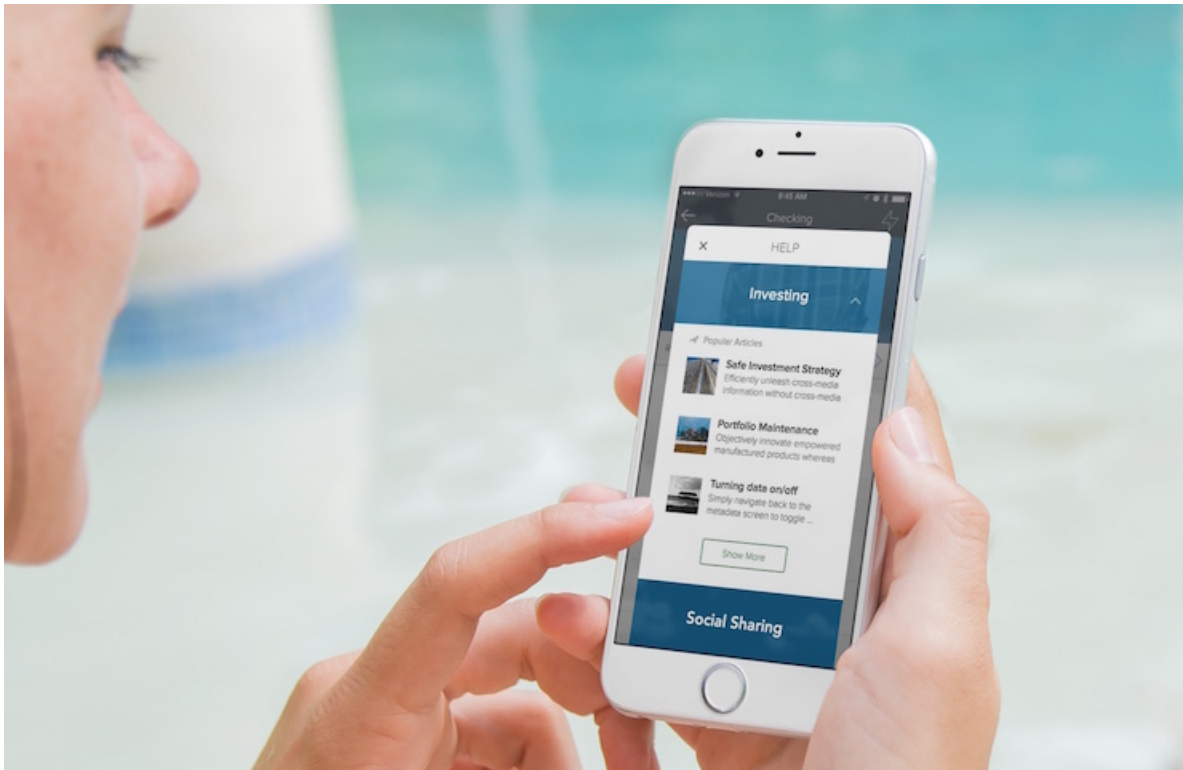




Service Cloud Snap-Ins for iOS Developer Guide

Version 214.0



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SNAP-INS FOR IOS DEVELOPER GUIDE

Service Cloud Snap-ins SDK for Mobile Apps makes it easy to give customers access to powerful features right from within your native app. You can make these Service Cloud features feel organic to your app and have things up and running quickly using this SDK.

August 2018 Release (214.0.3)

This documentation describes the following component versions, which are packaged together in this version of the Snap-ins SDK:

Component	Version Number
Knowledge	3.2.1
Case Management	2.0.4
Live Agent Chat	1.6.1
SOS	3.7.3
ServiceCore (common component used by all features)	3.1.3

[Release Notes](#)

Check out the new features and known issues for the iOS Snap-ins SDK.

[Service Cloud Setup for the Snap-Ins SDK](#)

Set up Service Cloud in your org before using the Snap-ins SDK.

[Snap-Ins SDK Setup](#)

Set up the SDK to start using Service Cloud features in your mobile app.

[iOS Tutorials & Examples](#)

Get going quickly with these short introductory tutorials.

[Using Knowledge with the Snap-Ins SDK](#)

Adding the Knowledge experience to your mobile app.

[Using Live Agent Chat with the Snap-Ins SDK](#)

Adding the Live Agent Chat experience to your mobile app.

[Using Case Management with the Snap-Ins SDK](#)

Adding the Case Management experience to your mobile app.

[Using SOS with the Snap-Ins SDK](#)

Adding the SOS experience to your mobile app.

[SDK Customizations with the Snap-Ins SDK for iOS](#)

Once you've played around with some of the SDK features, use this section to learn how to customize the Snap-ins SDK user interface so that it fits the look and feel of your app. This section also contains instructions for localizing strings in all supported languages.

[Troubleshooting the Snap-Ins SDK](#)

Get some guidance when you run into issues.

[Data Protection in the Snap-Ins SDK for iOS](#)

The Snap-ins SDK does not collect or store personal data from its users.

[Reference Documentation](#)

Reference documentation for Service Cloud Snap-ins for iOS.

[Additional Resources](#)

If you're looking for other resources, check out this list of links to related documentation.

Release Notes

Check out the new features and known issues for the iOS Snap-ins SDK.

To review the latest releases for the Snap-ins SDK for iOS, visit github.com/forcedotcom/ServiceSDK-iOS/releases.

Service Cloud Setup for the Snap-Ins SDK

Set up Service Cloud in your org before using the Snap-ins SDK.

[Cloud Setup for Knowledge](#)

To use Knowledge in your mobile app, enable it in your org, create knowledge articles, and set up a community.

[Console Setup for Live Agent Chat](#)

To use Live Agent Chat in your mobile app, set up Live Agent for your console.

[Cloud Setup for Case Management](#)

To use Case Management in your mobile app, set up a community and create a quick action.

[Console Setup for SOS](#)

To use SOS in your mobile app, set up Omni-Channel and SOS for your console.

Cloud Setup for Knowledge

To use Knowledge in your mobile app, enable it in your org, create knowledge articles, and set up a community.

1. Enable Salesforce Knowledge and verify that you have Knowledge licenses. To learn more, see [Enable Salesforce Knowledge](#) in Salesforce Help.
2. In the user settings for those users you choose to administer the knowledge base, select **Knowledge User**.

The screenshot shows the 'User Edit' interface in Salesforce. At the top, there are buttons for 'Save', 'Save & New', and 'Cancel'. Below that is the 'General Information' section. On the left side, there are input fields for First Name, Last Name, Alias, Email, Username, Nickname, Title, Company, Department, and Division. On the right side, there are dropdown menus for Role (set to '<None Specified>') and User License, and a text field for Profile (set to 'System Administrator'). Below these are several checkboxes: Active (checked), Marketing User (checked), Offline User (unchecked), Sales Anywhere User (unchecked), Knowledge User (checked), Force.com Flow User (unchecked), and Accessibility Mode (unchecked). A red arrow points to the 'Knowledge User' checkbox.


3. Create Knowledge articles. When building out your knowledge base, make sure that you define the article types and associate articles with data categories within a category group.

To learn more about setting up your Knowledge articles, check out: [Salesforce Knowledge Documentation](#) (HTML, PDF).

When creating articles, ensure that they are accessible to the Public Knowledge Base channel.

The screenshot shows the 'Article Properties' form. The 'Channels' section is highlighted with a red arrow pointing to the 'Public Knowledge Base' checkbox, which is checked. Other channels like 'Internal App', 'Partner', and 'Customer' are also listed but unchecked.

4. Create a community. Your Salesforce org must have an available Community or Salesforce site. Your app developer needs the Community URL for the site to use the Knowledge or Case Management feature in the SDK.
If you've never set up a Community, see [Salesforce Communities Overview](#).
5. To show Knowledge articles from your app, enable guest user access for the **Article Types**, **Categories**, and **Fields** associated with your knowledge articles. Also ensure that **Guest Access to the Support API** is turned on.

 **Note:** If the Guest user profile isn't set up properly, your Knowledge categories and articles do not appear.

For step-by-step instructions, see [Guest User Access for Your Community](#).

If you have trouble finding the settings that a developer requires to use this feature in the SDK, see [Get Knowledge Settings from Your Org](#).

[Guest User Access for Your Community](#)

Ensure that guest user access is set up correctly for your community. To show Knowledge articles from your app, enable guest user access for the **Article Types**, **Categories**, and **Fields** associated with your knowledge articles. To show Case Publisher, ensure that your **Quick Actions** are accessible.

[Get Knowledge Settings from Your Org](#)

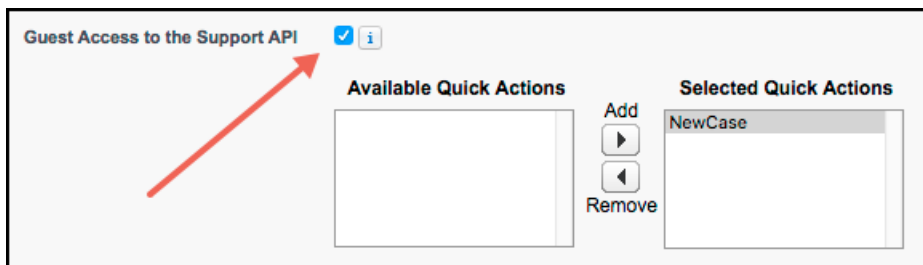
After you've set up your knowledge base and your community, supply your app developer with the values for the community URL, data category group, and root data category. You can get this information from your org's setup.

Guest User Access for Your Community

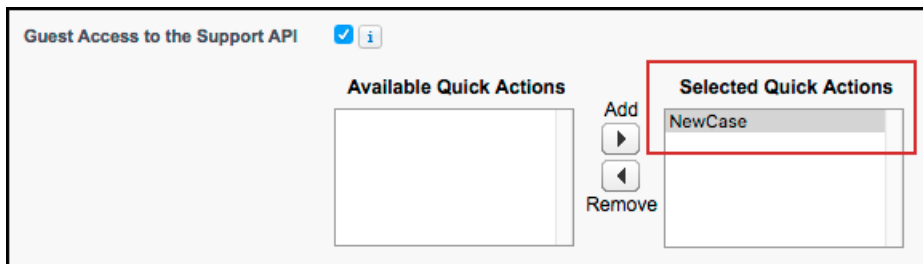
Ensure that guest user access is set up correctly for your community. To show Knowledge articles from your app, enable guest user access for the **Article Types**, **Categories**, and **Fields** associated with your knowledge articles. To show Case Publisher, ensure that your **Quick Actions** are accessible.

These instructions describe how to enable guest user access for either a Community or a Salesforce site.

1. (Community sites only) If you are editing the settings for a **Community**:
 - a. From Setup, select **Customize > Communities > All Communities**.
 - b. For your chosen Community, make sure that the Status is "Active".
 - c. Select the **Workspaces** action.
 - d. From the Community Workspaces page, select **Administration**.
 - e. Select **Pages > Go to Force.com** to get to the **Site Detail** page.
2. (Salesforce sites only) If you are editing the settings for a **Salesforce site**:
 - a. From Setup, select **Develop > Sites**.
 - b. Click the **Site Label** for your site to get to the **Site Detail** page.
3. From the **Site Detail** section, click **Edit**.
 - a. Ensure that **Guest Access to the Support API** is checked.



- b. (For Case Management feature only) Ensure that the desired **Quick Actions** are selected. The global quick action determines which fields display when creating a case.



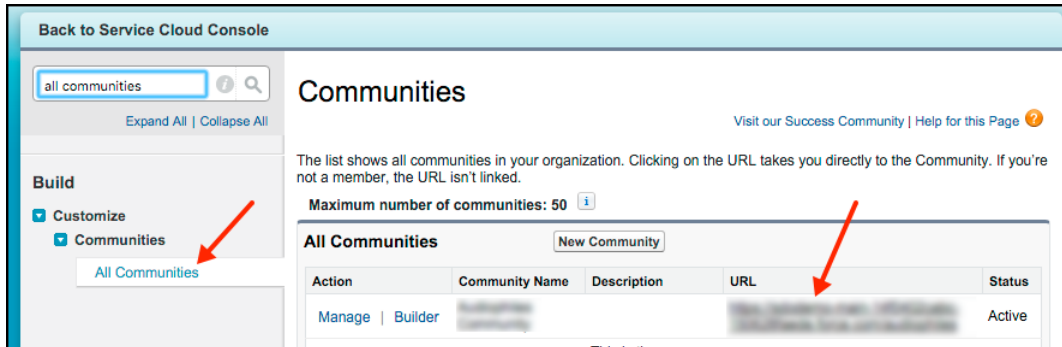
- c. Click **Save**.
4. (For Knowledge feature only) From the **Site Detail** section, click **Public Access Settings**. This action displays the settings for the Guest user profile in your org.
 - a. Verify that the user has read access to the Article Type from the **Article Type Permissions** section.
 - b. Verify that the user has read access to the fields in the Article Type from the **Field-Level Security** section.
 - c. Verify that the user has visibility to the categories from the **Category Group Visibility Settings** section.

Get Knowledge Settings from Your Org

After you've set up your knowledge base and your community, supply your app developer with the values for the community URL, data category group, and root data category. You can get this information from your org's setup.

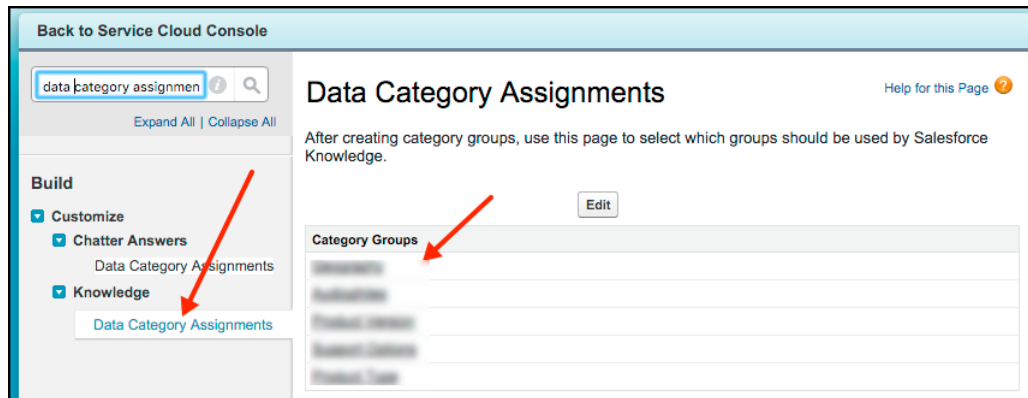
Community URL

From Setup, search for **All Communities**, and copy the URL for the desired community.



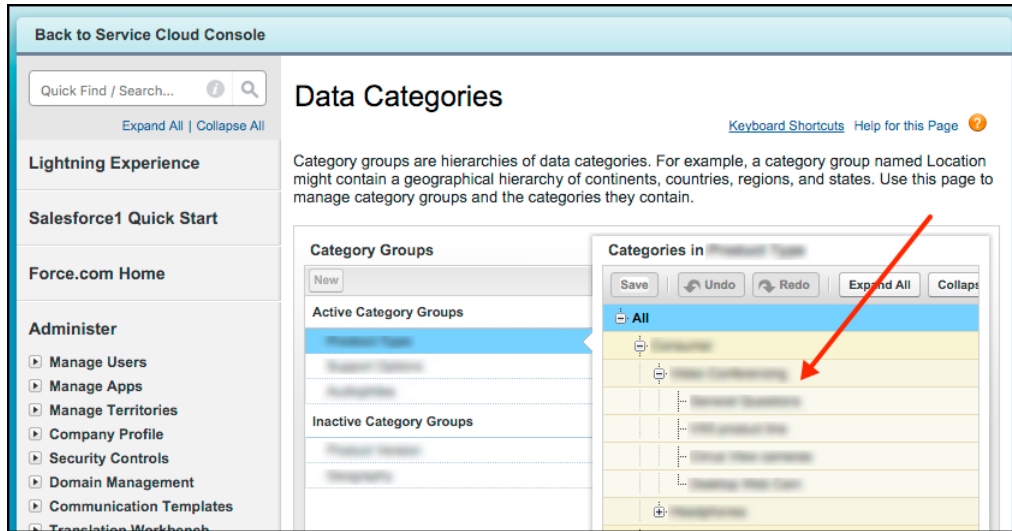
Data Category Group

From Setup, search for **Data Category Assignments** inside the Knowledge section, and copy the name of the desired data category group.



Data Category

From Setup, search for **Data Category Assignments** inside the Knowledge section, select the data category group, and copy the name for the desired root data category.



Console Setup for Live Agent Chat

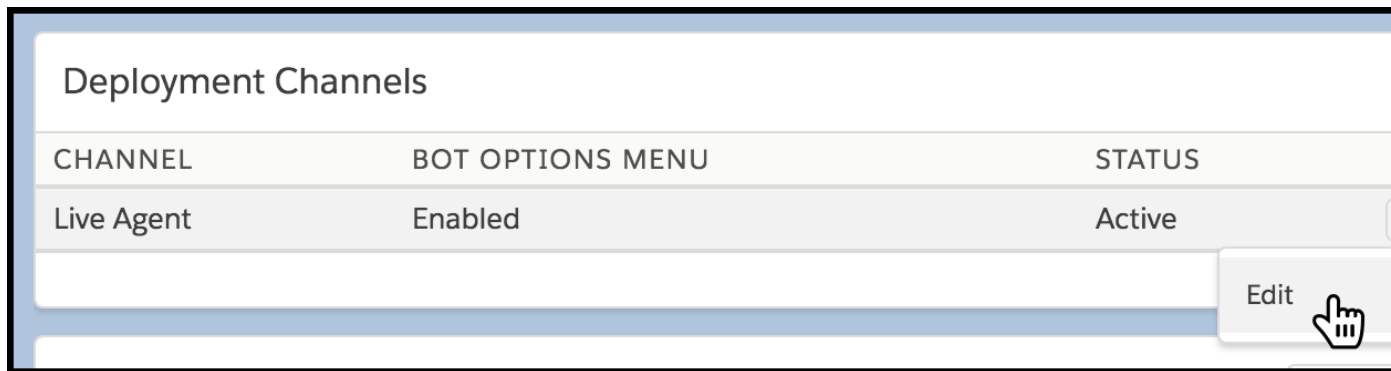
To use Live Agent Chat in your mobile app, set up Live Agent for your console.

1. Create a Live Agent Chat implementation in Service Cloud, as described in [Live Agent for Administrators \(PDF\)](#). Your implementation needs a deployment and a chat button.

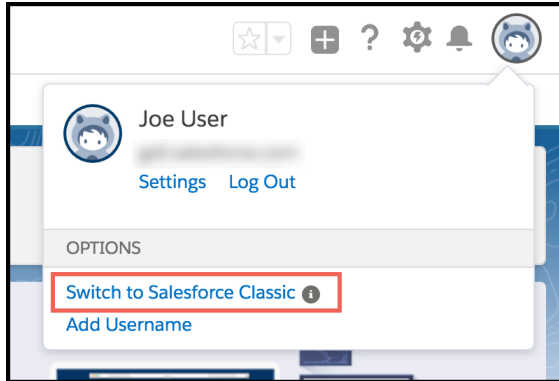
Note: By default, a mobile chat session times out around two minutes after you leave the app or lose connectivity. To change this value, update the **Idle Connection Timeout Duration** field when setting up your Live Agent deployment. Keep in mind that the actual timeout on the app can be up to 40 seconds longer than the specified value in this field. See [Live Agent Deployment Settings](#).

2. (Optional) If you want to use Omni-Channel for routing, configure it as described in [Omni-Channel for Administrators \(PDF\)](#). Omni-Channel enables your agents to use the same widget for all real-time routing (for example, Live Agent Chat, SOS, email, case management). However, you can use Live Agent Chat without setting up Omni-Channel.
3. (Optional) To complement your chat experience with Einstein Bots:
 - a. [Build an Einstein Bot](#) in Lightning Experience.

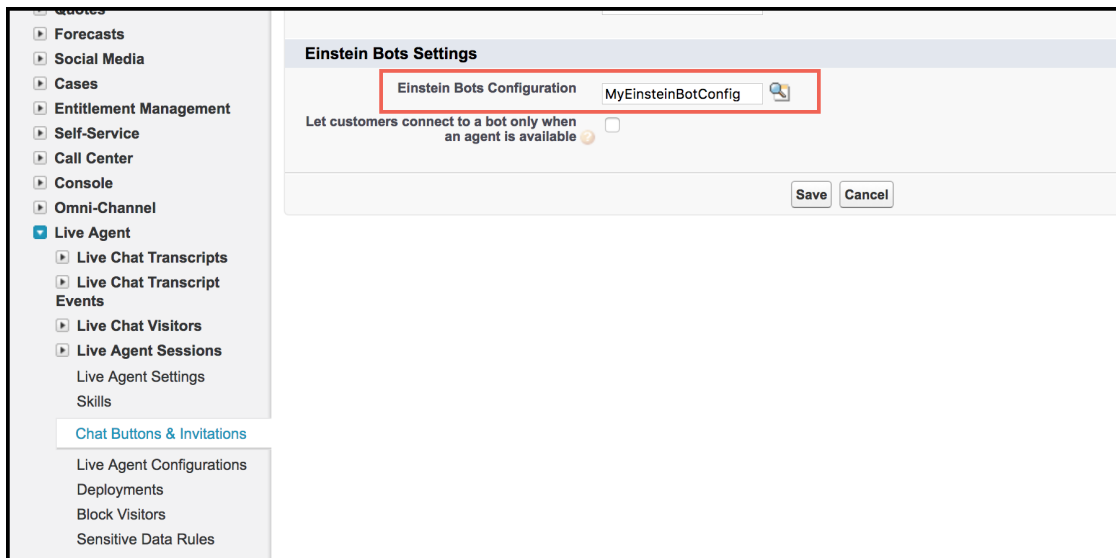
When creating your bot, don't forget to enable the Live Agent channel and the options menu.



- b. After you've built your bot, you'll need to drop back into Salesforce Classic for the last configuration step.



- c. Go back to your **Chat Button & Invitations** settings and add your new bot to the **Einstein Bots Configuration** field.




If you have trouble finding the settings that a developer requires to use this feature in the SDK, see [Get Live Agent Chat Settings from Your Org](#).

[Get Live Agent Chat Settings from Your Org](#)

After you've set up Live Agent in the console, supply your app developer with four values: the Live Agent pod endpoint, the organization ID, the deployment ID, and the button ID. You can get this information from your org's setup.

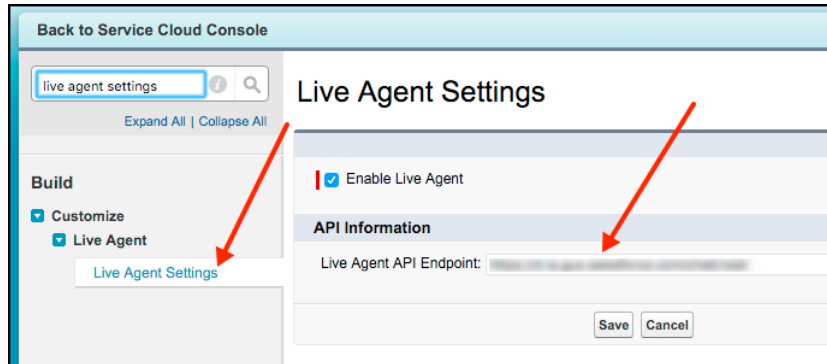
Get Live Agent Chat Settings from Your Org

After you've set up Live Agent in the console, supply your app developer with four values: the Live Agent pod endpoint, the organization ID, the deployment ID, and the button ID. You can get this information from your org's setup.

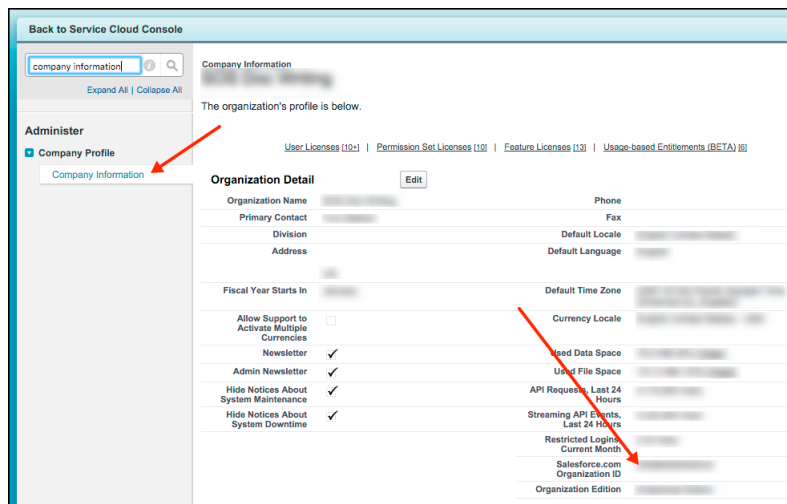
-  **Note:** If the endpoint for your Live Agent server changes (due to an org migration, for example), the SDK automatically reroutes you to the correct server. However, to avoid unnecessary rerouting, you should still update the server endpoint when you notice it has changed inside your org's settings.

pod

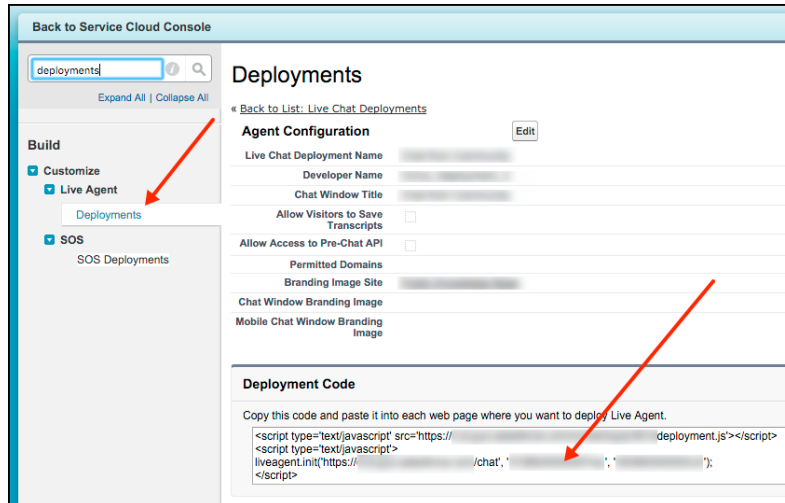
The hostname for the Live Agent endpoint that your organization has been assigned. To get this value, from Setup, search for **Live Agent Settings** and copy the hostname from the **Live Agent API Endpoint**. Be sure not to include the protocol or the path — just use the hostname. For example: "d.la12345.salesforceliveagent.com".

**orgId**

The Salesforce org ID. To get this value, from Setup, search for **Company Information** and copy the **Salesforce Organization ID**.

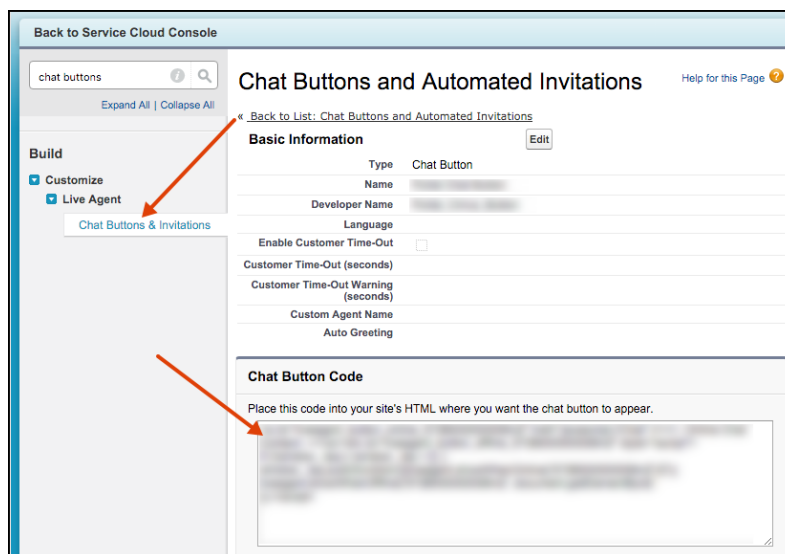
**deploymentId**

The unique ID of your Live Agent deployment. To get this value, from Setup, select **Live Agent > Deployments**. The script at the bottom of the page contains a call to the `liveagent.init` function with the **pod**, the **deploymentId**, and **orgId** as arguments. Copy the **deploymentId** value.



buttonId

The unique button ID for your chat configuration. You can get the button ID by creating a Live Agent chat button (see [Create Chat Buttons](#) in the Live Agent help documentation), and instead of using the supplied JavaScript, copy the `id` attribute. To get this value after creating a button, from Setup, search for **Chat Buttons** and select **Chat Buttons & Invitations**. Copy the `id` for the button from the JavaScript snippet.




Cloud Setup for Case Management

To use Case Management in your mobile app, set up a community and create a quick action.

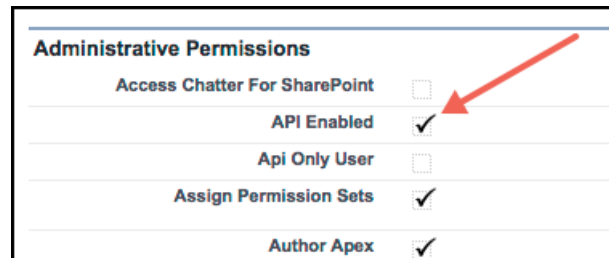
1. Create a community. Your Salesforce org must have an available Community or Salesforce site. Your app developer needs the Community URL for the site to use the Knowledge or Case Management feature in the SDK.
If you've never set up a Community, see [Salesforce Communities Overview](#).
2. When setting up the site, add the **Quick Actions** that you'd like to use in your app for the Case Management functionality. You must specify a quick action to use Case Management. The global quick action determines which fields display when creating a case. To

learn more about quick actions, see [Create Global Quick Actions](#) in Salesforce Help. Also ensure that **Guest Access to the Support API** is turned on.


For step-by-step instructions, see [Guest User Access for Your Community](#).

 **Note:** Be sure that your global action is accessible to the Guest user profile. Also note that the case publisher screen does not respect field-level security for guest users. If you want to specify different security levels for different users, use different quick actions.

3. If you'd like to let authenticated users manage a list of their existing cases, you need to perform a few additional setup steps.
 - a. Make sure that the **User Profile** for the authenticated users has **API Enabled** checked. For an overview on user profiles, see [Profiles](#) in Salesforce Help.



- b. You'll need a list view for your cases in Service Cloud. To learn more about creating views, see [Create a List View](#) in Salesforce Help. Supply the **Case List Unique Name** for this view to your app developer.

 **Note:** If you use the built-in `My Cases` list view, keep in mind that it is filtered by the `Contact` field for community users and it is filtered by the `Created By` field for other user profiles. If you want a different behavior, [create a new list view](#).

If you have trouble finding the settings that a developer requires to use this feature in the SDK, see [Get Case Management Settings from Your Org](#).

[Get Case Management Settings from Your Org](#)

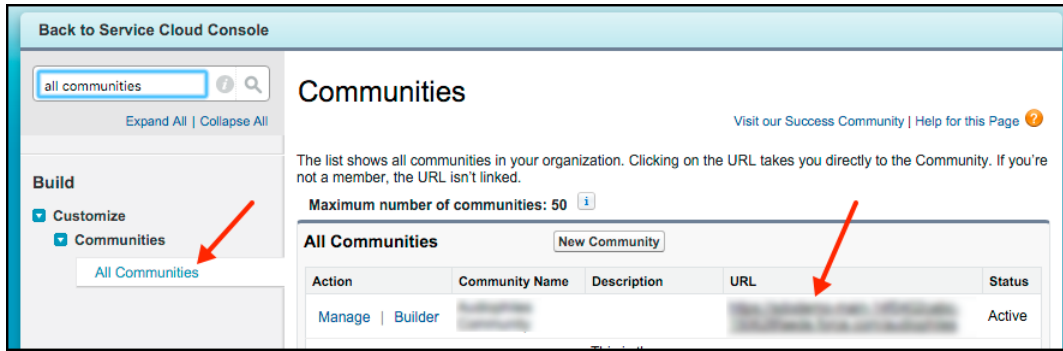
After you've configured your org, supply your app developer with the values for the community URL, the global action, and the case list. You can get this information from your org's setup.

Get Case Management Settings from Your Org

After you've configured your org, supply your app developer with the values for the community URL, the global action, and the case list. You can get this information from your org's setup.

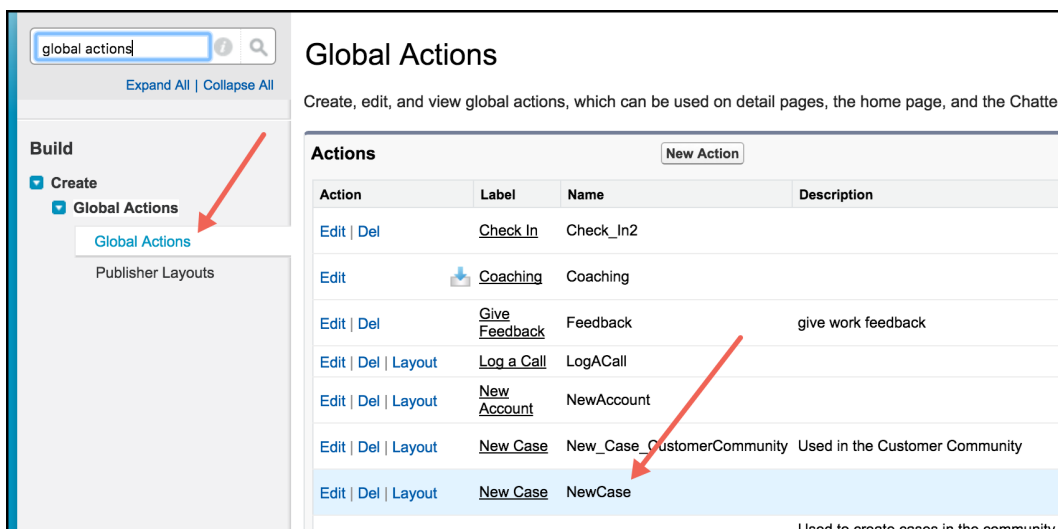
Community URL

From Setup, search for **All Communities**, and copy the URL for the desired community.



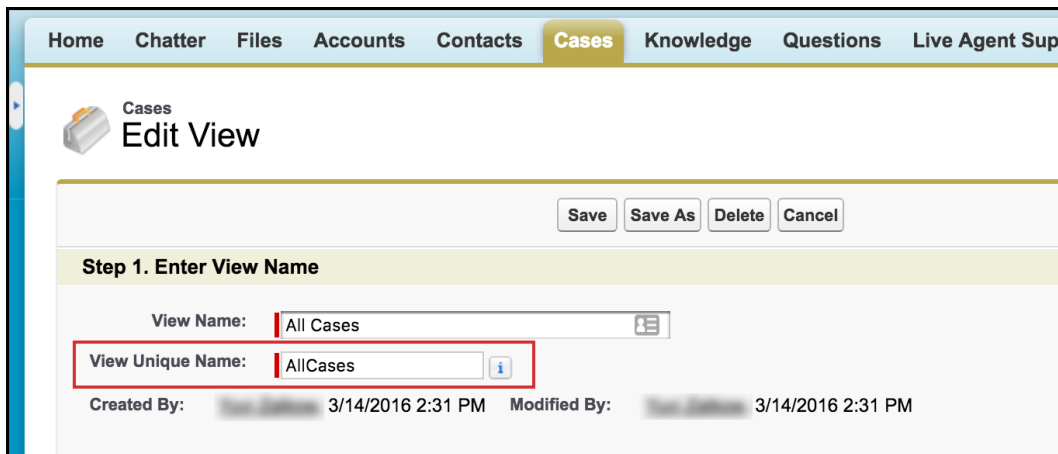
Global Action

From Setup, search for **Global Actions**, and copy the name of the desired quick action.




Case List Unique Name (for Authenticated Users Only)

To get this case list value, access the **Cases** tab in your org, pick the desired **View**, select **Go!** to see that view, and then select **Edit** to edit the view. From the edit window, you can see the **View Unique Name**. Use this value when you specify the `caseListName` in the SDK.



Console Setup for SOS

To use SOS in your mobile app, set up Omni-Channel and SOS for your console.

 **Note:** If you intend to provide real-time support using *both* Live Agent Chat and SOS, make sure that your agents know to go `Offline` before switching from the `Online` state of one feature to the `Online` state of the other.

You can either use the quick setup or configure your org manually. The quick setup ([Quick Setup: SOS Console](#)) is best to get started the first time; manual setup ([Manual Setup: SOS Console](#)) is appropriate if you want to customize your org for production. Once you've set up the console, see [Get SOS Settings from Your Org](#) if you have trouble finding the settings that a developer requires to use this feature in the SDK.

After setting up the SOS console, check out these other topics to fine-tune your SOS configuration.

[Quick Setup: SOS Console](#)

Quick setup is great when you want to try SOS for the first time and you haven't already enabled Omni-Channel or SOS in your org.

[Manual Setup: SOS Console](#)

Perform a manual setup when you want to fine-tune your Service Cloud for a production environment.

[Get SOS Settings from Your Org](#)

After you've set up SOS in the console, supply your app developer with three values: the Live Agent endpoint, the organization ID, and the deployment ID. You can get this information from your org's setup.

[Assign SOS Permissions](#)

To allow an agent to use SOS, verify that the license and permissions settings are correct in Salesforce.

[Automatic SOS Case Pop](#)

With auto case pop, Service Cloud automatically creates a case when a new SOS session starts. Creating a case at the start of a session requires a trigger, a Visualforce page, and changes to the SOS session page layout.

[Listen for SOS Console Events](#)

Listen for SOS events from the Salesforce console to log activity, debug issues, and perform quality-of-service (QoS) analysis.

[Record SOS Sessions](#)

Enable SOS session recording to assure quality and let agents refer to session recordings.

[SOS Reference ID](#)

Provide an ID to give to support when there are issues with a session.

[Multiple SOS Queues](#)

Implement multiple SOS queues to route requests to specific agents or give specific requests a higher priority.

Quick Setup: SOS Console

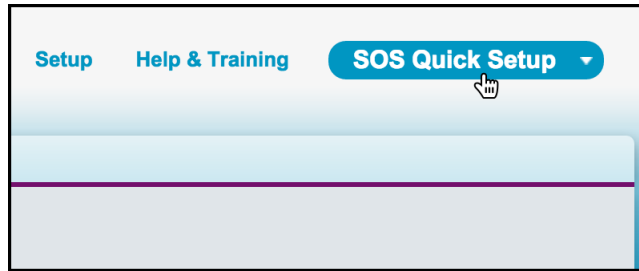
Quick setup is great when you want to try SOS for the first time and you haven't already enabled Omni-Channel or SOS in your org.

Before running through this quick start, be sure that the SOS Quick Start Package is installed into your Service Cloud instance.

- [Install Quick Start Package in your **sandbox** org](#)
- [Install Quick Start Package in your **production** org](#)

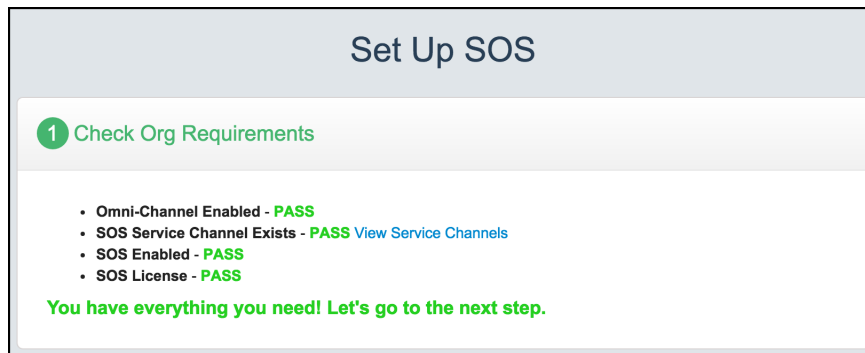
To simplify the configuration for SOS Service Cloud, we have included an easy-to-use SOS quick setup wizard.

1. Log in to your org and select the **SOS Quick Setup** app.



2. Select **Check Org Requirements**.

This step performs basic checks to ensure that your org is set up correctly. Ensure that every line item is marked with **PASS**. You can edit any settings that have not passed.



3. Select **Create Your SOS Objects**.

This step allows you to provide custom names for the new SOS objects. You can leave the default values.

 A screenshot of the '2 Create your SOS Objects' page. The title '2 Create your SOS Objects' is at the top. Below it is a paragraph: 'You need to create the following objects for SOS to work properly. You can use the default object names, or customize them to fit your organization's needs.'

 There are five input fields, each with a label and a text box:

- Service Presence: SOS Online
- Routing Configuration: SOS Route
- Queue: SOS Queue
- Permission Set: SOS Permission
- SOS Deployment: SOS Deploy

 Below the input fields is a paragraph: 'Click **Create** to magically configure all the deployments and routing configurations that you'll need to start using SOS.'

 At the bottom left is a blue button labeled 'Create'.

Service Presence

Determines what appears in the Omni-Channel widget. You can edit this object and add more Service Channels to the Presence status.

Routing Configuration

Allows you to set agent work capacity and priority.

Queue

Connects the users to a Routing Configuration. Also allows you to state which objects (in this case, the SOS session) can be owned by this queue.

Permission Set

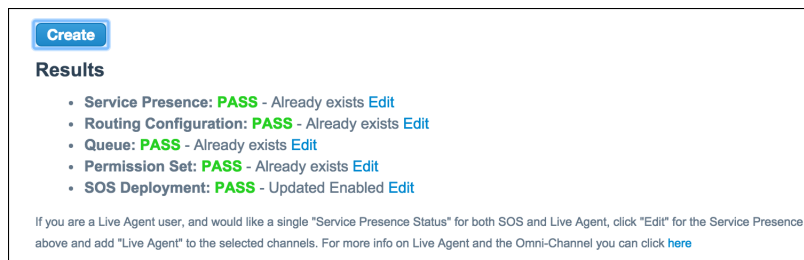
Contains the app permissions to enable the SOS license and to provide access to the Service Presence status. This object must be used to enable the license on a user. All members of the permission set must be assigned an SOS license. It can also be used to enable the Service Presence status.

SOS Deployment

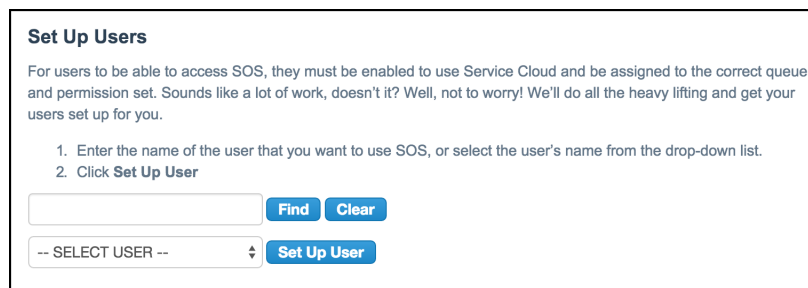
Links your customer-facing application to the SOS Queue. Once created, you can configure the deployment to enable session recording by providing Amazon AWS credentials.

4. Click **Create.**

Ensure that every line item is marked with **PASS**. You can edit any settings that have not passed.

**5. Add agents to the **Set Up Users** section.**

This section allows you to assign the SOS license to an agent and add the agent to the permission set and queue.

**6. Select **Add the Omni-Channel Widget to Your Console App**.**

Choose the **Service Cloud Console** and click **Update App**.

3 Add the Omni-Channel Widget to your Console App

To use SOS, you need to enable Omni-Channel and SOS widgets in your console application.

1. Select the console app that you want to include SOS.
2. Click **Update App**.

Sit back and relax. This process might take up to a minute.

Update App

Having issues? [Add the Omni-Channel and SOS widgets to your console app manually.](#)

This step adds the following to your Console App:

- Omni-Channel Widget
- SOS Console component
- Whitelisted domains necessary for SOS
- Report dashboard to the Navigation tab

7. (Optional) Select Custom Your Console Settings.

You can set your org to automatically create a case for each SOS session and open it in a subtab.

3a Customize your Console Settings (Optional)

Automatically Pop Cases in the Console

To automatically open a Case and related Contact in a subtab once an Agent has accepted an SOS session, simply press the Update Page Layout button below (this can take up to a minute).

Note: Encountering problems? If your organization uses validation rules for new cases, you might need to change your trigger, update your validation rules, or disable the case pop functionality. Additionally, you must disable case pop if you uninstall this Set Up SOS package.

Update Page Layout

If you are having issues with the enable/disable button or would rather perform the changes manually, click [here](#) to see the required steps.

Edit your Compact Layout

Compact layouts let you view a record's key fields at a glance. SOS uses compact layouts to determine the customer details that are visible in the SOS widget in the console. Want to customize the details that are visible to your agents in the widget?

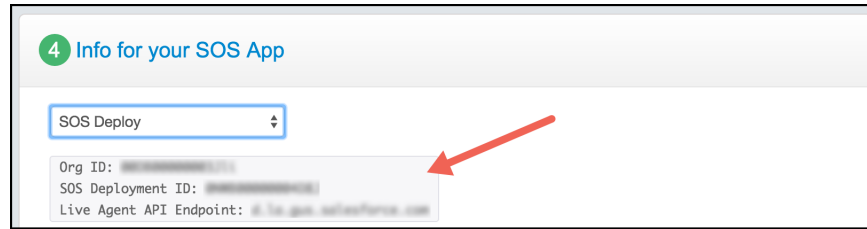
1. [Create a new compact layout](#) that includes the fields you want.
2. [Set the layout that you created to be your primary compact layout.](#)

The case is created by a trigger included with the package. Before the new SOS session is inserted, the trigger creates a case and adds a reference to it to the SOS session object. If you wish to modify the trigger, it can be found in **Setup**, by searching **SOS Sessions** and going to **Triggers**. The name of the trigger is **SOSCreateCase**.

The case is popped in a subtab by a page that is hidden in the SOS session page layout. This hidden page and an altered SOS session page layout are also included with the package.

8. Select Info for Your SOS App.

This step provides you with the three pieces of information required to start an SOS session from the SDK: Organization ID, SOS Deployment ID, and Live Agent API Endpoint. Save this information for later.



Once you've completed these steps, you are ready to start using the SOS feature in the Snap-ins SDK.

Manual Setup: SOS Console

Perform a manual setup when you want to fine-tune your Service Cloud for a production environment.

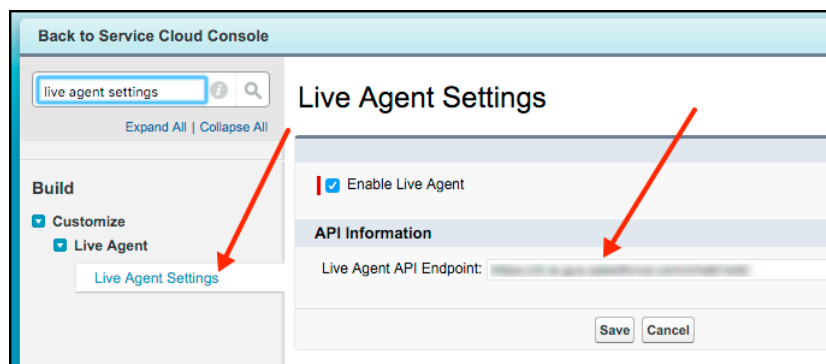
1. Configure Omni-Channel, as described in [Omni-Channel for Administrators \(PDF\)](#).
2. Set up SOS in Service Cloud, as described in [Set Up SOS Video Chat and Screen-Sharing](#).
3. Be sure that you've assigned agent permissions to users, as described in [Assign SOS Permissions](#).
4. Perform any additional customizations specified in [Console Setup for SOS](#).

Get SOS Settings from Your Org

After you've set up SOS in the console, supply your app developer with three values: the Live Agent endpoint, the organization ID, and the deployment ID. You can get this information from your org's setup.

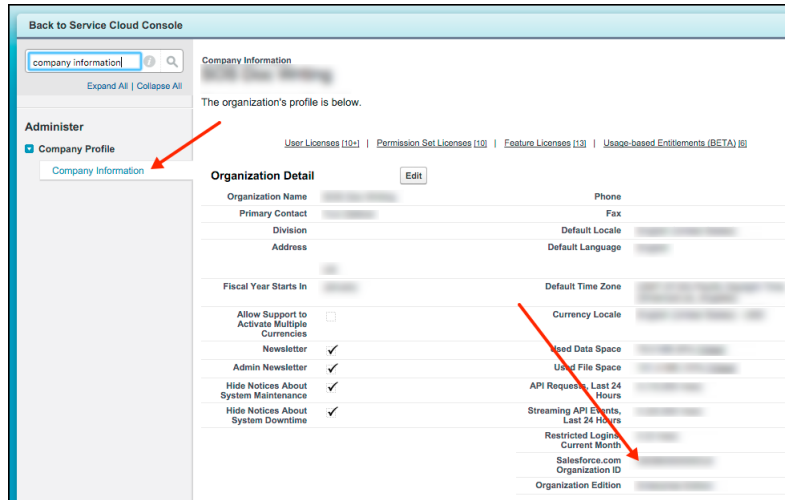
pod

The hostname for the Live Agent endpoint that your organization has been assigned. To get this value, from Setup, search for **Live Agent Settings** and copy the hostname from the **Live Agent API Endpoint**. Be sure not to include the protocol or the path — just use the hostname. For example: "d.la12345.salesforceliveagent.com".



