

Notification System - Quick Reference

Quick reference guide for developers working with the notification system.

Quick Start

Enable Notifications in Component

```
import { useNotificationSocket } from '@/hooks/features/useNotificationSocket';

function MyComponent() {
  useNotificationSocket({
    enabled: true,
    playSound: true,
    showBrowserNotification: true,
  });
}
```

Get Unread Count

```
import { useUnreadNotificationCount } from '@/hooks/features/useNotifications';

const { unreadCount } = useUnreadNotificationCount();
```

Fetch Notifications

```
import { useNotifications } from '@/hooks/features/useNotifications';

const { data, isLoading } = useNotifications({
  page: 1,
  limit: 20,
  read: false, // Only unread
});
```

API Endpoints

Method	Endpoint	Description
GET	/api/v1/notifications	Get notifications
PUT	/api/v1/notifications/:id/read	Mark as read
PUT	/api/v1/notifications/read-all	Mark all as read
DELETE	/api/v1/notifications/:id	Delete notification
GET	/api/v1/notifications/preferences	Get preferences
PUT	/api/v1/notifications/preferences	Update preferences

WebSocket Events

Event	Direction	Description
notification:new	Server → Client	New notification created
notification:updated	Server → Client	Notification updated
notification:deleted	Server → Client	Notification deleted
notifications:read-all	Server → Client	All marked as read

Components

NotificationDropdown

```
<NotificationDropdown  
  isOpen={isOpen}  
  onClose={() => setIsOpen(false)}  
  anchorRef={buttonRef}>  
</>
```

NotificationCenter

```
<NotificationCenter />
```

NotificationItem

```
<NotificationItem  
  notification={notification}  
  onRead={(n) => console.log(n)}  
  onDelete={(id) => console.log(id)}  
  compact={false}  
/>
```

NotificationSettings

```
<NotificationSettings />
```

Hooks

useNotifications

```
const { data, isLoading, error } = useNotifications({  
  page: 1,  
  limit: 20,  
  type: 'match',  
  read: false,  
});
```

useUnreadNotificationCount

```
const { unreadCount } = useUnreadNotificationCount();
```

useMarkNotificationAsRead

```
const markAsRead = useMarkNotificationAsRead();
markAsRead.mutate(notificationId);
```

useMarkAllNotificationsAsRead

```
const markAllAsRead = useMarkAllNotificationsAsRead();
markAllAsRead.mutate();
```

useDeleteNotification

```
const deleteNotification = useDeleteNotification();
deleteNotification.mutate(notificationId);
```

useNotificationPreferences

```
const { data: preferences } = useNotificationPreferences();
```

useUpdateNotificationPreferences

```
const updatePreferences = useUpdateNotificationPreferences();
updatePreferences.mutate({
  email: { match: true },
  push: { message: false },
});
```

useNotificationSocket

```
useNotificationSocket({
  enabled: true,
  playSound: true,
  showBrowserNotification: true,
  onNewNotification: (n) => console.log(n),
});
```

Notification Types

```
type NotificationType =  
  | 'match'  
  | 'message'  
  | 'collaboration'  
  | 'collaboration_invite'  
  | 'collaboration_accepted'  
  | 'collaboration_rejected'  
  | 'collaboration_scheduled'  
  | 'marketplace_order'  
  | 'marketplace_review'  
  | 'streaming_invite'  
  | 'payment_received'  
  | 'payment_failed'  
  | 'system'  
  | 'new_follower'  
  | 'achievement';
```

Configuration

Environment Variables

```
NEXT_PUBLIC_SOCKET_URL=https://api-hyperbuds-backend.onrender.com  
NEXT_PUBLIC_API_BASE_URL=https://api-hyperbuds-backend.onrender.com/api/v1
```

Sound File

```
public/sounds/notification.mp3
```

Common Issues

Notifications not appearing

1. Check WebSocket connection in console
2. Check API response in Network tab
3. Verify authentication token

Sound not playing

1. Check file exists at `public/sounds/notification.mp3`
2. Browser may block autoplay
3. Check system volume

Browser notifications not showing

1. Check permission granted
2. Browser may not support API
3. Check browser settings

Full Documentation

- [README.md](#) - Complete documentation
- [BACKEND-REQUIREMENTS.md](#) - Backend guide
- [IMPLEMENTATION-SUMMARY.md](#) - Implementation details

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