

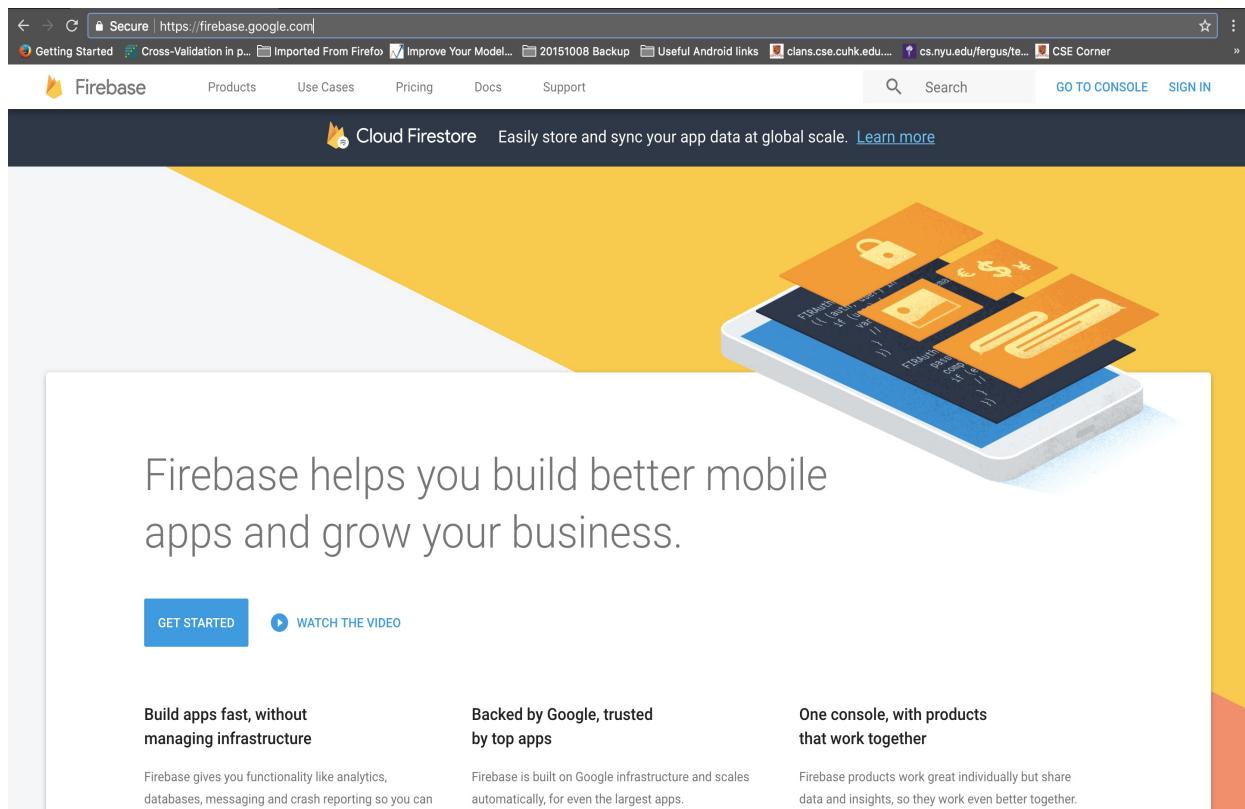
Firebase Guide

(last updated by: Kev Lai, Jan 29, 2017)

