

# ***Secret Chest Slots***

*App Template Reskin Guide V2.7*

*By: Outlandish Apps LLC*

Thank you for purchasing a license for secret chest slots! This casino slots game is expertly designed to make your [Developer] life easier and take the [User] experience over the top!

Short Version: It's fast to reskin with easy to replace files and has a final App Store size under 100 MB so you can acquire more cellular downloads = more overall downloads. You also don't burn up as much of your users data with the initial download. Long Version is shown at the bottom of this guide.

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Your license entitles you to distribute this code in binary form only for commercial use (by submitting your app to Apple for review). The design images are included in the source code to help you with the sizes of those images and allow you to use some of them. All of the images used for any menu buttons can be reused that are non theme specific.

To make this easy the buttons within the source files are highlighted with yellow and green dots must be replaced. This includes:

- App icon (1 image / 13 sizes / 2 locations)
- Slot reel images (12 images / 2 sizes)
- Main home screen lobby background (1 image / 4 sizes)
- Main home screen slots theme icon (1 image / 4 sizes)
- Splash screen (1 image / 4 sizes / 2 locations)
- Loading screen (1 image / 1 size)

Creating your own app using this source code constitutes your agreement to these terms. To achieve success with your app, try to pick a unique title & theme. It is also helpful to differentiate your new app from the original.

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**Note:** *At the bottom of this guide you will find links to EXTRA videos that will assist your reskin efforts. The first video gives you a general overview of the code and contents of the source files. **\* I recommend you watch that video before reading the instructions below.** There are also some additional videos and resources included.*

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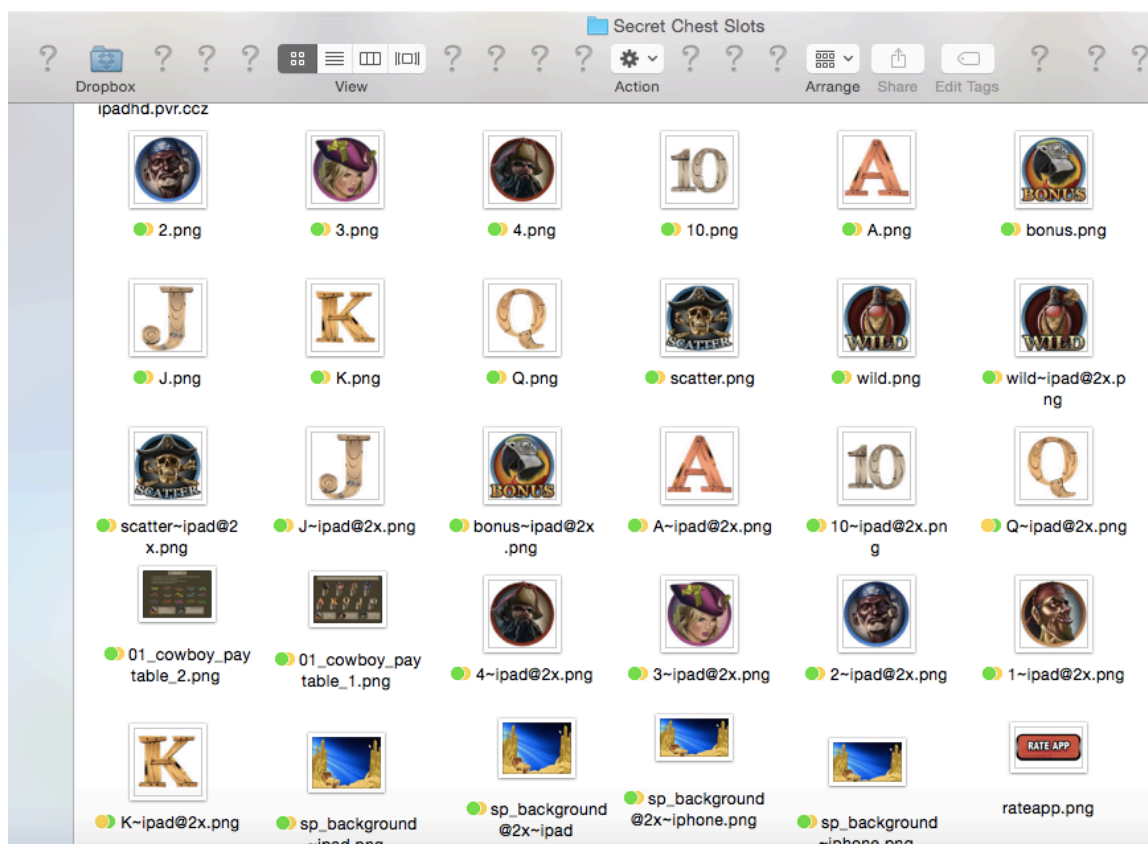
## **iTunes Connect Setup**

