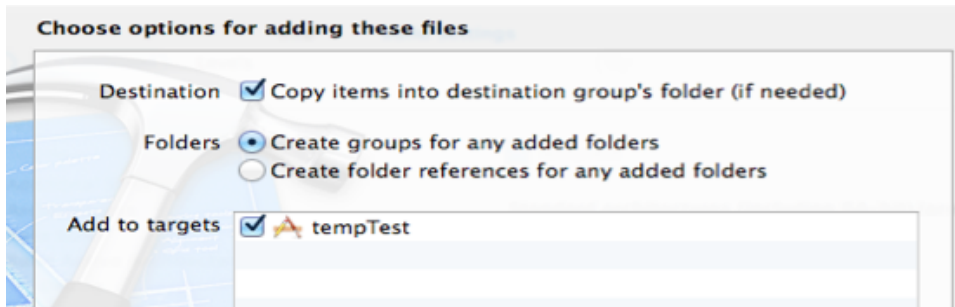


iOS SDK Document for firebase APNs

Import SDK files

Import the files in the FirebaseMessaging folder under the SDK folder to the access project and select the correct target.

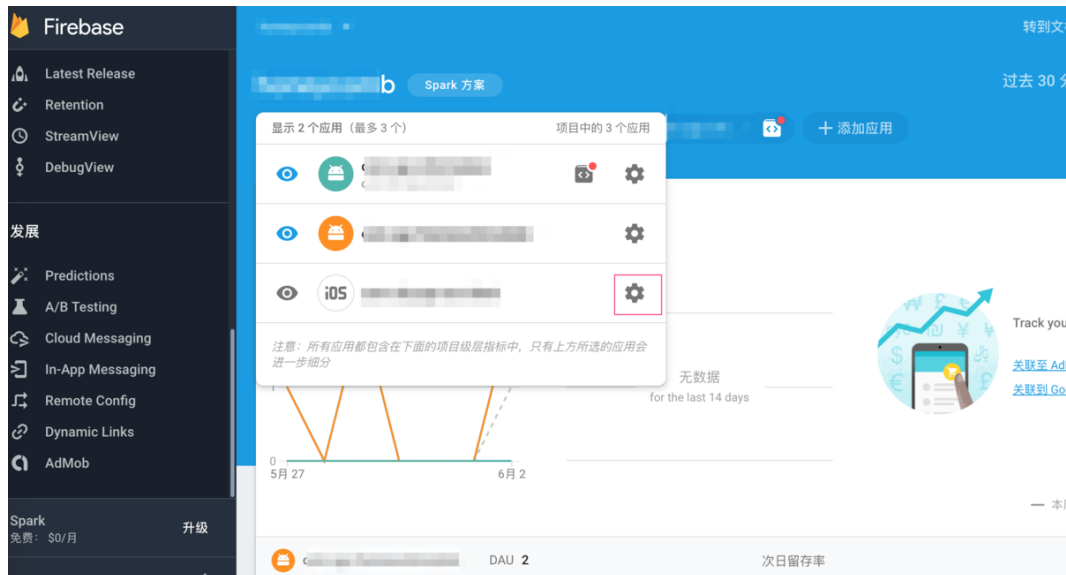


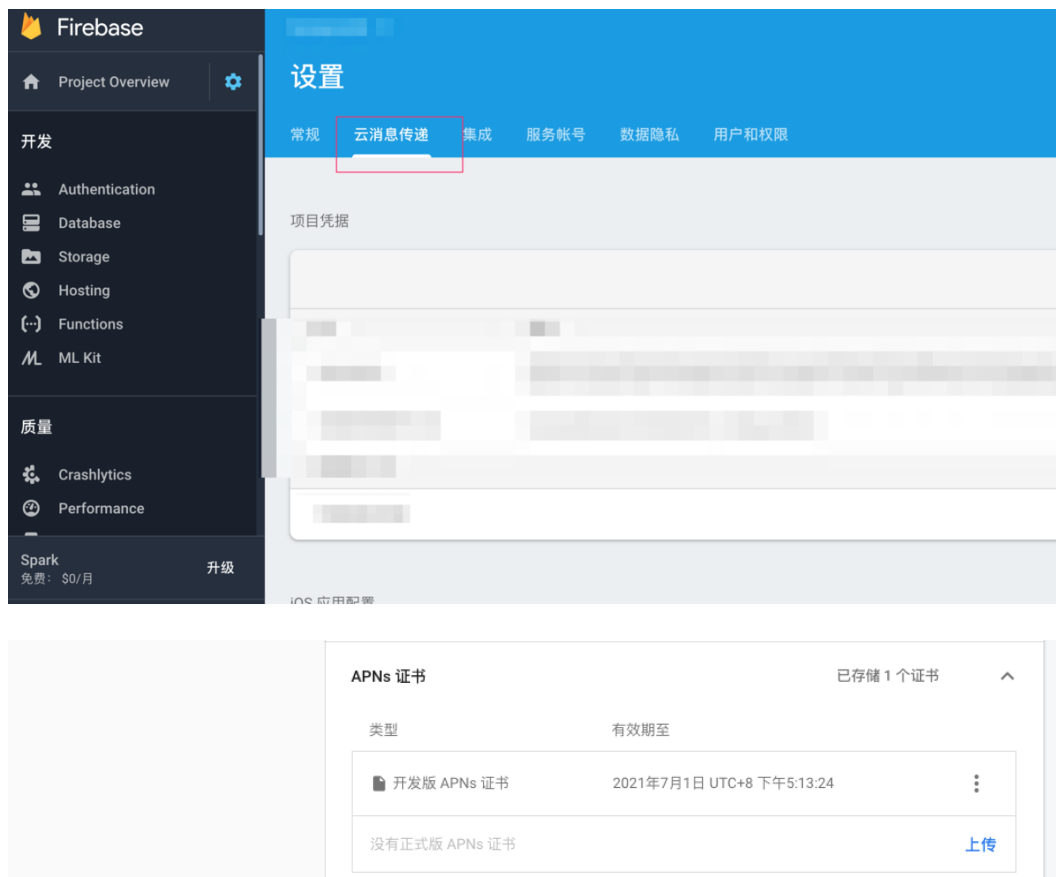
For the xcode project exported using Unity version 2019.3 and later, it contains the UnityFramework dynamic library. When importing the SDK file, you need to pay attention to:

The .framework files in the FirebaseMessaging folder are all static libraries, and TargetMembership needs to be associated with UnityFramework.