Login

Step 1: Home Page

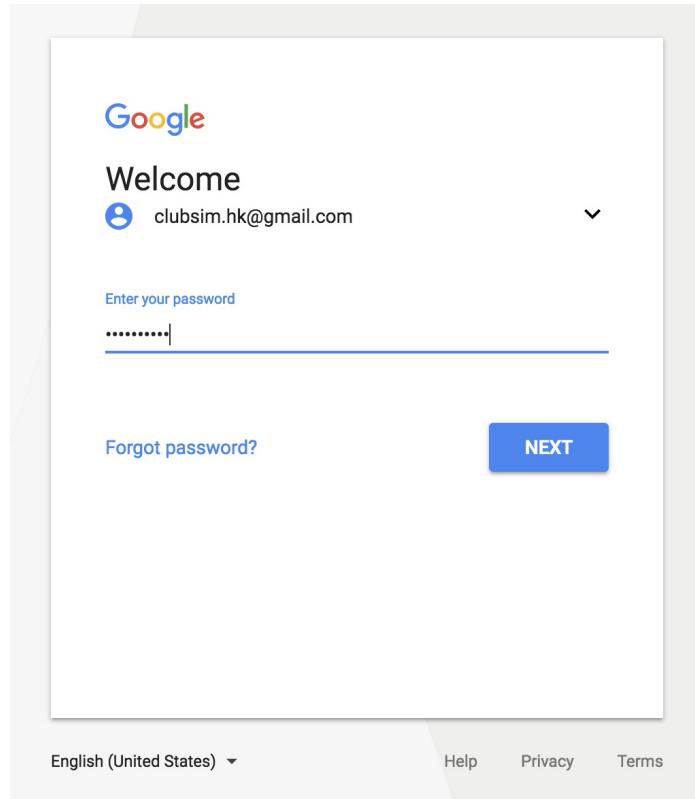
Go to the console through this link: <https://firebase.google.com/>



Step 2: Sign In

Click the `Sign In` button at the top right corner and input the following credentials:

- username: `clubsim.hk@gmail.com`
- password: `Ab20120130`



Sign In Page

Step 3: Home Page (Signed In)

If login is sucessful, you should be redirected back to the same page. Click the `GO TO
CONSOLE` button at the top right hand corner.

Secure | https://firebase.google.com/?refresh=1

Getting Started Cross-Validation in p... Imported From Firefox Improve Your Model... 20151008 Backup Useful Android links clans.cse.cuhk.edu... cs.nyu.edu/fergus/t... CSE Corner

Firebase Products Use Cases Pricing Docs Support Search GO TO CONSOLE

Cloud Firestore Easily store and sync your app data at global scale. [Learn more](#)



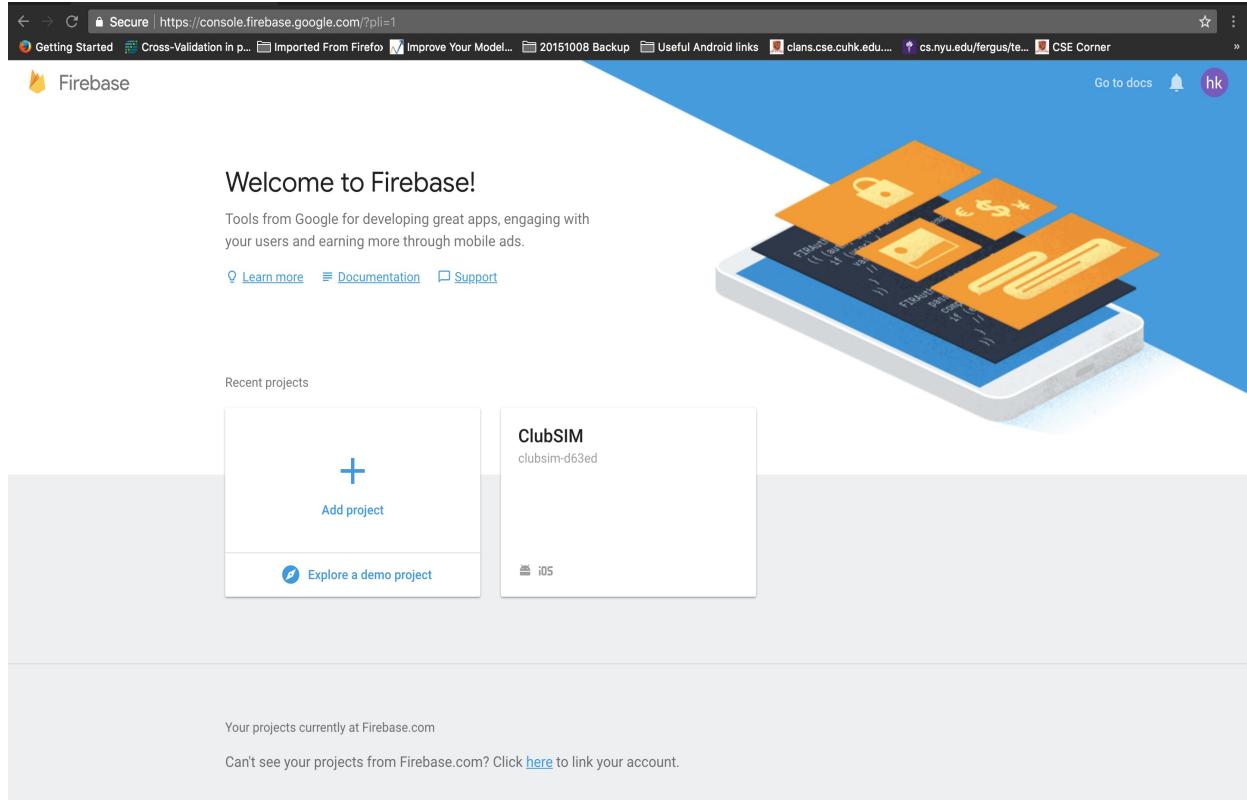
Firebase helps you build better mobile apps and grow your business.