1. Set up your Bundle ID in your Apple Developer account.
2. Create your development provisioning profile.

3. Download and install your development provisioning profile.
4. Create your iTunes provisioning profile.
5. Download and install your development provisioning profile.

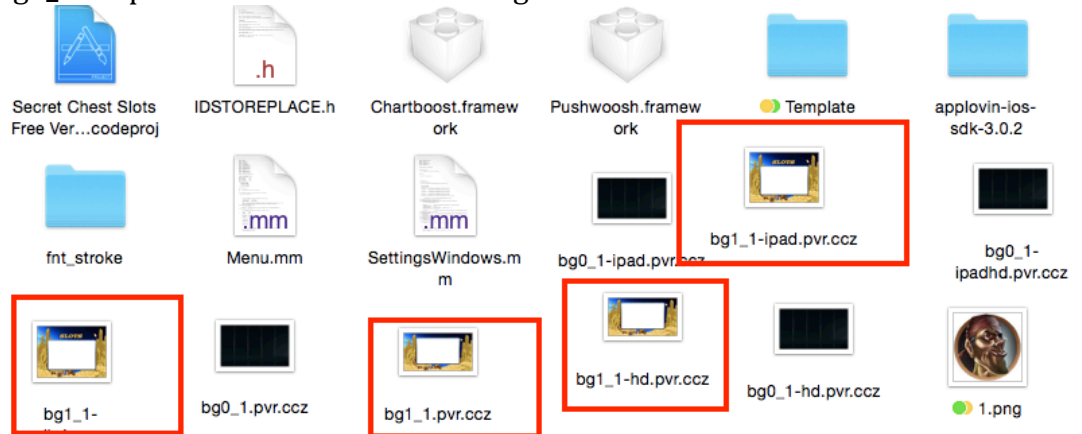
### **Reskinning the App**

1. Change the Project Name in Xcode to one relevant to your app's theme.
2. Create a New Schema in Xcode for the app.
3. Change Your Bundle ID and Bundle Display Name for your app In Xcode. Go to Target/Secret Chest Slots Free Version/Info and change your Bundle identifier, Bundle version, and Bundle Display Name there.
4. Create and add new design assets to reflect your theme:
  - a.) Icon: Go to Template/Icons to put in your new icons for both iPad and iPhone. Then go to Template/Images.xcassets/AppIcon.appiconset and put in your new files. [Hint: Create your new icon and resize for all the sizes shown for the image in one of those folders. Then rename your images in another folder with the same names, copy / paste and replace your files with the old files. Then go into the next folder, paste and replace those images as well.
  - b.) All the menu/notification images, winning animations DO NOT have to be replaced.
  - c.) Specific slot theme assets. Open the main folder and scroll through and locate any files that are highlighted with green and yellow dots. Those are the images you need to replace with your own assets. [see below]



- d.) [cont...] Make sure you replace all the images marked with the green and yellow dots. Keep the names the same to make things go quicker. A good way to do this is create a temporary folder with all your new images setup to the correct sizes. Then rename them by selecting the image you want replace, copy that name, paste it to your image, then drag your new image into the folder and agree to replace the original.
- e.) Now click on Template/b6luxHelper/b6luxLoading/loading element Replace this image using your new slot real icons.
- f.) Click on Template/Resources Replace these splash screen images.
- g.) Click Template/Resources/IMAGES/ Replace the images marked.
- h.) This includes the Payout images (that are marked). The names are: 01\_cowboy\_paytable\_2 01\_cowboy\_paytable\_1 These can be updated with your graphics fairly easy because we are providing layered PSD files and blank PNGs for 3 colors (to help match your theme). These extras will be listed at the bottom of this guide. There also a video of how to do this.