Firebase and Xcode Configuration



1. Upload and push P12 certificate in FireBase background





2. Get the configuration file of the iOS app
 - 2.1 Sign in to Firebase and open your project.
<https://firebase.google.com/docs/ios/setup>

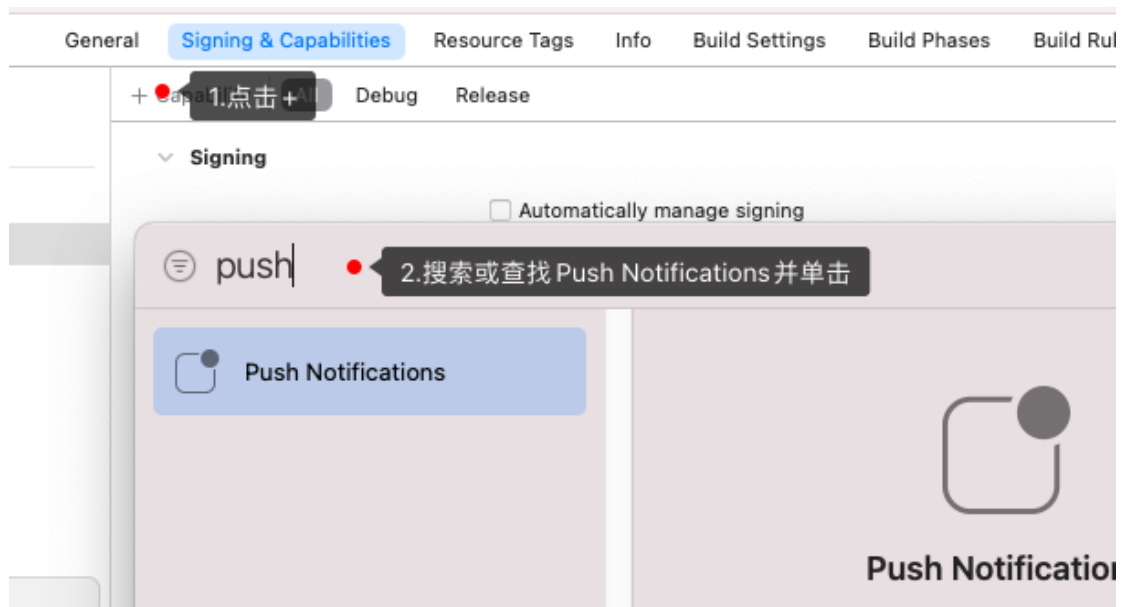


- 2.2 click  And select project settings
- 2.3 In your application card, select the package ID of the application for which you need to obtain a profile from the list.
- 2.4 click  to download **GoogleService-Info.plist**.
- 2.5 Put the downloaded plist file in the root directory of the xcode project

Note: The xcode project without this plist file will crash abnormally

3. Open the project and push the configuration

target->capabilities 添加 Push Notifications



4. info.plist add key: RegisterRemoteNotification (value: YES)

Information Property List		Key	Type	Value
	Localization native development re...	String	en	
	Bundle display name	String	QGOversea	
	Executable file	String	\$(EXECUTABLE_NAME)	
▶	Icon files (iOS 5)	Dictionary	(0 items)	
▶	CFBundleIcons~ipad	Dictionary	(0 items)	
	Bundle name	String		
	Privacy - Photo Library Additions...	String	213	
	Bundle identifier	String	\$(PRODUCT_BUNDLE_IDENTIFIER)	
	InfoDictionary version	String	6.0	
	RegisterRemoteNotification	Boolean	NO YES	

5. Call SDK push related methods in the system proxy class:

Class:

Unity: UnityAppController.m;
cocoa-2d: AppController.m
ObjC: AppDelegate.m

```
/*
 * firebase push, upload deviceToken (required)
 * need call in - (void)application:(UIApplication *)application
 * didRegisterForRemoteNotificationsWithDeviceToken:(NSData *)de-
 * viceToken
 */
+ (void)applicationRegisterForRemoteNotificationsWithDeviceTo-
ken:(NSData *)deviceToken;
```

```
/*
  firebase did fail to register remoteNotifications (required)
  need call in - (void)application:(UIApplication *)application
  didFailToRegisterForRemoteNotificationsWithError:(NSError *)error
*/
+ (void)applicationDidFailToRegisterForRemoteNotifications;
```

tips: In the system proxy class .m or .mm file, call this method in the system method with the same method name as this method. (If the system method is not found in the proxy class, add a new one. Enter the method name and the system will automatically prompt for completion, just press Enter).

Code example:

```
- (void)application:(UIApplication *)application
didRegisterForRemoteNotificationsWithDeviceToken:(NSData *)deviceToken
{
    [REDeLoginKit applicationRegisterForRemoteNotification-
    sWithDeviceToken:deviceToken];
}
- (void)application:(UIApplication *)application didFailToRegis-
terForRemoteNotificationsWithError:(NSError *)error
{
    [REDeLoginKit applicationDidFailToRegisterForRemoteNotifica-
    tions];
}
```