



Connect Mobile

Branding Guide

Mobile (iOS) Release 3.8.8

Mobile (Android) Release 3.8.8

Document Version 2

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Document Revision History

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Release	Version	Reason for Change	Date	Author
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3.8.8	2	Added keywords to document properties. Completed latest rebranding for Cisco to prepare for migration.	October 28, 2020	Joan Renaud

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1 Summary of Changes

This section describes the changes to this document for each release and document version.

1.1 Changes for Release 3.8.8, Document Version 2

This version of the document includes the following changes:

- Completed latest rebranding for Cisco.
- Replaced references to former repository.

1.2 Changes for Release 3.8.8, Document Version 1

This version of the document includes the following change:

- Updated [Appendix C: iOS Branding Parameters](#).

1.3 Changes for Release 3.8.7, Document Version 1

This version of the document includes the following changes:

- Updated section [6.3 Single Sign-On \(SSO\) Authentication](#).
- Updated section [7.5.4 Branding Save Login Feature](#).
- Updated section [Appendix C: iOS Branding Parameters](#).

1.4 Changes for Release 3.8.6, Document Version 1

This version of the document includes the following changes:

- Updated section [5.9.1 iOS Application Icons](#).
- Updated section [6.10 Configure URI Launch Scheme](#).
- Added section [6.13 Call Type Control for MobileLink Mode](#).

1.5 Changes for Release 3.8.5, Document Version 1

This version of the document includes the following change:

- Added section [9 Addendum – UC-One Collaborate 3.8.5 Branding Quick Guidance](#).

1.6 Changes for Release 3.8.3, Document Version 1

This version of the document includes the following changes:

- Added section [5.27 Configure Side Menu Icon Color](#).
- Added section [5.28 Configure Presence Icons](#).
- Added section [8 Addendum – Guidelines for Applying Branding from 3.6.x to 3.8.x](#).

1.7 Changes for Release 3.8.1, Document Version 1

This version of the document includes the following changes:

- Added section [6.10 Configure URI Launch Scheme](#).
- Updated section [6.7 Configure Call Settings URL in MobileLink Mode](#).
- Updated section [7.1.2 Standard Color Branding](#).

- Updated section [7.5.4 Branding Save Login Feature](#).
- Updated section [7.7.2 Branding Android “About”](#).
- Removed section [5.10 Launch Images \(iOS Only\)](#).
- Added [Appendix C: iOS Branding Parameters](#) and [Appendix D: Android Branding Parameters](#).
- Updated images with new UX uplift.

1.8 Changes for Release 3.6.2, Document Version 1

This version of the document includes the following changes:

- Added section [7.5.3 Branding Region Screen](#).
- Updated section [5.12 Application Status Icon \(Android Only\)](#).

1.9 Changes for Release 3.6.1, Document Version 1

This version of the document includes the following changes:

- Added section [5.2 Application Version](#).
- Added section [6.6 Remove AppExtension \(iOS Only\)](#).
- Added section [6.7 Configure Call Settings URL in MobileLink Mode](#).
- Added section [6.8 Configure Dialpad as Landing Page](#).
- Added section [6.9 Disable Welcome Screen](#).
- Updated section [5.9.2 Android Application Icons](#).

1.10 Changes for Release 3.5.5, Document Version 1

This version of the document includes the following changes:

- Updated section [7.5 Branding Login Parameters](#) and added more details about the branding of multiple login regions.
- Updated section [6.2 Allow Backup \(Android Only\)](#) and added description of change in the default value of the `allowBackup` attribute.

1.11 Changes for Release 3.5.1, Document Version 1

This version of the document includes the following changes:

- Added section [6.3 Single Sign-On \(SSO\) Authentication](#).
- Added section [6.4 Xsi Mid-Call Widget](#).
- Added section [6.5 UIDeviceFamily \(iOS Only\)](#).

1.12 Changes for Release 3.4.1, Document Version 1

This version of the document includes the following changes:

- Added section [6.1 Device Types for Connect Mobile and Tablet](#).
- Added section [6.2 Allow Backup \(Android Only\)](#).

1.13 Changes for Release 3.3.1, Document Version 1

This version of the document includes the following changes:

- Added section [5.15 Help URL](#).
- Added section [5.16 Privacy Policy URL](#).
- Updated branding login parameters.

1.14 Changes for Release 3.0.2, Document Version 1

This version of the document includes the following change:

- Added section [7.5 Branding Login Parameters](#).

1.15 Changes for Release 3.0.1, Document Version 1

This version of the document includes the following changes:

- Updated Branding Kit structures.
- Changed “Advanced” Branding to “Standard” Branding.

1.16 Changes for Release 2.2.2, Document Version 1

This version of the document includes the following changes:

- Updated images.
- Updated Branding Kit structures.

1.17 Changes for Release 2.2.1, Document Version 1

This version of the document includes the following changes:

- Added section [5.11 BroadSoft Logo](#).
- Updated application logo images.

1.18 Changes for Release 2.1.4, Document Version 1

This version of the document includes the following change:

- Added a description about how to remove Password Update via branding.

1.19 Changes for Release 2.1, Document Version 1

This is the initial version of the document.

2 Overview

Cisco developed a simple and quick process for branding. This document describes the elements that can be customized for Connect Mobile iOS Release 3.8.8 and Android Release 3.8.8.

The Mobile applications run as native clients on iOS and Android. The following figures show the main screens for iPhone and Android Phone.

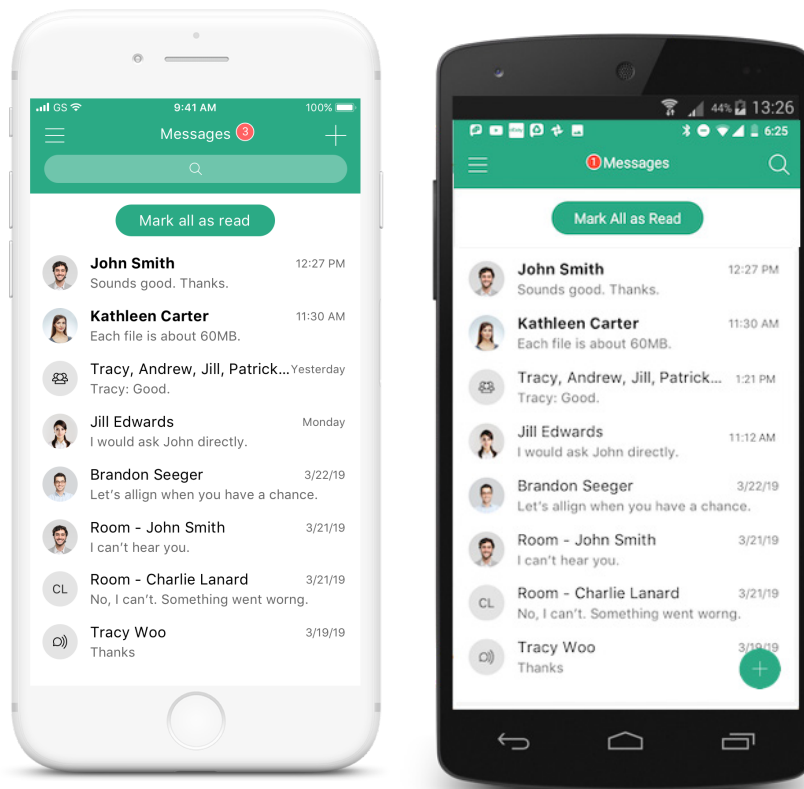


Figure 1 iPhone and Android Phone

For Android and iOS, there is no need to engage Cisco to complete the branding process. The steps include:

- 1) Review this document.
- 2) Obtain the Connect Branding Kit for iOS/Android.
- 3) Customize the branding resources as appropriate; these include colors, logos, graphics, application icons, text, sounds, configuration files, and/or Uniform Resource Locators (URLs).

To apply the resource branding changes and to re-sign the application for distribution, see the *iOS Application Deployment Guide* and the *Android Application Deployment Guide* available from Cisco at cisco.com.

3 Branding Kits

This section describes the UC-One Connect Mobile Branding Kits.

The Branding Kits are distributed as ZIP archives that contain the default resources that must be updated or replaced in a specific hierarchy. The ZIP file is available from Cisco at cisco.com.

Select the kit for the platform and release being used.

NOTE: Each described image in this branding guide must be placed in the corresponding folder. For that purpose, this branding guide comes with two zipped folders for each operating system. Each folder has its own operating system-specific folders with image resources. **You must keep the structure of each folder, image names, and resolutions.** The required format for all images is PNG 24 with transparency.

3.1 Android Branding Kit Structure

The Android Branding Kit contains the application branding script, tools (*bin* directory) and the modifiable branding resources (*resources* directory). The *resources* directory contains folders with images, sounds, language text files, and configuration files:

- Image – The image resources are organized in 16 directories containing the images for the corresponding four resolutions (mdpi, hdpi, xhdpi, and xxhdpi).
- Colors – The files with colors are included in the *~values* directory.
- Sounds – The sound files are included in the *~raw* directory.
- Text – There are 11 folders used for language text files. The default English text file is included in the *~values* directory.
- Configurations – The branding configuration files are included in the *~values* directory.

□ ConnectBrandingResourceKitAndroid-R3.8.1

□ bin

□ resources

□ assets

□ res

□ drawable

□ drawable-hdpi (high-density screen images)

□ drawable-large-hdpi (used only for status and notification icons)

□ drawable-large-mdpi (used only for status and notification icons)

□ drawable-large-xhdpi (used only for status and notification icons)

□ drawable-large-xxhdpi (used only for status and notification icons)

□ drawable-mdpi (medium high-density screen images)

□ drawable-sw600dp-hdpi (used only for tablet screen with minimum of 600dp)

□ drawable-sw600dp-mdpi (used only for tablet screen with minimum of 600dp)

□ drawable-sw600dp-xhdpi (used only for tablet screen with minimum of 600dp)

□ drawable-sw600dp-xxhdpi (used only for tablet screen with minimum of 600dp)

- ☐ drawable-sw600dp-xxxhdpi (used only for tablet screen with minimum of 600dp)
- ☐ drawable-sw720dp-hdpi (used only for tablet screen with minimum of 720dp)
- ☐ drawable-sw720dp-mdpi (used only for tablet screen with minimum of 720dp)
- ☐ drawable-sw720dp-xhdpi (used only for tablet screen with minimum of 720dp)
- ☐ drawable-sw720dp-xxhdpi (used only for tablet screen with minimum of 720dp)
- ☐ drawable-sw720dp-xxxhdpi (used only for tablet screen with minimum of 720dp)
- ☐ drawable-xhdpi (extra high-density screen images)
- ☐ drawable-xxhdpi (extra extra high-density screen images)
- ☐ drawable-xxxhdpi (extra extra extra high-density screen images)
- ☐ mipmap-hdpi (used for the hdpi application icon)
- ☐ mipmap-ldpi (used for the ldpi application icon)
- ☐ mipmap-mdpi (used for the mdpi application icon)
- ☐ mipmap-xhdpi (used for the xdpi application icon)
- ☐ mipmap-xxhdpi (used for the xxdpi application icon)
- ☐ mipmap-xxxhdpi (used for the xxxdpi application icon)
- ☐ raw (Sounds and About)
- ☐ raw – de (About German text files)
- ☐ raw – es (About Spain text files)
- ☐ raw – es-rAR (About Spain CALA text files)
- ☐ raw – fr (About French text files)
- ☐ raw – fr-rCA (About French Canadian text files)
- ☐ raw – it (About Italian text files)
- ☐ raw – ja (About Japanese text files)
- ☐ raw – ko (About Korean text files)
- ☐ raw – nl (About Dutch text files)
- ☐ raw – zh (About Chinese text files)
- ☐ raw – pt (About Portuguese text files)
- ☐ values (used for English text files, colors, and configuration files)
- ☐ values-de (used for German text files)
- ☐ values-es (used for Spanish text files)
- ☐ values-es-rAR (used for Spanish CALA text files)
- ☐ values-fr (used for French text files)
- ☐ values-fr-rCA (used for French Canadian text files)
- ☐ values-it (used for Italian text files)
- ☐ values-ja (used for Japanese text files)
- ☐ values-ko (used for Korean text files)

- ❏ values-nl (used for Dutch text files)
- ❏ values-zh (used for Chinese text files)
- ❏ values-pt (used for Portuguese text files)
- 📄 branding.properties
- 📄 version.properties
- 📄 appbrand.config
- 📄 appbrand.sh
- 📄 iris-3.8.1.XX.apk

3.2 iOS Branding Kit Structure

The iOS Branding Kit contains the application branding scripts (*bin* directory) and the modifiable resources (*resources* directory). The *resources* directory contains folders with images, sounds, language text files, and configuration files:

- Image – The image resources are organized in three directories: Main directory *resources*, *Logos.xcassets*, and *Images.xcassets*.
 - *Resources* – This folder includes application icons and launch images. The images in this folder are part of Required Branding.
 - *Logos.xcassets* – This folder includes any BroadSoft logo icons used in the application. The images in this folder are part of Required Branding.

NOTE: At the time of this release, the BroadSoft logos were available in the product. These logos are to be replaced in a future release.








- *Images.xcassets* – This folder includes all other image resources used in the application. The images in this folder are part of Optional Branding.
- Colors – The file *Appearance.plist* for setting colors is included in the main directory *resources*.
- Sound – The sound files are included in the main directory *resources*. Sound file replacements must be named the same and must conform to the Core Audio Format (CAF) as specified by Apple.
- Text – All language text files supported by UC-One Connect are included in main directory *resources*. In the Branding Kit structure is shown the content only to default language folder *en.lproj*. All language folders contain the same files with the same file names, but the file content is in the corresponding language.
- Configuration defaults files – there are three configuration files included in the main directory *resources*:
 - *ConfigDefaults.plist*
 - *UserDataDefaults.plist*
 - *GoogleAnalytics.plist*

The iOS Branding Kit is set up with the following structure:

- ❏ BrandingResourceKitiOS-R3.8.1
- ❏ UOneConnect.kit

- bin
- Iris.app
- resources
 - AppLaunch.xcassets
 - Base.lproj
 - Calling.xcassets
 - de.lproj
 - en.lproj
 - Accessibility.strings
 - Branding.strings
 - CallingModule.strings
 - ErrorCode.strings
 - info.html
 - InfoPlist.strings
 - legal.html
 - license.html
 - Localizable.strings
 - Notification.strings
 - Screen1.png
 - Screen2.png
 - Screen3.png
 - tutorial-0.png
 - tutorial-1.png
 - tutorial-2.png
 - es-MX.lproj
 - es-MX.lproj
 - fr.lproj
 - fr-CA.lproj
 - pt.lproj
 - Images.xcassets
 - Calls
 - Contacts
 - DialPad
 - EventSummary
 - Login

- ❏ Navigation
- ❏ NavigationBar
- ❏ Presence
- ❏ Search
- ❏ SideMenu
- ❏ ThreadDetail
- ❏ Voicemail
- ❏ Watermarks
- ❏ WebView
- ❏ it.lproj
- ❏ ja.lproj
- ❏ ko.lproj
- 📁 Logos.xcassets
 - ❏ CallKit
 - ❏ Login
 - ❏ SideMenu.imageset
- ❏ nl.lproj
- ❏ zh-Hans.lproj
- 📄 about-main.css
- 📄 about-reset.css
- 📄 Appearance.plist
- 📄 Applcon60x60@2x.png
- 📄 Applcon76x76@2x~ipad.png
- 📄 BrandingDirectives.strings
- 📄 ConfigDefaults.plist
- 📄 failedMessage.caf
- 📄 GoogleAnalytics.plist
- 📄 iTunesArtwork.png
- 📄 iTunesArtwork@2x.png
- 📄 LaunchImage-700-568h@2x.png
- 📄 callBusy.aiff
- 📄 localNotifRing.aiff
- 📄 NewText.caf
- 📄 receiveSound.caf
- 📄 Reconnecting_Beep.wav

-  RegionalConfigDefaults.plist
-  ringback.wav
-  secondphone.wav
-  sendSound.caf
-  silent.aiff
-  systemNotification.caf
-  UseDataDefaults.plist

4 Branding Concepts Explained

The core concept of Cisco branding is to provide our customers with an easy and flexible process that allows them to convey their brand visual identity through the branding of images, colors, texts, and sounds.

