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# Firestore Admin SDK for PHP

Mar 01, 2021



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Interact with [Google Firebase](#) from your PHP application.

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**Note:** If you are interested in using the PHP Admin SDK as a client for end-user access (for example, in a web application), as opposed to admin access from a privileged environment (like a server), you should instead follow the [instructions for setting up the client JavaScript SDK](#).

---

The source code can be found at <https://github.com/kreait/firebase-php/> .





# CHAPTER 1

---

## Quick Start

---

```
use Krait\Firebase\Factory;

$factory = (new Factory)
    ->withServiceAccount('/path/to/firebase_credentials.json')
    ->withDatabaseUri('https://my-project-default-rtdb.firebaseio.com');

$auth = $factory->createAuth();
$realtimeDatabase = $factory->createDatabase();
$cloudMessaging = $factory->createMessaging();
$remoteConfig = $factory->createRemoteConfig();
$cloudStorage = $factory->createStorage();
$firestore = $factory->createFirestore();
```



## 2.1 Overview

### 2.1.1 Requirements

- PHP  $\geq$  7.2
- The [mbstring PHP extension](#)
- A Firebase project - create a new project in the [Firebase console](#), if you don't already have one.
- A Google service account, follow the instructions in the [official Firebase Server documentation](#) and place the JSON configuration file somewhere in your project's path.

### 2.1.2 Installation

The recommended way to install the Firebase Admin SDK is with [Composer](#). Composer is a dependency management tool for PHP that allows you to declare the dependencies your project needs and installs them into your project.

If you want to use the SDK within a Framework, please follow the installation instructions here:

- **Laravel:** [kreat/laravel-firebase](#)
- **Symfony:** [kreat/firebase-bundle](#)

```
composer require kreat/firebase-php
```

After installing, you need to require Composer's autoloader:

```
<?php  
require __DIR__.' /vendor/autoload.php';
```

You can find out more on how to install Composer, configure autoloading, and other best-practices for defining dependencies at [getcomposer.org](#).

Please continue to the *Setup section* to learn more about connecting your application to Firestore.

### 2.1.3 Usage examples

You can find usage examples at <https://github.com/jeromegamez/firebase-php-examples> and in the `tests` directory of this project's [GitHub repository](#).

### 2.1.4 Issues/Support

- For bugs and past issues: [Github issue tracker](#)
- For questions and general discussions: [GitHub discussions](#)
- For help with and discussion about the PHP SDK: [Discord Community](#)
- For questions about Firestore in general: [Stack Overflow](#) and the [Firestore Slack Community](#).

### 2.1.5 License

Licensed using the [MIT license](#).

Copyright (c) Jérôme Gamez <<https://github.com/jeromegamez>> <[jerome@gamez.name](mailto:jerome@gamez.name)>

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### 2.1.6 Contributing

#### Guidelines

1. The SDK utilizes PSR-1, PSR-2, PSR-4, and PSR-7.
2. This SDK has a minimum PHP version requirement of PHP 7.2. Pull requests must not require a PHP version greater than PHP 7.2 unless the feature is only utilized conditionally.
3. All pull requests must include unit tests to ensure the change works as expected and to prevent regressions.

## Running the tests

The SDK is unit tested with PHPUnit. Run the tests using the Makefile:

```
make tests
```

## Coding standards

The SDK uses the [PHP Coding Standards Fixer](#) to ensure a uniform coding style. Apply coding standard fixed using the Makefile:

```
make cs
```

from the root of the project.

## 2.2 Setup

### 2.2.1 Google Service Account

In order to access a Firebase project using a server SDK, you must authenticate your requests to Firebase with [Service Account credentials](#).

To authenticate a service account and authorize it to access Firebase services, you must generate a private key file in JSON format.

To generate a private key file for your service account:

1. Open [https://console.firebase.google.com/project/\\_/settings/serviceaccounts/adminsdk](https://console.firebase.google.com/project/_/settings/serviceaccounts/adminsdk) and select the project you want to generate a private key file for.
2. Click **Generate New Private Key**, then confirm by clicking **Generate Key**
3. Securely store the JSON file containing the key.

---

**Note:** You should store the JSON file outside of your code repository to avoid accidentally exposing it to the outside world.

---

You can then configure the SDK to use this Service Account:

#### With the SDK

```
use Krait\Firebase\Factory;

$factory = (new Factory)->withServiceAccount('/path/to/firebase_credentials.json');
```

#### With the Symfony Bundle

Please see <https://github.com/krait/firebase-bundle#configuration>

#### With the Laravel/Lumen Package

Please see <https://github.com/krait/laravel-firebase#configuration>

### With autodiscovery

The SDK is able to autodiscover the Service Account for your project in the following conditions:

1. Your application runs on Google Cloud Engine.
2. The path to the JSON key file is defined in one of the following environment variables
  - FIREBASE\_CREDENTIALS
  - GOOGLE\_APPLICATION\_CREDENTIALS
3. The JSON Key file is located in Google's "well known path"
  - on Linux/MacOS: `$HOME/.config/gcloud/application_default_credentials.json`
  - on Windows: `$APPDATA/gcloud/application_default_credentials.json`

If you want to use autodiscovery, a Service Account must not be explicitly configured.

### 2.2.2 Realtime Database URI

---

**Note:** You can find the URI for your Realtime Database at [https://console.firebase.google.com/project/\\_/database](https://console.firebase.google.com/project/_/database). For recently created Firebase projects the default database URI usually has the format `https://<project-id>-default-rtdb.firebaseio.com`. Databases in projects created before September 2020 had the default database URI `https://<project-id>.firebaseio.com`.

For backward compatibility reasons, if you don't specify a database URI, the SDK will use the project ID defined in the Service Account JSON file to automatically generate it.

---

```
use Krait\Firebase\Factory;

$factory = (new Factory())
    ->withDatabaseUri('https://my-project.firebaseio.com');
```

### 2.2.3 Caching

#### Authentication tokens

Before connecting to the Firebase APIs, the SDK fetches an authentication token for your credentials. This authentication token is cached in-memory so that it can be re-used during the same process.

If you want to cache authentication tokens more effectively, you can provide any [implementation of psr/cache](#) to the Firebase factory when creating your Firebase instance.

---

**Note:** Authentication tokens are cached in-memory by default. For Symfony and Laravel, the Framework's cache will automatically be used.

---

For Symfony and Laravel, the Framework's cache will automatically be used.

Here is an example using the [Symfony Cache Component](#):

```
use Symfony\Component\Cache\Simple\FilesystemCache;

$factory = $factory->withAuthTokenCache(new FilesystemCache());
```

## ID Token Verification

In order to verify ID tokens, the verifier makes a call to fetch Firebase's currently available public keys. The keys are cached in memory by default.

If you want to cache the public keys more effectively, you can provide any implementation of `psr/simple-cache` to the Firebase factory when creating your Firebase instance.

---

**Note:** Public keys tokens are cached in-memory by default. For Symfony and Laravel, the Framework's cache will automatically be used.

---

Here is an example using the [Symfony Cache Component](#):

```
use Symfony\Component\Cache\Simple\FilesystemCache;

$factory = $factory->withVerifierCache(new FilesystemCache());
```

## 2.2.4 End User Credentials

---

**Note:** While theoretically possible, it's not recommended to use end user credentials in the context of a Server-to-Server backend application.

---

When using End User Credentials (for example if you set you application default credentials locally with `gcloud auth application-default login`), you need to provide the ID of the project you want to access directly and suppress warnings triggered by the Google Auth Component:

```
use Krait\Firebase\Factory;

putenv('SUPPRESS_GCLOUD_CREDS_WARNING=true');

// This will use the project defined in the Service Account
// credentials files by default
$base = (new Factory())->withProjectId('firebase-project-id');
```

## 2.2.5 HTTP Client Options

You can configure the behavior of the HTTP Client performing the API requests by passing an instance of `Krait\Firebase\Http\HttpClientOptions` to the factory before creating a service.

```
use Krait\Firebase\Http\HttpClientOptions;

$options = HttpClientOptions::default();

// Set the maximum amount of seconds (float) that can pass before
// a request is considered timed out
// (default: indefinitely)
$options = $options->withTimeout(3.5);

// Use a proxy that all API requests should be passed through.
// (default: none)
$options = $options->withProxy('tcp://<host>:<port>');
```

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```
$factory = $factory->withHttpClientOptions($options);

// Newly created services will now use the new HTTP options
$realtimeDatabase = $factory->createDatabase();
```

### 2.2.6 Logging

In order to log API requests to the Firebase APIs, you can provide the factory with loggers implementing `Psr\Log\LoggerInterface`.

The following examples use the `Monolog` logger, but work with any `PSR-3` log implementation.

```
use GuzzleHttp\MessageFormatter;
use Krait\Firebase\Factory;
use Monolog\Logger;
use Monolog\Handler\StreamHandler;

$httpLogger = new Logger('firebase_http_logs');
$httpLogger->pushHandler(new StreamHandler('path/to/firebase_api.log', Logger::INFO));

// Without further arguments, requests and responses will be logged with basic
// request and response information. Successful responses will be logged with
// the 'info' log level, failures (Status code >= 400) with 'notice'
$factory = $factory->withHttpLogger($httpLogger);

// You can configure the message format and log levels individually
$messageFormatter = new MessageFormatter(MessageFormatter::SHORT);
$factory = $factory->withHttpLogger(
    $httpLogger, $messageFormatter, $successes = 'debug', $errors = 'warning'
);

// You can provide a separate logger for detailed HTTP message logs
$httpDebugLogger = new Logger('firebase_http_debug_logs');
$httpDebugLogger->pushHandler(
    new StreamHandler('path/to/firebase_api_debug.log',
        Logger::DEBUG)
);

// Logs will include the full request and response headers and bodies
$factory = $factory->withHttpDebugLogger($httpDebugLogger)
```

## 2.3 Cloud Messaging

You can use the Firebase Admin SDK for PHP to send Firebase Cloud Messaging messages to end-user devices. Specifically, you can send messages to individual devices, named topics, or condition statements that match one or more topics.

---

**Note:** Sending messages to Device Groups is only possible with legacy protocols which are not supported by this SDK.

---

Before you start, please read about [Firebase Remote Config](#) in the official documentation:



- Introduction to Firebase Cloud Messaging
- Introduction to Admin FCM API

## 2.3.1 Initializing the Messaging component

### With the SDK

```
$messaging = $factory->createMessaging();
```

### With Dependency Injection (Symfony Bundle/Laravel/Lumen Package)

```
use Krait\Firebase\Messaging;

class MyService
{
    public function __construct(Messaging $messaging)
    {
        $this->messaging = $messaging;
    }
}
```

### With the Laravel app() helper (Laravel/Lumen Package)

```
$messaging = app('firebase.messaging');
```

## 2.3.2 Getting started

```
use Krait\Firebase\Messaging\CloudMessage;

$message = CloudMessage::withTarget(/* see sections below */)
    ->withNotification(Notification::create('Title', 'Body'))
    ->withData(['key' => 'value']);