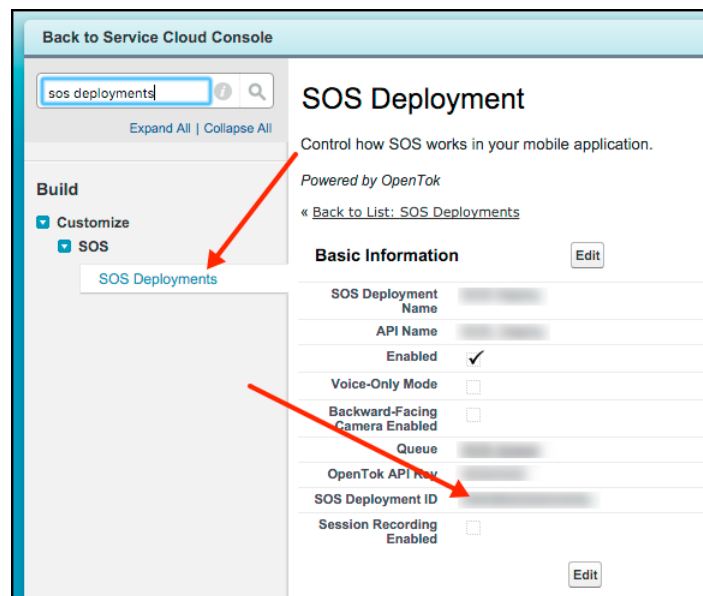
orgId

The Salesforce org ID. To get this value, from Setup, search for **Company Information** and copy the **Salesforce Organization ID**.



deploymentId

The unique ID of your SOS deployment. To get this value, from Setup, search for **SOS Deployments**, click the correct deployment and copy the **Deployment ID**.



Assign SOS Permissions

To allow an agent to use SOS, verify that the license and permissions settings are correct in Salesforce.

1. Assign an SOS user license.

Assigning a license must be done for every user that requires access to SOS.

 - a. From **Setup**, select **Manage Users > Users**.
 - b. Click the name of the user. (Do not click **Edit**.)
 - c. Select **Permission Set License Assignments** and then click **Edit Assignments**.
 - d. Enable **SOS User**. If this option is not available, your org has not been assigned any SOS licenses.

e. Click **Save**.

2. Enable the SOS license.

Once licenses are assigned to users, enable them using a permission set. We recommend that you have a permission set specifically for SOS, because all users assigned to this permission set must have an SOS license. If you attempt to enable SOS for a permission set which contains users that do not have an SOS license, you'll receive an error.

a. From **Setup**, select **Manage Users > Permission Sets**.

b. If you do not have a permission set for SOS, click the **New** button. Give it a **Label** and click **Save**.

c. If you already have a permission set, click the SOS permission set.

d. Click **App Permissions** and then click the **Edit** button.

e. Check **Enable** for the **Enable SOS Licenses** checkbox. You'll receive an error if any assigned users do not have the SOS license.

f. Click **Save**.

3. Enable the service presence status.

You can enable the service presence status using either permission sets or profiles. If the presence status is only being used for SOS, it is easier to enable the presence status through the same permission set that enables the license. Using the same permission set guarantees that all agents who require the presence status have access to it. If the presence status is being used for multiple service channels, it is likely that the same permission set cannot be used, since all members of the permission set would require a SOS license. In this case, you may want to have multiple permissions sets, assign it to a profile, and use some combination of profiles and permission sets.

Service Permission via Permission Sets

a. From **Setup**, select **Manage Users > Permission Sets**.

b. Click an existing permission set associated with SOS, or create a new one.

c. Click **Service Presence Statuses Access** and then click the **Edit** button.

d. Add the service presence related to SOS to the **Enabled Service Presence Statuses**.

e. Click **Save**.

f. If necessary, click **Manage Assignments** to add agents to the permission set.

Service Permission via Profile

a. From **Setup**, select **Manage Users > Profiles**.

b. Click the name of the profile associated with SOS. (Do not click **Edit**.)

c. Click the **Edit** button for **Enabled Service Presence Status Access**.

d. Add the service presence related to SOS to the **Enabled Service Presence Statuses**.

e. Click **Save**.

4. Add agents to the queue.

All agents must be a member of at least 1 queue. You can determine which queues are used by SOS by looking at the SOS deployments. Agents can be added to a queue individually or in groups. These groups differ depending on the org — groups can be broken into: roles, public groups, partner users, and so on.

a. From **Setup**, select **Manage Users > Queues**.

b. Click **Edit** for the desired queue.

c. Scroll to the bottom of the page and find the **Queue Members** section. Add the required members.

- d. Click **Save**.

Automatic SOS Case Pop

With auto case pop, Service Cloud automatically creates a case when a new SOS session starts. Creating a case at the start of a session requires a trigger, a Visualforce page, and changes to the SOS session page layout.

1. Create a trigger.

This trigger fires before a new SOS session object saves. The trigger creates a case and adds a reference to the case to the SOS session object. When the case is created, the owner is initially set to "Automated Process". This value changes to the owner of the SOS session object with the Visualforce page specified in the next step.

- a. From **Setup**, search for **SOS Sessions**.
- b. Select **Triggers** from the **SOS Sessions** section.
- c. Click the **New** button.
- d. Replace the **Apex Trigger** code with the code below. This code assumes that the email address is sent through the **SOS Custom Data** feature using the `Email__c` API Name. To learn more about custom data in SOS, see [Using SOS with the Snap-Ins SDK](#). Any data that can be used to identify a contact can be sent instead of the email, as long as the trigger is updated to reflect this information.

```
trigger SOSCreateCaseCustom on SOSSession (before insert) {
    List<SOSSession> sosSess = Trigger.new;
    for (SOSSession s : sosSess) {
        try {
            Case caseToAdd = new Case();
            caseToAdd.Subject = 'SOS Video Chat';
            if (s.ContactId != null) {
                caseToAdd.ContactId = s.ContactId;
            } else {
                List<Contact> contactInfo =
                    [SELECT Id from Contact WHERE Email = :s.Email__c];
                if (!contactInfo.isEmpty()) {
                    caseToAdd.ContactId = contactInfo[0].Id;
                    s.ContactId = contactInfo[0].Id;
                }
            }
            insert caseToAdd; s.CaseId = caseToAdd.Id;
        }
        catch(Exception e){}
    }
}
```

- e. Click **Save**.

2. Add a Visualforce page.

This Visualforce page changes the owner of the case and opens the case in a subtab. The page is added to the SOS session page layout in the final step.

- a. From **Setup**, search for **Visualforce Pages**.
- b. Click the **New** button.
- c. Give the Visualforce page a name. For example, "SOS_Open_Case_Custom".

- d. Replace the **Visualforce Markup** code with this code:

```
<apex:page sidebar="false" standardStylesheets="false">
  <apex:includeScript value="/soap/ajax/34.0/connection.js"/>
  <apex:includeScript value="/support/console/34.0/integration.js"/>

  <script type='text/javascript'>
    sforce.connection.sessionId = '{!$Api.Session_ID}';

    function escapeSoql (str) {
      return str.replace(/\\/g, '\\\\').replace(/'/g, "\\'");
    }

    document.addEventListener('DOMContentLoaded', function () {
      sforce.console.getEnclosingPrimaryTabObjectId(function(result) {
        if (!result || !result.success) {
          return;
        }

        var sosSessionId = result.id;
        var query =
          "SELECT CaseId, OwnerId FROM SOSSession WHERE Id = '" +
            escapeSoql(sosSessionId) + "'"
        var queryResult = sforce.connection.query(query);
        var record = queryResult.getArray('records');

        if (!record || !record[0]) {
          console.log('Can not determine session Id');
          return;
        }

        var caseId = record[0].CaseId;
        var ownerId = record[0].OwnerId;

        if (!ownerId) {
          console.log('No owner Id');
          return;
        }

        var caseUpdate = new sforce.SObject("Case");
        caseUpdate.Id = caseId;
        caseUpdate.OwnerId = ownerId;
        result = sforce.connection.update([caseUpdate]);

        if (!result[0].getBoolean("success")) {
          console.log('Unable to set owner', result, caseUpdate);
        }

        sforce.console.getEnclosingPrimaryTabId(function(result) {
          if (!result || !result.success) {
            return;
          }

          var query = "SELECT CaseNumber FROM Case WHERE Id = '" +
            escapeSoql(caseId) + "'"

```



```

var queryResult = sforce.connection.query(query);
var record = queryResult.getArray('records');
var caseNumber = record && record[0] &&
                record[0].CaseNumber || 'Case';

sforce.console.openSubtab(result.id, '/' + caseId,
                        true, caseNumber);

});
});
});
</script>
</apex:page>

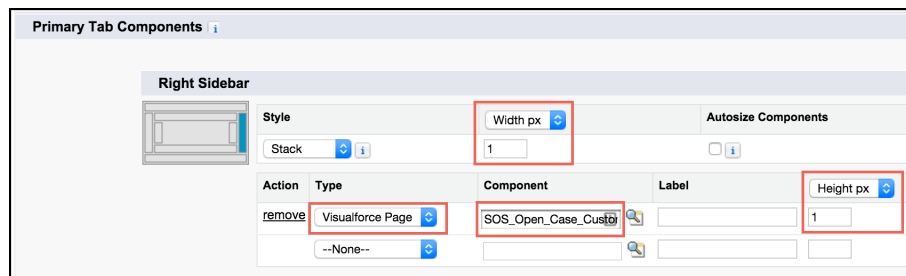
```

e. Click **Save**.

3. Update the SOS session page layout.

Now that the Visualforce page has been created, you can change the page layout of the SOS session. This change hides the Visualforce page in the layout.

- From **Setup**, search for **SOS Sessions**.
- Select **Page Layouts** from the **SOS Sessions** section.
- Click **Edit** for your active layout (probably **SOS Session Layout**).
- From the top of the page, select the **Custom Console Components** link.
- Under the **Primary Tab Components** section, add the following to one of the sidebars:



- Set **Style** to **Stack**.
- Set **Width px** to **1**.
- Set **Height px** to **1**. (Change **Height %** to **Height px** if necessary.)
- Set **Type** to **Visualforce Page**
- Set **Component** to the page created previously (for example, **SOS_Open_Case_Custom**).

f. Click **Save**.

Whenever an agent accepts an incoming call, a case automatically gets created.

Listen for SOS Console Events

Listen for SOS events from the Salesforce console to log activity, debug issues, and perform quality-of-service (QoS) analysis.

To detect events from the Salesforce console, use JavaScript in your Visualforce page. Call the `addEventListener` method, which is documented in the [Salesforce Console Developer Guide](#). The method syntax is:

```
sforce.console.addEventListener(eventType: String, eventListener: Function);
```

Parameter	Type	Description
eventType	String	The event type. For SOS session state events, this value is <code>SFORCE_SOS:STATE_CHANGED</code> . For audio QoS, this value is <code>SFORCE_SOS:QOS_AUDIO</code> . For video QoS, this value is <code>SFORCE_SOS:QOS_VIDEO</code> .
eventListener	Function	This function is called when the registered event is emitted. You receive one JSON message object within the payload passed to this function.

For more information about `SFORCE_SOS:STATE_CHANGED`, see [SOS State Change Console Events](#).

For more information about `SFORCE_SOS:QOS_AUDIO` and `SFORCE_SOS:QOS_VIDEO`, see [SOS Quality-of-Service Console Events](#).

SOS State Change Console Events

You can listen for SOS session state changes from the Salesforce console for logging and debugging purposes.

SOS Quality-of-Service Console Events

You can listen for SOS audio and video quality-of-service (QoS) events from the Salesforce console.

SOS State Change Console Events

You can listen for SOS session state changes from the Salesforce console for logging and debugging purposes.

After you add an event listener for state changes to your console (see [Listen for SOS Console Events](#)), inspect your function's payload and handle the event.

```
sforce.console.addEventListener("SFORCE_SOS:STATE_CHANGED", function(payload) {
  // Handle event
});
```

Event Listener Payload

The JSON payload you receive within the event listener function follows this syntax.

```
{
  message: {
    sfdcSosSessionId: <SESSION_ID>,
    currentState: <CURRENT_STATE>,
    previousState: <PREVIOUS_STATE>,
    reason: <REASON_IF_APPLICABLE>
  }
}
```

```

}
}

```

sfdcSosSessionId (String)

The ID associated with the session that emitted the events.

currentState (String)

The current state of the session. See the Event States section.

previousState (String)

The previous state of the session. See the Event States section.

reason (Object or null)

Populated only when the current state is ENDED. Contains information about why the session was ended. See the End Reasons section.

This code sample illustrates how to handle an event. Subsequent sections describe how to interpret each part of the message object payload.

```

sforce.console.addEventListener("SFORCE_SOS:STATE_CHANGED", function(event) {
  var stateChange = {};
  try {
    stateChange = JSON.parse(event.message);
  } catch (e) {
    // Error Parsing JSON Object
    throw new Error(e);
  }

  /*
   * Use currentState vs previousState to determine how you reached
   * the state you're in. Most useful in the case of the ENDED state
   * where you want to know how it ended and if there were any errors.
   */

  var currentState = stateChange.currentState;
  var previousState = stateChange.previousState;

  // Handle Non ENDED state changes
  if (currentState !== 'ENDED') {
    logStateChange(currentState, previousState);
    return;
  }

  // Handle ENDED state change
  switch (stateChange.reason.name) {

    // Handle a session that was intentionally ended by customer or agent
    case 'ENDED_BY_CUSTOMER':
    case 'ENDED_BY_CONSOLE':
      logEndedSession(currentState, previousState, stateChange.reason.name);
      break;

    // Handle a session that ended in an error
    case 'ERROR':
      logEndedWithError(currentState, previousState, stateChange.reason.name,
stateChange.reason.error);

```

```

        break;
    }
});

```

Event States

The `currentState` and `previousState` fields can be one of the following states.

LOADING_RESOURCES

Widget has loaded. Fetching more resources from the server.

INTERFACE_CHECK

Applies to Internet Explorer browsers only. Attempting to install the Internet Explorer plug-in.

JOINING

Joining the audio/video session.

INITIALIZING

Starting to listen for updates from the audio/video session.

AV_CONNECTION

Connecting to the audio/video session, getting microphone or camera permissions from the browser, and starting to send the stream to the audio/video session.

WAITING

Waiting to receive the audio/video stream from the SDK.

CONNECTED

Session is fully established with both audio and video.

HOLD

Session has been put on hold by the customer, the agent, or both.

PAUSED

Session paused because the app was put into the background, the customer is typing into a masked field, or the customer accepted a phone call.

ENDED

The session has completed. See the End Reasons section for more information.

End Reasons

When the `currentState` is `ENDED`, you can inspect the `reason` object to find out why the session ended.

```

{
  message: {
    sfdcSosSessionId: <SESSION_ID>,
    currentState: <CURRENT_STATE>,
    previousState: <PREVIOUS_STATE>,

    reason: {
      name: <END_REASON>
      error: <ERROR_IF_APPLICABLE>
    }
  }
}

```

name (String)

The reason why the session ended. Can be `ENDED_BY_CUSTOMER`, `ENDED_BY_CONSOLE`, or `ERROR`.

error (Error object or null)

If there's an error, this field contains the error details. If there isn't an error, the value is `null`. See Errors section.

The following table describes various ways a session can end, with and without an error. See the Errors section for details about session failures.

Table 1: End Reason Scenarios

State	How a Session Can End Without an Error	How a Session Can End with an Error
LOADING_RESOURCES	The customer or agent manually ended the session prematurely.	An issue occurred while loading scripts from the server.
INTERFACE_CHECK	The customer or agent manually ended the session prematurely. Possibly related to a user issue while installing the plug-in.	The agent encountered an issue while installing the OpenTok plug-in.
JOINING	The customer or agent manually ended the session prematurely.	The agent encountered an issue while joining the SOS session.
INITIALIZING	The customer or agent manually ended the session prematurely.	The agent encountered an issue while starting to listen for updates from the SOS session.
AV_CONNECTION	The customer or agent manually ended the session prematurely.	The agent encountered an issue while joining the session. The issue could be due to hardware permissions, misconfigured firewall rules, network performance, or an internal server error.
WAITING	The customer disconnected from the session without ending it, causing the session to end. Typical reasons include the customer lost network connectivity, the app crashed, or the customer closed the app.	The agent failed to connect to the customer's audio/video stream. The issue could be due to misconfigured firewall rules, network performance, an internal server error, or the customer was dropped from the audio/video session.
CONNECTED	The customer or agent manually ended the session from a normal state.	The session ended unexpectedly with a fatal error. This error could be due to network performance issues or an internal server error.
HOLD	The customer or agent manually ended the session from a normal state. The agent or customer could have ended the session after being in the hold state for too long.	The session ended unexpectedly with a fatal error. This error could be due to network performance or an internal server error.
PAUSED	The customer or agent manually ended the session from a normal state. The agent or customer could have ended the session after being in the paused state for too long.	The session ended unexpectedly with a fatal error. This error could be due to network performance or an internal server error.

State	How a Session Can End Without an Error	How a Session Can End with an Error
ENDED	The session ended without issue.	The session experienced issues while disconnecting from the audio/video session or making a request to the audio/video server.

The following table shows some scenarios in which a session can end successfully, along with a sample payload.

Table 2: Successful End Reason Examples

Scenario	Sample Payload
Session ended by customer	<pre>{ currentState: 'ENDED', previousState: 'CONNECTED', reason: { name: 'ENDED_BY_CUSTOMER', error: null } }</pre>
Session ended by agent	<pre>{ currentState: 'ENDED', previousState: 'CONNECTED', reason: { name: 'ENDED_BY_CONSOLE', error: null } }</pre>
Session ended by agent while session is on hold	<pre>{ currentState: 'ENDED', previousState: 'HOLD', reason: { name: 'ENDED_BY_CONSOLE', error: null } }</pre>
Session ended by agent while customer app is in the background	<pre>{ currentState: 'ENDED', previousState: 'PAUSED', reason: { name: 'ENDED_BY_CONSOLE', error: null } }</pre>

Scenario	Sample Payload
Session ended by agent after app crash	<pre data-bbox="824 279 1437 527"> { currentState: 'ENDED', previousState: 'WAITING', reason: { name: 'ENDED_BY_CONSOLE', error: null } }</pre>

Errors

When a session ends with an error, inspect the `error` object for more information. The error syntax is:

```

{
  message: {
    sfdcSosSessionId: <SESSION_ID>,
    currentState: <CURRENT_STATE>,
    previous: <PREVIOUS_STATE>,
    reason: {
      name: 'ERROR',

      error: {
        code: <ERROR_CODE>,
        domain: <ERROR_DOMAIN>,
        message: <ERROR_MESSAGE>,
        name: <ERROR_NAME>,
        type: <ERROR_TYPE>,
        rawError: {
          code: <RAW_ERROR_CODE>,
          message: <RAW_ERROR_MESSAGE>,
          name: <RAW_ERROR_MESSAGE>
        }
      }
    }
  }
}
```

code (Number)

Error code used for grouping related errors. Some common error codes include: 1000 (SOS session timed out waiting to access camera or microphone); 1001 (audio/video request timed out), 1003 (failed to set agent name); 1006 (SOS session timed out waiting to access the camera or microphone); 1500 (permission to audio/video hardware denied). See OpenTok's [Handling Exceptions](#) documentation for more error conditions.

domain (String or null)

Describes the category of error when it's related to an OpenTok audio/video issue. Can be one of the following: `session`, `publisher`, or `subscriber` domains. A `session` error relates to an existing audio/video session. A `publisher` error describes an issue that the agent had when creating an audio/video stream. A `subscriber` error describes an issue that the agent had when receiving a customer's audio/video stream.

message (String)

A description of what caused the error.

name (String or null)

A unique name associated with the error.

type (String)

Specifies from where the error originated. Can be one of the following: `opentok` (the underlying WebRTC platform); `scrt` (Salesforce's real-time server); or `widget` (the Salesforce console widget).

rawError (Object)

The raw error returned by the server without parsing, grouping, or renaming.

The following table shows some scenarios in which a session can end in an error, along with a sample payload.


Table 3: End in Error Examples

Error Scenario	Sample Payload
Agent declines permissions prompt	<pre> { currentState: 'ENDED', previousState: 'AV_CONNECTION', reason: { name: 'ERROR', error: { code: 1500, domain: 'publisher', message: 'Permission to audio/video hardware denied. You must grant permission for SOS to access microphone and camera.', name: 'OT_USER_MEDIA_ACCESS_DENIED', type: 'opentok', rawError: { code: 1500, message: 'ORIGINAL ERROR MESSAGE', name: 'OT_USER_MEDIA_ACCESS_DENIED' } } } } </pre>
Agent lets session time out without granting permissions	<pre> { currentState: 'ENDED', previousState: 'AV_CONNECTION', reason: { name: 'ERROR', error: { code: 1000, domain: null, message: 'SOS session timed out waiting to access camera/microphone.', name: null, type: 'widget', </pre>

Error Scenario	Sample Payload
	<pre> rawError: { code: 1000, message: 'SOS session timed out waiting to access camera/microphone.' } } } </pre>
Session dies after OpenTok drops connection because of a timeout	<pre> { currentState: 'ENDED', previousState: 'AV_CONNECTION', reason: { name: 'ERROR', error: { code: 1006, domain: session, message: 'SOS session timed out waiting to access camera/microphone.', name: 'OT_SOCKET_CLOSE_ABNORMAL', type: 'opentok', rawError: { code: 1006, message: 'Unable to connect to the session. Please ensure you have network connectivity.', name: 'OT_SOCKET_CLOSE_ABNORMAL' } } } } </pre>

SOS Quality-of-Service Console Events

You can listen for SOS audio and video quality-of-service (QoS) events from the Salesforce console.

 **Note:** The console allows you to track streaming issues on the other side of the conversation (from the client to the OpenTok media router). To track QoS issues on this side (from the agent to the media router), refer to the SOS SDK documentation on quality-of-service events: [Using SOS with the Snap-Ins SDK](#).

After you add an event listener for QoS to your console (see [Listen for SOS Console Events](#)), inspect your function's payload and handle the event.

```

sforce.console.addEventListener("SFORCE_SOS:QOS_AUDIO", function(payload) {
  // Handle audio QoS event
});

```

```
sforce.console.addEventListener("SFORCE_SOS:QOS_VIDEO", function(payload) {
  // Handle video QoS event
});
```

Audio QoS Event Listener Payload

This sample JSON payload is for the `SFORCE_SOS:QOS_AUDIO` event type.

```
{
  "message": "{
    "bytesReceived":131131,
    "packetsLost":3,
    "packetsReceived":1499,
    "timestamp":1502214189391,
    "sfdcSosSessionId":"0NXR00000000MS"
  }"
```

This payload specifies how many bytes were received, the number of packets lost, and the number of packets received for a 30-second span. If the session ends before 30 seconds, QoS data isn't logged.

Video QoS Event Listener Payload

This sample JSON payload is for the `SFORCE_SOS:QOS_VIDEO` event type.

```
{
  "message": "{
    "bytesReceived":82253,
    "packetsLost":0,
    "packetsReceived":337,
    "timestamp":1502214189391,
    "size":"480x640",
    "timePerShareType":{
      "ss":"55.29",
      "ffc":"44.71",
      "bfc":"0.00"
    },
    "sfdcSosSessionId":"0NXR00000000MS"
  }"
```

This payload specifies how many bytes were received, the number of packets lost, and the number of packets received for a 30-second span. If the session ends before 30 seconds, QoS data isn't logged. This payload also describes the resolution size of the video and the percentage of time in each share type. The share types are `ss` for screen sharing, `ffc` for the front-facing camera, and `bfc` for the back-facing camera.

Record SOS Sessions

Enable SOS session recording to assure quality and let agents refer to session recordings.

1. From **Setup**, search for **SOS Deployments**.
2. Select your deployment.
3. Check the **Session Recording Enabled** checkbox. Specify your API key, secret, and bucket.

You can retrieve recorded sessions in the [mp4](#) format from your Amazon S3 bucket.

 **Note:** To configure your AWS environment, see [Managing Access Permissions to Your Amazon S3 Resources](#).

SOS Reference ID

Provide an ID to give to support when there are issues with a session.

The SOS Reference ID (also referred to as the SOS Session ID) is a unique ID used to identify a session. It is 15 characters and starts with "ONX". If there is an issue with a session, this ID can be provided to Support to locate logs related to the session.

There are two ways to find the SOS Reference ID:

1. Add it to the SOS Session object
2. Add it to the fields displayed in the SOS Session list view.

Add to Session Object

If the SOS Reference ID is added to the SOS Session Object and SOS Session page layouts, the ID can be seen when viewing any SOS Session. To add the SOS Reference ID to the SOS Session object:

1. From **Setup**, search for **SOS Sessions**.
2. From **SOS Sessions**, select **Fields**. (Do not go to Fields under SOS Session Activities.)
3. Click **New** under **SOS Session Custom Fields & Relationships**.
4. Select **Formula**. Click **Next**.
5. Enter **SOS Reference Id** as the **Field Label**. **Field Name** auto populates.
6. Select **Text** as the **Formula Return Type**. Click **Next**.
7. In the **Simple Formula** text area, enter **Id**. Click **Next**.
8. Click **Next** again. (Permission to view the field can be removed on this page before clicking next.)
9. Click **Save**.

We recommend that you add this field to all page layouts.

Add to Session List View

The SOS Session list view can be added as a navigation tab item to any console app. Using the SOS Session list view allows you to view the SOS Reference ID for multiple sessions on a single screen. To add the SOS Session list view to a console app:

1. From **Setup**, search for **Apps**.
2. Select **Edit** for the desired console app.
3. Under **Choose Navigation Tab Items**, move **SOS Sessions** to **Selected Items**.
4. Click **Save**.

The SOS Session list view may not display the SOS Reference ID by default. If so, a view can be edited or a new view can be created. To add the SOS Reference Id to the view:

1. Go to the SOS Session list view
2. Click either **Edit** or **Create New View**.
3. Now you can determine which fields are visible.
 - If the new field was added (as shown earlier) move **SOS Reference Id** to **Selected Fields**.
 - If the new field was not created, move both instances of **SOS Session Id** to **Selected Fields**. (The two SOS Session Id fields are different fields. One is the unique ID that starts with the characters "ONX"; the other is a number that increments for each session.)
4. Click **Save**.

Multiple SOS Queues

Implement multiple SOS queues to route requests to specific agents or give specific requests a higher priority.

Multiple queues can help out in the following situations:

- Giving paying customers a higher priority
- Having separate queues for different products
- Routing to agents with specific skill sets
- Giving agents a personal queue (great for training)
- Creating a training queue that has a lower priority or only gets requests from simple pages
- Grouping separate pages into different queues

You need two objects to make multiple queues work: a `Queue` and an `SOS Deployment` object. A third object, `Routing Configuration`, lets you use different priorities.

1. If a `Routing Configuration` is being used to achieve different priorities, create this object first. If you want all queues to have the same priority, the same routing configuration can be used.
2. Next, create the `Queue`. The queue references the routing config. An agent can be a member of multiple queues.
3. Create the `SOS Deployment` last. The deployment references the queue. An app may have access to several SOS deployment IDs, and then the app decides which queue the user should be sent to using the SOS deployment ID.

Snap-Ins SDK Setup

Set up the SDK to start using Service Cloud features in your mobile app.

[Requirements for the Snap-Ins SDK for iOS](#)

Before you set up the SDK, let's take care of a few pre-reqs.

[Install the Snap-Ins SDK for iOS](#)

Before you can use the iOS SDK, install the SDK and configure your project.

[Authentication with the Snap-Ins SDK for iOS](#)

The Snap-ins SDK provides an authentication mechanism that allows your users to access user-specific information in Service Cloud. To authenticate, create an `SCSAAuthenticationSettings` object and pass it to the SDK.

[Notifications with the Snap-Ins SDK for iOS](#)

The Snap-ins SDK can display notifications for activity related to Live Agent Chat and Case Management.

[Prepare Your App for Submission](#)

Before you can submit your app to the App Store, you need to strip development resources (such as unneeded architectures and header resources) from the dynamic libraries used by the Snap-ins SDK.

Requirements for the Snap-Ins SDK for iOS

Before you set up the SDK, let's take care of a few pre-reqs.

Salesforce Org Requirements

The Snap-ins SDK can be used with both Lightning Experience and Salesforce Classic. However, the SOS agent widget currently only works in Salesforce Classic.

SDK Development Requirements

To develop using this SDK, you must have:

- [iOS SDK](#) version 9 or newer
- [Xcode](#) version 8 or newer

Mobile App Requirements

Any app that uses this SDK requires:

- [iOS](#) version 9 or newer

SOS Agent Requirements

The agents responding to SOS calls must have modern browsers and reasonably high-speed internet connectivity to handle the demands of real-time audio and video.

Hardware requirements:

- Webcam
- Microphone


Bandwidth requirements:

- 500 Kbps upstream
- 500 Kbps downstream

 **Important:** Due to bandwidth limitations, 2G networks, such as GPRS and EDGE, are not supported.

Browser requirements:

- Chrome version 35 or newer
- Firefox version 30 or newer
- Internet Explorer version 10 or newer (plug-in required)

 **Note:** Your browser must support Transport Layer Security (TLS) protocol version 1.1 or newer. If you are running Internet Explorer version 10, see [this help topic](#) on how to update the TLS version.

Operating System:

- OSX 10.5 or newer
- Windows 7 or newer

Install the Snap-Ins SDK for iOS

Before you can use the iOS SDK, install the SDK and configure your project.

1. Add the SDK frameworks.

You can add the frameworks manually or add them using [CocoaPods](#). CocoaPods is a popular dependency manager for Swift and Objective-C projects.

- [Add the Frameworks with CocoaPods](#)
- [Add the Frameworks Manually](#)

2. (Knowledge only) Add an [App Transport Security \(ATS\)](#) exception to `localhost` for serving cached knowledge base articles.

a. Open the `Info.plist` file for your project.

 **Note:** If you right-click the `plist` file from the project navigator, you can select **Open As > Source Code** from the context menu. The source code view is a quick way to add domains to your `plist` file.

b. Add `NSAppTransportSecurity` to your `Info.plist` to allow insecure HTTP loads from `localhost`.

```
<key>NSAppTransportSecurity</key>
<dict>
  <key>NSExceptionDomains</key>
  <dict>
    <key>localhost</key>
    <dict>
      <key>NSExceptionAllowsInsecureHTTPLoads</key>
      <true/>
    </dict>
  </dict>
</dict>
</dict>
```

3. (SOS only) If you're using SOS, iOS 10 requires descriptions for why the app needs to access the device's microphone and camera.

Add string values for "Privacy - Microphone Usage Description" and "Privacy - Camera Usage Description" in your `Info.plist` file. To learn more about these properties, see [Cocoa Keys](#) in Apple's reference documentation.

Sample values for these keys:

```
<key>NSMicrophoneUsageDescription</key>
<string>Used for an SOS chat with an agent.</string>
<key>NSCameraUsageDescription</key>
<string>Used for an SOS video chat with an agent.</string>
```

4. (Live Agent Chat only) If you're using Live Agent Chat, iOS 10 requires descriptions for why the app needs to access the device's camera and photo library.

Add string values for "Privacy - Camera Usage Description" and "Privacy - Photo Library Usage Description" in your `Info.plist` file. To learn more about these properties, see [Cocoa Keys](#) in Apple's reference documentation.

Sample values for these keys:

```
<key>NSCameraUsageDescription</key>
<string>Used when sending an image to an agent.</string>
<key>NSPhotoLibraryUsageDescription</key>
<string>Used when sending an image to an agent.</string>
```

5. (SOS only) If you're using SOS, turn on **Background Modes** for your project.

To ensure that an SOS and Live Agent Chat session remains active while the app is in the background, verify that your background settings are correct.

- a. Open your Project Target Settings.
- b. Select the **Capabilities** tab.
- c. Set the **Background Modes** to **ON**.
- d. From the **Background Modes** subcategories, check the **Audio, AirPlay, and Picture in Picture** item.

You're now ready to get started using the SDK!

[Add the Frameworks with CocoaPods](#)

Add the SDK frameworks using CocoaPods, a developer tool that automatically manages dependencies.

[Add the Frameworks Manually](#)


Add the SDK frameworks by manually embedding the appropriate frameworks.

Add the Frameworks with CocoaPods

Add the SDK frameworks using CocoaPods, a developer tool that automatically manages dependencies.

1. If you haven't already done so, install the [CocoaPods](#) gem and initialize the CocoaPods master repository.

```
sudo gem install cocoapods
pod setup
```

 **Note:** The minimum supported version of CocoaPods is 1.0.1. If you're not sure what version you have, use `pod --version` to check the version number.

2. If you already have [CocoaPods](#) installed, update your pods to the latest version.

```
pod update
```

3. Change to the root directory of your application project.

4. Create or edit a file named `Podfile` that contains the Snap-ins SDK dependency.
 - a. If you want to install the complete Snap-ins SDK, update your `Podfile` to include `ServiceSDK`.

```
source 'https://github.com/CocoaPods/Specs.git'
source 'https://github.com/goinstant/pods-specs-public'

# To use the Snap-ins SDK (with all components)
target '<your app target>' do
  pod 'ServiceSDK'
end
```

- b. If you want to install a single Snap-ins SDK component, create a similar `Podfile` to the one specified above, but only include the desired pod.

Feature	Pod name
Knowledge	ServiceSDK/Knowledge
Case Management	ServiceSDK/Cases
Live Agent Chat	ServiceSDK/Chat
SOS	ServiceSDK/SOS

For example, the following `Podfile` installs SOS.

```
source 'https://github.com/CocoaPods/Specs.git'
source 'https://github.com/goinstant/pods-specs-public'

# To use SOS
target '<your app target>' do
  pod 'ServiceSDK/SOS'
end
```

If you don't specify a version number, you automatically get the latest version of that component. If you want to add a specific version to your component, be sure to add the version number of the Snap-ins SDK and *not* the version number of the individual component.

For instance, if you want version 3.7.3 of SOS, specify 214.0.3 because version 214.0.3 of the Snap-ins SDK has version 3.7.3 of SOS.

```
source 'https://github.com/CocoaPods/Specs.git'
source 'https://github.com/goinstant/pods-specs-public'


# To use SOS (with version info)
target '<your app target>' do
  pod 'ServiceSDK/SOS', '214.0.3'
end
```

5. Run the CocoaPods installer.

```
pod install
```

This command generates a `.xcworkspace` file for you with all the dependencies included.

- Open the `.xcworkspace` file that CocoaPods generated and continue with the installation process.

 **Note:** Be sure to open the `.xcworkspace` file (which includes all the dependencies) and *not* the `.xcworkspaceproj` file.

Once you've added the SDK frameworks, proceed with [the installation instructions](#) on page 34.

Add the Frameworks Manually

Add the SDK frameworks by manually embedding the appropriate frameworks.

- Download the SDK frameworks from the [Snap-ins SDK product page](#).
- Embed the relevant Snap-ins SDK frameworks into your project.

You can find the framework files within the `Frameworks` folder. Specifically, the following frameworks are available for you to use:

Framework	Description	Required?
<code>ServiceCore</code>	Contains all the common components used by the Service SDK.	Yes
<code>ServiceKnowledge</code>	Contains access to the Knowledge features of the SDK.	Only if using Knowledge
<code>ServiceCases</code>	Contains access to the Case Management features of the SDK.	Only if using Case Management
<code>ServiceChat</code>	Contains access to the Live Agent Chat features of the SDK.	Only if using Live Agent Chat
<code>ServiceSOS</code>	Contains access to the SOS features of the SDK.	Only if using SOS

Add the relevant frameworks to the **Embedded Binaries** section of the **General** tab for your target app. Be sure to select **Copy items if needed** when embedding.

Once you've embedded the frameworks, you'll automatically see them appear in the **Linked Frameworks and Libraries** section as well. If you see two line items for each framework (which happens if you drag the frameworks into the project before embedding), delete the duplicates.

Once you've added the SDK frameworks, proceed with [the installation instructions](#) on page 34.

Authentication with the Snap-Ins SDK for iOS

The Snap-ins SDK provides an authentication mechanism that allows your users to access user-specific information in Service Cloud. To authenticate, create an `SCSAuthenticationSettings` object and pass it to the SDK.

Authentication Settings

Authentication with the Snap-ins SDK uses an `SCSAuthenticationSettings` object. Create this object with a client ID and a dictionary containing authentication settings. This authentication settings dictionary must contain a URL for your org

(SCSOAuth2JSONKeyInstanceUrl) and an access token (SCSOAuth2JSONKeyAccessToken). If your OAuth2 flow supports refresh tokens, include a refresh token (SCSOAuth2JSONKeyRefreshToken) to the authentication settings.

In Swift:

```
// Specify auth info
let myClientId: String = "CLIENT_ID_VALUE"
let authDictionary: [SCSOAuth2JSONKey: String] =
    [ .instanceUrl : "https://URL_FOR_YOUR_ORG.com",
      .accessToken : "ACCESS_TOKEN_VALUE" ]

// Create auth settings object
let authSettings = SCSAuthenticationSettings(oauth2: authDictionary,
                                             clientId: myClientId)
```

In Objective-C:

```
// Specify auth info
NSString *myClientId = @"CLIENT_ID_VALUE";
NSDictionary<SCSOAuth2JSONKey, NSString*> *authDictionary =
    @{ SCSOAuth2JSONKeyInstanceUrl : @"https://URL_FOR_YOUR_ORG.com",
      SCSOAuth2JSONKeyAccessToken : @"ACCESS_TOKEN_VALUE" };

// Create auth settings object
SCSAuthenticationSettings *authSettings =
    [[SCSAuthenticationSettings alloc] initWithOAuth2Dictionary: authDictionary
                                             clientId: myClientId];
```

If you're using the [Salesforce Mobile SDK](#), we provide a helper method that allows you to construct an [SCSAuthenticationSettings](#) object directly from the Mobile SDK user account. You can use this sample code after you've successfully logged in a user.

In Swift:

```
// Get user account info from the Salesforce Mobile SDK
let identity: SFUserAccountIdentity =
    SFUserAccountIdentity(userId: myUserId, orgId: myOrgId)
let account: SFUserAccount =
    SFUserAccountManager.sharedInstance().userAccount(forUserIdentity: identity)!

// Create auth settings object from SFUserAccount
let authSettings = SCSAuthenticationSettings(mobileSDK: account)
```

In Objective-C:

```
// Get user account info from the Salesforce Mobile SDK
SFUserAccountIdentity *identity =
    [SFUserAccountIdentityClass identityWithUserId:myUserId orgId:myOrgId];
SFUserAccount *account =
    [[SFUserAccountManagerClass sharedInstance] userAccountForUserIdentity:identity];

// Create auth settings object from SFUserAccount
SCSAuthenticationSettings *authSettings =
    [[SCSAuthenticationSettings alloc] initWithMobileSDKAccount:account];
```

 **Note:** For developers who plan to use the [Salesforce Mobile SDK](#) for authentication, the [Mobile SDK Developer's Guide](#) contains [authentication](#) instructions. If you're using a Salesforce community, be sure to configure the login endpoint as described in the

Salesforce Mobile SDK documentation ([Configure the Login Endpoint](#)). This documentation describes how to use the `SFDCOAuthLoginHost` property in your `info.plist` file to create a custom login URI.

If you plan to use remote push notification to alert the user when an event occurs in your org, call `registerForPushNotifications` on the `SCSAuthenticationSettings` object. To learn more, see [Notifications with the Snap-Ins SDK for iOS](#).

However you create an `SCSAuthenticationSettings` object, pass it to the Snap-ins SDK during the authentication flow.

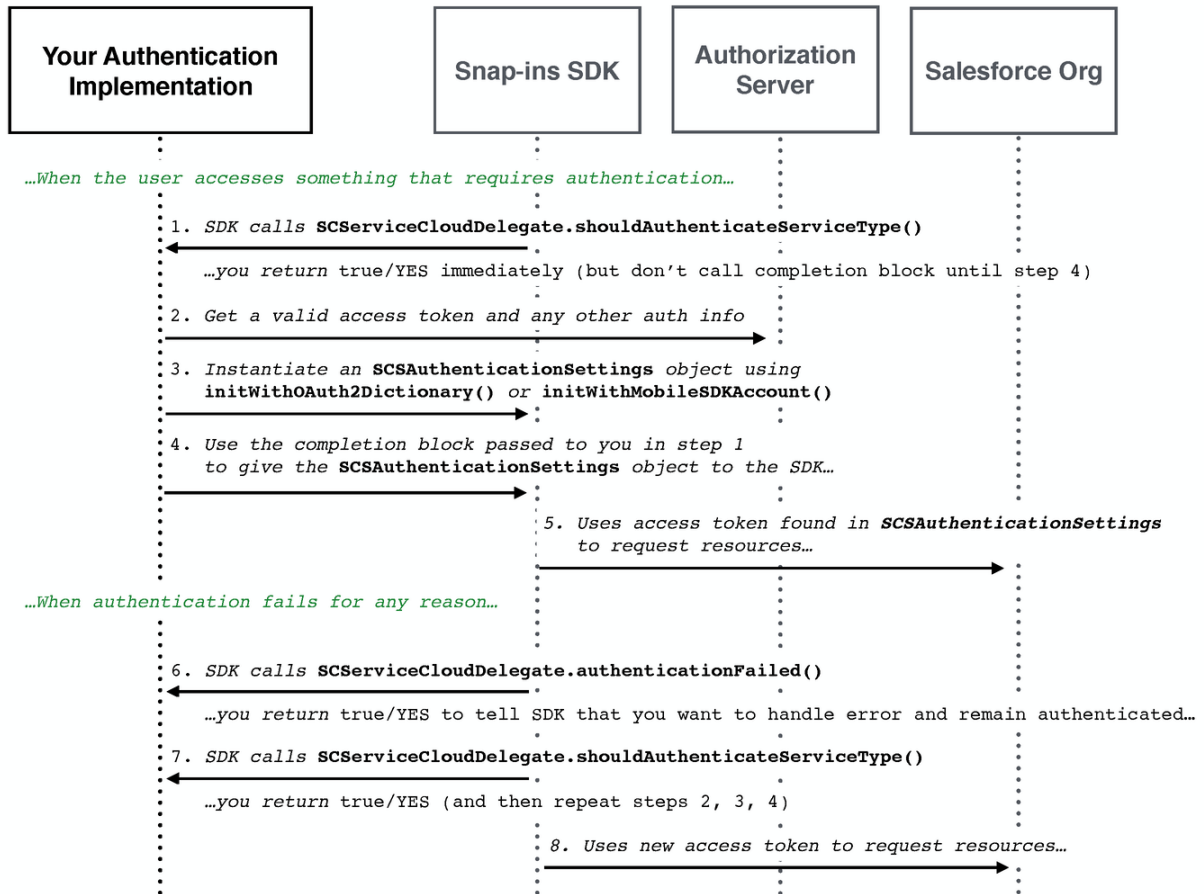
Authentication Flow

You can either authenticate on-demand when the SDK calls `serviceCloud(shouldAuthenticateServiceType:completion:)` in your `SCServiceCloudDelegate` implementation, or you can authenticate explicitly (that is, before the app attempts to show the relevant UI) using the `setAuthenticationSettings(settings:forServiceType:completion:)` method in the `ServiceCloud` shared instance.

With on-demand authentication, you perform the authentication asynchronously, after the SDK calls your `serviceCloud(shouldAuthenticateServiceType:completion:)` delegate method. Once authenticated, pass the `SCSAuthenticationSettings` object to the completion block that you're given in the `serviceCloud(shouldAuthenticateServiceType:completion:)` method.

The following sequence diagram illustrates the basic authentication flow for on-demand authentication.

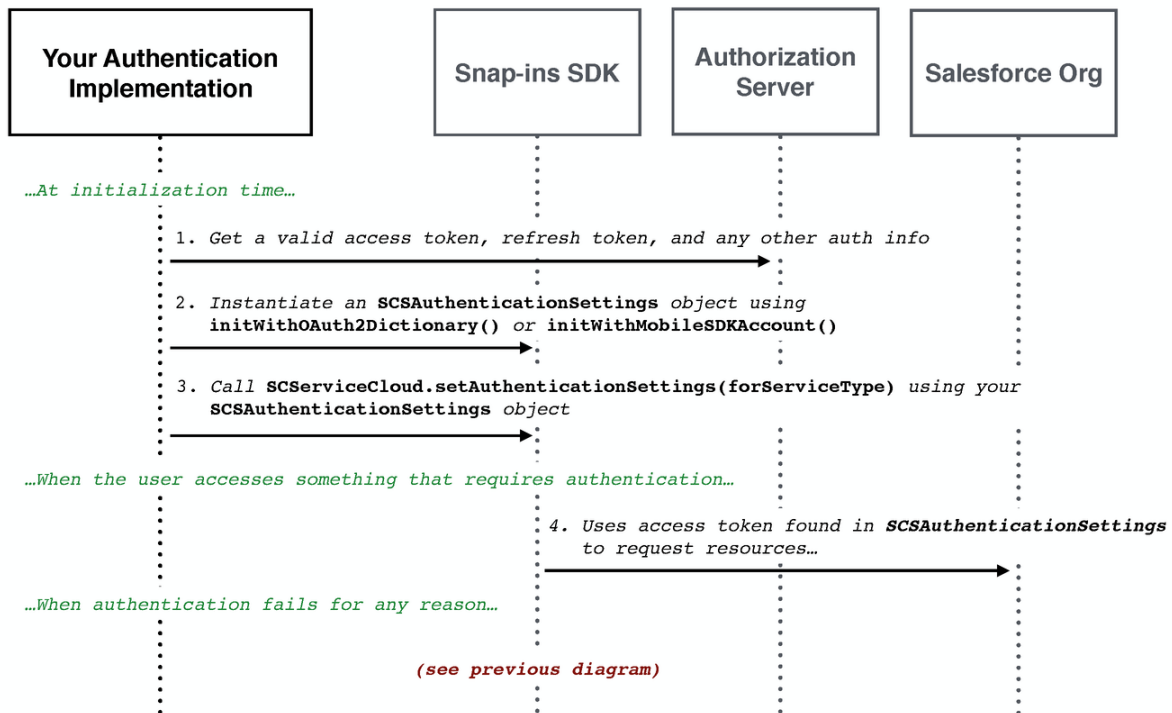
On-Demand Authentication



Alternatively, you can explicitly authenticate before any UI appears that requires authentication. Call the `setAuthenticationSettings(settings:forServiceType:completion:)` method in the `ServiceCloud` shared instance using the `SCSAuthenticationSettings` object.

The following sequence diagram illustrates the authentication flow for explicit authentication.

Explicit Authentication



To programmatically log out a user, call `setAuthenticationSettings(settings:forServiceType:completion:)` using `nil` for the `SCSAuthenticationSettings` argument.

Error Conditions

Implement `serviceCloud(authenticationFailed:forServiceType:)` in your `SCServiceCloudDelegate` object to handle error conditions. The SDK calls this method if the access token expires, and for any other scenario that results in an authentication failure. If you return `true` or `YES`, the SDK assumes that you want to proceed, and it subsequently calls `serviceCloud(shouldAuthenticateServiceType:completion:)` to give you a chance to send updated authentication information. If you return `false` or `NO`, the SDK goes back to the guest user state.

Sample Code

The following sample code illustrates how to implement an `SCServiceCloudDelegate` object to handle authentication.

```

class MyAuthHandler: NSObject, SCServiceCloudDelegate {

    override init() {
        super.init()

        // Subscribe to ServiceCloud events
        ServiceCloud.shared().delegate = self
    }
}
  
```

```

/**
 Implementation of a `ServiceCloudDelegate` method that allows you to
 authenticate for a given service.
 */
func serviceCloud(_ serviceCloud: ServiceCloud,
                  shouldAuthenticateServiceType service: SCServiceType,
                  completion: @escaping (SCSAAuthenticationSettings?) -> Void) -> Bool {

    // Rather than scrutinize the service to see if we want to authenticate,
    // let's just assume that we always want to authenticate...

    // TO DO: Authenticate asynchronously
    let urlRequest = URLRequest.init(url: URL(string: "https://example.com/auth")!)
    URLSession.shared.dataTask(with: urlRequest) { (data, response, error) in

        // TO DO: Populate the `SCSAAuthenticationSettings` object from the result.
        var authSettings: SCSAAuthenticationSettings?

        // Call the completion block with the authentication settings (asynchronously)
        completion(authSettings)

    }.resume()

    // Tell the SDK that we do plan to authenticate
    return true
}

/**
 Implementation of a `ServiceCloudDelegate` method to handle authentication
 failure events.
 */
func serviceCloud(_ serviceCloud: ServiceCloud,
                  authenticationFailed error: Error,
                  forServiceType service: SCServiceType) -> Bool {

    // For this example, let's not bother handling the error,
    // and just fall back to the guest user state...
    // TO DO: In your code, you should inspect this error.
    // If you want to handle the error, you could
    // return `true` and then you'd be called back in the
    // `shouldAuthenticateServiceType` method above.

    return false
}
}

```

Notifications with the Snap-Ins SDK for iOS

The Snap-ins SDK can display notifications for activity related to Live Agent Chat and Case Management.

To learn more, see [Notifications for Live Agent Activity](#) and [Push Notifications for Case Activity](#).