There are two types of branding:

- **Required Branding** – This branding requires the provisioning of basic branding elements such as the application name and logo.

All required elements are listed in section [5 Required Branding](#). These are the mandatory elements needed to successfully complete the branding process.

- **Optional Branding** – Requires **Required Branding** elements but includes additional brandable elements such as colors, texts, images, and sounds.

All available optional elements are listed in section [6 Optional Branding](#).

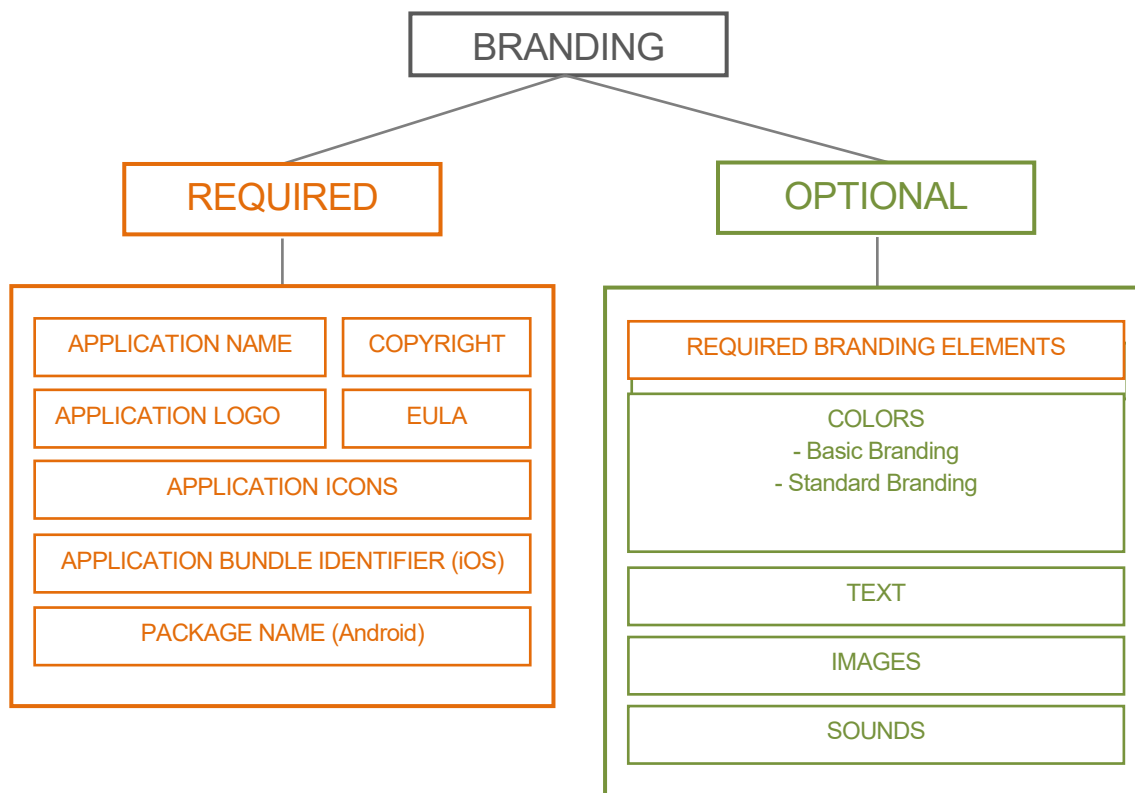


Figure 2 Branding Elements

5 Required Branding

5.1 Application Name

The name of the product “Connect” is displayed on iPhone and Android Phone in the following locations:

- Under the launch icon
- In notification messages
- In About – see section [5.7 About \(iOS Only\)](#)

OS	Name	Location of Brandable Cisco BroadWorks Strings
iOS	applicationFullName	/resources/en.lproj/Branding.strings
Android	app_name app_full_name	/resources/res/values/brandablestrings.xml

5.2 Application Version

The version of the application can be changed using the following attributes.

Android application

Name	Resources Location	Example
app.version.build	~/resources/version.properties	app.version.build=0 It should be incremented by 1 for each published version.
app.apk.versioncode	~/resources/version.properties	app.apk.versioncode=20 This is an optional property. If this property is not defined, the current timestamp will be used.
app.version.fullname	~/resources/version.properties	app.version.fullname=22.6.1 This is an optional property. If this property is not defined, the current version of the reference build will be used.

iOS application

Name	Resources Location	Example
CFBundleVersion	~/resources/BrandingDirectives.strings	“CFBundleVersion”=“22.6.1” This is an optional property. If this property is not defined, the current version of the reference build will be used.
BrandingVersion	~/resources/BrandingDirectives.strings	“BrandingVersion”=“0” This is an optional property. This directive is defined to simplify the process of updating the application release number for branding. If not defined the value will be set to 0.
CFBundleShortVersionString	~/resources/BrandingDirectives.strings	“CFBundleShortVersionString”=“22.6.1” This is an optional property. If this property is not defined, the current version of the reference build will be used.

5.3 Application Bundle Identifier (iOS Only)

For iOS applications, this key uniquely identifies the application bundle. The bundle identifier is used in validating the application's signature, and it must match the provisioning profile used for distribution. Bundle identifiers and provisioning profiles are defined and managed on the Apple Developer web site, and the value provided here must match the identifier specified in the distribution profile. If the application is to be distributed on the Apple App Store, then the bundle identifier must also match the identifier specified on the iTunes Connect web site. For more information, see the *iOS Application Deployment Guide*.

Name	Location
CFBundleIdentifier	~/resources/BrandingDirectives.strings

5.4 Package Name (Android Only)

For Android applications, the package name uniquely identifies the application in the Google Play Store. The build number identifies the revision of the same application. The output *APK* field is the file name of the branded client.

Name	Resources Location	Example
app.package.name (Package Name)	~/resources/branding.properties	app.package.name= com.broadsoft.ucone.android
app.application.name (Output APK)	~/resources/branding.properties	app.application.name=BroadTouch

5.5 Copyright

To brand Copyright and Version, provide the associated text.

OS	Name	Location of Brandable Cisco BroadWorks Strings
iOS	applicationCopyright	/resources/en.lproj/Branding.strings
Android	copyright version_number build_number	/resources/res/values/strings.xml

5.6 Company Web Link

To brand the application web link, provide the associated link.



OS	Name	Location of Brandable Cisco BroadWorks Strings
iOS	applicationCompanyWebLink	/resources/en.lproj/Branding.strings
Android	copyright (part of copyright string)	/resources/res/values/strings.xml

5.7 About (iOS Only)

The following table lists the required files related to the *About* screen.

OS	Name	Location	Used
iOS	<i>info.html</i>	/resources/de.lproj /resources/en.lproj /resources/es.lproj /resources/es-MX.lproj /resources/fr.lproj /resources/it.lproj /resources/ja.lproj /resources/ko.lproj /resources/nl.lproj /resources/zh.lproj /resources/pt.lproj	<i>Info</i> page content – contains the application name and the <i>AboutLogo.png</i> (per language project).
iOS	<i>legal.html</i>	/resources/de.lproj /resources/en.lproj /resources/es.lproj /resources/es-MX.lproj /resources/fr.lproj /resources/it.lproj /resources/ja.lproj /resources/ko.lproj /resources/nl.lproj /resources/zh.lproj /resources/pt.lproj	<i>Legal Notices</i> (third party) page content (per language project).
iOS	<i>license.html</i>	/resources/de.lproj /resources/en.lproj /resources/es.lproj /resources/es-MX.lproj /resources/fr.lproj /resources/it.lproj /resources/ja.lproj /resources/ko.lproj /resources/nl.lproj /resources/zh.lproj /resources/pt.lproj	<i>License</i> (or End-User License Agreement [EULA]) page content (per language project).
Android	<i>info.html</i>	/resources/raw-de /resources/ raw /resources/ raw-es /resources/ raw-es-MX /resources/ raw-fr /resources/ raw-it /resources/ raw-ja /resources/ raw-ko /resources/ raw-nl /resources/ raw-zh /resources/ raw-pt	<i>Info</i> page content – contains the application name and the <i>logo_top.png</i> .

OS	Name	Location	Used
Android	<i>legal.html</i>	/resources/raw-de /resources/ raw /resources/ raw-es /resources/ raw-es-MX /resources/ raw-fr /resources/ raw-it /resources/ raw-ja /resources/ raw-ko /resources/ raw-nl /resources/ raw-zh /resources/ raw-pt	<i>Legal</i> (third party) page content.
Android	<i>license.html</i>	/resources/raw-de /resources/ raw /resources/ raw-es /resources/ raw-es-MX /resources/ raw-fr /resources/ raw-it /resources/ raw-ja /resources/ raw-ko /resources/ raw-nl /resources/ raw-zh /resources/ raw-pt	<i>License</i> (EULA) page content.

OS	Image	Name	Location	Used
iOS		<i>AboutLogo.png</i>	/resources/de.lproj /resources/en.lproj /resources/es.lproj /resources/es-MX.lproj /resources/fr.lproj /resources/it.lproj /resources/ja.lproj /resources /ko.lproj /resources /zh.lproj /resources /pt.lproj	Used in the <i>Info</i> page.
Android		<i>logo_top.png</i>	/resources/res/drawable-hdpi resources/res/drawable-xhdpi resources/res/drawable-xxhdpi	Used in the <i>Info</i> page.

5.8 Cisco BroadWorks Service Trade Names

There are several Cisco BroadWorks specific strings, such as “BroadWorks Anywhere”, that can be branded. The list of strings that can be branded is available as text files as part of basic branding.

OS	Location of Brandable Cisco BroadWorks Strings
iOS	<i>/resources/en.lproj/Branding.strings</i>
Android	<i>/resources/res/values/strings.xml</i>

5.9 Application Icon

Every app needs an application icon and a launch file or image. In addition, some apps need custom icons to represent app-specific content, functions, or modes in navigation bars, toolbars, tab bars, and other areas.

5.9.1 iOS Application Icons

The following table provides information about the iOS application icons and their size in pixels. All app icons must be copied to the `~/IrisBranding.kit/resources/` folder.

Image	Name	Size	Used
	<i>Applcon20x20.png</i>	20x20	Notification icon for iPad
	<i>Applcon20x20@3x.png</i>	60x60	Notification icon for iPhone
	<i>Applcon29x29.png</i>	29x29	Settings icon for iPad
	<i>Applcon29x29@2x.png</i>	58x58	Settings icon for iPhone, iPad, iPad Pro and iPad mini
	<i>Applcon29x29@3x.png</i>	87x87	Settings icon for iPhone (Retina HD – @3x resolution)
	<i>Applcon40x40.png</i>	40x40	Spotlight Icon for iPad
	<i>Applcon40x40@2x.png</i>	80x80	Spotlight icon for iPad and iPhone (Retina - @2x resolution)
	<i>Applcon40x40@3x.png</i>	120x120	Spotlight icon for iPhone (Retina HD – @3x resolution)
	<i>Applcon60x60@2x.png</i>	120x120	Application icon for iPhone (Retina – @2x resolution)
	<i>Applcon60x60@3x.png</i>	180x180	Application icon for iPhone (Retina HD – @3x resolution)

Image	Name	Size	Used
	<i>Applcon76x76.png</i>	76x76	Application icon for iPad
	<i>Applcon76x76@2x.png</i>	152x152	Application icon for iPad (Retina – @2x resolution)
	<i>Applcon83x83@2x.png</i>	167x167	Application icon iPad Pro
	<i>iTunesArtwork@2x.png</i>	1024x1024	App list in iTunes on devices with retina display

5.9.2 Android Application Icons

The following table provides information about the required Android application icons and their size in pixels.

Image	Name	Size	Location	Used
	<i>ic_launcher.png</i>	48x48	~/resources/res/mipmap-mdpi	Application icon for medium-density screen.
	<i>ic_launcher.png</i>	72x72	~/resources/res/mipmap-hdpi	Application icon for high-density screen.
	<i>ic_launcher.png</i>	96x96	~/resources/res/mipmap-xhdpi	Application icon for extra-high-density screen.
	<i>ic_launcher.png</i>	144x144	~/resources/res/mipmap-xxhdpi	Application icon for extra-extra-high-density screen.

Starting from Release 3.6.1, Connect supports adaptive icons introduced in Android 8. The following icons can be used to brand the adaptive icons.

Image	Name	Size	Location	Used
	<i>icon_connect_adaptive.png</i>	108x108	~/resources/res/mipmap-mdpi	Adaptive Application icon for medium-density screen.


Image	Name	Size	Location	Used
	<i>bg_icon_connect_adaptive.png</i>	109x109	~/resources/res/mipmap-mdpi	Adaptive Application background for medium-density screen.
	<i>icon_connect_adaptive.png</i>	162x162	~/resources/res/mipmap-hdpi	Adaptive Application icon for high-density screen.
	<i>bg_icon_connect_adaptive.png</i>	162x162	~/resources/res/mipmap-hdpi	Adaptive Application background for medium-density screen.
	<i>icon_connect_adaptive.png</i>	216x216	~/resources/res/mipmap-xhdpi	Adaptive Application icon for extra-high-density screen.
	<i>bg_icon_connect_adaptive.png</i>	217x217	~/resources/res/mipmap-xhdpi	Adaptive Application background for medium-density screen.
	<i>icon_connect_adaptive.png</i>	324x324	~/resources/res/mipmap-xxhdpi	Adaptive Application icon for extra-extra-high-density screen.
	<i>bg_icon_connect_adaptive.png</i>	325x325	~/resources/res/mipmap-xxhdpi	Adaptive Application background for medium-density screen.
	<i>icon_connect_adaptive.png</i>	432x432	~/resources/res/mipmap-xxxhdpi	Adaptive Application icon for extra-extra-high-density screen.
	<i>bg_icon_connect_adaptive.png</i>	433x433	~/resources/res/mipmap-xxxhdpi	Adaptive Application background for medium-density screen.