$messaging->send($message);
```

A message must be an object implementing `Krait\Firebase\Messaging\Message` or an array that can be parsed to a `Krait\Firebase\Messaging\CloudMessage`.

You can use `Krait\Firebase\Messaging\RawMessageFromArray` to create a message without the SDK checking it for validity before sending it. This gives you full control over the sent message, but also means that you have to send/validate a message in order to know if it's valid or not.

---

**Note:** If you notice that a field is not supported by the SDK yet, please open an issue on the issue tracker, so that others can benefit from it as well.

---

## 2.3.3 Send messages to topics

Based on the publish/subscribe model, FCM topic messaging allows you to send a message to multiple devices that have opted in to a particular topic. You compose topic messages as needed, and FCM handles routing and delivering the message reliably to the right devices.

For example, users of a local weather forecasting app could opt in to a “severe weather alerts” topic and receive notifications of storms threatening specified areas. Users of a sports app could subscribe to automatic updates in live game scores for their favorite teams.

Some things to keep in mind about topics:

- Topic messaging supports unlimited topics and subscriptions for each app.
- Topic messaging is best suited for content such as news, weather, or other publicly available information.
- Topic messages are optimized for throughput rather than latency. For fast, secure delivery to single devices or small groups of devices, target messages to registration tokens, not topics.

You can create a message to a topic in one of the following ways:

```
use Kreait\Firebase\Messaging\CloudMessage;

$topic = 'a-topic';

$message = CloudMessage::withTarget('topic', $topic)
    ->withNotification($notification) // optional
    ->withData($data) // optional
;

$message = CloudMessage::fromArray([
    'topic' => $topic,
    'notification' => [/* Notification data as array */], // optional
    'data' => [/* data array */], // optional
]);

$messaging->send($message);
```

### 2.3.4 Send conditional messages

**Warning:** OR-conditions are currently not processed correctly by the Firebase Rest API, leading to undelivered messages. This can be resolved by splitting up a message to an OR-condition into multiple messages to AND-conditions. So one conditional message to 'a' in topics || 'b' in topics should be sent as two messages to the conditions 'a' in topics && !('b' in topics) and 'b' in topics && !('a' in topics)

**References:**

- <https://github.com/firebase/quickstart-js/issues/183>
- <https://stackoverflow.com/a/52302136/284325>

Sometimes you want to send a message to a combination of topics. This is done by specifying a condition, which is a boolean expression that specifies the target topics. For example, the following condition will send messages to devices that are subscribed to TopicA and either TopicB or TopicC:

```
"TopicA in topics && ('TopicB' in topics || 'TopicC' in topics)"
```

FCM first evaluates any conditions in parentheses, and then evaluates the expression from left to right. In the above expression, a user subscribed to any single topic does not receive the message. Likewise, a user who does not subscribe to TopicA does not receive the message. These combinations do receive it:

- TopicA and TopicB

- TopicA and TopicC

```

use Kreait\Firebase\Messaging\CloudMessage;

$condition = "'TopicA' in topics && ('TopicB' in topics || 'TopicC' in topics)";

$message = CloudMessage::withTarget('condition', $condition)
    ->withNotification($notification) // optional
    ->withData($data) // optional
;

$message = CloudMessage::fromArray([
    'condition' => $condition,
    'notification' => [/* Notification data as array */], // optional
    'data' => [/* data array */], // optional
]);

$messaging->send($message);
    
```

### 2.3.5 Send messages to specific devices

The Admin FCM API allows you to send messages to individual devices by specifying a registration token for the target device. Registration tokens are strings generated by the client FCM SDKs for each end-user client app instance.

Each of the Firebase client SDKs are able to generate these registration tokens: [iOS](#), [Android](#), [Web](#), [C++](#), and [Unity](#).

```

use Kreait\Firebase\Messaging\CloudMessage;

$deviceToken = '...';

$message = CloudMessage::withTarget('token', $deviceToken)
    ->withNotification($notification) // optional
    ->withData($data) // optional
;

$message = CloudMessage::fromArray([
    'token' => $deviceToken,
    'notification' => [/* Notification data as array */], // optional
    'data' => [/* data array */], // optional
]);

$messaging->send($message);
    
```

### 2.3.6 Send messages to multiple devices (Multicast)

You can send send one message to up to 500 devices:

```

use Kreait\Firebase\Messaging\CloudMessage;

$deviceTokens = ['...', '...' /* ... */];

$message = CloudMessage::new(); // Any instance of Kreait\Messaging\Message

$sendReport = $messaging->sendMulticast($message, $deviceTokens);
    
```

The returned value is an instance of `Kreait\Firebase\Messaging\MulticastSendReport` and provides you with methods to determine the successes and failures of the multicasted message:

```
$report = $messaging->sendMulticast($message, $deviceTokens);

echo 'Successful sends: ' . $report->successes()->count() . PHP_EOL;
echo 'Failed sends: ' . $report->failures()->count() . PHP_EOL;

if ($report->hasFailures()) {
    foreach ($report->failures()->getItems() as $failure) {
        echo $failure->error()->getMessage() . PHP_EOL;
    }
}
```

### 2.3.7 Send multiple messages at once

You can send up to 500 prepared messages (each message has a token, topic or condition as a target) in one go:

```
use ;

$messages = [
    // Up to 500 items, either objects implementing Kreait\Firebase\Messaging\Message
    // or arrays that can be used to create valid to_
    ↪Kreait\Firebase\Messaging\Cloudmessage instances
];

$message = CloudMessage::new(); // Any instance of Kreait\Messaging\Message

/** @var Kreait\Firebase\Messaging\MulticastSendReport $sendReport */
$sendReport = $messaging->sendAll($messages);
```

### 2.3.8 Adding a notification

A notification is an instance of `Kreait\Firebase\Messaging\Notification` and can be created in one of the following ways. The title and the body of a notification are both optional.

```
use Kreait\Firebase\Messaging\Notification;

$title = 'My Notification Title';
$body = 'My Notification Body';
$imageUrl = 'http://lorempixel.com/400/200/';

$notification = Notification::fromArray([
    'title' => $title,
    'body' => $body,
    'image' => $imageUrl,
]);

$notification = Notification::create($title, $body);

$changedNotification = $notification
    ->withTitle('Changed title')
    ->withBody('Changed body')
    ->withImageUrl('http://lorempixel.com/200/400/');
```

Once you have created a message with one of the methods described below, you can attach the notification to it:

```
$message = $message->withNotification($notification);
```

### 2.3.9 Adding data

The data attached to a message must be an array of key-value pairs where all keys and values are strings.

Once you have created a message with one of the methods described below, you can attach data to it:

```
$data = [
    'first_key' => 'First Value',
    'second_key' => 'Second Value',
];
$message = $message->withData($data);
```

### 2.3.10 Changing the message target

You can change the target of an already created message with the `withChangedTarget()` method.

```
use Krait\Firebase\Messaging\CloudMessage;

$deviceToken = '...';
$anotherDeviceToken = '...';

$message = CloudMessage::withTarget('token', $deviceToken)
    ->withNotification(['title' => 'My title', 'body' => 'My Body']);

$message->send($message);

$sameMessageToDifferentTarget = $message->withChangedTarget('token',
    ↪$anotherDeviceToken);
```

### 2.3.11 Adding target platform specific configuration

You can target platforms specific configuration to your messages.

#### Android

You can find the full Android configuration reference in the official documentation: [REST Resource: projects.messages.AndroidConfig](#)

```
use Krait\Firebase\Messaging\AndroidConfig;

// Example from https://firebase.google.com/docs/cloud-messaging/admin/send-messages
↪#android_specific_fields
$config = AndroidConfig::fromArray([
    'ttl' => '3600s',
    'priority' => 'normal',
    'notification' => [
```

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```

        'title' => '$GOOG up 1.43% on the day',
        'body' => '$GOOG gained 11.80 points to close at 835.67, up 1.43% on the day.
    ↪',
        'icon' => 'stock_ticker_update',
        'color' => '#f45342',
        'sound' => 'default',
    ],
]);

$message = $message->withAndroidConfig($config);

```

## APNs

You can find the full APNs configuration reference in the official documentation: [REST Resource: projects.messages.ApnsConfig](#)

```

use Krait\Firebase\Messaging\ApnsConfig;

// Example from https://firebase.google.com/docs/cloud-messaging/admin/send-messages
↪#apns_specific_fields
$config = ApnsConfig::fromArray([
    'headers' => [
        'apns-priority' => '10',
    ],
    'payload' => [
        'aps' => [
            'alert' => [
                'title' => '$GOOG up 1.43% on the day',
                'body' => '$GOOG gained 11.80 points to close at 835.67, up 1.43% on
↪the day.',
            ],
            'badge' => 42,
            'sound' => 'default',
        ],
    ],
]);

$message = $message->withApnsConfig($config);

```

## WebPush

You can find the full WebPush configuration reference in the official documentation: [REST Resource: projects.messages.Webpush](#)

```

use Krait\Firebase\Messaging\WebPushConfig;

// Example from https://firebase.google.com/docs/cloud-messaging/admin/send-messages
↪#webpush_specific_fields
$config = WebPushConfig::fromArray([
    'notification' => [
        'title' => '$GOOG up 1.43% on the day',
        'body' => '$GOOG gained 11.80 points to close at 835.67, up 1.43% on the day.
    ↪',

```

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```

        'icon' => 'https://my-server/icon.png',
    ],
    'fcm_options' => [
        'link' => 'https://my-server/some-page',
    ],
]);

$message = $message->withWebPushConfig($config);

```

### 2.3.12 Adding platform independent FCM options

You can find the full FCM Options configuration reference in the official documentation: [REST Resource: projects.messages.fcm\\_options](#)

```

use Kreait\Firebase\Messaging\FcmOptions;

$fcmOptions = FcmOptions::create()
    ->withAnalyticsLabel('my-analytics-label');
// or
$fcmOptions = [
    'analytics_label' => 'my-analytics-label';
];

$message = $message->withFcmOptions($fcmOptions);

```

### 2.3.13 Notification Sounds

The SDK provides helper methods to add sounds to messages:

- `CloudMessage::withDefaultSounds()`
- `AndroidConfig::withDefaultSound()`
- `AndroidConfig::withSound($sound)`
- `ApnsConfig::withDefaultSound()`
- `ApnsConfig::withSound($sound)`

```

$message = CloudMessage::withTarget('token', $token)
    ->withNotification(['title' => 'Notification title', 'body' => 'Notification body
↵'])
    ->withDefaultSounds() // Enables default notifications sounds on iOS and Android
↵devices.
    ->withApnsConfig(
        ApnsConfig::new()
            ->withSound('bingbong.aiff')
            ->withBadge(1)
    )
;

```

### 2.3.14 Using Emojis

Firebase Messaging supports Emojis in Messages.

**Note:** You can find a full list of all currently available Emojis at <https://www.unicode.org/emoji/charts/full-emoji-list.html>

---

```
// You can copy and paste an emoji directly into you source code
$text = "This is an emoji ";

// This only works in PHP ^7.0, double quotes are required
$text = "This is an emoji \u{1F600}";
```

### 2.3.15 Sending a fully configured raw message

---

**Note:** The message will be parsed and validated by the SDK.

---

```
use Krait\Firebase\Messaging\RawMessageFromArray;

