

Add OneSignal APNS to a BT 4 Apple app

(last updated Alanmac, 30 April 2017)

In summary, the process is as follows:

- 1) Create an Apple Push Certificate & OneSignal App entry at onesignal.com
- 2) Add the OneSignal framework to your xCode project
- 3) Make minor edits to your xCode project
- 4) Test on a device (not the simulator)

Step 1 - Create an Apple Push Certificate & OneSignal Application at onesignal.com

Create a OneSignal account if you do not have one, then log in to it, at <https://onesignal.com/>

Go to <https://onesignal.com/apps/> and add a new OneSignal app if you don't have one & give it a name. Under App Settings, configure Apple iOS options.

OneSignal have an automated process where you can enter your developer ID, look up your matching app provisioning profile & the OneSignal wizard does the rest. To access it, on the Configure Platform dialog box, click on 'read the documentation' and try out the Automatic Provisioning Tool (also found at <https://onesignal.com/provisionator>).

Follow the wizard. For it to work, it **must** find the profile to match the app bundle identifier. If xCode is managing your profile automatically, it will have the prefix XC:. *(How to ensure your profile is in the list I don't know)*. At the end, download the .p12 file to your computer and make a note of the password. Then upload the same .P12 certificate to your OneSignal app configuration & remember to add the password. *If you cut and paste, check for spaces before and after the password. If all is OK, OneSignal will navigate you back to the App Settings page.* Go to the App Settings>Keys & IDs and make a note of the OneSignal App ID for the next step.

Step 2 - Add the OneSignal framework to your Xcode Project

Go to <https://github.com/one-signal/OneSignal-iOS-SDK> and download the iOS SDK zip file from Github.

Unzip the sdk into a newly created folder. Open your project in Xcode and drag the **OneSignal.framework** file from iOS_SDK>ONESignalSDK>FrameWork into the Xcode Frameworks folder. Make sure dialog box options to 'Copy items if needed' and 'create folder references' and 'Add to targets' are all selected.

In Targets, under Build Phases>Link Binary with Libraries, add **SystemConfiguration.framework** to Link Binary with Libraries under Target Build Phases (if not already present).

In Targets, under Capabilities>**Background Modes** and make sure **Remote Notifications** is ticked
In Targets, under Capabilities>**Push Notifications** and select **ON**

Step 3 - Make minor edits to your Project

All the edits are to your AppDelegate.m and .h (in the BT_Config folder).

3.1 In the AppDelegate.h file, under the existing import statements (around line 4.1) add the line:

```
#import <OneSignal/OneSignal.h> // add onesignal
```

Note – if this shows an error in xCode, go back and check how you added the framework to the project.

3.2 In the same file, with the existing @property statements add the line:

```
@property (strong, nonatomic) OneSignal *oneSignal; // add onesignal
```

In the AppDelegate.m file, in the existing didFinishLaunchingWithOptions method, just above the line return TRUE; add the following lines in yellow, replacing the appId string with the one you created with OneSignal

```
//AMG Additions from this point for OneSignal from this line.
```

```
// replace appld value in quotes with your OneSignal App ID
```

```
[OneSignal initWithLaunchOptions:launchOptions appId:@"xxxx123-xxxx-yyyy-zzzz-111111111111"];
```

```
[BT_debugger showIt:self message:[NSString stringWithFormat:@"Initialised OneSignal (iOS)%@", @""]];
```

```
//AMG Additions from this point for OneSignal up to this line.
```

Step 4 – Test on a device (not the simulator)

Run a test push from the OneSignal console. OneSignal will only allow a push if the device registers, which normally proves it has been correctly set up. If it has not, check everything again.

Common mistakes are the project bundle id does not match the certificate. And use a real device, not the simulator. If the OneSignal platform shows no available users, check your app has push notifications enabled.