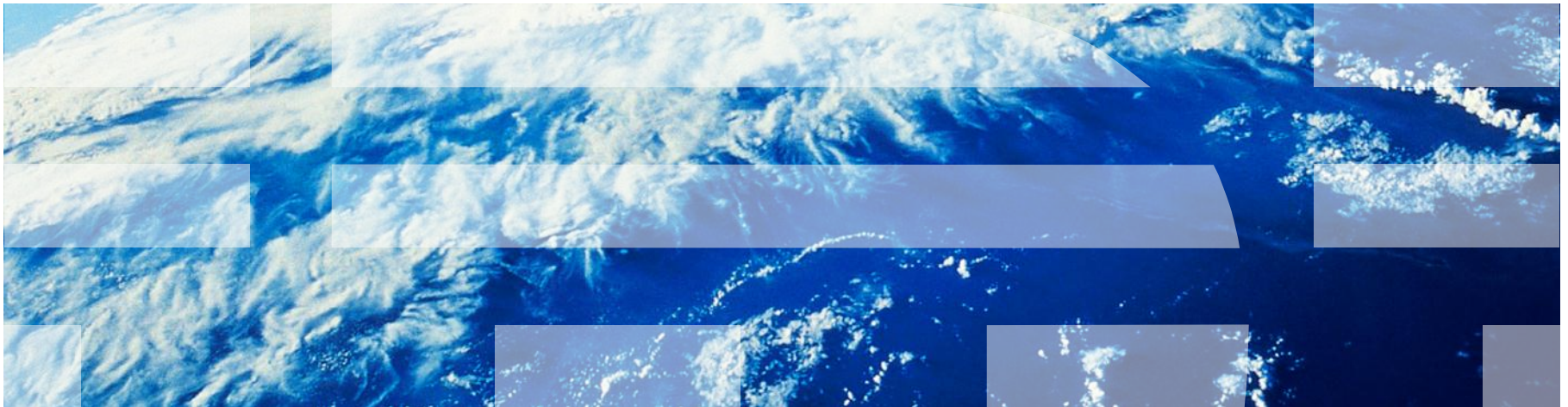


# ***IBM Worklight Foundation V6.2.0 Getting Started***

**Using Direct Update to quickly update your application**



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# *Agenda*

- About Direct Update
- Advantages
- Restrictions
- Under the hood
- User experience
- Disabling old application versions

## ***About Direct Update***

- With Direct Update, hybrid Android, iOS, and Windows Phone 8 applications can be updated automatically with new versions of their web resources.
- Hybrid applications are written in HTML, JavaScript, and CSS and can access native device features. The application web resources can be downloaded on the users' device, like mobile web applications.

# *Agenda*

- About Direct Update
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## ***Advantages***

- Organizations can ensure that users always use the latest version of the application.
- Better control of application versions, by notifying users of pending updates or preventing the use of obsolete versions.
- Updates that are deployed to the Worklight® Server are automatically pushed to user devices.
- Possible to push an update silently without user interaction.

# *Agenda*

- About Direct Update
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# Restrictions

- Direct update of application web resources:
  - Support for Android, iOS, and Windows Phone 8.
  - Update is for the app **web resources** only.
    - To update native resources, you must upload a new version to the respective app store.
  
- OS-specific restrictions:
  - Android: no restrictions.
  - Windows Phone 8: no restrictions.
  - iOS:
    - B2C: according to the terms of service of your company; usually at least bug fixes are allowed.
    - B2E: through the iOS Developer Enterprise Program.



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## ***Under the hood***

- Direct Update is based on the Worklight Authentication Framework.
- Comes with pre-defined authentication realm and challenge handler.
- Can be adjusted in `authenticationConfig.xml` to the following modes:
  - `perSession`
  - `perRequest`
  - `disabled`
- UI/UX of the Direct Update process can be fully customized by using simple interfaces.

