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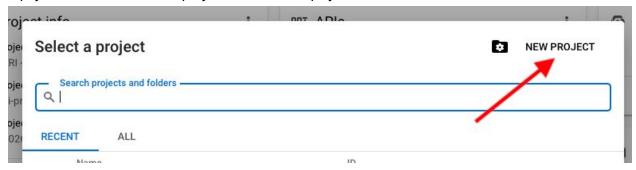
# Nastavitev Google projekta

Najprej moramo ustvariti projekt in omogočiti Nearby API. Obvezno se morate vpisati z računom, ki ga uporabljate tudi na telefonu, saj bomo kasneje beacon dodali s pomočjo mobilne aplikacije.

#### Ustvarjanje projekta

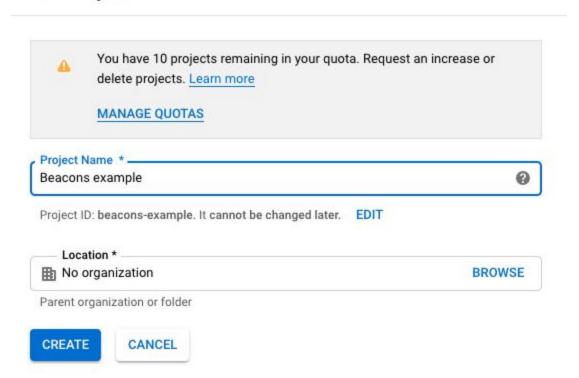
https://console.cloud.google.com/apis/

V pojavnem oknu za izbiro projekta izberemo opcijo "NEW PROJECT":



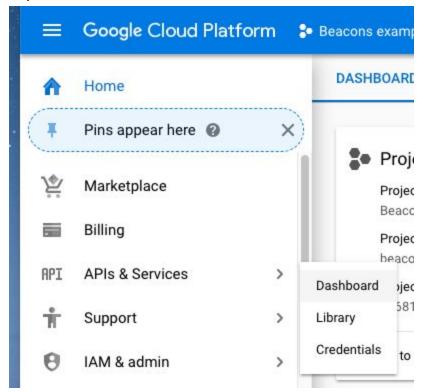
Vpišemo ime projekta in kliknemo "CREATE":

#### **New Project**

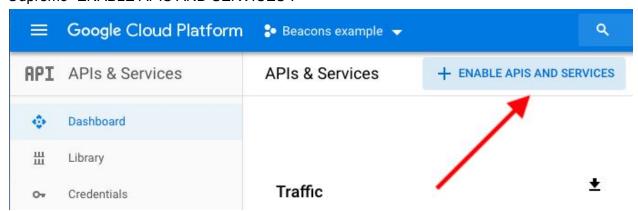


#### Omogočanje Nearby API

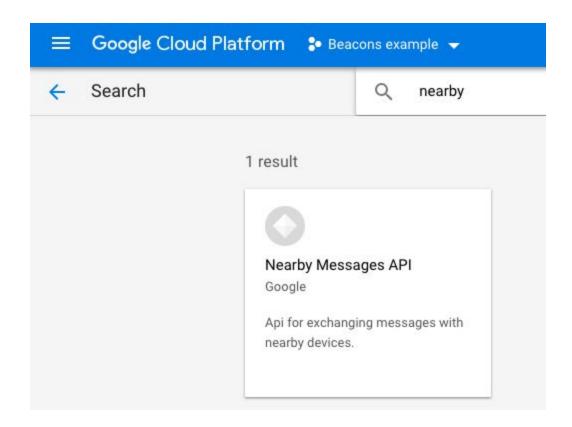
Odpremo APIs & Services -> Dashboard:



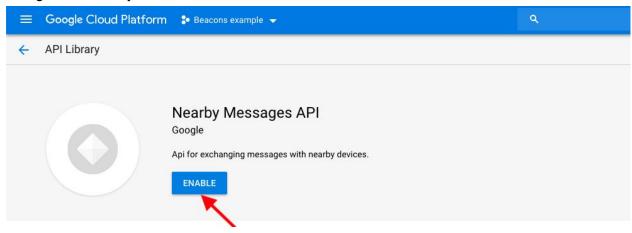
#### Odpremo "ENABLE APIS AND SERVICES":



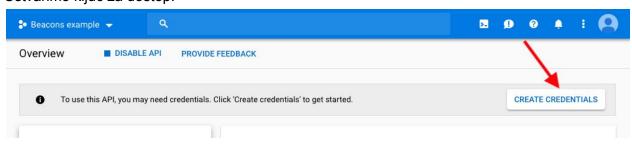
Poiščemo "Nearby API":