$message = new RawMessageFromArray([
    'notification' => [
        // https://firebase.google.com/docs/reference/fcm/rest/v1/projects.
        ↪messages#notification
        'title' => 'Notification title',
        'body' => 'Notification body',
        'image' => 'http://lorempixel.com/400/200/',
    ],
    'data' => [
        'key_1' => 'Value 1',
        'key_2' => 'Value 2',
    ],
    'android' => [
        // https://firebase.google.com/docs/reference/fcm/rest/v1/projects.
        ↪messages#androidconfig
        'ttl' => '3600s',
        'priority' => 'normal',
        'notification' => [
            'title' => '$GOOG up 1.43% on the day',
            'body' => '$GOOG gained 11.80 points to close at 835.67, up 1.43% on_
            ↪the day.',
            'icon' => 'stock_ticker_update',
            'color' => '#f45342',
        ],
    ],
    'apns' => [
        // https://firebase.google.com/docs/reference/fcm/rest/v1/projects.
        ↪messages#apnsconfig
        'headers' => [
            'apns-priority' => '10',
        ],
        'payload' => [
            'aps' => [
                'alert' => [
                    'title' => '$GOOG up 1.43% on the day',
                    'body' => '$GOOG gained 11.80 points to close at 835.67, up 1.
            ↪43% on the day.',
```

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```

        ],
        'badge' => 42,
    ],
],
'webpush' => [
    // https://firebase.google.com/docs/reference/fcm/rest/v1/projects.
    ↪messages#webpushconfig
    'notification' => [
        'title' => '$GOOG up 1.43% on the day',
        'body' => '$GOOG gained 11.80 points to close at 835.67, up 1.43% on_
    ↪the day.',
        'icon' => 'https://my-server/icon.png',
    ],
],
'fcm_options' => [
    // https://firebase.google.com/docs/reference/fcm/rest/v1/projects.
    ↪messages#fcmoptions
    'analytics_label' => 'some-analytics-label'
]
]);
$messaging->send($message);

```

### 2.3.16 Validating messages

You can validate a message by sending a validation-only request to the Firebase REST API. If the message is invalid, a *KreaitFirebaseExceptionMessagingInvalidMessage* exception is thrown, which you can catch to evaluate the raw error message(s) that the API returned.

```

use Kreait\Firebase\Exception\Messaging\InvalidMessage;

try {
    $messaging->validate($message);
    // or
    $messaging->send($message, $validateOnly = true);
} catch (InvalidMessage $e) {
    print_r($e->errors());
}

```

You can also use the `send*` methods with an additional parameter:

```

$validateOnly = true;

$messaging->send($message, $validateOnly);
$messaging->sendMulticast($message, $tokens, $validateOnly);
$messaging->sendAll($messages, $validateOnly);

```

### 2.3.17 Validating Registration Tokens

If you have a set of registration tokens that you want to check for validity or if they are still registered to your project, you can use the `validateTokens()` method:

```
$tokens = [...];  
$result = $messaging->validateRegistrationTokens($tokens);
```

The result is an array with three keys containing the checked tokens:

- `valid` contains all tokens that are valid and registered to the current Firebase project
- `unknown` contains all tokens that are valid, but **not** registered to the current Firebase project
- `invalid` contains all invalid (=malformed) tokens

### 2.3.18 Topic management

You can subscribe one or multiple devices to one or multiple messaging topics with the following methods:

```
$result = $messaging->subscribeToTopic($topic, $registrationTokenOrTokens);  
$result = $messaging->subscribeToTopics($topics, $registrationTokenOrTokens);  
  
$result = $messaging->unsubscribeFromTopic($topic, $registrationTokenOrTokens);  
$result = $messaging->unsubscribeFromTopics($topics, $registrationTokenOrTokens);  
  
$result = $messaging->unsubscribeFromAllTopics($registrationTokenOrTokens);
```

The result will return an array in which the keys are the topic names, and the values are the operation results for the individual tokens.

---

**Note:** You can subscribe up to 1,000 devices in a single request. If you provide an array with over 1,000 registration tokens, the operation will fail with an error.

---

### 2.3.19 App instance management

A registration token is related to an application that generated it. You can retrieve current information about an app instance by passing a registration token to the `getAppInstance()` method.

```
$registrationToken = '...';  
  
$appInstance = $messaging->getAppInstance($registrationToken);  
// Return the full information as provided by the Firebase API  
$instanceInfo = $appInstance->rawData();  
  
/* Example output for an Android application instance:  
[  
  "applicationVersion" => "1060100"  
  "connectDate" => "2019-07-21"  
  "attestStatus" => "UNKNOWN"  
  "application" => "com.vendor.application"  
  "scope" => "*"   
  "authorizedEntity" => "..."  
  "rel" => array:1 [  
    "topics" => array:3 [  
      "test-topic" => array:1 [  
        "addDate" => "2019-07-21"  
      ]  
    ]  
  ]  
]
```

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```

        "test-topic-5d35b46a15094" => array:1 [
            "addDate" => "2019-07-22"
        ]
        "test-topic-5d35b46b66c31" => array:1 [
            "addDate" => "2019-07-22"
        ]
    ]
    "connectionType" => "WIFI"
    "appSigner" => "..."
    "platform" => "ANDROID"
]
*/

/* Example output for a web application instance
[
    "application" => "webpush"
    "scope" => ""
    "authorizedEntity" => "..."
    "rel" => array:1 [
        "topics" => array:2 [
            "test-topic-5d35b445b830a" => array:1 [
                "addDate" => "2019-07-22"
            ]
            "test-topic-5d35b446c0839" => array:1 [
                "addDate" => "2019-07-22"
            ]
        ]
    ]
    "platform" => "BROWSER"
]
*/

```

**Note:** As the data returned by the Google Instance ID API can return differently formed results depending on the application or platform, it is currently difficult to add reliable convenience methods for specific fields in the raw data.

### Working with topic subscriptions

You can retrieve all topic subscriptions for an app instance with the `topicSubscriptions()` method:

```

$appInstance = $messaging->getAppInstance('<registration token>');

/** @var \Kreait\Firebase\Messaging\TopicSubscriptions $subscriptions */
$subscriptions = $appInstance->topicSubscriptions();

foreach ($subscriptions as $subscription) {
    echo "{$subscription->registrationToken()} is subscribed to {$subscription->
    ↪topic()}\n";
}

```

### 2.4 Cloud Firestore

This SDK provides a bridge to the `google/cloud-firestore` package. You can enable the component in the SDK by adding the package to your project dependencies:

```
composer require google/cloud-firestore
```

**Note:** The `google/cloud-firestore` package requires the gRPC PHP extension to be installed. You can find installation instructions for gRPC at [github.com/grpc/grpc](https://github.com/grpc/grpc). The following projects aim to provide support for Firestore without the need to install the gRPC PHP extension, but have to be set up separately:

- [ahsankhatri/firestore-php](#)
- [morrislaptop/firestore-php](#)

Before you start, please read about Firestore in the official documentation:

- [Official Documentation](#)
- [google/cloud-firestore on GitHub](#)
- [PHP API Documentation](#)
- [PHP Usage Examples](#)

#### 2.4.1 Initializing the Firestore component

**With the SDK**

```
$firestore = $factory->createFirestore();
```

**With Dependency Injection (Symfony Bundle/Laravel/Lumen Package)**

```
use Kreait\Firebase\Firestore;

class MyService
{
    public function __construct(Firestore $firestore)
    {
        $this->firestore = $firestore;
    }
}
```

**With the Laravel `app()` helper (Laravel/Lumen Package)**

```
$firestore = app('firebase.firestore');
```

#### 2.4.2 Getting started

```
$database = $firestore->database();
```

`$database` is an instance of `Google\Cloud\Firestore\FirestoreClient`. Please refer to the links above for guidance on how to proceed from here.

## 2.5 Cloud Storage

Cloud Storage for Firebase stores your data in [Google Cloud Storage](#), an exabyte scale object storage solution with high availability and global redundancy.

This SDK provides a bridge to the [google/cloud-storage](#) package. You can enable the component in the SDK by adding the package to your project dependencies:

Before you start, please read about [Firebase Cloud Storage](#) in the official documentation:

- [Firebase Cloud Storage](#)
- [Introduction to the Admin Cloud Storage API](#)
- [PHP API Documentation](#)
- [PHP Usage examples](#)

### 2.5.1 Initializing the Storage component

**With the SDK**

```
$storage = $factory->createStorage();
```

**With Dependency Injection (Symfony Bundle/Laravel/Lumen Package)**

```
use Kreait\Firebase\Storage;

class MyService
{
    public function __construct(Storage $storage)
    {
        $this->storage = $storage;
    }
}
```

**With the `Laravel app()` helper (Laravel/Lumen Package)**

```
$storage = app('firebase.storage');
```

### 2.5.2 Getting started

```
$storageClient = $storage->getStorageClient();
$defaultBucket = $storage->getBucket();
$anotherBucket = $storage->getBucket('another-bucket');
```

### 2.5.3 Default Storage bucket

---

**Note:** It is not necessary to change the default storage bucket in most cases.

---

The SDK assumes that your project's default storage bucket name has the format `<project-id>.appspot.com` and will configure the storage instance accordingly.

If you want to change the default bucket your instance works with, you can specify the name when using the factory:

```
use Krait\Firebase\Factory;

$storage = (new Factory())
    ->withDefaultStorageBucket('another-default-bucket')
    ->createStorage();
```

## 2.6 Realtime Database

---

**Note:** The Realtime Database API currently does not support realtime event listeners.

---

### 2.6.1 Initializing the Realtime Database component

With the SDK

```
$database = $factory->createDatabase();
```

With Dependency Injection (Symfony Bundle/Laravel/Lumen Package)

```
use Krait\Firebase\Database;

class MyService
{
    public function __construct(Database $database)
    {
        $this->database = $database;
    }
}
```

With the Laravel `app()` helper (Laravel/Lumen Package)

```
$database = app('firebase.database');
```

### 2.6.2 Retrieving data

Every node in your database can be accessed through a Reference:

```
$reference = $database->getReference('path/to/child/location');
```

**Note:** Creating a reference does not result in a request to your Database. Requests to your Firebase applications are executed with the `getSnapshot()` and `getValue()` methods only.

---

You can then retrieve a Database Snapshot for the Reference or its value directly:

```
$snapshot = $reference->getSnapshot();

$value = $snapshot->getValue();
```

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```
// or
$value = $reference->getValue();
```

## Database Snapshots

Database Snapshots are immutable copies of the data at a Firebase Database location at the time of a query. They can't be modified and will never change.

```
$snapshot = $reference->getSnapshot();
$value = $snapshot->getValue();

$value = $reference->getValue(); // Shortcut for $reference->getSnapshot()->
    <math>\rightarrow</math>getValue();
```

Snapshots provide additional methods to work with and analyze the contained value:

- `exists()` returns true if the Snapshot contains any (non-null) data.
- `getChild()` returns another Snapshot for the location at the specified relative path.
- `getKey()` returns the key (last part of the path) of the location of the Snapshot.
- `getReference()` returns the Reference for the location that generated this Snapshot.
- `getValue()` returns the data contained in this Snapshot.
- `hasChild()` returns true if the specified child path has (non-null) data.
- `hasChildren()` returns true if the Snapshot has any child properties, i.e. if the value is an array.
- `numChildren()` returns the number of child properties of this Snapshot, if there are any.

## Queries

You can use Queries to filter and order the results returned from the Realtime Database. Queries behave exactly like References. That means you can execute any method on a Query that you can execute on a Reference.

---

**Note:** You can combine every filter query with every order query, but not multiple queries of each type. Shallow queries are a special case: they can not be combined with any other query method.

---

## Shallow queries

This is an advanced feature, designed to help you work with large datasets without needing to download everything. Set this to true to limit the depth of the data returned at a location. If the data at the location is a JSON primitive (string, number or boolean), its value will simply be returned.