## ***Under the hood – continued***

### ***Server-side customization***

- By default, the `<mobileSecurityTest>` has Direct Update enabled in `perSession` mode:

```
<mobileSecurityTest name="mobileTests">  
  <testAppAuthenticity/>  
  <testDeviceId provisioningType="none" />  
  <testUser realm="myMobileLoginForm" />  
  <testDirectUpdate mode="perSession" />  
</mobileSecurityTest>
```

- To Disable Direct Update, change its mode to `disabled`, and similarly to override it to other modes.

```
<testDirectUpdate mode="disabled" />
```

## ***Under the hood – continued***

### ***Server-side customization***

- By default, the `<customSecurityTest>` does not have any realms.
- To add a Direct Update realm to a custom security test, add a `<test>` element with the realm name `wl_directUpdateRealm` and define the required `mode` property:

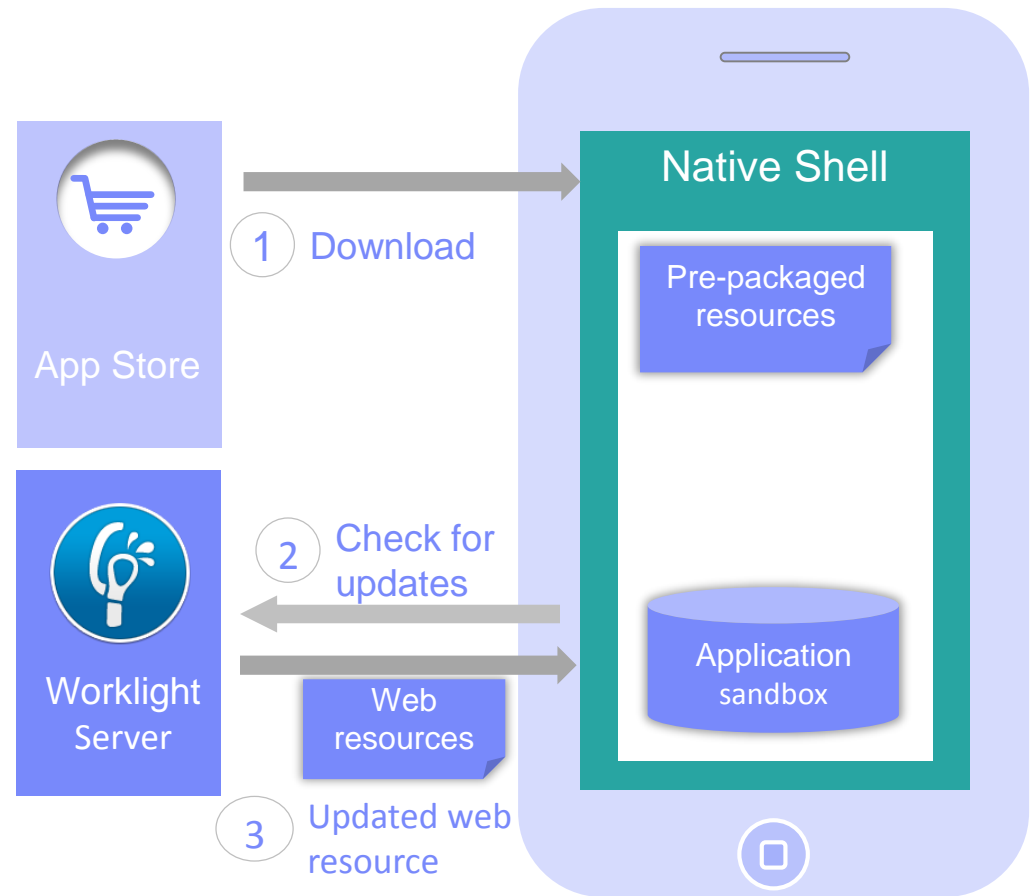
```
<customSecurityTest name="customTests">  
    <test realm="wl_directUpdateRealm" mode="perRequest"/>  
</customSecurityTest>
```

- For more information, see the Worklight user documentation topic: “**Direct Update as a security realm**”.

## Under the hood – continued

### Internal function

- Web resources are initially packaged with the application to ensure first offline availability.
- The application checks for updates based on user configuration:
  - Per session, per request (can also be disabled).
- Updated web resources are downloaded when necessary.
- After Direct Update, the application will no longer use pre-packaged resources but those resources in the application sandbox.



