

Scringo in Buzztouch



Props to Elon and MacApple for bringing Scringo to Buzztouch!

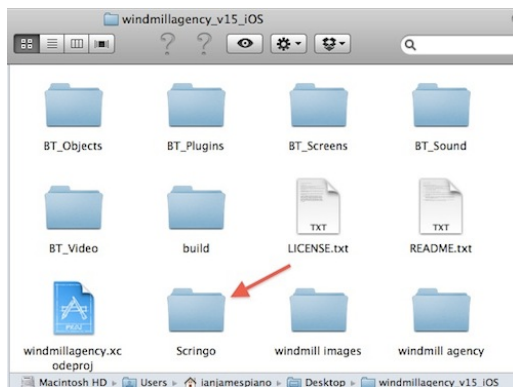
This integration is based on freshly downloaded IOS source code from BT v1.5
Haven't tried it in V2.0 project yet but should be fine.

Android version coming in approx. 2 months and will allow IOS and Android apps to communicate with each other through the BT app.

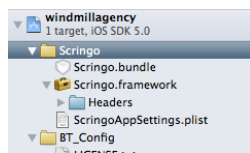
more info at <http://www.scringo.com/>

Adding Scringo to your Buzztouch app is very simple, just follow these steps:

1. Download Scringo.zip then Unzip the file and move the Scringo folder into your Buzztouch project folder



2. Now add the Scringo folder to your xcode project. (Checkout Buzztouch U IOS lessons if you do not know how to add files/folders)



3. In your `AppDelegate.m` file (found in your `BT_Config` folder) , add the following lines:

```
#import <Scringo/ScringoAgent.h> (in the import section)
```

At the end of your `-configureEnvironmentUsingAppData` method. Just below this line : `///app parsed it's configuration data` (around line 340)
Add the following line:

```
[ScringoAgent startSession:self.window locationManager:nil andFacebook:nil];
```

Example:

```
///app parsed it's configuration data
[ScringoAgent startSession:self.window locationManager:nil andFacebook:nil];
}
```

4. Your app should contain the following frameworks if it doesn't include them yet:

- SystemConfiguration.framework
- MessageUI.framework
- CoreLocation.framework
- MapKit.framework
- UIKit.framework
- CoreGraphics.framework
- Foundation.framework (set it to Optional so it will work in iOS < 5.0)
- Accounts.framework (set it to Optional so it will work in iOS < 5.0)
- Twitter.framework (set it to Optional so it will work in iOS < 5.0)

5. *** Important info from MacApple ***

Navigate to the following file in xcode: BT_reachabilty.h (it is in the BT_Objects group) and find the following code:

```
#define kReachabilityChangedNotification @"kNetworkReachabilityChangedNotification"
```

and replace it with the following line of code:

```
#define kReachabilityChangedNotification @"kBT_NetworkReachabilityChangedNotification"
```

If you do not do this you'll just keep getting a 'no network' error. I'm told this will be fixed in the next release which should be in around 2 weeks. It was / is just a case of BT and Scringo not playing well together as you can see from the simple code change.

6. The attached **ScringoAppSetting.plist** file is where you can set your app name, logo and other texts that appears in Scringo's screen. Feel free to change the defaults.

Notes:

The plist file is configured to display test users, you'll see them around you in the Radar and one of them is sending you a test message when you first log in. Change it to "NO" in the plist when you release the app to the app-store.

If you want to configure the popup to be displayed every time someone is launching your app, just put the value 2 in the WelcomePopupMode field in the ScringoAppSettings.plist file (which is part of the installation zip). The possible values for this field are:

- 0 - Don't show the popup at all
- 1 - Show it only the first launch (the default)
- 2 - Show it on every launch

7. (Optional) If you want to add to the app feed, you can add this line anywhere in your code:

```
[ScringoAgent postToFeed:@"Just did something awesome"];
```

Example by MacApple:

It is relatively easy to add posts to the feed page of the plugin. For instance, if you want the feed to be populated with users activity you can add the following line of code:

```
[ScringoAgent postToFeed:@"Just uploaded a photo"];
```

This will, as you can probably guess, notify users of a new image being posted to your user gallery. I added it to the BT_screen_imageEmail.m file so it updates my feed.