If the data snapshot at the location is a JSON object, the values for each key will be truncated to true.

Detailed information can be found on [the official Firebase documentation page for shallow queries](#)

```
$database->getReference('currencies')
    <math>\rightarrow</math>shallow()
    <math>\rightarrow</math>getSnapshot();
```

A convenience method is available to retrieve the key names of a reference's children:

```
$database->getReference('currencies')->getChildKeys(); // returns an array of key_
↳names
```

### Ordering data

The official Firestore documentation explains [How data is ordered](#).

Data is always ordered in ascending order.

You can only order by one property at a time - if you try to order by multiple properties, e.g. by child and by value, an exception will be thrown.

#### By key

```
$database->getReference('currencies')
    // order the reference's children by their key in ascending order
->orderByKey()
->getSnapshot();
```

#### By value

---

**Note:** In order to order by value, you must define an index, otherwise the Firestore API will refuse the query.

```
{
  "currencies": {
    ".indexOn": ".value"
  }
}
```

```
$database->getReference('currencies')
    // order the reference's children by their value in ascending order
->orderByValue()
->getSnapshot();
```

#### By child

---

**Note:** In order to order by a child value, you must define an index, otherwise the Firestore API will refuse the query.

```
{
  "people": {
    ".indexOn": "height"
  }
}
```



```
$database->getReference('people')
    // order the reference's children by the values in the field 'height' in_
↳ascending order
    ->orderByChild('height')
    ->getSnapshot();
```

## Filtering data

To be able to filter results, you must also define an order.

### limitToFirst

```
$database->getReference('people')
    // order the reference's children by the values in the field 'height'
    ->orderByChild('height')
    // limits the result to the first 10 children (in this case: the 10 shortest_
↳persons)
    // values for 'height')
    ->limitToFirst(10)
    ->getSnapshot();
```

### limitToLast

```
$database->getReference('people')
    // order the reference's children by the values in the field 'height'
    ->orderByChild('height')
    // limits the result to the last 10 children (in this case: the 10 tallest_
↳persons)
    ->limitToLast(10)
    ->getSnapshot();
```

### startAt

```
$database->getReference('people')
    // order the reference's children by the values in the field 'height'
    ->orderByChild('height')
    // returns all persons taller than or exactly 1.68 (meters)
    ->startAt(1.68)
    ->getSnapshot();
```

### endAt

```
$database->getReference('people')
    // order the reference's children by the values in the field 'height'
    ->orderByChild('height')
    // returns all persons shorter than or exactly 1.98 (meters)
    ->endAt(1.98)
    ->getSnapshot();
```

### equalTo

```
$database->getReference('people')
    // order the reference's children by the values in the field 'height'
->orderByChild('height')
    // returns all persons being exactly 1.98 (meters) tall
->equalTo(1.98)
->getSnapshot();
```

## 2.6.3 Saving data

### Set/replace values

For basic write operations, you can use `set()` to save data to a specified reference, replacing any existing data at that path. For example a configuration array for a website might be set as follows:

```
$database->getReference('config/website')
->set([
    'name' => 'My Application',
    'emails' => [
        'support' => 'support@domain.tld',
        'sales' => 'sales@domain.tld',
    ],
    'website' => 'https://app.domain.tld',
]);

$database->getReference('config/website/name')->set('New name');
```

---

**Note:** Using `set()` overwrites data at the specified location, including any child nodes.

---

### Update specific fields

To simultaneously write to specific children of a node without overwriting other child nodes, use the `update()` method.

When calling `update()`, you can update lower-level child values by specifying a path for the key. If data is stored in multiple locations to scale better, you can update all instances of that data using data fan-out.

For example, in a blogging app you might want to add a post and simultaneously update it to the recent activity feed and the posting user's activity feed using code like this:

```
$uid = 'some-user-id';
$postData = [
    'title' => 'My awesome post title',
    'body' => 'This text should be longer',
];

// Create a key for a new post
$newPostKey = $database->getReference('posts')->push()->getKey();

$updates = [
    'posts/'.$newPostKey => $postData,
    'user-posts/'.$uid.'/'.$newPostKey => $postData,
```

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```
];
$database->getReference() // this is the root reference
->update($updates);
```

## Writing lists

Use the `push()` method to append data to a list in multiuser applications. The `push()` method generates a unique key every time a new child is added to the specified Firebase reference. By using these auto-generated keys for each new element in the list, several clients can add children to the same location at the same time without write conflicts. The unique key generated by `push()` is based on a timestamp, so list items are automatically ordered chronologically.

You can use the reference to the new data returned by the `push()` method to get the value of the child's auto-generated key or set data for the child. The `getKey()` method of a `push()` reference contains the auto-generated key.

```
$postData = [...];
$postRef = $database->getReference('posts')->push($postData);
$postKey = $postRef->getKey(); // The key looks like this: -KVquJHezVLF-lSye6Qg
```

## Server values

Server values can be written at a location using a placeholder value which is an object with a single `.sv` key. The value for that key is the type of server value you wish to set.

Firebase currently supports only one server value: `timestamp`. You can either set it manually in your write operation, or use a constant from the `Firebase\Database` class.

The following two usages are equivalent:

```
$ref = $database->getReference('posts/my-post')
->set('created_at', ['.sv' => 'timestamp']);

$ref = $database->getReference('posts/my-post')
->set('created_at', Database::SERVER_TIMESTAMP);
```

## Delete data

You can delete a reference, including all data it contains, with the `remove()` method:

```
$database->getReference('posts')->remove();
```

You can also delete by specifying `null` as the value for another write operation such as `set()` or `update()`.

```
$database->getReference('posts')->set(null);
```

You can use this technique with `update()` to delete multiple children in a single API call.

## 2.6.4 Database transactions

You can use transaction to update data according to its existing state. For example, if you want to increase an upvote counter, and want to make sure the count accurately reflects multiple, simultaneous upvotes, use a transaction to write

the new value to the counter. Instead of two writes that change the counter to the same number, one of the write requests fails and you can then retry the request with the new value.

### Replace data inside a transaction

```
use Krait\Firebase\Database\Transaction;

$counterRef = $database->getReference('counter');

$result = $database->runTransaction(function (Transaction $transaction) use (
    ↪$counterRef) {

    // You have to snapshot the reference in order to change its value
    $counterSnapshot = $transaction->snapshot($counterRef);

    // Get the existing value from the snapshot
    $counter = $counterSnapshot->getValue() ?: 0;
    $newCounter = ++$counter;

    // If the value hasn't changed in the Realtime Database while we are
    // incrementing it, the transaction will be a success.
    $transaction->set($counterRef, $newCounter);

    return $newCounter;
});
```

### Delete data inside a transaction

Likewise, you can wrap the removal of a reference in a transaction as well: you can remove the reference only if it hasn't changed in the meantime.

```
use Krait\Firebase\Database\Transaction;

$toBeDeleted = $database->getReference('to-be-deleted');

$database->runTransaction(function (Transaction $transaction) use ($toBeDeleted) {

    $transaction->snapshot($toBeDeleted);

    $transaction->remove($toBeDeleted);

});
```

### Handling transaction failures

If you haven't snapshotted a reference before trying to change it, the operation will fail with a `\Krait\Firebase\Exception\Database\ReferenceHasNotBeenSnapshotted` error.

If the reference has changed in the Realtime Database after you started the transaction, the transaction will fail with a `\Krait\Firebase\Exception\Database\TransactionFailed` error.

```
use Krait\Firebase\Database\Transaction;
use Krait\Firebase\Exception\Database\ReferenceHasNotBeenSnapshotted;
use Krait\Firebase\Exception\Database\TransactionFailed;
```

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```

$ref = $database->getReference('my-ref');

try {
    $database->runTransaction(function (Transaction $transaction) use ($ref) {

        // $transaction->snapshot($ref);

        $ref->set('value change without a transaction');

        $transaction->set($ref, 'this will fail');

    });
} catch (ReferenceHasNotBeenSnapshotted $e) {

    $referenceInQuestion = $e->getReference();

    echo $e->getReference()->getUri().': '.$e->getMessage();

} catch (TransactionFailed $e) {

    $referenceInQuestion = $e->getReference();
    $failedRequest = $e->getRequest();
    $failureResponse = $e->getResponse();

    echo $e->getReference()->getUri().': '.$e->getMessage();

}
    
```

## 2.6.5 Debugging API exceptions

When a request to Firebase fails, the SDK will throw a `\Kreait\Firebase\Exception\ApiException` that includes the sent request and the received response object:

```

try {
    $database->getReference('forbidden')->getValue();
} catch (ApiException $e) {
    /** @var \Psr\Http\Message\RequestInterface $request */
    $request = $e->getRequest();
    /** @var \Psr\Http\Message\ResponseInterface|null $response */
    $response = $e->getResponse();

    echo $request->getUri().PHP_EOL;
    echo $request->getBody().PHP_EOL;

    if ($response) {
        echo $response->getBody();
    }
}
    
```

## 2.6.6 Database rules

Learn more about the usage of Firebase Realtime Database Rules in the [official documentation](#).

```
use Krait\Firebase\Database\RuleSet;

// The default rules allow full read and write access to authenticated users of your_
↪ app
$ruleSet = RuleSet::default();

// This level of access means anyone can read or write to your database. You should
// configure more secure rules before launching your app.
$ruleSet = RuleSet::public();

// Private rules disable read and write access to your database by users.
// With these rules, you can only access the database through the
// Firebase console and the Admin SDKs.
$ruleSet = RuleSet::private();

// You can define custom rules
$ruleSet = RuleSet::fromArray(['rules' => [
    '.read' => true,
    '.write' => false,
    'users' => [
        '$uid' => [
            '.read' => '$uid === auth.uid',
            '.write' => '$uid === auth.uid',
        ]
    ]
]);

$database->updateRules($ruleSet);

$freshRuleSet = $database->getRuleSet(); // Returns a new RuleSet instance
$actualRules = $ruleSet->getRules(); // returns an array
```

## 2.7 Authentication

Before you start, please read about [Firebase Authentication](#) in the official documentation:

- [Introduction to the Admin Database API](#)
- [Create custom tokens](#)
- [Verify ID Tokens](#)
- [Revoke refresh tokens](#)

Before you can access the [Firebase Realtime Database](#) from a server using the [Firestore Admin SDK](#), you must authenticate your server with [Firebase](#). When you authenticate a server, rather than sign in with a user account's credentials as you would in a client app, you authenticate with a [service account](#) which identifies your server to [Firebase](#).

You can get two different levels of access when you authenticate using the [Firestore Admin SDK](#):

**Administrative privileges:** Complete read and write access to a project's [Realtime Database](#). Use with caution to complete administrative tasks such as data migration or restructuring that require unrestricted access to your project's resources.

**Limited privileges:** Access to a project's [Realtime Database](#), limited to only the resources your server needs. Use this level to complete administrative tasks that have well-defined access requirements. For example, when running a summarization job that reads data across the entire database, you can protect against accidental writes by setting a read-only security rule and then initializing the [Admin SDK](#) with privileges limited by that rule.