# ***Agenda***

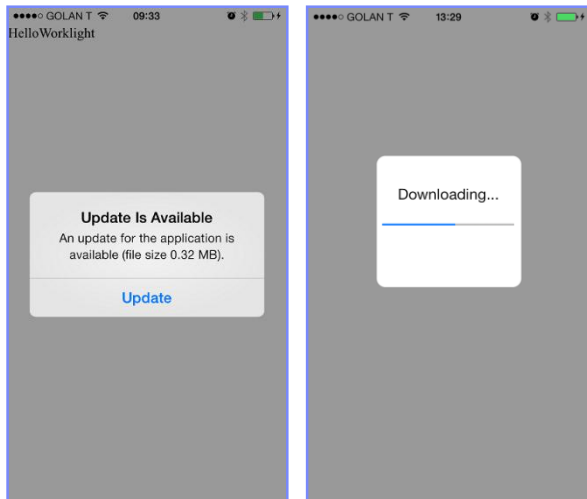
- About
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# User experience

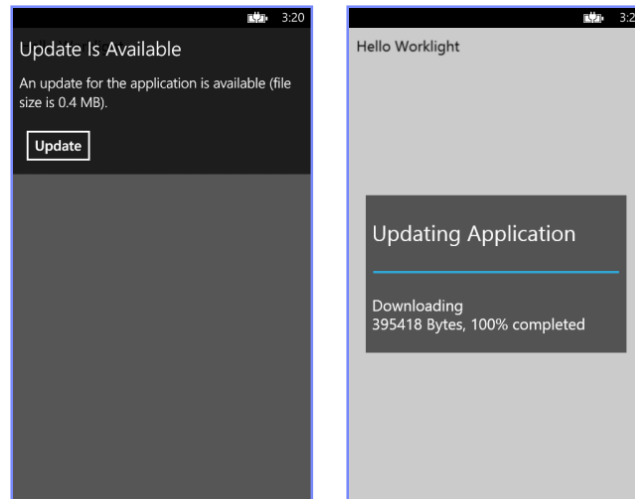
## Default behavior

- By default, once a Direct Update is received a **pop-up dialog** is displayed and the user is asked whether to start the update process.
- Once the user approves, a **progress bar** dialog is displayed and web resources begin downloading.
- The web part of the application is automatically reloaded once the update is complete.

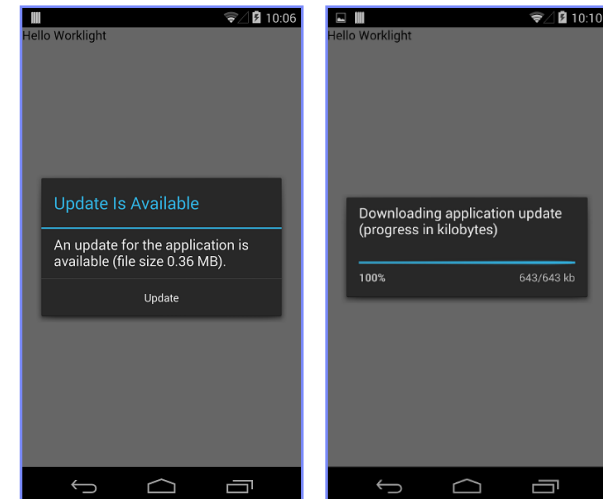
### iOS



### Windows Phone 8



### Android



## ***User experience – continued***

### ***Customizing the UI/UX***

- It is possible to override the default UI/UX and create a custom Direct Update behavior altogether.
- To do so, override the `handleDirectUpdate` function:

```
wl_DirectUpdateChallengeHandler.handleDirectUpdate = function(directUpdateData,  
directUpdateContext) {  
    // custom Direct Update logic  
};
```

- `directUpdateData`
  - A JSON object containing the `downloadSize` property that represents the files size in bytes of the update package to be downloaded from the Worklight Server.
- `directUpdateContext`
  - A JavaScript object exposing `.start()` and `.stop()` functions that start and stop the Direct Update flow.