Prepare Your App for Submission

Before you can submit your app to the App Store, you need to strip development resources (such as unneeded architectures and header resources) from the dynamic libraries used by the Snap-ins SDK.

Xcode doesn't automatically strip unneeded architectures from dynamic libraries, nor remove some header and utility resources. Apps that don't do this clean up are rejected from the App Store. For example, you might receive the following error from iTunes Connect:

```
ERROR ITMS-90085:  
No architectures in the binary. Lipo failed to detect any architectures in the bundle executable.
```

You can resolve this problem by using the script provided in the `ServiceCore` framework that automatically strips unneeded architectures from the dynamic libraries and then re-signs them. To use this script:

1. Select `Build Phases` for your project target.
2. Create a `Run Script` phase to run the script.

Access the `prepare-framework` script from within the `ServiceCore` framework in your project directory.

For example, if the framework is in your main project directory, use:

```
"$SRCROOT/ServiceCore.framework/prepare-framework"
```

And if you've installed the SDK with CocoaPods, use:

```
"$PODS_ROOT/ServiceSDK/Frameworks/ServiceCore.framework/prepare-framework"
```



Note: This build phase must occur **after** the link phase and all embed phases. If you're using CocoaPods, make sure to put this script after the "[CP] Embed Pods Frameworks" phase.

iOS Tutorials & Examples

Get going quickly with these short introductory tutorials.

In addition to these tutorials, check out our [GitHub repository \(github.com/forcedotcom/ServiceSDK-iOS\)](https://github.com/forcedotcom/ServiceSDK-iOS) for sample apps.

[Get Started with Knowledge](#)

It's easy to wire up your iOS app to your knowledge base articles.

[Get Started with Live Agent Chat](#)

Get rolling quickly with live chat sessions between your customers and your agents.

[Get Started with Case Publisher](#)

Quickly build an app that lets you create a new case.

[Get Started with SOS](#)

See for yourself how easy and effective live video chat and screen sharing can be.

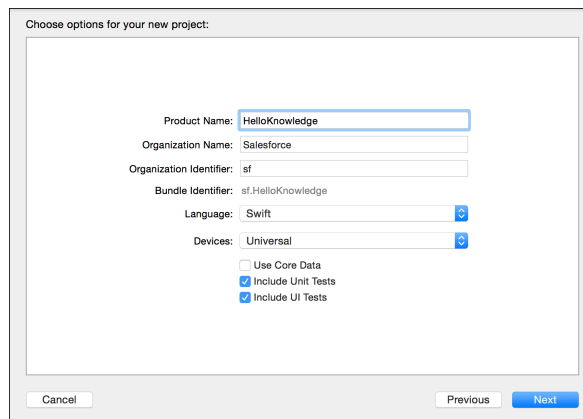
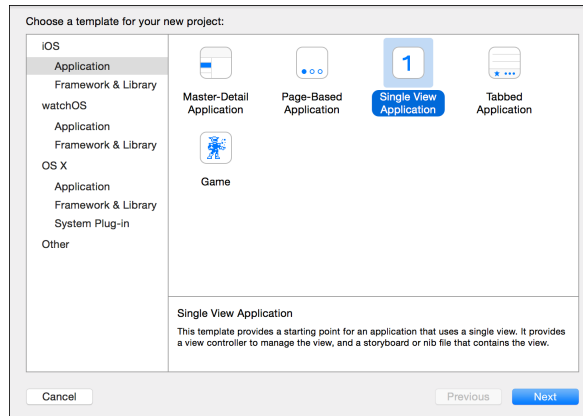
Get Started with Knowledge

It's easy to wire up your iOS app to your knowledge base articles.

Before doing this tutorial, be sure that you've set up Service Cloud for Knowledge. See [Cloud Setup for Knowledge](#) for more information.

This tutorial shows you how to put a knowledge base into your iOS app.

1. Create an Xcode project. For this example, let's make a Single View Application. Name it HelloKnowledge.



2. Install the SDK as described in [Install the Snap-Ins SDK for iOS](#).
3. From your app delegate implementation, import the SDK.

In Swift:

```
import ServiceCore
import ServiceKnowledge
```

In Objective-C:

```
@import ServiceCore;
#import ServiceKnowledge;
```

4. Point the SDK to your org from the `applicationDidFinishLaunchingWithOptions` method of your app delegate implementation.

To connect your app to your organization, create an `SCSServiceConfiguration` object containing the community URL, the data category group, and the root data category. Pass this object to the `ServiceCloud` shared instance using `SCSServiceConfiguration(community:dataCategoryGroup:rootDataCategory:)`

In Swift:

```
// Create configuration object with init params
let config = SCSServiceConfiguration(
```



```

community: URL(string: "https://mycommunity.example.com")!,
dataCategoryGroup: "Regions",
rootDataCategory: "All")

// Perform any additional configuration here

// Pass configuration to shared instance
ServiceCloud.shared().serviceConfiguration = config

```

In Objective-C:


```

// Create configuration object with init params
SCSServiceConfiguration *config = [[SCSServiceConfiguration alloc]
initWithCommunity:[NSURL URLWithString:@"https://mycommunity.example.com"]
dataCategoryGroup:@"Regions"
rootDataCategory:@"All"];

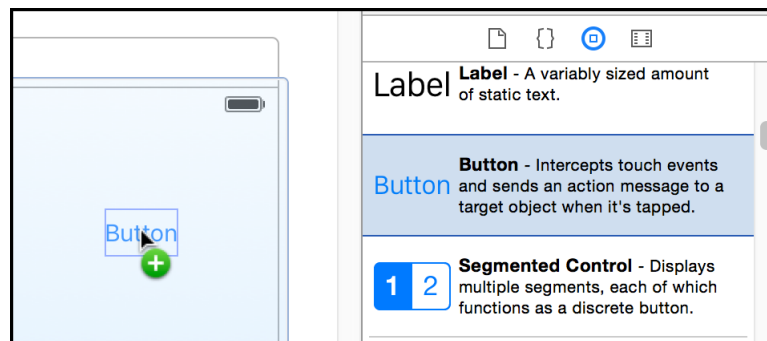
// Perform any additional configuration here

// Pass configuration to shared instance
[SCServiceCloud sharedInstance].serviceConfiguration = config;

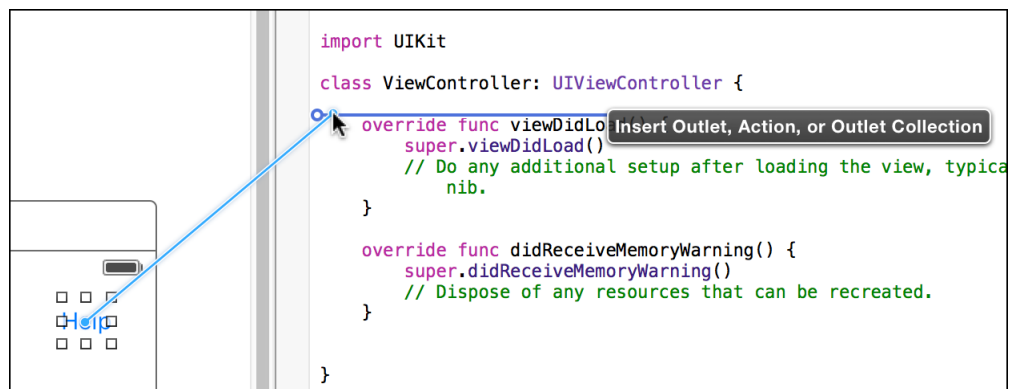
```

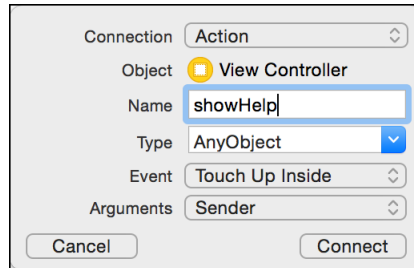
 **Note:** You can get the required parameters for this method from your Salesforce org. If your Salesforce admin hasn't set up Knowledge in Service Cloud or you need more guidance, see [Cloud Setup for Knowledge](#).

- Go to your storyboard and place a button somewhere on the view. Name it `Help`.



- Add a Touch Up Inside action to your UIViewController implementation. Name it `showHelp`.





- From your view controller implementation, import the SDK.

In Swift:

```
import ServiceCore
import ServiceKnowledge
```

In Objective-C:

```
@import ServiceCore;
#import ServiceKnowledge;
```

- From within the button action handler, activate the Knowledge interface using the `setInterfaceVisible` method.

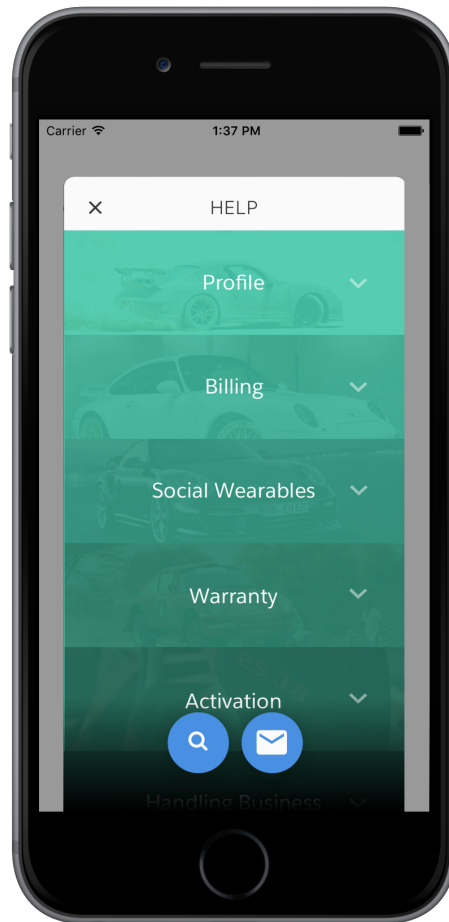
In Swift:

```
ServiceCloud.shared().knowledge.setInterfaceVisible(true,
                                                    animated: true,
                                                    completion: nil)
```

In Objective-C:

```
[[SCServiceCloud sharedInstance].knowledge setInterfaceVisible:YES
                                       animated:YES
                                       completion:nil];
```

And that's it! You can now build and run your app to see how it looks. Click the `Help` button to activate the interface.



You can customize the interface so it looks and feels just like your app. Check out [SDK Customizations with the Snap-Ins SDK for iOS](#) for guidance in this area.

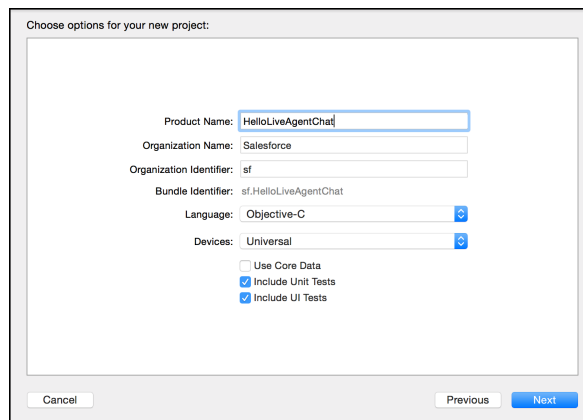
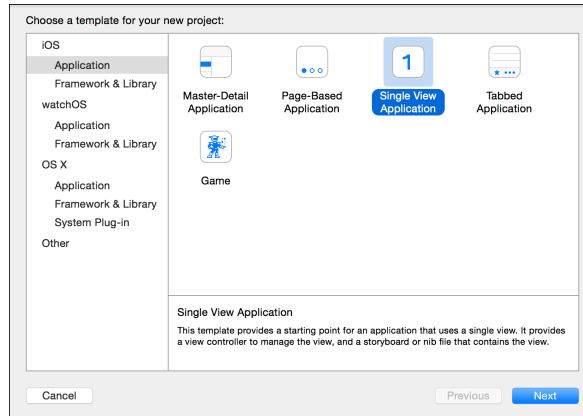
Get Started with Live Agent Chat

Get rolling quickly with live chat sessions between your customers and your agents.

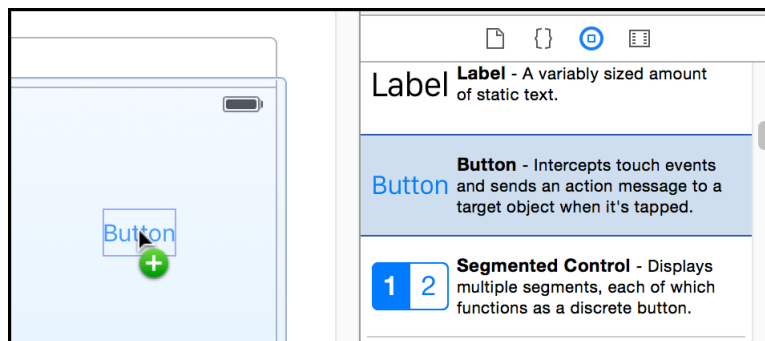
Before doing this tutorial, be sure that you've set up Service Cloud for Live Agent. See [Console Setup for Live Agent Chat](#) for more information.

This tutorial shows you how to get Live Agent into your iOS app.

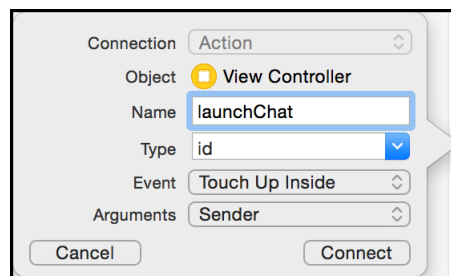
1. Create an Xcode project. For this example, let's make a Single View Application. Name it `HelloLiveAgentChat`.



2. Install the SDK as described in [Install the Snap-Ins SDK for iOS](#).
3. Go to your storyboard and place a button somewhere on the view. Name it Chat.



4. Add a Touch Up Inside action to your UIViewController implementation. Name it launchChat.



- Import the SDK. Wherever you intend to use the Live Agent Chat SDK, be sure to import the Service Common framework and the Live Agent Chat framework.

In Swift:

```

import ServiceCore
import ServiceChat

```

In Objective-C:

```

#import ServiceCore;
#import ServiceChat;

```

- Launch a Live Agent Chat session from within the `launchChat` method.

From the button action implementation, launch Live Agent Chat using the `startSession(with:)` method.

In Swift:

```

@IBAction func launchChat(sender: AnyObject) {

    let config = SCSChatConfiguration(liveAgentPod: "YOUR-POD-NAME",
                                     orgId: "YOUR-ORG-ID",
                                     deploymentId: "YOUR-DEPLOYMENT-ID",
                                     buttonId: "YOUR-BUTTON-ID")

    // Start the session
    ServiceCloud.shared().chat.startSession(with: config)
}

```

In Objective-C:

```

- (IBAction)launchChat:(id)sender {

    SCSSChatConfiguration *config =
        [[SCSSChatConfiguration alloc] initWithLiveAgentPod:@"YOUR-POD-NAME"
                                                    orgId:@"YOUR-ORG-ID"
                                                    deploymentId:@"YOUR-ORG-ID"
                                                    buttonId:@"YOUR-BUTTON-ID"];

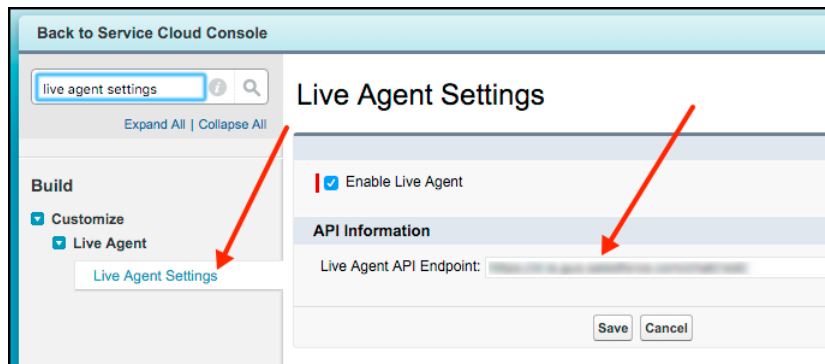
    // Start the session
    [[SCServiceCloud sharedInstance].chat startSessionWithConfiguration:config];
}

```

Fill in the placeholder text for the Live Agent pod, the org ID, the deployment ID, and the button ID.

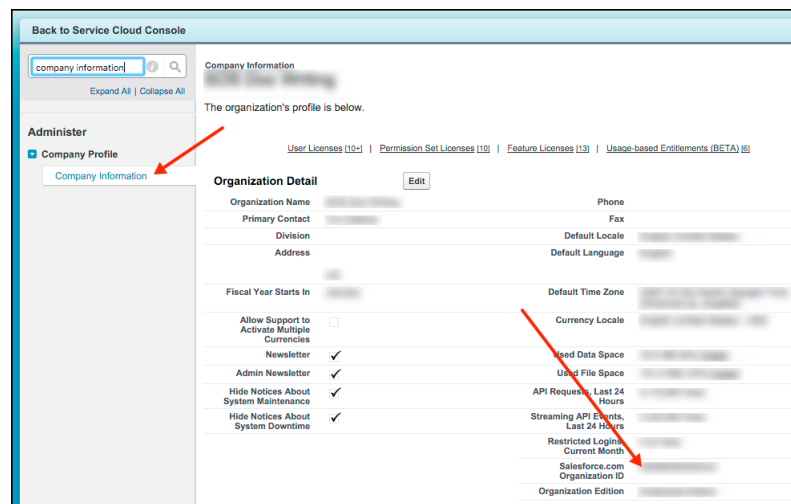
pod

The hostname for the Live Agent endpoint that your organization has been assigned. To get this value, from Setup, search for **Live Agent Settings** and copy the hostname from the **Live Agent API Endpoint**. Be sure not to include the protocol or the path — just use the hostname. For example: "d.la12345.salesforceliveagent.com".



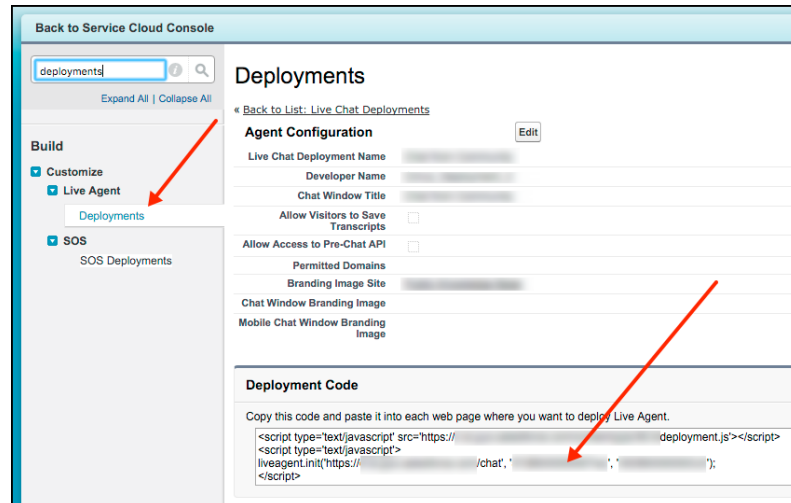
orgId

The Salesforce org ID. To get this value, from Setup, search for **Company Information** and copy the **Salesforce Organization ID**.



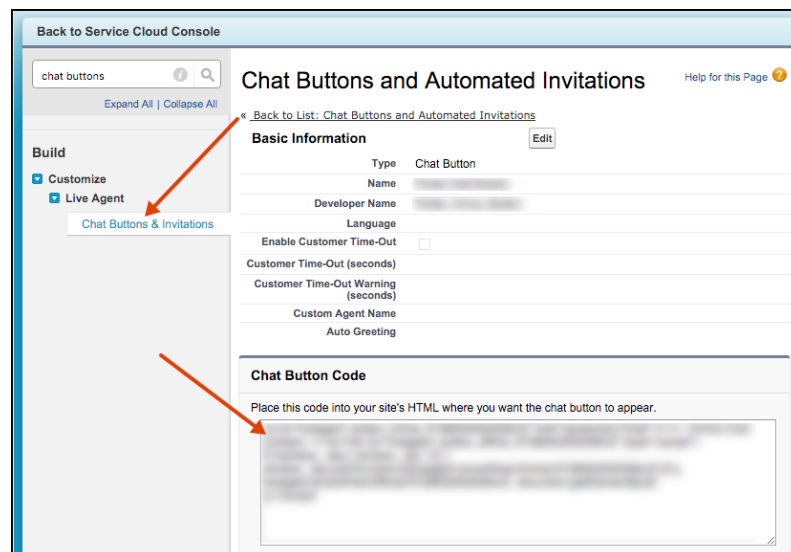
deploymentId

The unique ID of your Live Agent deployment. To get this value, from Setup, select **Live Agent > Deployments**. The script at the bottom of the page contains a call to the `liveagent.init` function with the `pod`, the `deploymentId`, and `orgId` as arguments. Copy the `deploymentId` value.

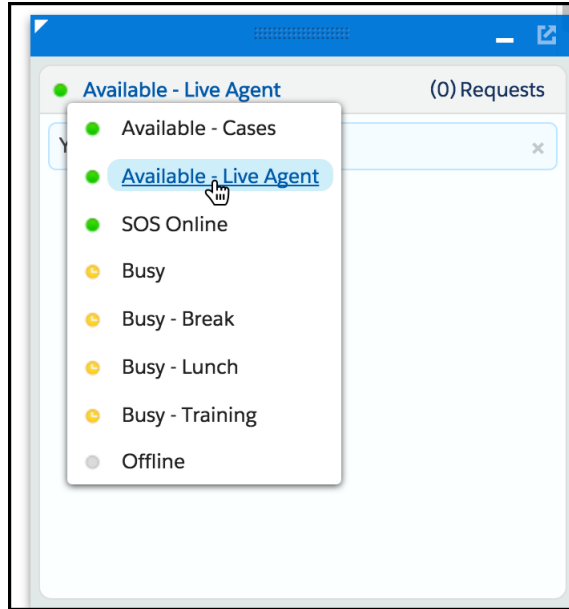


buttonId

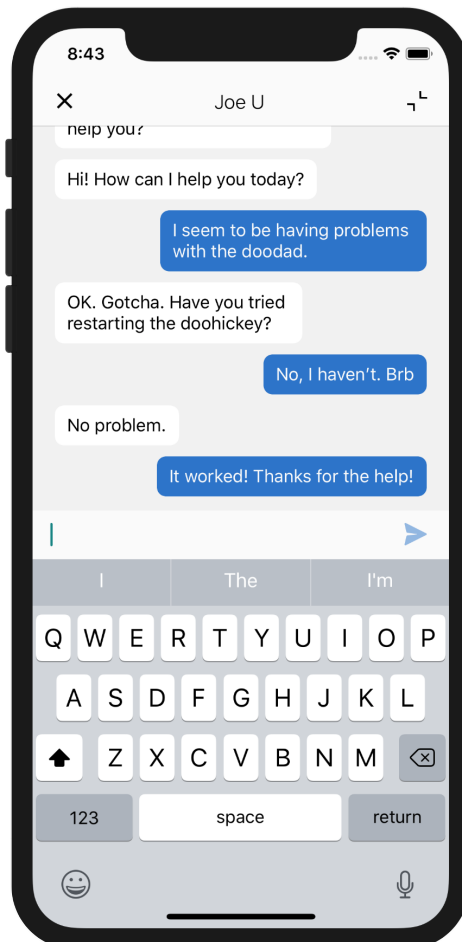
The unique button ID for your chat configuration. You can get the button ID by creating a Live Agent chat button (see [Create Chat Buttons](#) in the Live Agent help documentation), and instead of using the supplied JavaScript, copy the `id` attribute. To get this value after creating a button, from Setup, search for **Chat Buttons** and select **Chat Buttons & Invitations**. Copy the `id` for the button from the JavaScript snippet.



7. Launch **Service Cloud Console**. From the **Omni-Channel** widget, ensure that a Live Agent agent is online.



Now you can build and run the app. When you tap the **Chat** button, the app requests a Live Agent chat session, which an agent can accept from the **Service Cloud Console**. From the console, an agent can real-time chat with a customer.



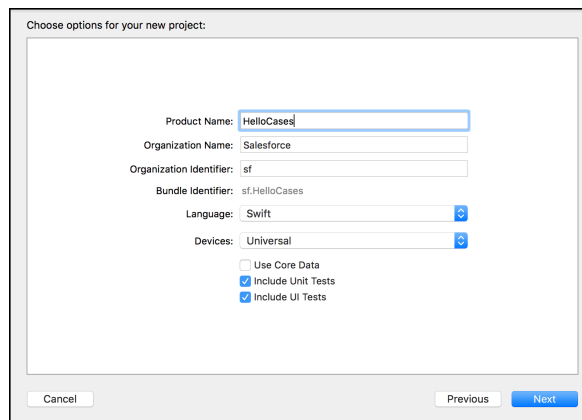
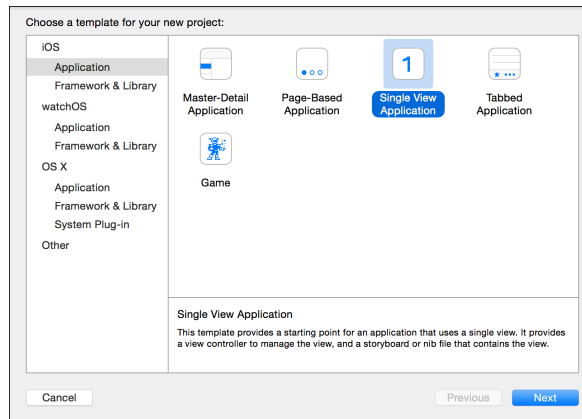
Get Started with Case Publisher

Quickly build an app that lets you create a new case.

Before doing this tutorial, be sure that you've set up Service Cloud for Case Management. See [Cloud Setup for Case Management](#) for more information.

This tutorial shows you how to connect your iOS app to the case management interface as a guest user. A guest user is able to publish new cases. However, if you'd like to manage existing cases, you'll need to authenticate a user from within your app. Authentication is discussed in [Case Management as an Authenticated User](#).

1. Create an Xcode project. For this example, let's make a Single View Application. Name it HelloCases.



2. Install the SDK as described in [Install the Snap-Ins SDK for iOS](#).
3. From your app delegate implementation, import the SDK.

In Swift:

```
import ServiceCore
import ServiceCases
```

In Objective-C:

```
@import ServiceCore;
#import ServiceCases;
```

4. Point the SDK to your org using an `SCSServiceConfiguration` object.

To connect your application to your organization, create an `SCSServiceConfiguration` object containing the community URL. Pass this object to the `ServiceCloud` shared instance using `SCSServiceConfiguration (community:)`.

In Swift:

```
// Create configuration object with your community URL
let config = SCSServiceConfiguration(
    community: URL(string: "https://mycommunity.example.com")!)

// Pass configuration to shared instance
ServiceCloud.shared().serviceConfiguration = config
```

In Objective-C:

```
// Create configuration object with your community URL
SCSServiceConfiguration *config = [[SCSServiceConfiguration alloc]
    initWithCommunity:[NSURL URLWithString:@"https://mycommunity.example.com"]];

// Pass configuration to shared instance
[SCServiceCloud sharedInstance].serviceConfiguration = config;
```

You can get the community URL from your Salesforce org. From Setup, search for **All Communities**, and copy the URL for the desired community. For more help, see [Cloud Setup for Case Management](#).

 **Note:** If you plan to access Knowledge in addition to Case Management, use `SCSServiceConfiguration (community:dataCategoryGroup:rootDataCategory:)` instead. This constructor sets up data categories in addition to setting the community URL. See [Quick Setup: Knowledge in the Snap-Ins SDK](#) in the Knowledge section for more info.

- Assign a global action to the Case Management interface. The global action determines the fields shown when a user creates a case. To configure the fields shown when creating a case, specify the global action name in the `caseCreateActionName` property. This code snippet illustrates how to associate the case publisher feature with the **New Case** global action layout, which is one of the default actions provided in most orgs.


In Swift:

```
ServiceCloud.shared().cases.caseCreateActionName = "NewCase"
```

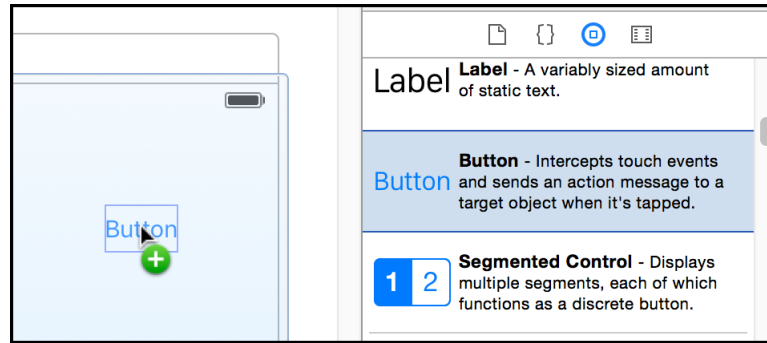
In Objective-C:

```
[SCServiceCloud sharedInstance].cases.caseCreateActionName = @"NewCase";
```

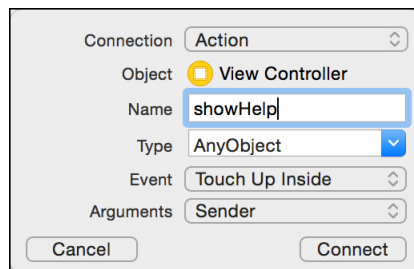
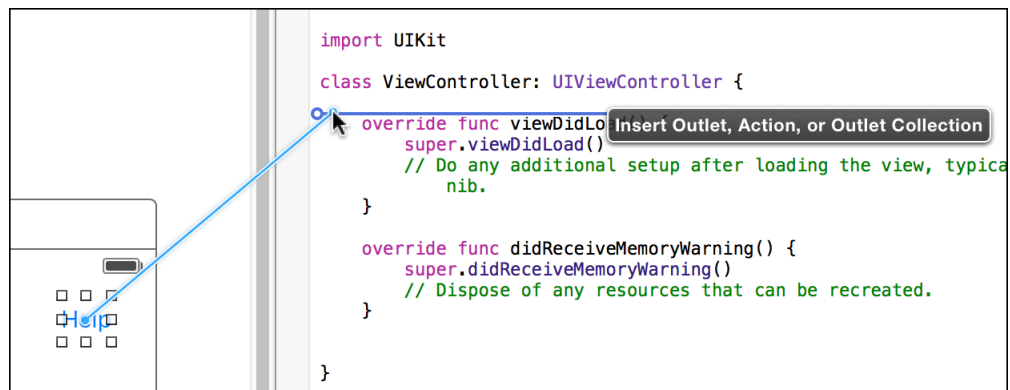
You can get the global action name from your Salesforce org. From Setup, search for **Global Actions**, and copy the name of the desired quick action. For more help, see [Cloud Setup for Case Management](#).

 **Note:** Be sure that your global action is accessible to the Guest user profile. Also note that the case publisher screen does not respect field-level security for guest users. If you want to specify different security levels for different users, use different quick actions.

- Go to your storyboard and place a button somewhere on the view. Name it `Help`.



7. Add a Touch Up Inside action to your UIViewController implementation. Name it showHelp.



8. From your view controller implementation, import the SDK.

In Swift:

```
import ServiceCore
import ServiceCases
```

In Objective-C:

```
@import ServiceCore;
#import ServiceCases;
```

9. From within the button action handler, activate the Case Management interface using the setInterfaceVisible method.

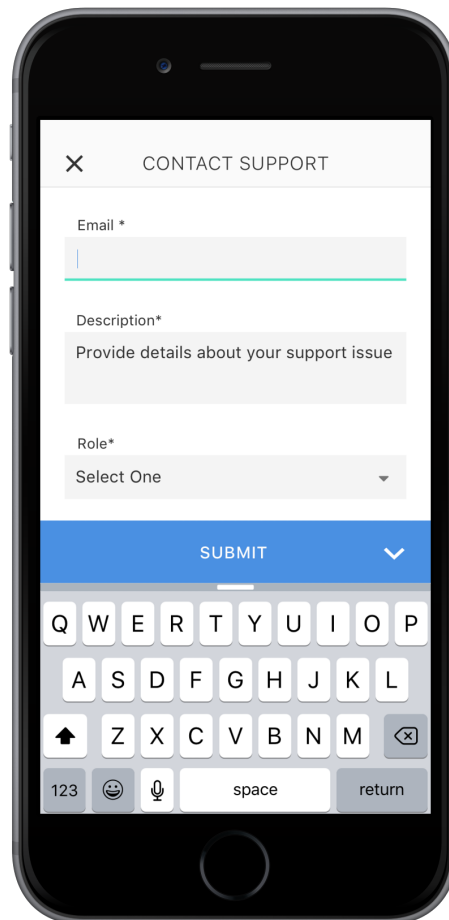
In Swift:

```
ServiceCloud.shared().cases.setInterfaceVisible(true,
                                                animated: true,
                                                completion: nil)
```

In Objective-C:

```
[[SCServiceCloud sharedInstance].cases setInterfaceVisible:YES
                                   animated:YES
                                   completion:nil];
```

And that's it! You can now build and run your app to see how it looks. Click the `Help` button to activate the interface.



If you would like to give your users access to their existing case list, you'll need to authenticate the user first. To learn more about authentication, see [Case Management as an Authenticated User](#). You can also customize the look and feel of the interface, as described in [SDK Customizations with the Snap-Ins SDK for iOS](#).

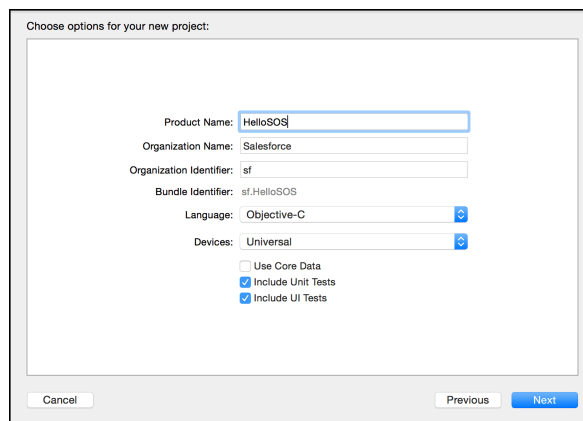
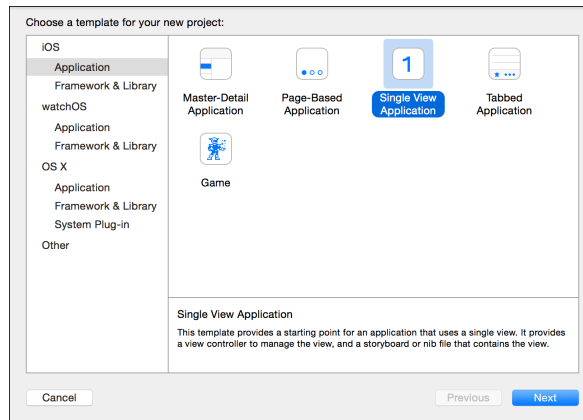
Get Started with SOS

See for yourself how easy and effective live video chat and screen sharing can be.

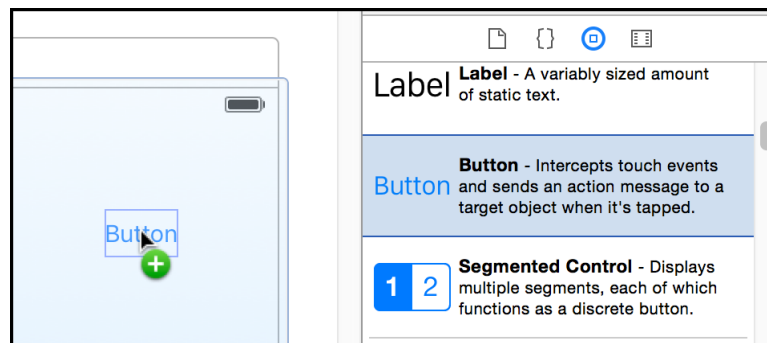
Before doing this tutorial, be sure that you've set up Service Cloud for SOS. See [Console Setup for SOS](#) for more information.

This tutorial shows you how to get SOS into your iOS app.

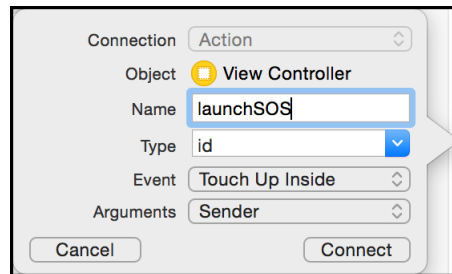
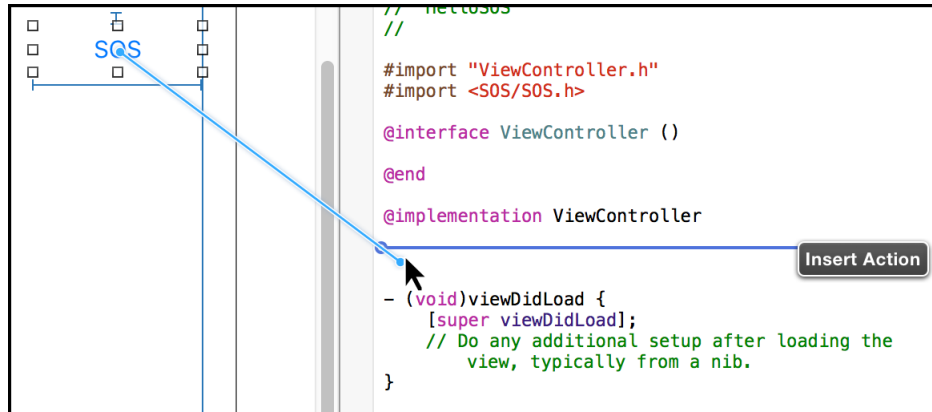
1. Create an Xcode project. For this example, let's make a Single View Application. Name it HelloSOS.



2. Install the SDK as described in [Install the Snap-Ins SDK for iOS](#).
3. Go to your storyboard and place a button somewhere on the view. Name it SOS.



4. Add a Touch Up Inside action to your UIViewController implementation. Name it launchSOS.



- Import the SDK. Wherever you intend to use the SOS SDK, be sure to import the Service Common framework and the SOS framework.

In Swift:

```
import ServiceCore
import ServiceSOS
```

In Objective-C:

```
@import ServiceCore;
#import ServiceSOS;
```

- Launch an SOS session from within the launchSOS method.

From the button action implementation, launch SOS using the `startSession` method on the `SOSSessionManager` shared instance.

In Swift:

```
@IBAction func launchSOS(sender: AnyObject) {

    let options = SOSOptions(liveAgentPod: "YOUR-POD-NAME",
                            orgId: "YOUR-ORG-ID",
                            deploymentId: "YOUR-DEPLOYMENT-ID")

    ServiceCloud.shared().sos.startSession(with: options)
}
```

In Objective-C:

```
- (IBAction)launchSOS:(id)sender {

    SOSOptions *options = [SOSOptions optionsWithLiveAgentPod:@"YOUR-POD-NAME"
```

```

        orgId:@"YOUR-ORG-ID"
        deploymentId:@"YOUR-DEPLOYMENT-ID"];

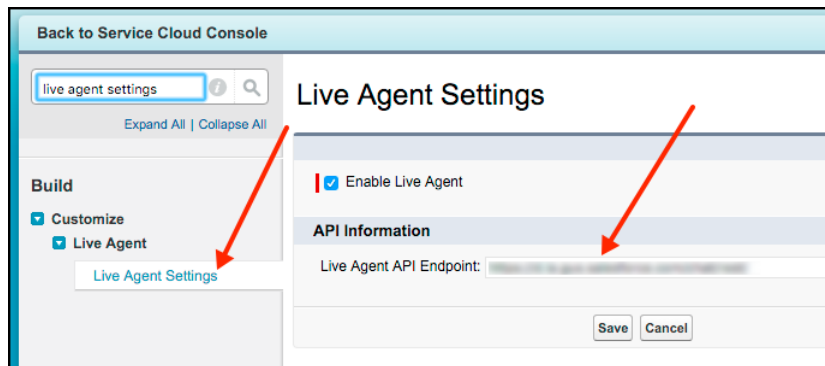
[[SCServiceCloud sharedInstance].sos startSessionWithOptions:options];
}

```

Fill in the placeholder text for the Live Agent pod, the org ID, and the deployment ID.

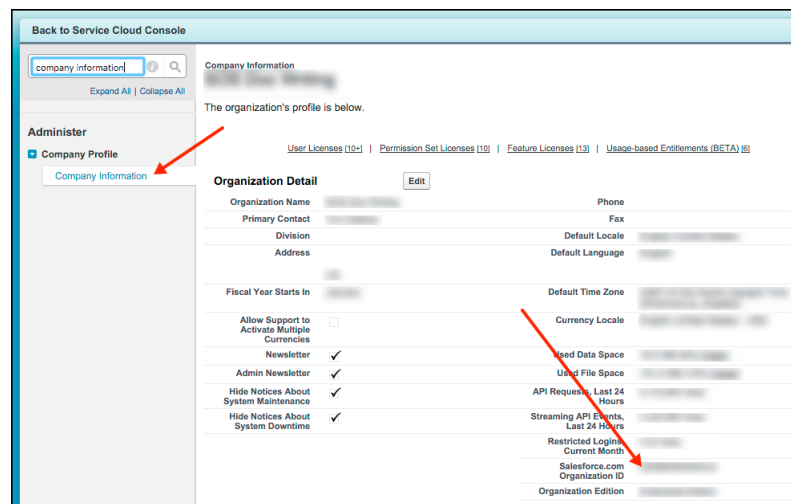
pod

The hostname for the Live Agent endpoint that your organization has been assigned. To get this value, from Setup, search for **Live Agent Settings** and copy the hostname from the **Live Agent API Endpoint**. Be sure not to include the protocol or the path — just use the hostname. For example: "d.la12345.salesforceliveagent.com".



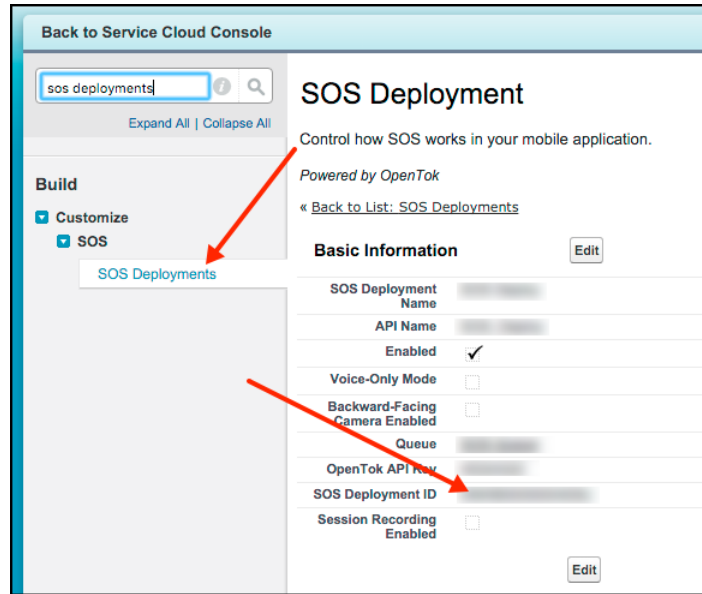
orgId

The Salesforce org ID. To get this value, from Setup, search for **Company Information** and copy the **Salesforce Organization ID**.

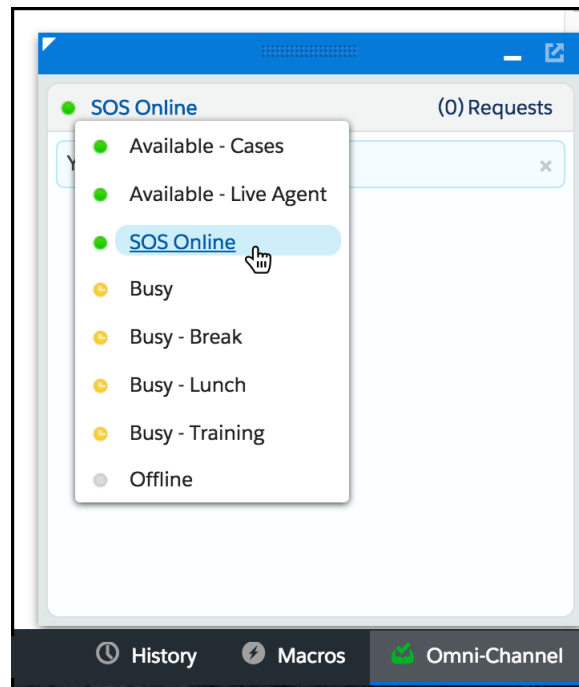


deploymentId

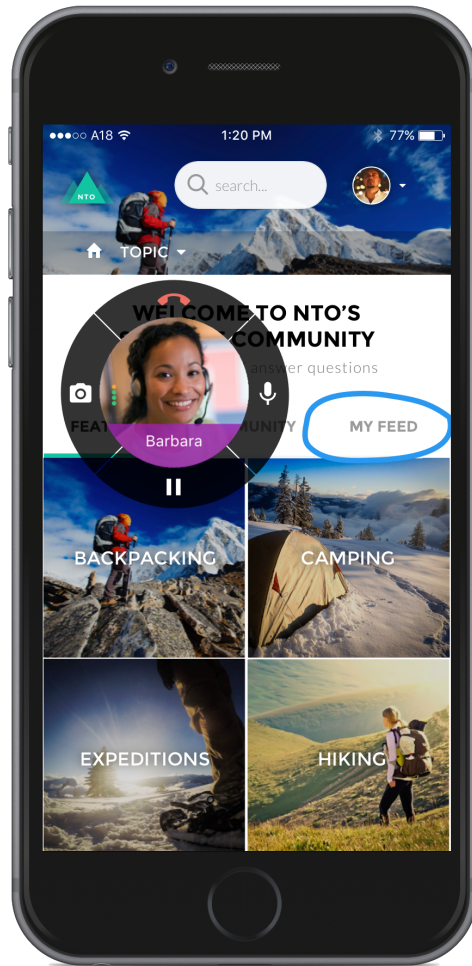
The unique ID of your SOS deployment. To get this value, from Setup, search for **SOS Deployments**, click the correct deployment and copy the **Deployment ID**.



7. Launch **Service Cloud Console**. From the **Omni-Channel** widget, ensure that an SOS agent is online.



Now you can build and run the app. When you tap the **SOS** button, the app requests an SOS session, which an agent can accept from the **Service Cloud Console**. From the console, you can chat with the customer, annotate things on their screen, and perform a two-way video session (if enabled).



Using Knowledge with the Snap-Ins SDK

Adding the Knowledge experience to your mobile app.

[Knowledge in the Snap-Ins SDK for iOS](#)

Learn about the Knowledge experience using the SDK.

[Quick Setup: Knowledge in the Snap-Ins SDK](#)

To set up Knowledge in your iOS app, point the shared instance to your community, customize the look and feel, and show the interface.

[Knowledge as an Authenticated User](#)

In some scenarios, you may want knowledge base access for logged-in users only. You might even have different knowledge bases for different user profiles. For these scenarios, you can use the authenticated Knowledge feature.

[Customize the Presentation and View Controllers for Knowledge](#)

The simplest way to show and hide the Knowledge interface is by calling the `setInterfaceVisible` method. Alternatively, you can present the interface using a custom presentation. You can even manually control and configure the Knowledge view controllers yourself.

[Article Fetching and Caching](#)

By default, the SDK fetches knowledge articles as they are needed. These articles are then cached locally for faster access. However, using methods in `SCSKnowledgeManager`, you can pre-fetch articles to support offline access and other use cases.

[Customize Knowledge Articles with JavaScript or CSS](#)

Create a richer experience for your users by injecting custom JavaScript or CSS into your knowledge articles. For example, change the style sheet for all your articles, or add introductory content to a subset of articles.

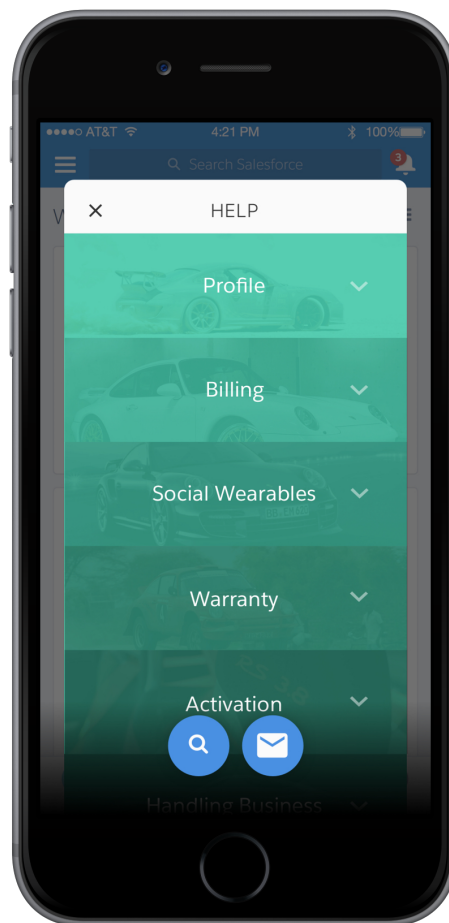
[Disable Case Management from Knowledge Interface](#)

By default, Case Management is enabled when a user accesses your Knowledge interface. A user can create a case with an action button at the bottom of the view. However, you can remove this action button by implementing a protocol method on `SCServiceCloudDelegate`.

