

Firestore Remote Config untuk Mekanisme Force Update

Ardian Franindo

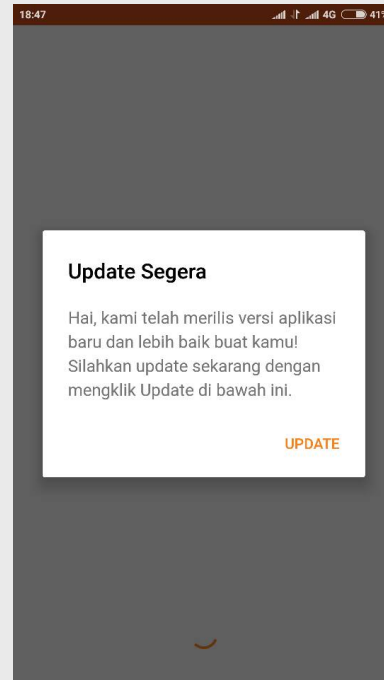
Head of Mobile Division, Suitmedia

Introduction

Maintenance and update are one of the stages in the after-deploy application.

Not like web apps, people need download or update the mobile app if there is a new version.

So how to force mobile app's user to update?

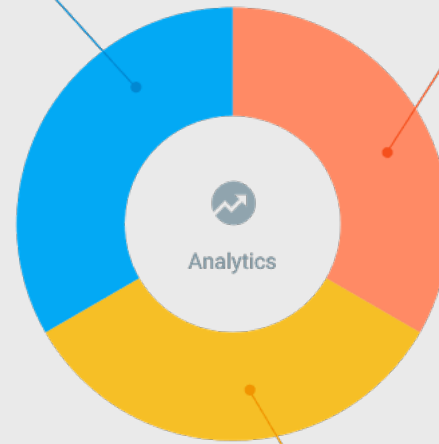


Firebase Remote Config

Firebase Remote Config is a cloud service that lets you change the behavior and appearance of your app on the fly.

DEVELOP

- Realtime Database
- Authentication
- Cloud Messaging
- Storage
- Hosting
- Remote Config
- Test Lab
- Crash Reporting



GROW

- Notifications
- App Indexing
- Dynamic Links
- Invites
- AdWords

EARN



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Setting up Firebase Remote Config

1. Open firebase.google.com/console
2. Create New Project
3. Set up Firebase to Android/iOS app

Add Firebase to your Android app

1 Register app — 2 Download config file — 3 Add Firebase SDK

Android package name ⓘ

App nickname (optional) ⓘ

Debug signing certificate SHA-1 (optional) ⓘ

Required for Dynamic Links, Invites, and

Add Firebase to your iOS app

1 Register app — 2 Download config file — 3 Add Firebase SDK — 4 Add initialization code

iOS bundle ID ⓘ

App nickname (optional) ⓘ

App Store ID (optional) ⓘ

CANCEL REGISTER APP

Setting up Firebase Remote Config (cont)


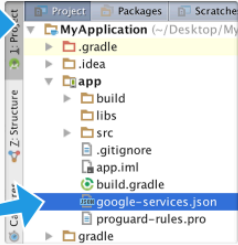
Download config file & move to your project

Add Firebase to your Android app

1 Register app 2 Download config file 3 Add Firebase SDK

Android Studio instructions Alternatives: [Unity](#) [C++](#)

1. [Download google-services.json](#)
2. Switch to the Project view in Android Studio to see your project root directory.
3. Move the `google-services.json` file you just downloaded into your Android app module root directory.



Already added the dependencies?
[Skip to the console](#)


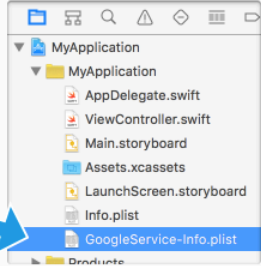
CONTINUE

Add Firebase to your iOS app

1 Register app 2 Download config file 3 Add Firebase SDK 4 Add initialization code


Xcode instructions Alternatives: [Unity](#) [C++](#)

1. [Download GoogleService-Info.plist](#)
2. Move the `GoogleService-Info.plist` file you just downloaded into the root of your Xcode project and add it to all targets.



Already added the pod and initialization code?
[Skip to the console](#)

CONTINUE

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Add SDK using Gradle or Cocoapod

Add Firebase to your Android app


1 Register app 2 Download config file 3 Add Firebase SDK

Gradle instructions Alternatives: [Unity](#) [C++](#)

The Google services plugin for [Gradle](#) loads the `google-services.json` file you just downloaded. Modify your build.gradle files to use the plugin.