## ***User experience – continued***

### ***Customizing the UI/UX***

- In the example code in the next slide, a custom Direct Update dialog is presented to user, allowing to either continue with the update process or dismiss it.
  
- A customized new Direct Update UI can be, for example, either:
  - A `WL.SimpleDialog`.
  - A dialog that is created by using a third-party JavaScript framework (such as Dojo or jQuery Mobile).
  - Fully native UI by executing a Cordova plug-in.
  - An alternate HTML file that is presented to the user with options.
  - And so on...

# User experience – continued

## Customizing the UI/UX

```

wl_directUpdateChallengeHandler.handleDirectUpdate = function(directUpdateData,
directUpdateContext) {
    // custom WL.SimpleDialog for Direct Update
    var customDialogTitle = 'Custom Title Text';
    var customDialogMessage = 'Custom Message Text';
    var customButtonText1 = 'Update Application';
    var customButtonText2 = 'Not Now';

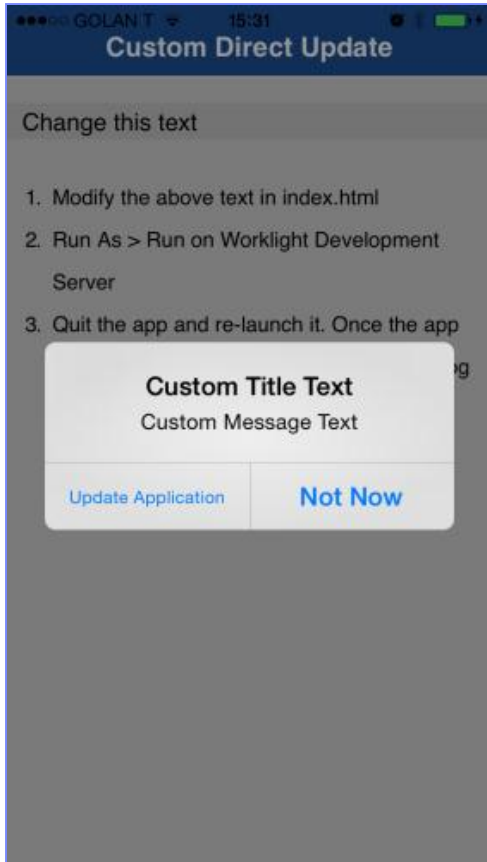
    WL.SimpleDialog.show(customDialogTitle, customDialogMessage,
        [{
            text : customButtonText1,
            handler : function() {
                directUpdateContext.start();
            }
        },
        {
            text : customButtonText2,
            handler : function() {
                wl_directUpdateChallengeHandler.submitFailure();
            }
        }
    ]
    );
};

