

Integration

Basic Integration

Update the file `config/BMA4SCordovaConfig.json` with your PartnerID and you privateKey BEFORE preparing/building your app on Cordova.

BMA4SCordovaConfig example:

Please **DO NOT** copy paste the content of this example (comments are not allowed inside a valid JSON file) Fields with * means REQUIRED

```
{
  //General configuration
  "facebookAppId":"your-facebook-app-id", //Facebook application id

  //iOS Configuration
  //Base
  "ios_partnerId":"{ios_partnerId}", // * Accengage partnerId of your iOS App
  "ios_privateKey":"{ios_privateKey}", // * Accengage privateKey of your iOS App
  "ios_allowPushNotification":true, // Use iOS push notifications feature
  "ios_geoLocEnabled":true, // Use Geolocation
  "ios_beaconServicesEnabled":true, // Use Beacons feature
  "ios_geofenceServicesEnabled":true, // Use Geofences feature
  "ios_optin_data":true, // Use GDPR features
  "ios_shouldWaitForCustomParametersListener":true // Custom parameters

  //Android Configuration
  //Base
  "android_partnerId":"your-partner-id", // * Accengage partnerId of your Android
App
  "android_privateKey":"your-private-key", // * Accengage privateKey of your Android
App

  //Push (FCM)
  "android_senderId":"your-sender-id", // FCM sender id. Example : 123456
  "android_notifications_icon":"your-icon-name", // Icon (embedded in your app into
res/drawable- folders) to use for push notification into android notification center
  "android_notifications_accent_color":"#ccc", // Accent color to use for
notification icon into android notification center (Android 5.0+)

  //GDPR
  "android_optin_data":true

  //Others
  "android_use_advertiser_id":true, // Use Google Advertiser Id
  "android_no_geoloc":false, // If true, deactivate Geolocation feature
  "android_activate_logging" : true // Display logs, please change it to false
before production
}
```

Avoid to simply name your notification icon, "icon" or "android". This could be a problem in case of replacement.

Then call **cordova prepare** or/and **cordova build**.

Some functions require a function as a callback.

In this doc, this function is always named "theCallback" and can be any JS function.

This callback function always takes only one parameter which can be : the result OR an error.

If an error occurs, you will always get a JSONObject like this one : {"error":"The message of the error"}

Example

You can have a list of all available SDK methods by looking at the following file : **your-cordova-app/plugins/com.bma4s.sdk.plugins.cordova/example/example.html**

If you want to use this file, please copy the content into **your-cordova-app/www/index.html** and do not forget to copy our stylesheet too (**example/css/example.css**).

If you still need more information (about methods compatibilities for instance), you can look our JS code at : **your-cordova-app/plugins/com.bma4s.sdk.plugins.cordova/www/BMA4S.js**

Manage GDPR compliancy

There are two steps for sending user opt-in for data collection to Accengage.

First, there is a parameter that you can override in order to let us know about user opt-in or opt-out for data collection. This parameter is *android_optin_data* for Android (*ios_optin_data* for iOS). In your json file set it to *true* if you plan to send user opt-in to Accengage :

Android

BMA4SCordovaConfig.json

```
"android_optin_data":true
```

iOS

BMA4SCordovaConfig.json

```
"ios_optin_data":true
```

If the parameter "*android_optin_data*" (or *ios_optin_data* in case of iOS) is set to "false" or any other value different from "true", our SDK will automatically be launched without the need of calling the "setOptinData" method.

Then, you **MUST** call the method *setOptinData* before any other methods from the Accengage SDK for letting us know the opt-in state of the user.

There are 2 states the user can be in : *TRUE* or *FALSE*.

source.js

```
BMA4S.setOptinData(true)
```

If it is *TRUE*, the SDK will start normally. Otherwise it will not start and no data will be collected.

Furthermore, you can block or allow the collect of an user's geolocation by calling the method *setOptinGeoloc*.

Like the Optin Data, there are 2 states : *TRUE* or *FALSE*

source.js

```
BMA4S.setOptinGeoloc(true)
```

Of course, if *setOptinData* is set to false, the SDK will not be running, and then the state of *setOptinGeoloc* will not be used.

Advanced Integration

Please see platform related (iOS, Android) documentation for more information (methods usage, advanced integration...)