[GET STARTED](#) [WATCH THE VIDEO](#)

Home Page

Step 4: Console Page

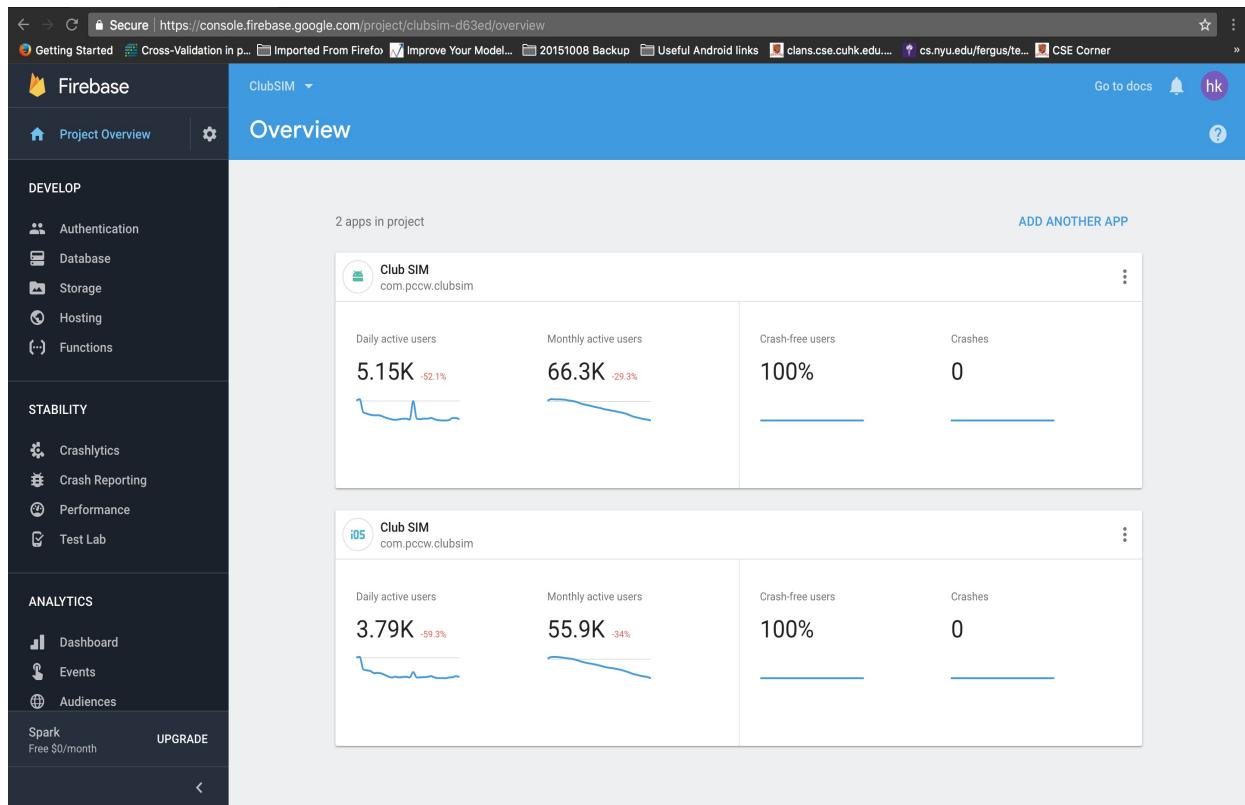
You should be directed to their console, where you should see there's a project called ClubSIM with project ID clubsim-d63ed . Click on it.