5.10 Application Logo

The application logo is displayed on the login screen.

5.10.1 Application Logo iOS

The following table provides information about the required iOS application logos and their size in pixels.

Image	Name	Size	Location
	<i>loginLogo@2x.png</i>	640x160	~ /IrisBranding.kit /resources/Logos.xcassets/Login/ loginLogo.imageset/
	<i>loginLogo@3x.png</i>	960x240	~ /IrisBranding.kit /resources/Logos.xcassets/Login/ loginLogo.imageset/

5.10.2 Application Logo Android

The following table provides information about the required Android application logos and their size in pixels.

Image	Name	Size	Location
	<i>logo-top.png</i>	306x57	~/resources/res/drawable-mdpi
	<i>logo-top.png</i>	460x87	~/resources/res/drawable-hdpi
	<i>logo-top.png</i>	612x115	~/resources/res/drawable-xhdpi
	<i>logo-top.png</i>	918x173	~/resources/res/drawable-xxhdpi



5.11 BroadSoft Logo

NOTE: At the time of this release, the BroadSoft logos were available in the product. These logos are to be replaced in a future release.

The BroadSoft logo is displayed at the bottom of the login screen.





5.11.1 BroadSoft Logo iOS

The following table provides information about the required iOS BroadSoft logos and their size in pixels.

Image	Name	Size	Location
	<i>loginBroadsoftLogo@2x.png</i>	172x36	~ /resources/Logos.xcassets/Login/loginBroadsoftLogo.imageset
	<i>loginBroadsoftLogo@3x.png</i>	258x54	~ /resources/Logos.xcassets/Login/loginBroadsoftLogo.imageset




5.11.2 BroadSoft Logo Android

The following table provides information about the required Android BroadSoft logos and their size in pixels.

Image	Name	Size	Location
	<i>broadsoft_logo_bottom.png</i>	86x18	~/resources/res/drawable-mdpi
	<i>broadsoft_logo_bottom.png</i>	129x27	~/resources/res/drawable-hdpi
	<i>broadsoft_logo_bottom.png</i>	172x36	~/resources/res/drawable-xhdpi
	<i>broadsoft_logo_bottom.png</i>	258x54	~/resources/res/drawable-xxhdpi


5.12 Application Status Icon (Android Only)

The Application Status icon is visible when the app is running in the background (notification bar) in the Android application only.

Image	Name	Location	Used
	<i>ic_launcher_white.png</i>	~/resources/res/drawable-mdpi ~/resources/res/drawable-hdpi ~/resources/res/drawable-xhdpi ~/resources/res/drawable-xxhdpi	You can use the Android Asset Studio to help you create status icons. Visit the Android Asset Studio at https://romannurik.github.io/AndroidAssetStudio/ .
	<i>custom_notification_icon_nougat.png</i>	~/resources/res/drawable-mdpi ~/resources/res/drawable-hdpi ~/resources/res/drawable-xhdpi ~/resources/res/drawable-xxhdpi	This icon is used in Call Control Widget notifications. The icon is used on devices running Android N and above.
	<i>custom_notification_icon.png</i>	~/resources/res/drawable-mdpi ~/resources/res/drawable-hdpi ~/resources/res/drawable-xhdpi ~/resources/res/drawable-xxhdpi	This icon is used in Call Control Widget notifications. The icon is used on devices running Android M and below.

5.13 Splash Logo (Android Only)

The Splash screen is displayed during launch of the application.

Image	Name	Location
	<i>splash_logo.png</i>	~ /resources/res/drawable-mdpi ~ /resources/res/drawable-hdpi ~ /resources/res/drawable-xhdpi ~ /resources/res/drawable-xxhdpi ~ /resources/res/drawable-sw600dp-hdpi ~ /resources/res/drawable-sw600dp-mdpi ~ /resources/res/drawable-sw600dp-xhdpi ~ /resources/res/drawable-sw600dp-xxhdpi ~ /resources/res/drawable-sw600dp-xxxhdpi ~ /resources/res/drawable-sw720dp-hdpi ~ /resources/res/drawable-sw720dp-mdpi ~ /resources/res/drawable-sw720dp-xhdpi ~ /resources/res/drawable-sw720dp-xxhdpi ~ /resources/res/drawable-sw720dp-xxxhdpi

5.14 Languages

The basic language package of Connect consists of and supports the following languages:

- U.S. English (default)
- French
- French (Canadian)
- German
- Italian
- Dutch (Netherlands)
- Spanish (European)
- Spanish (Latin America)
- Korean
- Japanese
- Chinese
- Portuguese

Additional languages or changes to the existing languages are not covered by basic branding. However, this can be done as an additional service.

Default Language	Other Languages
Choose one (from the basic package).	Choose a set of languages (from the basic package).

5.15 Help URL

To brand Help URL, provide the associated URL.

OS	Name	Location of Brandable Cisco BroadWorks Strings
iOS	helpUrl	/resources/ConfigDefaults.plist
Android	privacy_policy_url	/resources/res/values/branding.xml

5.16 Privacy Policy URL

The Privacy Policy link is now displayed in the *About* screen if the following property is defined.

To brand Privacy Policy link, provide the associated URL.

OS	Name	Location of Brandable Cisco BroadWorks Strings
iOS	privacypolicylink	/resources/ConfigDefaults.plist
Android	privacy_policy_url	/resources/res/values/branding.xml

The language used for displaying the Privacy Policy can be defined using the following property.

OS	Name	Location of Brandable Cisco BroadWorks Strings
iOS	language_code	/resources/Localizable.strings
Android	language_code	/resources/res/values/strings.xml

6 Optional Branding Attributes

6.1 Device Types for Connect Mobile and Tablet

Device types for Connect Mobile and tablet can now be branded allowing service providers to brand and deploy different versions of the app at the same time to the same user base.

OS	Name	Location of Brandable Cisco BroadWorks Strings
iOS	device_type_mobile device_type_tablet	/resources/ConfigDefaults.plist
Android	device_type_connect_mobile device_type_connect_tablet	/resources/res/values/branding.xml

6.2 Allow Backup (Android Only)

For Android applications, when the attribute *allowBackup* in the AndroidManifest file is set to “true”, it allows the application to participate in the backup and restore infrastructure. If set to “false”, then no backup or restore of the application is performed.

NOTE: Starting with Connect Release 3.5.5, the default value for *allowBackup* in the AndroidManifest file will be set to “false”.

Name	Resources Location	Example
app.apk.allowBackup	~/resources/branding.properties	app.apk.allowBackup=false

6.3 Single Sign-On (SSO) Authentication

The Connect client allows signing in using Cisco BroadWorks and/or external Single Sign-On (SSO) authentication.

External authentication availability depends on the Identity Providers (IdPs) configured at the Authentication service and the SSO branding options described in this section.

The Authentication service is hosted on the server side, uses Security Assertion Markup Language (SAML) authentication to verify the credentials provided by the user against the external IdP, and generates a long-lived token to be used for authentication by the Communicator client.

Supported options – Cisco BroadWorks, Okta, Office 365, Google, and four Custom login options.

Up to seven Identity Providers (IdPs) should be configured on the server side.

If the Authentication service is not configured or the IdP list is empty, the Connect client defaults to the Cisco BroadWorks login option.

If more than one IdP is configured, a drop-down is available for the user to choose the option to log in with.

For the non- Cisco BroadWorks IdP(s), instead of the Cisco BroadWorks username and password section, there is a brandable informative login text displayed.

The following attributes are used to configure the SSO feature.

There are two configurations in the Android app:

- *branding.xml*
- *settings.xml*

The following configuration file is used in the iOS app:

- *ConfigDefaults.plist*

NOTE: When the SSO mode is enabled, the `saveLoginDisabled` must be set to “true” to disable the Save Login feature, as it is not compatible with the SSO mode. For more information, see section [7.5.4 Branding Save Login Feature](#).

Name	Item Default Value	Description
sso_context		<p>This property must be configured with the corresponding SSO context, used to retrieve the list of supported Identity Providers (IdPs) from the backend.</p> <p>If empty, SSO is disabled.</p> <p>In order to use the email address or access code, the value of <code>sso_context</code> must be set to “user_defined” while branding. If the email address is entered, the domain part is used as SSO Context. Otherwise, the whole value is used as is.</p>
okta_tag	Okta	<p>Specifies the Okta IdP identifier, used to verify if Okta is configured at the backend and to get the corresponding authentication URL.</p> <p>If <code>sso_context</code> is not empty, this property is not empty, and Okta IdP is returned in the IdP list from the server, and Okta authentication is enabled for the user.</p>
google_tag	Google	<p>Specifies the Google IdP identifier, used to verify if Google is configured at the backend and to get the corresponding authentication URL.</p> <p>If <code>sso_context</code> is not empty, this property is not empty, and Google IdP is returned in the IdP list from the server, and Google authentication is enabled for the user.</p>
microsoft_tag	Microsoft	<p>Specifies the Microsoft IdP identifier, used to verify if Microsoft is configured at the backend and to get the corresponding authentication URL.</p> <p>If <code>sso_context</code> is not empty, this property is not empty, and Microsoft IdP is returned in the IdP list from the server, and Microsoft authentication is enabled for the user.</p>
custom1_tag custom2_tag custom3_tag custom4_tag	custom1 custom2 custom3 custom4	<p>Specifies a Custom IdP identifier, used to verify if a Custom authentication is configured at the backend and to get the corresponding authentication URL.</p> <p>If <code>sso_context</code> is not empty, this property is not empty, and the corresponding IdP is returned in the IdP list from the server, and Custom authentication is enabled for the user.</p>

6.4 Xsi Mid-Call Widget

Xsi Mid-Call Widget (App Extension) can be configured using the following attributes.

OS	Attribute Name	Location of Brandable Cisco BroadWorks Strings
iOS	xsiWidgetBundleIdentifier Used to configure widget bundle id. The default id is application bundleid.IrisWidget.	/resources/ConfigDefaults.plist
iOS	widgetcallmovedisabled widgetischeckfacavailable	/resources/widgetConfigDefaults.plist
Android	is_display_number_on_widget – Used to display the persona along with number, by default “true”. widget_callmovedisabled – If this property is set to “true”, widget and notification will not display the move call button. The default value is “false”. widget_ischeckfacavailable – If this property is set to “false”, it will not check the *11 or FAC response and display the move call button all the time. If set to “true”, it will check if FAC response and *11 is present or not, and, based on the response, will display the move call button. The default value is “true”	/resources/res/values/branding.xml

6.5 UIDeviceFamily (iOS Only)

To generate binary for only iPad, iPhone, or Universal app, the following attribute can be configured.

Attribute Name	Supported Values	Location of Brandable Cisco BroadWorks Strings
UIDeviceFamily	“iphone”, “ipad”, or “universal”. The default value is “universal”.	~/resources/BrandingDirectives.strings

6.6 Remove AppExtension (iOS Only)

Application extensions in the reference binary can be removed using the following attribute.

Attribute Name	Supported Values	Location
AllowedExtensions	Comma separated values of name of the allowed application extensions. The default value is empty which will enable all the extensions available in the reference application. Example: “AllowedExtensions” = “IrisWidget”; To disable all the extensions, the attribute can be configured as follows: “AllowedExtensions” = “[]”	~/resources/BrandingDirectives.strings

6.7 Configure Call Settings URL in MobileLink Mode

Call Settings Web View (CSWV) is currently controlled with configuration setting. Connect in MobileLink mode does not use DM and does not have configuration settings. For this mode, CSWV availability in the client can be configured through branding.

NOTE: The Call Settings URL should include the trailing slash if the CSW Web app is deployed with such URL (<https://xsp.ihs.broadsoft.com/csw/>).

OS	Attribute Name	Supported Values	Location
Android	webCallSettingsUrl	Empty string ("") or a valid URL.	<i>/resources/res/values/branding.xml</i>
iOS	webCallSettingsUrl	Empty string ("") or a valid URL.	<i>/resources/ConfigDefaults.plist</i>

6.8 Configure Dialpad as Landing Page

In MobileLink mode, the Dialpad can be set as the Landing Page by branding the following attribute.

OS	Attribute Name	Supported Values	Location
Android	dialpadAsHomescreen	true – Display Dialpad as Landing Page	<i>/resources/res/values/branding.xml</i>
iOS	dialpadAsHomescreen		<i>/resources/ConfigDefaults.plist</i>

6.9 Disable Welcome Screen

The Welcome screen can be disabled by branding the following attribute.

OS	Attribute Name	Supported Values	Location
Android	disableWelcomeScreen	true – Disable Welcome screen	<i>/resources/res/values/branding.xml</i>
iOS	disableWelcomeScreen		<i>/resources/ConfigDefaults.plist</i>

6.10 Configure URI Launch Scheme

The URL Launch scheme of the application can be changed to another value instead of "iris".

OS	Attribute Name	Location
Android	app.url.scheme.string=webexcalltel <string name="CFBundleURLSchemes"> webexcalltel</string>	<i>~/resources/branding.properties</i> <i>/resources/res/values/branding.xml</i>
iOS	"CFBundleURLSchemes" = "webexcalltel";	<i>~/resources/BrandingDirectives.strings</i>

6.11 Configure Side Menu Icon Color

The color of the side menu drawer icons can be configured by adding/updating the following branding attributes.

OS	Attribute Name	Supported Values	Location
Android	MenuIcon	Hex Color Value	/resources/res/values/branding.xml
iOS	MenuIcon	Hex Color Value	/resources/Appearance.plist
	BIColorPalette	advancedPalette	

6.12 Configure Presence Icons

The reference client uses presence icons that is overlaid on top of the avatar. The presence look and feel can be changed by updating the following branding assets.

