

Push

Android

To enable push follow our android documentation to [create a FCM project](#) if you don't have one. Otherwise, follow our android documentation to [migrate your GCM project to FCM](#).

Prevent Rich Push Notifications display

You can prevent the display of any RichPush notification, by calling:

```
A4S.Get(Context).PushNotificationLocked = true;
```

To reenable the RichPush Notifications, you can call:

```
A4S.Get(Context).PushNotificationLocked = false;
```

You can enable/disable RichPush notifications at any time.

iOS

Registering

In order to register for user notifications, you can call the `registerForUserNotificationsWithOptions()` method. This means that you're no longer required to maintain the registration by yourself, just call this method and the library will request notification authorization for you.

Important

Your must register for user notifications every time your app is launched.

```
// Register for notification
AccengageIOS.ACCNotificationOptions options =
(AccengageIOS.ACCNotificationOptions.Alert |
AccengageIOS.ACCNotificationOptions.Badge |
AccengageIOS.ACCNotificationOptions.Sound);

AccengageIOS.Accengage.Push.RegisterForUserNotificationsWithOptions(options);
```

The Xamarin plugin supports iOS 12 provisional authorization. You can register this way by using following options :

`AccengageIOS.ACCNotificationOptions.AuthorizationOptionProvidesAppNotificationSettings`

`AccengageIOS.ACCNotificationOptions.NotificationOptionProvisional`

```
// You can add these parameters to register options.
options |=
AccengageIOS.ACCNotificationOptions.AuthorizationOptionProvidesAppNotificationSettings; // to activates the provisional authorization.
options |= AccengageIOS.ACCNotificationOptions.NotificationOptionProvisional; // to
indicates that the system should display a button for notification settings.

AccengageIOS.Accengage.Push.RegisterForUserNotificationsWithOptions(options);
```

You can get more informations about this feature in the [native iOS SDK documentation](#).

Media attachments

iOS 10 introduces support for rich notifications, it adds the ability to send push with media attachments such as images, sounds and videos.

Rich notifications are available on iPhone 5s or later, iPad Pro, iPad Air or later, and iPad mini 2 or later.

To enable this functionality, you will need to create a [Notification Service Extension](#).

Important

Only work with Xamarin.iOS 10.4 and higher.

1. Once your notification service is created, add the nuget package `Xamarin.Accengage.iOS.Extension` in extension.
2. Inherit from `ACCNotificationServiceExtension` in `NotificationService` and delete all the code generated by Xamarin.

```
using Foundation;
using AccengageExtensionIOS;

namespace AccengageNotificationService
{
    [Register("NotificationService")]
    public class NotificationService : ACCNotificationServiceExtension {}
}
```

It is possible to disable the display of push using :

```
SetPushServiceDisabled(true)
```