- i.) Note that these files: bg1\_1-ipad.pvr, bg1\_1-ipadhd.pvr, bg1\_1.pvr, bg1\_1-hd.pvr DO NOT have to be changed.



These images are similar as the lobby background PNG images in the way they look but are not the same. If you want a to replace these files you will need to carefully size and place your images in the right areas. They will then need to be converted from PNG to the correct file type. I used **the free trail** of Texture Packer and then bought the paid version for \$39.99.

See here (affiliate link to keep the lights on)

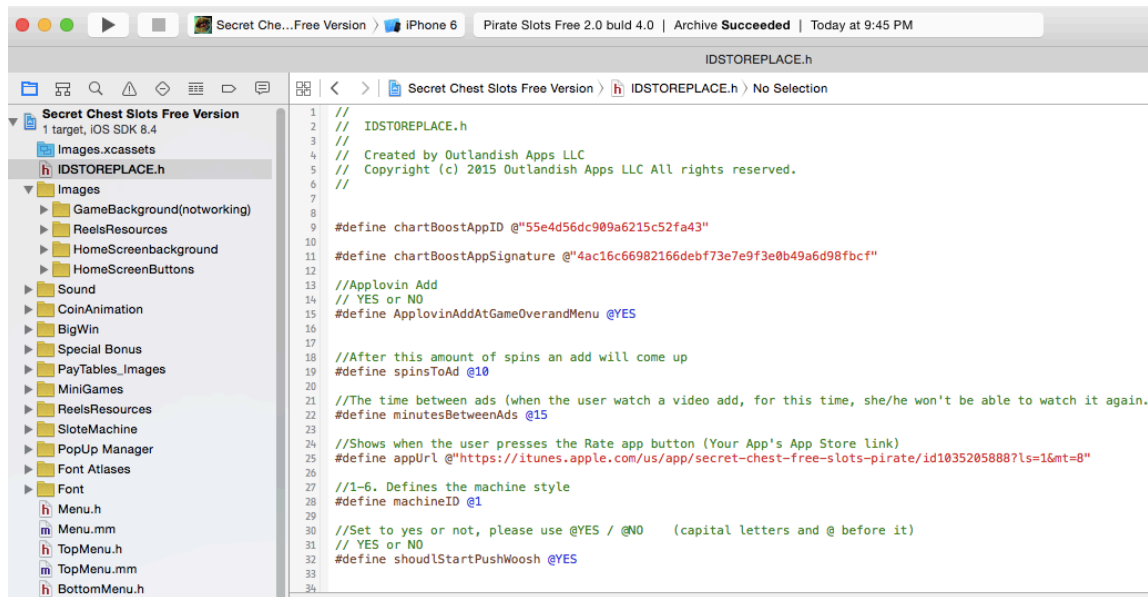
<https://secure.avangate.com/order/checkout.php?PRODS=4664871&QTY=1&AFFILIATE=80162&AFFSRC=http://www.codeandweb.com&CAR T=1>

*Have you ever downloaded the free trial of something and it runs out just when your in the middle of your project? Then you need to drop everything, go back find the link, order it, put in your ID to activate it...and HOPE it works. Anymore, I just buy it upfront if it make sense and is reasonable priced like this.*

**GOOD NEWS!!** There is a video of me showing you how to use Texture Packer with this source code. Links of the videos are at the bottom of this guide in the EXTRAS section.