```

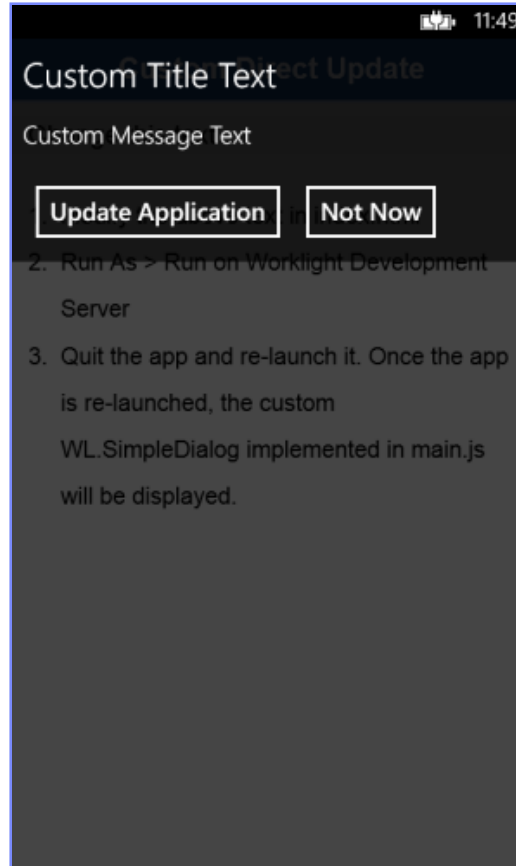
# User experience – continued

## Customizing the UI/UX

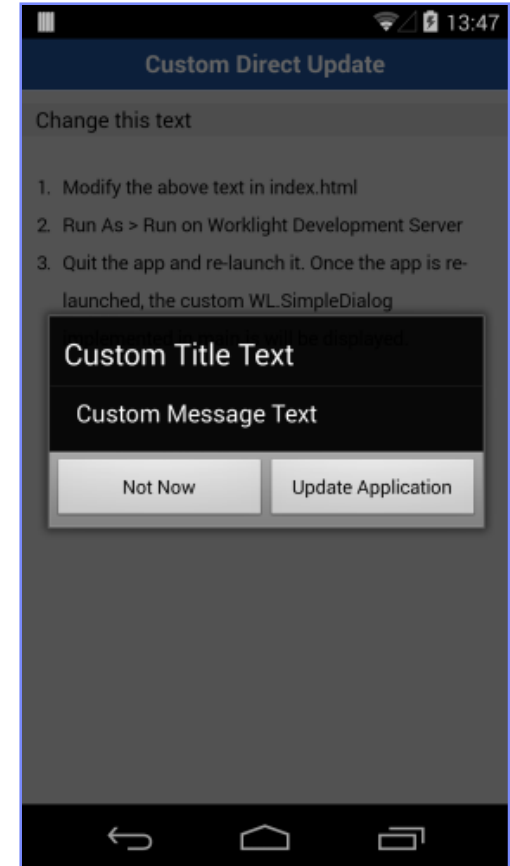
iOS



Windows Phone 8



Android



## ***User experience – continued***

### ***Customizing the UI/UX***

- In the example code in the previous slide, `submitFailure` was used to dismiss the Direct Update:

```
wl_directUpdateChallengeHandler.submitFailure();
```

- As mentioned, when the developer creates a customized Direct Update experience, the responsibility for its flow now belongs to the developer.
- As such, it is important to call `submitFailure()` to notify the Worklight framework that the process completed with a “failure”. The Worklight framework in turn invokes `onFailure` callback of the invocation that triggered the Direct Update.
  - Because the update process did not take place, it will occur again the next time it is triggered.

## ***User experience – continued***

### ***Customizing the UI/UX***

- Optionally, a developer can also supply a Direct Update *listener* to fully control a Direct Update's lifecycle.

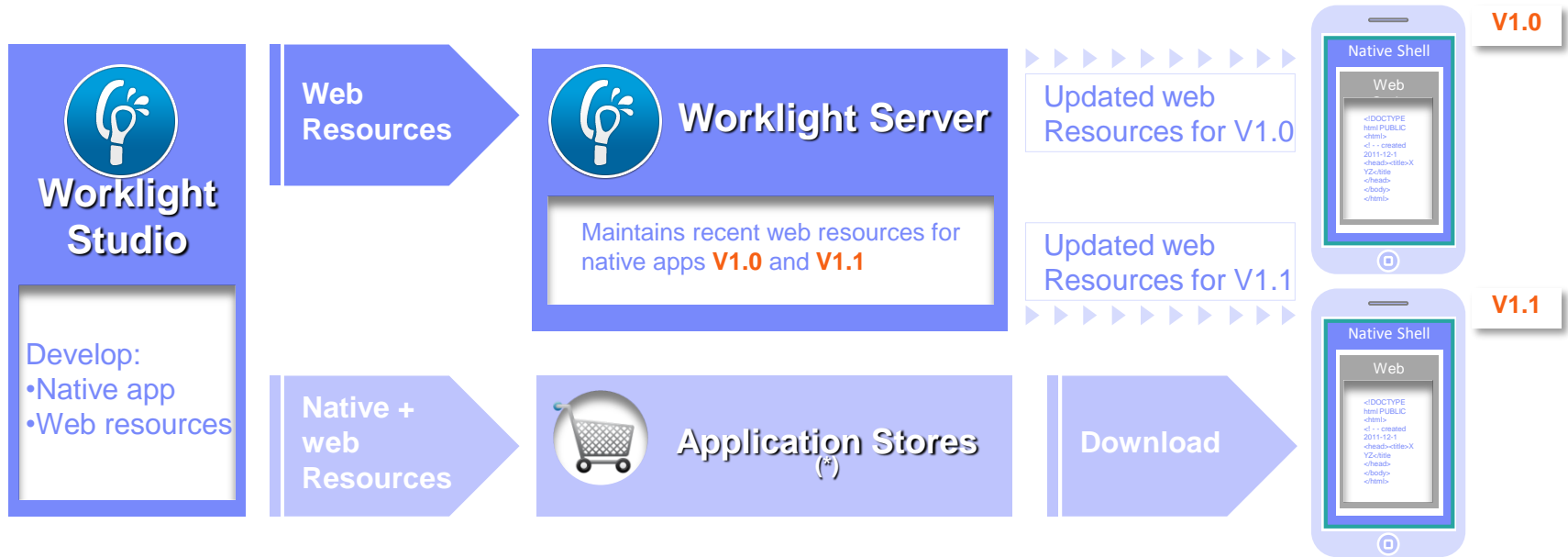
```
directUpdateContext.start(directUpdateCustomListener);
```