Knowledge in the Snap-Ins SDK for iOS

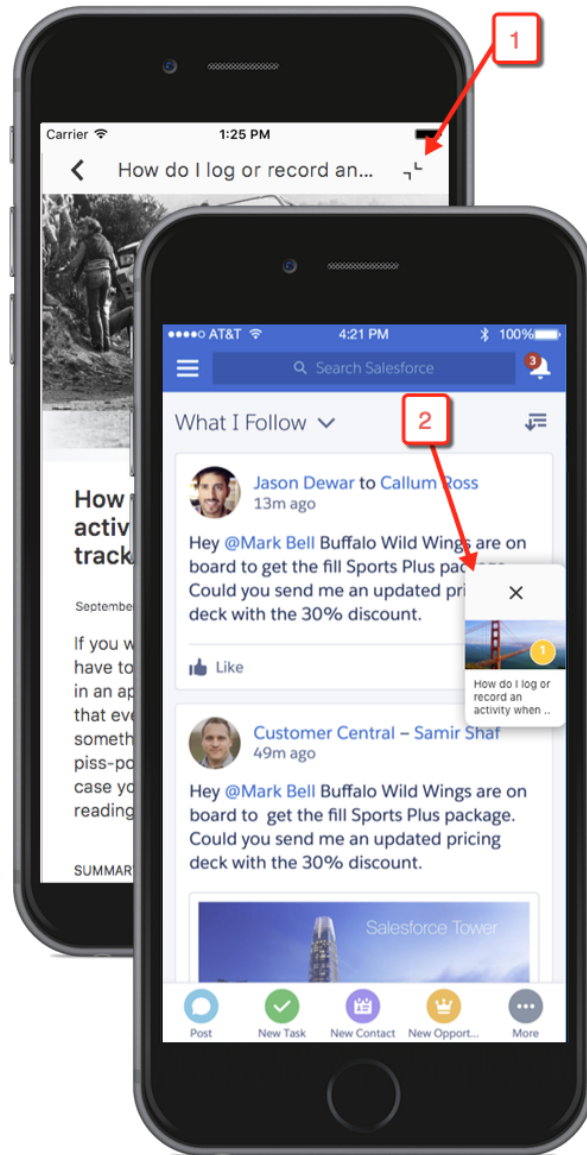
Learn about the Knowledge experience using the SDK.

The Knowledge feature in the SDK gives you access to your org's knowledge base directly from within your app. Once you [point your app](#) to your community URL with the right category group and root data category, you can [display your knowledge base](#) to your users.



By default, knowledge appears as a floating dialog on top of your app's existing content, though you can [customize the presentation](#) if you'd like. From the knowledge home, a user can navigate through articles that are organized by category. Articles are also searchable from within the app. By default, a user can create or manage cases using an action button from within the Knowledge interface.

When a user views an article, they can minimize it using the minimize button at the top right of the article (1) so that they can continue to navigate your app. The user can drag this thumbnail (2) to any part of the screen to improve visibility of the currently showing view. Tapping the X closes the article. Tap on any other part of the thumbnail to make it full screen again.



You can also [customize the look and feel](#) of the interface so that it fits naturally within your app. These customizations include the ability to fine-tune the colors, the fonts, the images, and the strings used throughout the interface.

Let's get started.

Quick Setup: Knowledge in the Snap-Ins SDK

To set up Knowledge in your iOS app, point the shared instance to your community, customize the look and feel, and show the interface.

Before starting, make sure that you've already:

- Set up Service Cloud to work with Knowledge. To learn more, see [Cloud Setup for Knowledge](#).
 - Installed the SDK. To learn more, see [Install the Snap-Ins SDK for iOS](#).
1. Import the SDK. Wherever you intend to use the Knowledge SDK, be sure to import the Service Common framework and the Knowledge framework.

In Swift:

```
import ServiceCore
import ServiceKnowledge
```

In Objective-C:

```
@import ServiceCore;
#import ServiceKnowledge;
```

2. Point the SDK to your org using an `SCSServiceConfiguration` object.

To connect your app to your organization, create an `SCSServiceConfiguration` object containing the community URL, the data category group, and the root data category. Pass this object to the `ServiceCloud` shared instance using `SCSServiceConfiguration(community:dataCategoryGroup:rootDataCategory:)`.

In Swift:

```
// Create configuration object with init params
let config = SCSServiceConfiguration(
    community: URL(string: "https://mycommunity.example.com")!,
    dataCategoryGroup: "Regions",
    rootDataCategory: "All")

// Perform any additional configuration here


// Pass configuration to shared instance
ServiceCloud.shared().serviceConfiguration = config
```

In Objective-C:

```
// Create configuration object with init params
SCSServiceConfiguration *config = [[SCSServiceConfiguration alloc]
    initWithCommunity:[NSURL URLWithString:@"https://mycommunity.example.com"]
    dataCategoryGroup:@"Regions"
    rootDataCategory:@"All"];

// Perform any additional configuration here

// Pass configuration to shared instance
[SCServiceCloud sharedInstance].serviceConfiguration = config;
```

 **Note:** You can get the required parameters for this method from your Salesforce org. If your Salesforce admin hasn't set up Knowledge in Service Cloud or you need more guidance, see [Cloud Setup for Knowledge](#).

3. (Optional) Customize the appearance and behavior of the interface.

You can configure the colors, fonts, and images to your interface with an `SCAppearanceConfiguration` instance. It contains the methods `setColor`, `setFontDescriptor`, and `setImage`.

You can customize the action buttons used throughout the UI. You can override the look and the behavior of existing buttons, and you can create buttons associated with new actions.

There are many different ways to customize the interface. See [SDK Customizations with the Snap-Ins SDK for iOS](#).

4. (Optional) Implement any of the Snap-ins SDK delegates.

`SCServiceCloudDelegate`

Access to general Snap-ins SDK events (for example, `willDisplayViewController`, `didDisplayViewController`, `shouldShowActionWithName`).

`SCKnowledgeInterfaceDelegate`

Access to Knowledge interface events (for example, `imageForArticle`, `imageForDataCategory`). See [Customize Images with the Snap-Ins SDK](#) for an example of using this delegate.

`SCAppearanceConfigurationDelegate`

Access to appearance-related events (for example, `appearanceConfigurationWillApplyUpdates`, `appearanceConfigurationDidApplyUpdates`).

5. Show the interface from your view controller using `setInterfaceVisible`.

You can show the interface as soon as the view controller loads, or start it from a UI action.

In Swift:

```
ServiceCloud.shared().knowledge.setInterfaceVisible(true,
                                                    animated: true,
                                                    completion: nil)
```

In Objective-C:

```
[[SCServiceCloud sharedInstance].knowledge setInterfaceVisible:YES
                                     animated:YES
                                     completion:nil];
```

By default, the interface appears as a floating dialog. Alternatively, you can present the interface using a custom presentation. You can even manually control and configure the Knowledge view controllers yourself. See [Customize the Presentation and View Controllers for Knowledge](#) for more info.

For instructions on launching the interface from a web view, see [Launch the Snap-Ins SDK from a Web View in iOS](#).

If you run into issues accessing your community, check out [Can't Access My Knowledge Base](#).



Example: Swift Example

To use this example code, create a Single View Application and [Install the Snap-Ins SDK for iOS](#).

Set up the Knowledge interface within the `AppDelegate` implementation.

```
import UIKit
import ServiceCore
import ServiceKnowledge

@UIApplicationMain
class AppDelegate: UIResponder, UIApplicationDelegate {

    var window: UIWindow?
```

```

func application(_ application: UIApplication,
didFinishLaunchingWithOptions
launchOptions: [UIApplicationLaunchOptionsKey: Any]?) -> Bool {

// Create configuration object with init params
let config = SCSServiceConfiguration(
community: URL(string: "https://mycommunity.example.com")!,
dataCategoryGroup: "Regions",
rootDataCategory: "All")

// Pass configuration to shared instance
ServiceCloud.shared().serviceConfiguration = config

return true
}
}

```

Using the storyboard, add a button to the view. Then add a `Touch Up Inside` action in your `UIViewController` implementation with the name `showHelp`. When the button is clicked, make the Knowledge interface visible.

```

import UIKit
import ServiceCore
import ServiceKnowledge

class ViewController: UIViewController {

@IBAction func showHelp(_ sender: AnyObject) {

ServiceCloud.shared().knowledge.setInterfaceVisible(true,
animated: true,
completion: nil)
}
}

```


Knowledge as an Authenticated User

In some scenarios, you may want knowledge base access for logged-in users only. You might even have different knowledge bases for different user profiles. For these scenarios, you can use the authenticated Knowledge feature.

Before starting, make sure that you've already:

- Set up Service Cloud to work with Knowledge. To learn more, see [Cloud Setup for Knowledge](#).
- Installed the SDK. To learn more, see [Install the Snap-Ins SDK for iOS](#).

When you activate the Knowledge interface for authenticated users, they see Knowledge content assigned to their user profile. If you do not want to authenticate users and prefer to let them see Knowledge content accessible to guest users, see [Quick Setup: Knowledge in the Snap-Ins SDK](#) for instructions on accessing a public knowledge base.

 **Note:** When using Knowledge with authenticated users, be sure that your knowledge article types are visible (set to "Read") for the desired user profile and that the knowledge articles belong to a channel that is accessible to that user. For more information, see [Knowledge Article Access](#) and [Create and Edit Articles](#) in Salesforce Help.

1. Follow authentication instructions for this SDK: [Authentication with the Snap-Ins SDK for iOS](#).

2. Review the steps in [Quick Setup: Knowledge in the Snap-Ins SDK](#). The basic steps for setting up and displaying the interface still apply for authenticated users.

After you authenticate users, they see only Knowledge content that is accessible to their user profile.

Customize the Presentation and View Controllers for Knowledge

The simplest way to show and hide the Knowledge interface is by calling the `setVisible` method. Alternatively, you can present the interface using a custom presentation. You can even manually control and configure the Knowledge view controllers yourself.

Activating Interface Using the Default Presentation

Use the `setVisible` method to show the Knowledge interface using the default presentation. This method shows the interface as a floating dialog on top of your app's existing content. When the user drills into a detail screen, the interface automatically transitions to a full screen mode.

In Swift:

```
ServiceCloud.shared().knowledge.setVisible(true,
                                           animated: true,
                                           completion: nil)
```

In Objective-C:

```
[[SCServiceCloud sharedInstance].knowledge setVisible:YES
                                           animated:YES
                                           completion:nil];
```

Activating Interface Using a Custom Transitioning Delegate

You can also present the interface using a custom transitioning animation and custom presentation. Implement a `UIViewControllerTransitioningDelegate`.

1. Supply the `ServiceCloud` shared instance with your `SCServiceCloudDelegate` implementation.

In Swift:

```
ServiceCloud.shared().delegate = mySCServiceCloudDelegate
```

In Objective-C:

```
[SCServiceCloud sharedInstance].delegate = mySCServiceCloudDelegate;
```

2. Implement the `serviceCloud(transitioningDelegateForPresentedController:presenting:)` method in your delegate and return a custom `UIViewControllerTransitioningDelegate` from this method.

In Swift:

```
func serviceCloud(_ serviceCloud: ServiceCloud,
                  transitioningDelegateForPresentedController
                    presentedController: UIViewController,
                  presenting presentingController: UIViewController)
    -> UIViewControllerTransitioningDelegate? {

    // TO DO: Put your logic here and then return your transitioning delegate...
```

```

return myTransitioningDelegate
}

```

In Objective-C:

```

- (NSObject<UIViewControllerTransitioningDelegate> *)
    serviceCloud:(SCServiceCloud *)serviceCloud
    transitioningDelegateForViewController:(UIViewController *)controller {
    // TO DO: Put your logic here and then return your transitioning delegate...

    return myTransitioningDelegate;
}

```

Showing or Customizing the View Controllers

Instead of having the SDK manage the flow from one view to the next, you can instantiate any of the view controllers and display it manually. When instantiating a view controller, be sure to implement the associated delegate and pass that delegate to the view controller (using the `delegate` property). The delegates allow you to override the default behavior for the views. For instance, you can filter the categories shown to the user based on your own run-time logic.

If you don't want to manually instantiate a view controller but you still want the ability to control its behavior, implement the [serviceCloud\(willDisplay controller:animated:\)](#) and [serviceCloud\(didDisplay controller:animated:\)](#) methods of [SCServiceCloudDelegate](#). You can access the view controllers from those methods.

View Controller Description	View Controller	Delegate
Knowledge Home Screen — to show a list of categories	SCSKnowledgeHomeViewController	SCSKnowledgeHomeViewControllerDelegate
Category List View — to show a list of articles for a category	SCSCategoryViewController	SCSCategoryViewControllerDelegate
Article Query List — to show a list of articles based on a query (used for case deflection when creating a case)	SCSArticleQueryListViewController	SCSArticleQueryListViewControllerDelegate
Article View — to show an individual article	SCSArticleViewController	SCSArticleViewControllerDelegate

By default, [SCSKnowledgeHomeViewController](#) and [SCSCategoryViewController](#) show three articles per category, sorted by the view score. (You can see more than three articles by tapping the **more** button in the UI.) However, you can change what gets shown in these views. For instance, you can change the number of articles that are shown, and you can sort articles by date. To configure a view, set the `articleQueryTemplate` property using an [SCSArticleQuery](#) object. To learn about building queries, see [Article Fetching and Caching](#). To change the view back to the default query, set the property to `nil`.

You can manually display a specific article by instantiating an [SCSArticleViewController](#) instance, specifying the article using the `article` property, and then presenting the view yourself. This technique is useful if you want to display specific articles within your app and you want the view within your own view hierarchy. To learn more about this technique, see [Article Fetching and Caching](#).

Article Fetching and Caching

By default, the SDK fetches knowledge articles as they are needed. These articles are then cached locally for faster access. However, using methods in `SCSKnowledgeManager`, you can pre-fetch articles to support offline access and other use cases.

When the SDK displays an article, it first requests the latest article data from the server. If the content is stored in the cache, it's shown immediately — even before the network request completes. If the information stored on the server is newer than what is located in the cache, the database updates with the latest article content and the article view controller updates accordingly. In this way, article content is quickly available even when the device is offline or has a spotty network connection, but the SDK also ensures that content is up to date.

This default behavior may be all you need out of a knowledge base. However, you can explicitly fetch articles for one of several common use cases:

- Faster access to the most commonly viewed articles.
- Custom presentation of specific content.
- Offline access to some or all of your knowledge base.

There are several different ways to fetch knowledge articles. You can fetch all articles in a category. You can fetch articles based on a query. You can sort or limit the search results. And of course, you can also fetch specific articles by article ID.

The following classes are associated with article caching:

KnowledgeManager

Manager class for interacting with Knowledge at the data level, including article caching functionality.

CategoryGroup

Class that represents a category group.

Category

Class that represents a category or subcategory.

MutableArticleQuery

Class used to build your article query. The immutable parent class is `SCSArticleQuery`.

Article

Class that contains information about an article.

Fetching Categories

Since data categories are at the heart of knowledge articles, the categories for your org need to be downloaded before any interactions with Knowledge can be made. To see if categories have been cached, check the value for `hasFetchedCategories`. If it returns `NO`, call `fetchAllCategories`. When downloading individual articles, you don't need to make this call, but you won't be able to access content that requires information about data categories without performing this fetch.

In Swift:

```
let knowledgeManager = KnowledgeManager.default()
if (!knowledgeManager.hasFetchedCategories()) {

    knowledgeManager.fetchAllCategories(completionHandler: {
        (categoryGroups: [CategoryGroup]?, error: Error?) in

            // TO DO: Get articles from each category using queryArticlesInCategory

    })
}
```


In Objective-C:

```
SCSKnowledgeManager *knowledgeManager = [SCSKnowledgeManager defaultManager];
if (!knowledgeManager.hasFetchedCategories) {

    [knowledgeManager fetchAllCategoriesWithCompletionHandler:^(
        NSArray<SCSCategoryGroup *> * _Nullable categoryGroups,
        NSError * _Nullable error) {

        // TO DO: Get articles from each category using queryArticlesInCategory

    }];
}
```

 **Note:** If your interface supports authenticated users, keep in mind that the user account information does not change for a pre-existing instance of `SCSKnowledgeManager`. After you authenticate a user, call the static `default` method on `KnowledgeManager` to get a new instance containing new user account information.

Querying for Articles (from Server, or Locally)

To fetch articles from the server for a given query, call `fetchArticles(with:)`. To fetch local (already cached) articles for a given query, call `articles(matching:)`. These methods take a `MutableArticleQuery` instance, which is an essential part of your fetch request. If you already fetched categories, you can drive this query based on a category; you can also directly query for an article based on its ID, or using another type of query.

When you create a `MutableArticleQuery` instance, you can determine the type of query using the following properties:

Table 4: Query Types

Query Type	Property Name / Type	Notes
Articles matching article ID	<code>articleId: String</code>	The 18-character article ID. This property cannot be used with <code>searchTerm</code> , <code>queryMethod</code> , <code>sortOrder</code> , or <code>sortByField</code> .
Articles matching search term	<code>searchTerm: String</code>	This property cannot be used with <code>articleId</code> , <code>sortOrder</code> , or <code>sortByField</code> .
Articles within a set of categories	<code>categories: array of Category objects</code>	You must use the <code>queryMethod</code> filter described in the Query Filters table if you use this query type.

You can sort the query results with the following properties:

Table 5: Query Sort Properties

Query Sort Property	Property Name / Type / Default	Description
Sort using a specific sort order	<code>sortOrder: SCArticleSortOrder = .descending</code>	Whether to sort by ascending order or descending order.

Query Sort Property	Property Name / Type / Default	Description
Sort using a specific field type	sortByField: SCArticleSortByField= .lastPublishedDate	Which field you want to sort by: <code>.title</code> , <code>.lastPublishedDate</code> , or <code>.viewScore</code> .

You can filter the query results with the following properties:

Table 6: Query Filters

Query Filter	Property Name / Type / Default	Description
Number of articles to fetch	pageSize: UInt = 20	The number of articles to retrieve. The server does not provide more than 100 articles at a time.
Filter selector for category (used with the <code>categories</code> property)	queryMethod: SCQueryMethod = .below	Whether you want the query to operate on just the specified categories (<code>.at</code>), the categories and all their parent categories (<code>.above</code>), the categories and all their subcategories (<code>.below</code>). Typically, you'll want to use <code>.below</code> to capture the specified category and its children. Be sure to have something specified in the <code>categories</code> property when using this filter.

Before performing a query, you can check whether the query is valid using the `valid` property. A query is invalid when conflicting property values are specified. The following situations cause an invalid query: when `searchTerm` and `articleId` are both populated, when `searchTerm` and `sortByField` are both populated, when `searchTerm` and `sortOrder` are both populated, when `articleId` and `categories` are both populated, when `articleId` and `sortByField` are both populated, when `articleId` and `sortOrder` are both populated, and when `articleId` and `queryMethod` are both populated.

This code shows an example that queries using a search term with a limit of five articles per page.

In Swift:

```
let query = MutableArticleQuery()
query.searchTerm = "login issues"
query.pageSize = 5

knowledgeManager.fetchArticles(with: query, completion: {
    (articles: [Article], error: Error?) in

        // TO DO: Download articles using downloadContentWithOptions
    })
```

In Objective-C:

```
SCSMutableArticleQuery *query = [SCSMutableArticleQuery new];
query.searchTerm = @"login issues";
```

```

query.pageSize = 5;

[knowledgeManager fetchArticlesWithQuery:query completion:^(
    NSArray<SCSArticle *> * _Nonnull articles,
    NSError * _Nullable error) {

    // TO DO: Download articles using downloadContentWithOptions
}];

```

Downloading Content

Once you've fetched the articles, you'll need to download them before displaying. Use the `downloadContent(withOptions:)` method in the `Article` class to perform this function. This method caches the HTML content. It also fetches the article images, if you specify it to do so with the `Options` parameter.

In Swift:

```

let article = // once you have an article

let options: Int = SCSArticleDownloadOption.refetchArticleContent.rawValue |
    SCSArticleDownloadOption.images.rawValue
article.downloadContent(withOptions: SCSArticleDownloadOption(rawValue:options)!,
    completion: { (error: Error?) in

    // TO DO: Handle completion

})

```

In Objective-C:

```

SCSArticle *article = // once you have an article

[article downloadContentWithOptions:
    (SCSArticleDownloadOptionRefetchArticleContent|SCSArticleDownloadOptionImages)
    completion:^(NSError * _Nullable error) {

    // TO DO: Handle completion

}];

```

At this point, the article is downloaded and available for offline access.

If you're not sure if an article has already been downloaded, use the `isArticleContentDownloaded` and `isAssociatedContentDownloaded` methods to check before downloading.

Displaying Content

You've got several ways to present knowledge content:

1. Use the default presentation. If you use the `setInterfaceVisible` method, the SDK automatically displays the content, and it uses cached content before trying to get content online.
2. You can display an article using the `showArticle` method and specifying the article you want to show. As with the default presentation, this technique presents the article in a floating window that can be minimized.

3. You can manually display a specific article by instantiating an `SCSArticleViewController` instance, specifying the article using the `article` property, and then presenting the view yourself. This technique is useful if you want to display specific articles within your app and you want the view within your own view hierarchy. When using this technique, you can use the `SCSArticleViewControllerDelegate` class to listen for events.

In Swift:

```
// Get Knowledge Manager instance
let knowledgeManager = KnowledgeManager.default()

// Create query for a specific article
let query = MutableArticleQuery()
query.articleId = "TO_DO:QUERY_ID"

// Fetch article
knowledgeManager.fetchArticles(with: query, completion: {
    (articles: [Article], error: Error?) in

    if (error != nil) {
        // TO DO: Handle error
    }
    else if (articles.count == 0) {
        // TO DO: Handle no results
    }
    else {
        let article: Article = articles[0]

        // Download article
        let options: Int = SCSArticleDownloadOption.refetchArticleContent.rawValue |
            SCSArticleDownloadOption.images.rawValue
        article.downloadContent(withOptions: SCSArticleDownloadOption(rawValue:options)!,
            completion: { (error: Error?) in

            if (error != nil) {
                // TO DO: Handle error
            } else {

                // Display view with article
                let articleVC = SCSArticleViewController()
                articleVC.article = article
                self.present(articleVC, animated:true, completion: nil)
            }
        })
    }
})
```

In Objective-C:

```
// Get Knowledge Manager instance
SCSKnowledgeManager *knowledgeManager = [SCSKnowledgeManager defaultManager];

// Create query for a specific article
SCSMutableArticleQuery *query = [SCSMutableArticleQuery new];
query.articleId = @"TO_DO:QUERY_ID";
```

```

// Fetch article
[knowledgeManager fetchArticlesWithQuery:query completion:^(
    NSArray<SCSArticle *> * _Nonnull articles,
    NSError * _Nullable error) {


    if (error != nil) {
        // TO DO: Handle error
    }
    else if ([articles count] == 0) {
        // TO DO: Handle no results
    }
    else {
        SCSArticle *article = articles[0];

        // Download article
        [article downloadContentWithOptions:
            (SCSArticleDownloadOptionRefetchArticleContent|SCSArticleDownloadOptionImages)
            completion:^(NSError* error) {

            if (error != nil) {
                // TO DO: Handle error
            } else {

                // Display view with article
                SCSArticleViewController *articleVC = [[SCSArticleViewController alloc] init];
                articleVC.article = article;
                [self presentViewController:articleVC animated:YES completion:nil];
            }
        }]];
    }
}]];

```

 **Example:** This code shows an example of how to download the top three articles in each category.

In Swift:

```

let knowledgeManager = KnowledgeManager.default()

// Create an article download block
let articleDownloadBlock = {

    // Get category group
    let categoryGroup = knowledgeManager.categoryGroup(withName: "MY-CATEGORY-GROUP")

    // Get root category from category group
    let rootCategory = categoryGroup?.category(withName: "MY-CATEGORY")

    if (rootCategory != nil) {

        // Iterate through all categories in root category
        for category in (rootCategory!.childCategories) {

            // Build a query...
            let query = MutableArticleQuery()

```

```

// ... for the current category
query.categories = [category]

// ... containing the top 3 articles
query.pageSize = 3

// And then fetch articles with that query
knowledgeManager.fetchArticles(with: query, completion:
    { (articles: [Article], error: Error?) in

        // TO DO: Check for error

        // For each article object fetched
        for article in articles {

            // Fetch the contents
            let options: Int =
                SCSArticleDownloadOption.refetchArticleContent.rawValue |
                SCSArticleDownloadOption.images.rawValue
            article.downloadContent(
                withOptions: SCSArticleDownloadOption(rawValue: options)!,
                completion: nil)
        }
    })
}
}

// If we haven't fetched the categories
if (!knowledgeManager.hasFetchedCategories()) {

    // Then first fetch the categories
    knowledgeManager.fetchAllCategories(completionHandler:
        { (categoryGroups: [CategoryGroup]?, error: Error?) in

            // TO DO: Check for error

            // And then download the articles
            articleDownloadBlock();

        })
    }
else {
    // Download the articles
    articleDownloadBlock();
}
}

```

In Objective-C:

```

SCSKnowledgeManager *knowledgeManager = [SCSKnowledgeManager defaultManager];

// Create an article download block
dispatch_block_t articleDownloadBlock = ^{

    // Get category group
    SCSCategoryGroup *categoryGroup =

```

```

    [knowledgeManager categoryGroupWithName:@"MY-CATEGORY-GROUP"];

// Get root category from category group
SCSCategory *rootCategory =
    [categoryGroup categoryWithName:@"MY-CATEGORY"];

if (rootCategory != nil) {

// Iterate through all categories in root category
for (SCSCategory *category in rootCategory.childCategories) {

// Build a query...
SCSMutableArticleQuery *query = [SCSMutableArticleQuery new];

// ... for the current category
query.categories = [NSArray arrayWithObjects: category, nil];

// ... containing the top 3 articles
query.pageSize = 3;

// And then fetch articles with that query
[knowledgeManager fetchArticlesWithQuery:query completion:^(
    NSArray<SCSArticle *> * _Nonnull articles,
    NSError * _Nullable error) {

// TO DO: Check for error

// For each article object fetched
for (SCSArticle *article in articles) {

// Fetch the contents
[article downloadContentWithOptions:
    (SCSArticleDownloadOptionRefetchArticleContent|
    SCSArticleDownloadOptionImages)
    completion:nil];
        }
    }];
}
}

// If we haven't fetched the categories
if (!knowledgeManager.hasFetchedCategories) {

// Then first fetch the categories
[knowledgeManager fetchAllCategoriesWithCompletionHandler:^(
    NSArray<SCSCategoryGroup *> * _Nullable categoryGroups,
    NSError * _Nullable error) {

// TO DO: Check for error

// And then download the articles
articleDownloadBlock();

```



```

    }};
  } else {

    // Download the articles
    articleDownloadBlock();
  }

```

Customize Knowledge Articles with JavaScript or CSS

Create a richer experience for your users by injecting custom JavaScript or CSS into your knowledge articles. For example, change the style sheet for all your articles, or add introductory content to a subset of articles.

You can perform JavaScript and CSS injection globally or on a per-article basis.

To update the global CSS or JavaScript, use the [globalArticleCSS](#) property and the [globalArticleJavascript](#) property on the [SCAppearanceConfiguration](#) object. To learn more about using this appearance object, see [SDK Customizations with the Snap-Ins SDK for iOS](#).

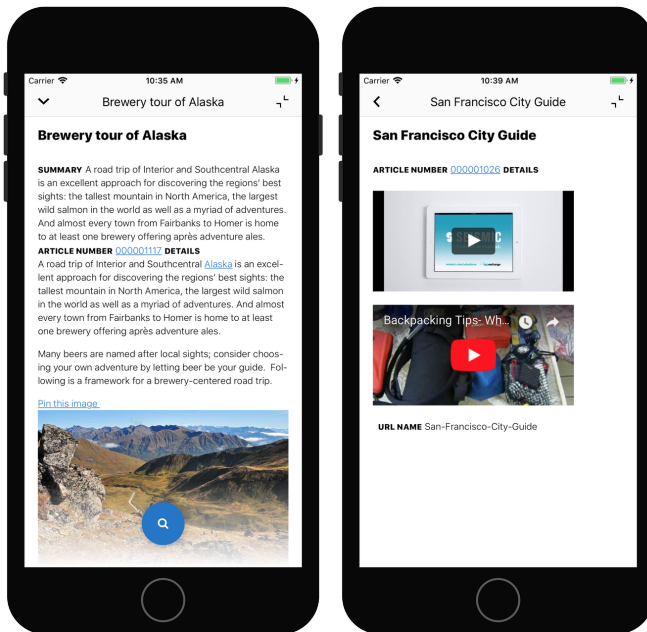
To update the CSS or JavaScript for a particular article, use the [additionalCSSForArticle](#) method and the [additionalJavascriptForArticle](#) method on [SCSArticleViewControllerDelegate](#). To learn about view controllers and their delegates, see [Customize the Presentation and View Controllers for Knowledge](#).

To learn about the HTML structure for a knowledge article, see the reference documentation for [SCSArticleViewController](#).



Example: This example injects custom CSS to all articles and injects custom JavaScript only to articles whose title contains "San Francisco." You can apply these concepts to your own use cases.

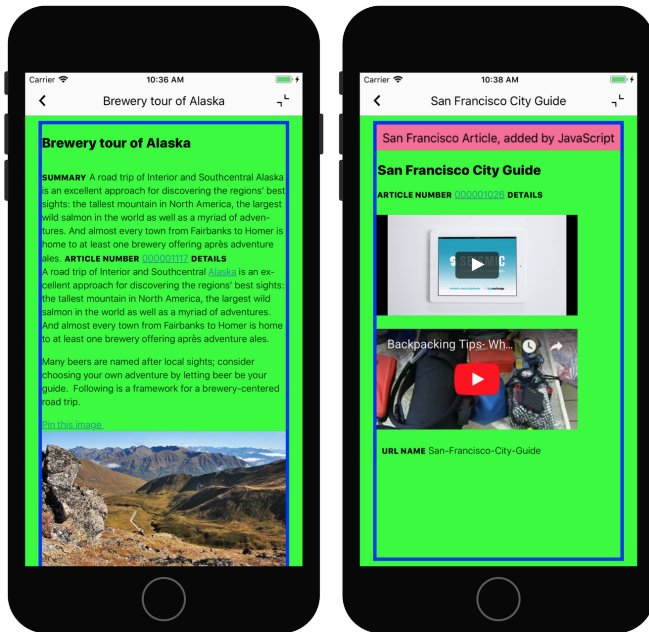
Let's run this example on the following articles.



We want to make 2 changes to the articles.

- A global CSS change to give all articles a vivid green background and thick blue border.
- A JavaScript change to insert a bright pink paragraph at the top of all articles whose title includes "San Francisco."

After the example runs, you see the following changes.



To implement the green background color and thick blue border to all articles, add the following CSS to the `globalArticleCSS` property on the `SCAppearanceConfiguration` object.

```
// Create appearance configuration instance
let appearance = SCAppearanceConfiguration()

// Customize the CSS with an ugly green background and a blue border...
appearance.globalArticleCSS = "body { background: #00ff00; border: thick solid #0000ff;
}"

// Save configuration instance
ServiceCloud.shared().appearanceConfiguration = appearance
```

To add an introductory paragraph to specific articles, we need access to the right view controller and implement the right delegate method.

1. To check when an `SCSArticleViewController` will show, implement the `willDisplay` method of `SCServiceCloudDelegate`.
2. To inspect the new article and add JavaScript, implement the `additionalJavascriptForArticle` method of `SCSArticleViewControllerDelegate`.
3. If the article title contains "San Francisco," add JavaScript.

This code performs all these tasks.

```
class MySnapinsDelegate: NSObject, SCServiceCloudDelegate,
SCSArticleViewControllerDelegate {

// The custom JavaScript that we'll add to selected articles
let customJavaScript = ""
window.onload = function() {
var testNode = document.createElement('p');
testNode.innerHTML = 'San Francisco Article, added by JavaScript';
testNode.style.color = '#000000';
testNode.style.background = '#f76b95';
```

```

        testNode.style.padding = '5pt';
        testNode.style.textAlign = 'center';
        document.body.insertBefore(testNode, document.body.firstChild);
    }
    """

    override init() {
        // Assign us as the ServiceCloud delegate
        ServiceCloud.shared().delegate = self
    }

    // Called when a new view controller will display
    func serviceCloud(_ serviceCloud: ServiceCloud,
                     willDisplay controller: UIViewController,
                     animated: Bool) {

        // Are we about to show the article view controller?
        if let articleController = controller as? SCSArticleViewController {

            // If so, then assign us as the delegate
            articleController.delegate = self
        }
    }

    // Called before an article shows
    func articleController(_ controller: SCSArticleViewController,
                          additionalJavaScriptFor article: Article) -> String? {

        var additionalJS: String? = nil

        // TO DO: Inspect article to see if we really want to add custom JavaScript...
        // For example, let's only add JS to articles
        // that have 'San Francisco' in the title:
        if article.title.contains("San Francisco") {
            additionalJS = customJavaScript
        }

        return additionalJS
    }
}

```

And that's it! This app now injects custom CSS and JavaScript into knowledge articles.

Disable Case Management from Knowledge Interface

By default, Case Management is enabled when a user accesses your Knowledge interface. A user can create a case with an action button at the bottom of the view. However, you can remove this action button by implementing a protocol method on `SCServiceCloudDelegate`.

To disable the Case Management button, follow the instructions in [Customize Action Buttons with the Snap-Ins SDK](#). Use the `casePublisher` enumerated type when determining which button to disable.

Using Live Agent Chat with the Snap-Ins SDK

Adding the Live Agent Chat experience to your mobile app.

[Live Agent Chat in the Snap-Ins SDK for iOS](#)

Learn about the Live Agent Chat experience using the SDK.

[Quick Setup: Live Agent Chat in the Snap-Ins SDK](#)

To add Live Agent Chat to your iOS app, create an `SCSChatConfiguration` object and pass it to the `startSessionWithConfiguration:` method.

[Use Einstein Bots with Live Agent Chat](#)

With Einstein Bots, you can complement your chat support experience with a smart, automated system that saves your agents time and keeps your customers happy. Once you've set up Einstein Bots in your org, the SDK automatically begins the chat experience using your bot. You can design your bot to transfer to an agent at any point.

[Notifications for Live Agent Activity](#)

If there's Live Agent Chat activity when the user is not viewing the chat session, you can present that information to them using the iOS notification system.

[Configure a Live Agent Chat Session](#)

Before starting a Live Agent Chat session, you have several ways to configure the session using the `SCSChatConfiguration` object. These configuration settings allow you to specify pre-chat fields, determine whether a session starts minimized or full screen, and get updates about the user's queue position.

[Live Agent Chat Events and Errors](#)

Implement `SCSChatDelegate` to be notified about state changes made before, during, and after a Live Agent Chat session. This delegate also allows you to listen for error conditions so you can present alerts to the user when applicable.

[Show Pre-Chat Fields to User](#)

Before a Live Agent Chat session begins, you can request that the user fill in pre-chat fields that are sent to the agent at the start of the session. You can map these fields to records in your org.

[Find or Create Salesforce Records from a Chat Session](#)

When a Live Agent Chat session begins, you can create or find records within your org and pass this information to the agent. Using this technique, your agent can immediately have all the context they need for an effective chat session.

[Check Live Agent Availability](#)

Before starting a session, you can check the availability of your Live Agent Chat agents and then provide your users with more accurate expectations.

[Transfer File to Agent](#)

With Live Agent Chat, a user can transfer a file to an agent after the agent requests a file transfer.

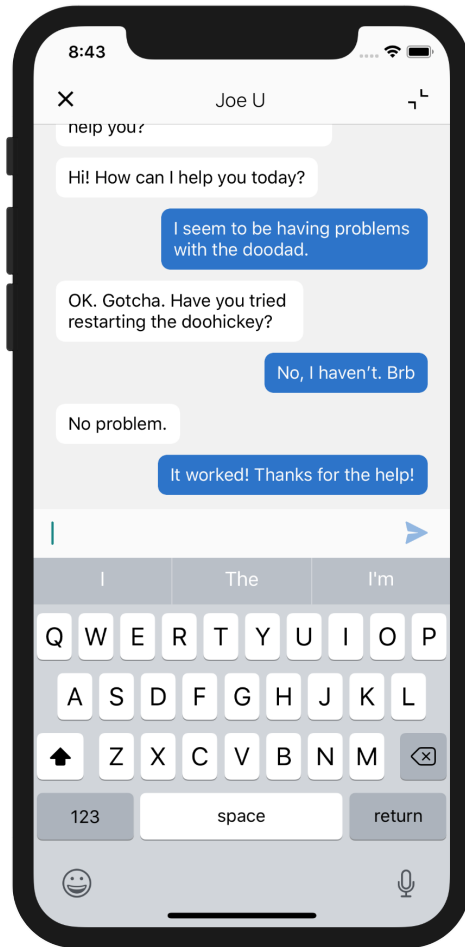
[Block Sensitive Data in a Chat Session](#)

To block sending sensitive data to agents, specify a regular expression in your org's setup. When the regular expression matches text in the user's message, the matched text is replaced with customizable text before it leaves the device.

Live Agent Chat in the Snap-Ins SDK for iOS

Learn about the Live Agent Chat experience using the SDK.

With Live Agent Chat, you can provide real-time chat sessions from within your native app. Once you've [set up Live Agent Chat for Service Cloud](#), it takes [just a few calls to the SDK](#) to have your app ready to handle agent chat sessions.



This chat session can be minimized so that the user can continue to navigate from within the app while speaking with an agent.

You can also [customize the look and feel](#) of the interface so that it fits naturally within your app. These customizations include the ability to fine-tune the colors, the fonts, the images, and the strings used throughout the interface.

Quick Setup: Live Agent Chat in the Snap-Ins SDK

To add Live Agent Chat to your iOS app, create an `SCSChatConfiguration` object and pass it to the `startSessionWithConfiguration:` method.

Before running through these steps, be sure you've already:

- Set up Service Cloud to work with Live Agent Chat. To learn more, see [Console Setup for Live Agent Chat](#).
- Installed the SDK. To learn more, see [Install the Snap-Ins SDK for iOS](#).

Once you've reviewed these prerequisites, you're ready to begin.

1. Import the SDK. Wherever you intend to use the Live Agent Chat SDK, be sure to import the Service Common framework and the Live Agent Chat framework.

In Swift:

```
import ServiceCore
import ServiceChat
```

In Objective-C:

```
@import ServiceCore;
#import ServiceChat;
```


2. Create an `SCSChatConfiguration` instance with information about your LiveAgent pod, your Salesforce org ID, the deployment ID, and the button ID.

In Swift:

```
let config = SCSChatConfiguration(liveAgentPod: "YOUR-POD-NAME",
                                orgId: "YOUR-ORG-ID",
                                deploymentId: "YOUR-DEPLOYMENT-ID",
                                buttonId: "YOUR-BUTTON-ID")
```

In Objective-C:

```
SCSChatConfiguration *config =
    [[SCSChatConfiguration alloc] initWithLiveAgentPod:@"YOUR-POD-NAME"
                                                    orgId:@"YOUR-ORG-ID"
                                                    deploymentId:@"YOUR-DEPLOYMENT-ID"
                                                    buttonId:@"YOUR-BUTTON-ID"];
```

 **Note:** You can get the required parameters for this method from your Salesforce org. If your Salesforce admin hasn't already set up Live Agent in Service Cloud or you need more guidance, see [Console Setup for Live Agent Chat](#).

3. (Optional) Configure the visitor name, whether the user can minimize the chat session, and various other configuration settings. See [Configure a Live Agent Chat Session](#) for more information.

4. (Optional) Specify any pre-chat fields.

You can specify both optional and required fields shown to the user before a chat session starts. You can also directly pass data to an agent without requiring any user input. These fields can be mapped directly to fields in a record in your org.

See [Show Pre-Chat Fields to User](#) and [Find or Create Salesforce Records from a Chat Session](#) for more information.

5. (Optional) Customize the appearance with the configuration object.

You can configure the colors, fonts, and images to your interface with an `SCAppearanceConfiguration` instance. It contains the methods `setColor`, `setFontDescriptor`, and `setImage`. You can also configure the strings used throughout the interface. See [SDK Customizations with the Snap-Ins SDK for iOS](#).

6. To start a Live Agent Chat session, call the `startSession(with:)` method on `SCSChat`.

In Swift:

```
ServiceCloud.shared().chat.startSession(with: config)
```

In Objective-C:

```
[[SCServiceCloud sharedInstance].chat startSessionWithConfiguration:config];
```

You can provide an optional completion block to execute code when the session has been fully connected to all services. During a successful session initialization, the SDK calls the completion block at the point that the session is active and the user is waiting for an agent to join. If there is a failure, the SDK calls the completion block with the associated error.


For instructions on launching the interface from a web view, see [Launch the Snap-Ins SDK from a Web View in iOS](#).

7. Listen for events and handle error conditions.

You can detect when a session ends by implementing the `chat (didEndWith:error:)` method on the `SCSChatDelegate` delegate. Register this delegate using the `add (delegate:)` method on your `SCSChat` instance. In particular, we suggest that you handle the `SCSChatEndReasonAgent` reason (for when an agent ends a session) and the `SCSChatNoAgentsAvailableError` error code (for when there are no agents available). See [Live Agent Chat Events and Errors](#).

 **Note:** The SDK doesn't show an alert when a session fails to start, or when a session ends. It's your responsibility to listen to events and display an error when appropriate.

These steps embed the Live Agent Chat experience into your app.

 **Note:** By default, a mobile chat session times out around two minutes after you leave the app or lose connectivity. To change this value, update the **Idle Connection Timeout Duration** field when setting up your Live Agent deployment. Keep in mind that the actual timeout on the app can be up to 40 seconds longer than the specified value in this field. See [Live Agent Deployment Settings](#).

 **Example:** To use this example code, create a Single View Application and [Install the Snap-Ins SDK for iOS](#).

Use the storyboard to add a button to the view. Add a `Touch Up Inside` action in your `UIViewController` implementation with the name `startChat`. In the view controller code:

- Implement the `SCSChatDelegate` protocol so that you can be notified when there are errors or state changes.
- Specify `self` as a chat delegate.
- Start a chat session in the button action.
- Implement the `chat (didEndWith:error:)` method and show a dialog when appropriate.

In Swift:

```
import UIKit
import ServiceCore
import ServiceChat

class ViewController : UIViewController, SCSChatDelegate {

    override func viewDidLoad() {
        super.viewDidLoad()

        // Add our chat delegate
        ServiceCloud.shared().chat.add(self)
    }

    @IBAction func startChat(_ sender: AnyObject) {

        // Create config object
        let config = SCSChatConfiguration(liveAgentPod: "YOUR-POD-NAME",
                                         orgId: "YOUR-ORG-ID",
                                         deploymentId: "YOUR-DEPLOYMENT-ID",
                                         buttonId: "YOUR-BUTTON-ID")

        // Start a session
        ServiceCloud.shared().chat.startSession(with: config)
    }
}
```

```

func chat(_ chat: SCSSChat!, didEndWith reason: SCSSChatEndReason,
         error: Error!) {

    var description = ""

    // Here we'll handle the situation where the agent ends the session
    // and when there are no agents available...
    if (reason == .agent) {
        description = "The agent has ended the session."
    } else if (reason == .sessionError &&
              (error as NSError).code == SCSSChatErrorCode.noAgentsAvailableError.rawValue) {
        description = "It looks like there are no agents available. Try again later."
    }

    if (description != "") {
        let alert = UIAlertController(title: "Session Ended",
                                    message: description,
                                    preferredStyle: .alert)

        let okAction = UIAlertAction(title: "OK",
                                    style: .default,
                                    handler: nil)

        alert.addAction(okAction)
        self.present(alert, animated: true, completion: nil)
    }
}

```

In Objective-C:

```

#import "ViewController.h"
#import ServiceCore;
#import ServiceChat;

@interface ViewController : UIViewController <SCSSChatDelegate>

@end

@implementation ViewController

- (void)viewDidLoad {
    [super viewDidLoad];

    // Add our chat delegate
    [[SCSServiceCloud sharedInstance].chat addDelegate:self];
}

- (IBAction)startChat:(id)sender {

    // Create config object
    SCSSChatConfiguration *config =
        [[SCSSChatConfiguration alloc] initWithLiveAgentPod:@"YOUR-POD-NAME"
                                                         orgId:@"YOUR-ORG-ID"
                                                         deploymentId:@"YOUR-DEPLOYMENT-ID"
}

```



```

        buttonId:@"YOUR-BUTTON-ID"];

    // Start the session
    [[SCServiceCloud sharedInstance].chat startSessionWithConfiguration:config];
}

- (void)chat:(SCSChat *)chat didEndWithReason:(SCSChatEndReason)reason
  error:(NSError *)error {

    NSString *description = nil;

    // Here we'll handle the situation where the agent ends the session
    // and when there are no agents available...
    if (reason == SCSChatEndReasonAgent) {
        description = @"The agent has ended the session.";
    } else if (reason == SCSChatEndReasonSessionError &&
               error.code == SCSChatNoAgentsAvailableError) {
        description = @"It looks like there are no agents available. Try again later.";
    }

    if (description != nil) {
        UIAlertController *alert = [UIAlertController
            alertControllerWithTitle:@"Session Ended"
                               message:description
                               preferredStyle:UIAlertControllerStyleAlert];

        UIAlertAction* okAction = [UIAlertAction
            actionWithTitle:@"OK"
                          style:UIAlertActionStyleDefault
                          handler:^(UIAlertAction * action)
            {
                NSLog(@"OK action");
            }
        ];

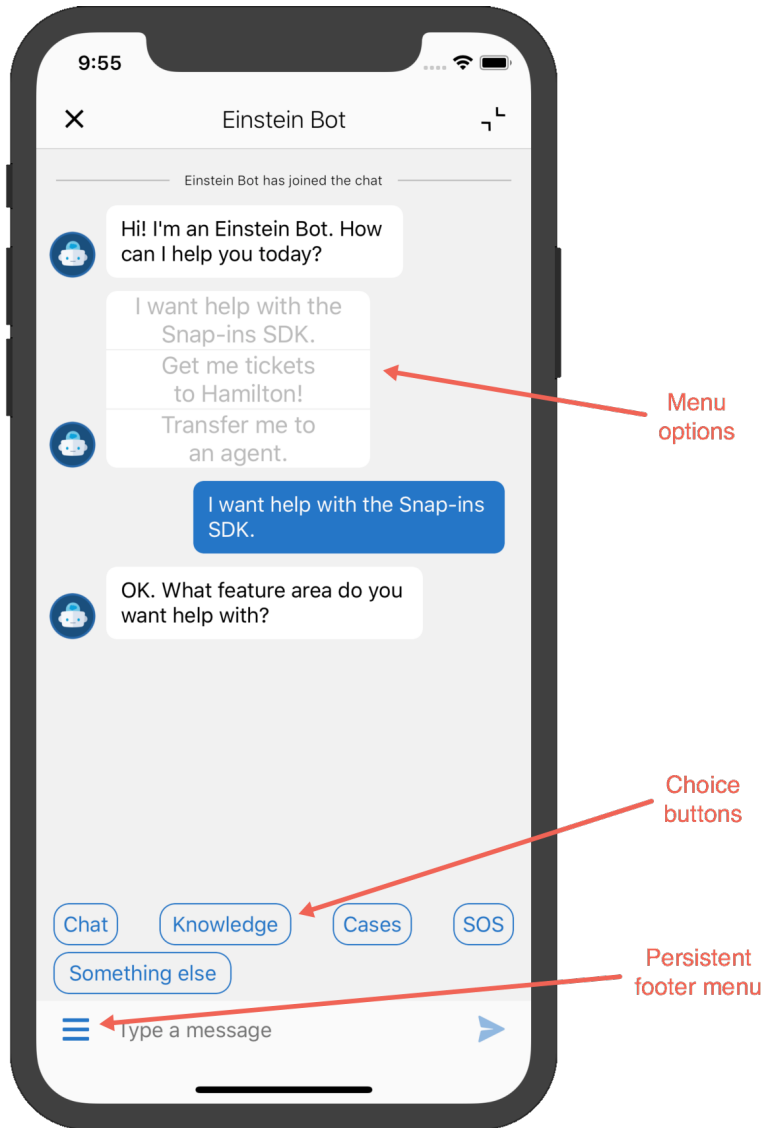
        [alert addAction:okAction];
        [self presentViewController:alert animated:YES completion:nil];
    }
}
@end

```

Use Einstein Bots with Live Agent Chat

With Einstein Bots, you can complement your chat support experience with a smart, automated system that saves your agents time and keeps your customers happy. Once you've set up Einstein Bots in your org, the SDK automatically begins the chat experience using your bot. You can design your bot to transfer to an agent at any point.

Before you can use Einstein Bots in your app, build a bot, as described in [Console Setup for Live Agent Chat](#). Once you've set up your bot and assigned it to your chat button, a Live Agent Chat session automatically starts out as a bot. The menu options, choice buttons, and persistent footer menu that you designed for your bot all appear from within the mobile chat session. These features give your customers direct ways to get what they need—fast.



You do have a few ways you can fine-tune the bot from the SDK.

