

Setting Up Push on Android Using Parse

This outline was used on Buzztouch Self Hosted v3.0

1. Create your app on Parse.com
2. Download the Android SDK
3. Unzip the downloaded SDK and copy the bolts-android-1.2.1.jar file and the Parse-1.10.2.jar file.
4. Paste both files in the libs folder of your project file
5. Paste this in your build.gradle (Module: app) file where dependencies are (*if you have already google play services you will also see it listed here, also gcm.jar*)

```
dependencies {  
    compile 'com.parse.bolts:bolts-android:1.+'  
    compile fileTree(dir: 'libs', include:  
'Parse-*.jar')  
}
```

6. Once in the libs folder you still need to add both libraries to your project, by clicking on the File Menu>Select Project Structure>app>dependencies
7. Select the parse.jar and click ok also do the same for the bolts.jar file. With this both dependencies have been added to the project
8. Next in your appName_appDelegate.java file, add the following import statements at the import section

```
import com.parse.Parse;  
import com.parse.ParseException;  
import com.parse.ParseInstallation;  
import com.parse.ParsePush;  
import com.parse.PushService;  
import com.parse.SaveCallback;
```

9. At the end of the onCreate Method, just before the closing curly braces, in your appName_appDelegate.java file, add the following code.
just under this comment

```
/*
*****
*****
BT_activity_root loads here. It's the starting activity (see AndroidManifest.xml)
*****
*****
*/
```

```
Parse.initialize(this, "application id", "client key");
ParsePush.subscribeInBackground("", new SaveCallback() {

    @Override
    public void done(com.parse.ParseException arg0) {
// TODO Auto-generated method stub
    }
});
ParseInstallation.getCurrentInstallation().saveInBackground();
```

Replace application id and client key with the actual keys

10. Next Go to your BT_activity_host.java file, place the same import statements as above in the import section.

11. At the end of the onCreate method just before the closing curly braces paste the following code just after this line,
configureEnvironment();

```
ParseInstallation.getCurrentInstallation().saveInBackground();
```

12. Next download Reciever.java from this link

<https://www.dropbox.com/s/lflbufpqu85ujyp/Receiver.java?dl=0>

13. Place the file in your java folder where all other java files are, all you need to modify in this file is your package name

```
package com.PackageName;
```

14. Please make sure you keep saving when any changes are done.

15. Lastly, the final file you will need to modify is your manifest file. Just paste this code just before the closing application tag

```
<service android:name="com.parse.PushService" />
<receiver android:name="com.parse.ParseBroadcastReceiver">
  <intent-filter>
    <action android:name="android.intent.action.BOOT_COMPLETED" />
    <action android:name="android.intent.action.USER_PRESENT" />
  </intent-filter>
</receiver>
<receiver android:name="com.PackageName.Receiver"
  android:exported="false">
  <intent-filter>
    <action android:name="com.parse.push.intent.RECEIVE" />
    <action android:name="com.parse.push.intent.DELETE" />
    <action android:name="com.parse.push.intent.OPEN" />
  </intent-filter>
</receiver>
<receiver android:name="com.parse.GcmBroadcastReceiver"
  android:permission="com.google.android.c2dm.permission.SEND">
  <intent-filter>
    <action android:name="com.google.android.c2dm.intent.RECEIVE" />
    <action android:name="com.google.android.c2dm.intent.REGISTRATION" />

    <!--
      IMPORTANT: Change "com.parse.starter" to match your app's package
name.
      -->

    <category android:name="com.PackageName" />
  </intent-filter>
</receiver>
```

Note: Make sure you change PackageName to the name of your package at both places in the code above.

16. Finally comment out these lines in your manifest file

```
<!--<meta-data android:name="googleCloudMessagingProjectNumber"  
android:value="YOUR_GOOGLE_GCM_PROJECT_NUMBER_GOES_HERE"/> →
```

```
<!--<service android:name=".BT_gcmIntentService" /> →
```

And viola you are good to go. REMEMBER to clean your project before running it on your device.

Send your push.