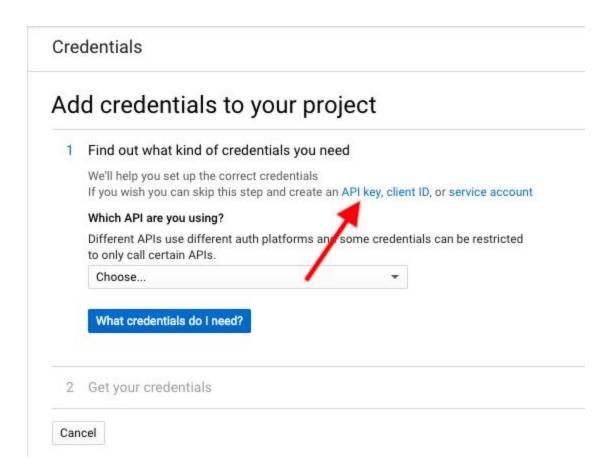
#### Omogočimo Nearby API:



#### Ustvarimo ključ za dostop:



Izberemo API Key:



Za večjo enostavnost primera bomo ustvarili API key, ki ni omejen na našo aplikacijo. Za produkcijo moramo obvezno ustvariti ključe, ki so omejeni na certifikat in package name, da se izognemo zlorabam. S tem dosežemo, da lahko API ključ uporablja samo naša aplikacija.



#### API key

## This API key can be used in this project and with any API that supports it. To use this key in your application, pass it with the key=API\_KEY parameter. Name Android application Key restrictions This key is unrestricted. To prevent unauthorized use and quota theft, restrict your key. Learn more Application restrictions: None API restrictions: None Application restrictions API restrictions Application restrictions specify which web sites, IP addresses, or apps can use this key. You can set one restriction type per key. Application restrictions None HTTP referrers (web sites) IP addresses (web servers, cron jobs, etc.) Android apps iOS apps Restrict usage to your Android apps (Optional) Add your package name and SHA-1 signing-certificate fingerprint to restrict usage to your Android apps Get the package name from your AndroidManifest.xml file. Then use the following command to get the fingerprint:



Note: It may take up to 5 minutes for settings to take effect



# Registracija beacon-a z aplikacijo Google Beacon Tools

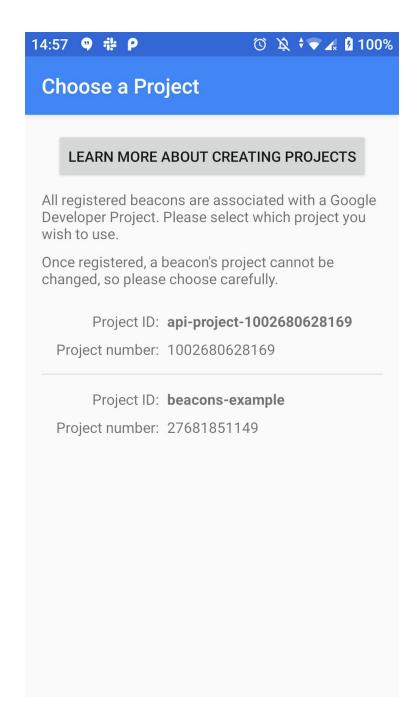
### Prenos aplikacije

Na Google Play poiščemo aplikacijo Beacon Tools in si jo namestimo ali uporabimo sledečo povezavo:

 $\underline{https://play.google.com/store/apps/details?id=com.google.android.apps.location.beacon.beacon}\\ \underline{tools\&hl=en}$ 

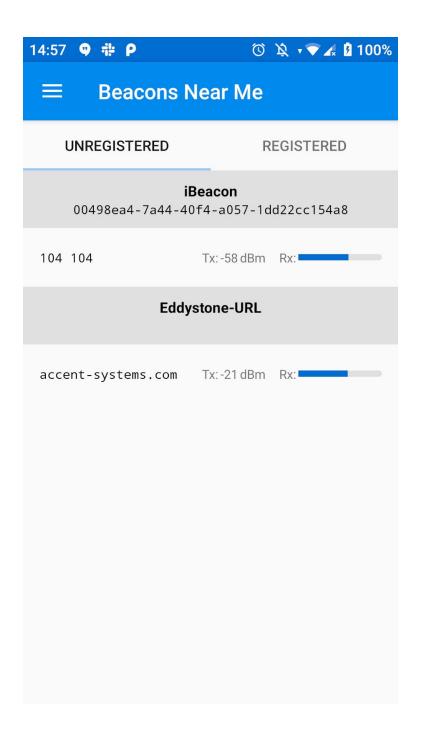
#### Izbira projekta

Na prvem zaslonu aplikacije izberemo projekt, ki smo ga ustvarili (v tem primeru beacons-example)