OS	Location
Android	~resources/res/drawable-<density>/presence_available_large.png ~resources/res/drawable-<density>/presence_available_medium.png ~resources/res/drawable-<density>/presence_away_large.png ~resources/res/drawable-<density>/presence_away_medium.png ~resources/res/drawable-<density>/presence_busy_large.png ~resources/res/drawable-<density>/presence_busy_medium.png ~resources/res/drawable-<density>/presence_incall_large.png ~resources/res/drawable-<density>/presence_incall_medium.png ~resources/res/drawable-<density>/presence_inmeeting_large.png ~resources/res/drawable-<density>/presence_inmeeting_medium.png
iOS	~resources/Images.xcassets/EventSummary/AvatarPresence/presence_available_40, ~resources/Images.xcassets/EventSummary/AvatarPresence/presence_available_84, ~resources/Images.xcassets/EventSummary/AvatarPresence/presence_away_40, ~resources/Images.xcassets/EventSummary/AvatarPresence/presence_away_84, ~resources/Images.xcassets/EventSummary/AvatarPresence/presence_busy_40, ~resources/Images.xcassets/EventSummary/AvatarPresence/presence_busy_84, ~resources/Images.xcassets/EventSummary/AvatarPresence/presence_in_call_40, ~resources/Images.xcassets/EventSummary/AvatarPresence/presence_in_call_84, ~resources/Images.xcassets/EventSummary/AvatarPresence/presence_meeting_40, ~resources/Images.xcassets/EventSummary/AvatarPresence/presence_meeting_84

Example of Branded client:

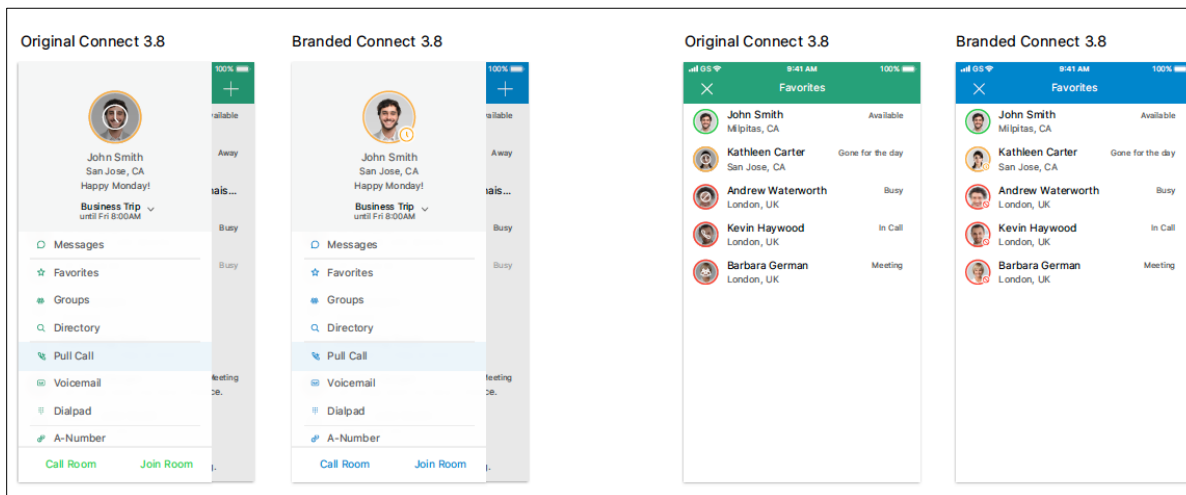


Figure 3 Example Branded Client

6.13 Call Type Control for MobileLink Mode

In MobileLink mode, the Call Type can be enabled or disabled through branding. The following branding attributes are supported.

OS	Attribute Name	Supported Values	Location
Android	callthroughdisabled	True – To disable the Call Type.	<i>/resources/res/values/branding.xml</i>
iOS	callbackdisabled	False – To enable the Call Type.	<i>/resources/ ConfigDefaults.plist</i>
	callnativedisabled		

7 Appearance Branding Attributes

This section describes the Optional brandable elements for iOS and Android:

- Colors
- Images
- Text
- Sounds
- Default Configurations

7.1 Color Branding

The Cisco branding process supports two levels of color customization:

- **Basic Color Branding** – The easiest way to adjust the colors, by specifying a minimal set of colors.
- **Standard Branding** – These colors typically do not need to be modified. Intended for design experts. Changes to standardized elements, such as alert colors and text colors, are not usually recommended.

7.1.1 Basic Color Branding

Using the Basic Color Branding is a simple and easy approach for setting a basic color scheme. Everything is computed for you to keep a coherent design throughout the application by simply modifying a small, core set of colors.



- **Main Application Colors** – Primary for all screen headers and buttons and Secondary for Menu.

Sample text	PrimaryBackground (has light text on it), for example, headers and buttons.
Sample text	SecondaryBackground (has light text), for example, buttons.
Sample text	TertiaryBackground (has dark text), for example, profile background, avatar background.

- **Chat Screen** – Special colors for this unique screen.

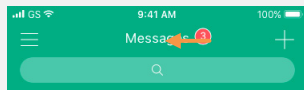

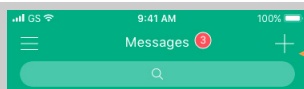




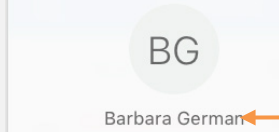




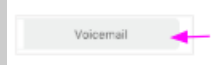

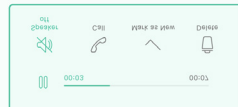
Sample text	ChatBackground (has dark text).
Sample text	IncomingChatBalloonBackground (has dark text).
Sample text	OutgoingChatBalloonBackground (has dark text).

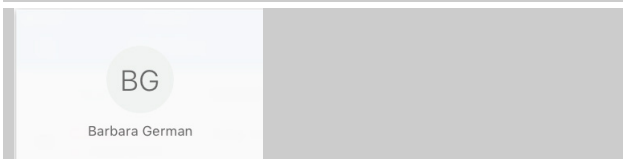
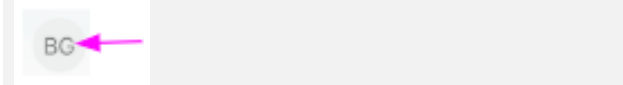

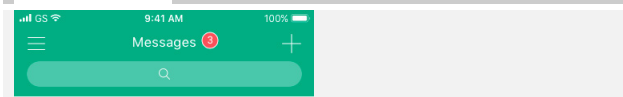


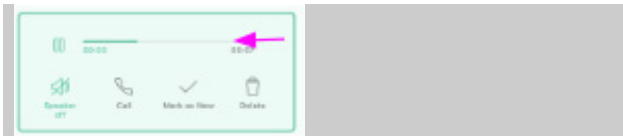
7.1.2 Standard Color Branding

Standard Color Branding adds more colors to the brandable palette, promoting a more distinctive visual appearance and boosting the brand identity. While Simple Branding allows only the branding of backgrounds, Standard Branding introduces the branding of several text colors. These brandable text colors such IncomingChatBalloonText and OutgoingChatBalloonText allow for using inverted colors for chat balloons.

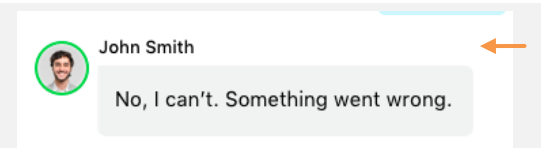
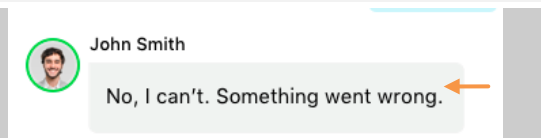
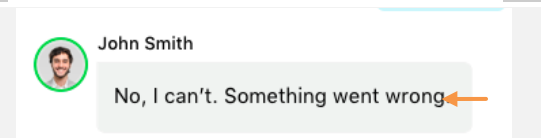
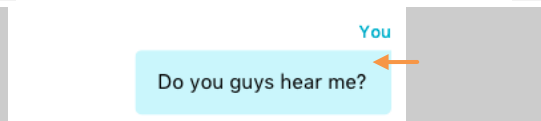



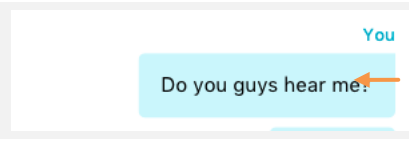

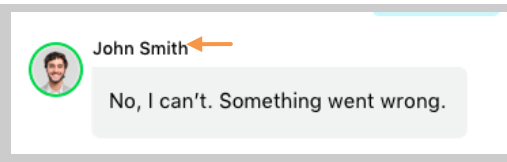

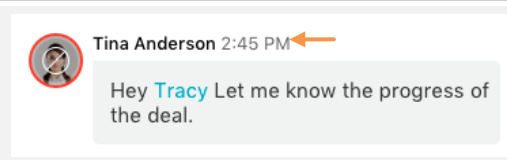

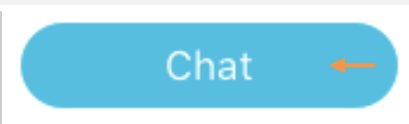

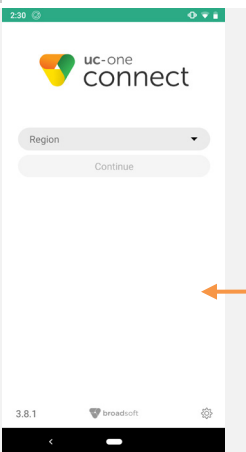

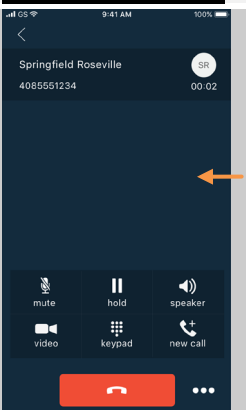
- **Main Application Colors** – Primary for all screen headers and buttons and Secondary for Menu.

Key	Color	# Value	Example
PrimaryText		#FFFFFF	
PrimaryBackground		#2BAA85	
PrimaryButton		#2BAA85 (defaults to PrimaryBackground). Sometimes used in reverse.	
PrimaryButtonReverse		#FFFFFF	
SecondaryText		#666666	
SecondaryBackground		#2BAA85	
AccentText (on the Profile screen)		#2BAA85 (defaults to PrimaryBackground)	
TertiaryBackground		#F0F2F1	
CellSelectedBackground		#2BAA85 (4% opacity built-in)	

Key	Color	# Value	Example
ProfileBackground		#FAFAFA	
AvatarBackground		#F0F2F1	
AvatarInitialText		#666666	
SearchBackground		#FFFFFF (24% opacity)	
SearchBackgroundFocus		#000000 (24% opacity)	
WidgetOn		#2BAA85 (defaults to SecondaryBackground)	
WidgetOff		#E0E0E0	

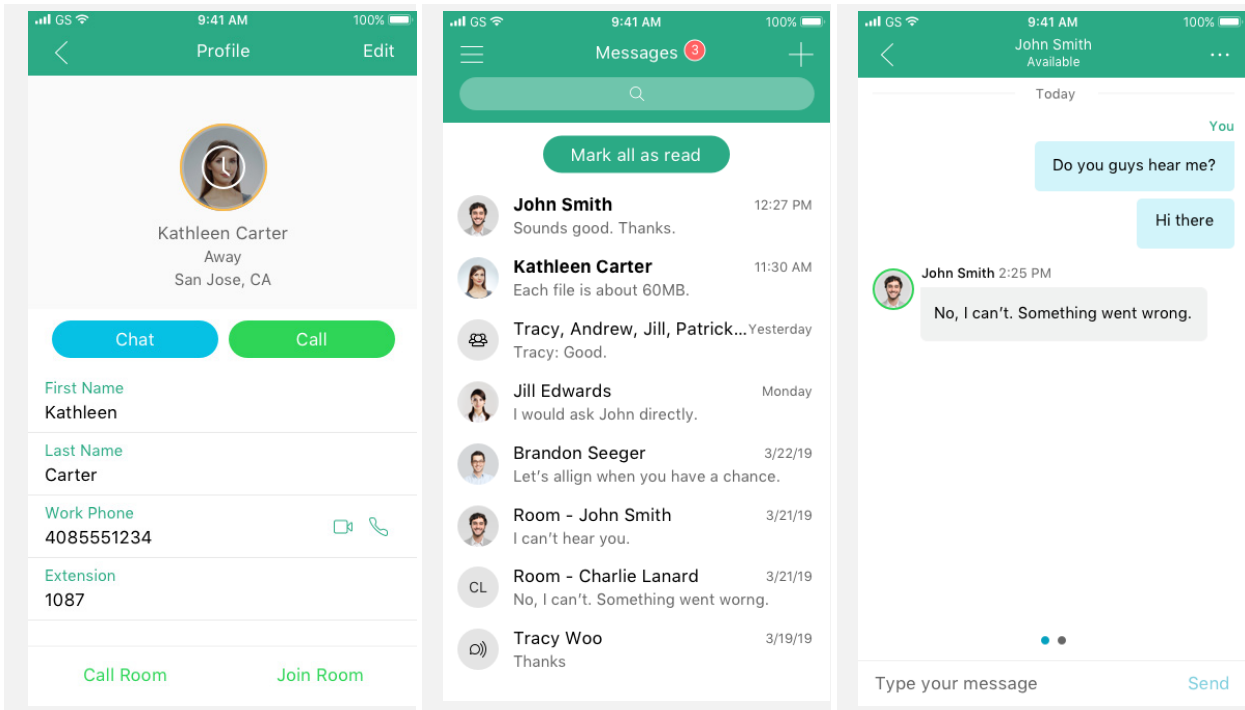
■ **Chat Application Colors** – Used for backgrounds and text.

Key	Color	Color Value (String)	Example
ChatBackground		#FFFFFF	
IncomingChatBalloonBackground		#F0F2F1	
IncomingChatBalloonText		#000000	
OutgoingChatBalloonBackground		#D2F4FA	

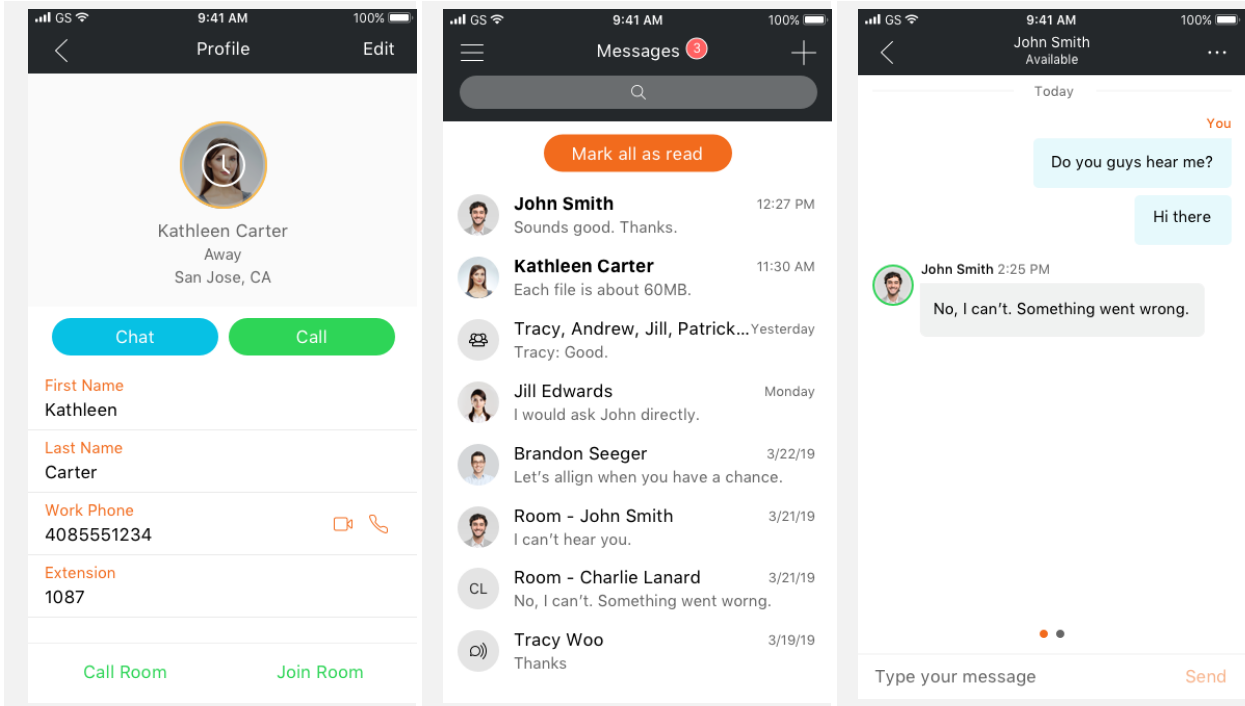
Key	Color	Color Value (String)	Example
OutgoingChatBalloonText		#000000	
ChatPrimaryText (names in group chat and avatar initials).		#000000	
ChatSecondaryText		#666666	
ChatIndicator		#07C1E4	
LoginBackground		#FFFFFF	
IncallBackground		#333333	