## 2.7.1 Initializing the Auth component

### With the SDK

```
$auth = $factory->createAuth();
```

### With Dependency Injection (Symfony Bundle/Laravel/Lumen Package)

```
use Kreait\Firebase\Auth;

class MyService
{
    public function __construct(Auth $auth)
    {
        $this->auth = $auth;
    }
}
```

### With the Laravel app () helper (Laravel/Lumen Package)

```
$auth = app('firebase.auth');
```

## 2.7.2 Create custom tokens

The Firebase Admin SDK has a built-in method for creating custom tokens. At a minimum, you need to provide a uid, which can be any string but should uniquely identify the user or device you are authenticating. These tokens expire after one hour.

```
$uid = 'some-uid';

$customToken = $auth->createCustomToken($uid);
```

You can also optionally specify additional claims to be included in the custom token. For example, below, a premiumAccount field has been added to the custom token, which will be available in the auth / request.auth objects in your Security Rules:

```
$uid = 'some-uid';
$additionalClaims = [
    'premiumAccount' => true
];

$customToken = $auth->createCustomToken($uid, $additionalClaims);

$customTokenString = (string) $customToken;
```

**Note:** This library uses [lcobucci/jwt](https://github.com/lcobucci/jwt/blob/3.2/README.md) to work with JSON Web Tokens (JWT). You can find the usage instructions at <https://github.com/lcobucci/jwt/blob/3.2/README.md>.

## 2.7.3 Verify a Firebase ID Token

If a Firebase client app communicates with your server, you might need to identify the currently signed-in user. To do so, verify the integrity and authenticity of the ID token and retrieve the uid from it. You can use the uid transmitted in this way to securely identify the currently signed-in user on your server.

**Note:** Many use cases for verifying ID tokens on the server can be accomplished by using Security Rules for the [Firebase Realtime Database](#) and [Cloud Storage](#). See if those solve your problem before verifying ID tokens yourself.

---

**Warning:** The ID token verification methods included in the Firebase Admin SDKs are meant to verify ID tokens that come from the client SDKs, not the custom tokens that you create with the Admin SDKs. See [Auth tokens](#) for more information.

Use `Auth::verifyIdToken()` to verify an ID token:

```
use Firebase\Auth\Token\Exception\InvalidToken;

$idTokenString = '...';

try {
    $verifiedIdToken = $auth->verifyIdToken($idTokenString);
} catch (InvalidToken $e) {
    echo 'The token is invalid: '.$e->getMessage();
} catch (\InvalidArgumentException $e) {
    echo 'The token could not be parsed: '.$e->getMessage();
}

// if you're using lcobucci/jwt ^4.0
$id = $verifiedIdToken->claims()->get('sub');
// or, if you're using lcobucci/jwt ^3.0
$id = $verifiedIdToken->claims()->get('sub');

$user = $auth->getUser($id);
```

`Auth::verifyIdToken()` accepts the following parameters:

Parameter	Type	Description
<code>idToken</code>	<code>string Token</code>	<b>(required)</b> The ID token to verify
<code>checkIfRevoked</code>	<code>boolean</code>	(optional, default: <code>false</code> ) check if the ID token is revoked

**Note:** A leeway of 5 minutes is applied when verifying time based claims starting with release 4.25.0

---

**Note:** This library uses [lcobucci/jwt](#) to work with JSON Web Tokens (JWT). You can find the usage instructions at <https://github.com/lcobucci/jwt/blob/3.2/README.md>.

---

### 2.7.4 Custom Authentication Flows

**Warning:** It is recommended that you use the Firebase Client SDKs to perform user authentication. Once signed in via a client SDK, you should pass the logged-in user's current ID token to your PHP endpoint and *verify the ID token* with each request to your backend.



Each of the methods documented below will return an instance of `Kreait\Firebase\Auth\SignInResult\SignInResult` with the following accessors:

```
use Kreait\Firebase\Auth;

// $signInResult = $auth->signIn*()

$signInResult->idToken(); // string|null
$signInResult->firebaseUserId(); // string|null
$signInResult->accessToken(); // string|null
$signInResult->refreshToken(); // string|null
$signInResult->data(); // array
$signInResult->asTokenResponse(); // array
```

`SignInResult::data()` returns the full payload of the response returned by the Firebase API, `SignInResult::asTokenResponse()` returns the Sign-In result in a format that can be returned to clients:

```
$tokenResponse = [
    'token_type' => 'Bearer',
    'access_token' => '...',
    'id_token' => '...',
    'refresh_token' => '...',
    'expires_in' => 3600,
];
```

**Note:** Not all sign-in methods return all types of tokens.

## Anonymous Sign In

**Note:** This method will create a new user in the Firebase Auth User Database each time it is invoked

```
$signInResult = $auth->signInAnonymously();
```

## Sign In with Email and Password

```
$signInResult = $auth->signInWithEmailAndPassword($email, $clearTextPassword);
```

## Sign In with Email and Oob Code

```
$signInResult = $auth->signInWithEmailAndOobCode($email, $oobCode);
```

## Sign In with a Custom Token

```
$signInResult = $auth->signInWithCustomToken($customToken);
```

### Sign In with a Refresh Token

```
$signInResult = $auth->signInWithRefreshToken($refreshToken);
```

### Sign In with IdP credentials

IdP (Identity Provider) credentials are credentials provided by authentication providers other than Firebase, for example Facebook, Github, Google or Twitter. You can find the currently supported authentication providers in the constants of <https://github.com/kreait/firebase-php/blob/master/src/Firebase/Value/Provider.php>

This could be useful if you already have “Sign in with Twitter” implemented in your application, and want to authenticate the same user with Firebase.

Once you have received those credentials, you can use them to sign a user in with them:

```
// with an access token from Facebook
$signInResult = $auth->signInWithFacebookAccessToken($accessToken);

// with an ID token from Google
$signInResult = $auth->signInWithGoogleIdToken($idToken);

// with a Twitter OAuth 1.0 credential
$signInResult = $auth->signInWithTwitterOAuthCredential($accessToken,
    ↪️ $oauthTokenSecret);
```

If you’re using a different identity provider, you can use:

```
$signInResult = $auth->signInWithIdpAccessToken($provider, $accessToken);

$signInResult = $auth->signInWithIdpIdToken($provider, $idToken);
```

### Sign In without a token

```
$signInResult = $auth->signInAsUser($userOrUid, array $claims = null);
```

## 2.7.5 Invalidate user sessions

This will revoke all sessions for a specified user and disable any new ID tokens for existing sessions from getting minted. **Existing ID tokens may remain active until their natural expiration (one hour).** To verify that ID tokens are revoked, use `Auth::verifyIdToken()` with the second parameter set to `true`.

If the check fails, a `RevokedIdToken` exception will be thrown.

```
use Kreait\Firebase\Exception\Auth\RevokedIdToken;

$auth->revokeRefreshTokens($uid);

try {
    $verifiedIdToken = $auth->verifyIdToken($idTokenString, $checkIfRevoked = true);
} catch (RevokedIdToken $e) {
    echo $e->getMessage();
}
```

**Note:** Because Firebase ID tokens are stateless JWTs, you can determine a token has been revoked only by requesting the token's status from the Firebase Authentication backend. For this reason, performing this check on your server is an expensive operation, requiring an extra network round trip. You can avoid making this network request by setting up Firebase Rules that check for revocation rather than using the Admin SDK to make the check.

For more information, please visit [Google: Detect ID token revocation in Database Rules](#)

## 2.7.6 Tenant Awareness

**Note:** Multi-tenancy support requires Google Cloud's Identity Platform (GCIP). To learn more about GCIP, including pricing and features, see the [GCIP documentation](#).

Before multi-tenancy can be used on a Google Cloud Identity Platform project, tenants must be allowed on that project via the Cloud Console UI.

In order to manage users, create custom tokens, verify ID tokens and sign in users in the scope of a tenant, you can configure the factory with a tenant ID:

```
$tenantUnawareAuth = $factory->createAuth();

$tenantAwareAuth = $factory
    ->withTenantId('my-tenant-id')
    ->createAuth();
```

## 2.8 User management

The Firestore Admin SDK for PHP provides an API for managing your Firestore users with elevated privileges. The admin user management API gives you the ability to programmatically retrieve, create, update, and delete users without requiring a user's existing credentials and without worrying about client-side rate limiting.

### 2.8.1 User Records

UserRecords returned by methods from the `Kreait\Firebase\Auth` class have the following signature:

```
{
    "uid": "jEazVdPDhqec0tnEOG7vM5wbDyU2",
    "email": "user@domain.tld",
    "emailVerified": true,
    "displayName": null,
    "photoUrl": null,
    "phoneNumber": null,
    "disabled": false,
    "metadata": {
        "createdAt": "2018-02-14T15:41:32+00:00",
        "lastLoginAt": "2018-02-14T15:41:32+00:00",
        "passwordUpdatedAt": "2018-02-14T15:42:19+00:00",
        "lastRefreshAt": "2018-02-14T15:42:19+00:00"
    },
    "providerData": [
```

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```

        {
            "uid": "user@domain.tld",
            "displayName": null,
            "email": "user@domain.tld",
            "photoUrl": null,
            "providerId": "password",
            "phoneNumber": null
        }
    ],
    "passwordHash": "UkVEQUNURUQ=",
    "customClaims": null,
    "tokensValidAfterTime": "2018-02-14T15:41:32+00:00"
}
    
```

## 2.8.2 List users

To enhance performance and prevent memory issues when retrieving a huge amount of users, this methods returns a Generator.

```

$users = $auth->listUsers($defaultMaxResults = 1000, $defaultBatchSize = 1000);

foreach ($users as $user) {
    /** @var \Kreait\Firebase\Auth\UserRecord $user */
    // ...
}
// or
array_map(function (\Kreait\Firebase\Auth\UserRecord $user) {
    // ...
}, iterator_to_array($users));
    
```

## 2.8.3 Get information about a specific user

```

try {
    $user = $auth->getUser('some-uid');
    $user = $auth->getUserByEmail('user@domain.tld');
    $user = $auth->getUserByPhoneNumber('+49-123-456789');
} catch (\Kreait\Firebase\Exception\Auth\UserNotFound $e) {
    echo $e->getMessage();
}
    
```

## 2.8.4 Get information about multiple users

You can retrieve multiple user records by using `$auth->getUsers()`. When a user doesn't exist, no exception is thrown, but its entry in the result set is null:

```

$users = $auth->getUsers(['some-uid', 'another-uid', 'non-existing-uid']);
    
```

Result:

```
[
    'some-uid' => <UserRecord>,
    'another-uid' => <UserRecord>,
    'non-existing-uid' => null
]
```

## 2.8.5 Create a user

The Admin SDK provides a method that allows you to create a new Firebase Authentication user. This method accepts an object containing the profile information to include in the newly created user account:

```
$userProperties = [
    'email' => 'user@example.com',
    'emailVerified' => false,
    'phoneNumber' => '+15555550100',
    'password' => 'secretPassword',
    'displayName' => 'John Doe',
    'photoUrl' => 'http://www.example.com/12345678/photo.png',
    'disabled' => false,
];

$createdUser = $auth->createUser($userProperties);

// This is equivalent to:

$request = \Kreait\Auth\Request\CreateUser::new()
    ->withUnverifiedEmail('user@example.com')
    ->withPhoneNumber('+15555550100')
    ->withClearTextPassword('secretPassword')
    ->withDisplayName('John Doe')
    ->withPhotoUrl('http://www.example.com/12345678/photo.png');

$createdUser = $auth->createUser($request);
```

By default, Firebase Authentication will generate a random uid for the new user. If you instead want to specify your own uid for the new user, you can include in the properties passed to the user creation method:

```
$properties = [
    'uid' => 'some-uid',
    // other properties
];