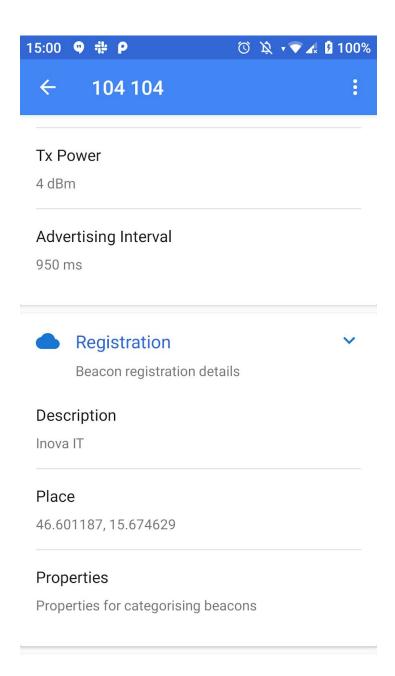
#### Skeniranje beaconov

Z aplikacijo pod zavihkom "UNREGISTERED" sprožimo skeniranje beaconov in poiščemo beacon z nasim UUID-jem.



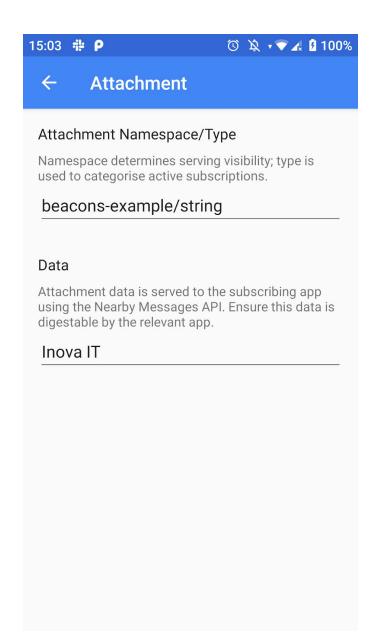
### Dodajanje opisa beacon-a

Vnesemo opis beacona:



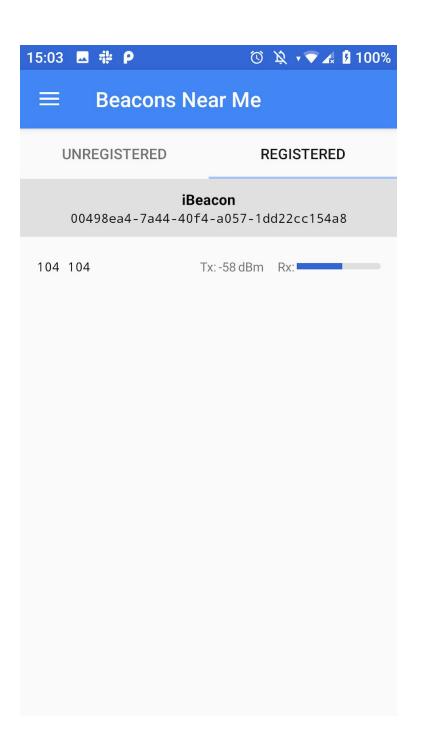
## Dodajanje priponke

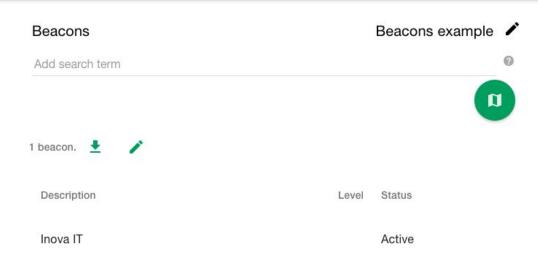
Na beacon dodamo priponko s podatki, ki jih želimo prejeti v aplikaciji.



### Zaključimo urejanje

Ko zaključimo z dodajanjem informacij je beacon registriran na Google-ov API. To lahko preverimo na zavihku "Registered" ali na spletni strani (<a href="https://developers.google.com/beacons/dashboard/">https://developers.google.com/beacons/dashboard/</a>).





## Android projekt

### Prenos projekta

Prenesemo si primer iz github-a: <a href="https://github.com/inovait/zs">https://github.com/inovait/zs</a> 2018 beacons app

#### Dodajanje API ključa v AndroidManifest.xml

V AndroidManifest.xml moramo dodati ključ, ki smo ga ustvarili na Nearby API konzoli.

#### Primer: