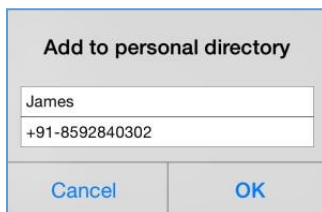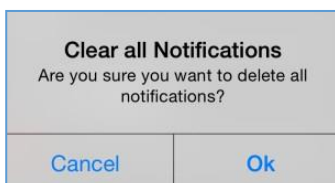# 7 NOTIFICATIONS

Unity is designed to always run in the background, which is the case when another application is the active app or the mobile device is locked. When this is the case Unity will continue to receive instant messages from other users and log any missed calls. When Unity becomes the active application again it can be configured to automatically show all activity since it was last active, which is the default behaviour.
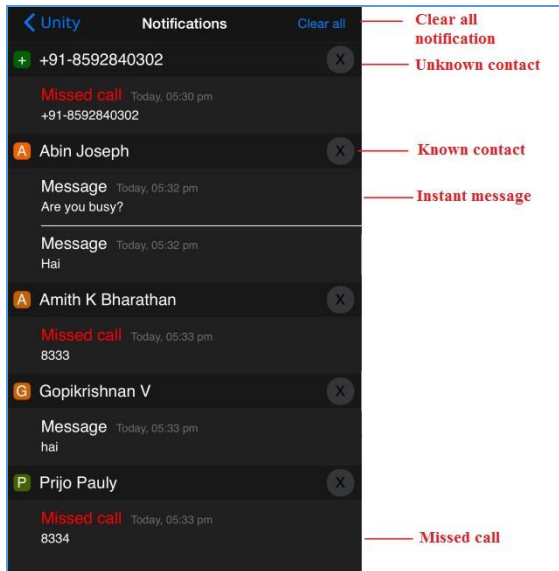
You can tap a missed call to dial the number using the outgoing call option, or tap an instant message to reply. If you tap on a known contact you will go into the details screen for that contact, which includes the full call log as well as any instant message history. However, if the contact is unknown you will be prompted to add the contact to your personal directory.

You can return to the Notification list at any time through the quick access menu, provided there are notifications present. You can clear all notifications by tapping the button outlined above and confirming when prompted.

Please note that once notifications are cleared they are no longer available, although the missed calls and instant messages will be shown in the contact details screen and call logs list.

8   SETTINGS

Settings have been split into five sections, as outlined below. Please note that you don't need to explicitly save settings; they are saved as soon as they are changed.
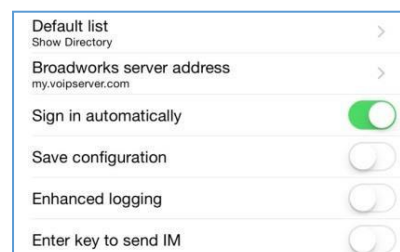
8.1   Connection

You can change the connection details such as the address of the VoIP server to connect to.

| Broadworks server address my.voipserver.com	>

8.2   Start-up

You can choose to save the connection & login details entered when you logged into Unity [as outlined in section 3.1] as well as the Broadworks Anywhere configuration [as outlined in section 3.2].

You can also specify whether Unity shows the directory list or your favourites list when [re]starting.

Default list Show Directory	>
Broadworks server address my.voipserver.com	>
Sign in automatically	⬤
Save configuration	○
Enhanced logging	○
Enter key to send IM	○

8.3   Notification

This section relates to Notifications which are outlined in section 7. You can change the behaviour and display using the below settings.

NOTIFICATION	
Notification order Newest first	>
Group by contact	○
Pop notification	⬤
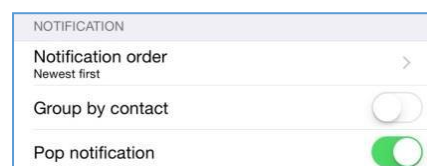
8.3.1   Notification Order

You can choose whether to order notifications oldest first or newest first. Oldest first will make the notifications read more like a page, where you read from top to bottom.

8.3.2   Group Notifications by Contact

This setting controls whether to group any notifications for the same contact together, the notification order defined above is then applied for all notifications per contact.

8.3.3   Pop Notification

While it is beneficial to automatically show any [potentially missed] activity since Unity became a background application, this may not always be desired. As mentioned in section 7 you can always show any existing notifications through the quick access menu.

8.4   Message

This setting tells Unity if pressing the enter key will send an instant message when in the contact details screen.

8.5   Logging

By default, Unity will only log errors and warnings in order to preserve both space on the mobile device and bandwidth when sending to our logging servers, which we use to troubleshoot issues. However, when helping us to identify a problem, you may be asked to active enhanced logging. This will instruct Unity to log all activity until it is sent to the Kakapo logging servers. Once you have recreated the error while enhanced logging is enabled, go into the About Unity screen to send the logs and disable enhanced logging.