1. **Project-level build.gradle** (<project>/build.gradle):

```
buildscript {
  dependencies {
    // Add this line
    classpath 'com.google.gms:google-services:3.1.0'
  }
}
```
2. **App-level build.gradle** (<project>/<app-module>/build.gradle):

```
...
// Add to the bottom of the file
apply plugin: 'com.google.gms.google-services'
includes Analytics by default ⓘ
```
3. Finally, press "Sync now" in the bar that appears in the IDE:


FINISH

Add Firebase to your iOS app

1 Register app 2 Download config file 3 Add Firebase SDK 4 Add initialization code

CocoaPods instructions Alternatives: [Download ZIP](#) [Unity](#) [C++](#)

Google services use [CocoaPods](#) to install and manage dependencies. Open a terminal window and navigate to the location of the Xcode project for your app.

1. Create a Podfile if you don't have one:

```
$ pod init
```
2. Open your Podfile and add:

```
pod 'Firebase/Core'
includes Analytics by default ⓘ
```
3. Save the file and run:

```
$ pod install
```

This creates an `.xcworkspace` file for your app. Use this file for all future development on your application.

Already added the pod and initialization code?
[Skip to the console](#)

CONTINUE



Add Parameter to Console

🔍 Search parameters, values and conditions

ADD PARAMETER

value	joko
notify_force_update_android	3,1.0.1
notify_force_update_ios	2,1.0.1
force_update_app_store	https://itunes.apple.com/.....
force_update_google_play	https://play.google.com/.....



Let's Code

```
mFirebaseRemoteConfig = FirebaseRemoteConfig.getInstance();
FirebaseRemoteConfigSettings configSettings = new FirebaseRemoteConfigSettings.Builder()
    .setDeveloperModeEnabled(BuildConfig.DEBUG)
    .build();

mFirebaseRemoteConfig.setConfigSettings(configSettings);
```

```
mFirebaseRemoteConfig.fetch(cacheExpiration)
    .addOnCompleteListener(this, new OnCompleteListener<Void>() {
        @Override
        public void onComplete(@NonNull Task<Void> task) {
            if (task.isSuccessful()) {
                Toast.makeText(MainActivity.this, "Fetch Succeeded",
                    Toast.LENGTH_SHORT).show();

                mFirebaseRemoteConfig.activateFetched();
            } else {
                Toast.makeText(MainActivity.this, "Fetch Failed",
                    Toast.LENGTH_SHORT).show();
            }
            showValue();
        }
    });
```


Let's Code

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                    Toast.LENGTH_SHORT).show();
            }
            showValue();
        }
    });
```

Let's Code

```
func setupRemoteConfig() {
    let remoteConfig = FIRRemoteConfig.remoteConfig()
    let remoteConfigSettings = FIRRemoteConfigSettings(developerModeEnabled: true)
    remoteConfig.configSettings = remoteConfigSettings!
    remoteConfig.fetch(withExpirationDuration: 0, completionHandler: {(status, error) in
        switch status {
        case .success :
            print("result:::")
            remoteConfig.activateFetched()
            let buildVersionNormal = remoteConfig.configValue(forKey: "notify_update_normal_ios").
                stringValue ?? "0,0"
            let buildVersionForce = remoteConfig.configValue(forKey: "notify_update_force_ios").stringValue
                ?? "0,0"
            print(buildVersionNormal)
            print(buildVersionForce)
            self.checkBuild(buildVersionForce: buildVersionForce, buildVersionNormal: buildVersionNormal)
        case .failure :
            print(error?.localizedDescription as Any)
        default :
            break
        }
    })
}
```

Let's Code (check Version)

```
if(currentVersion < forceUpdateVersion){
    new MaterialDialog.Builder(this)
        .titleColorRes(R.color.black)
        .backgroundColorRes(R.color.white)
        .positiveColorRes(R.color.colorPrimary)
        .cancelable(false)
        .title("Confirmation")
        .content("Hi, we have a new version for you! Please update your a...")
        .positiveText("UPDATE")
        .onPositive((dialog1, which) -> {
            // dialog1.dismiss();
            Intent i = new Intent(Intent.ACTION_VIEW,
                Uri.parse(CommonConstant.PLAYSTORE_URL));
            startActivity(i);
        })
        .show();
return;
}
```

```
if let buildVersionForceNumber = Int(buildVersionForceSplited[0]), buildVersion <
    buildVersionForceNumber {
    print(buildVersionForceSplited[1])
    // Alert
    let alert = UIAlertController(title: "Warning", message:
        "labelForceUpdate".localized(), preferredStyle: UIAlertControllerStyle.alert)
    let yesButton = UIAlertAction(title: "buttonUpdate".localized(), style:
        UIAlertActionStyle.default, handler: { alertAction in
            UIApplication.shared.openURL(NSURL(string: "https://goo.gl/70vPIB")! as URL)
        })
    let laterButton = UIAlertAction(title: "buttonLater".localized(), style:
        UIAlertActionStyle.default, handler: { alertAction in
            exit(0)
        })
    alert.addAction(yesButton)
    alert.addAction(laterButton)
    present(alert, animated: true, completion: nil)
    return
}
```

TERIMA KASIH



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