Console Page

Step 5: Project Overview Page

If everything checks out, you will make it to the [project overview page](#) of the ClubSIM project.



Projects Page

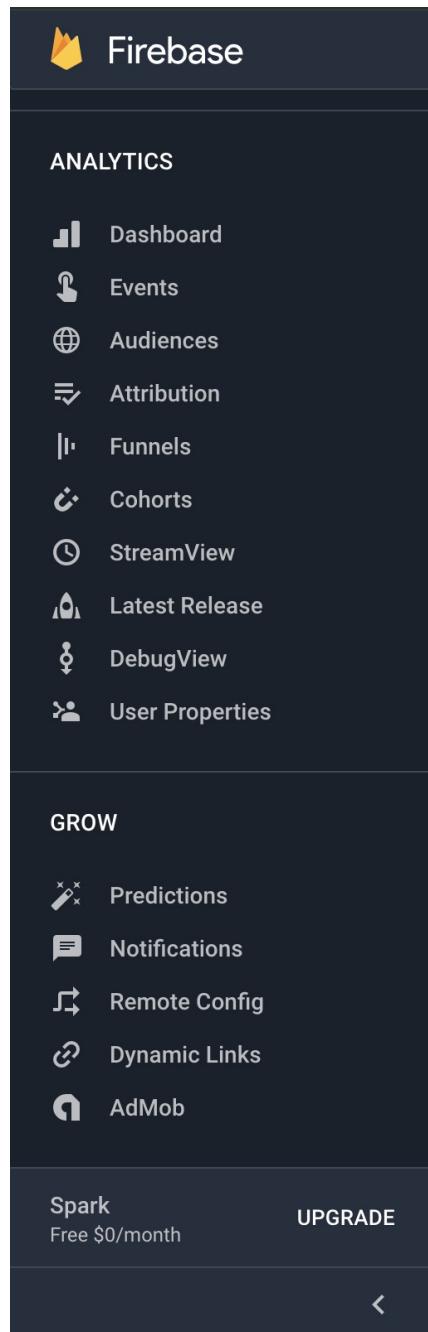
Send Message

In order to send a message to a ClubSIM user, you have to

- send a Chinese message and a English through Firebase's iOS Notification Service
- send a Chinese message and a English through Firebase's Android Notification Service

Basically, you have to send four messages. The reason behind is mainly because you can't tell the user's language preference and they may hold devices on both Android and iOS platforms.

For starters, scroll to the bottom of the side menu, aka the navigation drawer. You should be able to see the option `Notifications`.



