# Automatic Refresh
for the iOS Platform

Works with Buzztouch v1.5 and v2.0

So a great advantage of this is removing the prompt that pops up when you open your app that just got refreshed. You may be worried that the end-user might select 'NO', meaning they won't take advantage of your new refresh you have made for the app. And anyway, is there any disadvantage to making it automatic? As far as I can see, its better, because the end-user doesn't know directly from your refresh, and there is no possibility the end-user would click 'NO' to not get the refresh. This works for both Buzztouch v1.5 and Buzztouch v2.0.
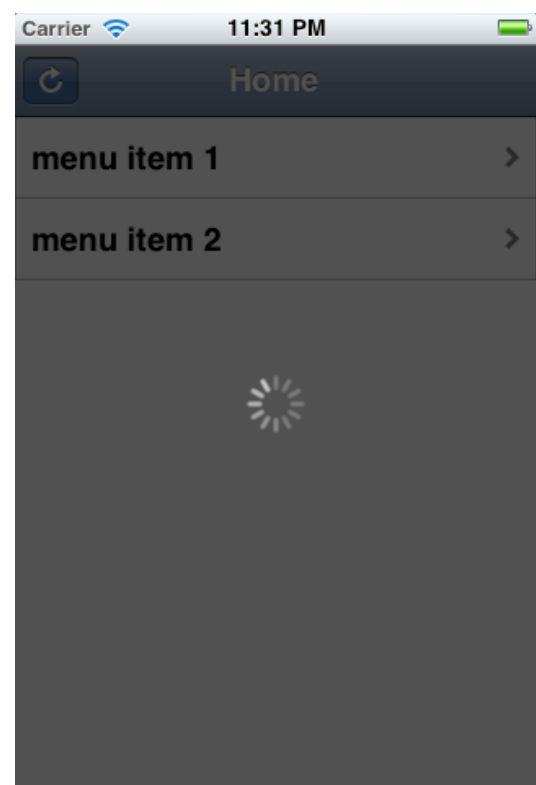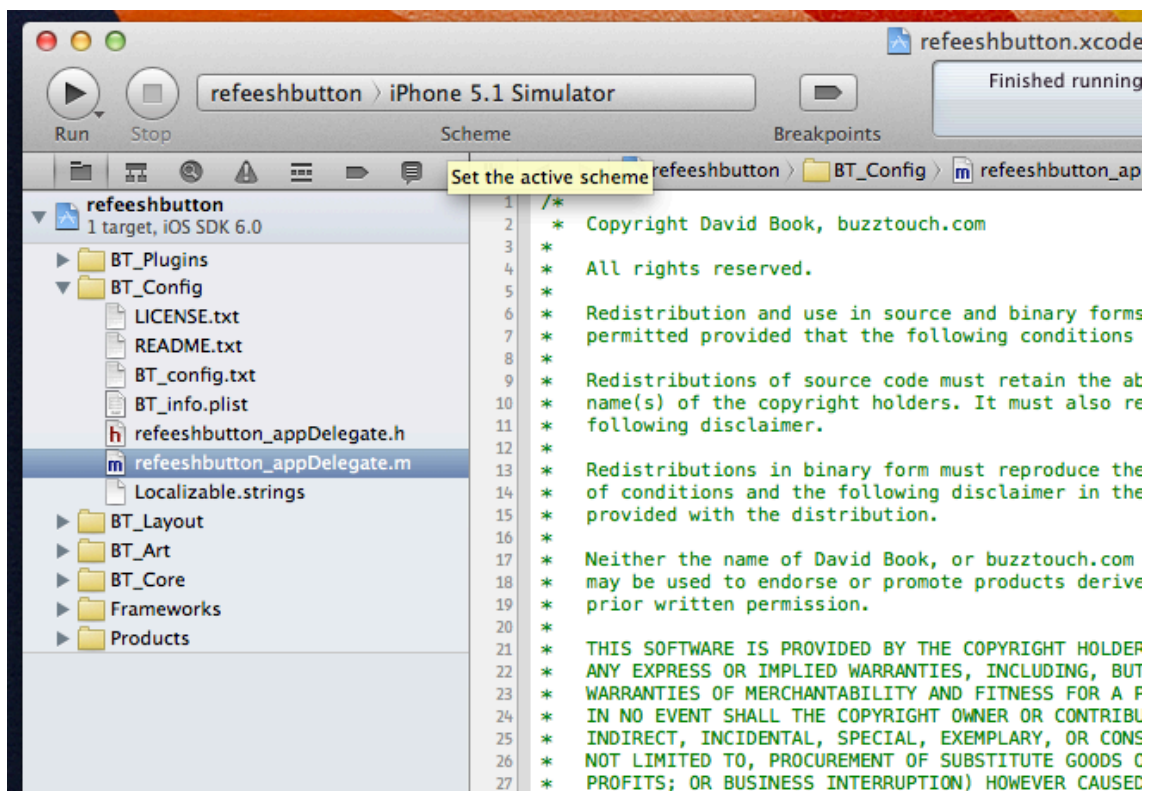

