

Glympse Client API Lite - Quick Introduction

Please contact partners@glympse.com if you need assistance, find a problem, or would like to request a feature.

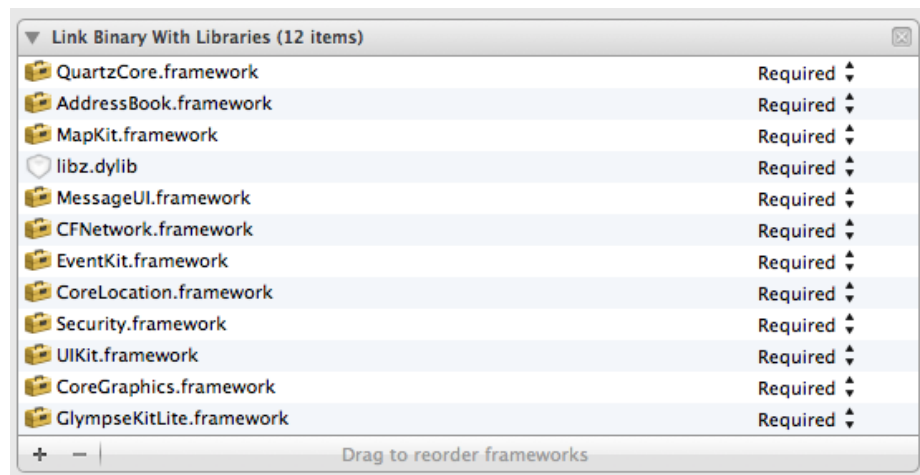
Integrating Glympse API Lite

The Glympse API Lite package consists of the following components:

- Embedded framework (GlympseKitLite.embeddedframework);
- Sample projects;
- Tutorials and programming guides;
- Complete reference documentation.

Follow guidelines below to integrate the Glympse API Lite functionality into your project:

1. Add the “**GlympseKitLite.embeddedframework**” folder to your project.
Once added, “GlympseKitLite.framework” should automatically appear in Active Target - Build Phases under Link Binary With Libraries section.
2. Go to **Active Target - Build Phases - Link Binary With Libraries** and add the following frameworks and libraries:
 - AddressBook.framework
 - CFNetwork.framework
 - CoreGraphics.framework
 - CoreLocation.framework
 - EventKit.framework
 - libz.dylib
 - MapKit.framework
 - MessageUI.framework
 - QuartzCore.framework
 - Security.framework
 - UIKit.framework



4. Request background location updates in application **plist** file. The following section should be added:

```
<key>UIBackgroundModes</key>
<array>
  <string>location</string>
</array>
```

xml

Sending a Glympse

Sending a Glympse via Glympse API is fairly simple and consists of just three phases:

1. Include Glympse API header:

```
#import <GlympseKitLite/GlympseLite.h>
```

ObjC

NOTE Under the covers Glympse API includes some C++ headers. All source files that refer to Glympse API functionality must be given “.mm” extension.

2. Instantiate Glympse platform:

```
Glympse::GString serverAddress =
    Glympse::CoreFactory::createString("SERVER BASE URL");
Glympse::GString apiKey =
    Glympse::CoreFactory::createString("YOUR API KEY");

Glympse::GGlympseLite glympse =
    Glympse::LiteFactory::createGlympse(apiKey, serverAddress);

glympse->start();
```

ObjC

3. Send a Glympse:

```
// Create ticket object.
Glympse::GTicketLite ticketLite = Glympse::LiteFactory::createTicket(
    3600000, Glympse::CoreFactory::createString("Hello, world!"), NULL);

// Add invites. You can add as many invites as you need.
ticketLite->addInvite(Glympse::LC::INVITE_TYPE_EMAIL,
    Glympse::CoreFactory::createString("Sylvia"),
    Glympse::CoreFactory::createString("sylvia@glympse.com"));

// Send the ticket.
glympse->sendTicket(ticket, 0);
```

ObjC