■ Reference client and Branding examples

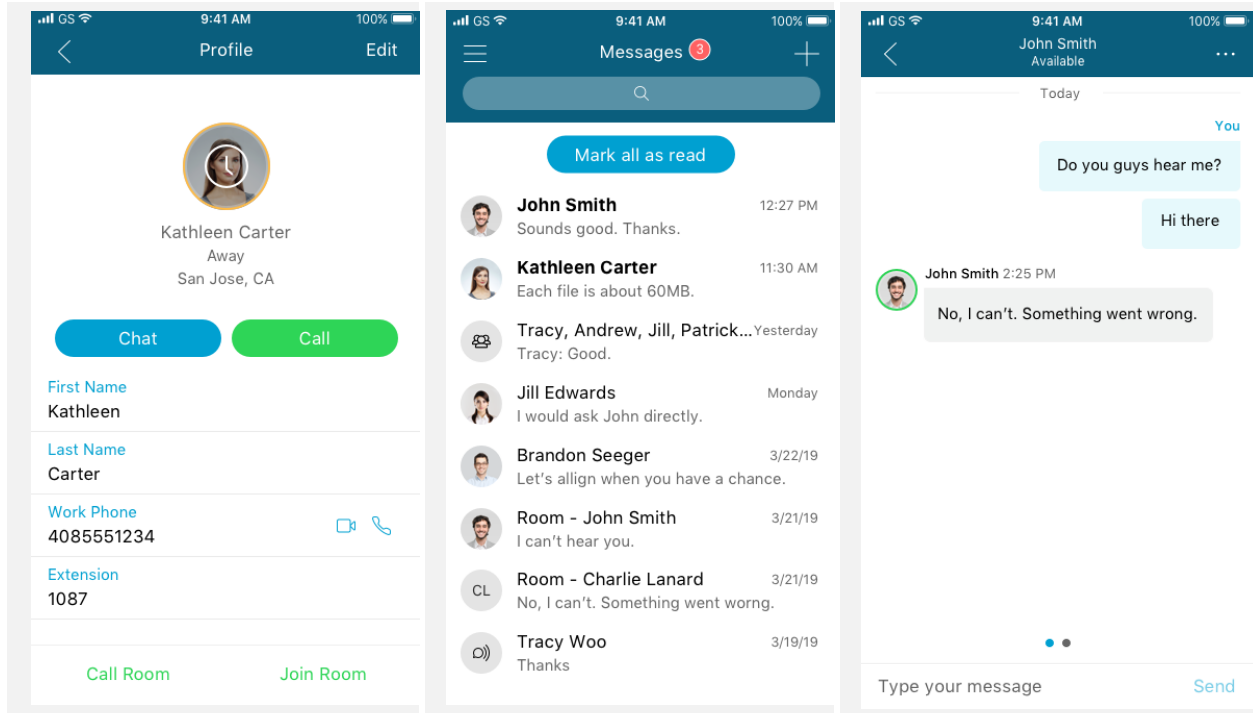
Reference Client



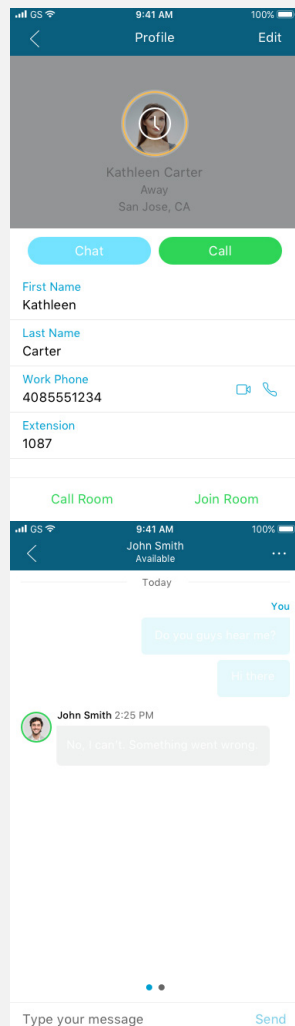
Basic (Simple) Branding Example



Standard Branding Example



What to Avoid



When applying the Color Branding:

- (1) Make sure that the colors you have chosen provide a sufficient and pleasant contrast with other UI elements and text.
- (2) Make sure that you are using the appropriate level of branding.

7.1.3 Branding iOS Colors

To brand the colors in iOS Connect, the *Appearance.plist* must be formatted. The file is included in the main resources directory.

- Basic Color Branding – To format the *Appearance.plist* for basic palette branding, use the template in [Appendix A: Basic Palette Branding Format](#).
- Standard Color Branding – To format the *Appearance.plist* for basic palette branding, use the template in [Appendix B: Standard Palette Branding Format](#).

For the hex color values used in Connect, see the examples in [Appendix A: Basic Palette Branding Format](#) and [Appendix B: Standard Palette Branding Format](#). To brand the colors, update the hex values with the desired colors.

7.1.4 Branding Android Colors

To brand the colors in Android Connect, update the hex values in the *brandablecolors.xml* file included in the *~values* directory.

The *brandablecolors.xml* file contains a template with basic and standard branding colors.

The template uses the reference client (UC-One Connect) hex color values. To brand the colors, update the hex values with the desired colors.

7.2 Branding Images

This section describes the images used in Connect iOS and Android that are **not mandatory** for the branding.

7.2.1 Branding iOS Images

The Image Asset Catalog *Images.xcassets* and *Calling.xcassets* includes all images used in the application that can be branded with optional branding.

NOTE: There are several rules that must be followed:

- (1) Do not rename or resize any of the files or otherwise change the structure of the *xcassets* folder.
- (2) Do not alter the *Contents.json* files in the asset folders.
- (3) Either both of the Images and Logos asset folders must be included in the branded resources, or neither should be included. Do not include only one or the other.

The *Images.xcassets* Asset Catalog is essentially an organized directory structure of images by Category and Image Set name. Each image set contains the actual PNG files in their various formats (2x, 3x, and so on).

- 📁 Images.xcassets (Asset Catalog)
 - 📁 Calls (Image Category)
 - 📁 Contacts (Image Category)
 - 📁 avatarDefault.imageset (Image Set)
 - 📄 avatarDefault@2x.png (Image)
 - 📄 avatarDefault@3x.png (Image)
 - 📄 Contents.json (**DO NOT UPDATE**)
 - 📁 avatarDefaultProfile.imageset (Image Set)
 - 📁 badgeRoom.imageset (Image Set)
 - 📁 badgeRoomBg.imageset (Image Set)
 - 📁 deleteCallHistory.imageset (Image Set)
 - 📁 outgoingCall.imageset (Image Set)
 - 📁 EventSummary (Image Category)
 - 📁 Navigation (Image Category)
 - 📁 NavigationBar (Image Category)
 - 📁 Presence (Image Category)
 - 📁 SideMenu (Image Category)
 - 📁 ThreadDetail (Image Category)

Watermarks (Image Category)






The *Calling.xcassets* asset catalog there is similar directory structure as *Images.xcassets catalog*.

7.2.2 Branding Android Images

All images used in the application that can be branded with optional branding are organized in five directories.

NOTE: There are several rules that must be followed:

- (1) Do not rename or resize any of the files or otherwise change the structure of the folder.
- (2) All Images and Logos asset folders must be included in the branded resources, or neither should be included. Do not include only one or the other.
- (3) Each branded image must be prepared in five resolutions (mdpi, hdpi, xhdpi, xxhdpi, or xxxhdpi) and replaced in the corresponding drawable or *mipmap dpi* folder.

-  drawable-hdpi (high-density screen images)
-  drawable-mdpi (medium-density screen images)
-  drawable-xdpi (extra high-density screen images)
-  drawable-xxdpi (extra extra high-density screen images)
-  drawable-xxxdpi (extra extra extra high-density screen images)

7.3 Branding Text

This section describes the text used in Connect iOS and Android.

7.3.1 Branding iOS Text

The text used in the application is organized in different language folders. To brand the text in the default language (English), you must update the text and image files in *en.lproj*. Generally, you can change any application string included in the Branding Kit string files. If you change strings in some of the English files, you must also update (translate) the corresponding strings for all languages. The following file types include text for branding:

- String files:
 - *Branding.strings*
 - *Localizable.strings*

7.3.2 Branding Android Text

The text used in the application is organized in different language folders. To brand the text in the default language (English), you must update the text files in the *~values* directory. Generally, you can change any application string included in the Branding Kit string files. If you change strings in some of the English files, you must also update (translate) the corresponding strings for all languages. There are two files that include text for branding:

- *branding.xml* – includes required branding strings.
- *strings.xml* – includes all the strings used in the application except required branding strings.

7.4 Branding Sounds

This section describes the sounds used in Connect iOS and Android.

7.4.1 Branding iOS Sounds

There are five sounds that can be branded. The sound file format is CAF.

- *failedMessage.caf* – This sound is played when the app cannot send a message.
- *NewText.caf* – This sound is played by iOS when a new message notification (APNS) arrives with the audible flag set to “true”.
- *receiveSound.caf* – This sound is played when a message is received while the app is in the foreground.
- *sendSound.caf* – This sound is played when a message is sent.
- *systemNotification.caf* – This sound is played when a system notification is raised.

7.4.2 Branding Android Sounds

There are five sounds that can be branded:

- *failed_message.mp4* – This sound is played when the app cannot send a message.
- *newtext.mp4* – This sound is played by iOS when a new message notification (APNS) arrives with the audible flag set to “true”.
- *receive_sound.mp4* – This sound is played when the message is received while the app is in the foreground.
- *send_sound.mp4* – This sound is played when a message is sent.
- *system_notification.mp4* – This sound is played when a system notification is raised.

7.5 Branding Login Parameters

This section describes the branding options that control whether the user can choose or define the login parameters at login.

7.5.1 Branding iOS Login Parameters

File Name – *RegionalConfigDefaults.plist*

To allow the user to specify the login parameters (login URL, XSI-actions path), add a <dict> section with the locale set to “user_defined”. If no region is specified or the *RegionalConfigDefaults.plist* is missing, the user is presented with the option to set the login parameters.

If a single login region is specified with the locale different from “user_defined”, the user will not be able to see or edit the login parameters.

If multiple login regions are specified, the user will be able to select which server to be used to sign in. Also, the user will be able to change the selection from the sign-in screen. Specify a <dict> section in *RegionalConfigDefaults.plist* file for each login region that will be presented to the user.

Item	Description
locale	This is the local identifier for the region. It should follow the format specified as documented by Apple and Google. If the value for the locale is "user_defined", then it designates the entry as an Advanced Setup entry. Only one such entry is permitted. If the value is empty or does not follow the format specified by Apple and Google, still display the corresponding region. The locale is used just to re-order the regions that correspond to the current local of the device and display them on top of the list.
regionName	This key defines the default name of the region that is shown in the list. It is also the key used to check for a Language localized value in the language localization files.
hostname	This is the login host name.
xsiactionsstring	This is the Xsi-Actions string.
userhost	This is the domain appended to the username (if not present).

NOTE 1: If the *regionName*, *hostname*, or *xsiactionsstring* is empty for a predefined region, then that region is not displayed.

NOTE 2: URLs are categorized by locale, not language. A locale can include language, however, it is meant to specify a region.

Example file:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN"
"http://www.apple.com/DTDs/PropertyList-1.0.dtd">
<plist version="1.0">
<dict>
  <key>loginUrls</key>
  <array>
    <dict>
      <key>locale</key>
      <string>en_US</string>
      <key>regionName</key>
      <string>USA</string>
      <key>hostname</key>
      <string>https://btbc.ihs.broadsoft.com</string>
      <key>xsiactionsstring</key>
      <string>com.broadsoft.xsi-actions</string>
      <key>userhost</key>
      <string>broadsoft.com</string>
    </dict>
    <dict>
      <key>locale</key>
      <string>user_defined</string>
      <key>regionName</key>
      <string>Advanced Setup</string>
      <key>hostname</key>
      <string>https://</string>
      <key>xsiactionsstring</key>
      <string>com.broadsoft.xsi-actions</string>
    </dict>
  </array>
</dict>
```

```

        <key>userhost</key>
        <string>broadsoft.com</string>
    </dict>
</array>
</dict>
</plist>

```

7.5.2 Branding Android Login Parameters

File Name: *values\login_menu.xml*

To allow the user to specify the login parameters (login URL, XSI-actions path), add a set of five `<item>` tags, under the `<array>` section, with the locale set to “user_defined”. If no region is specified or the *login_menu.xml* is missing, the user is presented with the option to set the login parameters.

If a single login region is specified, with the locale different than “user_defined”, the user will not be able to see or edit the login parameters.

If multiple login regions are specified, the user will be able to select which server to be used to sign in. Also, the user will be able to change the selection from the sign-in screen.

Specify a set of exactly five `<item>` tags (*locale*, *regionName*, *hostname*, *xsiactionsstring*, and *domain*) for each login region that will be presented to the user.

Item	Description
locale	<p>This is the local identifier for the region.</p> <p>It should follow the format specified as documented by Apple and Google.</p> <p>If the value for the locale is “user_defined”, then it designates the entry as an Advanced Setup entry. Only one such entry is permitted.</p> <p>If the value is empty or does not follow the format specified by Apple and Google, still display the corresponding region. The locale is used just to re-order the regions that correspond to the current local of the device and display them on top of the list.</p>
regionName	This key defines the default name of the region that is shown in the list. It is also the key used to check for a Language localized value in the language localization files.
hostname	This is the login host name.
xsiactionsstring	This is the Xsi-Actions string.
domain	This is the domain appended to the username (if not present).

NOTE 1: If the *regionName*, *hostname*, or *xsiactionsstring* is empty for a predefined region, then that region is not displayed.

NOTE 2: URLs are categorized by locale, not language. A locale can include language, however, it is meant to specify a region.

Example file:

```

<?xml version="1.0" encoding="utf-8"?>
<resources>
<integer name="locale">0</integer>
<integer name="regionName">1</integer>
<integer name="hostname">2</integer>

```

```
<integer name="xsiactionsstring">3</integer>

<integer name="domain">4</integer>

<array name="loginMenu">
  <item name="locale">en_US</item>
  <item name="regionName">@string/ihs_1</item>
  <item name="hostname">https://btbc.ihs.broadsoft.com</item>
  <item name="xsiactionsstring">com.broadsoft.xsi-actions</item>
  <item name="domain">broadsoft.com</item>
  <item name="locale">en_GB</item>
  <item name="regionName">@string/ihs_2</item>
  <item name="hostname">https://apps.ihs.broadsoft.com</item>
  <item name="xsiactionsstring">com.broadsoft.xsi-actions</item>
  <item name="domain">broadsoft.com</item>

  <item name="locale">user_defined</item>
  <item name="regionName">@string/region_manual</item>
  <item name="hostname">https://</item>
  <item name="xsiactionsstring"></item>
  <item name="domain"></item>
</array>
</resources>
```

7.5.3 Branding Region Screen

If the region screen should not be displayed and the values of Region, Server Address, and XSI Actions should be preconfigured, the following changes can be done.

For iOS:

- In the *RegionalConfigDefault.plist* file, "loginUrls" array should have only one item ("Item 0").
- To avoid showing "Server Address" in the "Settings and About" screen, the *IPV6ServerSupportDisabled* value should be set to "YES" in the *ConfigDefaults.plist* file.

Example file:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN"
"http://www.apple.com/DTDs/PropertyList-1.0.dtd">
<plist version="1.0">
<dict>
  <key>loginUrls</key>
  <array>
    <dict>
      <key>locale</key>
      <string>en_CA</string>
      <key>regionName</key>
      <string>North America</string>
      <key>hostname</key>
      <string>https://apps.broadcloudpbx.net</string>
      <key>xsiactionsstring</key>
      <string>com.broadsoft.xsi-actions</string>
      <key>domain</key>
      <string></string>
    </dict>
  </array>
</dict>
</plist>
```


For Android:

- *login_menu.xml* should have only one entry and the *regionName* should not be set to “manual”.