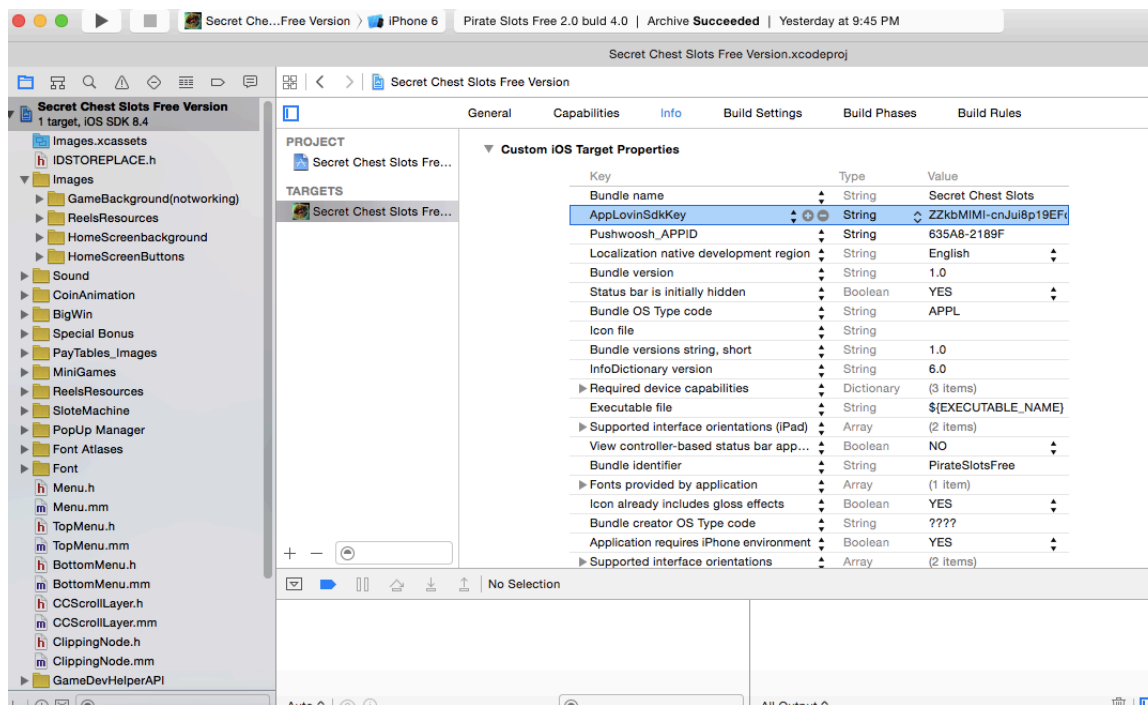
## Replace all your ID's

In the Xcode project, go to file *IDSTOREPLACE.h*



a.) Chartboost. If you don't have an account go to <https://www.chartboost.com> and register. Add a new app and. Then create 3 campaigns, Static Interstitial, More games & Rewarded Video.

b.) Applovin. If you don't have an account go to . <https://www.applovin.com> and register. Copy and Paste your App Key.



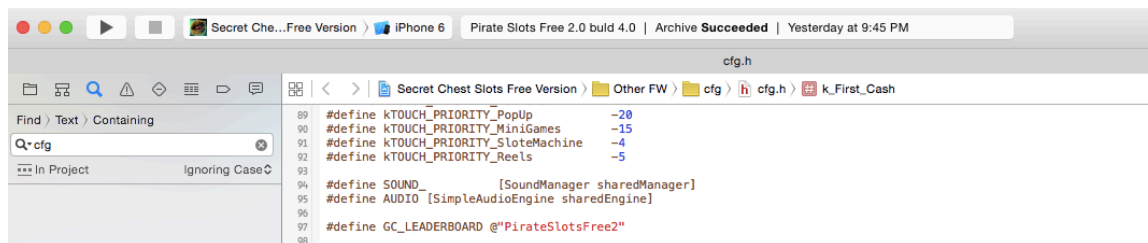
c.) Pushwoosh. If you don't have an account go to <https://www.pushwoosh.com> and register. Copy your new ID right below your Applovin Key (shown above). If you don't want to use pushwoosh just scroll down to the bottom of the IDSTOREPLACE.h file and

Write NO instead of YES.

```
29
30 //Set to yes or not, please use @YES / @NO    (capital letters and @ before it)
31 // YES or NO
32 #define shoudlStartPushWoosh @YES
33
34
```