Prompt   Automatic

Instructions without Screenshots

1) Go to your {appname}_appDelegate.m file in the **BT_Config**
    folder in Xcode.

2) Search for the [**modifiedAlert show**] in the **appDelegate.m** file.

3) Replace this simply with [**self downloadAppData**]

4) You should be OK to build and test in the simulator
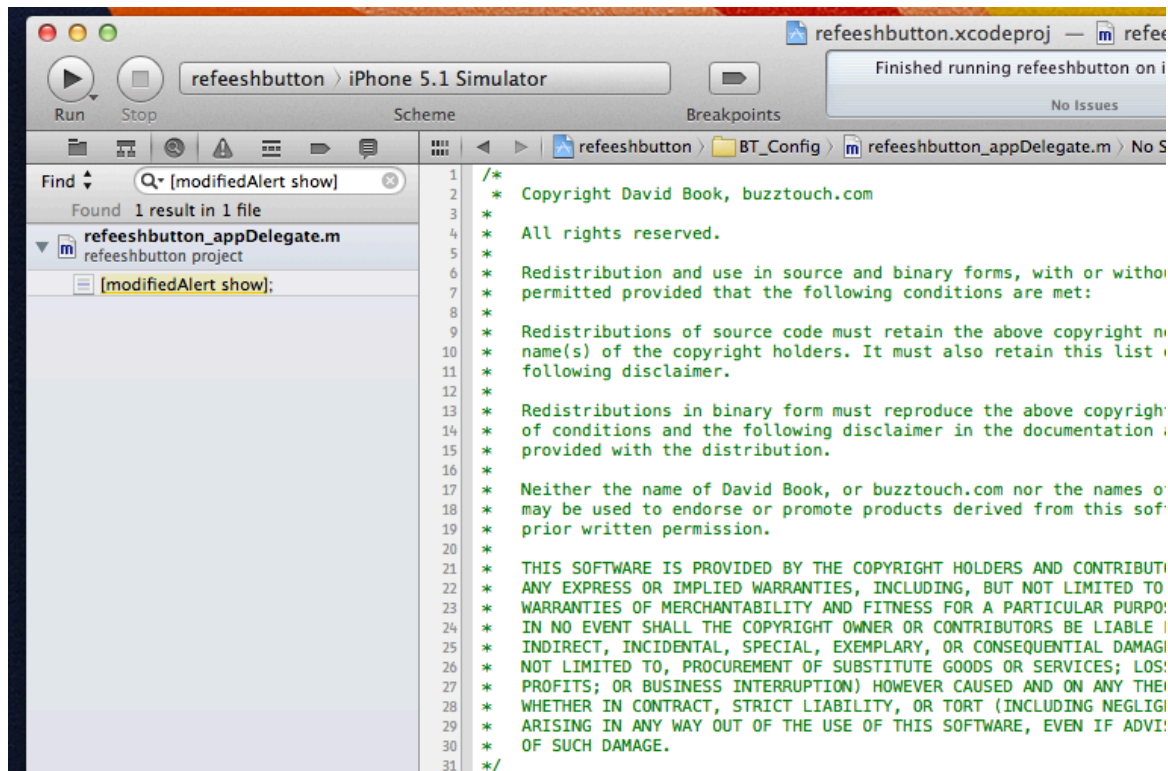   **make sure to include the square brackets**

