UniMag iOS SDK - Singleton Implementation

I'm having difficulty managing connection with the UniMag reader in my application integrated with multiple views or else retaining consistent functionality over a period of time. How can I fix this?

The UniMag SDK 7.20 sample source code demonstrates a managed auto-connect while leaving from and returning to the main view. Implementing a Singleton instance of the UniMag class across a multiple view project will enable the reader to be accessed without the established method.

In the main header class of the application, add a static method called sharedController (for example, I am using the fictional class name MainApp):

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MainApp.h:

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```
+(uniMag*) sharedController;
```

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Then in the main method class of the application, add the code for it, which is a static variable and the sharedController definition:

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MainApp.m

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```
static volatile uniMag *singletonUnimag = nil;
 +(uniMag*) sharedController{
    //Accesses a singleton instance of device class.
    static uniMag *SharedInstance = nil;
    static dispatch_once_t onceToken;
    dispatch_once(&onceToken, ^{
        SharedInstance = [uniMag new];
    });
      singletonUnimag = SharedInstance;
    return SharedInstance;
}
```

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Instead of initializing the device as:

```
unimag* myDevice = [unimag new];    ( or [[unimag alloc] init] )
```

you use

```
unimag* myDevice = [MainApp sharedController];
```

With a singleton, and without any separate activation effort, even on the first time, functions such as ([MainApp sharedController] ReadCardSwipe) may be used.

Related articles

- Mobile Reader keyboard emulation
- UniMag Android SDK Manual XML Configuration

- UniMag Android Common Settings issues
- UniMag iOS SDK - Singleton Implementation
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- Does the UniMag SDK have 64-bit support?
- UniMag Utility Autoconfig Walkthrough for Android
- My mobile device is not in the Shuttle compatibility list, what can I do?
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