Feature Area	Details
Einstein Bot Avatar	Configure the bot avatar that displays during a session with a bot. To do this, use the setImage method with the <code>chatBotAvatar</code> enum value. To learn more, see Customize Images with the Snap-Ins SDK .
Einstein Bot Footer Icon	Configure the "hamburger" icon in the text entry area that launches the persistent footer menu, which is always accessible to the user. To do this, use the setImage method with the <code>chatBotFooterMenu</code> enum value. To learn more, see Customize Images with the Snap-Ins SDK .

Notifications for Live Agent Activity

If there's Live Agent Chat activity when the user is not viewing the chat session, you can present that information to them using the iOS notification system.

Notifications can be sent to the user when the user isn't viewing the chat session. A notification can appear when the app is in the background, or when the app is in the foreground but the chat session is minimized. The following activities can cause notifications:

- Agent has connected
- Agent sent a message
- Agent requested a file transfer
- Agent canceled a file transfer
- Agent ended a session
- Session will timeout soon

To ensure that the app can send these notifications while in the background, chat must be configured to allow background execution (`allowBackgroundExecution`) and to allow for background notifications (`allowBackgroundNotifications`). Both these settings are turned on by default. See [Configure a Live Agent Chat Session](#) for details.

1. Import the `UserNotifications` framework in your `AppDelegate` class.

In Swift:

```
import UserNotifications
```

In Objective-C:

```
@import UserNotifications;
```

2. Register for local notifications in your `AppDelegate`'s `didFinishLaunchingWithOptions` method.

In Swift:

```
// Get the notification center object
let center = UNUserNotificationCenter.current()

// Register a delegate (see next step for delegate implementation)
center.delegate = self

// Request authorization
center.requestAuthorization(options: [.alert, .sound],
                             completionHandler: { granted, error in
    // Enable or disable features based on authorization
}))

// Create general category
let generalCategory = UNNotificationCategory(identifier: "General", actions: [],
                                             intentIdentifiers: [], options: .customDismissAction)
let categorySet: Set<UNNotificationCategory> = [generalCategory]

// Set category
center.setNotificationCategories(categorySet)
```

In Objective-C:

```
// Get the notification center object
UNUserNotificationCenter* center = [UNUserNotificationCenter currentNotificationCenter];
```

```

// Register a delegate (see next step for delegate implementation)
[center setDelegate:self];

// Request authorization
[center requestAuthorizationWithOptions:(UNAuthorizationOptionAlert +
UNAuthorizationOptionSound)
    completionHandler:^(BOOL granted, NSError * _Nullable error) {
    // Enable or disable features based on authorization
}]];

// Create general category
UNNotificationCategory* generalCategory =
    [UNNotificationCategory
    categoryWithIdentifier:@"GENERAL"
        actions:@[]
        intentIdentifiers:@[]
        options:UNNotificationCategoryOptionCustomDismissAction];

// Set category
[center setNotificationCategories:[NSSet setWithObjects:generalCategory, nil]];

```

3. Implement `UNUserNotificationCenterDelegate`. Handle the `didReceiveNotificationResponse` and `willPresentNotification` methods.

iOS calls the `didReceiveNotificationResponse` method when your app is in the background. In this method, you can tell your app to enter the foreground and for chat to maximize. To perform this behavior, use the `handle(notification:)` method on the `SCSChatInterface` object, which is accessible from the `chatUI` property of the `ServiceCloud` shared instance.

iOS calls the `willPresentNotification` method when your app is in the foreground. To determine whether to display the notification, use the `shouldDisplayNotificationInForeground` method (accessible from the `chatUI` property of the `ServiceCloud` shared instance). If the Chat UI is already showing the relevant information related to this event, the method returns `false`.

In Swift:

```

/**
 This delegate method is executed when the application launches as a result
 of the user interacting with a notification when it is in the background.
 The result of passing the notification to Chat is that we will
 maximize if the notification was scheduled as a result of a chat event.
 */
func userNotificationCenter(_ center: UNUserNotificationCenter,
                            didReceive response: UNNotificationResponse,
                            withCompletionHandler completionHandler:
                                @escaping () -> Void) {

    let chat = ServiceCloud.shared().chatUI!
    chat.handle(response.notification)
}

/**
 This delegate method is executed when a notification is received while
 the app is in the foreground. Check with Chat to see whether it's

```

```

appropriate to display the notification (or if the notification
relates to information already being shown to the user).
*/
func userNotificationCenter(_ center: UNUserNotificationCenter,
                           willPresent notification: UNNotification,
                           withCompletionHandler completionHandler:
                               @escaping (UNNotificationPresentationOptions) -> Void) {

    let chat = ServiceCloud.shared().chatUI!

    // Show we display this notification?
    if (chat.shouldDisplayNotificationInForeground()) {

        // Display notification as an alert
        completionHandler(.alert)
    }
}

```

In Objective-C:

```

/**
 This delegate method is executed when the application launches as a result
 of the user interacting with a notification when it is in the background.
 The result of passing the notification to Chat is that we will
 maximize if the notification was scheduled as a result of a chat event.
*/
- (void)userNotificationCenter:(UNUserNotificationCenter *)center
didReceiveNotificationResponse:(UNNotificationResponse *)response
withCompletionHandler:(void (^)(void))completionHandler {

    SCSCChatInterface *chat = [SCServiceCloud sharedInstance].chatUI;
    [chat handleNotification:response.notification];
}

/**
 This delegate method is executed when a notification is received while
 the app is in the foreground. Check with Chat to see whether it's
 appropriate to display the notification (or if the notification
 relates to information already being shown to the user).
*/
- (void)userNotificationCenter:(UNUserNotificationCenter *)center
willPresentNotification:(UNNotification *)notification
withCompletionHandler:
    (void (^)(UNNotificationPresentationOptions options))completionHandler {

    SCSCChatInterface *chat = [SCServiceCloud sharedInstance].chatUI;

    // Show we display this notification?
    if ([chat shouldDisplayNotificationInForeground]) {

        // Display notification as an alert
        completionHandler(UNNotificationPresentationOptionAlert);
    }
}

```

Configure a Live Agent Chat Session

Before starting a Live Agent Chat session, you have several ways to configure the session using the `SCSChatConfiguration` object. These configuration settings allow you to specify pre-chat fields, determine whether a session starts minimized or full screen, and get updates about the user's queue position.


When you start a Live Agent Chat session, you specify an `SCSChatConfiguration` object as one of the arguments. This object contains all the configuration settings necessary for Live Agent Chat to start a session. To create an `SCSChatConfiguration` object, you specify information about your org and deployment.

In Swift:

```
let config = SCSChatConfiguration(liveAgentPod: "YOUR-POD-NAME",
                                orgId: "YOUR-ORG-ID",
                                deploymentId: "YOUR-DEPLOYMENT-ID",
                                buttonId: "YOUR-BUTTON-ID")
```

In Objective-C:

```
SCSChatConfiguration *config =
    [[SCSChatConfiguration alloc] initWithLiveAgentPod:@"YOUR-POD-NAME"
                                                orgId:@"YOUR-ORG-ID"
                                                deploymentId:@"YOUR-DEPLOYMENT-ID"
                                                buttonId:@"YOUR-BUTTON-ID"];
```

 **Note:** You can get the required parameters for this method from your Salesforce org. If your Salesforce admin hasn't already set up Live Agent in Service Cloud or you need more guidance, see [Console Setup for Live Agent Chat](#).


However, there are other options you can set using `SCSChatConfiguration` at configuration time.

The following features are available for configuration:

Property Name	Description	Type & Default Value
<code>defaultToMinimized</code>	Whether the chat session starts out as a minimized thumbnail view.	Bool: true/YES
<code>allowMinimization</code>	Whether the user is allowed to minimize the chat session view.	Bool: true/YES
<code>fullScreenPrechat</code>	Whether the pre-chat screen is shown as a full screen view or as a modal view.	Bool: false/NO
<code>allowBackgroundExecution</code>	Whether to allow extended background execution to support active chat sessions. When <code>true</code> , active chat sessions can remain in the background for more than three minutes. See <code>allowBackgroundNotifications</code> for related functionality.	Bool: true/YES
<code>allowBackgroundNotifications</code>	Whether the session posts local notifications based on chat activity. Requires that <code>allowBackgroundExecution</code> is also set to <code>true</code> . To learn more, see Notifications for Live Agent Activity .	Bool: true/YES
<code>visitorName</code>	Name of the chat visitor. This value is used by the Service Cloud console and displayed to the agent.	String: "Visitor"
<code>remoteLoggingEnabled</code>	Determines whether session logs are sent for collection. (Logs sent remotely don't collect personal information. Unique IDs are created	Bool: true/YES

Property Name	Description	Type & Default Value
	for tying logs to sessions and those IDs can't be correlated back to specific users.)	
<code>prechatFields</code>	<p>You can specify both optional and required fields shown to the user before a chat session starts. You can also directly pass data to an agent without requiring any user input.</p> <p>To create pre-chat fields, add <code>SCSPrechatObject</code> instances to the <code>prechatFields</code> property on the <code>SCSChatConfiguration</code> object.</p> <p>To learn more, see Show Pre-Chat Fields to User.</p>	<code>SCSPrechatObject</code> array: nil
<code>prechatEntities</code>	<p>Pre-chat fields are always sent to the agent at the start of the session. But if you want to fill in fields of a particular record, instantiate an <code>SCSPrechatEntity</code> for each Salesforce object (for example, Case or Contact) and instantiate an <code>SCSPrechatEntityField</code> for each field association within that Salesforce object (for example, Subject or LastName).</p> <p>To learn more, see Show Pre-Chat Fields to User.</p>	<code>SCSPrechatEntity</code> array: nil
<code>queueUpdatesEnabled</code>	<p>Determines whether the framework receives and displays updates about the session queue position. If <code>true</code>, the queue position is shown in the UI during the <code>Queued</code> state. You can also subscribe to queue position events using <code>chat (didUpdateQueuePosition:)</code> on <code>SCSChatDelegate</code>. Use the <code>add(delegate:)</code> method on <code>SCSChat</code> to register your delegate.</p> <p>The queue position is 0 if the agent capacity is greater than or equal to the number of customer requests. Otherwise, the position value represents how far the customer is from getting served by an agent.</p> $q = \max(n - c, 0)$ <p>Where:</p> <ul style="list-style-type: none"> • <code>q</code> is the queue position • <code>n</code> is the position of the customer compared to all waiting customers • <code>c</code> is the total capacity of all agents <p>For example, if the total capacity is 10, the first 10 waiting visitors have a position of 0, the 11th has a position of 1, the 12th has a position of 2, and so on.</p>	BOOL: true/YES

Once you've fully configured the `SCSChatConfiguration` object, you can start the session using the `startSession` method.

 **Example:** The following example starts a session with one pre-chat field.

In Swift:

```
let config = SCSSChatConfiguration(liveAgentPod: "YOUR-POD-NAME",
                                  orgId: "YOUR-ORG-ID",
                                  deploymentId: "YOUR-DEPLOYMENT-ID",
                                  buttonId: "YOUR-BUTTON-ID")

// Set the visitor name
config?.visitorName = "Jane Doe"

// Add a required email field (with an email keyboard and no auto-correction)
let emailField = SCSSPrechatTextInputObject(label: "Email")
emailField?.isRequired = true
emailField?.keyboardType = .emailAddress
emailField?.autocorrectionType = .no
config?.prechatFields.add(emailField)

// Start session!
ServiceCloud.shared().chat.startSession(with: config)
```

In Objective-C:

```
SCSSChatConfiguration *config =
    [[SCSSChatConfiguration alloc] initWithLiveAgentPod:@"YOUR-POD-NAME"
                                                    orgId:@"YOUR-ORG-ID"
                                                    deploymentId:@"YOUR-ORG-ID"
                                                    buttonId:@"YOUR-BUTTON-ID"];

// Set the visitor name
config.visitorName = @"Jane Doe";

// Add a required email field (with an email keyboard and no auto-correction)
SCSSPrechatTextInputObject* emailField = [[SCSSPrechatTextInputObject alloc]
                                           initWithLabel:@"Email"];
emailField.required = YES;
emailField.keyboardType = UIKeyboardTypeEmailAddress;
emailField.autocorrectionType = UITextAutocorrectionTypeNo;
[config.prechatFields addObject:emailField];

// Start session!
[[SCSServiceCloud sharedInstance].chat startSessionWithConfiguration:config];
```

Live Agent Chat Events and Errors

Implement `SCSSChatDelegate` to be notified about state changes made before, during, and after a Live Agent Chat session. This delegate also allows you to listen for error conditions so you can present alerts to the user when applicable.

Listening to State Changes

A Live Agent Chat session can be in one of the following states:

Inactive

No active session; no incoming or outgoing traffic.

Loading

Session is loading.

Prechat

The user is currently entering pre-chat details.

Connecting

A connection with Live Agent servers is being established.

Queued

A connection has been established, and is now in the queue for next available agent.

Connected

Connected with an agent .

Ending

Session is cleaning up the connection at the end of a session.

Ended

Session has ended and will proceed to the inactive state.

These states are defined in [SCSChatSessionState](#).

Throughout a session, your application might want to know the current state. You can monitor state changes by implementing [SCSChatDelegate](#). Use the `add(delegate:)` method on [SCSChat](#) to register your delegate. Use the `chat(stateDidChange:current:previous:)` method to listen for state changes.

Handling Session Termination and Error Conditions

The SDK doesn't present UI alerts for session termination or error conditions so you'll need to listen for these events and decide what to show your users. There are two [SCSChatDelegate](#) methods for this purpose:

1. To track session termination, use the `chat(didEndWith:error:)` method. Inspect the reason ([SCSChatEndReason](#)) to determine why the session stopped. Typically, the session stops due to a normal event (for example, [SCSChatEndReasonUser](#)). If the reason is [SCSChatEndReasonSessionError](#), check the `error` parameter for more detail and compare the error code to [SCSChatErrorCode](#) values. For instance, when there are no agents available to take a call, the error is [SCSChatNoAgentsAvailableError](#).
2. You can track all Live Agent Chat errors (including the session errors that are passed to `chat(didEndWith:error:)`) with the `chat(didError:)` method. Compare the error code to [SCSChatErrorCode](#) to determine what kind of error occurred.

Example: Basic [SCSChatDelegate](#) Example

This sample code does the following:

- Implements the [SCSChatDelegate](#) protocol.
- Implements the `chat(stateDidChange:current:previous:)` method to listen for state changes.
- Implements the `chat(didEndWith:error:)` method and includes some error handling logic.
- Implements the `chat(didError:)` method to listen for errors.

```
import UIKit
import ServiceCore
import ServiceChat

class MyChatDelegateImplementation: NSObject, SCSChatDelegate {
```

```

// TO DO: Register this delegate using SCSServiceCloud.sharedInstance().chat.add(self)

// Delegate method for state change.
func chat(_ chat: SCSSChat!, stateDidChange current: SCSSChatSessionState,
         previous: SCSSChatSessionState) {

    NSLog("Chat state changed...")

    if (current == .connecting) {
        NSLog("Chat now connecting...")
    }
}

// Delegate method for session stop event.
// You can also check for fatal errors with this delegate method.
func chat(_ chat: SCSSChat!, didEndWith reason: SCSSChatEndReason,
         error: Error!) {

    var title = ""
    var description = ""

    // If there's an error...
    if (error != nil) {

        switch (error as NSError).code {

            // No agents available
            case SCSSChatErrorCode.noAgentsAvailableError.rawValue:
                title = "Session Failed"
                description = "It looks like there are no agents available. Try again later."

            // Communication error
            case SCSSChatErrorCode.communicationError.rawValue:
                title = "Session Failed"
                description = "Communication error. Check network and try again."

            // TO DO: Use SCSSChatErrorCode to check for other error conditions
            //           in order to give a more clear explanation of the error.
            default:
                title = "Session Error"
                description = "Unknown session error."
        }
    }

    // Else if session stopped without an error condition...
} else {

    switch reason {

        // Handle the agent disconnect scenario
        case .agent:
            title = "Session Ended"
    }
}

```

```

        description = "The agent has ended the session."

        // TO DO: Use SCSChatEndReason to check for
        //         other reasons for session ending...
        default:
            break
    }
}

// Do we have an error to report?
if (title != "") {
    // TO DO: Display an alert using title & description
    NSLog("\nChat End Session. Title: %@\nDescription: %@",title, description)
}

// Delegate method for error conditions.
func chat(_ chat: SCSChat!, didError error: Error!) {
    NSLog("Chat error (%d): '%@'", (error as NSError).code, error.localizedDescription)
}
}
}

```

Show Pre-Chat Fields to User

Before a Live Agent Chat session begins, you can request that the user fill in pre-chat fields that are sent to the agent at the start of the session. You can map these fields to records in your org.

To create pre-chat fields, add `SCSPrechatObject` instances to the `prechatFields` property on the `SCSChatConfiguration` object. To associate pre-chat fields with fields in a record in your org, add `SCSPrechatEntity` objects to the `prechatEntities` property.

1. Create an `SCSChatConfiguration` object.

In Swift:

```

let config = SCSChatConfiguration(liveAgentPod: "YOUR-POD-NAME",
                                orgId: "YOUR-ORG-ID",
                                deploymentId: "YOUR-DEPLOYMENT-ID",
                                buttonId: "YOUR-BUTTON-ID")

```

In Objective-C:

```

SCSChatConfiguration *config =
    [[SCSChatConfiguration alloc] initWithLiveAgentPod:@"YOUR-POD-NAME"
                                                orgId:@"YOUR-ORG-ID"
                                                deploymentId:@"YOUR-DEPLOYMENT-ID"
                                                buttonId:@"YOUR-BUTTON-ID"];

```

See [Configure a Live Agent Chat Session](#) on how to configure a chat session.

2. Create `SCSPrechatObject` objects for the pre-chat fields you want to specify in your app. Add these objects to your configuration object.

There are several types of pre-chat fields:

- `SCSPrechatObject` does not require user input and can be used to send custom data directly to the agent.
- `SCSPrechatTextInputObject` (a subclass of `SCSPrechatObject`) takes user input from a text field.
- `SCSPrechatPickerObject` (a subclass of `SCSPrechatObject`) provides the user with a dropdown list of options.

Initialize a pre-chat object with a string used for the pre-chat label and then add it to the configuration object.

In Swift:

```
// Create the field
let myPrechatField = SCSPrechatTextInputObject(label: "PRECHAT_LABEL")

// Add field to SCSSChatConfiguration object
config.prechatFields.add(myPrechatField)
```

In Objective-C:

```
// Create the field
SCSPrechatTextInputObject* myPrechatField = [[SCSPrechatTextInputObject alloc]
    initWithLabel:@"PRECHAT_LABEL"];

// Add field to SCSSChatConfiguration object
[config.prechatFields addObject:myPrechatField];
```

When using a `SCSPrechatTextInputObject`, you can control several other properties:

- `required`— to specify whether the field is required.
- `keyboardType`— to use other standard keyboards (such as `UIKeyboardTypeEmailAddress`).
- `autocapitalizationType`— to control how text capitalization works.
- `autocorrectionType`— to control auto-correction.
- `maxLength`— to specify the maximum length of the field.

When using a `SCSPrechatPickerObject`, you can access these properties:

- `required`— to specify whether the field is required.
- `options` — to specify items in the dropdown list. This property is an array of `SCSPrechatPickerOption` objects.


When using `SCSPrechatObject` to send data without user input, specify both the label and the value.

In Swift:

```
let customData = SCSPrechatObject(label: "CustomDataEmailField",
    value: "lauren@example.com")
```

In Objective-C:

```
SCSPrechatObject* customData = [[SCSPrechatObject alloc]
    initWithLabel:@"CustomDataEmailField"
    value:@"lauren@example.com"];
```

 **Note:** To specify the name of the visitor speaking with the agent, create an `SCSPrechatObject` using the string constant `kPrechatVisitorNameLabel` as the label. For example: `SCSPrechatObject(label: kPrechatVisitorNameLabel, value: "John Doe")`.

3. (Optional) Create `SCSPrechatEntity` objects to associate pre-chat fields with fields from a record in your org. Add these objects to your configuration object.

Pre-chat fields are always sent to the agent at the start of the session. But if you want to fill in fields of a particular record, instantiate an `SCSPrechatEntity` for each Salesforce object (for example, `Case` or `Contact`) and instantiate an `SCSPrechatEntityField` for each field association within that Salesforce object (for example, `Subject` or `LastName`).

In Swift:

```
// Create a field
let entityField =
    SCSPrechatEntityField(fieldName: "ORG_FIELD_NAME", label: "PRECHAT_LABEL")

// Create an entity
let entity =
    SCSPrechatEntity(entityName: "ENTITY_NAME")

// Add fields to entity
entity.entityFieldsMaps.add(entityField)

// Add entity to SCSSChatConfiguration object
config.prechatEntities.add(entity)
```


In Objective-C:

```
// Create a field
SCSPrechatEntityField* entityField = [[SCSPrechatEntityField alloc]
    initWithFieldName:@"ORG_FIELD_NAME" label:@"PRECHAT_LABEL"];

// Create an entity
SCSPrechatEntity* entity = [[SCSPrechatEntity alloc]
    initWithEntityName:@"ENTITY_NAME"];

// Add fields to entity
[entity.entityFieldsMaps addObject:entityField];

// Add entity to SCSSChatConfiguration object
[config.prechatEntities addObject:entity];
```

 **Note:** When you build the `SCSPrechatEntityField` object, the first argument (`fieldName`) is the name of the field from the object in your org. The second argument (`label`) is the name of the label from your local `SCSPrechatObject` object.

The `SCSPrechatEntity` and `SCSPrechatEntityField` classes give you additional controls for mapping fields. For example, if a field doesn't exist, you can have the SDK create that field. The following code sample illustrates some basic building blocks when creating a `SCSPrechatEntity` object.

In Swift:

```
// Create an entity
let entity = SCSPrechatEntity(entityName: "Contact")
entity.saveToTranscript = "ContactId" // Save this entity to Transcript.ContactId
entity.linkToEntityName = "Case"
entity.linkToEntityField = "ContactId" // Link this entity to Case.ContactId

// Add an entity field map to our entity
let entityField = SCSPrechatEntityField(fieldName: "FirstName", label: "First Name")
entityField.doFind = true // Attempt to search for that field
entityField.isExactMatch = true // Must be an exact match
```

```
entityField.doCreate = true // Create if not found
entity.entityFieldsMaps.add(entityField) // Add field to entity map
```

In Objective-C:

```
// Create an entity
SCSPrechatEntity* entity = [[SCSPrechatEntity alloc] initWithEntityName:@"Contact"];
entity.saveToTranscript = @"ContactId"; // Save this entity to Transcript.ContactId
entity.linkToEntityName = @"Case";
entity.linkToEntityField = @"ContactId"; // Link this entity to Case.ContactId

// Add an entity field map to our entity
SCSPrechatEntityField* entityField = [[SCSPrechatEntityField alloc]
initWithFieldName:@"FirstName" label:@"First Name"];
entityField.doFind = YES; // Attempt to search for that field
entityField.isExactMatch = YES; // Must be an exact match
entityField.doCreate = YES; // Create if not found
[entity.entityFieldsMaps
addObject:entityField]; // Add field to entity map
```

See the reference documentation for [SCSPrechatEntity](#) and [SCSPrechatEntityField](#). Also refer to [Live Agent REST API Data Types](#) for the Entity and EntityFieldsMaps data types, which define the underlying functionality of these SDK objects.



Example: This code sample builds a set of pre-chat fields that are shown to the user. Using the entity mapping feature, the code creates a new Case record using the Subject, Description, Status, and Origin fields. It also updates (or creates) a Contact with the FirstName, LastName, Email, and Phone fields.

```
let config = SCSPrechatConfiguration(liveAgentPod: "YOUR-POD-NAME",
orgId: "YOUR-ORG-ID",
deploymentId: "YOUR-DEPLOYMENT-ID",
buttonId: "YOUR-BUTTON-ID")

// Add some required fields
let firstNameField = SCSPrechatTextInputObject(label: "First Name")
firstNameField!.isRequired = true
config?.prechatFields.add(firstNameField!)
let lastNameField = SCSPrechatTextInputObject(label: "Last Name")
lastNameField!.isRequired = true
config?.prechatFields.add(lastNameField!)
let emailField = SCSPrechatTextInputObject(label: "Email")
emailField!.isRequired = true
emailField!.keyboardType = .emailAddress
emailField!.autocorrectionType = .no
config?.prechatFields.add(emailField!)

// Add some optional fields
let originField = SCSPrechatTextInputObject(label: "Where are you from?")
originField!.isRequired = false
config?.prechatFields.add(originField!)
let phoneField = SCSPrechatTextInputObject(label: "Phone Number")
phoneField!.isRequired = false
phoneField!.keyboardType = .phonePad
config?.prechatFields.add(phoneField!)
let descriptionField = SCSPrechatTextInputObject(label: "Please describe your problem:")
```

```

descriptionField!.isRequired = false
config?.prechatFields.add(descriptionField!)

// Add a picklist field
let statusOptions = NSMutableArray()
statusOptions.add(SCSPrechatPickerOption(label:"New Issue", value:"New"))
statusOptions.add(SCSPrechatPickerOption(label:"Fixed Issue", value:"Fixed"))
let statusPickerField = SCSPrechatPickerObject(label: "Status",
options: statusOptions as NSArray as! [SCSPrechatPickerOption])
statusPickerField!.isRequired = false
config?.prechatFields.add(statusPickerField!)

// Add hidden field containing the subject
let subjectField = SCSPrechatObject(label: "Subject", value: "Live Agent Chat Session")
config?.prechatFields.add(subjectField)

// Create an entity mapping for a Contact record type
let contactEntity = SCSPrechatEntity(entityName: "Contact")
contactEntity.saveToTranscript = "ContactId"
contactEntity.linkToEntityName = "Case"
contactEntity.linkToEntityField = "ContactId"

// Add some field mappings to our Contact entity
let firstNameEntityField = SCSPrechatEntityField(fieldName: "FirstName", label: "First
Name")
firstNameEntityField.doFind = true
firstNameEntityField.isExactMatch = true
firstNameEntityField.doCreate = true
contactEntity.entityFieldsMaps.add(firstNameEntityField)
let lastNameEntityField = SCSPrechatEntityField(fieldName: "LastName", label: "Last
Name")
lastNameEntityField.doFind = true
lastNameEntityField.isExactMatch = true
lastNameEntityField.doCreate = true
contactEntity.entityFieldsMaps.add(lastNameEntityField)
let emailEntityField = SCSPrechatEntityField(fieldName: "Email", label: "Email")
emailEntityField.doFind = true
emailEntityField.isExactMatch = true
emailEntityField.doCreate = true
contactEntity.entityFieldsMaps.add(emailEntityField)
let phoneEntityField = SCSPrechatEntityField(fieldName: "Phone", label: "Phone Number")
phoneEntityField.doFind = true
phoneEntityField.isExactMatch = true
phoneEntityField.doCreate = true
contactEntity.entityFieldsMaps.add(phoneEntityField)

// Add the Contact entity to our config
config?.prechatEntities.add(contactEntity)

// Create an entity mapping for a Case record type
let caseEntity = SCSPrechatEntity(entityName: "Case")
caseEntity.saveToTranscript = "CaseId"
caseEntity.showOnCreate = true

```

```
// Add some field mappings to our Case entity
let subjectEntityField = SCSPrechatEntityField(fieldName: "Subject", label: "Subject")
subjectEntityField.doCreate = true
caseEntity.entityFieldsMaps.add(subjectEntityField)
let descriptionEntityField = SCSPrechatEntityField(fieldName: "Description",
    label: "Please describe your problem:")
descriptionEntityField.doCreate = true
caseEntity.entityFieldsMaps.add(descriptionEntityField)
let statusEntityField = SCSPrechatEntityField(fieldName: "Status", label: "Status")
statusEntityField.doCreate = true
caseEntity.entityFieldsMaps.add(statusEntityField)
let originEntityField = SCSPrechatEntityField(fieldName: "Origin",
    label: "Where are you from?")
originEntityField.doCreate = true
caseEntity.entityFieldsMaps.add(originEntityField)

// Add the Case entity to our config
config?.prechatEntities.add(caseEntity)

// Start the session!
ServiceCloud.shared().chat.startSession(with: config)
```

Find or Create Salesforce Records from a Chat Session

When a Live Agent Chat session begins, you can create or find records within your org and pass this information to the agent. Using this technique, your agent can immediately have all the context they need for an effective chat session.

If you already have enough information in your app to find or create a record in your Salesforce org, you don't have to display a pre-chat UI. For example, you can use a customer email address you've already stored within your app to find customer contact information in the Salesforce org and then pass that `Contact` record to the agent. Or you can add information about the customer and their issue to a new case and display that `Case` record to the agent. You can even link a new case to the contact so that agents can easily find all previous interactions with this customer. If you need more information from the user, you can display a pre-chat UI and have the user enter additional information.

This topic shows you how to send data to your org *without* a pre-chat UI. If you require user input, see [Show Pre-Chat Fields to User](#). The basic process is similar, but be sure to perform the optional step that involves creating an `SCSPrechatEntity` object. This object is necessary to find or create the Salesforce record.

1. Create an `SCSChatConfiguration` object.

In Swift:

```
let config = SCSChatConfiguration(liveAgentPod: "YOUR-POD-NAME",
    orgId: "YOUR-ORG-ID",
    deploymentId: "YOUR-DEPLOYMENT-ID",
    buttonId: "YOUR-BUTTON-ID")
```

In Objective-C:

```
SCSChatConfiguration *config =
    [[SCSChatConfiguration alloc] initWithLiveAgentPod:@"YOUR-POD-NAME"
        orgId:@"YOUR-ORG-ID"
        deploymentId:@"YOUR-DEPLOYMENT-ID"
        buttonId:@"YOUR-BUTTON-ID"];
```


See [Configure a Live Agent Chat Session](#) on how to configure a chat session.

2. Create `SCSPrechatObject` objects for each field you want to update in your org. Add these objects to your configuration object.

The label string in this object must be identical to the label used later in your `SCSPrechatEntityField` object.

In Swift:

```
// Create a hidden field
let customData = SCSPrechatObject(label: "PRECHAT_LABEL",
                                   value: "VALUE_OF_THIS_FIELD")

// Add field to SCSSChatConfiguration object
config.prechatFields.add(customData)
```

In Objective-C:

```
// Create a hidden field
SCSPrechatObject* customData = [[SCSPrechatObject alloc]
                                  initWithLabel:@"PRECHAT_LABEL"
                                  value:@"VALUE_OF_THIS_FIELD"];

// Add field to SCSSChatConfiguration object
[config.prechatFields addObject:customData];
```



Note: This example creates a field that doesn't require any user input. To learn how to create a field with user input, see [Show Pre-Chat Fields to User](#).

3. Create `SCSPrechatEntity` objects to associate these values with fields from a record in your org. Add these objects to your configuration object.

Instantiate an `SCSPrechatEntity` for each Salesforce object (for example, Case or Contact) and instantiate an `SCSPrechatEntityField` for each field association within that Salesforce object (for example, Subject or LastName).

In Swift:

```
// Create a field
let entityField =
    SCSPrechatEntityField(fieldName: "ORG_FIELD_NAME", label: "PRECHAT_LABEL")

// Create an entity
let entity =
    SCSPrechatEntity(entityName: "ENTITY_NAME")

// Add fields to entity
entity.entityFieldsMaps.add(entityField)

// Add entity to SCSSChatConfiguration object
config.prechatEntities.add(entity)
```

In Objective-C:


```
// Create a field
SCSPrechatEntityField* entityField = [[SCSPrechatEntityField alloc]
                                       initWithFieldName:@"ORG_FIELD_NAME" label:@"PRECHAT_LABEL"];

// Create an entity
```

```
SCSPrechatEntity* entity = [[SCSPrechatEntity alloc]
    initWithEntityName:@"ENTITY_NAME"];

// Add fields to entity
[entity.entityFieldsMaps addObject:entityField];

// Add entity to SCSSChatConfiguration object
[config.prechatEntities addObject:entity];
```

 **Note:** When you build the `SCSPrechatEntityField` object, the first argument (`fieldName`) is the name of the field from the object in your org. The second argument (`label`) is the name of the label from your local `SCSPrechatObject` object.

The `SCSPrechatEntity` and `SCSPrechatEntityField` classes give you additional controls for mapping fields. For example, if a field doesn't exist, you can have the SDK create that field. The following code sample illustrates some basic building blocks when creating a `SCSPrechatEntity` object.

In Swift:

```
// Create an entity
let entity = SCSPrechatEntity(entityName: "Contact")
entity.saveToTranscript = "ContactId" // Save this entity to Transcript.ContactId
entity.linkToEntityName = "Case"
entity.linkToEntityField = "ContactId" // Link this entity to Case.ContactId

// Add an entity field map to our entity
let entityField = SCSPrechatEntityField(fieldName: "FirstName", label: "First Name")
entityField.doFind = true // Attempt to search for that field
entityField.isExactMatch = true // Must be an exact match
entityField.doCreate = true // Create if not found
entity.entityFieldsMaps.add(entityField) // Add field to entity map
```

In Objective-C:

```
// Create an entity
SCSPrechatEntity* entity = [[SCSPrechatEntity alloc] initWithEntityName:@"Contact"];
entity.saveToTranscript = @"ContactId"; // Save this entity to Transcript.ContactId
entity.linkToEntityName = @"Case";
entity.linkToEntityField = @"ContactId"; // Link this entity to Case.ContactId

// Add an entity field map to our entity
SCSPrechatEntityField* entityField = [[SCSPrechatEntityField alloc]
    initWithFieldName:@"FirstName" label:@"First Name"];
entityField.doFind = YES; // Attempt to search for that field
entityField.isExactMatch = YES; // Must be an exact match
entityField.doCreate = YES; // Create if not found
[entity.entityFieldsMaps
    addObject:entityField]; // Add field to entity map
```

See the reference documentation for `SCSPrechatEntity` and `SCSPrechatEntityField`. Also refer to [Live Agent REST API Data Types](#) for the `Entity` and `EntityFieldsMaps` data types, which define the underlying functionality of these SDK objects.



Example: This code sample adds `FirstName`, `LastName`, `Email` to a `Contact` record and a `Subject` field to a `Case` record.

```

let config = SCSSChatConfiguration(liveAgentPod: "YOUR-POD-NAME",
                                  orgId: "YOUR-ORG-ID",
                                  deploymentId: "YOUR-DEPLOYMENT-ID",
                                  buttonId: "YOUR-BUTTON-ID")

// Create some fields with specific values
let firstNameField = SCSPrechatObject(label: "First Name", value: "Jane")
config?.prechatFields.add(firstNameField)
let lastNameField = SCSPrechatObject(label: "Last Name", value: "Doe")
config?.prechatFields.add(lastNameField)
let emailField = SCSPrechatObject(label: "Email", value: "jane.doe@salesforce.com")
config?.prechatFields.add(emailField)
let subjectField = SCSPrechatObject(label: "Subject", value: "Live Agent Chat Session")
config?.prechatFields.add(subjectField)

// Create an entity mapping for a Contact record type
let contactEntity = SCSPrechatEntity(entityName: "Contact")
contactEntity.saveToTranscript = "Contact"
contactEntity.linkToEntityName = "Case"
contactEntity.linkToEntityField = "ContactId"

// Add some field mappings to our Contact entity
let firstNameEntityField = SCSPrechatEntityField(fieldName: "FirstName", label: "First
Name")
firstNameEntityField.doFind = true
firstNameEntityField.isExactMatch = true
firstNameEntityField.doCreate = true
contactEntity.entityFieldsMaps.add(firstNameEntityField)
let lastNameEntityField = SCSPrechatEntityField(fieldName: "LastName", label: "Last
Name")
lastNameEntityField.doFind = true
lastNameEntityField.isExactMatch = true
lastNameEntityField.doCreate = true
contactEntity.entityFieldsMaps.add(lastNameEntityField)
let emailEntityField = SCSPrechatEntityField(fieldName: "Email", label: "Email")
emailEntityField.doFind = true
emailEntityField.isExactMatch = true
emailEntityField.doCreate = true
contactEntity.entityFieldsMaps.add(emailEntityField)

// Add the Contact entity to our config
config?.prechatEntities.add(contactEntity)

// Create an entity mapping for a Case record type
let caseEntity = SCSPrechatEntity(entityName: "Case")
caseEntity.saveToTranscript = "Case"
caseEntity.showOnCreate = true

// Add one field mappings to our Case entity
let subjectEntityField = SCSPrechatEntityField(fieldName: "Subject", label: "Subject")
subjectEntityField.doCreate = true

```

```

caseEntity.entityFieldsMaps.add(subjectEntityField)

// Add the Case entity to our config
config?.prechatEntities.add(caseEntity)

// Start the session!
ServiceCloud.shared().chat.startSession(with: config)

```

Check Live Agent Availability

Before starting a session, you can check the availability of your Live Agent Chat agents and then provide your users with more accurate expectations.

To check whether agents are available, call the `determineAvailabilityWithConfiguration` method on the `chat` property, similar to how you [start a Live Agent session](#).

In Swift:

```

let config = SCSChatConfiguration(liveAgentPod: "YOUR-POD-NAME",
                                orgId: "YOUR-ORG-ID",
                                deploymentId: "YOUR-DEPLOYMENT-ID",
                                buttonId: "YOUR-BUTTON-ID")

ServiceCloud.shared().chat.determineAvailability(with: config,
                                                completion: { (error: Error?, available: Bool) in

    if (error != nil) {
        // Handle error
    }
    else if (available) {
        // Enable chat button
    }
    else {
        // Disable button or warn user that no agents are available
    }
})

```

In Objective-C:

```

SCSChatConfiguration *config =
    [[SCSChatConfiguration alloc] initWithLiveAgentPod:@"YOUR-POD-NAME"
                                                orgId:@"YOUR-ORG-ID"
                                                deploymentId:@"YOUR-DEPLOYMENT-ID"
                                                buttonId:@"YOUR-BUTTON-ID"];

[[SCServiceCloud sharedInstance].chat
    determineAvailabilityWithConfiguration:config
                                completion:^(NSError *error, BOOL available)
{
    if (error != nil) {
        // Handle error
    }
}

```

```

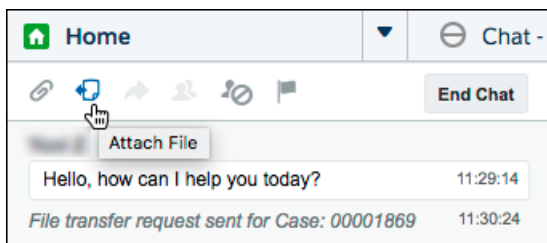
else if (available) {
    // Enable chat button
}
else {
    // Disable button or warn user that no agents are available
}
});

```

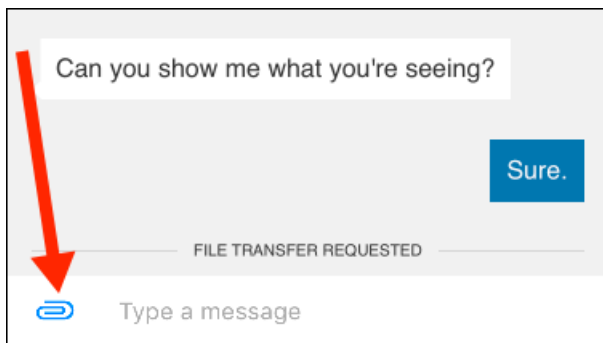
Transfer File to Agent

With Live Agent Chat, a user can transfer a file to an agent after the agent requests a file transfer.

The agent can request that the user transfer a file by clicking the **Attach File** button from the Service Cloud Console.



The user sees a **FILE TRANSFER REQUESTED** message in the app and can then send a file using the paperclip button.



No coding is necessary in your app to make this behavior work.

See [Transfer Files During a Chat](#) in Salesforce Help for details about setting up this functionality in the Service Cloud Console.

Note: If your app crashes when a user attempts to perform a file transfer, check that you've enabled the device privacy permissions for the camera and the photo library. An app will crash if these permissions are not set in Xcode. See [Install the Snap-Ins SDK for iOS](#).

Block Sensitive Data in a Chat Session

To block sending sensitive data to agents, specify a regular expression in your org's setup. When the regular expression matches text in the user's message, the matched text is replaced with customizable text before it leaves the device.

To learn more, see [Block Sensitive Data in Chats](#).

Using Case Management with the Snap-Ins SDK

Adding the Case Management experience to your mobile app.

[Case Management in the Snap-Ins SDK for iOS](#)

Learn about the Case Publisher and Case Management experience using the SDK.

[Quick Setup: Case Publisher as a Guest User](#)

To set up Case Publisher in your iOS app, point the shared instance to your community, specify a global action, customize the look and feel, and show the interface.

[Case Management as an Authenticated User](#)

To manage existing cases, a user must authenticate with your org. Once authenticated, the user can create and manage cases from your app.

[Customize the Presentation and View Controllers for Case Management](#)

The simplest way to show and hide the Case Management interface is by calling the `setInterfaceVisible` method. Alternatively, you can present the interface using a custom presentation. You can even manually control the Case Management view controllers yourself.

[Send Custom Data Using Hidden Fields](#)

You can hide specific Case-related fields in your Case Management views. This behavior is useful if you want to pass information to Service Cloud that does not require user input and that the user shouldn't see. To make this happen, implement the view controller delegates and specify the hidden fields.

[Configure Case Deflection](#)

When a user enters information about a new case – if you have a knowledge base available to that user – the SDK automatically searches that knowledge base for relevant articles and offers them to the user. You have the ability to turn this feature on and off, as well as control which case publisher fields are used to search content.

[Customize the Case Publisher Result View](#)

By default, when a user submits a new case from the Case Publisher screen, a standard success view appears. If you want to provide your users with more specific guidance after a case is created, one solution is to customize the view's message text and default image. If you'd like more control over what is displayed, you can present your own view by implementing the `viewForResult` method in the `SCSCasePublisherViewControllerDelegate` class.

[Push Notifications for Case Activity](#)

You can send push notifications from your org when activity associated with a user's case occurs. After you've set up notifications in your org, handle the notification from your app.

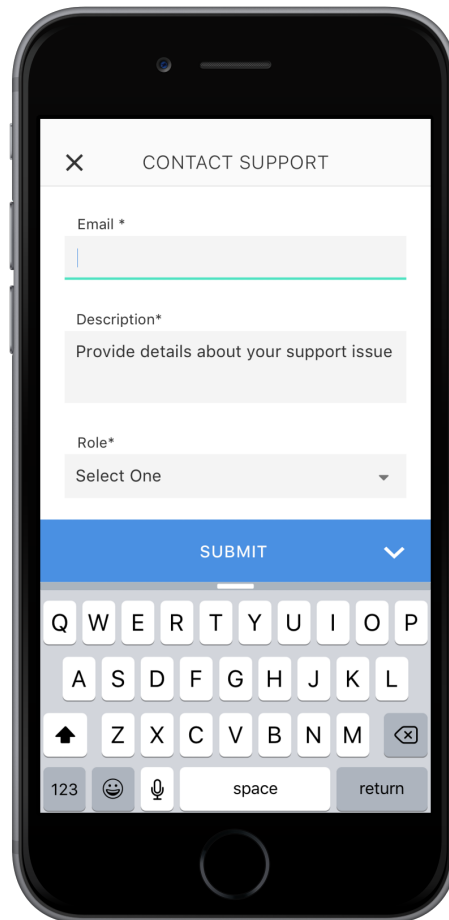
[Automated Email Responses](#)

Create automated email responses when a case is submitted from your app.

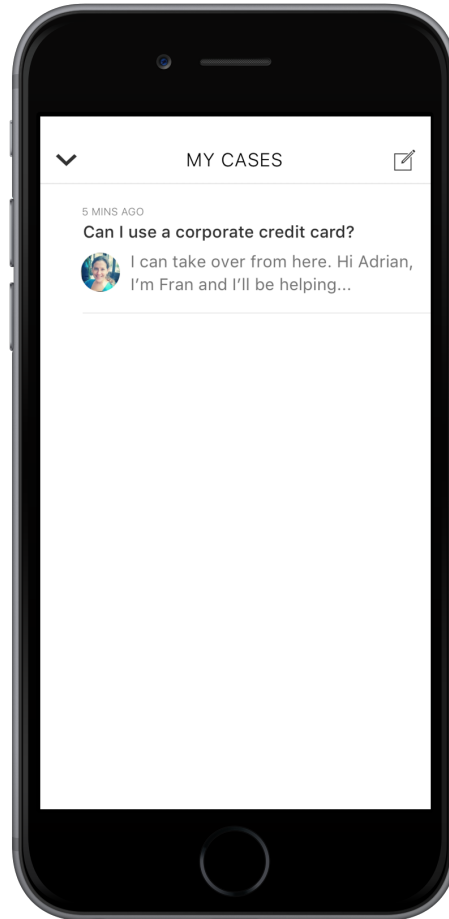
Case Management in the Snap-Ins SDK for iOS

Learn about the Case Publisher and Case Management experience using the SDK.

The Case Management feature in the SDK allows your users to create and manage cases. Once you [point your app](#) to your community URL, you can [display the case management interface](#) to your users. If you don't authenticate the user, they can still [create new cases](#) using the guest user profile. A user creates a new case with the **Case Publisher** screen:



If you [authenticate the user](#), they can also view and manage their list of cases. In the [default 'guest user' flow](#), launching the interface causes the **Case Publisher** screen to appear. From this screen, a user can create a case as an anonymous guest user. In the default 'authenticated user' flow, launching the interface causes the **Case List** screen to appear. From this screen, a user can inspect an existing case (which launches the **Case Details** screen), or create a new case (which launches the **Case Publisher** screen).



If you'd prefer, you can [manually control](#) the Case Management view controllers.

For authenticated users, you can [set up notifications](#) so they are notified when there's a new post associated with one of their existing cases. You can even set it up so that the **Case Details** screen [automatically appears](#) with the latest case activity.

You can also [customize the look and feel](#) of the interface so that it fits naturally within your app. These customizations include the ability to fine-tune the colors, the fonts, the images, and the strings used throughout the interface.

Let's get started.

Quick Setup: Case Publisher as a Guest User

To set up Case Publisher in your iOS app, point the shared instance to your community, specify a global action, customize the look and feel, and show the interface.

Before running through these steps, be sure you've already:

- Set up Service Cloud to work with Case Management. To learn more, see [Cloud Setup for Case Management](#).
- Installed the SDK. To learn more, see [Install the Snap-Ins SDK for iOS](#).

These instructions allow you to set up Case Publisher as a guest user. This functionality allows a user to publish a new case. However, a guest user cannot manage existing cases. To manage cases, you'll need to authenticate the user, which requires a few more steps. To learn more about the authenticated user setup, see [Case Management as an Authenticated User](#).

1. Import the SDK. Wherever you intend to use the Case Management SDK, be sure to import the Service Common framework and the Case Management framework.

In Swift:

```
import ServiceCore
import ServiceCases
```

In Objective-C:

```
@import ServiceCore;
#import ServiceCases;
```

2. Point the SDK to your org using an `SCSServiceConfiguration` object.

To connect your application to your organization, create an `SCSServiceConfiguration` object containing the community URL. Pass this object to the `ServiceCloud` shared instance using `SCSServiceConfiguration (community:)`.

In Swift:

```
// Create configuration object with your community URL
let config = SCSServiceConfiguration(
    community: URL(string: "https://mycommunity.example.com"!)

// Pass configuration to shared instance
ServiceCloud.shared().serviceConfiguration = config
```

In Objective-C:

```
// Create configuration object with your community URL
SCSServiceConfiguration *config = [[SCSServiceConfiguration alloc]
    initWithCommunity:[NSURL URLWithString:@"https://mycommunity.example.com"]];

// Pass configuration to shared instance
[SCServiceCloud sharedInstance].serviceConfiguration = config;
```

You can get the community URL from your Salesforce org. From Setup, search for **All Communities**, and copy the URL for the desired community. For more help, see [Cloud Setup for Case Management](#).



Note: If you plan to access Knowledge in addition to Case Management, use

`SCSServiceConfiguration (community:dataCategoryGroup:rootDataCategory:)` instead. This constructor sets up data categories in addition to setting the community URL. See [Quick Setup: Knowledge in the Snap-Ins SDK](#) in the Knowledge section for more info.

3. Assign a global action to the Case Management interface. The global action determines the fields shown when a user creates a case.

To configure the fields shown when creating a case, specify the global action name in the `caseCreateActionName` property. This code snippet illustrates how to associate the case publisher feature with the **New Case** global action layout, which is one of the default actions provided in most orgs.


In Swift:

```
ServiceCloud.shared().cases.caseCreateActionName = "NewCase"
```

In Objective-C:

```
[SCServiceCloud sharedInstance].cases.caseCreateActionName = @"NewCase";
```

You can get the global action name from your Salesforce org. From Setup, search for **Global Actions**, and copy the name of the desired quick action. For more help, see [Cloud Setup for Case Management](#).

 **Note:** Be sure that your global action is accessible to the Guest user profile. Also note that the case publisher screen does not respect field-level security for guest users. If you want to specify different security levels for different users, use different quick actions.

- (Optional) Customize the appearance with the configuration object.

You can configure the colors, fonts, and images to your interface with an `SCAppearanceConfiguration` instance. It contains the methods `setColor`, `setFontDescriptor`, and `setImage`. You can also configure the strings used throughout the interface. See [SDK Customizations with the Snap-Ins SDK for iOS](#).

- (Optional) Implement any of the Snap-ins SDK delegates.

`SCServiceCloudDelegate`


Access to general Snap-ins SDK events (for example, `willDisplayViewController`, `didDisplayViewController`, `shouldShowActionWithName`).