Example file:

```
<?xml version="1.0" encoding="utf-8"?>
<resources>
<integer name="locale">0</integer>
<integer name="regionName">1</integer>
<integer name="hostname">2</integer>
<integer name="xsiactionsstring">3</integer>
<integer name="domain">4</integer>

<array name="loginMenu">
    <item name="locale">en_US</item>
    <item name="regionName">@string/ih_1</item>
    <item name="hostname">https://btbc.ih.broadsoft.com</item>
    <item name="xsiactionsstring">com.broadsoft.xsi-actions</item>
    <item name="domain">broadsoft.com</item>
</array>
</resources>
```

7.5.4 Branding Save Login Feature

The branding of the Save Login feature is used to enable/disable functionality and the UI, which allows the user to preserve the user name and the password after logout. When this feature is enabled, the saved login credentials are pre-filled for the next login and not required to be entered by the user.

By default, this feature is disabled (<bool name="saveLoginDisabled">true</bool>) and the UI is hidden. When the branding option is set to “false”, the save login support is enabled.

NOTE 1: This feature is only applicable for collaborate intrinsic operation mode.

NOTE 2: This feature is not compatible with the SSO features. The saveLoginDisabled must be set to “true” to disable the feature when the SSO mode is used. For more information, see section [6.3 Single Sign-On \(SSO\) Authentication](#).

OS	Attribute Name	Location of Brandable Cisco BroadWorks Strings
Android	saveLoginDisabled	/resources/res/values/branding.xml
iOS		/resources/ConfigDefaults.plist

7.6 Default Configuration Files

This section describes the configuration files used in Connect iOS and Android.

7.6.1 iOS Default Configuration Files

There are three configuration defaults files in the iOS app:

- *ConfigDefaults.plist* – The options in this file are applied every time the app is run. The file is documented (using “comment” keys) along with the options. By updating this file, aspects of the app can be changed with each update release, and those changes will be applied without the need for the end user to delete and re-install the app.
- *UserDataDefaults.plist* – This file allows to be defined default data that is applied the first time the user installs and runs the app. The options are not applied thereafter. Thus, by updating this file, defaults for initial install can be specified. Commonly changed values include the server hostname and the *xsiactionsstring*.
- *GoogleAnalytics.plist* – This file allows customization of the Google Analytics options. All options are documented in the file with one exception: *disableBroadSoftTracking*. When set to “true”, this option prevents Cisco from receiving information about how the app is used. Regardless of settings, personally identifiable information (PII) is never transmitted to any Google Tracking ID, Cisco, or other.

7.6.2 Android Default Configuration File

There is one configuration default file in the Android app:

- *branding.xml*

7.6.3 Special Configurations

7.6.3.1 Disable Password Update

The ability to disable Password Update can be controlled via configuration defaults. This applies to both the side menu option and to the automated Password Update prompt during login.

For iOS, set the *passwordUpdateDisabled* option to “true” in the *ConfigDefaults.plist*.

For Android set the *enableUpdatePasswordMenu* attribute value to “” in the *branding.xml*.

7.7 Branding “About”

This section describes the resources used in the *About* pages of Connect iOS and Android.

7.7.1 Branding iOS “About”

There are several files used for branding the *About* pages in the iOS client:

- *about-main.css* – This is the primary CSS file used for all HTML files in the *About* pages.
- *about-reset.css* – Also, a primary CSS file used for resetting HTML content going page-to-page.
- *info.html* – Info page content (per language project) – part of Required Branding.
- *legal.html* – Legal (third party) page content (per language project) – part of Required Branding.
- *license.html* – License (EULA) page content (per language project) – part of Required Branding.
- *tutorial-0.html* – The first page of the tutorial (per language project).

- *tutorial-1.html* – The second page of the tutorial (per language project).
- *tutorial-2.html* – The third page of the tutorial (per language project).
- *AboutLogo.png* – The logo referenced by *info.html* (per language project).
- *Screen1* – The image referenced by *tutorial-0.html* (per language project).
- *Screen2* – The image referenced by *tutorial-1.html* (per language project).
- *Screen3* – The image referenced by *tutorial-2.html* (per language project).

Customers must maintain the following files:

- *about-main.css*
- *about-reset.css*
- *info.html*
- *legal.html*
- *license.html*
- *tutorial-0.html*

The tutorial pages are flexible. There can exist between 1 and 10 tutorial pages, as long as the naming convention of *tutorial-0.html* through *tutorial-9.html* is maintained.

7.7.2 Branding Android “About”

There are several files used for branding the *About* pages in the Android client located in the *~/resources/raw* and *~/resources/assets/* folders.

CSS:

- *about_main.css* – This is the primary CSS file used for all HTML files in the *About* pages.
- *about_reset.css* – Also, a primary CSS file used for resetting HTML content going page-to-page.

HTML:

- *info.html* – Info page content (per language project) – part of Required Branding.
- *legal.html* – Legal (third party) page content (per language project) – part of Required Branding.
- *license.html* – License (EULA) page content (per language project) – part of Required Branding.
- *~/resources/assets/tutorial.html* – All tutorial pages.

IMAGES:

- *logo_top.png* – The logo referenced by *info.html* (per language project).
- *~/resources/assets/screen1.png* – The image referenced by *tutorial.html* (per language project).
- *~/resources/assets/screen2.png* – The image referenced by *tutorial.html* (per language project).
- *~/resources/assets/screen3.png* – The image referenced by *tutorial.html* (per language project).

8 Addendum – Guidelines for Applying Branding from 3.6.x to 3.8.x

8.1 Configure Primary and Secondary Background

While applying branding colors to PrimaryBackground and SecondaryBackground, select the colors that would pass accessibility guidelines with white text on it.

The following are two possible options.

Option 1: Make PrimaryBackground and SecondaryBackground same color

Example: PrimaryBackground: #0091D2 and SecondaryBackground: #0091D2

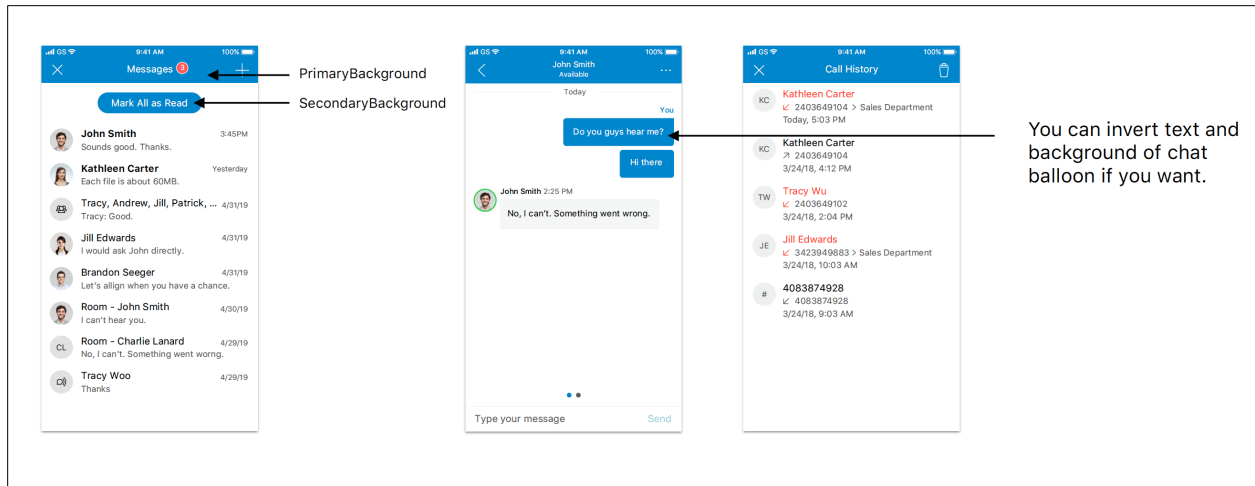


Figure 4 Option 1 PrimaryBackground and SecondaryBackground Same Color

Option 2: Make PrimaryBackground and SecondaryBackground different colors

Example: PrimaryBackground: #1A4667 SecondaryBackground: #0091D2

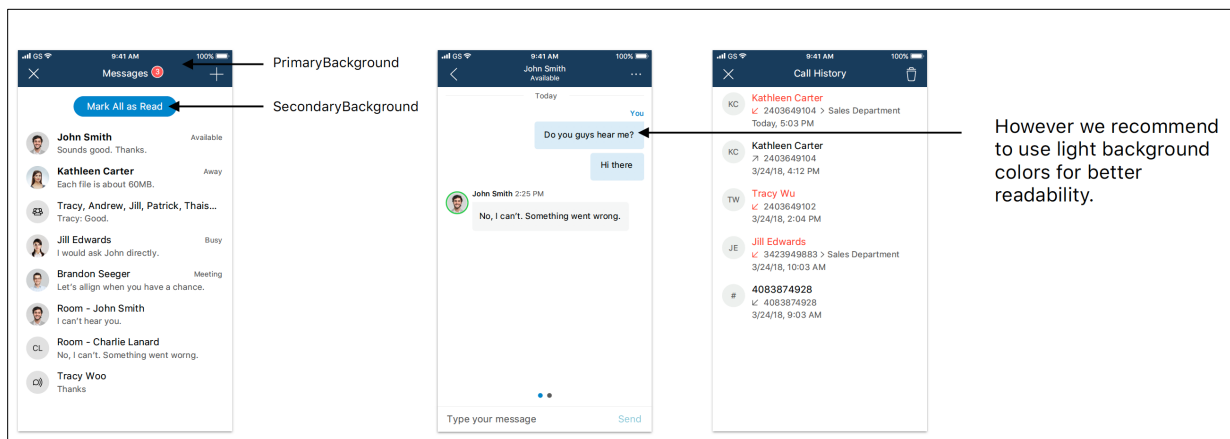


Figure 5 Option 2 PrimaryBackground and SecondaryBackground Different Colors

8.2 Apply Light Colors on Profile Background

The new design is intended to have light theme background for the profile to make the new colored presence ring work. Therefore, choose light colors that works with SecondaryText on it.

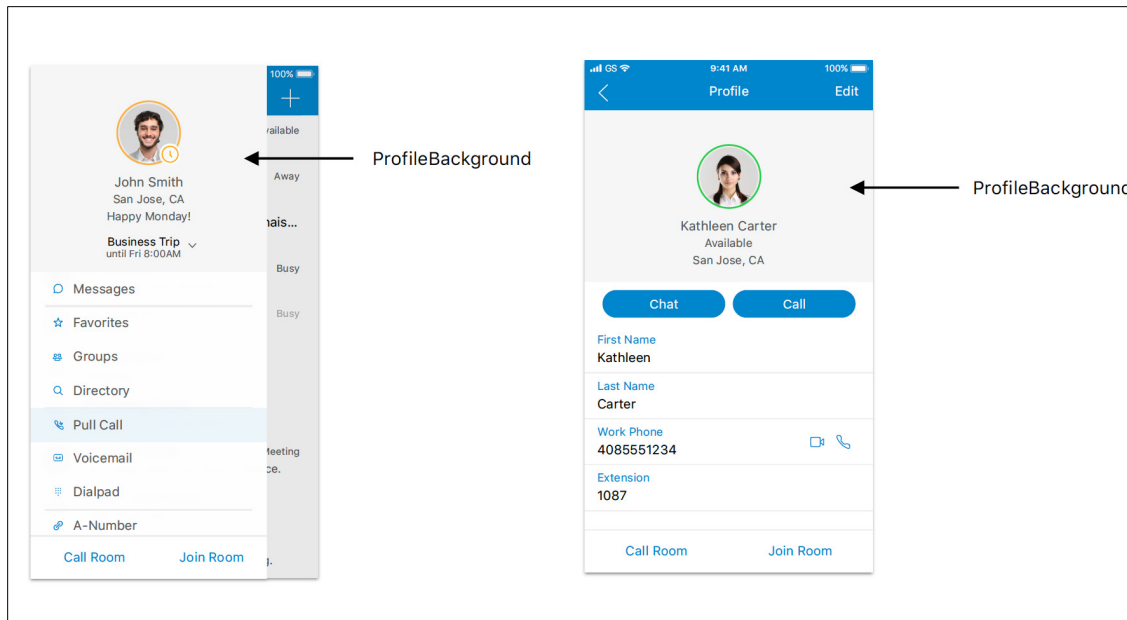


Figure 6 Light Colors on Profile Background

8.3 Branding Colors for Live-Communication Buttons

SymbolicGreen is used for active communication buttons. While it is not recommended, it is possible to set SymbolicGreen to another color to change all the active-communication buttons.

