunchingWithOptions method:

```
ServiceLocator.initialize()
```

Get list of Tenants:

```
ServiceLocator.chatManager.getTenants { (tenants:[Tenant]) in  
  
}
```

Create and initialize ChatViewController or set ChatViewController class in Storyboard to the particular view controller

```
let chatViewController = ChatViewController()
```

```
chatViewController.join( <Tenant>)
```

Done

If everything went well, you should now be able to open a chat activity with your own bot.