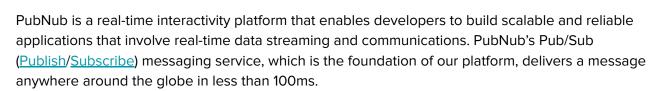
PUDNUD PLATFORM SERVICES

The foundational building blocks you need to incorporate real-time features into your applications



IN-APP MESSAGING

- Deliver high volume, in-app messages 1:1 or to an unlimited number of channels
- Access on-and-offline message history at any time
- Edit and delete messages
- Add delivery acknowledgments, read receipts, and emojis
- Filter messages to only send those that satisfy the stated conditions
 Read More

EVENTS & ACTIONS

- Filter and queue events across your application
- Deliver events to a growing catalog of actions including 3rd party and custom API endpoints <u>Read more</u>

APP CONTEXT

- Eliminate external infrastructure with easy-to-use, serverless storage for user data, channel data, and channel members data
- Get instant notifications to clients and servers whenever data or relationships change <u>Read more</u>

PRESENCE 8

- Monitor and alert on online/offline events for users and devices
- Track accurate occupancy counts across channels with millions of connected devices Read more

MOBILE PUSH NOTIFICATIONS

 Automatically fall-back from in-app messaging to APNS and FCM-delivered messages (iOS/Android devices) when users aren't online <u>Read more</u>

FUNCTIONS

- Run your code within our network or leverage existing integrations to transform, re-route, augment, filter, or aggregate messages
- Run code triggered by user presence events, data change events, and much more
- Deliver ultra low latency thanks to PubNub's Edge Messaging Network <u>Read More</u>

ACCESS MANAGER 🕑

- Protect your app with with a cryptographic, token-based permission administrator
- Regulate clients' access to PubNub resources, such as channels, channel groups, and User IDs <u>Read More</u>

Over 2000 companies worldwide choose PubNub because we provide a comprehensive set of core building blocks to easily create interactive and connected experiences that are secure, scalable, and reliable. Looking to learn more about building with PubNub? <u>Get in touch with our team</u>.