- For more information, see the Worklight user documentation topic: **“Customizing the direct update interface”**.

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- Disabling old application versions

# Distribution



(\*) During development cycles, testers automatically get recent web resources through internal distribution mechanisms and not through application stores.

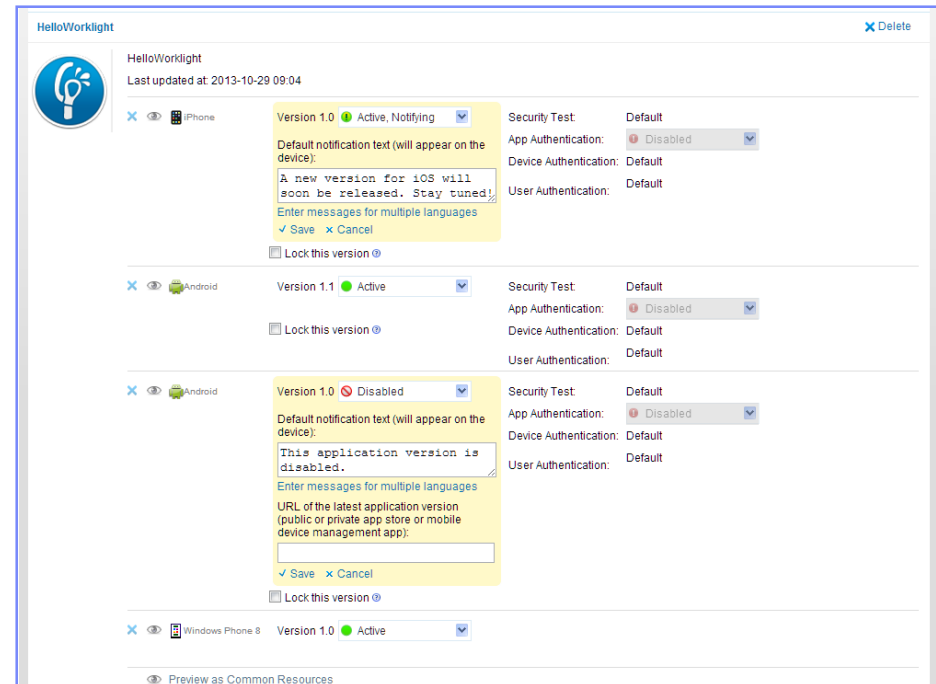
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# Disabling old application versions

- You can use the Worklight Console to prevent users from using obsolete versions and to notify users about available updates.
- Clarification: The Remote Disable feature prevents users from interacting with the Worklight Server only; that is, it prevents the app from fetching new data. The application itself is still accessible.
  - Any action in the application that requires server connectivity is blocked.



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