$request = \Kreait\Auth\Request\CreateUser::new()
    ->withUid('some-uid')
    // with other properties
;
```

Any combination of the following properties can be provided:

Property	Type	Description
uid	string	The uid to assign to the newly created user. Must be a string between 1 and 128 characters long, inclusive. If not provided, a random uid will be automatically generated.
email	string	The user's primary email. Must be a valid email address.
emailVerified	boolean	Whether or not the user's primary email is verified. If not provided, the default is false.
phoneNumber	string	The user's primary phone number. Must be a valid E.164 spec compliant phone number.
password	string	The user's raw, unhashed password. Must be at least six characters long.
displayName	string	The user's display name.
photoURL	string	The user's photo URL.
disabled	boolean	Whether or not the user is disabled. true for disabled; false for enabled. If not provided, the default is false.

**Note:** All of the above properties are optional. If a certain property is not specified, the value for that property will be empty unless a default is mentioned in the above table.

**Note:** If you provide none of the properties, an anonymous user will be created.

### 2.8.6 Update a user

Updating a user works exactly as creating a new user, except that the `uid` property is required:

```
$uid = 'some-uid';
$properties = [
    'displayName' => 'New display name'
];

$updateUser = $auth->updateUser($uid, $properties);

$request = \Kreait\Auth\Request\UpdateUser::new()
    ->withDisplayName('New display name');

$updateUser = $auth->updateUser($uid, $request);
```

In addition to the properties of a create request, the following properties can be provided:

Property	Type	Description
deleteEmail	boolean	Whether or not to delete the user's email.
deletePhotoUrl	boolean	Whether or not to delete the user's photo.
deleteDisplayName	boolean	Whether or not to delete the user's display name.
deletePhoneNumber	boolean	Whether or not to delete the user's phone number.
deleteProvider	stringarray	One or more identity providers to delete.
customAttributes	array	A list of custom attributes which will be available in a User's ID token.

**Note:** When deleting the email from an existing user, the password authentication provider will be disabled (the user can't log in with an email and password combination anymore). After adding a new email to the same user, the previously set password might be restored. If you just want to change a user's email, consider updating the email field directly.

## 2.8.7 Change a user's password

```
$uid = 'some-uid';
$updateUser = $auth->changeUserPassword($uid, 'new password');
```

## 2.8.8 Change a user's email

```
$uid = 'some-uid';
$updateUser = $auth->changeUserEmail($uid, 'user@domain.tld');
```

## 2.8.9 Disable a user

```
$uid = 'some-uid';
$updateUser = $auth->disableUser($uid);
```

## 2.8.10 Enable a user

```
$uid = 'some-uid';
$updateUser = $auth->enableUser($uid);
```

## 2.8.11 Custom user claims

**Note:** Learn more about custom attributes/claims in the official documentation: [Control Access with Custom Claims and Security Rules](#)

```
// The new custom claims will propagate to the user's ID token the
// next time a new one is issued.
$updateUser->setCustomUserClaims($uid, ['admin' => true, 'key1' => 'value1']);

// Retrieve a user's current custom claims
$currentClaims = $auth->getUser($uid)->customClaims;

// Remove a user's custom claims
$updateUser->setCustomUserClaims($uid, null);
```

The custom claims object should not contain any [OIDC](#) reserved key names or [Firebase](#) reserved names. Custom claims payload must not exceed 1000 bytes.

## 2.8.12 Delete a user

```
$uid = 'some-uid';  
$auth->deleteUser($uid);
```

### 2.8.13 Using Email Action Codes

The Firebase Admin SDK provides the ability to send users emails containing links they can use for password resets, email address verification, and email-based sign-in. These emails are sent by Google and have limited customizability.

If you want to instead use your own email templates and your own email delivery service, you can use the Firebase Admin SDK to programmatically generate the action links for the above flows, which you can include in emails to your users.

#### Action Code Settings

---

**Note:** Action Code Settings are optional.

---

Action Code Settings allow you to pass additional state via a continue URL which is accessible after the user clicks the email link. This also provides the user the ability to go back to the app after the action is completed. In addition, you can specify whether to handle the email action link directly from a mobile application when it is installed or from a browser.

For links that are meant to be opened via a mobile app, you'll need to enable [Firebase Dynamic Links](#) and perform some tasks to detect these links from your mobile app. Refer to the instructions on how to [configure Firebase Dynamic Links](#) for email actions.



Parameter	Type	Description
<code>continueUrl</code>	<code>string null</code>	Sets the continue URL
<code>url</code>	<code>string null</code>	Alias for <code>continueUrl</code>
<code>handleCodeInApp</code>	<code>bool null</code>	<p>Whether the email action link will be opened in a mobile app or a web link first.</p> <p>The default is false. When set to true, the action code link will be sent as a Universal Link or Android App Link and will be opened by the app if installed. In the false case, the code will be sent to the web widget first and then on continue will redirect to the app if installed.</p>
<code>androidPackageName</code>	<code>string null</code>	<p>Sets the Android package name. This will try to open the link in an android app if it is installed.</p>
<code>androidInstallApp</code>	<code>bool null</code>	<p>Whether to install the Android app if the device supports it and the app is not already installed. If this field is provided without a <code>androidPackageName</code>, an error is thrown explaining that the <code>packageName</code> must be provided in conjunction with this field.</p>
<code>androidMinimumVersion</code>	<code>string null</code>	<p>If specified, and an older version of the app is installed, the user is taken to the Play Store to upgrade the app. The Android app needs to be registered in the Console.</p>
<code>iOSBundleId</code>	<code>string null</code>	<p>Sets the iOS bundle ID. This will try to open the link in an iOS app if it is installed. The iOS app needs to be registered in the Console.</p>

Example:

```
$ActionCodeSettings = [
    'continueUrl' => 'https://www.example.com/checkout?cartId=1234',
    'handleCodeInApp' => true,
    'dynamicLinkDomain' => 'coolapp.page.link',
    'androidPackageName' => 'com.example.android',
    'androidMinimumVersion' => '12',
    'androidInstallApp' => true,
    'iOSBundleId' => 'com.example.ios',
];
```

### Email verification

To generate an email verification link, provide the existing user's unverified email and optional Action Code Settings. The email used must belong to an existing user. Depending on the method you use, an email will be sent to the user, or you will get an email action link that you can use in a custom email.

```
$link = $auth->getEmailVerificationLink($email);
$link = $auth->getEmailVerificationLink($email, $ActionCodeSettings);

$auth->sendEmailVerificationLink($email);
$auth->sendEmailVerificationLink($email, $ActionCodeSettings);
$auth->sendEmailVerificationLink($email, null, $locale);
$auth->sendEmailVerificationLink($email, $ActionCodeSettings, $locale);
```

### Password reset

To generate a password reset link, provide the existing user's email and optional Action Code Settings. The email used must belong to an existing user. Depending on the method you use, an email will be sent to the user, or you will get an email action link that you can use in a custom email.

```
$link = $auth->getPasswordResetLink($email);
$link = $auth->getPasswordResetLink($email, $ActionCodeSettings);

$auth->sendPasswordResetLink($email);
$auth->sendPasswordResetLink($email, $ActionCodeSettings);
$auth->sendPasswordResetLink($email, null, $locale);
$auth->sendPasswordResetLink($email, $ActionCodeSettings, $locale);
```

### Email link for sign-in

---

**Note:** Before you can authenticate users with email link sign-in, you will need to enable [email link sign-in](#) for your Firebase project.

---

**Note:** Unlike password reset and email verification, the email used does not necessarily need to belong to an existing user, as this operation can be used to sign up new users into your app via email link.

---

**Note:** The `ActionCodeSettings` object is required in this case to provide information on where to return the user after the link is clicked for sign-in completion.

To generate a sign-in link, provide the user's email and Action Code Settings. Depending on the method you use, an email will be sent to the user, or you will get an email action link that you can use in a custom email.

```
$link = $auth->getSignInWithEmailLink($email, $actionCodeSettings);

$auth->sendSignInWithEmailLink($email, $actionCodeSettings);
$auth->sendSignInWithEmailLink($email, $actionCodeSettings, $locale);
```

## Confirm a password reset

**Note:** Out of the box, Firebase handles the confirmation of password reset requests. You can use your own server to handle account management emails by following the instructions on [Customize account management emails and SMS messages](#)

```
$oobCode = '...'; // Extract the OOB code from the request url (not scope of the SDK,
↳ (yet :))
$newPassword = '...';
$invalidatePreviousSessions = true; // default, will revoke current user refresh,
↳ tokens

try {
    $auth->confirmPasswordReset($oobCode, $newPassword, $invalidatePreviousSessions);
} catch (\Kreait\Firebase\Exception\Auth\ExpiredOobCode $e) {
    // Handle the case of an expired reset code
} catch (\Kreait\Firebase\Exception\Auth\InvalidOobCode $e) {
    // Handle the case of an invalid reset code
} catch (\Kreait\Firebase\Exception\AuthException $e) {
    // Another error has occurred
}
```

## 2.9 Dynamic Links

You can create short Dynamic Links with the Firebase Admin SDK for PHP. Dynamic Links can be

- a long Dynamic Link
- an array containing Dynamic Link parameters
- an action created with builder methods

and will return a URL like `https://example.page.link/wXYZ`.

**Note:** Short Dynamic Links created via the REST API or this SDK do not show up in the Firebase console. Such Dynamic Links are intended for user-to-user sharing. For marketing use cases, continue to create your links directly through the [Dynamic Links](#) page of the Firebase console.

Before you start, please read about Dynamic Links in the official documentation:

- [Dynamic Links Product Page](#)
- [Create Dynamic Links with the REST API](#)
- [Long Dynamic Links](#)
- [Dynamic Link API Reference](#)

### 2.9.1 Getting started

- In the Firebase console, open the [Dynamic Links](#) section.
- If you have not already accepted the terms of service and set a domain for your Dynamic Links, do so when prompted.
- If you already have a Dynamic Links domain, take note of it. You need to provide a Dynamic Links Domain when you programmatically create Dynamic Links.

### 2.9.2 Initializing the Dynamic Links component

#### With the SDK

```
$dynamicLinksDomain = 'https://example.page.link';  
$dynamicLinks = $factory->createDynamicLinksService($dynamicLinksDomain);
```

#### With Dependency Injection (Symfony Bundle/Laravel/Lumen Package)

To define the default Dynamic Links Domain for **Laravel**, configure the `FIREBASE_DYNAMIC_LINKS_DEFAULT_DOMAIN` environment variable.

```
use Kreait\Firebase\DynamicLinks;  
  
class MyService  
{  
    public function __construct(DynamicLinks $dynamicLinks)  
    {  
        $this->dynamicLinks = $dynamicLinks;  
    }  
}
```

#### With the Laravel `app()` helper (Laravel/Lumen Package)

To define the default Dynamic Links Domain, configure the `FIREBASE_DYNAMIC_LINKS_DEFAULT_DOMAIN` environment variable.

```
$dynamicLinks = app('firebase.dynamic_links');
```

### 2.9.3 Create a Dynamic Link

You can create a Dynamic Link by using one of the methods below. Each method will return an instance of `Kreait\Firebase\DynamicLink`.