`SCAppearanceConfigurationDelegate`

Access to appearance-related events (for example, `appearanceConfigurationWillApplyUpdates`, `appearanceConfigurationDidApplyUpdates`).

- Show the interface from your view controller using `setInterfaceVisible`.

You can show the interface as soon as the view controller loads, or start it from a UI action.

 **Note:** If you show the interface as a guest user, the case publisher screen appears. If you choose to authenticate first (see [Case Management as an Authenticated User](#)), then the case list screen is the first thing to appear.

In Swift:

```
ServiceCloud.shared().cases.setInterfaceVisible(true,
                                                animated: true,
                                                completion: nil)
```

In Objective-C:

```
[[SCServiceCloud sharedInstance].cases setInterfaceVisible:YES
                              animated:YES
                              completion:nil];
```

By default, the interface appears as a floating dialog. Alternatively, you can present the interface using a custom presentation. You can even manually control the Case Management view controllers yourself. See [Customize the Presentation and View Controllers for Case Management](#) for more info.

For instructions on launching the interface from a web view, see [Launch the Snap-Ins SDK from a Web View in iOS](#).

Example: Swift Example

To use this example code, create a Single View Application and [Install the Snap-Ins SDK for iOS](#).

Set up the Case Management interface within the `AppDelegate` implementation.

```
import UIKit
import ServiceCore
import ServiceCases

@UIApplicationMain
```

```

class AppDelegate: UIResponder, UIApplicationDelegate {

    var window: UIWindow?

    func application(_ application: UIApplication,
        didFinishLaunchingWithOptions
        launchOptions: [UIApplicationLaunchOptionsKey: Any]?) -> Bool {

        // Point the SDK to your community
        let config =
            SCSServiceConfiguration(community:
                URL(string: "https://mycommunity.example.com")!)
            ServiceCloud.shared().serviceConfiguration = config

        // Assign global action to use for case layout
        ServiceCloud.shared().cases.caseCreateActionName = "NewCase"

        return true
    }
}

```

Using the storyboard, add a button to the view. Then add a `Touch Up Inside` action in your `UIViewController` implementation with the name `showHelp`. When the button is clicked, make the Case Management interface visible.

```

import UIKit
import ServiceCore
import ServiceKnowledge

class ViewController: UIViewController {

    @IBAction func showHelp(_ sender: AnyObject) {

        ServiceCloud.shared().cases.setInterfaceVisible(true,
            animated: true,
            completion: nil)
    }
}

```

Case Management as an Authenticated User

To manage existing cases, a user must authenticate with your org. Once authenticated, the user can create and manage cases from your app.

Before running through these steps, be sure you've already:

- Set up Service Cloud to work with Case Management. To learn more, see [Cloud Setup for Case Management](#).
- Installed the SDK. To learn more, see [Install the Snap-Ins SDK for iOS](#).

These instructions allow you to set up case management as an authenticated user. When you activate the Case Management interface for an authenticated user, a list of their existing cases appears initially. From there, they can inspect an existing case, or they can create a new case. If you do not want to authenticate users, and you prefer to let them create cases as a guest user, see [Quick Setup: Case Publisher as a Guest User](#).

1. Follow authentication instructions for this SDK: [Authentication with the Snap-Ins SDK for iOS](#).

- Review the steps in [Quick Setup: Case Publisher as a Guest User](#). The basic steps for setting up and displaying the interface still apply for authenticated users.
- Assign a Cases view name to allow authenticated users to see a list of all their existing cases.

To show a list of cases, specify the unique name for your preferred Cases view from your Salesforce org. To get this case list value, access the **Cases** tab in your org, pick the desired **View**, select **Go!** to see that view, and then select **Edit** to edit the view. From the edit window, you can see the **View Unique Name**. Use this value when you specify the `caseListName` in the SDK. For more help, see [Cloud Setup for Case Management](#).

In Swift:

```
ServiceCloud.shared().cases.caseListName = "AllOpenCases"
```

In Objective-C:

```
[SCServiceCloud sharedInstance].cases.caseListName = @"AllOpenCases";
```

- (Optional) Incorporate notifications whenever there is a new text post on an existing case and check the `caseUnreadCount` property to determine the number of unread cases.

You can send push notifications from your org when activity associated with a user's case occurs. After you've set up notifications in your org, handle the notification from your app. To learn more, see [Push Notifications for Case Activity](#).

The number of unread cases is automatically listed as a numerical badge on the Case List action button within the UI. If you want to know the number of cases with unread messages, call the `caseUnreadCount` property on the `cases` instance. This value is only accurate after the user views the Case List screen. Before that, the value is 0.

After you authenticate users, they have access to the full Case Management functionality, with easy access to information about their existing cases.

Customize the Presentation and View Controllers for Case Management

The simplest way to show and hide the Case Management interface is by calling the `setInterfaceVisible` method. Alternatively, you can present the interface using a custom presentation. You can even manually control the Case Management view controllers yourself.

In the [default 'guest user' flow](#), launching the interface causes the **Case Publisher** screen to appear. From this screen, a user can create a case as an anonymous guest user. In the default 'authenticated user' flow, launching the interface causes the **Case List** screen to appear. From this screen, a user can inspect an existing case (which launches the **Case Details** screen), or create a new case (which launches the **Case Publisher** screen). If you don't want to use a default user flow, you can manually show the Case Management view controllers.

 **Note:** The fields in the Case Publisher screen are determined by the global action specified in your org. These fields are also shown at the top of the Case Details screen. See the global action step in [Quick Setup: Case Publisher as a Guest User](#) for more info.

Activating Interface Using the Default Presentation

Use the `setInterfaceVisible` method to show the Case Management interface using the default presentation.

In Swift:

```
ServiceCloud.shared().cases.setInterfaceVisible(true,
                                                animated: true,
                                                completion: nil)
```

In Objective-C:

```
[[SCServiceCloud sharedInstance].cases setInterfaceVisible:YES
                                     animated:YES
                                     completion:nil];
```

If you just want to display the default Case Management experience, that's all you need to do. But if you'd like to access the associated view controllers, or their delegates, implement `SCServiceCloudDelegate` and supply that implementation to `ServiceCloud`.

In Swift:

```
ServiceCloud.shared().delegate = self
```

In Objective-C:

```
[SCServiceCloud sharedInstance].delegate = self;
```

In your `SCServiceCloudDelegate` implementation, use the `serviceCloud(willDisplay controller:animated:)` method to find out if it's a view controller you're interested in, and if so, assign the view controller delegate.

In Swift:

```
func serviceCloud(_ serviceCloud: ServiceCloud,
                 willDisplay controller: UIViewController,
                 animated: Bool) {

    // Case Publisher View
    if (controller is SCSCasePublisherViewController) {
        let publisherController = controller as! SCSCasePublisherViewController

        // TO DO: Implement SCSCasePublisherViewControllerDelegate
        publisherController.delegate = self

    // Case Detail View
    } else if (controller is SCSCaseDetailViewController) {
        let detailController = controller as! SCSCaseDetailViewController

        // TO DO: Implement SCSCaseDetailViewControllerDelegate
        detailController.delegate = self

    // Case List View
    } else if (controller is SCSCaseListViewController) {
        let listController = controller as! SCSCaseListViewController

        // TO DO: Implement SCSCaseListViewControllerDelegate
        listController.delegate = self
    }
}
```

In Objective-C:

```
-(void)serviceCloud:(SCServiceCloud *)serviceCloud
    willDisplayViewController:(UIViewController *)controller
        animated:(BOOL)animated {

    // Case Publisher View
    if ([controller isKindOfClass:[SCSCasePublisherViewController class]]) {
```

```

SCSCasePublisherViewController *casePublisherController =
    (SCSCasePublisherViewController *)controller;

// TO DO: Implement SCSCasePublisherViewControllerDelegate
casePublisherController.delegate = self;

// Case Detail View
} else if ([controller isKindOfClass:[SCSCaseDetailViewController class]]) {
    SCSCaseDetailViewController *caseDetailController =
        (SCSCaseDetailViewController *)controller;

    // TO DO: Implement SCSCaseDetailViewControllerDelegate
    caseDetailController.delegate = self;

// Case List View
} else if ([controller isKindOfClass:[SCSCaseListViewController class]]) {
    SCSCaseListViewController *caseListController =
        (SCSCaseDetailViewController *)controller;

    // TO DO: Implement SCSCaseListViewControllerDelegate
    caseListController.delegate = self;
}
}
}

```

You now have access to the view controllers and their delegates.

Activating Interface Using a Custom Transitioning Delegate

You can also present the interface using a custom transitioning animation and custom presentation. Implement a `UIViewControllerTransitioningDelegate`.

1. Supply the `ServiceCloud` shared instance with your `SCServiceCloudDelegate` implementation.

In Swift:

```
ServiceCloud.shared().delegate = mySCServiceCloudDelegate
```

In Objective-C:

```
[SCServiceCloud sharedInstance].delegate = mySCServiceCloudDelegate;
```

2. Implement the `serviceCloud(transitioningDelegateForPresentedController:presenting:)` method in your delegate and return a custom `UIViewControllerTransitioningDelegate` from this method.

In Swift:

```

func serviceCloud(_ serviceCloud: ServiceCloud,
                 transitioningDelegateForPresentedController
                 presentedController: UIViewController,
                 presenting presentingController: UIViewController)
    -> UIViewControllerTransitioningDelegate? {

    // TO DO: Put your logic here and then return your transitioning delegate...

    return myTransitioningDelegate
}

```

In Objective-C:

```
- (NSObject<UIViewControllerTransitioningDelegate> *)
    serviceCloud:(SCServiceCloud *)serviceCloud
    transitioningDelegateForViewController:(UIViewController *)controller {
    // TO DO: Put your logic here and then return your transitioning delegate...


    return myTransitioningDelegate;
}
```

Showing or Customizing the View Controllers

Instead of having the SDK manage the flow from one view to the next, you can instantiate any of the view controllers and display it manually. When instantiating a view controller, be sure to implement the associated delegate and pass that delegate to the view controller (using the `delegate` property). The delegates allow you to override the default behavior for the views.

If you don't want to manually instantiate a view controller but you still want the ability to control its behavior, implement the `serviceCloud(willDisplay controller:animated:)` and `serviceCloud(didDisplay controller:animated:)` methods of `SCServiceCloudDelegate`. You can access the view controllers from those methods.

Feature	View Controller	Delegate
Case Publisher — for creating new cases	SCSCasePublisherViewController	SCSCasePublisherViewControllerDelegate
Case List — for viewing a list of a user's cases	SCSCaseListViewController	SCSCaseListViewControllerDelegate
Case Details — for inspecting the details of one case	SCSCaseDetailViewController	SCSCaseDetailViewControllerDelegate

 **Note:** If you manually display the **Case List** view controller ([SCSCaseListViewController](#)), you'll also need to manually display the **Case Detail** view controller ([SCSCaseDetailViewController](#)). When a user selects a case from the case list, present your **Case Detail** view controller from the `caseList(selectedCaseWithId:)` method in your [SCSCaseListViewControllerDelegate](#) implementation. If you don't do this, nothing will happen when a user selects a specific case in the case list!

If you choose to manually launch the Case Management view controllers, you can't take advantage of the notification-handling mechanism provided by the SDK (using `showInterface(for:)`). See [Notifications with the Snap-Ins SDK for iOS](#).

For a use case that involves custom view controllers, see [Send Custom Data Using Hidden Fields](#).

Send Custom Data Using Hidden Fields

You can hide specific Case-related fields in your Case Management views. This behavior is useful if you want to pass information to Service Cloud that does not require user input and that the user shouldn't see. To make this happen, implement the view controller delegates and specify the hidden fields.

Before getting started, you'll need to be sure that your global action layout (that you specified with the `caseCreateActionName` property as described in [Quick Setup: Case Publisher as a Guest User](#)) contains the fields you want to hide. This layout is used for both the Case Publisher screen (where users can fill in values for the fields) and the Case Details screen (where users can view the field values). To learn more about quick actions, see [Create Global Quick Actions](#) in Salesforce Help.

Once you have the correct fields in your layout, there are two approaches to hiding specific fields:

1. Use the default Case Management view controllers, but implement the view controller delegates.
2. Instantiate (and display) the view controllers yourself, and also implement the view controller delegates.

The first method is useful if you don't want to manually display the views yourself—you simply want to hide specific fields. The second method is useful if you want more control over how and when to display the views. Details about each of the two methods are described later in this section.

Regardless of which method you choose, you'll need to implement the Case Management view controller delegates.

Implementing the Delegates

To affect which fields are shown in your Case Publisher view, implement the [SCSCasePublisherViewControllerDelegate](#). Use `casePublisher(fieldsToHideFromCaseFields:)` to specify which fields to hide. This method passes you an array of available fields to hide. This array contains the unique API name for each field (which is not necessarily the label text for the field). From this array, return a set of fields to hide.

In Swift:

```
func casePublisher(_ publisher: SCSCasePublisherViewController,
                  fieldsToHideFromCaseFields availableFields: [String])
    -> Set<String> {

    let hideFieldSet: Set = ["MyHiddenField", "MyOtherHiddenField"]
    return hideFieldSet
}
```

In Objective-C:

```
- (NSSet *)casePublisher:(SCSCasePublisherViewController *)publisher
    fieldsToHideFromCaseFields:(NSArray *)availableFields {

    NSMutableSet *hideFieldsSet = [NSMutableSet setWithObjects: @"MyHiddenField",
                                                                @"MyOtherHiddenField", nil];

    return hideFieldsSet;
}
```

You'll also need to implement the `casePublisher(valuesForHiddenFields:)` method, where you specify what values to use for each hidden field. This method passes you the set of hidden fields (that you specified earlier), and you'll need to provide a dictionary associating each hidden field with a value.

In Swift:

```
func casePublisher(_ publisher: SCSCasePublisherViewController,
                  valuesForHiddenFields hiddenFields: Set<String>)
    -> [String : Any] {

    let hideValues: [String: String] = [
        "MyHiddenField" : "The value for my hidden field.",
        "MyHiddenField" : "Another value for hidden field."
    ]


    return hideValues
}
```


In Objective-C:

```
- (NSDictionary *)casePublisher:(SCSCasePublisherViewController *)publisher
    valuesForHiddenFields:(NSSet *)hiddenFields {

    NSDictionary *hideValues = @{
        @"MyHiddenField": @"The value for my hidden field.",
        @"MyHiddenField": @"Another value for hidden field."
    };

    return hideValues;
}
```

 **Note:** Be sure that you specify valid values for hidden fields! If you specify an invalid value, case submission will fail and it will be unclear to the user why it happened.

If you support [authenticated users](#) and you hide fields from Case Publisher, you should also hide those fields from the Case Details view. To do this, use a similar approach and implement [SCSCaseDetailViewControllerDelegate](#). Use [caseDetail\(fieldsToHideFromCaseFields:\)](#) to specify which fields to hide.

In Swift:

```
func caseDetail(_ caseDetailController: SCSCaseDetailViewController,
    fieldsToHideFromCaseFields availableFields: [String])
    -> Set<String> {
    let hideFieldSet: Set = ["MyHiddenField", "MyOtherHiddenField"]
    return hideFieldSet
}
```

In Objective-C:

```
- (NSSet *)caseDetail:(SCSCaseDetailViewController *)caseDetailController
    fieldsToHideFromCaseFields:(NSArray *)availableFields {

    NSSet *hideFieldsSet = [NSSet setWithObjects:@"MyHiddenField",
        @"MyOtherHiddenField", nil];

    return hideFieldsSet;
}
```

There is no method in this delegate to specify values for hidden fields (as there is in the Case Publisher view controller delegate), because the Case Details view only shows a read-only version of these fields.

Once you've implemented your delegates, you can wire them up with one of two methods.

Method 1: Using the Default View Controllers

If you want to use the default view controllers, you'll need to find out when the view controllers are going to be shown so that you can associate your delegate implementation with the right view controller. To do this, implement [SCServiceCloudDelegate](#) and supply that implementation to [ServiceCloud](#).

In Swift:

```
ServiceCloud.shared().delegate = self
```

In Objective-C:

```
[SCServiceCloud sharedInstance].delegate = self;
```

In your `SCServiceCloudDelegate` implementation, use the `serviceCloud(willDisplay controller:animated:)` method to find out if it's a view controller you're interested in, and if so, assign the view controller delegate.

In Swift:

```
func serviceCloud(_ serviceCloud: ServiceCloud,
                 willDisplay controller: UIViewController,
                 animated: Bool) {

    if (controller is SCSCasePublisherViewController) {
        let publisherController = controller as! SCSCasePublisherViewController
        publisherController.delegate = self
    } else if (controller is SCSCaseDetailViewController) {
        let detailController = controller as! SCSCaseDetailViewController
        detailController.delegate = self
    }
}
```

In Objective-C:

```
-(void)serviceCloud:(SCServiceCloud *)serviceCloud
    willDisplayViewController:(UIViewController *)controller
    animated:(BOOL)animated {


    if ([controller isKindOfClass:[SCSCasePublisherViewController class]]) {
        SCSCasePublisherViewController *casePublisherController =
            (SCSCasePublisherViewController *)controller;
        casePublisherController.delegate = self;
    } else if ([controller isKindOfClass:[SCSCaseDetailViewController class]]) {
        SCSCaseDetailViewController *caseDetailController =
            (SCSCaseDetailViewController *)controller;
        caseDetailController.delegate = self;
    }
}
```

Once you've assigned your delegates, you'll no longer see the hidden fields.

Method 2: Instantiating the View Controllers

You can also instantiate all the view controllers yourself and display them manually. You'll still need to implement the delegates using this method.

Feature	View Controller	Delegate
Case Publisher — for creating new cases	SCSCasePublisherViewController	SCSCasePublisherViewControllerDelegate
Case List — for viewing a list of a user's cases	SCSCaseListViewController	SCSCaseListViewControllerDelegate
Case Details — for inspecting the details of one case	SCSCaseDetailViewController	SCSCaseDetailViewControllerDelegate

 **Note:** If you manually display the **Case List** view controller (`SCSCaseListViewController`), you'll also need to manually display the **Case Detail** view controller (`SCSCaseDetailViewController`). When a user selects a case from the case list, present your **Case Detail** view controller from the `caseList(selectedCaseWithId:)` method in your `SCSCaseListViewControllerDelegate` implementation. If you don't do this, nothing will happen when a user selects a specific case in the case list!

Once you've instantiated a view controller, assign your delegate using the `delegate` property on that controller. Keep in mind that you'll need to display the Case Detail view controller from the `caseList(selectedCaseWithId:)` method in your `SCSCaseListViewControllerDelegate` implementation.

In Swift:

```
func caseList(_ caseList: SCSCaseListViewController,
              selectedCaseWithId caseId: String) {

    let controller = SCSCaseDetailViewController(caseId: caseId)
    controller.delegate = self
    caseList.navigationController!.pushViewController(controller, animated: true)
}
```

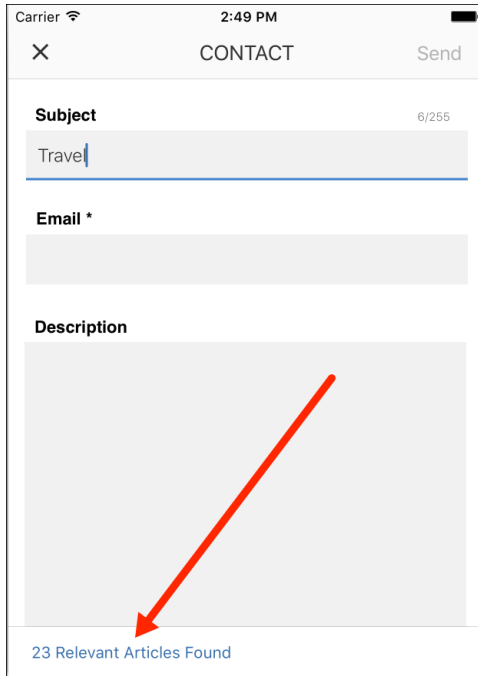
In Objective-C:

```
- (void)caseList:(SCSCaseListViewController*) caseList
    selectedCaseWithId:(NSString*) caseId {

    SCSCaseDetailViewController *controller =
        [[SCSCaseDetailViewController alloc] initWithCaseId:caseId];
    controller.delegate = self;
    [caseList.navigationController pushViewController:controller animated:YES];
}
```

Configure Case Deflection

When a user enters information about a new case – if you have a knowledge base available to that user – the SDK automatically searches that knowledge base for relevant articles and offers them to the user. You have the ability to turn this feature on and off, as well as control which case publisher fields are used to search content.



By default, this feature is enabled and it searches the Subject and Description fields for relevant articles using those search terms. You can change this behavior using methods in the `SCSCasePublisherViewControllerDelegate` class. This is the delegate class for `SCSCasePublisherViewController`. You can point the `SCSCasePublisherViewController` instance to your delegate implementation in one of two ways:

1. If you are displaying the Case Publisher using the default presentation (that is, using the `setInterfaceVisible` method), refer to the **Activating Interface Using the Default Presentation** section of [Customize the Presentation and View Controllers for Case Management](#).
2. If you are displaying the Case Publisher by manually presenting the view controller, refer to the **Showing or Customizing the View Controllers** section of [Customize the Presentation and View Controllers for Case Management](#).

You can turn case deflection on and off with the `shouldEnableCaseDeflection(forPublisher:)` method. You can control which fields are used for searching knowledge base articles using the `casePublisher(fieldsForCaseDeflection:)` method.

In Swift:

```
func casePublisher(_ publisher: SCSCasePublisherViewController,
                  fieldsForCaseDeflection availableFields: [String])
    -> Set<String> {

    // Create the complete set of fields we want to use to search knowledge base
    let deflectionSearch: Set<String> = ["CustomSubject__c", "CustomDescription__c"]

    // Now build the list of fields that are confirmed to be within
    // the existing case publisher layout
    var deflectionSearchFieldsInLayout = [String]()
    for field: String in deflectionSearch {
        if (availableFields.contains(field)) {
            deflectionSearchFieldsInLayout.append(field)
        }
    }
}
```

```
// Return the list of fields
return Set(deflectionSearchFieldsInLayout)
}
```


In Objective-C:

```
- (NSSet<NSString *> *)casePublisher:(SCSCasePublisherViewController *)publisher
    fieldsForCaseDeflection:(NSArray<NSString *> *)availableFields {

    // Create the complete set of fields we want to use to search knowledge base
    NSMutableSet *deflectionSearch =
        [NSSet setWithObjects:@"CustomSubject__c", @"CustomDescription__c", nil];

    // Now build the list of fields that are confirmed to be within
    // the existing case publisher layout
    NSMutableSet *deflectionSearchFieldsInLayout = [NSMutableSet new];
    for (NSString *field in deflectionSearch) {
        if ([availableFields containsObject:field]) {
            [deflectionSearchFieldsInLayout addObject:field];
        }
    }

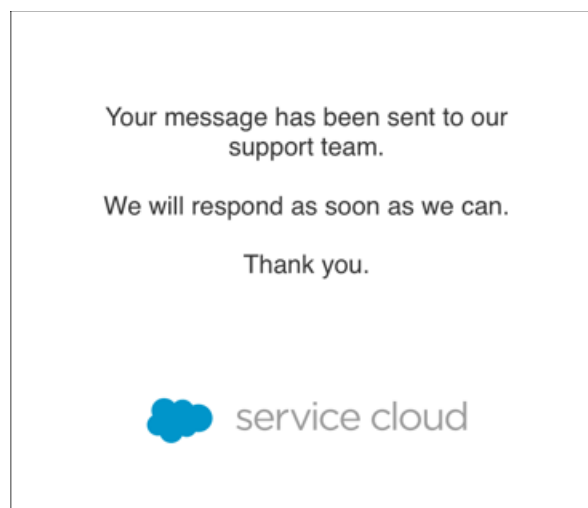
    // Return the list of fields
    return deflectionSearchFieldsInLayout;
}
```

 **Note:** Before you can use case deflection, be sure to configure your environment with a category group and root data category (using the [SCSServiceConfiguration](#) object). For more information, see [Quick Setup: Knowledge in the Snap-Ins SDK](#).

Customize the Case Publisher Result View

By default, when a user submits a new case from the Case Publisher screen, a standard success view appears. If you want to provide your users with more specific guidance after a case is created, one solution is to customize the view's message text and default image. If you'd like more control over what is displayed, you can present your own view by implementing the `viewForResult` method in the `SCSCasePublisherViewControllerDelegate` class.

The default Case Publisher success view contains this content:



To customize the standard message text (`ServiceCloud.CasePublisher.SuccessMessage`) and the image (`CaseSubmitSuccess`), see [Customize and Localize Strings with the Snap-Ins SDK](#) and [Customize Images with the Snap-Ins SDK](#) for instructions.

To create your own view:

1. Implement the `SCSCasePublisherViewControllerDelegate` class.

Implement the `casePublisher(viewFor:withCaseId:error:)` method where you create your custom view and return it to the SDK. If you don't implement this method (or if you return `nil`), the SDK presents the default view.

In Swift:


```
func casePublisher(_ publisher: SCSCasePublisherViewController,
                  viewFor result: SCSCasePublisherResult,
                  withCaseId caseId: String?,
                  error: Error?)
    -> UIView? {

    let myResultView = // TO DO: Create my custom view
    return myResultView
}
```

In Objective-C:

```
- (UIView *)casePublisher:(SCSCasePublisherViewController *)publisher
    viewForResult:(SCSCasePublisherResult)result
    withCaseId:(nullable NSString *)caseId
    error:(nullable NSError *)error {

    UIView* myResultView = // TO DO: Create my custom view
    return myResultView;
}
```

 **Note:** The SDK only calls the `casePublisher(viewFor:withCaseId:error:)` method when a case submission is successful.

2. Register your delegate class with the `SCSCasePublisherViewController`.

The process for registering your delegate class is different depending on whether you're manually instantiating a Case Publisher view controller or whether you're using the default view controller.

- a. If you're manually instantiating a Case Publisher view controller, register your delegate with the `delegate` property of this class. For more information, see [Customize the Presentation and View Controllers for Case Management](#).
- b. If you're not manually instantiating the Case Publisher view controller, you can get the default view controller using the Service Cloud delegate.

Implement `SCServiceCloudDelegate` and supply that implementation to `ServiceCloud`.

In Swift:

```
ServiceCloud.shared().delegate = self
```

In Objective-C:

```
[SCServiceCloud sharedInstance].delegate = self;
```

In your `SCServiceCloudDelegate` implementation, use the `serviceCloud(willDisplay controller:animated:)` method to find the `SCSCasePublisherViewController` class and register your view controller delegate.

In Swift:

```
func serviceCloud(_ serviceCloud: ServiceCloud,
                 willDisplay controller: UIViewController,
                 animated: Bool) {

    if controller is SCSCasePublisherViewController {

        let publisherController = controller as! SCSCasePublisherViewController

        publisherController.delegate = // TO DO: Specify your case publisher delegate
    }
}
```

In Objective-C:

```
- (void)serviceCloud:(SCServiceCloud *)serviceCloud
    willDisplayViewController:(UIViewController *)controller
    animated:(BOOL)animated {

    if ([controller isKindOfClass:[SCSCasePublisherViewController class]]) {

        SCSCasePublisherViewController *casePublisherController =
            (SCSCasePublisherViewController *)controller;

        casePublisherController.delegate = // TO DO: Specify your case publisher delegate
    }
}
```

After you supply your view to the Snap-ins SDK, the SDK presents it when a case is submitted.

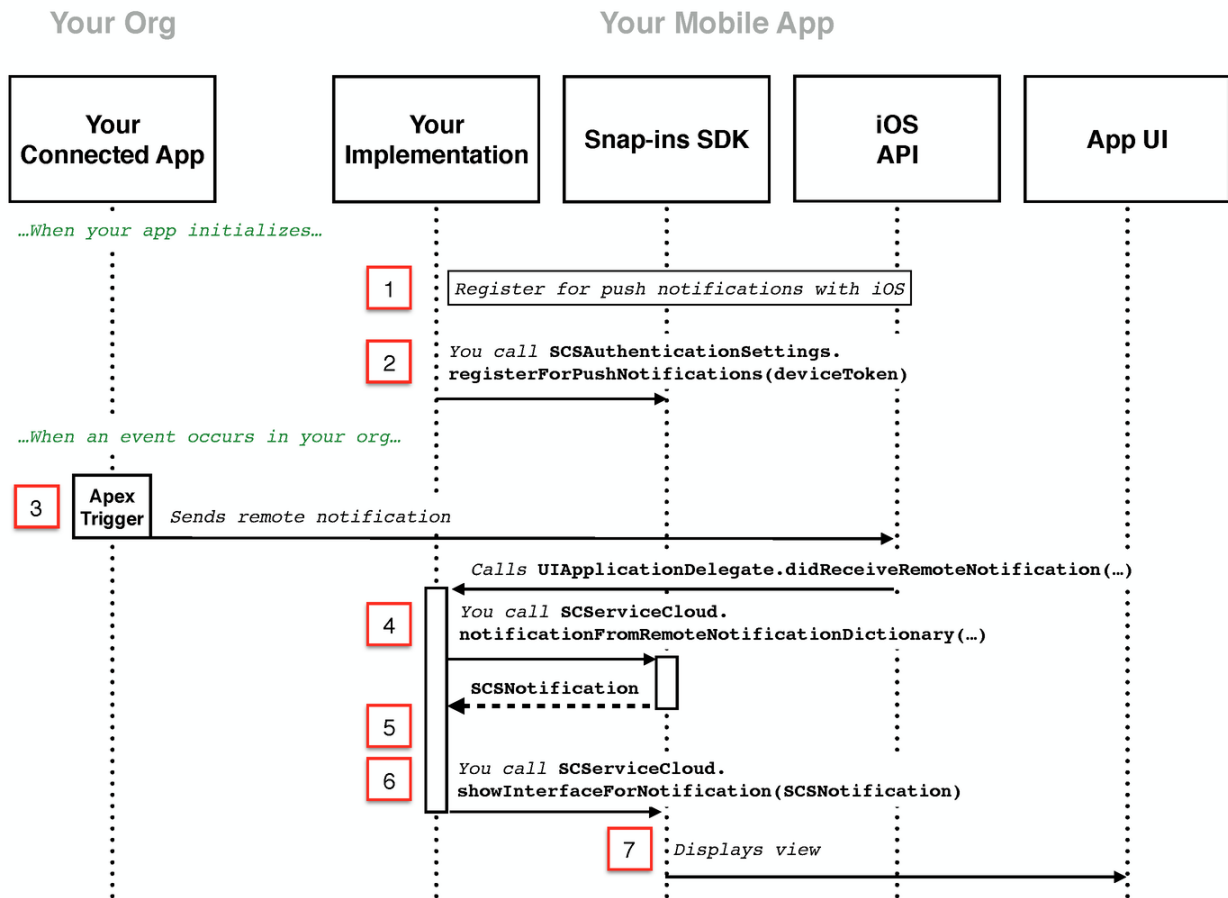
Push Notifications for Case Activity

You can send push notifications from your org when activity associated with a user's case occurs. After you've set up notifications in your org, handle the notification from your app.

Before you begin, set up your app for authenticated Case Management, as described in [Case Management as an Authenticated User](#).

When building your app, you may have remote notifications arrive from your Salesforce org. You can ask the SDK whether it can handle a notification, and if it can, you can tell the SDK to show the appropriate view.

The following sequence diagram illustrates a scenario where an Apex trigger sends a notification to your app and your app displays the associated view.



1. Set up the push notification mechanism for your iOS app. To learn more, see [Notifications](#) in the Apple documentation. Make sure that you register for push notifications and that the user is prompted to allow notifications. When iOS calls you back with `UIApplicationDelegate.didRegisterForRemoteNotificationsWithDeviceToken`, hold onto the `deviceToken` object.
2. After authentication, call the `registerForPushNotifications` method on your `SCSAuthenticationSettings` instance using the `deviceToken` object from the previous step. To learn more about authentication, see [Authentication with the Snap-Ins SDK for iOS](#).
3. Create an Apex trigger in your org to detect activity.

For general information about Apex triggers, see [Using Apex Triggers to Send Push Notifications](#) in the [Salesforce Mobile Push Notifications Implementation Guide](#).

You can use the following sample Apex code as a starting point. This Chatter Feed Item trigger sends a notification when an agent creates a text post on a case.

```
// THIS APEX TRIGGER IS PROVIDED AS AN EXAMPLE. BE SURE TO REVIEW
// YOUR CODE BEFORE PUTTING ANYTHING INTO PRODUCTION.

trigger newCaseFeedItemNotification on FeedItem (after insert) {

    for(FeedItem feedItem : Trigger.new) {
```



```

try {

    Schema.SObjectType objectType = feedItem.parentId.getSObjectType();

    if(feedItem.body == null ) {
        // Don't push if we have no body.
        break;
    }

    // Ensure Case type
    if (objectType == Case.sObjectType) {

        Case cs = [SELECT contactId, ownerId, caseNumber, subject
                    FROM Case
                    WHERE id = :feedItem.parentId];
        Set<String> users = new Set<String>();

        // Determine who created or inserted this feed item
        String commentedById = feedItem.CreatedById;
        if (commentedById == null) {
            commentedById = feedItem.InsertedById;
            if (commentedById == null) {
                commentedById = feedItem.LastEditById;
            }
        }

        // If the FeedItem was not created by the owner, send to the owner
        if (cs.ownerId != null && !cs.ownerId.equals(commentedById)) {

            // Ensure the user has access to the feed item before pushing
            List<UserRecordAccess> accessList = [SELECT HasReadAccess, RecordId
                                                FROM UserRecordAccess
                                                WHERE UserId = :cs.ownerId
                                                AND RecordId = :feedItem.Id LIMIT 1];
            if (accessList != null && !accessList.isEmpty()
                && accessList[0].HasReadAccess) {
                users.add(cs.ownerId);
            }
        }

        // If the FeedItem was not created by the contact on the case send to the contact

        if (cs.contactId != null && !cs.contactId.equals(commentedById)) {

            // Ensure the user has access to the feed item before pushing
            List<UserRecordAccess> accessList = [SELECT HasReadAccess, RecordId
                                                FROM UserRecordAccess
                                                WHERE UserId = :cs.contactId
                                                AND RecordId = :feedItem.Id LIMIT 1];
            if (accessList != null && !accessList.isEmpty()
                && accessList[0].HasReadAccess) {
                users.add(cs.contactId);
            }
        }
    }
}

```

```

// Assemble the necessary payload parameters for the mobile app.
// Params are:
// (<alert text>,<alert sound>,<badge count>,<free-form data>)
// This example doesn't use badge count but does make use of free-form
// data to pass the caseId in the notification.
// The number of notifications that haven't been acted
// upon by the intended recipient is best calculated
// at the time of the push. This timing helps
// ensure accuracy across multiple target devices.

// If subject is not set, use '(No Subject)'
String subject = cs.subject;
if (subject == null) {
    subject = '(No Subject)';
}

String alertText = 'New comment added to case: ' + subject;

// Add the caseId so we can handle the push notification within the app
Map<String, Object> freeFormData = new Map<String, Object>();
freeFormData.put('caseid', cs.id);

// Add any other free form data here...

// Create the payload
Messaging.PushNotification msg = new Messaging.PushNotification();

// Format for apple devices
Map<String, Object> payload =
    Messaging.PushNotificationPayload.apple(alertText, '', null, freeFormData);


// Add payload to the notification
msg.setPayload(payload);

// Needs to match your connected app name
msg.send('YourConnectedAppName', users);
}
}
catch (Exception e) {
    // Catch everything to ensure push failures do not prevent posts from succeeding.

    // TO DO: Add logging here to record errors or display an error message.
}
} // end of for loop
}

```

When this notification is sent to your app, you can have the SDK handle this notification for you. The SDK can display the Case Details or Case List screen for an authenticated user with the relevant case information showing.

 **Note:** If you want the SDK to handle the notification for you, your free-form data **must** contain the case ID, as shown in the code snippet. Without this information, the SDK cannot interpret the contents of the notification.

- When you receive a remote notification (from your app delegate's `didReceiveRemoteNotification` method), pass notification information to `notification(fromRemoteNotificationDictionary:)` to determine whether the SDK can handle the notification.

In Swift:

```
func application(_ application: UIApplication,
    didReceiveRemoteNotification userInfo: [AnyHashable : Any],
    fetchCompletionHandler completionHandler: @escaping (UIBackgroundFetchResult)
    -> Void) {

    let notification =
        ServiceCloud.shared().notification(fromRemoteNotificationDictionary: userInfo)

    // TO DO: Handle notification here
}
```

In Objective-C:

```
- (void)application:(UIApplication *)application
    didReceiveRemoteNotification:(NSDictionary *)userInfo
    fetchCompletionHandler:(void (^)(UIBackgroundFetchResult))completionHandler {

    SCSNotification *notification =
        [[SCServiceCloud sharedInstance]
        notificationFromRemoteNotificationDictionary:userInfo];

    // TO DO: Handle notification here
}
```

This method returns `nil` if the SDK can't handle the notification; it returns an `SCSNotification` object if it *can* handle the notification.

- (Optional) If you want to handle the notification by yourself (like to display your own view), you can inspect the notification type to determine what feature area the notification is associated with. This property returns a `SCSNotificationType` enum.

```
notification.notificationType
```

When dealing with case activity notifications, this value is `SCSNotificationTypeCase`.


- If you want the SDK to handle the notification for you, call `showInterface(for:)` and pass in the `SCSNotification` object.

In Swift:

```
ServiceCloud.shared().showInterface(for: notification!)
```

In Objective-C:

```
[[SCServiceCloud sharedInstance] showInterfaceForNotification:notification];
```

 **Note:** If you choose to manually launch the Case Management view controllers, you can't take advantage of the notification-handling mechanism provided by the SDK (using `showInterface(for:)`). See [Customize the Presentation and View Controllers for Case Management](#).


- The SDK displays or updates the relevant view for the notification.

When dealing with case activity notifications, this command displays the Case List or Case Details screen (depending on the notification), showing the relevant case information. If the appropriate screen is already showing, it refreshes.

Automated Email Responses

Create automated email responses when a case is submitted from your app.

If you'd like to create an automated response when a user of your app submits a case, you can set up a **Case Auto-Response Rule**. To learn more, see the documentation on Salesforce Help: [Set Up Auto-Response Rules](#).

 **Note:** When creating an auto-response rule for guest users, be sure to add the **Web Email** field to the action layout that you've specified with the `caseCreateActionName` property. This field is used for the email response.

Once you've created the rule, a user who submits a case from your app receives an automated response.

Using SOS with the Snap-Ins SDK

Adding the SOS experience to your mobile app.

[SOS in the Snap-Ins SDK for iOS](#)

Learn about the SOS experience using the SDK.

[Quick Setup: SOS in the Snap-Ins SDK](#)

To start an SOS session from your iOS app, use `SOSSessionManager`.

[Configure an SOS Session](#)

Before starting an SOS session, you can optionally configure the session using the `SOSOptions` object. These configuration settings allow you to enable or disable cameras, determine what screen a session starts on, specify whether network tests are performed, and control other features.

[Two-Way Video](#)

In addition to screen sharing, the SOS SDK lets your customer share their device's live camera feed with an agent. The customer's front-facing camera allows for a video conversation with an agent. The back-facing camera provides a great way for a customer to show something to an agent, rather than have to explain it.

[SOS Events and Errors](#)

Implement `SOSDelegate` to be notified about state changes made before, during, and after an SOS call. This delegate also allows you to listen for error conditions so you can present alerts to the user when applicable.

[Quality-of-Service Events](#)

Check your audio and video quality-of-service (QoS) to detect packet loss and other streaming issues between the OpenTok media router and your org.

[Check SOS Agent Availability](#)

Before starting a session, you can check the availability of your SOS agents and then provide your users with more accurate expectations.

[Enable and Disable Screen Sharing](#)

There are some scenarios where you may want to programmatically turn off screen sharing in mid-session. You can enable and disable screen sharing using the `screenSharing` property.

[Field Masking](#)

If an application contains sensitive information that an agent shouldn't see during an SOS session, you can hide this information from the agent.

Custom Data

Use custom data to identify customers, send error messages, issue descriptions, or identify the page the SOS session was initiated from.

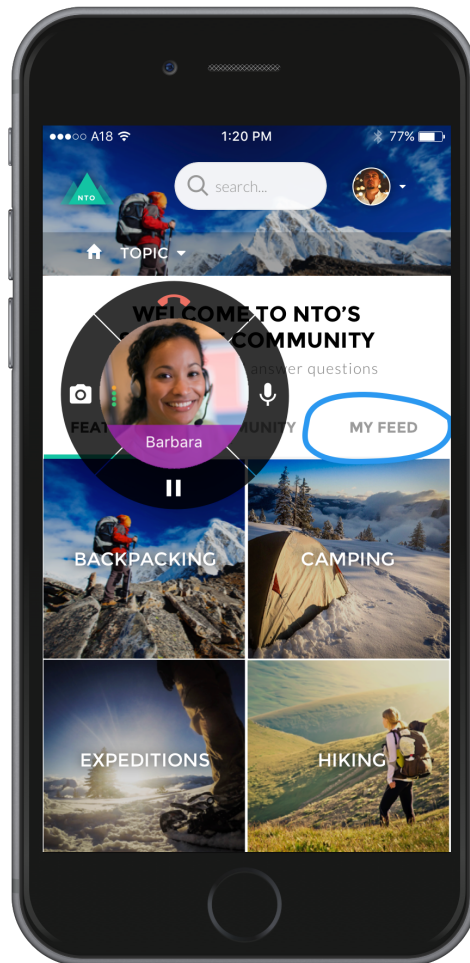
Replace the SOS UI

If you'd like to customize the SOS UI, you can create your own UI by subclassing the `UIViewController` class associated with that phase of the SOS session.

SOS in the Snap-Ins SDK for iOS

Learn about the SOS experience using the SDK.

SOS lets you easily add real-time video and screen sharing support to your native iOS app. Once you've [set up Service Cloud for SOS](#), it takes [just a few calls to the SDK](#) to have your app ready to handle agent calls and to support screen sharing. With screen sharing, agents can even make annotations directly on the customer's screen.



And with just a few more [configuration](#) changes, you can provide [two-way video support](#) from your app. This functionality can include front-facing camera support, back-facing camera support, or both.



There are several other ways you can set up your SOS environment, including [masking sensitive fields](#) and [passing custom data back to your org](#).

You can also [customize the look and feel](#) of the interface so that it fits naturally within your app. These customizations include the ability to fine-tune the colors, the fonts, the images, and the strings used throughout the interface.

Check out [SOS Events and Errors](#) for information about how to handle event changes. In particular, you'll want to listen for error conditions and present alerts to the user when applicable.

Let's get started.

Quick Setup: SOS in the Snap-Ins SDK

To start an SOS session from your iOS app, use `SOSessionManager`.

Before running through these steps, be sure you've already:

- Set up Service Cloud to work with SOS. To learn more, see [Console Setup for SOS](#).
- Installed the SDK. To learn more, see [Install the Snap-Ins SDK for iOS](#).

Once you've reviewed these prerequisites, you're ready to begin.

1. Import the SDK. Wherever you intend to use the SOS SDK, be sure to import the Service Common framework and the SOS framework.

In Swift:

```
import ServiceCore
import ServiceSOS
```

In Objective-C:

```
@import ServiceCore;
#import ServiceSOS;
```


2. Create an `SOSOptions` object with information about your LiveAgent pod, your Salesforce org ID, and the deployment ID.

In Swift:

```
let options = SOSOptions(liveAgentPod: "YOUR-POD-NAME",
                        orgId: "YOUR-ORG-ID",
                        deploymentId: "YOUR-DEPLOYMENT-ID")
```

In Objective-C:

```
SOSOptions *options = [SOSOptions optionsWithLiveAgentPod:@"YOUR-POD-NAME"
                                                orgId:@"YOUR-ORG-ID"
                                                deploymentId:@"YOUR-DEPLOYMENT-ID"];
```

 **Note:** You can get the required parameters for this method from your Salesforce org. If your Salesforce admin hasn't already set up SOS in Service Cloud or you need more guidance, see [Console Setup for SOS](#).

3. (Optional) Specify additional configuration settings before starting a session.

Before starting an SOS session, you can optionally configure the session using the `SOSOptions` object. These configuration settings allow you to enable or disable cameras, determine what screen a session starts on, specify whether network tests are performed, and control other features. To learn more, see [Configure an SOS Session](#).

4. (Optional) Customize the appearance with the configuration object.

You can configure the colors, fonts, and images to your interface with an `SCAppearanceConfiguration` instance. It contains the methods `setColor`, `setFontDescriptor`, and `setImage`. You can also configure the strings used throughout the interface. See [SDK Customizations with the Snap-Ins SDK for iOS](#).

5. To start an SOS session, call `startSession` on the `SOSSessionManager` shared instance.

You can start a session when the view controller loads, or from a UI action.


In Swift:

```
ServiceCloud.shared().sos.startSession(with: options)
```

In Objective-C:

```
[[SCServiceCloud sharedInstance].sos startSessionWithOptions:options];
```

You can provide an optional completion block to execute code when the session has been fully connected to all services. During a successful session initialization, the SDK calls the completion block at the point that the session is active and the user is waiting for an agent to join. If there is a failure, the SDK calls the completion block with the associated error.

 **Note:** If your app crashes when it is in the process of connecting to an SOS session, check that you've enabled the device privacy permissions for the camera and the microphone. An app will crash if these permissions are not set in Xcode. See [Install the Snap-Ins SDK for iOS](#).

For instructions on launching the interface from a web view, see [Launch the Snap-Ins SDK from a Web View in iOS](#).

6. Listen for events and handle error conditions.

You can listen for state changes that occur during a session life cycle by implementing `SOSDelegate` methods. Register this delegate using the `add(delegate: SOSDelegate!)` method on your SOS instance (from `ServiceCloud`). In particular,

we suggest that you implement the `sos(didStopWith:error:)` method to handle session termination. See [SOS Events and Errors](#).

 **Note:** The SDK doesn't show an alert when a session fails to start, or when a session ends. It's your responsibility to listen to events and display an error when appropriate.

7. (Optional) If you want to programmatically stop a session, call the `stopSession` method on the `SOSSessionManager` shared instance.

In Swift:

```
ServiceCloud.shared().sos.stopSession()
```

In Objective-C:

```
[[SCServiceCloud sharedInstance].sos stopSession];
```

Alternatively, you can call the `stopSession(completion:)` method with a completion block.

For additional details on customizing the SOS experience in your app, see the other topics covered in [Using SOS with the Snap-Ins SDK](#). If you run into network issues while connecting with an agent, see [SOS Network Troubleshooting Guide](#).

 **Example:** To use this example code, create a Single View Application and [Install the Snap-Ins SDK for iOS](#).

Use the storyboard to add a button to the view. Add a `Touch Up Inside` action in your `UIViewController` implementation with the name `startSOS`. In the view controller code:

- Implement the `SOSDelegate` protocol so that you can be notified when there are errors or state changes.
- Specify `self` as an SOS delegate.
- Start an SOS session in the button action.
- Implement the `sos(didStopWith:error:)` method and show a dialog when appropriate.