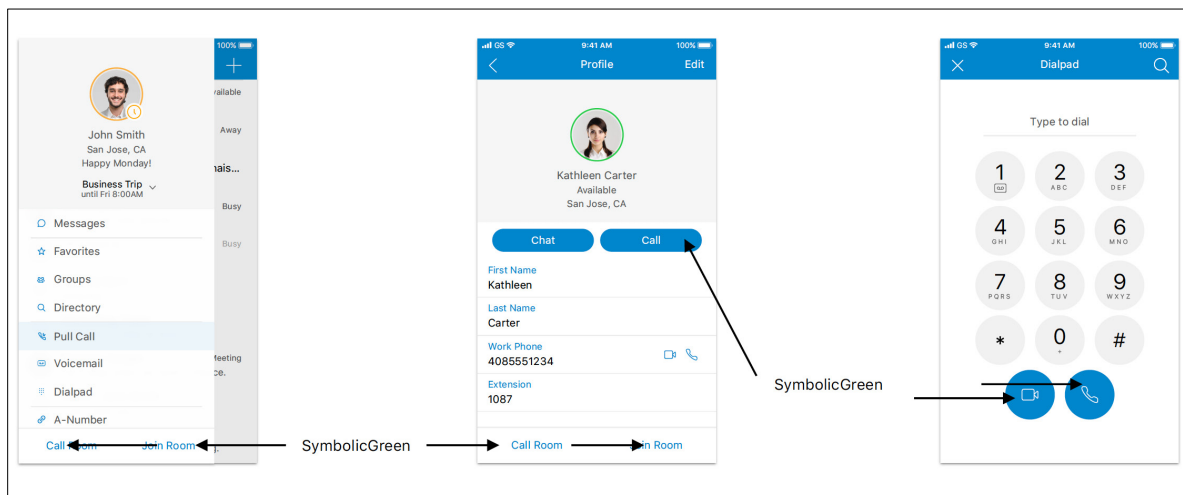


Figure 7 Colors for Live-Communication Buttons

9 Addendum – UC-One Collaborate 3.8.5 Branding Quick Guidance

9.1 PrimaryBackground

PrimaryBackground is used for most of the headers in UC-One.

NOTE: Select the color that would pass accessibility guideline with white text on it.

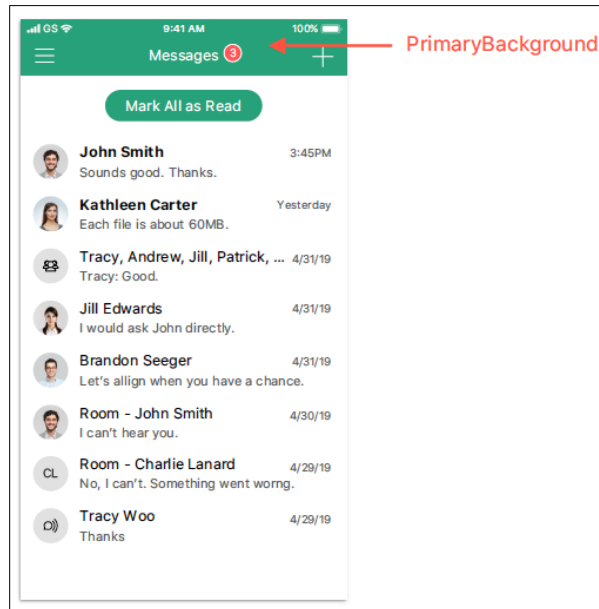


Figure 8 PrimaryBackground

9.2 TertiaryBackground

TertiaryBackground is used for Call buttons in dialpad, Join, and Call Room buttons.

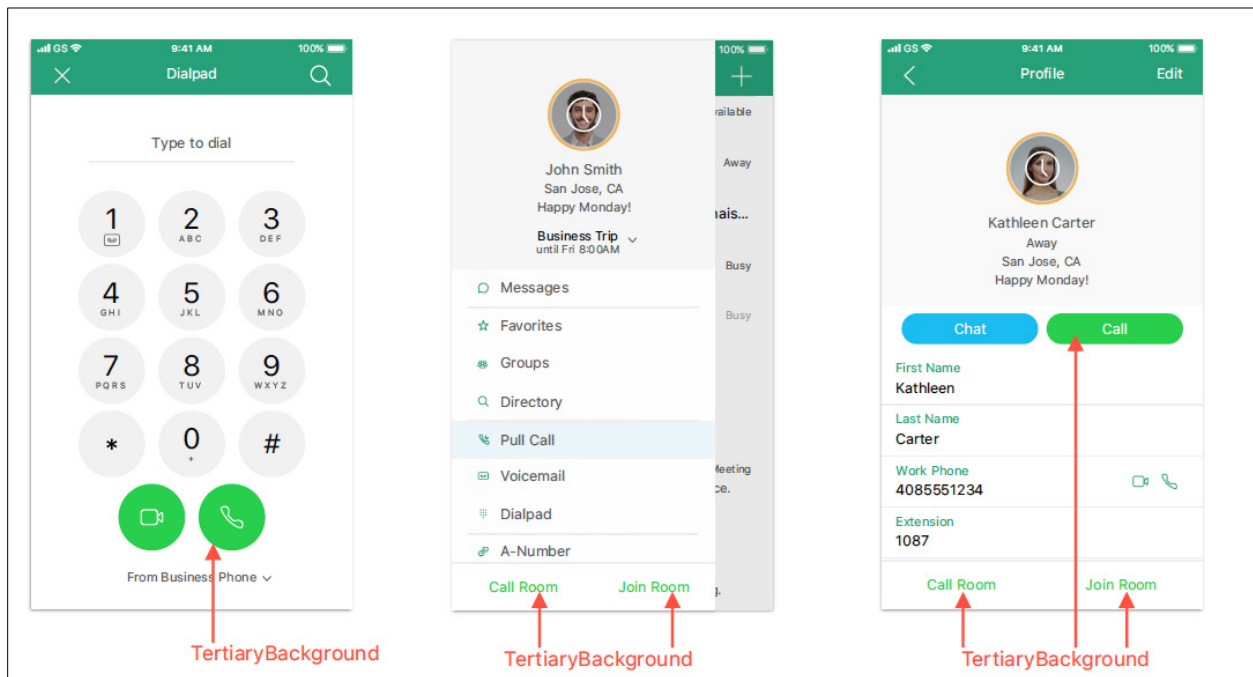


Figure 9 TertiaryBackground

9.3 PrimaryButton

PrimaryButton is used for most of buttons including links and icons.

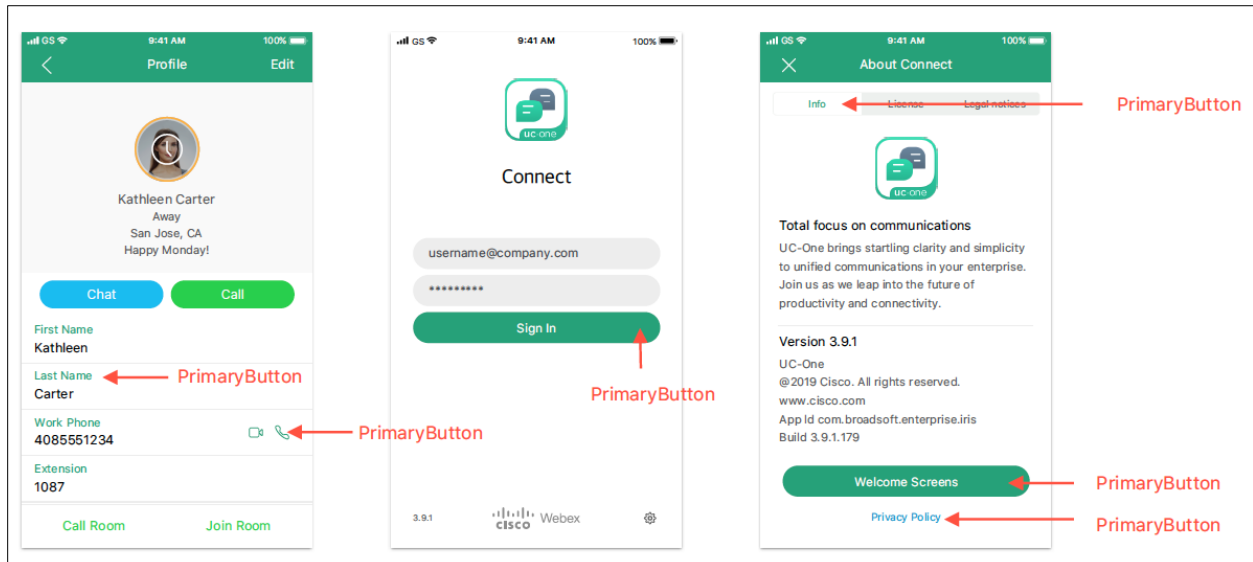


Figure 10 PrimaryButton

9.4 CellSelectedBackground

CellSelectedBackground is used for selected cells in the list.

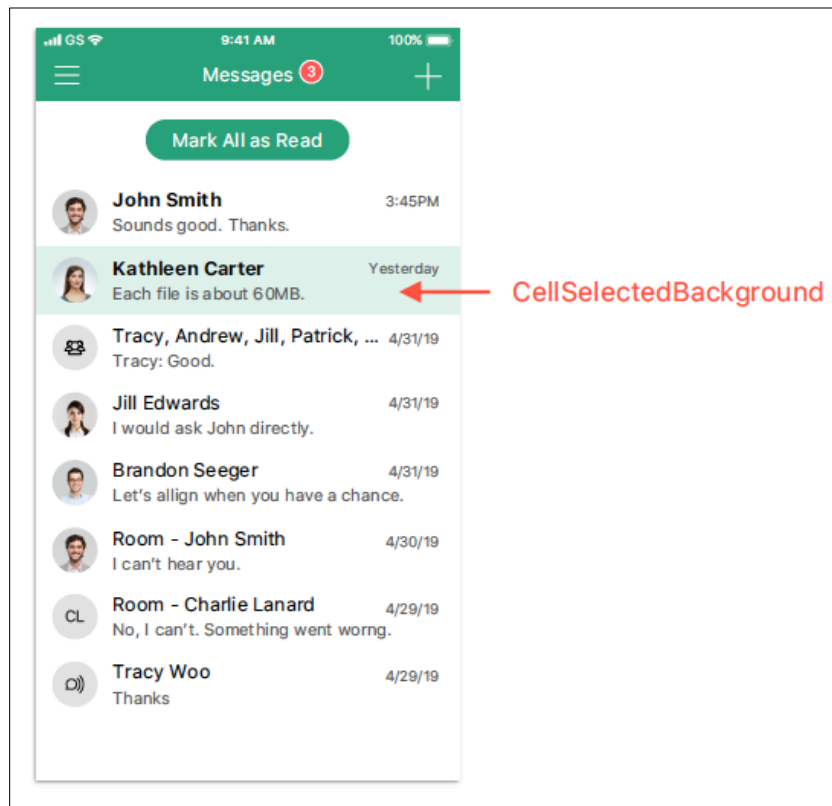


Figure 11 CellSelectedBackground

9.5 ChatBackground

ChatBackground is used for the background color of chat screens.

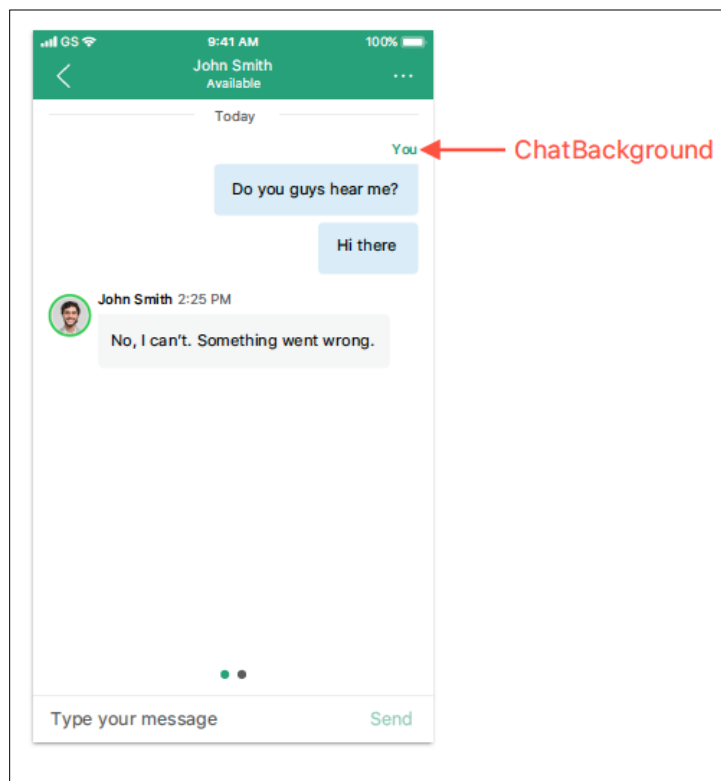


Figure 12 ChatBackground

9.6 IncomingChatBalloonBackground/OutgoingChatBalloonBackground

IncomingChatBalloonBackground and OutgoingChatBalloonBackground are used for chat balloons. We recommend using light colors to make dark text visible. However, you can invert colors in Advanced Color Categories.

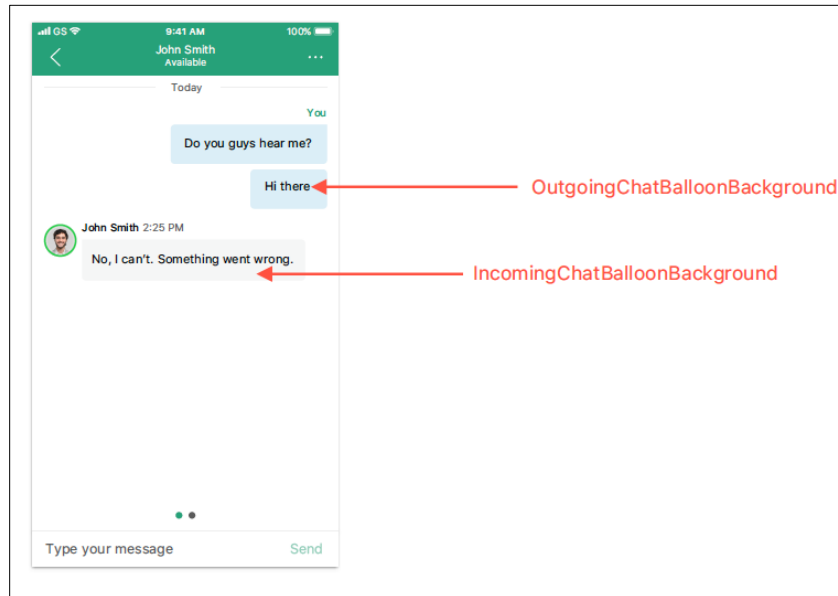


Figure 13 IncomingChatBalloonBackground and OutgoingChatBalloonBackground

9.7 ProfileBackground

The new design is intended to have light theme background for profile to make the new colored presence ring works. Therefore, choose light colors that works with SecondaryText on it.