```
use use Kreait\Firebase\DynamicLink\CreateDynamicLink\FailedToCreateDynamicLink;  
  
$url = 'https://www.example.com/some/path';
```

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```

try {
    $link = $dynamicLinks->createUnguessableLink($url);
    $link = $dynamicLinks->createDynamicLink($url, CreateDynamicLink::WITH_
↳ UNGUESSABLE_SUFFIX);

    $link = $dynamicLinks->createShortLink($url);
    $link = $dynamicLinks->createDynamicLink($url, CreateDynamicLink::WITH_SHORT_
↳ SUFFIX);
} catch (FailedToCreateDynamicLink $e) {
    echo $e->getMessage(); exit;
}
    
```

If `createDynamicLink()` is called without a second parameter, the Dynamic Link is created with an unguessable suffix.

Unguessable suffixes have a length of 17 characters, short suffixes a length of 4 characters. You can learn more about the length of Dynamic Links in the [official documentation](#).

The returned object will be an instance of `Kreait\Firebase\DynamicLink` with the following accessors:

```

$link->uri();           // Psr\Http\Message\UriInterface
$link->previewUri();   // Psr\Http\Message\UriInterface
$link->domain();       // string
$link->suffix();       // string
$link->hasWarnings(); // bool
$link->warnings();     // array

$uriString = (string) $link;
    
```

## 2.9.4 Create a short link from a long link

If you have a manually constructed link, you can convert it to a short link:

```

use Kreait\Firebase\DynamicLink\ShortenLongDynamicLink\FailedToShortenLongDynamicLink;

$longLink = 'https://example.page.link?link=https://domain.tld/some/path';

try {
    $link = $dynamicLinks->shortenLongDynamicLink($longLink);
    $link = $dynamicLinks->shortenLongDynamicLink($longLink,
↳ ShortenLongDynamicLink::WITH_UNGUESSABLE_SUFFIX);
    $link = $dynamicLinks->shortenLongDynamicLink($longLink,
↳ ShortenLongDynamicLink::WITH_SHORT_SUFFIX);
} catch (FailedToShortenLongDynamicLink $e) {
    echo $e->getMessage(); exit;
}
    
```

If `shortenLongDynamicLink()` is called without a second parameter, the Dynamic Link is created with an unguessable suffix.

## 2.9.5 Get link statistics

You can use this REST API to get analytics data for each of your short Dynamic Links, whether created in the console or programmatically.

**Note:** These statistics might not include events that have been logged within the last 36 hours.

---

```
use
↳Kreait\Firebase\DynamicLink\GetStatisticsForDynamicLink\FailedToGetStatisticsForDynamicLink;
↳

try {
    $stats = $dynamicLinks->getStatistics('https://example.page.link/wXYZ');
    $stats = $dynamicLinks->getStatistics('https://example.page.link/wXYZ', 14); //↳
↳duration in days
} catch (FailedToGetStatisticsForDynamicLink $e) {
    echo $e->getMessage(); exit;
}
```

If `getStatistics()` is called without a second parameter, stats will include the statistics of the past 7 days.

The returned object will be an instance of `Kreait\Firebase\DynamicLink\DynamicLinkStatistics`, which currently only includes event statistics. You can access the raw returned data with `$stats->rawData()`.

### Event Statistics

Firebase Dynamic Links tracks the number of times each of your short Dynamic Links have been clicked, as well as the number of times a click resulted in a redirect, app install, app first-open, or app re-open, including the platform on which that event occurred.

Each of the following methods returns a (filtered) instance of `Kreait\Firebase\DynamicLink\EventStatistics` which supports any combination of filters and is countable with `count()` or `->count()` as shown below:

```
$eventStats = $stats->eventStatistics();

$allClicks = $eventStats->clicks();
$allRedirects = $eventStats->redirects();
$allAppInstalls = $eventStats->appInstalls();
$allAppFirstOpens = $eventStats->appFirstOpens();
$allAppReOpens = $eventStats->appReOpens();

$allAndroidEvents = $eventStats->onAndroid();
$allDesktopEvents = $eventStats->onDesktop();
$allIOSEvents = $eventStats->onIOS();

$clicksOnDesktop = $eventStats->clicks()->onDesktop();
$appInstallsOnAndroid = $eventStats->onAndroid()->appInstalls();
$appReOpensOnIOS = $eventStats->appReOpens()->onIOS();

$totalAmountOfClicks = count($eventStats->clicks());
$totalAmountOfAppFirstOpensOnAndroid = $eventStats->appFirstOpens()->onAndroid()->
↳count();

$custom = $eventStats->filter(function (array $eventGroup) {
    return $eventGroup['platform'] === 'CUSTOM_PLATFORM_THAT_THE_SDK_DOES_NOT_KNOW_YET
↳';
});
```

### 2.9.6 Advanced usage

## Using actions

You can fully customize the creation of Dynamic Links by building up a `Kreait\Firebase\DynamicLink\CreateDynamicLink` action. The following code shows all available building components:

```
use Kreait\Firebase\DynamicLink\CreateDynamicLink;

$action = CreateDynamicLink::forUrl($url)
    ->withDynamicLinkDomain('https://example.page.link')
    ->withUnguessableSuffix() // default
    // or
    ->withShortSuffix()
    ->withAnalyticsInfo(
        AnalyticsInfo::new()
            ->withGooglePlayAnalyticsInfo(
                GooglePlayAnalytics::new()
                    ->withGclid('gclid')
                    ->withUtmCampaign('utmCampaign')
                    ->withUtmContent('utmContent')
                    ->withUtmMedium('utmMedium')
                    ->withUtmSource('utmSource')
                    ->withUtmTerm('utmTerm')
            )
            ->withItunesConnectAnalytics(
                ItunesConnectAnalytics::new()
                    ->withAffiliateToken('affiliateToken')
                    ->withCampaignToken('campaignToken')
                    ->withMediaType('8')
                    ->withProviderToken('providerToken')
            )
    )
    ->withNavigationInfo(
        NavigationInfo::new()
            ->withoutForcedRedirect() // default
            // or
            ->withForcedRedirect()
    )
    ->withIOSInfo(
        IOSInfo::new()
            ->withAppStoreId('appStoreId')
            ->withBundleId('bundleId')
            ->withCustomScheme('customScheme')
            ->withFallbackLink('https://fallback.domain.tld')
            ->withIPadBundleId('iPadBundleId')
            ->withIPadFallbackLink('https://ipad-fallback.domain.tld')
    )
    ->withAndroidInfo(
        AndroidInfo::new()
            ->withFallbackLink('https://fallback.domain.tld')
            ->withPackageName('packageName')
            ->withMinPackageVersionCode('minPackageVersionCode')
    )
    ->withSocialMetaTagInfo(
        SocialMetaTagInfo::new()
            ->withDescription('Social Meta Tag description')
            ->withTitle('Social Meta Tag title')
            ->withImageLink('https://domain.tld/image.jpg')
```

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```
);
$link = $dynamicLinks->createDynamicLink($action);
```

### Using parameter arrays

If you prefer using a parameter array to configure a Dynamic Link, or if this SDK doesn't yet have support for a given new option, you can pass an array to the `createDynamicLink()` method. As the parameters will not be processed or validated by the SDK, you have to make sure that the parameter structure matches the one described in the [API Reference Documentation](#)

```
use use Kreait\Firebase\DynamicLink\CreateDynamicLink\FailedToCreateDynamicLink;

$parameters = [
    'dynamicLinkInfo' => [
        'domainUriPrefix' => 'https://example.page.link',
        'link' => 'https://domain.tld/some/path',
    ],
    'suffix' => ['option' => 'SHORT'],
];

try {
    $link = $dynamicLinks->createDynamicLink($parameters);
} catch (FailedToCreateDynamicLink $e) {
    echo $e->getMessage(); exit;
}
```

## 2.10 Remote Config

Change the behavior and appearance of your app without publishing an app update.

Firestore Remote Config is a cloud service that lets you change the behavior and appearance of your app without requiring users to download an app update. When using Remote Config, you create in-app default values that control the behavior and appearance of your app.

Before you start, please read about Firestore Remote Config in the official documentation:

- [Firestore Remote Config](#)

### 2.10.1 Before you begin

For Firestore projects created before the March 7, 2018 release of the Remote Config REST API, you must enable the API in the Google APIs console.

1. Open the [Firestore Remote Config API page](#) in the Google APIs console.
2. When prompted, select your Firestore project. (Every Firestore project has a corresponding project in the Google APIs console.)
3. Click Enable on the Firestore Remote Config API page.



## 2.10.2 Initializing the Realtime Database component

### With the SDK

```
$remoteConfig = $factory->createRemoteConfig();
```

### With Dependency Injection (Symfony Bundle/Laravel/Lumen Package)

```
use Kreait\Firebase\RemoteConfig;

class MyService
{
    public function __construct(Database $remoteConfig)
    {
        $this->remoteConfig = $remoteConfig;
    }
}
```

### With the Laravel app() helper (Laravel/Lumen Package)

```
$remoteConfig = app('firebase.remote_config');
```

## 2.10.3 Get the Remote Config

```
$template = $remoteConfig->get(); // Returns a Kreait\Firebase\RemoteConfig\Template
$version = $template->version(); // Returns a Kreait\Firebase\RemoteConfig\Version
```

## 2.10.4 Create a new Remote Config

```
use Kreait\Firebase\RemoteConfig;

$template = RemoteConfig\Template::new();
```

## 2.10.5 Add a condition

```
use Kreait\Firebase\RemoteConfig;

$germanLanguageCondition = RemoteConfig\Condition::named('lang_german')
    ->withExpression("device.language in ['de', 'de_AT', 'de_CH']")
    ->withTagColor(TagColor::ORANGE); // The TagColor is optional

$template = $template->withCondition($germanLanguageCondition);
```

## 2.10.6 Add a parameter

```
use Kreait\Firebase\RemoteConfig;

$welcomeMessageParameter = RemoteConfig\Parameter::named('welcome_message')
    ->withDefaultValue('Welcome!')
```

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```

->withDescription('This is a welcome message') // optional
;

```

### 2.10.7 Conditional values

```

use Krait\Firebase\RemoteConfig;

$germanLanguageCondition = RemoteConfig\Condition::named('lang_german')
    ->withExpression("device.language in ['de', 'de_AT', 'de_CH']");

$germanWelcomeMessage = RemoteConfig\ConditionalValue::basedOn(
    ↪$germanLanguageCondition, 'Willkommen!');

$welcomeMessageParameter = RemoteConfig\Parameter::named('welcome_message')
    ->withDefaultValue('Welcome!')
    ->withConditionalValue($germanWelcomeMessage);

$template = $template
    ->withCondition($germanLanguageCondition)
    ->withParameter($welcomeMessageParameter);

```

**Note:** When you use a conditional value, make sure to add the corresponding condition to the template first.

### 2.10.8 Parameter Groups

```

use Krait\Firebase\RemoteConfig;

$uiColors = RemoteConfig\ParameterGroup::named('UI Colors')
    ->withDescription('Remote configurable UI colors')
    ->withParameter(RemoteConfig\Parameter::named('Primary Color')->withDefaultValue(
    ↪'blue'))
    ->withParameter(RemoteConfig\Parameter::named('Secondary Color')->
    ↪withDefaultValue('red'))
;

$template = $template->withParameterGroup($parameterGroup);

```

### 2.10.9 Validation

Usually, the SDK will protect you from creating an invalid Remote Config template in the first place. If you want to be sure, you can validate the template with a call to the Firebase API:

```

use Krait\Firebase\Exception\RemoteConfig\ValidationFailed;

try {
    $remoteConfig->validate($template);
} catch (ValidationFailed $e) {
    echo $e->getMessage();
}

```

**Note:** The `ValidationFailed` exception extends `Kreait\Firebase\Exception\RemoteConfigException`, so you can safely use the more generic exception type as well.

