

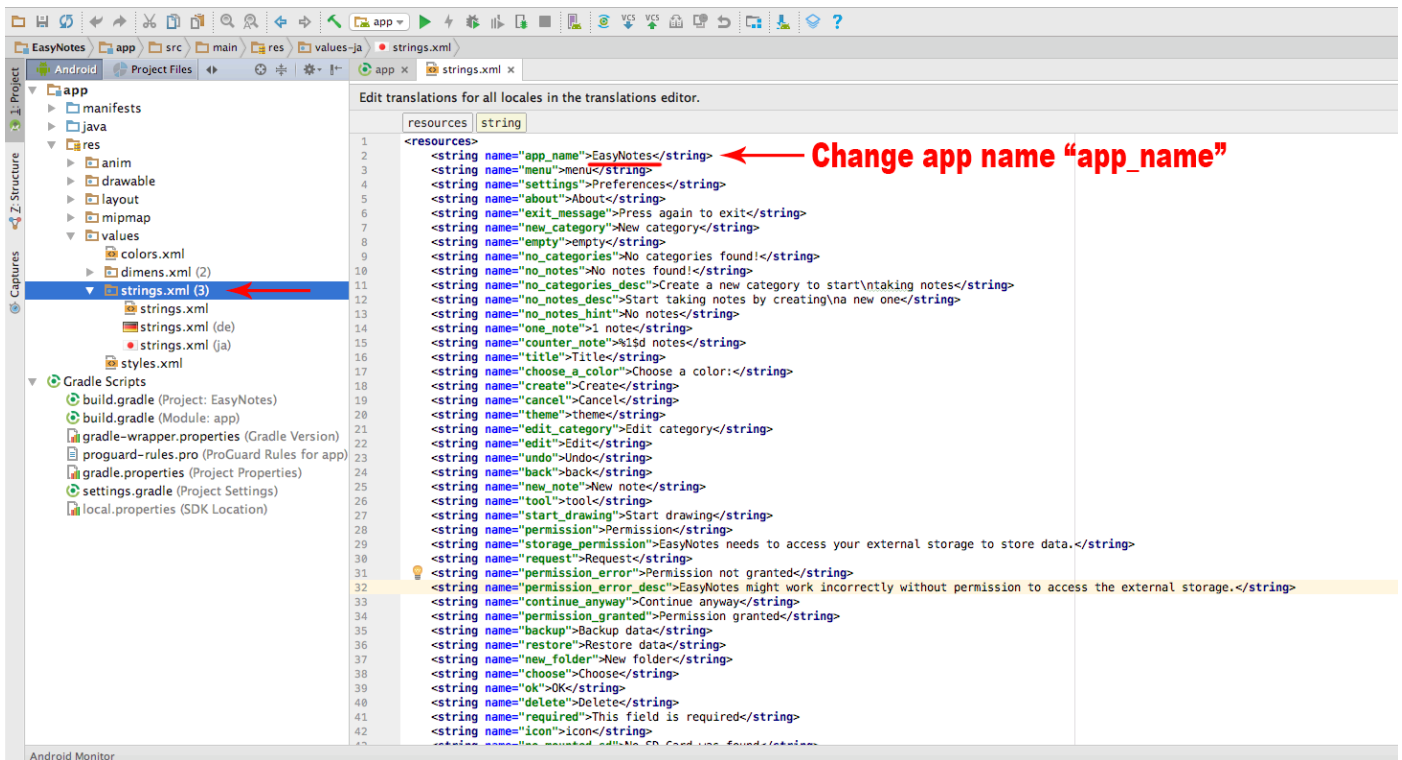
EasyNotes

Quick start guide

Code: <https://codecanyon.net/item/easynotes/19608186>

This is a quick simple guide on how to set the app up ready to publish to your own account. To open the app you will need Android Studio which can be downloaded for free.