Side menu

Click on it and you should see a page similar to this:

The screenshot shows the Firebase Notifications dashboard for a project named 'ClubSIM'. The left sidebar contains links for Analytics, Grow, and Remote Config. The main area is titled 'Notifications' and displays a table of sent messages. The columns are: Message, Status, Delivery date, Platform, Target estimate, and Open rate. All messages listed are completed and delivered to iOS devices on January 18, 2018, with target estimates of <1,000 and open rates of 0%. A blue button at the top right says 'NEW MESSAGE'.

Message	Status	Delivery date	Platform	Target estimate	Open rate
wahahaha Wahahaha	✓ Completed	18 Jan 2018 16:17	iOS	<1,000	—
wahahaha Wahahaha	✓ Completed	18 Jan 2018 16:13	iOS	—	—
wahahaha Wahahaha	✓ Completed	18 Jan 2018 16:10	iOS	—	—
wahahaha Wahahaha	✓ Completed	18 Jan 2018 16:09	iOS	—	—
wahahaha Wahahaha	✓ Completed	18 Jan 2018 16:08	iOS	—	—
CHichichichic Chichichichic	✓ Completed	18 Jan 2018 16:06	iOS	<1,000	—
CHichichichic Chichichichic	✓ Completed	18 Jan 2018 16:06	iOS	—	—
CHichichichic Chichichichic	✓ Completed	18 Jan 2018 16:04	iOS	<1,000	—
fadsqdt Chichichichic	✓ Completed	18 Jan 2018 16:03	iOS	<1,000	—
fadsqdt ascdfg	✓ Completed	18 Jan 2018 15:56	iOS	<1,000	—

Notification Page

For the subsequent sections, I'll be using the following scenario as demonstration purpose:

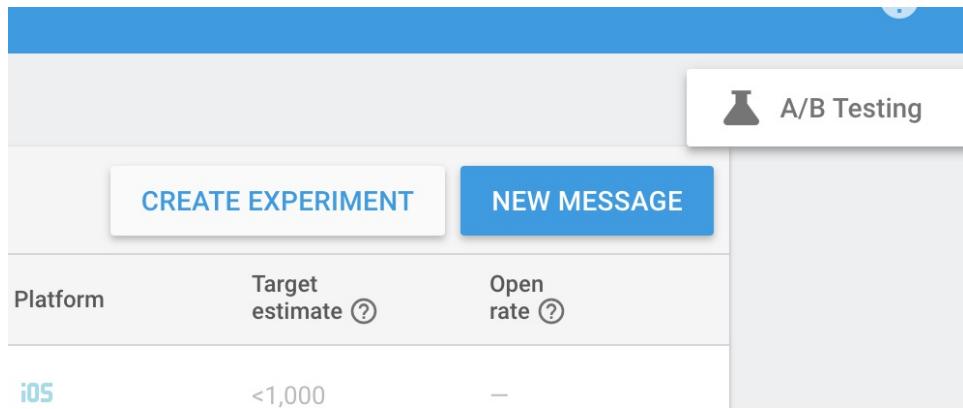
Sending the following messages to a ClubSIM user with ID 1234567

- Chinese: 那隻敏捷的棕毛狐狸躍過那隻懶狗
- English: The quick brown fox jumps over the lazy dog

iOS

Step 1: Compose Message Page

First of all, click the blue button that says NEW MESSAGE .



New Message Button

And you should be directed to the Compose Message Page .

The screenshot shows the 'Compose message' page in the Firebase Notifications section. On the left, there is a sidebar with various analytics and growth features like Analytics, Predictions, Notifications, and Remote Config. The main area has a blue header with the title 'Compose message'. It contains fields for 'Message text' (with placeholder 'Enter message'), 'Message label (optional)', 'Delivery date' (set to 'Send Now'), and a 'Target' section where 'User segment' is selected. There are also sections for targeting users by app and conversion events.

