**­­­­Video Tag Portal**

**Installation & Setup Guide**

**Requirements**:

* Localhost or Web server with >PHP5 installed.
  + WAMP Localhost is recommended
* MySQL installed on the server.
* Google project and API access, you can create new project in [Google API Console](https://code.google.com/apis/console/). The following services needs to be turned on for the application.
  + Google Maps API v3
  + YouTube Data API v3
* Facebook App. Any Facebook user can create a new web app in the [Facebook developer page](https://developers.facebook.com/apps).

**Installation**:

1. Unzip and upload ‘code’ folder into the server (or) localhost on a computer.
2. Create a Database on the server and name it as `vtp` or preferred choice.
3. Create a new database and import the “code/database\_structure.sql” file into the newly created database. phpMyAdmin is recommended to perform this task.
4. Open “code/config.php“ file and modify the following data
   1. Change the time zone. Default is “America/Denver” Mountain time. More time zones can be found on [PHP time zone manual](http://php.net/manual/en/timezones.php).
   2. Change Database details:
      1. “DB\_HOST” is usually “localhost” for both server and localhost on a computer.
      2. “DB\_DB” set this as ‘vtp’ or the name of the newly created DB.
      3. “DB\_USER” set the user name for the DB authentication. For Localhost default user is ‘root’.
      4. “DB\_PASSWORD” set the password for the “DB\_USER”. For Localhost user ‘root’ default password is ‘’ (null).
   3. Set Google and YouTube API’s authentication. You can these find these information in [Google API Console](https://code.google.com/apis/console/). While creating the Client id follow these steps:
      1. Locate and add the “/code/libraries/googleAuthetication.php” full file path to the “Redirect URIs” option for the Client Id.
      2. Add your website base address (Ex: <http://www.example.com> or ‘localhost’ ) to the “JavaScript origins” option for the client Id.
      3. After the Client Id is created change the following variables in configuration file
         1. “GOOGLE\_CLIENT\_ID”
         2. “GOOGLE\_CLIENT\_SECRET”
         3. “GOOGLE\_API\_KEY”
         4. “YOUTUBE\_DEVELOPER\_KEY”
   4. Change the following variables of Facebook API, you can find these in [Facebook developers page](https://developers.facebook.com/apps)
      1. “FACEBOOK\_API\_ID”
      2. “FACEBOOK\_SECRET\_KEY”