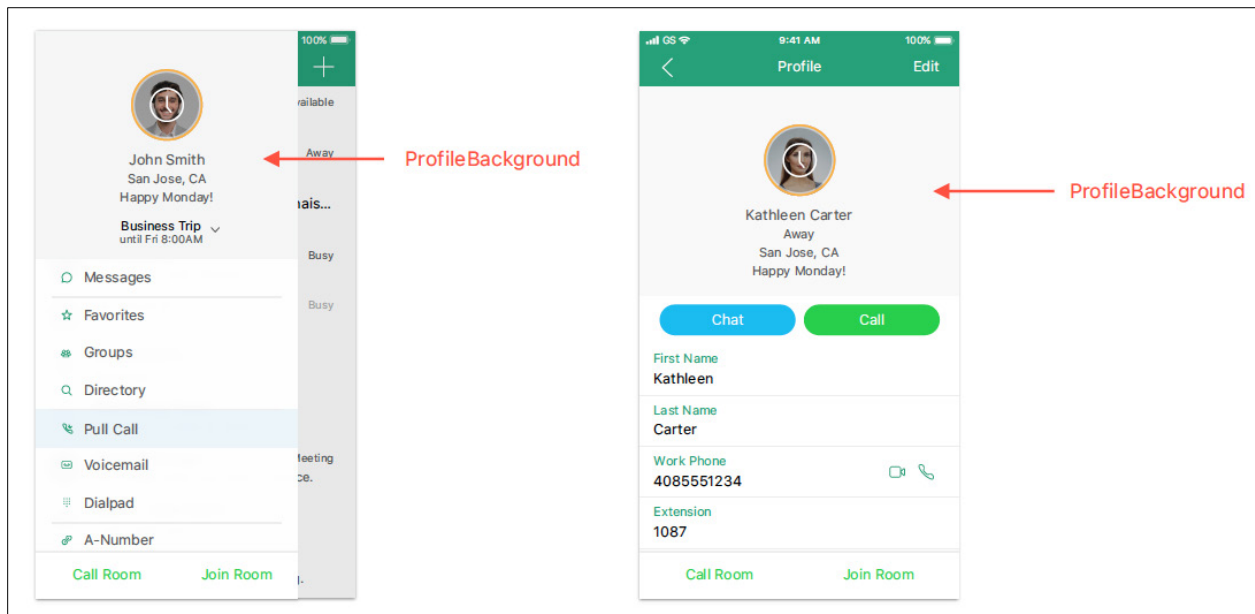


Figure 14 ProfileBackground

Appendix A: Basic Palette Branding Format

The following shows the basic palette branding format.

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN"
"http://www.apple.com/DTDs/PropertyList-1.0.dtd">
<plist version="1.0">
<array>
<dict>
  <key>class</key>
  <string>BIColorPalette</string>
  <key>basicPalette</key>
  <dict>
    <key>PrimaryBackground</key>
    <string>2DBD9B</string>
    <key>SecondaryBackground</key>
    <string>627789</string>
    <key>ChatBackground</key>
    <string>E8F5F1</string>
    <key>IncomingChatBalloonBackground</key>
    <string>FFFFFF</string>
    <key>OutgoingChatBalloonBackground</key>
    <string>627789</string>
  </dict>
</dict>
</array>
</plist>
```

Appendix B: Standard Palette Branding Format

The following shows the standard palette branding format.

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN"
"http://www.apple.com/DTDs/PropertyList-1.0.dtd">
<plist version="1.0">
<array>
  <dict>
    <key>class</key>
    <string>BIColorPalette</string>
    <key>standardPalette</key>
    <dict>
      <key>PrimaryText</key>
      <string>FFFFFF</string>
      <key>PrimaryBackground</key>
      <string>2DBD9B</string>
      <key>PrimaryButton</key>
      <string>2DBD9B</string>
      <key>PrimaryButtonReverse</key>
      <string>FFFFFF</string>
      <key>SecondaryText</key>
      <string>FFFFFF</string>
      <key>SecondaryBackground</key>
      <string>627789</string>
      <key>SecondaryGradient</key>
      <string>7891A8</string>
      <key>AccentText</key>
      <string>2BAA85</string>
      <key>ChatBackground</key>
      <string>E8F5F1</string>
      <key>IncomingChatBalloonText</key>
      <string>323232</string>
      <key>IncomingChatBalloonBackground</key>
      <string>FFFFFF</string>
      <key>OutgoingChatBalloonText</key>
      <string>FFFFFF</string>
      <key>OutgoingChatBalloonBackground</key>
      <string>627789</string>
      <key>ChatPrimaryText</key>
      <string>2BAA85</string>
      <key>ChatSecondaryText</key>
      <string>646464</string>
      <key>LoginBackground</key>
      <string>FFFFFF</string>
    </dict>
  </dict>
</array>
</plist>
```

Appendix C: iOS Branding Parameters

Parameter Name	Description	Default Value
<i>applicationLogsDisabled</i>	When true, logs are not printed.	false
<i>intrinsicMode</i>	This property defines the intrinsic operation mode of the application. Two modes are supported: "collaborate" and "ucaas". Collaborate mode should be selected for customer deployments.	collaborate
<i>advancedLoginDisabled</i>	When true, the Advanced Login (Additional Options) button is hidden.	false
<i>advancedHostnameDisabled</i>	When true, the hostname is hidden in advanced mode.	false
<i>advancedXsiActionsStringDisabled</i>	When true, the Xsi action string is hidden in advanced mode.	false
<i>showSelectedRegionHostname</i>	When true, the hostname associated with the selected login region is displayed.	false
<i>loginAboutActiveLinks</i>	When true, links in the About HTML are active when displayed on the login view. Apple carefully inspects active links on the login view to make sure they do not subvert the App Store terms and conditions (for example, routing to a third-party site that might allow donations or offer subscription fees). Setting this value to "false" disables the links. This flag is NOT applied when the About HTML is displayed from within the Settings; here, links are always active.	true
<i>helpUrl</i>	This string property defines an optional URL that is used to provide application help.	none
<i>mobilitydisabled</i>	When true, the ability to force the use of Mobility for Call Back is disabled.	false
<i>callaskdisabled</i>	When true, the user is never prompted to select the dialing service type.	false
<i>callpulldisabled</i>	When true, the Call Pull call option is disabled.	false
<i>callvoicemaildisabled</i>	When true, the Voice Mail call option is disabled.	false
<i>maxConcurrentXsiConnections</i>	Defines the maximum number of concurrent Xsi connections used by the client.	Default: 3 Min: 1 Max: 8
<i>maxConcurrentMessageGatewayConnections</i>	Defines the maximum number of concurrent messaging gateway connections used by the client.	Default: 3 Min: 1 Max: 8

Parameter Name	Description	Default Value
<i>supportEmailAddress</i>	Defines the default address populated in the CC: field when contacting support. Users are expected to enter an address in the To: field for the support person handling their particular issue. The CC: field ensures that the logs email is not lost since there will always be another recipient for the email.	client-logs@broadsoft.com
<i>maxGroupMessageRecipients</i>	Defines the maximum number of recipients for a group message. The valid range is 1 to 30. Setting the value to 1 effectively disables group messaging.	30
<i>passwordUpdateDisabled</i>	When true, this flag specifies that password update support be disabled.	false
<i>passwordExpiryWarnBeforeDays</i>	Specifies the number of days before password expiry that a user is notified. If this key is removed, 0 is assumed, and password expiry notification is ignored.	14
<i>forgotPasswordLink</i>	This string indicates a service provider specific HTTP link for defining a forgotten password utility.	empty
<i>emergencyNumbers</i>	Defines a string array of emergency numbers to be recognized by the application if no emergency numbers are defined by the runtime device configuration.	<List of emergency numbers>
<i>privacypolicylink</i>	This string indicates a service provider specific HTTP link for privacy policy.	http://www.broadsoft.com/privacy?lang=%(Language)
<i>IPV6ServerSupportDisabled</i>	When true, the IPV6 Support field in the login settings screen will be hidden.	false
<i>minimumDialPadDigitsToFormat</i>	Specifies the minimum number of digits in the dialpad required to format the telephone number.	7
<i>device_type_mobile</i>	Defines string property that will be partially matches with the device profile type.	Connect - Mobile
<i>device_type_tablet</i>	Defines string property that will be partially matches with the device profile type.	Connect - Tablet
<i>sso</i>		sso_context=broadsoft<List of IDP Providers>
<i>xsiWidgetBundleIdentifier</i>	This string indicates the custom bundle identifier used for the xsi widget.	com.broadsoft.enterprise.iris.dev.IrisWidgetDev
<i>xsiWidgetEnabled</i>	When true, shows the widget else hides it.	true
<i>disableWelcomeScreen</i>	When true, hides the welcome screen.	false
<i>messageBroadcastDisabled</i>	When true, message broadcasts are disabled.	true
<i>dialpadAsHomescreen</i>	When true, dialpad screen will be set as default home screen.	homescreen

Parameter Name	Description	Default Value
<i>webCallSettingsUrl</i>	This string indicates web call settings URL to be launched in the mobile link mode.	Empty
<i>meetUrlScheme</i>	URL Launch scheme of the Meet application.	Bcmeet
<i>allowThirdPartyKeyboard</i>	This attribute defines the default value to allow third party keyboards in the app. When true, third party keyboards will be enabled by default. Note that this attribute cannot be used to show/hide the option in the application.	false

Appendix D: Android Branding Parameters

Parameter Name	Description	Default Value
<i>advancedHostnameDisabled</i>	When true, the hostname is hidden in advanced mode.	false
<i>advancedXSIActionStringDisabled</i>	When true, the XSI action string is hidden in advanced mode.	false
<i>allowUserControl</i>	When true, "Send Analytics" option will be displayed under the Settings screen.	true
<i>disableBroadSoftTracking</i>	When false, analytics events are sent to the Cisco (formerly BroadSoft) account.	false
<i>sendAnalytics</i>	Default state of Send Analytics switch under the Settings screen.	true
<i>providerTrackingId</i>	Using this branding parameter, the customer can configure their Google Analytics ID.	Empty String
<i>callvoicemaildisabled</i>	When true, the Voice Mail call option is disabled.	false
<i>enableUpdatePasswordMenu</i>	When true, the "Update Password" option is enabled.	true
<i>forgotPasswordLink</i>	This string indicates a service provider-specific HTTP link for defining a forgotten password utility.	Empty String
<i>EnableBundleURLSchemeHandling</i>	Branding parameter to enable or disable the support for Launching Connect using URL Scheme (Deeplink).	true
<i>CFBundleURLSchemes</i>	URL Scheme configured for Connect.	tel
<i>callpulldisabled</i>	When true, the Call Pull call option is disabled.	false
<i>mobilelinkenabled</i>	When true, mobile link mode is enabled.	true
<i>enableDBEncryption</i>	Branding parameter to control if the database should be encrypted or not.	true
<i>dialpadAsHomescreen</i>	When true, the dialpad screen will be set as the default home screen.	true
<i>upload_limit</i>	Upload limit for attachments (in MB).	5
<i>download_limit</i>	Download limit for attachments (in MB).	100
<i>download_limit_warning</i>	Download limit for displaying warning if the user is connected to mobile network (in MB).	50
<i>test_notification_alert_enabled</i>	When true, display "Create Notification Alert" under Settings screen.	false
<i>showSelectedRegionHostname</i>	When true, the hostname associated with the selected login region is displayed.	false
<i>log_to_list</i>	List of email address to which the debug logs should be mailed.	client-logs@broadsoft.com

Parameter Name	Description	Default Value
<i>ignoreRemoteOffice</i>	During logout, the app will check the condition whether the mobile is configured under the Remote Office and if so displays an option for the user to receive incoming calls even after logging out. This can be turned off by setting this parameter to "true". NOTE: This option is not supported in the iOS client and the value must always be set to "true" for the Android client.	true
<i>enable_automatic_calls_signout</i>	During logout, the app will check the condition whether the mobile is configured under the BroadWorks Mobility/BWA/Remote Office and if so displays an option for the user to receive incoming calls even after logging out. This can be turned off by setting this parameter to "false".	true
<i>intrinsicMode</i>	This property defines the intrinsic operation mode of the application. Two modes are supported: collaborate and ucaas. Collaborate mode should be selected for customer deployments.	collaborate
<i>meetUriScheme</i>	URL Launch scheme of Meet application.	bcmeet
<i>primaryWebURLSchemes</i>	URL Scheme used for deep linking within the application.	iris-internal
<i>meet_app</i>	Package name of the Meet application used to check if the application is installed.	com.broadsoft.meetings
<i>should_prevent_running_on_rooted_device</i>	When true, the application checks if the device is rooted and if so shows a message to the user and quits.	false
<i>helpURL</i>	This string property defines an optional URL that is used to provide application help.	Empty String
<i>disable_logging</i>	When true, logs are not printed.	false
<i>privacy_policy_url</i>	This string indicates a service provider specific HTTP link for privacy policy.	http://www.broadsoft.com/privacy?lang=%(Language)
<i>is_display_number_on_widget</i>	When true, widget displays the persona number.	true
<i>widget_callmovedisabled</i>	When true, call move option is disabled in the Call Control widget.	false
<i>widget_ischeckfacavailable</i>	When true, widget does FAC API call to check if Move Call is enabled.	false
<i>usernameAndPasswordPasteEditActionEnabled</i>	When true, copy and paste option will be enabled in the login screen username and password field.	false
<i>xsiWidgetEnabled</i>	When true, shows the widget; else, hides it.	true

Parameter Name	Description	Default Value
<i>device_type_connect_mobile</i>	Defines string property that will be partially matches with the device profile type.	Connect – Mobile
<i>device_type_connect_tablet</i>	Defines string property that will be partially matched with the device profile type.	Connect - Tablet
<i>disable_screenshot</i>	When true, application will disable.	false
<i>sso_context</i>	Default SSO Context.	broadsoft
<i>disableBroadcast</i>	Disables Broadcast feature in the application.	true
<i>disableWelcomeScreen</i>	When true, hides the welcome screen.	false
<i>webCallSettingsUrl</i>	Call Settings web app URL. Used in MobileLink mode.	Empty String
<i>savedContactCachelimit</i>	App will make a decision whether to store the entire directory contact in the cache or to store only the contact that user had interacted/communicated. If the total number of directory contact is less than the given limit, then app will store the entire directory contacts.	100
<i>savedContactCacheInterval</i>	Frequency interval to refresh the contact cache (in seconds).	86400
<i>enableSplashScreen</i>	When true, splash screen will be displayed during launch of the application.	true
<i>gcm_defaultSenderId</i>	GCM/FCM Sender Id.	BroadSoft FCM Sender ID
<i>max_limit__group_messaging</i>	Defines the maximum number of recipients for a group message. The valid range is 1 to 30. Setting the value to "1" effectively disables group messaging.	30
<i>IDENTIFY_ENTERPRISECALLS</i>	When true, the application listens for incoming calls and looks up the Cisco BroadWorks server to determine if the call is an enterprise call and displays the application icon on the native incoming call screen.	true
<i>ENABLE_CRASHLYTICS</i>	When true, crash reporting is enabled.	true
<i>passwordExpiryWarnBeforeDays</i>	Specifies the number of days before password expiry that a user is notified. If this key is removed, 0 is assumed, and password expiry notification is ignored.	14