You are going to want to drop it in the BT_screen_imageEmail.m in the //emailImage section of code right at the end of that section.

```
//flag as 'true'  
self.didEmail = TRUE;
```

```
[ScringoAgent postToFeed:@"Just uploaded a photo"];
```

**Please make sure to add the following import line in the BT_screen_imageEmail.m file:
#import <Scringo/ScringoAgent.h>

Facebook Integration

Register your app to get Facebook AppId <http://developers.facebook.com/docs/mobile/ios/build/#register>



Assuming your FB appid is XXXXXXXXXX, replace it with your real FB AppId

1. In your BT_info.plist file, you should add the following hierarchy (this is pure Facebook stuff and doesn't relate to Scringo):

```
<key>CFBundleURLTypes</key>
<array>
  <dict>
    <key>CFBundleURLSchemes</key>
    <array>
      <string>fbXXXXXXXXXXXX</string>
    </array>
  </dict>
</array>
```

Example: Looks like this in your BT_info.plist file..Note that your Facebook AppId will go in place of the X's (you do need to keep the fb in front of your AppId in this file)

CFBundleDevelopmentRegion	String	English
CFBundleDisplayName	String	Windmill
CFBundleExecutable	String	\$(EXECUTABLE_NAME)
CFBundleIconFile	String	icon_57.png
CFBundleIconFiles	Array	(3 items)
CFBundleIdentifier	String	com.windmillagency.com
CFBundleInfoDictionaryVersion	String	6.0
CFBundleName	String	windmillagency
CFBundlePackageType	String	APPL
CFBundleSignature	String	????
CFBundleVersion	String	1.0
UISupportedInterfaceOrientations	Array	(5 items)
UISupportedInterfaceOrientations~ipad	Array	(4 items)
CFBundleURLTypes	Array	(1 item)
Item 0	Diction...	(1 item)
CFBundleURLSchemes	Array	(1 item)
Item 0	String	fbXXXXXXXXXXXX

2. In your ScringoAppSettings.plist file, please add the following entry:

```
<key>FacebookAppId</key>
<string>XXXXXXXX</string>
```

Example: Your Facebook AppId will go where the X's are...it is the same number you used in the BT_info.plist (it DOES NOT use "fb" in front of the AppId number in this file)

FacebookInviteCaption	String	Powered by Windmill
AppLogoName	String	windmillicon72.jpg
ActionOnIncomingMessage	Number	1
WelcomePopupMode	Number	2
Theme	String	black
FacebookInviteTitle	String	Join the Windmill Community
TwitterInviteDescription	String	Join The Windmill Community
FacebookInviteDescription	String	Join The Windmill Community
MailInviteSubject	String	Join The Windmill App Community
MailInviteText	String	Join The Windmill Community
AppName	String	Windmill
FacebookInvitePicture	String	icon_57.png
ScringoAppId	String	Yjqy6jPWWFv3L9G50hwgWf6lyu85FRF0
DisplayAge	Boolean	NO
DisplayTestUsers	Boolean	YES
FacebookAppId	String	XXXXXXXXXXXX
TwitterInviteLink	String	www.windmillagencystudio.com

3. In your appDelegate.m file, please add the following lines:

```
- (BOOL)application:(UIApplication *)application handleOpenURL:(NSURL *)url {
    return [ScringoAgent handleOpenURL:url];
}
```

// As you can see it is just below where you called the original ScringoAgent

// it will allow your users to connect with their FB account, and invite their friends to your app by posting on their wall

```
    } //app parsed it's configuration data
    [ScringoAgent startSession:self.window locationManager:nil andFacebook:nil];
}

- (BOOL)application:(UIApplication *)application handleOpenURL:(NSURL *)url {
    return [ScringoAgent handleOpenURL:url];
}
```

Hope This Helps!! Thanks again to Elon from Scringo and MacApple.

Thanks Everyone,
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