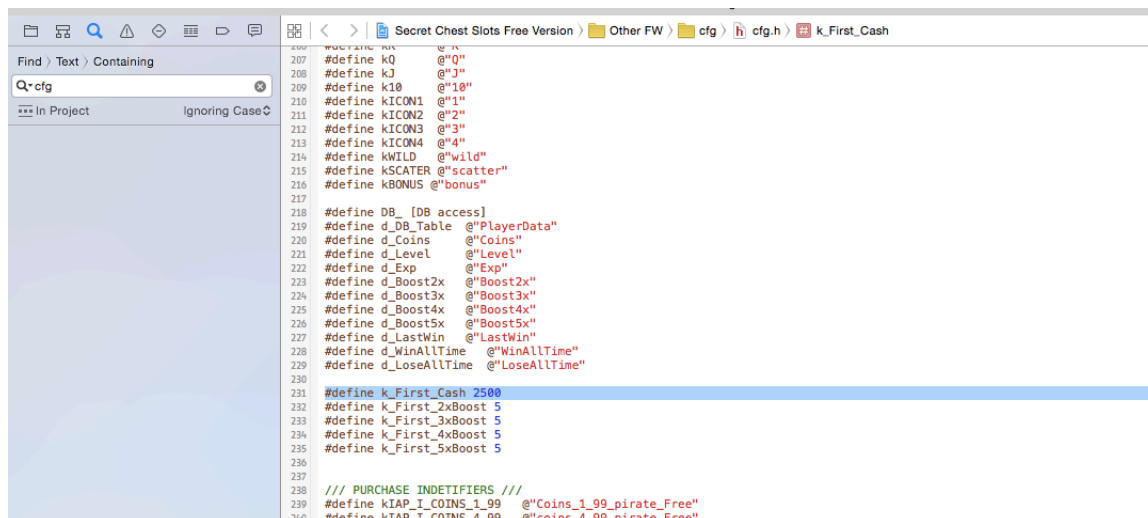
d.) Replace your app url in the IDSTOREPLACE.h file so when a user clicks RATE APP button it goes to your app. `#define appUrl`

e.) Search for `cfg.h` and scroll down to line 97 and insert your Game Center Leaderboard ID. This is just setup to register the amount of coins won.



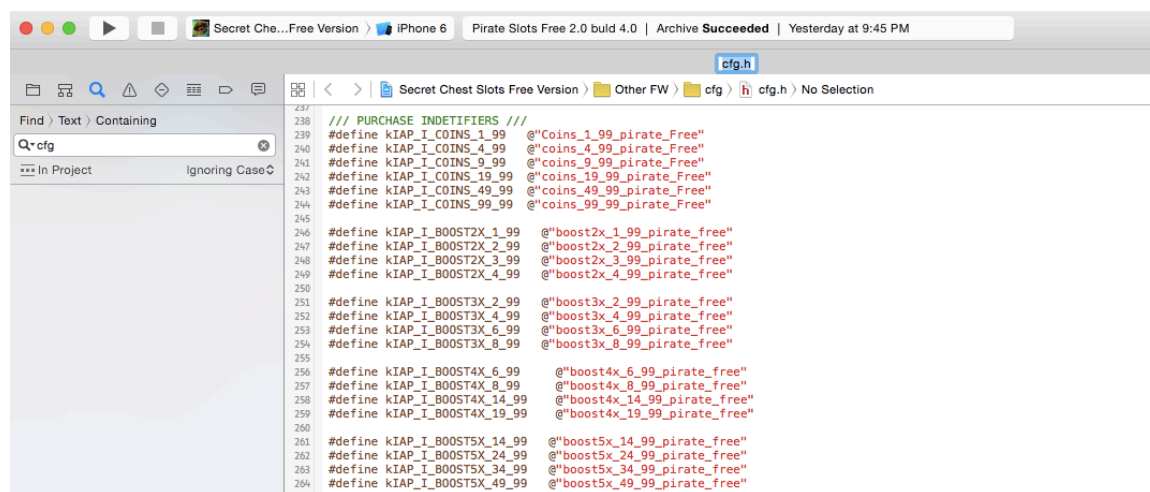
```
89 #define kTOUCH_PRIORITY_PopUp      -20
90 #define kTOUCH_PRIORITY_MiniGames -15
91 #define kTOUCH_PRIORITY_SloteMachine -4
92 #define kTOUCH_PRIORITY_Reels      -5
93
94 #define SOUND_ [SoundManager sharedManager]
95 #define AUDIO [SimpleAudioEngine sharedEngine]
96
97 #define GC_LEADERBOARD @"PirateSlotsFree2"
98
```