In Swift:

```
import UIKit
import ServiceCore
import ServiceSOS

class ViewController: UIViewController, SOSDelegate {

    override func viewDidLoad() {
        super.viewDidLoad()

        // Add our SOS delegate
        ServiceCloud.shared().sos.add(self)
    }

    @IBAction func startSOS(sender: AnyObject) {

        // Create options object
        let options = SOSOptions(liveAgentPod: "YOUR-POD-NAME",
                                orgId: "YOUR-ORG-ID",
                                deploymentId: "YOUR-DEPLOYMENT-ID")

        // Start the session
        ServiceCloud.shared().sos.startSession(with: options)
    }
}
```



```

// Delegate method for session stop event.
// You can also check for fatal errors with this delegate method.
func sos(_ sos: SOSSessionManager!, didStopWith reason: SOSStopReason,
        error: Error!) {

    var title = ""
    var description = ""

    // If there's an error...
    if (error != nil) {

        switch (error as NSError).code {

            // No agents available
            case SOSErrorCode.SOSNoAgentsAvailableError.rawValue:
                title = "Session Failed"
                description = "It looks like there are no agents available. Try again later."

            // Insufficient network error
            case SOSErrorCode.SOSInsufficientNetworkError.rawValue:
                title = "Session Failed"
                description = "Insufficient network. Check network quality and try again."

            // TO DO: Use SOSErrorCode to check for ALL other error conditions
            //          in order to give a more clear explanation of the error.
            default:
                title = "Session Error"
                description = "Unknown session error."
        }

    }

    // Else if session stopped without an error condition...
    } else {

        switch reason {

            // Handle the agent disconnect scenario
            case .agentDisconnected:
                title = "Session Ended"
                description = "The agent has ended the session."

            // TO DO: Use SOSStopReason to check for
            //          other reasons for session ending...
            default:
                break
        }
    }

    // Display dialog if we have something to say...
    if (title != "") {

        let alert = UIAlertController(title: title,
                                    message: description,

```

```

        preferredStyle: .alert)
    let okAction = UIAlertAction(title: "OK",
                                style: .default,
                                handler: nil)

    alert.addAction(okAction)
    self.present(alert, animated: true, completion: nil)
}
}
}

```

In Objective-C:

```

#import <UIKit/UIKit.h>
#import ServiceCore;
#import ServicesSOS;

@interface ViewController : UIViewController <SOSDelegate>

@end

@implementation ViewController

- (void)viewDidLoad {
    [super viewDidLoad];

    // Add our SOS delegate
    [[SCServiceCloud sharedInstance].sos addDelegate:self];
}

- (IBAction)startSOS:(id)sender {

    // Create options object
    SOSOptions *options = [SOSOptions optionsWithLiveAgentPod:@"YOUR-POD-NAME"
                                                            orgId:@"YOUR-ORG-ID"
                                                            deploymentId:@"YOUR-DEPLOYMENT-ID"];

    // Start the session
    [[SCServiceCloud sharedInstance].sos startSessionWithOptions:options];
}

// Delegate method for session stop event.
// You can also check for fatal errors with this delegate method.
- (void)sos:(SOSSessionManager *)sos didStopWithReason:(SOSStopReason)reason
    error:(NSError *)error {

    NSString *title = nil;
    NSString *description = nil;

    // If there's an error...
    if (error != nil) {

        switch (error.code) {

            // No agents available
            case SOSNoAgentsAvailableError: {
                title = @"Session Failed";
            }
        }
    }
}

```

```

        description = @"It looks like there are no agents available. Try again later.";

        break;
    }

    // Network test failure
    case SOSNetworkTestError: {
        title = @"Session Failed";
        description = @"Insufficient network. Check network quality and try again.";
        break;
    }

    // TO DO: Use SOSErrorCode to check for ALL other error conditions
    //         in order to give a more clear explanation of the error.
    default: {
        title = @"Session Error";
        description = @"Unknown session error.";
        break;
    }
}

// Else if session stopped without an error condition...
} else {

    switch (reason) {

        // Handle the agent disconnect scenario
        case SOSStopReasonAgentDisconnected: {
            title = @"Session Ended";
            description = @"The agent has ended the session.";
            break;
        }

        // TO DO: Use SOSStopReason to check for
        //         other reasons for session ending...
        default: {
            break;
        }
    }
}

// Display dialog if we have something to say...
if (title != nil) {
    UIAlertController *alert = [UIAlertController
                               alertControllerWithTitle:title
                               message:description
                               preferredStyle:UIAlertControllerStyleAlert];

    UIAlertAction* okAction = [UIAlertAction
                               actionWithTitle:@"OK"
                               style:UIAlertActionStyleDefault
                               handler:^(UIAlertAction * action)
                               {
                                   NSLog(@"OK action");
                               }
    ];
}

```

```

        }];
    [alert addAction:okAction];
    [self presentViewController:alert animated:YES completion:nil];
}
}
@end

```

Configure an SOS Session

Before starting an SOS session, you can optionally configure the session using the `SOSOptions` object. These configuration settings allow you to enable or disable cameras, determine what screen a session starts on, specify whether network tests are performed, and control other features.

When you start an SOS session using `SOSSessionManager`, you pass an `SOSOptions` object as one of the arguments. This object contains all the configuration settings necessary for SOS to start a session. To create an `SOSOptions` object, you specify information about your org and deployment (as described in [Quick Setup: SOS in the Snap-Ins SDK](#)), and that is all that is required. However, there are many other options you can set using `SOSOptions`.



Note: Be sure not to start an SOS session until you've fully configured the `SOSOptions` object.

The following features are available for configuration:

Feature	Description	Type & Default Value
<code>customFieldData</code>	Dictionary that can be used to send custom data to your Salesforce org. See Custom Data .	<code>NSMutableDictionary</code> — Default: <code>nil</code>
<code>featureAgentVideoStreamEnabled</code>	Whether the agent video stream is enabled for the session.	<code>BOOL</code> — Default: <code>YES/true</code>
<code>featureClientBackCameraEnabled</code>	Whether the back-facing camera is enabled for the session. See Two-Way Video .	<code>BOOL</code> — Default: <code>NO/false</code>
<code>featureClientFrontCameraEnabled</code>	Whether the front-facing (selfie) camera is enabled for the session. See Two-Way Video .	<code>BOOL</code> — Default: <code>NO/false</code>
<code>featureClientScreenSharingEnabled</code>	Whether screen sharing is enabled for the session.	<code>BOOL</code> — Default: <code>YES/true</code>
<code>featureNetworkTestEnabled</code>	Whether the network test is enabled before and during a session.	<code>BOOL</code> — Default: <code>YES/true</code>
<code>initialAgentStreamPosition</code>	The initial center position of the UI containing the agent video and SOS control buttons.	<code>CGPoint</code>
<code>initialAgentVideoStreamActive</code>	Whether the agent video stream is active when starting a session.	<code>BOOL</code> — Default: <code>YES/true</code>

Feature	Description	Type & Default Value
<code>initialCameraType</code>	The initial view (screen sharing, front-facing camera, or back-facing camera) when starting a session.	<code>SOSCameraType</code> enumerated type — Default: <code>screenSharing</code>
<code>remoteLoggingEnabled</code>	Determines whether session logs are sent for collection. Logs sent remotely do not collect personal information. Unique IDs are created for tying logs to sessions and those IDs cannot be correlated back to specific users.	BOOL — Default: YES/true
<code>sessionRetryTime</code>	The length of time (in seconds) before SOS prompts the user to retry or cancel.	<code>NSTimeInterval</code> — Default: 30
<code>setViewControllerClass</code>	Lets you override the SOS UI. See Replace the SOS UI .	<code>SOSUIPhase</code> enumerated type.

As you can see from the table, by default, an SOS session starts in screen sharing mode, with both cameras disabled. If you don't want default values, manually change the options before starting a session.



Example: The following example starts a session with the back-facing camera showing, the front-facing camera enabled, and screen sharing disabled.

In Swift:

```
let options = SOSOptions(liveAgentPod: "YOUR-POD-NAME",
                        orgId: "YOUR-ORG-ID",
                        deploymentId: "YOUR-DEPLOYMENT-ID")

options!.featureClientBackCameraEnabled = true
options!.featureClientFrontCameraEnabled = true
options!.featureClientScreenSharingEnabled = false
options!.initialCameraType = .backFacing

ServiceCloud.shared().sos.startSession(with: options)
```

In Objective-C:

```
SOSOptions *options = [SOSOptions optionsWithLiveAgentPod:@"YOUR-POD-NAME"
                                           orgId:@"YOUR-ORG-ID"
                                           deploymentId:@"YOUR-DEPLOYMENT-ID"];

[options setFeatureClientBackCameraEnabled: YES];
[options setFeatureClientFrontCameraEnabled: YES];
[options setFeatureClientScreenSharingEnabled: NO];
[options setInitialCameraType: SOSCameraTypeBackFacing];

[[SCServiceCloud sharedInstance].sos startSessionWithOptions:options];
```

Two-Way Video

In addition to screen sharing, the SOS SDK lets your customer share their device's live camera feed with an agent. The customer's front-facing camera allows for a video conversation with an agent. The back-facing camera provides a great way for a customer to show something to an agent, rather than have to explain it.

By default, after a connection is established, the camera shows the agent in the full-screen view and the customer's camera in the picture-in-picture view. If a device has both a front-facing and back-facing camera, the customer can swap cameras by double-tapping the screen during the two-way video session. The customer can also tap the picture-in-picture view to swap the full-screen view with the picture-in-picture view.




You can programmatically configure which cameras are available and which camera the session starts with.

[Configure Two-Way Video](#)

Two-way video for SOS is disabled by default. You can enable it by accessing one or both cameras in the user's device with the `SOSOptions` object used when starting the SOS session. You can also configure the initial camera view when the session starts.

Configure Two-Way Video

Two-way video for SOS is disabled by default. You can enable it by accessing one or both cameras in the user's device with the `SOSOptions` object used when starting the SOS session. You can also configure the initial camera view when the session starts.

 **Note:** Always test two-way video on an actual device, rather than using the simulator. The Xcode simulator doesn't have access to a camera, so it doesn't provide you with an accurate experience.

1. Create an `SOSOptions` object using `SOSOptions(liveAgentPod:orgId:deploymentId:)`, as described in [Quick Setup: SOS in the Snap-Ins SDK](#).
2. Initialize access to one or both of the cameras on the user's device by setting `featureClientFrontCameraEnabled` and `featureClientBackCameraEnabled`.

In Swift:

```
options?.featureClientFrontCameraEnabled = true
options?.featureClientBackCameraEnabled = true
```

In Objective-C:

```
[options setFeatureClientFrontCameraEnabled: YES];
[options setFeatureClientBackCameraEnabled: YES];
```

To learn more, see [Configure an SOS Session](#).

3. Determine what is displayed when a session starts.

By default, a session starts in screen sharing mode. Alternatively, you can start a session using one of the cameras. For example, the following command starts a session using the back-facing camera.

In Swift:

```
options?.initialCameraType = .backFacing
```

In Objective-C:

```
[options setInitialCameraType: SOSCameraTypeBackFacing];
```

If you'd rather start a session with the front-facing camera, use this command instead.

In Swift:

```
options?.initialCameraType = .frontFacing
```

In Objective-C:

```
[options setInitialCameraType: SOSCameraTypeFrontFacing];
```

To learn more, see [Configure an SOS Session](#).

4. Determine whether you want to allow the screen sharing feature.

Even if you start a session with the camera, the screen sharing function is still enabled by default. This functionality may be appropriate for your use case. However, you can disable screen sharing altogether with the following call.

In Swift:

```
options?.featureClientScreenSharingEnabled = false
```

In Objective-C:

```
[options setFeatureClientScreenSharingEnabled: NO];
```

To learn more, see [Configure an SOS Session](#).

5. Start an SOS session.

In Swift:

```
ServiceCloud.shared().sos.startSession(with: options)
```


In Objective-C:

```
[[SCServiceCloud sharedInstance].sos startSessionWithOptions:options];
```

To learn more, see [Quick Setup: SOS in the Snap-Ins SDK](#).

SOS Events and Errors

Implement `SOSDelegate` to be notified about state changes made before, during, and after an SOS call. This delegate also allows you to listen for error conditions so you can present alerts to the user when applicable.

 **Note:** This topic covers how to handle state changes from your mobile app. For information about how to handle state changes from the Salesforce console, see [Listen for SOS Console Events](#).

The `SOSSessionManager` singleton (`sos`) maintains all information related to SOS sessions. One of its properties (`state`) is an `SOSSessionState` object, which maintains the current state of SOS. This state object can be in one of five different states:



Inactive

No active session; no outgoing/incoming SOS traffic.

Configuring

Performing a pre-initialization configuration step, such as network testing.

Initializing

Preparing to connect.

Connecting

Attempting a connection to a live agent.

Active

Connected with agent; session is fully established.

Throughout a session, your application might want information related to the session state. You can monitor state changes by implementing `SOSDelegate`. Use the `add(delegate: SOSDelegate!)` method on `SOSSessionManager` to register your delegate.

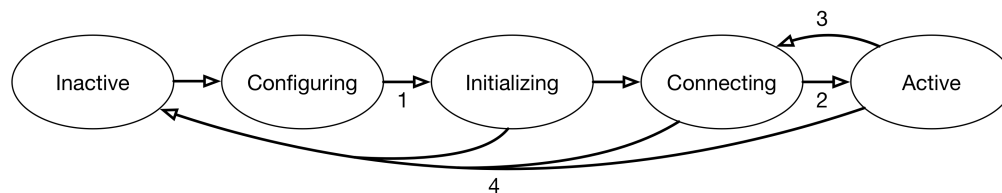
Listening to State Changes

If you want to know every time an SOS session state changes, the `sos (stateDidChange:current:previous:)` method is called for every change.

A more specific set of delegate methods are available to track specific state changes:

1. `sosDidStart` — invoked when a session is possible and the user has agreed to start a session.
2. `sosDidConnect` — invoked when the SOS session has connected.
3. `sosWillReconnect` — invoked if network connectivity issues arise, and the session will attempt to reconnect.
4. `sos (didStopWith:error:)` — invoked when the session has ended.

These state changes are labeled with an associated number in the diagram below.



Handling Session Termination and Error Conditions

The SDK doesn't present UI alerts for session termination or error conditions so you'll need to listen for these events and decide what to show your users. There are two `SOSDelegate` methods for this purpose:

1. To track session termination, use the `sos (didStopWith:error:)` method. Inspect the reason (`SOSStopReason`) to determine why the session stopped. Typically, the session stops due to a normal event (for example, `SOSStopReasonUserDisconnected` or `SOSStopReasonAgentDisconnected`). If the reason is `SOSStopReasonSessionError`, check the `error` parameter for more detail and compare the error code to `SOSErrorCode` values. For instance, when there are no agents available to take a call, the error is `SOSNoAgentsAvailableError`.
2. You can track all SOS errors with the `sos (didError:)` method. Compare the error code to `SOSErrorCode` to determine what kind of error occurred.

See the sample code below for a basic implementation of `sos (didStopWith:error:)` and `sos (didError:)`.

Example: Basic `SOSDelegate` Example

This sample code does the following:

- Implements the `SOSDelegate` protocol.
- Implements the `sos (stateDidChange:current:previous:)` method.
- Implements the `sosDidConnect` method.
- Implements the `sos (didStopWith:error:)` method and includes some error handling logic.
- Implements the `sos (didError:)` method.

In Swift:

```

import UIKit
import ServiceCore
import ServiceSOS

class MySOSDelegateImplementation: NSObject, SOSDelegate {

```

```
// TO DO: Register this delegate using
SCServiceCloud.sharedInstance().sos.addDelegate(self)

// Delegate method for state change.
func sos(_ sos: SOSSessionManager!, stateDidChange current: SOSSessionState,
        previous: SOSSessionState) {

    NSLog("SOS state changed...")

    if (current == .connecting) {
        NSLog("SOS now connecting...")
    }
}

// Delegate method for connect state.
func sosDidConnect(_ sos: SOSSessionManager!) {
    NSLog("SOS session connected...")
}

// Delegate method for session stop event.
// You can also check for fatal errors with this delegate method.
func sos(_ sos: SOSSessionManager!, didStopWith reason: SOSStopReason,
        error: Error!) {

    var title = ""
    var description = ""

    // If there's an error...
    if (error != nil) {

        switch (error as NSError).code {

            // No agents available
            case SOSErrorCode.SOSNoAgentsAvailableError.rawValue:
                title = "Session Failed"
                description = "It looks like there are no agents available. Try again later."

            // Insufficient network error
            case SOSErrorCode.SOSInsufficientNetworkError.rawValue:
                title = "Session Failed"
                description = "Insufficient network. Check network quality and try again."

            // TO DO: Use SOSErrorCode to check for ALL other error conditions
            //          in order to give a more clear explanation of the error.
            default:
                title = "Session Error"
                description = "Unknown session error."
        }
    }

    // Else if session stopped without an error condition...
} else {
```

```

switch reason {

    // Handle the agent disconnect scenario
    case .agentDisconnected:
        title = "Session Ended"
        description = "The agent has ended the session."

    // TO DO: Use SOSStopReason to check for
    //         other reasons for session ending...
    default:
        break
}

// Do we have an error to report?
if (title != "") {
    // TO DO: Display an alert using title & description
    NSLog(@"\nSOS ALERT Title: %@\nDescription: %@",title, description)
}

// Delegate method for error conditions.
func sos(_ sos: SOSSessionManager!, didError error: Error!) {
    NSLog("SOS error (%d): '%@'", (error as NSError).code, error.localizedDescription)
}
}

```

In Objective-C:

```

#import <UIKit/UIKit.h>
#import ServiceCore;
#import ServiceSOS;

@interface MySOSDelegateImplementation : NSObject <SOSDelegate>

@end

@implementation MyDelegateImplementation

// TO DO: Register this delegate using [[SCServiceCloud sharedInstance].sos
addDelegate:self]

// Delegate method for state change.
- (void)sos:(SOSSessionManager *)sos stateDidChange:(SOSSessionState)current
                                           previous:(SOSSessionState)previous {
    NSLog(@"SOS state changed...");
    if (current == SOSSessionStateConnecting) {
        NSLog(@"SOS now connecting...");
    }
}

// Delegate method for connect state.
- (void)sosDidConnect:(SOSSessionManager *)sos {
    NSLog(@"SOS session connected...");
}
}

```

```

// Delegate method for session stop event.
// You can also check for fatal errors with this delegate method.
- (void)sos:(SOSSessionManager *)sos didStopWithReason:(SOSStopReason)reason
    error:(NSError *)error {

    NSString *title = nil;
    NSString *description = nil;

    // If there's an error...
    if (error != nil) {

        switch (error.code) {

            // No agents available
            case SOSNoAgentsAvailableError: {
                title = @"Session Failed";
                description = @"It looks like there are no agents available. Try again later.";

                break;
            }

            // Network test failure
            case SOSNetworkTestError: {
                title = @"Session Failed";
                description = @"Insufficient network. Check network quality and try again.";
                break;
            }

            // TO DO: Use SOSErrorCode to check for ALL other error conditions
            //          in order to give a more clear explanation of the error.
            default: {
                title = @"Session Error";
                description = @"Unknown session error.";
                break;
            }
        }
    }

    // Else if session stopped without an error condition...
    } else {

        switch (reason) {

            // Handle the agent disconnect scenario
            case SOSStopReasonAgentDisconnected: {
                title = @"Session Ended";
                description = @"The agent has ended the session.";
                break;
            }

            // TO DO: Use SOSStopReason to check for
            //          other reasons for session ending...
            default: {
                break;
            }
        }
    }
}

```

```

    }
  }
}

// Do we have an error to report?
if (title != nil) {
  // TO DO: Display an alert using title & description
  NSLog(@"\nSOS ALERT Title: %@\nDescription: %@", title, description);
}
}


- (void)sos:(SOSSessionManager *)sos didError:(NSError *)error {
  NSLog(@"SOS error (%d): %@", error.code, error.localizedDescription);
}

@end

```

Quality-of-Service Events

Check your audio and video quality-of-service (QoS) to detect packet loss and other streaming issues between the OpenTok media router and your org.

 **Note:** This SDK allows you to track streaming issues on the other side of the conversation (from the agent to the media router). To track QoS issues on this side (from the app to the media router), see [SOS Quality-of-Service Console Events](#).

1. Implement `SOSNetworkReporterDelegate`.

In Swift:

```

func audioNetworkStatsDidUpdate(withSessionId sessionId: String,
                               bytesReceived: NSNumber,
                               packetsReceived: NSNumber,
                               packetsLost: NSNumber,
                               timeStamp: NSNumber) {

  // Handle audio network stats updates
}

func videoNetworkStatsDidUpdate(withSessionId sessionId: String,
                                bytesReceived: NSNumber,
                                packetsReceived: NSNumber,
                                packetsLost: NSNumber,
                                videoDimensions: CGSize,
                                timeStamp: NSNumber) {

  // Handle video network stats updates
}

```

In Objective-C:

```

- (void)audioNetworkStatsDidUpdateWithSessionId:(NSString *)sessionId
        bytesReceived:(NSNumber *)bytesReceived
  packetsReceived:(NSNumber *)packetsReceived
  packetsLost:(NSNumber *)packetsLost

```

```

        timeStamp: (NSNumber *)timeStamp {

// Handle audio network stats updates
}

- (void)videoNetworkStatsDidUpdateWithSessionId: (NSString *)sessionId
    bytesReceived: (NSNumber *)bytesReceived
    packetsReceived: (NSNumber *)packetsReceived
    packetsLost: (NSNumber *)packetsLost
    videoDimensions: (CGSize *)videoDimensions
    timeStamp: (NSNumber *)timeStamp {

// Handle video network stats updates
}

```

The `audioNetworkStatsDidUpdate` method specifies how many bytes were received, how many packets were received, and the number of packets lost for a 30-second span of audio.

The `videoNetworkStatsDidUpdate` method specifies how many bytes were received, how many packets were received, the number of packets lost, and the video dimensions for a 30-second span of video.

2. Subscribe to network events from your SOS instance.

In Swift:

```
ServiceCloud.shared().sos.networkReporter.add(myNetworkDelegate)
```

In Objective-C:

```
[SCServiceCloud.sharedInstance.sos.networkReporter addDelegate:myNetworkDelegate];
```

3. When done, unsubscribe to network events from your SOS instance.

In Swift:

```
ServiceCloud.shared().sos.networkReporter.remove(myNetworkDelegate)
```


In Objective-C:

```
[SCServiceCloud.sharedInstance.sos.networkReporter removeDelegate:myNetworkDelegate];
```

Check SOS Agent Availability

Before starting a session, you can check the availability of your SOS agents and then provide your users with more accurate expectations.

To use agent availability, implement the [SOSAgentAvailabilityDelegate](#) methods and start polling your org.

-  **Note:** When subscribing to the agent availability delegate, it can take several seconds before any of your delegate methods are called. We don't suggest that you block a user's ability to start a session during this period.

1. Implement the [SOSAgentAvailabilityDelegate](#) methods in your `UIViewController`.

In Swift:

```
func agentAvailability(_ agentAvailability: Any!,
    didChange availabilityStatus: SOSAgentAvailabilityStatusType) {
    // TO DO: Handle event...
}
```

```
func agentAvailability(_ agentAvailability: Any!,
                     didSet error: Error!) {
    // TO DO: Handle error...
}
```

In Objective-C:

```
- (void)agentAvailability:(__weak id)agentAvailability
    didSet:(SOSAgentAvailabilityStatusType)availabilityStatus {

    // TO DO: Handle event...
}

- (void)agentAvailability:(__weak id)agentAvailability
    didSet:(NSError *)error {

    // TO DO: Handle error...
}
```

Refer to the [SOSAgentAvailabilityStatusType](#) enumerated type for list of potential status messages.

2. Add your `UIViewController` as a delegate to the `SOSAgentAvailability` object and call `startPolling(withOrganizationId:deploymentId:liveAgentPod:)`.

In Swift:

```
let agentAvailability = ServiceCloud.shared().sos.agentAvailability!
agentAvailability.add(self)
agentAvailability.startPolling(withOrganizationId: "YOUR-ORG-ID",
                              deploymentId: "YOUR-DEPLOY-ID",
                              liveAgentPod: "YOUR-LA-POD")
```

In Objective-C:

```
SOSAgentAvailability *agentAvailability =
    [SCServiceCloud sharedInstance].sos.agentAvailability;
[agentAvailability addDelegate:self];
[agentAvailability startPollingWithOrganizationId:@"YOUR-ORG-ID"
                                             deploymentId:@"YOUR-DEPLOY-ID"
                                             liveAgentPod:@"YOUR-LA-POD"];
```

This method takes the same values you specified when starting an SOS session. For more info, see [Quick Setup: SOS in the Snap-Ins SDK](#).



Example: This example accesses the Agent Availability feature and handles the appropriate events. In the code, `_sosBtn` is a `UIButton` with text that turns green when an agent is available, red when no agents are available, and gray when the status is unknown.

In Swift:

```
override func viewDidLoad() {
    super.viewDidLoad()

    let agentAvailability = ServiceCloud.shared().sos.agentAvailability
    agentAvailability?.add(self)
    agentAvailability?.startPolling(withOrganizationId: "YOUR-ORG-ID",
```

```

        deploymentId: "YOUR-DEPLOY-ID",
        liveAgentPod: "YOUR-LA-POD")
    }

    // Delegate methods
    func agentAvailability(_ agentAvailability: Any!,
        didSetChange availabilityStatus: SOSAgentAvailabilityStatusType) {

        var color: UIColor?

        switch availabilityStatus {
        case .available:
            color = UIColor.green
            sosBtn.isEnabled = true
        case .unavailable:
            color = UIColor.red
            sosBtn.isEnabled = false
        case .unknown:
            color = UIColor.gray
            sosBtn.isEnabled = false
        }

        sosBtn.setTitleColor(color!, for: .normal)
    }

    func agentAvailability(_ agentAvailability: Any!, didSetError error: Error!) {

        // TO DO: Handle error
    }

```

In Objective-C:

```

- (void)viewDidLoad {
    [super viewDidLoad];
    SOSAgentAvailability *agentAvailability =
        [SCServiceCloud sharedInstance].sos.agentAvailability;
    [agentAvailability addDelegate:self];
    [agentAvailability startPollingWithOrganizationId:@"YOUR-ORG-ID"
        deploymentId:@"YOUR-DEPLOY-ID"
        liveAgentPod:@"YOUR-LA-POD"];
}

// Delegate methods

- (void)agentAvailability:(__weak id)agentAvailability
    didSetChange:(SOSAgentAvailabilityStatusType)availabilityStatus {

    UIColor *color;

    switch (availabilityStatus) {
        case SOSAgentAvailabilityStatusAvailable: {
            color = [UIColor greenColor];
            [_sosBtn setEnabled:YES];
            break;
        }
    }
}

```



```

        case SOSAgentAvailabilityStatusUnavailable: {
            color = [UIColor redColor];
            [_sosBtn setEnabled:NO];
            break;
        }
        case SOSAgentAvailabilityStatusUnknown:
        default: {
            color = [UIColor grayColor];
            [_sosBtn setEnabled:NO];
            break;
        }
    }
    [_sosBtn setTitleColor:color forState:UIControlStateNormal];
}

- (void)agentAvailability:(__weak id)agentAvailability
  didError:(NSError *)error {

    // TO DO: Handle error
}

```

Enable and Disable Screen Sharing

There are some scenarios where you may want to programmatically turn off screen sharing in mid-session. You can enable and disable screen sharing using the `screenSharing` property.

You can control screen sharing using the `screenSharing` object on the `SOSSessionManager` shared instance. The `screenSharing.enabled` property enables or disables the screen sharing functionality.

The following code disables screen sharing.

In Swift:

```
ServiceCloud.shared().sos.screenSharing.enabled = false
```

In Objective-C:

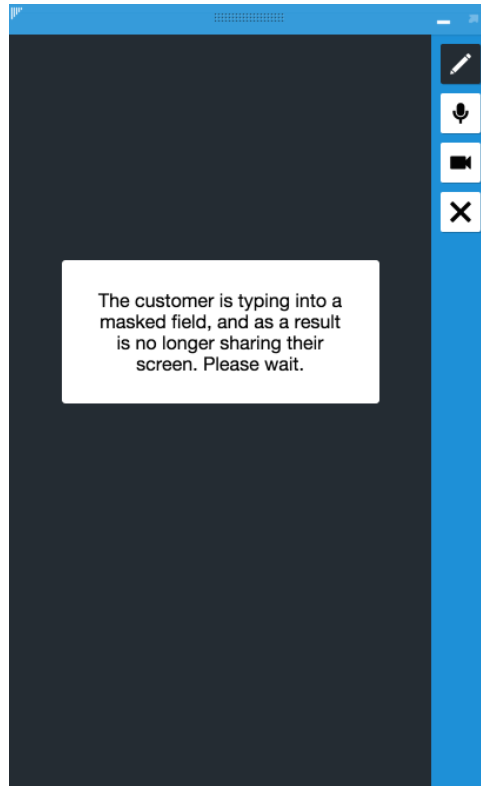
```
[SCServiceCloud sharedInstance].sos.screenSharing.enabled = NO;
```

Field Masking

If an application contains sensitive information that an agent shouldn't see during an SOS session, you can hide this information from the agent.

When a customer enters information into a masked field, screen sharing is disabled and the agent is notified that sharing is unavailable until the user has finished. Field masking is an integral feature to help bring your application to PII, PCI, and HIPAA compliance.

Agent's view when a field is masked:



To use field masking, replace the `UITextField` containing sensitive information with a `SOSMaskedTextField`.

When there isn't an SOS session running, a masked text field appears the same as a standard `UITextField` field. However, when an SOS session is running, an `SOSMaskedTextField` appears different from a standard `UITextField` field. When the user interacts with the `SOSMaskedTextField`, screen sharing stops while the contents of that field is visible to the user. When the user finishes editing the masked field, screen-sharing resumes.

[Create Masked Field Using Storyboard](#)

To create a masked field using the storyboard, specify the `SOSMaskedTextField` custom class and set the user-defined runtime attributes.

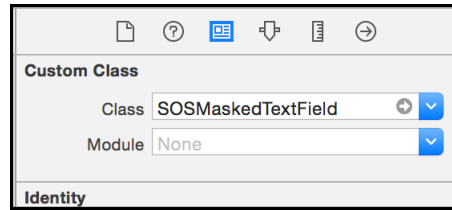
[Create Masked Field Programmatically](#)

To create a masked field manually, instantiate and style a `SOSMaskedTextField` instance.

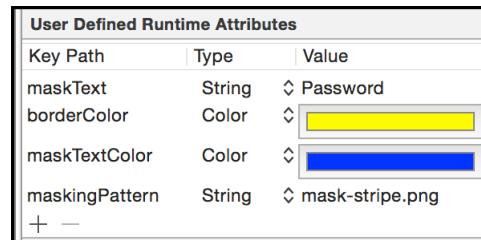
Create Masked Field Using Storyboard

To create a masked field using the storyboard, specify the `SOSMaskedTextField` custom class and set the user-defined runtime attributes.

1. Create a standard `UITextField` with the storyboard.
2. From the **Identity Inspector**, specify `SOSMaskedTextField` for the **Custom Class**.



- From the **Identity Inspector**, specify the text field style settings in the **User Defined Runtime Attributes** section.



The follow key path attributes are available:

maskPattern (String)

Name of the image file used to fill the background of the masked field when an SOS session is active

borderColor (Color)

`UIColor` of the border around the masked field

maskText (String)

Text to appear in the masked field

maskPattern (Color)

`UIColor` of the text in the masked field



Create Masked Field Programmatically

To create a masked field manually, instantiate and style a `SOSMaskedTextField` instance.

- Define an `SOSMaskedTextField` instead of a `UITextField`.

In Swift:

```
var maskCodeExample: SOSMaskedTextField!
```

In Objective-C:

```
@property (strong, nonatomic) IBOutlet SOSMaskedTextField *maskCodeExample;
```

- Instantiate and style the `SOSMaskedTextField`.

In Swift:

```
// Set the size of the masked field and the look when masking is active
maskCodeExample = SOSMaskedTextField(
    frame: CGRect.init(x: 20, y: 300, width: 200, height: 300),
```

```

maskPattern: "mask-stripBY.png",
borderColor: UIColor.yellow,
text: "Password",
textColor: UIColor.blue)

// Make the field look like a UITextField created by the interface builder
maskCodeExample.borderStyle = .roundedRect
maskCodeExample.autocorrectionType = .no
maskCodeExample.keyboardType = .default
maskCodeExample.returnKeyType = .done
maskCodeExample.clearButtonMode = .whileEditing
maskCodeExample.contentVerticalAlignment = .center

maskCodeExample.delegate = self

self.view.addSubview(maskCodeExample)

```

In Objective-C:

```

// Set the size of the masked field and the look when masking is active
maskCodeExample = [[SOSMaskedTextField alloc]
    initWithFrame:CGRectMake(20, 300, 200, 30)
    maskPattern:@"mask-stripeBY.png"
    borderColor:[UIColor yellowColor]
    text:@"Password"
    textColor:[UIColor blueColor]];

// Make the field look like a UITextField created by the interface builder
maskCodeExample.borderStyle = UITextBorderStyleRoundedRect;
maskCodeExample.font = [UIFont systemFontOfSize:15];
maskCodeExample.autocorrectionType = UITextAutocorrectionTypeNo;
maskCodeExample.keyboardType = UIKeyboardTypeDefault;
maskCodeExample.returnKeyType = UIReturnKeyDone;
maskCodeExample.clearButtonMode = UITextFieldViewModeWhileEditing;
maskCodeExample.contentVerticalAlignment =
    UIControlContentVerticalAlignmentCenter;

[maskCodeExample setDelegate:self];

[self.view addSubview:maskCodeExample];

```


Custom Data


Use custom data to identify customers, send error messages, issue descriptions, or identify the page the SOS session was initiated from.

When an agent receives an SOS call, it can be helpful to have information about the caller before starting the session. Use the custom data feature to identify customers, send error messages, identify the currently viewed page, or send other information. Custom data populates custom fields on the SOS Session object that is created within your Salesforce org for each SOS session initiated by a user.

Before using custom data, create the corresponding fields within the SOS Session object of your Salesforce org. To learn more, see [Create Custom Fields](#).

To use this feature, set the `customFieldData` property on the `SOSOptions` object that you use to start an SOS session. The keys in this `NSMutableDictionary` should reference the API Name for fields defined in your SOS Session object and the values should reflect the desired values for those fields.

 **Note:** If the field associated with the custom data that you specify in `customFieldData` is not set up correctly in your Salesforce org, the SOS session will fail with an error.

 **Example:** This example shows how to pass email information from your app to Service Cloud.

Before trying this example, be sure to define an "Email" custom field on the SOS Session object in your Salesforce org:

Field Information			
Field Label	Email	Object Name	SOS Session
Field Name	Email	Data Type	Email
API Name	Email__c		

 **Note:** By default, your org contains no custom field data. To learn about custom fields, see [Create Custom Fields](#).

Once you have created a custom field, you can build a dictionary object and add it to the `SOSOptions` object that you create when starting a session.

In Swift:

```
let options = SOSOptions(liveAgentPod: "YOUR-POD-NAME",
                        orgId: "YOUR-ORG-ID",
                        deploymentId: "YOUR-DEPLOYMENT-ID")

// Here we are passing the customer's email address as a String. Note the use
// of the field's API Name as the key in the map. We are only populating a single
// field here, but we may put an arbitrary number of entries into the map to
// populate multiple different fields.
options!.customFieldData = ["Email__c": "laurenboyle@example.com"]
```

In Objective-C:

```
SOSOptions *options = [SOSOptions optionsWithLiveAgentPod:@"YOUR-POD-NAME"
                                           orgId:@"YOUR-ORG-ID"
                                           deploymentId:@"YOUR-DEPLOYMENT-ID"];

// Here we are passing the customer's email address as a String. Note the use
// of the field's API Name as the key in the map. We are only populating a single
// field here, but we may put an arbitrary number of entries into the map to
// populate multiple different fields.
NSMutableDictionary *myCustomData =
    [NSMutableDictionary dictionaryWithObjectsAndKeys:
     @"laurenboyle@example.com", @"Email__c", nil];

[options setCustomFieldData:myCustomData];
```

When the user creates an SOS session, the `Email` field is prepopulated with the value specified in your custom data field.

Email	laurenboyle@example.com
-------	-------------------------

Replace the SOS UI

If you'd like to customize the SOS UI, you can create your own UI by subclassing the `UIViewController` class associated with that phase of the SOS session.

To replace the SOS UI, you'll need to register your view controllers for whichever phases you want to replace. The following phases are supported:

Onboarding (SOSUIPhaseOnboarding)

The onboarding process before a session starts.

Connecting (SOSUIPhaseConnecting)

The connecting process before a session starts.

Screen Sharing (SOSUIPhaseScreenSharing)

An active screen sharing session.

To register a view controller, use the `SOSOptions` object and call the `setViewControllerClass` method before attempting to start a session. This method takes the class type for your view controller, and an `SOSUIPhase` enumerated type. When creating your view controller, make sure it subclasses the view controller for that phase of the session. Each view controller must also implement a protocol associated with that session phase.

Table 7: SOS Phases

Phase Name	View Controller to Subclass	Protocol to Implement
onboarding	<code>SOSOnboardingBaseViewController</code>	<code>SOSOnboardingViewController</code>
connecting	<code>SOSConnectingBaseViewController</code>	<code>SOSConnectingViewController</code>
screenSharing	<code>SOSScreenSharingBaseViewController</code> (which subclasses <code>SOSSessionBaseViewController</code>)	<code>SOSSessionViewController</code> , <code>SOSUIAgentStreamReceivable</code> , <code>SOSUILineDrawingReceivable</code>

For example, the following code overrides the onboarding UI.

In Swift:

```
let options = SOSOptions(liveAgentPod: "YOUR-POD-NAME",
                        orgId: "YOUR-ORG-ID",
                        deploymentId: "YOUR-DEPLOYMENT-ID")!

// Register a custom onboarding view controller
options.setViewControllerClass(SOSOnboardingViewController.self, for: .onboarding)

// Perform other SOS configuration here
// ...

ServiceCloud.shared().sos.startSession(with: options)
```

In Objective-C:

```
SOSOptions *options = [SOSOptions optionsWithLiveAgentPod:@"YOUR-POD-NAME"
                                           orgId:@"YOUR-ORG-ID"
                                           deploymentId:@"YOUR-DEPLOYMENT-ID"];

// Register a custom onboarding view controller
[options setViewControllerClass:[SOSMyOnboardingViewController class]
for:SOSUIPhaseOnboarding];

// Perform other SOS configuration here
// ...
```

```
[[SCServiceCloud sharedInstance].sos startSessionWithOptions:options];
```

To learn more about configuring an SOS session, see [Configure an SOS Session](#).

You can use the following code samples to get started.

SOS Onboarding Sample Code

Below you'll find some boilerplate sample code for the onboarding experience. This class must subclass [SOSOnboardingBaseViewController](#).

In Swift:

```
override func willHandleConnectionPrompt() -> Bool {
    return true
}

override func connectionPromptRequested() {
    // TO DO: Show the onboarding view
}

// Call `handleStartSession` to start a session
// Call `handleCancel` to cancel a session

// See `SOSOnboardingBaseViewController`, `SOSOnboardingViewController`
// for additional functionality
```

In Objective-C:

```
- (BOOL)willHandleConnectionPrompt {
    return YES;
}

- (void)connectionPromptRequested {
    // TO DO: Show the onboarding view
}
```

SOS Connecting Sample Code

Below you'll find some boilerplate sample code for the connecting experience. This class must subclass [SOSConnectingBaseViewController](#).

In Swift:

```
override func initializingNotification() {
    // TO DO: Show initializing view
}

override func waitingForAgentNotification() {
    // TO DO: Show waiting for agent view
}

override func agentJoinedNotification() {
    // TO DO: Show agent joined notification
}
```

```

}

// Call `handleEndSession` to cancel a session

// See `SOSConnectingBaseViewController`, `SOSConnectingViewController`
// for additional functionality

```

In Objective-C:

```

- (void)initializingNotification {
    // TO DO: Show initializing view
}

- (void)waitingForAgentNotification {
    // TO DO: Show waiting for agent view
}

- (void)agentJoinedNotification:(NSString *)name {
    // TO DO: Show agent joined notification
}

```

Screen Sharing Sample Code

Below you'll find some boilerplate sample code for the screen sharing experience. This class must subclass [SOSScreenSharingBaseViewController](#).

In Swift:

```

override func willHandleAgentStream() -> Bool {
    // This determines whether you wish to display an agent stream in your view.
    // If you return NO you will not receive a view containing the agent video feed.
    return true
}

override func willHandleAudioLevel() -> Bool {
    // When this returns YES, you will receive updates about the audio level you can use
    // to implement an audio meter.
    return false
}

override func willHandleLineDrawing() -> Bool {
    // This determines whether you want to handle line drawing during the session.
    return true
}

override func willHandleRemoteMovement() -> Bool {
    // When this returns YES, you will receive screen space coordinates which represent
    // the center of where the agent has moved the view. You can use this to update
    // the position of your containing view.
    return false
}

override func didReceiveLineDraw(_ drawView: UIView) {
    // TO DO: Handle line draw
}

```



```

override func didReceiveAgentStreamView(_ agentStreamView: UIView) {
    // TO DO: Handle stream view
}

// See `SOSSessionBaseViewController` for how to handle pause, mute, end session events

// See `SOSScreenSharingBaseViewController`, `SOSUIAgentStreamReceivable`,
//     `SOSUILineDrawingReceivable` for additional functionality

```

In Objective-C:

```

- (BOOL)willHandleAgentStream {
    // This determines whether you wish to display an agent stream in your view.
    // If you return NO you will not receive a view containing the agent video feed.
    return YES;
}

- (BOOL)willHandleAudioLevel {
    // When this returns YES, you will receive updates about the audio level you can use
    // to implement an audio meter.
    return NO;
}

- (BOOL)willHandleLineDrawing {
    // This determines whether you want to handle line drawing during the session.
    return YES;
}

- (BOOL)willHandleRemoteMovement {
    // When this returns YES, you will receive screen space coordinates which represent
    // the center of where the agent has moved the view. You can use this to update
    // the position of your containing view.
    return NO;
}

- (void)didReceiveLineDrawView:(UIView * _Nonnull __weak)drawView {
    // TO DO: Handle line draw
}

- (void)didReceiveAgentStreamView:(UIView * _Nonnull __weak)agentStreamView {
    // TO DO: Handle stream view
}

```

SDK Customizations with the Snap-Ins SDK for iOS

Once you've played around with some of the SDK features, use this section to learn how to customize the Snap-ins SDK user interface so that it fits the look and feel of your app. This section also contains instructions for localizing strings in all supported languages.

Many UI customizations are handled with the [SCAppearanceConfiguration](#) object. You can configure the colors, fonts, and images to your interface with an [SCAppearanceConfiguration](#) instance. It contains the methods [setColor](#), [setFontDescriptor](#), and [setImage](#). To use this object, create an [SCAppearanceConfiguration](#) instance, specify

values for each token you want to change, and store the instance in the `appearanceConfiguration` property of the `ServiceCloud sharedInstance`.

There are other ways to customize the interface. When using Service Cloud features, various action buttons are available to the user. You can control the visibility of these buttons and even create new action buttons. You can also customize the strings used in the UI for any of the supported languages. String customization is performed using a standard [localization mechanism](#) provided to Apple developers.

[Customize Colors with the Snap-Ins SDK](#)

Customize the colors by defining the branding token colors used throughout the interface.

[Customize Fonts with the Snap-Ins SDK](#)

There are three customizable font settings used throughout the UI: `SCFontWeightLight`, `SCFontWeightRegular`, `SCFontWeightBold`.

[Customize Images with the Snap-Ins SDK](#)

You can specify custom images used throughout the UI, along with the images used by Knowledge categories and within Knowledge articles.

[Customize Action Buttons with the Snap-Ins SDK](#)

You can customize the action buttons used throughout the UI. You can override the look and the behavior of existing buttons, and you can create buttons associated with new actions. Use the `actions` property on `ServiceCloud` to get access to the action button API.

[Customize and Localize Strings with the Snap-Ins SDK](#)

You can change the text used throughout the user interface. To customize text, create string resource values in a `Localizable.strings` file in the Localization bundle for the languages you want to update. Create string tokens that match the tokens you intend to override.

[Launch the Snap-Ins SDK from a Web View in iOS](#)

Although this documentation mostly focuses on launching the UI from within your view controller code, you can just as easily launch the UI from a web view.

Customize Colors with the Snap-Ins SDK

Customize the colors by defining the branding token colors used throughout the interface.

To customize colors, create an `SCAppearanceConfiguration` instance, specify values for each token you want to change, and store the instance in the `appearanceConfiguration` property of the `ServiceCloud sharedInstance`.

In Swift:

```
// Create appearance configuration instance
let appearance = SCAppearanceConfiguration()

// Customize color tokens
appearance.setColor(COLOR_VALUE, forName: TOKEN_NAME)

// Add other customizations here...

// Save configuration instance
ServiceCloud.shared().appearanceConfiguration = appearance
```

In Objective-C:







```
// Create appearance configuration instance
SCAppearanceConfiguration *appearance = [SCAppearanceConfiguration new];

// Customize color tokens
[appearance setColor:COLOR_VALUE forName:TOKEN_NAME];

// Add other customizations here...

// Save configuration instance
[SCServiceCloud sharedInstance].appearanceConfiguration = appearance;
```

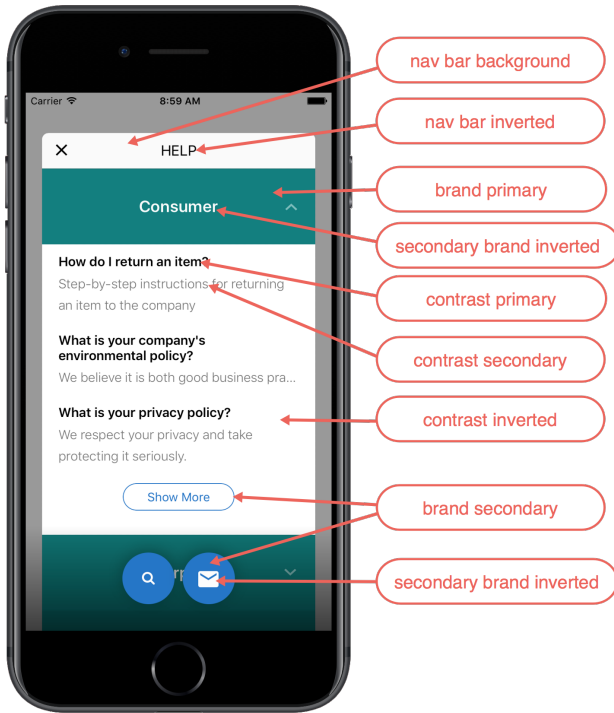
The following branding tokens are available for customization:

Token Name / Swift Value / Objective-C Value	Default Value	Description / Sample Uses
Navigation Bar Background navbarBackground SCAppearanceColorTokenNavbarBackground	#FAFAFA 	Background color for the navigation bar.
Navigation Bar Inverted navbarInverted SCAppearanceColorTokenNavbarInverted	#010101 	Navigation bar text and icon color.
Brand Primary brandPrimary SCAppearanceColorTokenBrandPrimary	#007F7F 	Knowledge: First data category, the Show More button, the footer stripe, the selected article. SOS: Used for various icons.
Brand Secondary brandSecondary SCAppearanceColorTokenBrandSecondary	#2872CC 	Used throughout the UI for button colors. Live Agent Chat: Agent text bubbles. SOS: Background color for action items.
Primary Brand Inverted brandPrimaryInverted SCAppearanceColorTokenBrandPrimaryInverted	#FBFBFB 	Knowledge: Text on data category headers and the chevron on the Knowledge home page.
Secondary Brand Inverted brandSecondaryInverted SCAppearanceColorTokenBrandSecondaryInverted	#FCFCFC 	Text on areas where a brand color is used for the background.

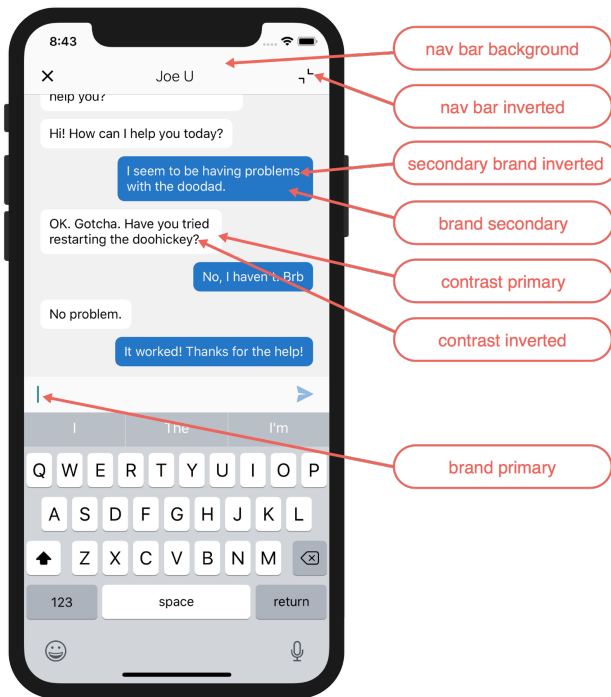
Token Name / Swift Value / Objective-C Value	Default Value	Description / Sample Uses
Contrast Primary <code>contrastPrimary</code> <code>SCSAppearanceColorTokenContrastPrimary</code>	#000000 	Primary body text color. SOS: Background color for buttons on the UI.
Contrast Secondary <code>contrastSecondary</code> <code>SCSAppearanceColorTokenContrastSecondary</code>	#767676 	Knowledge: Subcategory headers.
Contrast Tertiary <code>contrastTertiary</code> <code>SCSAppearanceColorTokenContrastTertiary</code>	#BABABA 	Knowledge: Search background color. SOS: Dots in UI.
Contrast Quaternary <code>contrastQuaternary</code> <code>SCSAppearanceColorTokenContrastQuaternary</code>	#F1F1F1 	Knowledge: Icon image background color. Case Management: Link color. Live Agent Chat: Background color.
Contrast Inverted <code>contrastInverted</code> <code>SCSAppearanceColorTokenContrastInverted</code>	#FFFFFF 	Page background, navigation bar, table cell background. SOS: Color of the icons.
Feedback Primary <code>feedbackPrimary</code> <code>SCSAppearanceColorTokenFeedbackPrimary</code>	#E74C3C 	Text color for error messages. SOS: Mute indicator. Disconnect icon.
Feedback Secondary <code>feedbackSecondary</code> <code>SCSAppearanceColorTokenFeedbackSecondary</code>	#2ECC71 	SOS: Connection quality indicators. Background color for the Resume button when the two-way camera is active.
Feedback Tertiary <code>feedbackTertiary</code> <code>SCSAppearanceColorTokenFeedbackTertiary</code>	#F5A623 	SOS: Connection quality indicators.
Overlay <code>overlay</code> <code>SCSAppearanceColorTokenOverlay</code>	Contrast Primary (at 40% alpha)	Knowledge: Background for the Knowledge home screen.

The screenshots below illustrate how the branding tokens affect the UI.