Instructions with Screenshots

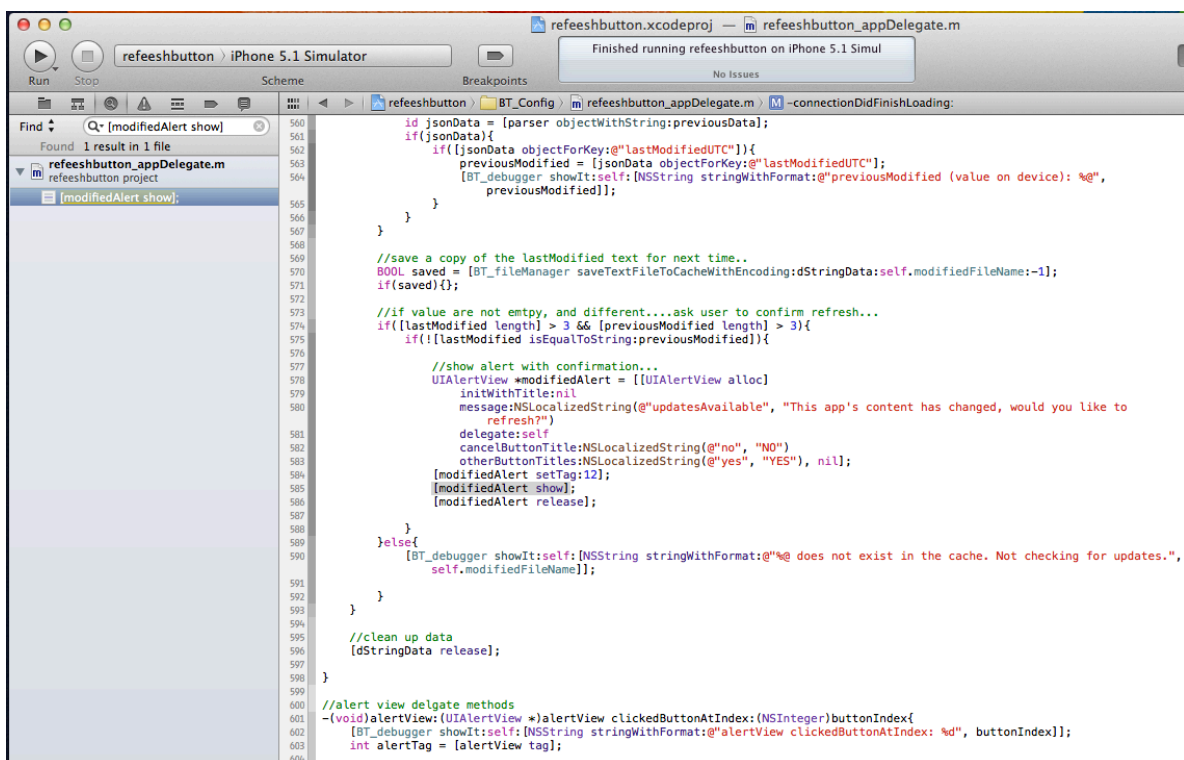1) Go to your {appname}_appDelegate.m file in the **BT_Config**

folder in Xcode.

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2) Search for the [**modifiedAlert show**] in the **appDelegate.m** file.

3) Click the highlighted yellow result once and it should show where that text is. (Highlighted in Grey)

4) Replace the [**modifiedAlert show**] to [**self downloadAppData**]

5) You should be good to go. Build the app and run it on the simulator and on a real device.

What we just did

We removed the alert the show - [**modifiedAlert show**] - and replaced it to a code that downloads the app data by itself - [**self downloadAppData**] -

I hope this works OK for you and I wish you the very best of luck for your app.

Thomas Boyd
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