

### Introduction:

1. TalkMSDK Library allow end user to connect to the TalkM liveChat system that let the system immediately contact of the tenant customer support to help/solve the end user enquiry

### Prerequisite:

1. Tenant require to register the enterprise/in-house application on the TalkM MobileSDK setting to get the application id (appId) and application secret(appSecret)
2. TalkMSDK library is only support Objective-c language
3. Download the TalkMSDKLib from link

### Read Me:

1. Create a new project called Demo
2. Copy and paste “library” folder that downloaded from the SDK link to the demo project
3. Enhance the following code to integrate with the TalkM system
  - a. Import the following on the viewController
    - i. #import “libsdk.h”
    - ii. #import “SocketIODeamon.h”
    - iii. #import “SocketCore.h”
  - b. Add the following code to viewDidLoad
    - i. [SocketCore sharedInstance].socketIOEvent = [[SocketIODeamon alloc] init];
    - ii. [libsdk initTalkM:self view:self.view tenant:tenantID viewController:self];

Parameters	Mandatory	Description
tenantID	YES	Tenant’s Key from the Mobile SDK setting

- c. Add the following code to info.plist

```
<key>LSApplicationQueriesSchemes</key>
<array>
  <string>instagram</string>
  <string>twitter</string>
</array>
<key>LSRequiresIPhoneOS</key>
<true/>
<key>NSAppTransportSecurity</key>
<dict>
  <key>NSAllowsArbitraryLoads</key>
  <true/>
</dict>
<key>NSCameraUsageDescription</key>
<string>Open Camera</string>
<key>NSPhotoLibraryUsageDescription</key>
<string>Visit Local Album</string>
<key>TalkMBaseUrl</key>
<string>talkm.org</string>
<key>TalkMSDKName</key>
<string>TalkMiOSSDK</string>
<key>TalkMSDKVersion</key>
<string>1.0.0</string>
```

4. Embed the navigation controller if the application doesn't consist of the navigation controller
5. Create cocoapod
  - a. Open terminal
  - b. Input the following command
    - i. Cd <profile directory>
    - ii. Pod init
    - iii. Open -a Textedit Podfile
    - iv. Add the following:
      1. Use\_frameworks!
      2. Pod 'Socket.IO-Client-Swift', '~>13.1.0
      3. Save the file
    - v. Pod install
6. Open project.xcworkspace
7. Build and run the application

### Framework package included:

libsdkBuilder.a included application authentication, https request, IM Interface and SDK integration.