### 2.10.10 Publish the Remote Config

```
use Kreait\Firebase\Exception\RemoteConfigException;

try {
    $remoteConfig->publish($template);
} catch (RemoteConfigException $e) {
    echo $e->getMessage();
}
```

### 2.10.11 Remote Config history

Since August 23, 2018, Firebase provides a change history for your published Remote configs.

The following properties are available from a `Kreait\Firebase\RemoteConfig\Version` object:

```
$version->versionNumber();
$version->user(); // The user/service account the performed the change
$version->description();
$version->updatedAt();
$version->updateOrigin();
$version->updateType();
$version->rollBackSource();
```

#### List versions

To enhance performance and prevent memory issues when retrieving a huge amount of versions, this methods returns a `Generator`.

```
foreach ($auth->listVersions() as $version) {
    /** @var \Kreait\Firebase\RemoteConfig\Version $version */
    // ...
}

// or

array_map(function (\Kreait\Firebase\RemoteConfig\Version $version) {
    // ...
}, iterator_to_array($auth->listVersions()));
```

#### Filtering

You can filter the results of `RemoteConfig::listVersions()`:

```
use Kreait\Firebase\RemoteConfig\FindVersions;

$query = FindVersions::all();
```

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```

// Versions created/updated after August 1st, 2019 at midnight
->startingAt(new DateTime('2019-08-01 00:00:00'))
// Versions created/updated before August 7th, 2019 at the end of the day
->endingAt(new DateTime('2019-08-06 23:59:59'))
// Versions with version numbers smaller than 3464
->upToVersion(VersionNumber::fromValue(3463))
// Setting a page size can results in faster first results,
// but results in more request
->withPageSize(5)
// Stop querying after the first 10 results
->withLimit(10)
;

// Alternative array notation
$query = [
    'startingAt' => '2019-08-01',
    'endingAt' => '2019-08-07',
    'upToVersion' => 9999,
    'pageSize' => 5,
    'limit' => 10,
];

foreach ($remoteConfig->listVersions($query) as $version) {
    echo "Version number: {$version->versionNumber()} \n";
    echo "Last updated at {$version->updatedAt()->format('Y-m-d H:i:s')} \n";
    // ...
    echo "\n---\n";
}

```

### Get a specific version

```
$version = $remoteConfig->getVersion($versionNumber);
```

### Rollback to a version

```
$template = $remoteConfig->rollbackToVersion($versionNumber);
```

## 2.11 Framework Integrations

kreait provides and maintains the following framework integrations for the Firebase Admin SDK for PHP:

### 2.11.1 Laravel

kreait/laravel-firebase

### 2.11.2 Symfony

kreait/firebase-bundle

### 2.11.3 CodeIgniter

tatter/firebase

## 2.12 Tutorials

You can find an example project implementing the Firebase Admin SDK for PHP at <https://github.com/jeromegamez/firebase-php-examples>.

In addition, the SDK has been featured in the following tutorials.

**Warning:** Articles and videos prefixed with [ 4 . x ] are targeted at Release 4.x of the SDK. Processes and method names can be different in the current release.

Please look at the current documentation and adapt your code accordingly.

### 2.12.1 Articles

- [\[4.x\] How to integrate Laravel with Google Firebase by Javier Núñez](#) (English, April 2019)
- [\[4.x\] Integrate Firebase With PHP and Optimize Your Real Time Communication by Shahroze Nawaz](#) (English, November 2018)
- [\[4.x\] Connect Laravel with Firebase Real Time Database by Pardeep Kumar](#) (English, March 2018)

### 2.12.2 Videos

- [\[4.x\] Firebase for Web | PHP Tutorial by Umar Hameed](#) (Hindi/Urdu, January 2019)
- [\[4.x\] Firebase and PHP by Arthur Mann](#) (English, August 2018)

---

**Note:** Do you know another tutorial that is not featured in this list? Then please consider adding it by [creating a Pull Request in the GitHub Repository](#) of this project.

---

## 2.13 Troubleshooting

---

**Note:** This SDK works with immutable objects until noted otherwise. You can recognize these objects when they have a `with*` method. In that case, please keep in mind that in order to get hold of the changes you made, you will have to use the result of that method, e.g. `$changedObject = $object->withChangedProperty();`.

---

### 2.13.1 Error handling

In general, if executing a method from the SDK doesn't throw an error, it is safe to assume that the requested operation has worked according to the motto "no news is good news". If you do get an error, it is good practice to wrap the problematic code in a `try/catch` (*try* an operation and handle possible errors by *catch* ing them):

```
use Krait\Firebase\Exception\FirebaseException;
use Throwable;

try {
    // The operation you want to perform
    echo 'OK';
} catch (FirebaseException $e) {
    echo 'An error has occurred while working with the SDK: '.$e->getMessage();
} catch (Throwable $e) {
    echo 'A not-Firebase specific error has occurred: '.$e->getMessage();
}
```

This is especially useful when you encounter Fatal error: Uncaught GuzzleHttp\Exception\ClientException errors which are caused by the Google/Firebase APIs rejecting a request. Those errors are handled by the SDK and should be converted to instances of Krait\Firebase\Exception\FirebaseException.

If you want to be sure to catch *any* error, catch Throwable.

### 2.13.2 Call to private/undefined method ...

If you receive an error like

```
Fatal error: Uncaught Error: Call to private method_
↳Krait\Firebase\ServiceAccount::fromJsonFile()
```

you have most likely followed a tutorial that is targeted at Version 4.x of this release and have code that looks like this:

```
$serviceAccount = ServiceAccount::fromJsonFile(__DIR__.'/google-service-account.json
↳');
$firebase = (new Factory)
    ->withServiceAccount($serviceAccount)
    ->create();

$databse = $firebase->getDatabase();
```

Change it to the following:

```
$factory = (new Factory)->withServiceAccount(__DIR__.'/google-service-account.json');
$databse = $factory->createDatabase();
```

### 2.13.3 PHP Parse Error/PHP Syntax Error

If you're getting an error in the likes of

```
PHP Parse error: syntax error, unexpected ':', expecting ';' or '{' in ...
```

the environment you are running the script in does not use PHP 7.x. You can check this by adding the line

```
echo phpversion(); exit;
```

somewhere in your script.

### 2.13.4 Class 'Kreait\Firebase\...' not found

You are probably not using the latest release of the SDK, please update your composer dependencies.

### 2.13.5 Call to undefined function openssl\_sign()

You need to install the OpenSSL PHP Extension: <http://php.net/openssl>

### 2.13.6 Default sound not played on message delivery

If you specified 'sound' => 'default' in the message payload, try changing it to 'sound' => "default" - although single or double quotes shouldn't™ make a difference, it has been reported that this can solve the issue.

### 2.13.7 cURL error XX: ...

If you receive a cURL error XX: ..., make sure that you have a current CA Root Certificates bundle on your system and that PHP uses it.

To see where PHP looks for the CA bundle, check the output of the following command:

```
var_dump(openssl_get_cert_locations());
```

which should lead to an output similar to this:

```
array(8) {
  'default_cert_file' =>
  string(32) "/usr/local/etc/openssl/cert.pem"
  'default_cert_file_env' =>
  string(13) "SSL_CERT_FILE"
  'default_cert_dir' =>
  string(29) "/usr/local/etc/openssl/certs"
  'default_cert_dir_env' =>
  string(12) "SSL_CERT_DIR"
  'default_private_dir' =>
  string(31) "/usr/local/etc/openssl/private"
  'default_default_cert_area' =>
  string(23) "/usr/local/etc/openssl"
  'ini_cafile' =>
  string(0) ""
  'ini_capath' =>
  string(0) ""
}
```

Now check if the file given in the default\_cert\_file field actually exists. Create a backup of the file, download the current CA bundle from <https://curl.haxx.se/ca/cacert.pem> and put it where default\_cert\_file points to.

If the problem still occurs, another possible solution is to configure the curl.cainfo setting in your php.ini:

```
[curl]
curl.cainfo = /absolute/path/to/cacert.pem
```

### 2.13.8 ID Tokens are issued in the future

When ID Token verification fails because of an `IssuedInTheFuture` exception, this is an indication that the system time in your environment is not set correctly.

If you chose to ignore the issue, you can catch the exception and return the ID token nonetheless:

```
use Firebase\Auth\Token\Exception\InvalidToken;
use Firebase\Auth\Token\Exception\IssuedInTheFuture;

$auth = $factory->createAuth();

try {
    return $auth->verifyIdToken($idTokenString);
} catch (IssuedInTheFuture $e) {
    return $e->getToken();
} catch (InvalidIdToken $e) {
    echo $e->getMessage();
    exit;
}
```

### 2.13.9 “403 Forbidden” Errors

Under the hood, a Firebase project is actually a Google Cloud project with pre-defined and pre-allocated permissions and resources.

When Google adds features to its product line, it is possible that you have to manually configure your Firebase/Google Cloud Project to take advantage of those new features.

When a request to the Firebase APIs fails, please make sure that the according Google Cloud API is enabled for your project:

- Firebase Services: <https://console.cloud.google.com/apis/library/firebase.googleapis.com>
- Cloud Messaging (FCM): <https://console.cloud.google.com/apis/library/fcm.googleapis.com>
- FCM Registration API: <https://console.cloud.google.com/apis/library/fcmregistrations.googleapis.com>
- Dynamic Links: <https://console.cloud.google.com/apis/library/firebase-dynamiclinks.googleapis.com>
- Firestore: <https://console.cloud.google.com/apis/library/firestore.googleapis.com>
- Realtime Database Rules: <https://console.cloud.google.com/apis/library/firebasedatabase.googleapis.com>
- Remote Config: <https://console.cloud.google.com/apis/library/firebase-config.googleapis.com>
- Storage: <https://console.cloud.google.com/apis/library/storage.googleapis.com>

Please also make sure that the Service Account you are using for your project has all necessary roles and permissions as described in the official documentation at [Manage project access with Firebase IAM](#).

### 2.13.10 MultiCast SendReports are empty

This is an issue seen in XAMPP/WAMP environments and seems related to the cURL version shipped with the current PHP installation. Please ensure that cURL is installed with at least version **7.67** (preferably newer, version 7.70 is known to work).

You can check the currently installed cURL version by adding the following line somewhere in your code:



```
echo curl_version()['version']; exit;
```

To install a newer version of cURL, download the latest release from <https://curl.haxx.se/> . From the unpacked archive in the `bin` folder, use the file ending with `libcurl*.dll` to overwrite the existing `libcurl*.dll` in the `ext` folder of your PHP installation and restart the environment.

If this issue occurs in other environments (e.g. Linux or MacOS), please ensure that you have the latest (minor) versions of PHP and cURL installed. If the problem persists, please open an issue in the issue tracker.

### 2.13.11 Proxy configuration

If you need to access the Firebase/Google APIs through a proxy, you can specify an according HTTP Client option while configuring the service factory: *HTTP Client Options*

### 2.13.12 Debugging

In order to debug HTTP requests to the Firebase/Google APIs, you can enable the factory's debug mode and provide an instance of `Psr\Log\LoggerInterface`. HTTP requests and responses will then be pushed to this logger with their full headers and bodies.

```
$factory = $factory->withEnabledDebug($logger);
```