Compose Message Page

Step 2: Message Text

Naturally, input what you want to send on the Message text field:

The screenshot shows the 'Compose message' interface in ClubSIM. At the top, there's a header with 'ClubSIM' and a dropdown, 'Notifications', and a back arrow labeled 'Compose message'. On the right, there are links for 'Go to docs', a bell icon, and a user profile 'hk'. A small 'A/B Testing' button is also visible. The main area has a large text input field containing 'The quick brown fox jumps over the lazy dog'. Below it is a 'Message label (optional)' field with placeholder 'Enter message nickname'. Under 'Delivery date', there's a dropdown set to 'Send Now'. In the 'Target' section, 'User segment' is selected. Below that, 'Target user if...' has 'App' selected, with a 'Select app' dropdown and an 'AND' operator. A 'TARGET ANOTHER APP' button is at the bottom.

English Text

Step 3: Segment: App

This is where things may get a little bit tricky. Check out the `Target` section. For now, you can see there's a drop down list called `Select app`. Click on it and choose the option that says `com.pccw.clubsim` with the iOS logo next to it.

Message text

The quick brown fox jumps over the lazy dog

Message label (optional) ②

Enter message nickname

Delivery date ②

Send Now ▾

Target

User segment Topic Single device

Target user if...

App AND

com.pccw.clubsim

iOS com.pccw.clubsim

TARGET ANOTHER APP

iOS

Message text

The quick brown fox jumps over the lazy dog

Message label (optional) ②

Enter message nickname

Delivery date ②

Send Now ▾

Target

User segment Topic Single device

Target user if...

App AND

iOS com.pccw.clubsim

TARGET ANOTHER APP

iOS

Step 4: Segment: Club ID

See the word `AND` next to `com.pccw.clubsim` over there? Click on it, and you should see another row show up.

The screenshot shows a mobile application interface for creating a message. At the top, there is a text input field containing the message text: "The quick brown fox jumps over the lazy dog". Below it is a field for "Message label (optional)" with the placeholder "Enter message nickname". Under "Delivery date", the option "Send Now" is selected. In the "Target" section, the "User segment" radio button is selected. Below this, under "Target user if...", there is a dropdown menu set to "App" with the value "iOS com.pccw.clubsim" and an "AND" operator. A "Select..." dropdown is also present. At the bottom left is a blue button labeled "TARGET ANOTHER APP".

Row

Then click on the `Select...` dropdown list and hover to `User Property`, and a submenu should appear.

Message text

The quick brown fox jumps over the lazy dog

Message label (optional) ?

Enter message nickname

Delivery date ?

Send Now ▼

Target

User segment Topic Single device

Target user if...

App	<small>iOS</small> com.pccw.clubsim	▼
Version	AND	
User audience(s) <small>■</small>	Audience to which the user belongs.	
User property <small>■</small>	Match against the value of a User Property	
Language	clubid creditcardsaved acceptpush language simcount	

SAVE AS DRAFT SEND MESSAGE

Club ID Option

Choose `clubid` and you should see your form now looks like this:

Message text

The quick brown fox jumps over the lazy dog

Message label (optional) ?

Enter message nickname

Delivery date ?

Send Now ▼

Target

User segment Topic Single device

Target user if...

App	<small>iOS</small> com.pccw.clubsim	▼
clubid	Select operator <small>▼</small>	Value <small>AND</small>

TARGET ANOTHER APP

Club ID Option

Input the ID of the CClubSIM user onto the `Value` field.

Message text
The quick brown fox jumps over the lazy dog

Message label (optional) ②
Enter message nickname

Delivery date ②
Send Now ▾

Target

User segment Topic Single device

Target user if...

App	iOS com.pccw.clubsim	▼
clubid	Select operator ▾	1234567 AND

TARGET ANOTHER APP

Club ID Value

As for the `Select operator` dropdown list, click on it and choose `exact matches`.

Message text
The quick brown fox jumps over the lazy dog

Message label (optional) ②
Enter message nickname

Delivery date ②
Send Now ▾

Target

User segment Topic

Target user if...

App	FOR TEXT	▼
clubid	contains	
	does not contain	
	exact matches	34567 AND
	contains regex	

TARGET ANOTHER APP

Conversion events ②

Club ID Operator Dropdown

Message text

The quick brown fox jumps over the lazy dog

Message label (optional) ②

Enter message nickname

Delivery date ②

Send Now ▾

Target

User segment Topic Single device

Target user if...

App	iOS com.pccw.clubsim	▼
clubid	exact matches ▾	1234567
		AND

TARGET ANOTHER APP

Club ID Operator: Exact matches

Step 5: Segment: Accept Push

Now you can repeat Step 4, but instead of choosing `clubid`, choose `acceptpush`. And set the `Value` field to `yes`.

Message text

The quick brown fox jumps over the lazy dog

Message label (optional) ?

Enter message nickname

Delivery date ?

Send Now ▼

Target

User segment Topic Single device

Target user if...

App	iOS	com.pccw.clubsim	▼
clubid	exact matches	▼	1234567
acceptpush	exact matches	▼	yes
AND			

TARGET ANOTHER APP

Accept Push

Step 6: Segment: Language

Repeat Step 4 again, but instead of choosing `clubid`, choose `language`. And set the `Value` field to `eng`, because you're sending an English message. And beware the `language` here is a custom user property, not the `Language` option Firebase offers as a default.

Message text

The quick brown fox jumps over the lazy dog

Message label (optional) ?

Enter message nickname

Delivery date ?

Send Now ▼

Target

User segment Topic Single device

Target user if...

App	iOS	com.pccw.clubsim	▼
clubid	exact matches	▼	1234567
acceptpush	exact matches	▼	yes
language	exact matches	▼	eng

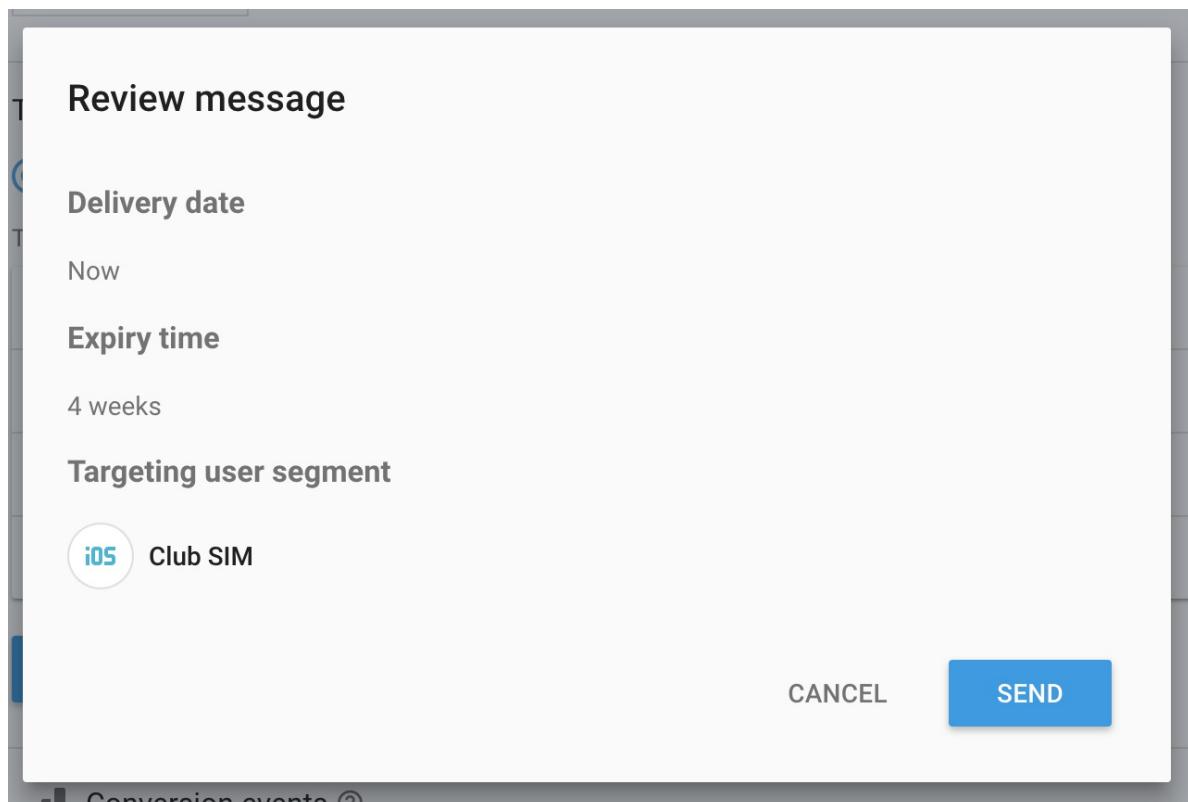
AND

TARGET ANOTHER APP

Language: English

Step 7: Send English Message

Now you can scroll down to the bottom, and click the `SEND MESSAGE` button at the bottom right corner. A dialog should appear.



Send English Message

Hit **SEND** and you should be directed back to the **Notification Page**, where you can check the status of the message sending process, which should show **Completed** if the message is sent.

The screenshot shows the "Notifications" page with the following data:

Message	Status	Delivery date	Platform	Target estimate	Open rate
The quick brown fox jumps over the...	✓ Completed	29 Jan 2018 17:11	iOS	—	—
The quick brown fox jumps over the...	✓ Completed	29 Jan 2018 17:09	iOS	—	—
The quick brown fox jumps over the...	✓ Completed	29 Jan 2018 17:07	iOS	—	—

Send Status

Note that **Completed** here only means message is successfully sent according to the previous criterias you've set. It doesn't mean the message is guaranteed to have reached your target user's device(s), majorly on which how you configure the criterias (`acceptpush`, `language` and

`clubid`).

Step 8: Send Chinese Message

Repeat step 1 - 7. But before you sent the message, make sure your configuration matches the following:

Message text
那隻敏捷的棕毛狐狸躍過那隻懶狗

Message label (optional) ②
Enter message nickname

Delivery date ②
Send Now ▾

Target
 User segment Topic Single device

Target user if...

App	iOS	com.pccw.clubsim
clubid	exact matches	1234567
acceptpush	exact matches	yes
language	exact matches	chi

TARGET ANOTHER APP

Language: Chinese

where the `language` value is changed to `chi`.

Android

Step 1: Send English Message

Repeat step 1 - 7 of the iOS Section, but make sure your configuration matches the following:

Message text

The quick brown fox jumps over the lazy dog

Message label (optional) ②

Enter message nickname

Delivery date ②

Send Now ▼

Target

User segment Topic Single device

Target user if...

App	com.pccw.clubsim	▼
clubid	exact matches <small>▼</small>	1234567
language	exact matches <small>▼</small>	en
acceptpush	exact matches <small>▼</small>	true
		AND

Language: English

Step 2: Send Chinese Message

Same as Step 1, but make sure your configuration matches the following:

Message text

那隻敏捷的棕毛狐狸躍過那隻懶狗

Message label (optional) ②

Enter message nickname

Delivery date ②

Send Now ▼

Target

User segment Topic Single device

Target user if...

App	com.pccw.clubsim	▼
clubid	exact matches <small>▼</small>	1234567
language	exact matches <small>▼</small>	zh
acceptpush	exact matches <small>▼</small>	true
		AND

TARGET ANOTHER APP

Language: Chinese

where

- the `App` field is changed to `com.pccw.clubsim` with the Android logo next to it
- the `language` value is changed to `zh`, not `chi`
- the `acceptpush` value is changed to `true`, not `yes`.

Summary

For referencing purposes, here's a table summarizing what you should choose for different fields on each platform:

	Android	iOS
acceptpush	true/false	yes/no
language	zh/en	chi/eng