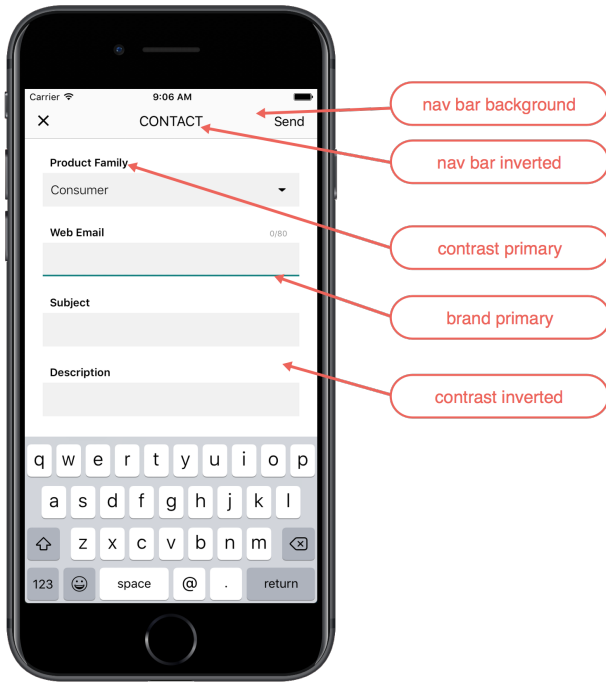
Knowledge UI Branding:



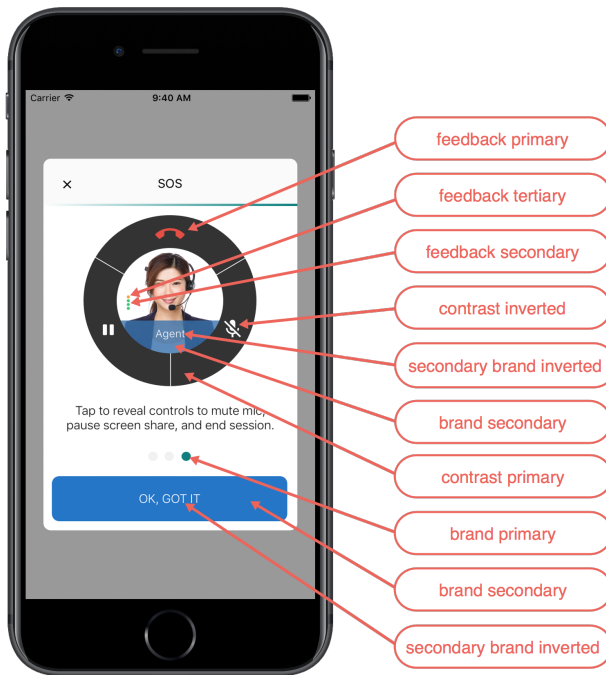
Live Agent Chat UI Branding:



Case Management UI Branding:



SOS UI Branding:



 **Example:** The following code sample changes three of the branding tokens.

In Swift:

```
// Create appearance configuration instance
let appearance = SCAppearanceConfiguration()
```

```
// Customize color tokens
appearance.setColor(
    UIColor(red: 80/255, green: 227/255, blue: 194/255, alpha: 1.0),
    forName: .brandPrimary)
appearance.setColor(
    UIColor(red: 74/255, green: 144/255, blue: 226/255, alpha: 1.0),
    forName: .brandSecondary)
appearance.setColor(
    UIColor(red: 252/255, green: 252/255, blue: 252/255, alpha: 1.0),
    forName: .brandSecondaryInverted)

// Save configuration instance
ServiceCloud.shared().appearanceConfiguration = appearance
```

In Objective-C:

```
// Create appearance configuration instance
SCAppearanceConfiguration *appearance = [SCAppearanceConfiguration new];

// Customize color tokens
[appearance setColor:[UIColor colorWithRed: 80/255
                                     green: 227/255
                                     blue: 194/255
                                     alpha: 1.0]
                 forName:SCSAppearanceColorTokenBrandPrimary];
[appearance setColor:[UIColor colorWithRed: 74/255
                                     green: 144/255
                                     blue: 226/255
                                     alpha: 1.0]
                 forName:SCSAppearanceColorTokenBrandSecondary];
[appearance setColor:[UIColor colorWithRed: 252/255
                                     green: 252/255
                                     blue: 252/255
                                     alpha: 1.0]
                 forName:SCSAppearanceColorTokenBrandSecondaryInverted];

// Save configuration instance
[SCServiceCloud sharedInstance].appearanceConfiguration = appearance;
```

Customize Fonts with the Snap-Ins SDK

There are three customizable font settings used throughout the UI: `SCFontWeightLight`, `SCFontWeightRegular`, `SCFontWeightBold`.

You can customize three font settings used throughout the Snap-ins SDK interface:

Font Setting	Default Value	Samples Uses in the SDK
<code>SCFontWeightLight</code>	Helvetica Neue - Light	Knowledge article cell summary, Case Management field text, Case Management submit success view, content of error messages

Font Setting	Default Value	Samples Uses in the SDK
SCFontWeightRegular	Helvetica Neue	Navigation bar, Live Agent Chat text, Knowledge data category cell in detail view, Knowledge "show more" article footer, Knowledge "show more" button cell
SCFontWeightBold	Helvetica Neue - Semibold	Knowledge category headers, Knowledge article cell title, Case Management field labels, Case Management submit button, title of error messages

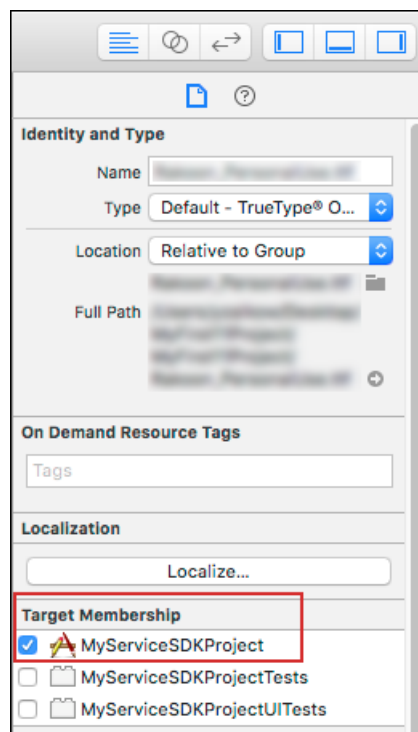
To configure your app to use different fonts:

1. Add new fonts to your Xcode project.

Any new fonts must be added as a resource to your Xcode project. When adding, be sure to select **Copy items if needed**.

2. Add new fonts to your project target.

For each new font, add it to your project target under **Target Membership**.



3. Add the font to your app's `Info.plist`.

You'll need to add all new fonts into a string array. Each string element of the array must be the name of each font resource file.

If you're viewing your `Info.plist` as a **Property List**, add an Array named **Fonts provided by application**.

If you're viewing your `Info.plist` as **Source Code**, add an array named `UIAppFonts`. For example:

```
<key>UIAppFonts</key>
  <array>
    <string>MyCustomFont1.ttf</string>
    <string>MyCustomFont2.ttf</string>
    <string>MyCustomFont3.ttf</string>
  </array>
```

4. Customize any of the Snap-ins SDK font values using `SCAppearanceConfiguration`.

To customize the fonts, create an `SCAppearanceConfiguration` instance, set the font descriptor for each font setting you want to change, and store the `SCAppearanceConfiguration` instance in the `appearanceConfiguration` property of the `ServiceCloud` shared instance.

Swift Example:

```
// Create appearance configuration instance
let config = SCAppearanceConfiguration()

// Customize font
let descriptor = UIFontDescriptor(fontAttributes:
    [UIFontDescriptor.AttributeName.family : "Proxima Nova"])
config.setFontDescriptor(descriptor,
    fontFileName: "ProximaNova-Light.otf",
    forWeight: SCFontWeightLight)

// Add other customizations here...

// Save configuration instance
ServiceCloud.shared().appearanceConfiguration = config
```

Objective-C Example:

```
// Create appearance configuration instance
SCAppearanceConfiguration *config =
    [SCAppearanceConfiguration new];

// Customize font
UIFontDescriptor *descriptor =
    [UIFontDescriptor fontDescriptorWithFontAttributes:@{
        UIFontDescriptorFamilyAttribute: @"Proxima Nova",
        UIFontDescriptorFaceAttribute: @"Light" }];
[config setFontDescriptor:descriptor
    fontFileName:@"ProximaNova-Light.otf"
    forWeight:SCFontWeightLight];

// Add other customizations here...

// Save configuration instance
[SCServiceCloud sharedInstance].appearanceConfiguration = config;
```

Be sure to use the exact font descriptor attribute name and font file name for your custom font.

Customize Images with the Snap-Ins SDK

You can specify custom images used throughout the UI, along with the images used by Knowledge categories and within Knowledge articles.

The method to customize an image is different depending on the type of image you want to customize. This table describes what customization techniques are supported for each image type.

Table 8: Custom Image Types

Image Type	How to Customize
Stock images	Use the <code>setImage</code> method on the <code>SCAppearanceConfiguration</code> object to replace a stock image with your image. Use the enumeration value for the image you intend to replace. See Replacing Stock Images for more guidance.
Data category image (Knowledge) Article image (Knowledge)	Data category images and article images can be customized in either one of two different ways: <ol style="list-style-type: none"> Put the images in a specific image folder. This technique uses the <code>imageFolderPath</code> property on the <code>SCSServiceConfiguration</code>. For data category images, the image name must match the unique name for that category. For article images, the image name must match the article number. See Supplying Knowledge Images using an Image Folder for more guidance. Supply images by implementing a delegate method. This technique uses the <code>SCKnowledgeInterfaceDelegate</code> protocol. See Supplying Knowledge Images with a Delegate for more guidance.

Supported image file formats include: tiff, tif, jpg, jpeg, gif, png, bmp, BMPF, ico, cur.

Replacing Stock Images

For specific images, use the `SCAppearanceImageToken` enumeration specified by the SDK and add it to the `SCAppearanceConfiguration` object with the `setImage` method.

Table 9: Stock Image Enum Values

Image Description	Enum Value
Common Images	<i>Images used throughout the SDK</i>
Close button	<code>close</code>
Done button	<code>done</code>
Small warning icon used when an error occurs	<code>error</code>

Image Description	Enum Value
Error image used in a view for timeouts, when no agents are available, or for an unknown error	<code>genericError</code>
Minimize button (Knowledge and Live Agent Chat)	<code>minimizeButton</code>
No connection	<code>noConnection</code>
Send button (Case Publisher and Live Agent Chat)	<code>send</code>
Next field button (Case Publisher and Live Agent Chat)	<code>submitButtonNextArrow</code>
Previous field button (Case Publisher and Live Agent Chat)	<code>submitButtonPreviousArrow</code>
Knowledge Images	<i>Images used by Knowledge</i>
Search action button	<code>actionSearch</code>
Category header arrow	<code>categoryHeaderArrow</code>
Article is empty	<code>emptyArticle</code>
Category section has no articles	<code>emptySection</code>
No search results	<code>noSearchResult</code>
Placeholder image before search completes	<code>searchPlaceholder</code>
Icon used when showing the list of subcategories	<code>subCategoryIcon</code>
Case Management Images	<i>Images used by Case Management</i>
Case publisher action button	<code>actionCasePublisher</code>
Case publisher success message	<code>caseSubmitSuccess</code>
Compose icon on Case List screen for creating a case	<code>compose</code>
Empty icon for the Case List screen if no cases are present	<code>emptyIcon</code>
Pick case list button	<code>picklistDropdown</code>
Live Agent Chat Images	<i>Images used by Live Agent Chat</i>
Attachment button when the user can attach a file	<code>attachmentClipIcon</code>
Avatar used for the agent	<code>chatAgentAvatar</code>
Avatar used for Einstein bot	<code>chatBotAvatar</code>
Icon used for Einstein bot persistent footer menu	<code>chatBotFooterMenu</code>
Icon used in the pre-chat screen	<code>preChatIcon</code>
SOS Images	<i>Images used by SOS</i>
Agent muted icon	<code>sosAgentMutedIcon</code>
Agent placeholder icon (must be 61x55 pixels @1x, 122x110 @2x, 183x165 @3x)	<code>sosAgentPlaceHolderIcon</code>

Image Description	Enum Value
Camera icon	<code>sosCameraIcon</code>
Cancel icon	<code>sosCancel</code>
Confirm icon	<code>sosConfirmIcon</code>
End icon	<code>sosEndIcon</code>
Expand icon	<code>sosExpandIcon</code>
Flashlight icon	<code>sosFlashlightIcon</code>
Info icon	<code>sosInfoIcon</code>
Mask stripe	<code>sosMasking</code>
Microphone icon	<code>sosMicrophoneIcon</code>
User muted icon	<code>sosMicrophoneMutedIcon</code>
Pause icon	<code>sosPauseIcon</code>
Resume icon	<code>sosResumeIcon</code>

In Swift:

```
// Create appearance configuration instance
let config = SCAppearanceConfiguration()

// Specify images
config.setImage(MY_CUSTOM_IMAGE,
               compatibleWithTraitCollection: MY_TRAITS,
               forName: ENUM_VALUE)

// Add other customizations here...

// Save configuration instance
ServiceCloud.shared().appearanceConfiguration = config
```

In Objective-C:

```
// Create appearance configuration instance
SCAppearanceConfiguration *config = [SCAppearanceConfiguration new];

// Specify images
[config setImage:MY_CUSTOM_IMAGE compatibleWithTraitCollection: MY_TRAITS
 forName: ENUM_VALUE];

// Add other customizations here...

// Save configuration instance
[SCServiceCloud sharedInstance].appearanceConfiguration = config;
```

Supplying Knowledge Images using an Image Folder

For knowledge articles images and data category images, specify the location of the image using the `imageFolderPath` property on the `SCSServiceConfiguration` object. We suggest you do this at the time that you configure the object to connect to your org. To learn more about connecting to your org, see [Quick Setup: Knowledge in the Snap-Ins SDK](#).

For data category images, the image name must match the unique name for that category. For article images, the image name must match the article number.

Here is some sample code to get you started.

In Swift:

```
// Create configuration object with init params
let config = SCSServiceConfiguration(
    community: URL(string: "https://mycommunity.example.com")!,
    dataCategoryGroup: "Regions",
    rootDataCategory: "All")

// Specify image folder
config.imageFolderPath = "my/path/"

// Pass configuration to shared instance
ServiceCloud.shared().serviceConfiguration = config
```

In Objective-C:

```
// Create configuration object with init params
SCSServiceConfiguration *config = [[SCSServiceConfiguration alloc]
    initWithCommunity:[NSURL URLWithString:@"https://mycommunity.example.com"]
    dataCategoryGroup:@"Regions"
    rootDataCategory:@"All"];

// Specify image folder
config.imageFolderPath = @"my/path/";

// Pass configuration to shared instance
[SCServiceCloud sharedInstance].serviceConfiguration = config;
```

Supplying Knowledge Images with a Delegate

For knowledge articles images and data category images, you can instead supply images using a delegate.

1. Provide the `ServiceCloud` instance with an implementation of `SCKnowledgeInterfaceDelegate`.

In Swift:

```
ServiceCloud.shared().knowledge.delegate =
    mySCKnowledgeInterfaceDelegateImplementation
```

In Objective-C:

```
[SCServiceCloud sharedInstance].knowledge.delegate =
    mySCKnowledgeInterfaceDelegateImplementation;
```

2. Implement the two delegate methods.

In Swift:

```
func knowledgeInterface(_ interface: SCKnowledgeInterface,
    imageForArticle articleId: String,
    compatibleWith traitCollection: UITraitCollection?)
    -> UIImage? {

    // Your code that returns an image given an article id

    return myImage
}

func knowledgeInterface(_ interface: SCKnowledgeInterface,
    imageForDataCategory categoryName: String,
    compatibleWith traitCollection: UITraitCollection?)
    -> UIImage? {

    // Your code that returns an image given a data category

    return myImage
}
```

In Objective-C:

```
- (UIImage*)knowledgeInterface:(SCKnowledgeInterface *)interface
    imageForArticle:(NSString *)articleId
    compatibleWithTraitCollection:(UITraitCollection *)traitCollection {

    // Your code that returns an image given an article id

    return myImage;
}

- (UIImage*)knowledgeInterface:(SCKnowledgeInterface *)interface
    imageForDataCategory:(NSString *)categoryName
    compatibleWithTraitCollection:(UITraitCollection *)traitCollection {

    // Your code that returns an image given a data category

    return myImage;
}
```

Customize Action Buttons with the Snap-Ins SDK

You can customize the action buttons used throughout the UI. You can override the look and the behavior of existing buttons, and you can create buttons associated with new actions. Use the `actions` property on `ServiceCloud` to get access to the action button API.

The SDK provides action buttons that automatically appear when they apply to the context of what you're viewing. For instance, a Search button and a Case Publisher button appear when browsing Knowledge articles. You can further customize the behavior of these built-in action buttons, and you can create your own action buttons.

Several classes are associated with the action button API.

SCSActionManager

This class is your entry point into the action button API. Access this object using the `actions` property on the `ServiceCloud` singleton.

SCSActionManagerDelegate

This delegate contains optional methods that you can implement to customize the behavior of action buttons.

SCSActionItem

If you want to create your own button, create a `View`-derived class that implements `SCSActionItem`.

SCSActionItemContainer

This class represents the container that holds all the `SCSActionItem` buttons. To access this container object, use the `actionItemContainer` property from `SCSActionManager`.

The Action Manager (`SCSActionManager`)

This class is your entry point into the action button API. Access this object using the `actions` property on the `ServiceCloud` singleton.

In Swift:

```
ServiceCloud.shared().actions
```

In Objective-C:

```
[SCServiceCloud sharedInstance].actions
```

Some methods of this class give you access to the container (`SCSActionItemContainer`) that holds all the action buttons.

Table 10: Action Manager: Container Methods and Properties

Method	Description
<code>setContainerVisible</code>	Makes the action button container appear or disappear.
<code>isContainerVisible</code>	Tells you whether the action button container is visible.
<code>actionItemContainer</code>	Gives you access to the action button container object. See <i>The Action Container</i> section.

Other methods give you access to the buttons (`SCSActionItem`) and their actions.

Table 11: Action Manager: Item Methods and Properties

Method	Description
<code>setActionItemVisible</code>	Makes a particular action item appear or disappear. See the list of actions after this table.
<code>isActionItemWithNameVisible</code>	Tells you whether a particular action item is visible. See the list of actions after this table.
<code>performAction</code>	Performs the specified action. See the list of actions after this table.
<code>setNeedsUpdateActionItems</code>	Tells the SDK that the action items should update.

When working with built-in actions, use the following values to represent these actions.

casePublisher

Launches the Case Publisher interface from where a user can create a case.

caseList

Launches the Case List interface from where a user can see a list of their cases.

caseInterface

Performs the default Case Management action. If the user is authenticated, this action performs the `SCSActionCaseList` action. If the user is a guest user, this action performs `SCSActionCasePublisher`.

articleSearch

Launches the Knowledge article search interface.

chatInterface

Launches the Live Agent Chat interface.

sosInterface

Launches the SOS interface.

In addition to these functions, the `SCSActionManager` gives you access to the action delegate, which allows you to create new actions and customize the behavior of existing actions.

The Action Delegate (`SCSActionManagerDelegate`)

This delegate contains optional methods that you can implement to customize the behavior of action buttons. To override the behavior of the action button mechanism, implement `SCSActionManagerDelegate` and pass this delegate to `SCSActionManager`.

Table 12: Delegate Methods That Affect the Buttons

Method	Description
<pre>actionManager(SCSActionManager, actionsToShowFor controller: UIViewController?, withDefaultActions defaultActions: Set<SCSAction>) -> Set<SCSAction>?</pre>	Asks the delegate for the named actions to show when the specified controller is presented. The default actions are passed to this method. You can add your custom actions to this default <code>Set</code> or return the default <code>Set</code> as is. If this method is not implemented, the default actions are shown.
<pre>actionManager(SCSActionManager, viewForActionItemWithName name: SCSAction) -> UIView?</pre>	Asks the delegate to supply a custom view (that is, a button) for the action of the specified name. If the return value is <code>nil</code> , the system-provided view is used, if any. The view is expected to trigger the action using the <code>performActionWithName:actionItem:</code> method.
<pre>actionManager(SCSActionManager, sortIndexForActionItemWithName name: SCSAction) -> Int</pre>	Asks the delegate to indicate the relative sort positioning of the specified action item. By default, the sort order for built-in actions is: <code>SCSActionItemDefaultSortArticleSearch = 10</code> , <code>SCSActionItemDefaultSortCaseInterface = 20</code> , <code>SCSActionItemDefaultSortChatInterface = 30</code> , <code>SCSActionItemDefaultSortSOSInterface = 40</code> .
<pre>actionManager(SCSActionManager, shouldShowContainerFor controller: UIViewController?) -> Bool</pre>	Asks the delegate whether to show the action container when the specified controller becomes visible. This method provides the delegate with the opportunity to conditionally show or hide action items when the state changes.

Method	Description
<code>actionManager(SCSActionManager, shouldShowActionWithName name: SCSAction) -> Bool</code>	Asks the delegate whether the specified action button should be present.

Table 13: Delegate Methods That Affect the Actions

Method	Description
<code>actionManager(SCSActionManager, performActionWithName actionName: SCSAction, actionItem: UIView?) -> Bool</code>	Asks the delegate to perform a specified action. This method is called either in response to a button tap or from a call to <code>SCSActionManager.performAction</code> .

Table 14: Delegate Methods for Notification

Method	Description
<code>actionManager(SCSActionManager, containerWillChangeVisibility visible: Bool, animated: Bool)</code>	Tells the delegate when the action container will change its visibility.
<code>actionManager(SCSActionManager, containerDidChangeVisibility visible: Bool, animated: Bool)</code>	Tells the delegate after the action container has changed its visibility.

Action Items ([SCSActionItem](#))

If you want to create your own button, create a `View`-derived class that implements [SCSActionItem](#). To create a button that looks and feels like the default buttons, instantiate an [SCSActionButton](#) object, which is a `UIButton` that also implements [SCSActionItem](#). Use the standard button methods, like `setTitle` and `setImage`, to control what is on the button.

If you are creating buttons for new actions, ensure that these actions are visible with the `actionsToShowFor controller: UIViewController?, withDefaultActions defaultActions: Set<SCSAction>` delegate handler.

To show your button, pass the button to the SDK from the `viewForActionItemWithName name: SCSAction)` delegate handler.

When your custom button is tapped, perform the appropriate action.

The Action Container ([SCSActionItemContainer](#))

This class represents the container that holds all the [SCSActionItem](#) buttons. To access this container object, use the `actionItemContainer` property from [SCSActionManager](#). Do not instantiate your own container. This class gives you a few advanced controls related to how the action buttons are displayed.

Table 15: Action Container Methods

Method	Description
<code>addActionView</code>	Adds an action view for the specified action name. This method inserts the view into the view hierarchy.

Method	Description
<code>removeActionView</code>	Removes the action view with the specified action name.
<code>actionView(forName: SCSAction)</code>	Returns the action view with the specified action name.
<code>visibleActionNames</code>	Returns the names for the visible action views.
<code>shouldAdjustVisibilityWhenContentScrolls</code>	Indicates whether the item container should hide when the content on the screen scrolls. If not implemented, the default is <code>false</code> .

Example: Swift Example

This simple example adds a custom button whenever the action button container is visible.

```
/**
 Enum extension to include our new action button.
 */
extension SCSAction {
    // TO DO: Update this custom action name as desired...
    static var myCustomAction: SCSAction {
        return SCSAction(rawValue: "MyCustomActionName")
    }
}

/**
 TO DO: Add this code to a class that implements SCSActionManagerDelegate
 */
extension MyClassThatImplementsActionManagerDelegate : SCSActionManagerDelegate {

    /**
     Determines which actions to show for a given controller.
     */
    func actionManager(_ actionManager: SCSActionManager,
                      actionsToShowFor controller: UIViewController?,
                      withDefaultActions defaultActions: Set<SCSAction>) ->
Set<SCSAction>?
    {
        var mySet = defaultActions

        // Add our custom action button.
        // (In this case, we're always adding the action button, but
        // you can inspect `controller` to determine whether you want
        // to add a custom button for a given view controller...)
        mySet.insert(.myCustomAction)

        return mySet
    }

    /**
     Shows the button for a given action.
     */
    func actionManager(_ actionManager: SCSActionManager,
                      viewForActionItemWithName name: SCSAction) -> UIView?
```

```

{
    if name == .myCustomAction {

        // Create our custom action button
        let customActionButton = SCSActionButton()
        customActionButton.setTitle("TO DO", for: .normal)
        customActionButton.addTarget(self,
            action: #selector(myCustomButtonHandler),
            for: .touchUpInside)

        return customActionButton
    }

    return nil
}

/**
 Handler for the custom action.
 */
func myCustomButtonHandler(sender: UIButton!) {
    ServiceCloud.shared().knowledge.setInterfaceVisible(false,
        animated: true,
        completion: nil)

    // TO DO: Perform custom action here!
}
}

```

Customize and Localize Strings with the Snap-Ins SDK

You can change the text used throughout the user interface. To customize text, create string resource values in a `Localizable.strings` file in the Localization bundle for the languages you want to update. Create string tokens that match the tokens you intend to override.

Snap-ins SDK text is translated into more than 25 different languages. In order for your string customizations to take effect in a given language, provide a translation for that language. For any language you do not override manually in your app, the SDK uses its default values for that language.

Refer to [Internationalization at developer.apple.com](https://developer.apple.com/internationalization/) for more info about localization.

The following list of string tokens are available for customization:

- [ServiceKnowledge \(Knowledge\) String Resources](#)
- [ServiceCases \(Case Management\) String Resources](#)
- [ServiceChat \(Live Agent Chat\) String Resources](#)
- [ServiceSOS \(SOS\) String Resources](#)
- [ServiceCore \(Common\) String Resources](#)

The following languages are currently supported:

Table 16: Supported Languages

Language Code	Language
cs	Czech
da	Danish
de	German
el	Greek
en	English
es	Spanish
fi	Finnish
fr	French
hu	Hungarian
id	Indonesian
it	Italian
ja	Japanese
ko	Korean
nb	Norwegian Bokmål
nl	Dutch
pl	Polish
pt	Portuguese
ro	Romanian
ru	Russian
sv	Swedish
th	Thai
tr	Turkish
uk	Ukrainian
vi	Vietnamese
zh_TW	Chinese (Taiwan)
zh-Hans	Chinese (Simplified)
zh-Hant	Chinese (Traditional)
zh	Chinese

Launch the Snap-Ins SDK from a Web View in iOS

Although this documentation mostly focuses on launching the UI from within your view controller code, you can just as easily launch the UI from a web view.

These instructions assume that you are already familiar with how to launch the UI for the feature you are using:

- [Quick Setup: Knowledge in the Snap-Ins SDK](#)
- [Quick Setup: Case Publisher as a Guest User](#)
- [Quick Setup: Live Agent Chat in the Snap-Ins SDK](#)
- [Quick Setup: SOS in the Snap-Ins SDK](#)

Once you're familiar with the feature, use these instructions to launch the Snap-ins SDK UI from a web view.

1. Create a view controller with a single `UIWebView`.
2. Have your view controller implement the `UIWebViewDelegate` protocol.

In Swift:

```
class ViewController: UIViewController, UIWebViewDelegate {
```

In Objective-C:

```
@interface ViewController : UIViewController <UIWebViewDelegate>
```

3. Set your view controller as the web view delegate and configure your Snap-ins SDK feature.

In Swift:

```
override func viewDidLoad() {
    super.viewDidLoad()

    // Point the web view to your web application.
    let url = URL(string: "https://my.web.app")
    let request = URLRequest(url: url!)
    webView.loadRequest(request)

    // Make sure you set your view controller as a delegate to
    // your webview so you can trap requests.
    webView.delegate = self

    // TO DO: Set up and configure your Snap-ins SDK feature...
    // Use SCSServiceConfiguration or SCSSChatConfiguration or SOSOptions
    // to configure your feature and point it to your org.
    // See the "Quick Setup" instructions for the appropriate feature.
}
```

In Objective-C:

```
- (void)viewDidLoad {
    [super viewDidLoad];

    // Point the web view to your web application.
    NSURL *url = [NSURL URLWithString:@"https://my.web.app"];
    NSURLRequest *request = [NSURLRequest requestWithURL:url];
    [webView loadRequest:request];
}
```

```

// Make sure you set your view controller as a delegate to
// your webView so you can trap requests.
[webView setDelegate:self];

// TO DO: Set up and configure your Snap-ins SDK feature...
// Use SCSServiceConfiguration or SCSSChatConfiguration or SOSOptions
// to configure your feature and point it to your org.
// See the "Quick Setup" instructions for the appropriate feature.
}

```

4. Add a delegate handler for parsing requests.

Implement the `webView(UIWebView, shouldStartLoadWith: URLRequest)` method to trap requests.

In Swift:

```

func webView(_ webView: UIWebView,
             shouldStartLoadWith request: URLRequest,
             navigationType: UIWebViewNavigationType) -> Bool {

    let url = request.url

    // For this example, we use "servicesdk" as the URL scheme...
    if (url?.scheme == "servicesdk") {

        // "servicesdk://start", corresponds to the host...
        if (url?.host == "start") {

            // TO DO: Launch the SDK here...
            // Use setVisible or startSessionWithOptions
            // or startSessionWithConfiguration, depending on what you're launching.
            // See the "Quick Setup" instructions for the appropriate feature.
        }

        // Returning false here ensures that the browser doesn't
        // try to do anything with this request.
        return false
    }

    return true
}

```

In Objective-C:

```

- (BOOL)webView:(UIWebView *)webView
  shouldStartLoadWithRequest:(NSURLRequest *)request
  navigationType:(UIWebViewNavigationType)navigationType {

    NSURL *url = [request URL];

    // For this example, we use "servicesdk" as the URL scheme...
    if ([[url scheme] isEqualToString:@"servicesdk"]) {

        // "servicesdk://start", corresponds to the host...
        if ([[url host] isEqualToString:@"start"]) {

```

```

    // TO DO: Launch the SDK here...
    // Use setInterfaceVisible or startSessionWithOptions
    // or startSessionWithConfiguration, depending on what you're launching.
    // See the "Quick Setup" instructions for the appropriate feature.
}

// Returning NO here ensures that the browser doesn't
// try to do anything with this request.
return NO;
}

return YES;
}

```

5. (Optional) If you want to send additional context to your session (such as an email address), you can add a query parameter to the URL (for example, `snapins://start?email=new@example.com`), and then parse the parameter before launching the SDK.

In Swift:

```

func webView(_ webView: UIWebView,
             shouldStartLoadWith request: URLRequest,
             navigationType: UIWebViewNavigationType) -> Bool {

    let url = request.url

    if (url?.scheme == "snapins") {

        // Here's the new code to parse a basic query containing an email.
        if (url?.query != nil) {

            // Very simple example that only handles one parameter.
            // In this example query would look like 'email=new@example.com'.
            let query = url?.query!

            // Split on = and get the second component.
            var email = query?.components(separatedBy: "=")[1]

            // In general, you'll want to make sure that this is decoded properly.
            email = email?.removingPercentEncoding

            // TO DO: Do something with this information.
        }

        if (url?.host == "start") {

            // TO DO: Launch the SDK here...
            // Use setInterfaceVisible or startSessionWithOptions
            // or startSessionWithConfiguration, depending on what you're launching.
            // See the "Quick Setup" instructions for the appropriate feature.
        }

        // Returning false here ensures that the browser doesn't
        // try to do anything with this request.
        return false
    }
}

```

```

    }

    return true
}

```

In Objective-C:

```

- (BOOL)webView:(UIWebView *)webView
    shouldStartLoadWithRequest:(NSURLRequest *)request
    navigationType:(UIWebViewNavigationType)navigationType {

    NSURL *url = [request URL];
    if ([[url scheme] isEqualToString:@"snapins"]) {

        // Here's the new code to parse a basic query containing an email.
        if ([url query] {

            // Very simple example that only handles one parameter.
            // In this example query would look like 'email=new@example.com'.
            NSString *query = [url query];

            // Split on = and get the second component.
            NSString *email = [query componentsSeparatedByString:@"="][1];

            // In general, you'll want to make sure that this is decoded properly.
            email = [email
                stringByReplacingPercentEscapesUsingEncoding:NSUTF8StringEncoding];

            // TO DO: Do something with this information.
        }

        if ([[url host] isEqualToString:@"start"]) {

            // TO DO: Launch the SDK here...
            // Use setInterfaceVisible or startSessionWithOptions
            // or startSessionWithConfiguration, depending on what you're launching.
            // See the "Quick Setup" instructions for the appropriate feature.
        }

        // Returning NO here ensures that the browser doesn't
        // try to do anything with this request.
        return NO;
    }

    return YES;
}

```

6. Add the code to your web page that calls the URL. You can do this using HTML or JavaScript.
 - a. Call the URL using an HTML anchor tag.

```
<a href="snapins://start">Get help!</a>
```


If you want to include additional information, add it to the `href`.

```
<a href="snapins://start?email=new@example.com">Get help!</a>
```

- b. Call the URL using a JavaScript function.

```
function myFunc() {  
    window.location = "snapins://start"  
}
```

Troubleshooting the Snap-Ins SDK

Get some guidance when you run into issues.

[Enable Debug Logging for the iOS SDK](#)

To configure the Snap-ins SDK logs, set the `level` property on the `SCSLoggerLevel` shared instance.

[Can't Access My Knowledge Base](#)

What to do when you can't get to your knowledge base from within your app.

[Can't Connect to Live Agent](#)

If you can't make a successful connection from your app, even when an agent is standing by, then review how you've set up your Live Agent implementation.

[SOS Network Troubleshooting Guide](#)

If you can't connect with an SOS agent from your app, you have network connectivity issues, possibly related to your firewall or proxy.

[My App Crashes](#)

Some tips if your app crashes.

[My App Was Rejected](#)

What to do when your app is rejected from the App Store.

Enable Debug Logging for the iOS SDK

To configure the Snap-ins SDK logs, set the `level` property on the `SCSLoggerLevel` shared instance.

In Swift:

```
ServiceLogger.shared.level = .debug
```

In Objective-C:

```
[SCServiceLogger sharedLogger].level = SCSLoggerLevelDebug;
```

The log level is specified using the `SCSLoggerLevel` enumerated type. It can be one of these values:

- `SCSLoggerLevelDebug`
- `SCSLoggerLevelInfo`
- `SCSLoggerLevelError` (Default)
- `SCSLoggerLevelFault`

- `SCSLoggerLevelOff`

By default, logs only go to the Xcode output. You can have logs go to a file using the `fileHandle` property.

Can't Access My Knowledge Base

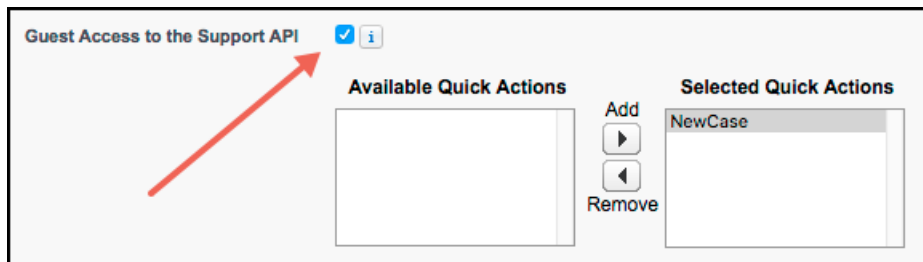
What to do when you can't get to your knowledge base from within your app.

Run through this checklist to help diagnose the root cause.

1. Does your `SCSServiceConfiguration` object point to a valid, accessible community URL?
2. Have you set up **App Transport Security** (ATS) exceptions for your community's domain and for `localhost`? See [Install the Snap-Ins SDK for iOS](#) for more info.

Key	Type	Value
Information Property List	Dictionary	(17 items)
App Transport Security Settings	Dictionary	(1 item)
Exception Domains	Dictionary	(2 items)
localhost	Dictionary	(1 item)
NSExceptionAllowsInsecureHTTPLoads	Boolean	YES
force.com	Dictionary	(3 items)
NSExceptionRequiresForwardSecrecy	Boolean	NO
NSIncludesSubdomains	Boolean	YES
NSThirdPartyExceptionRequiresForwardSecrecy	Boolean	NO
Localization native development region	String	en
Executable file	String	\$(EXECUTABLE_NAME)

3. Have you set up a Community or Salesforce site? See [Cloud Setup for Knowledge](#) for more info.
4. Do you have **Guest Access to the Support API** enabled for your site? See [Cloud Setup for Knowledge](#) for more info.



5. (For Knowledge only) Do you have **Knowledge** enabled in your org? Do you have Knowledge licenses? See [Cloud Setup for Knowledge](#) for more info.
6. (For Knowledge only) Is the user setting up the knowledge base enabled as a **Knowledge User**? See [Cloud Setup for Knowledge](#) for more info.

User Edit [Save] [Save & New] [Cancel]

General Information

First Name	<input type="text"/>	Role	<None Specified>
Last Name	<input type="text"/>	User License	<input type="text"/>
Alias	<input type="text"/>	Profile	System Administrator
Email	<input type="text"/>	Active	<input checked="" type="checkbox"/>
Username	<input type="text"/>	Marketing User	<input checked="" type="checkbox"/>
Nickname	<input type="text"/>	Offline User	<input type="checkbox"/>
Title	<input type="text"/>	Sales Anywhere User	<input type="checkbox"/>
Company	<input type="text"/>	Knowledge User	<input checked="" type="checkbox"/>
Department	<input type="text"/>	Force.com Flow User	<input type="checkbox"/>
Division	<input type="text"/>	Accessibility Mode	<input type="checkbox"/>

7. (For Knowledge only) Have you made the article types, the data categories, and the article layout fields visible to guest users? See [Guest User Access for Your Community](#) for more info.
8. (For Knowledge only) Have you made your articles accessible to the **Public Knowledge Base** channel? See [Cloud Setup for Knowledge](#) for more info.

Article Properties

Publishing Status: Draft

Type:

Article Number: 000001001

Created By:

Last Modified By: 6/1/2016 2:49 PM

Categories

CategoryGroup: [Edit]

Channels

- Internal App
- Partner
- Customer
- Public Knowledge Base

Can't Connect to Live Agent

If you can't make a successful connection from your app, even when an agent is standing by, then review how you've set up your Live Agent implementation.

Run through this checklist to help diagnose the root cause.

1. Verify that the Live Agent endpoint in your code only specifies the hostname. For instance, if your endpoint is `https://d.la12345.salesforceliveagent.com/chat/rest/`, then use the following value in your code: `d.la12345.salesforceliveagent.com`.
2. Verify that you're using the correct Live Agent endpoint. See [Get Live Agent Chat Settings from Your Org](#) for more info.

3. Verify that you're using the correct deployment ID and button ID. See [Get Live Agent Chat Settings from Your Org](#) for more info.
4. Verify that you've correctly set up your Live Agent implementation. See [Console Setup for Live Agent Chat](#) for more info.

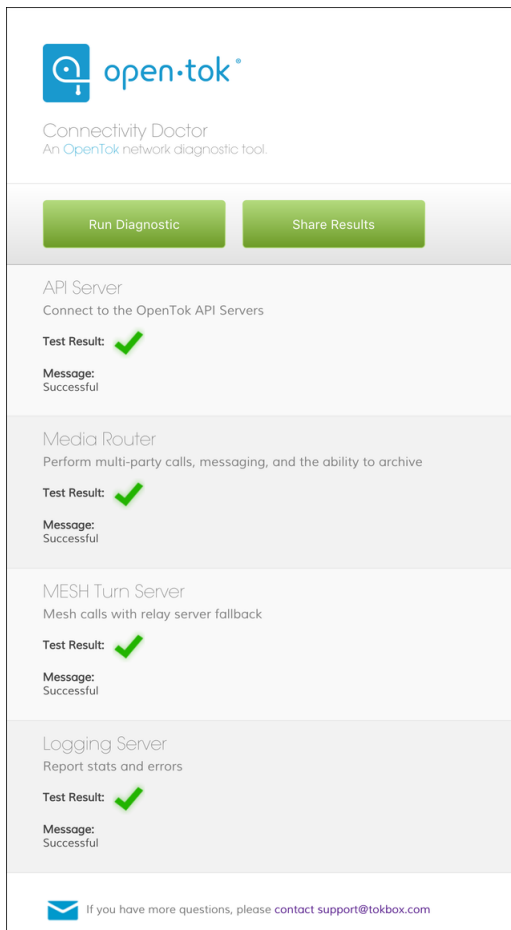
SOS Network Troubleshooting Guide

If you can't connect with an SOS agent from your app, you have network connectivity issues, possibly related to your firewall or proxy. SOS uses the [Tokbox](#) OpenTok platform to provide screen sharing and video communication during an SOS session. These guidelines can help you diagnose whether the problem is linked to a networking issue and how to send us diagnostic information if necessary.

Step 1: Run Connectivity Doctor

The Tokbox [Connectivity Doctor](#) tests for connectivity issues. You can access this tool via the [web](#), an [iOS app](#), or an [Android app](#). This tool tests network issues in these areas.

1. API server – Session initialization and signaling tests
2. Media router – Whether you can access Tokbox media servers
3. MESH turn server – Relay server fallback mechanism
4. Logging server – Communication of stats and errors to the Tokbox logging server



If all tests pass, go to step 2. If any test fails, you probably need to configure your ports.

API Server or Logging Server Issues

OpenTok clients use HTTP and WSS connections from the client browser to the OpenTok servers on port **TCP/443**. If the only way to access the internet from your network is through a proxy, it must be a transparent proxy. Make sure that TCP/443 is open.

Media Router or Mesh Turn Issues

OpenTok clients can use UDP or TCP connections for media. Salesforce recommends that UDP is enabled to improve the quality of real-time audio and video communications. This connection is bidirectional but always initiated from the client so an external entity can't send malicious traffic in the opposite direction.

- Best experience: We recommend that you open **UDP ports 1025 - 65535**.
- Good experience: Open **UDP port 3478**.
- Minimum experience: Open **TCP port 443**. Some firewall or proxy rules only allow for SSL traffic over port 443. Make sure that non-web traffic can also pass over this port.

Step 2: Test the Tokbox Chat Room

Tokbox has a [public-facing chat room site \(https://opentokrtc.com/\)](https://opentokrtc.com/) that you can use for normal chatting. You can also use this site as a test tool.

1. From the chat room site, create a room called "example". Join that room or click [here](#). You should then see yourself on video. If the video isn't present, make sure that you've given access to the camera and microphone. If nothing happens, go to step 3.
2. Open another browser tab and enter the same URL link as in the previous browser tab (for example, <https://opentokrtc.com/room/example>). You should see a two-way audio and video-enabled chat. If this process doesn't work, go to step 3.

If you can have a two-way chat, your ports are configured properly and you're done.

Step 3: Gather JSON Metadata

In this step, we'll gather metadata about the failed chat room session. To get this information, open a browser tab and enter <https://opentokrtc.com/example.json>. If you created a room with a different name, replace the word "example" in the URL accordingly. You'll see JSON content similar to this example.

```
{ "apiKey": "45599822", "token": "T1==cGyydG51cl9pZD00NTU50TgyMiZzaWc9NTcyOWI4NjJhOT
diN2EwYWRmMjZkZjI5MzkkZjkwMjdlNmM0ODNiMTpZzXNzaW9uX2lkPTFFtVg0ME5UVTVPVGd5TW41LU
1UUTNPVEUyTWpVek1USTVObjQ0WkcXSFp6VnNVMnBMZFRKVFp6SmhaRlZ6WVhVmlDvTilmZyZjcmVhdG
VfdGltZT0xNDc5MTY0Mza4Jm5vbmNlPTAuMzgZODc1MjEwMzAzODEzMiZyb2x1PXB1Ymxpc2hlcilzleH
BpcmVfdGltZT0xNDc5MjUwNzA4Jm5vbmNlY3Rpb25fZGF0YT01N0I1MjJlc2VyTmFtZSUyMiUzQSUyMk
Fub255bW91cyUyMFVzZXI3MiUyMiU3RA==", "username": "Anonymous User72", "firebaseURL":
"https://ot-archiving.firebaseio.com/sessions//1_MX40NTU50TgyMn5-MTQ3OTE2MjUzMTI
5Nn43ZG1HZzVsU2pLdTJTZzJhZlVzYXo3WUN-fg", "firebaseToken": "eyJ0eXAiOiJKV1QiLCJhbG
ciOiJIUzI1NiJ9.eyJ2IjowLCJkIjpw7InVpZCI6IkJub255bW91cyBVc2VyNzIwLjY3NDUwOTM5OTg3N
zQ4ODYiLCJzZXNzaW9uSWQiOiIxX01YNDBOVFU1T1RneU1uNS1NVFEzT1RfMk1qVXpNVEk1Tm40NFpHM
UhaelZzVTJwTGRUSlRaekpWkZWellYbZNXVU4tZmciLCJyb2x1IjoidXN1ciIsIm5hbWUiOiJBbm9ue
WlvdXMgVXN1c2UyIn0sImhhdCI6MTQ3OTE2NDMwN30.ep6l4x_3VGegXVtFwpaOYMGROYI944w5Og1h
TyDPfQ", "chromeExtId": "undefined", "sid": "1_M440NTU50TgyMn5-MTQ3OTE2MjUzMTI5Nn44Z
G1HZzVsU2pLdTJTZzJhZlVzYXo3WUN-fg" }
```

The output has key/value pairs for the API key ("apiKey"), token ("token"), and session ID ("sid"). Save this information. Tokbox monitors the entire flow for failed and successful sessions (only if you were able to successfully verify the Connectivity Doctor ports requirements first). We'll use this metadata to debug your issue. Go to step 4.

Step 4: Open Support Ticket

Please create a [Salesforce support](#) ticket or contact your account team for more help.

Answer the following questions in your support request.

1. TOPOLOGY: What is your network topology? How does data flow through the topology to reach our cloud?
2. ENVIRONMENT: Are you using a virtual environment?
3. PROXY & FIREWALL: What is the type and name of your proxy? What are your firewall restrictions? If you are using a proxy can you execute step 1 and step 2 just through a firewall?
4. PLATFORM & VERSION: What platform are you using? What is the OS version? Which SDK are you using? Which SDK version?
5. DESCRIPTION: Describe the problem you encountered, and the steps you took to try to resolve the problem.
6. LOGS: Can you provide us with any error logs from your side or any other information you deem fit for the problem? Include any relevant network traces or screenshots.
7. CONNECTIVITY DOCTOR: What Connectivity Doctor tests failed? Did you open the required ports and still have issues?
8. JSON METADATA: If applicable, send us the Key/Token/Session information captured in step 3.

My App Crashes

Some tips if your app crashes.

- Live Agent Chat: If your app crashes when a user attempts to perform a file transfer, check that you've enabled the device privacy permissions for the camera and the photo library. An app will crash if these permissions are not set in Xcode. See [Install the Snap-Ins SDK for iOS](#).
- SOS: If your app crashes when it is in the process of connecting to an SOS session, check that you've enabled the device privacy permissions for the camera and the microphone. An app will crash if these permissions are not set in Xcode. See [Install the Snap-Ins SDK for iOS](#).
- For a list of known issues, see the latest [Release Notes](#).

My App Was Rejected

What to do when your app is rejected from the App Store.

- If you receive errors related to unsupported architectures when you upload your app to the App Store, it may be because you didn't strip unneeded architectures from the dynamic libraries used by the Snap-ins SDK. See [Prepare Your App for Submission](#) for more information.
- If you archive a framework and then export the archive using the Xcode command line tool (`xcodebuild`), you'll get "Invalid Code Signing Entitlements" errors when you try to upload your app to the app store. This is a known issue with Apple's tools. The workaround is to archive and export using Xcode's user interface.

Data Protection in the Snap-Ins SDK for iOS

The Snap-ins SDK does not collect or store personal data from its users.

When users log in with the SDK, we don't store personal data about the user; we only store the tokens necessary for the OAuth 2 authentication process. We manage keys using iOS Keychain Services. Also, user-specific data associated with cases or authenticated

knowledge articles is encrypted using AES-128 encryption when it is cached locally. When the user logs out, we remove all user-specific data from the device.

Reference Documentation

Reference documentation for Service Cloud Snap-ins for iOS.

To access the reference documentation for Service Cloud Snap-ins for iOS, visit:

- forcedotcom.github.io/ServiceSDK-iOS

This site contains API documentation for the latest version of the SDK.

[Reference Index](#)

A list of all classes, protocols, methods, constants, and enums referenced from this developer's guide.

Reference Index

A list of all classes, protocols, methods, constants, and enums referenced from this developer's guide.

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- [ServiceCases \(Case Management\) String Resources](#)
- [ServiceChat \(Live Agent Chat\) String Resources](#)
- [ServiceSOS \(SOS\) String Resources](#)
- [ServiceCore \(Common\) String Resources](#)

Additional Resources

If you're looking for other resources, check out this list of links to related documentation.

- **Service Cloud Snap-ins for Mobile Apps:** More info about this SDK.
 - [Snap-ins Landing Page](#)
 - [Snap-ins Trailhead Learning Module](#)
 - [iOS Reference Documentation](#)
 - [iOS Release Notes](#)
 - [iOS Example Apps](#)
 - [Android Reference Documentation](#)
 - [Android Release Notes](#)
 - [Android Example Apps](#)
- [Salesforce Developer Documentation](#): Landing page for developer documentation at Salesforce.
- [Salesforce Help](#): Landing page for general documentation at Salesforce.

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