Then Scroll down to line 231 to define how many coins the users starts with.



```
207 #define kQ @"Q"
208 #define kJ @"J"
209 #define k10 @"10"
210 #define kICON1 @"1"
211 #define kICON2 @"2"
212 #define kICON3 @"3"
213 #define kICON4 @"4"
214 #define kWILD @"wild"
215 #define kSCATER @"scatter"
216 #define kBONUS @"bonus"
217
218 #define DB_ [DB access]
219 #define d_DB_Table @"PlayerData"
220 #define d_Coins @"Coins"
221 #define d_Level @"Level"
222 #define d_Exp @"Exp"
223 #define d_Boost2x @"Boost2x"
224 #define d_Boost3x @"Boost3x"
225 #define d_Boost4x @"Boost4x"
226 #define d_Boost5x @"Boost5x"
227 #define d_LastWin @"LastWin"
228 #define d_WinAllTime @"WinAllTime"
229 #define d_LoseAllTime @"LoseAllTime"
230
231 #define k_First_Cash 2500
232 #define k_First_2xBoost 5
233 #define k_First_3xBoost 5
234 #define k_First_4xBoost 5
235 #define k_First_5xBoost 5
236
237
238 /// PURCHASE IDENTIFIERS ///
239 #define kIAP_I_COINS_1_99 @"Coins_1_99_pirate_Free"
240 #define kIAP_I_COINS_4_99 @"coins 4 99 pirate Free"
```

Then scroll down to line 239-264 and replace all the In App Purchases. It shows the value of those IAP's in the ID so you can easily duplicate them.



Now search for **SettingsWindows.mm** Scroll down to line 234 and replace Outlandish Apps LLC with your companies name. You can also change the headings and listing information.

## Submit the app into app store

1. Take screenshots and upload them into iTunes Connect.
2. Take your In-App Purchase Screenshots and upload into iTunes Connect (make sure to insert your ID's into the code).
3. Submit for review.

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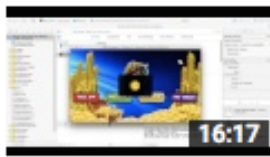
## EXTRAS!

*We have made some videos to help you speed up your reskin!*

### Secret Chest Slots App Template Video 1 (General Overview)

*\*Video Duration (16:17)*

*This video gives a general overview of the code and the files you need to change. It's a quick view where you can find where to change your ad ID's, IAP's and links.*



### Secret Chest Slots App Template Video 1 (General Overview) HD

September 15, 2015 1:18 AM

Edit



<https://youtu.be/TjDHmgWHU5s>

### Secret Chest Slots App Template Video 2 (Pay Tables)

*\*Video Duration (5:22)*



### Secret Chest Slots App Template Video 2 (Pay Tables) HD

September 15, 2015 1:31 AM

Edit



*This video shows you how to change the payable images to show your new slot reel icons. We included layered PSD files and PNG's that you can copy and paste. Both options are quick.*

<https://youtu.be/hTq8SBUGlMc>

### Secret Chest Slots App Template Video 3 (App Background Change with Sprites / Texture Packer)

*\*Video Duration (9:09)*



### Secret Chest Slots App Template Video 3 (App Background Change with Sprites / Te...

September 15, 2015 1:33 AM

Edit



*This video shows you how to quickly take a PNG that you want for a main background within your game and turn into a Sprite Sheet File (with the pvr.ccz Compression / extension). The assets to help you do this can be found in the same dropbox folder link that is provided in the bottom section. Use the password: chest*

<https://youtu.be/hcX9EH0uQJs>



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To help you replace the graphics in the pay tables with your own we have 2 options for you. You can open the layered PSD files and do it like that or you can use the blank PNGs and simply copy and paste your graphics. The image size for the graphics is 237x237.

Note that there is only 1 size for these 2 pay table images. They are scaled within the code, so they will look great on all devices.

Download Here:

**\*\*\*IMPORTANT\*\*\***

**If the link doesn't work. Copy and paste into your browser.**

<https://www.dropbox.com/sh/upmrlal7t81e3u5/AAAiI2Hn4PqUozsAvvi1n3Hpa?dl=0>