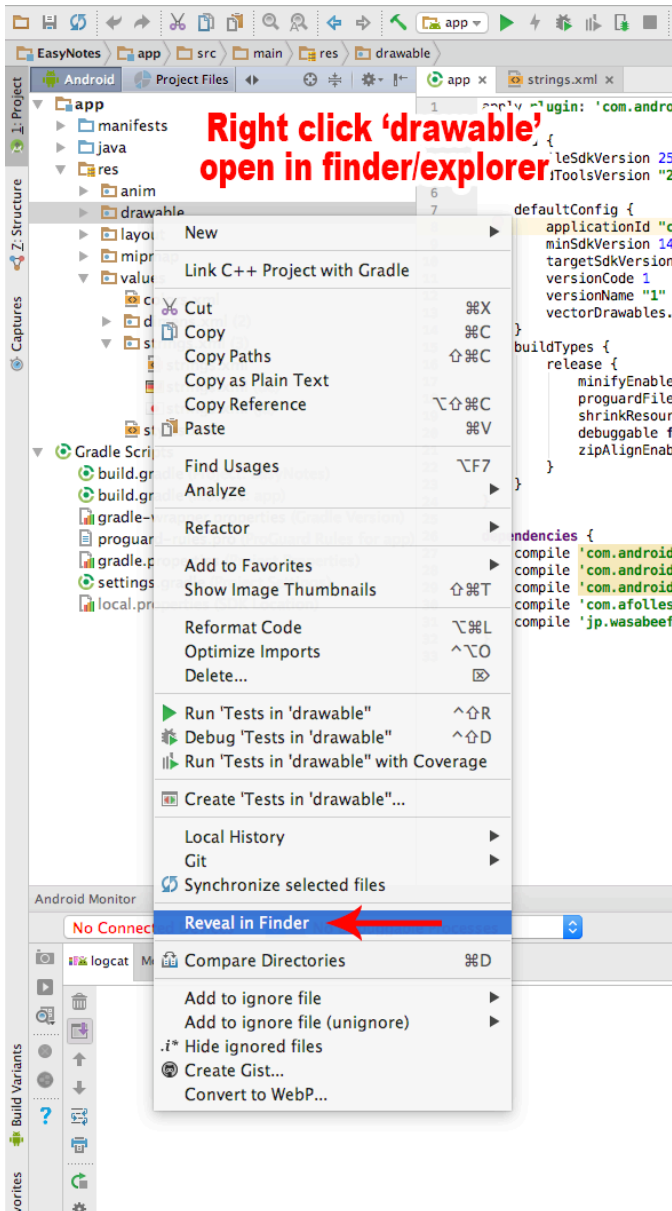
1. Changing the app name.



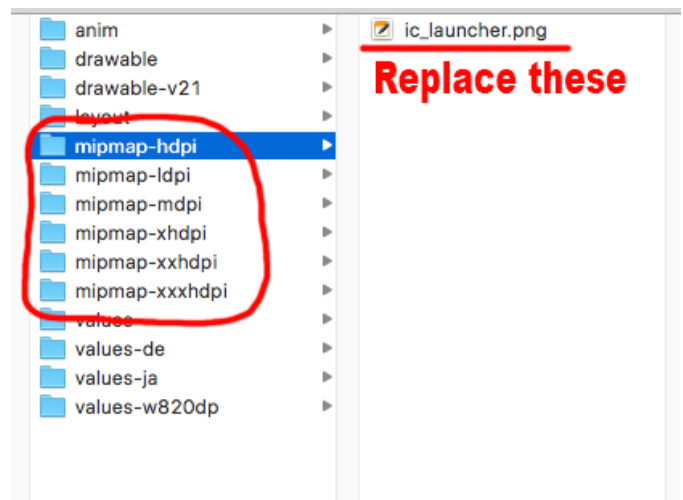
Go to `app > res > values` and double click on `strings.xml`.

Here you can change the "app_name" string to the name you want.

2. Changing the icon.

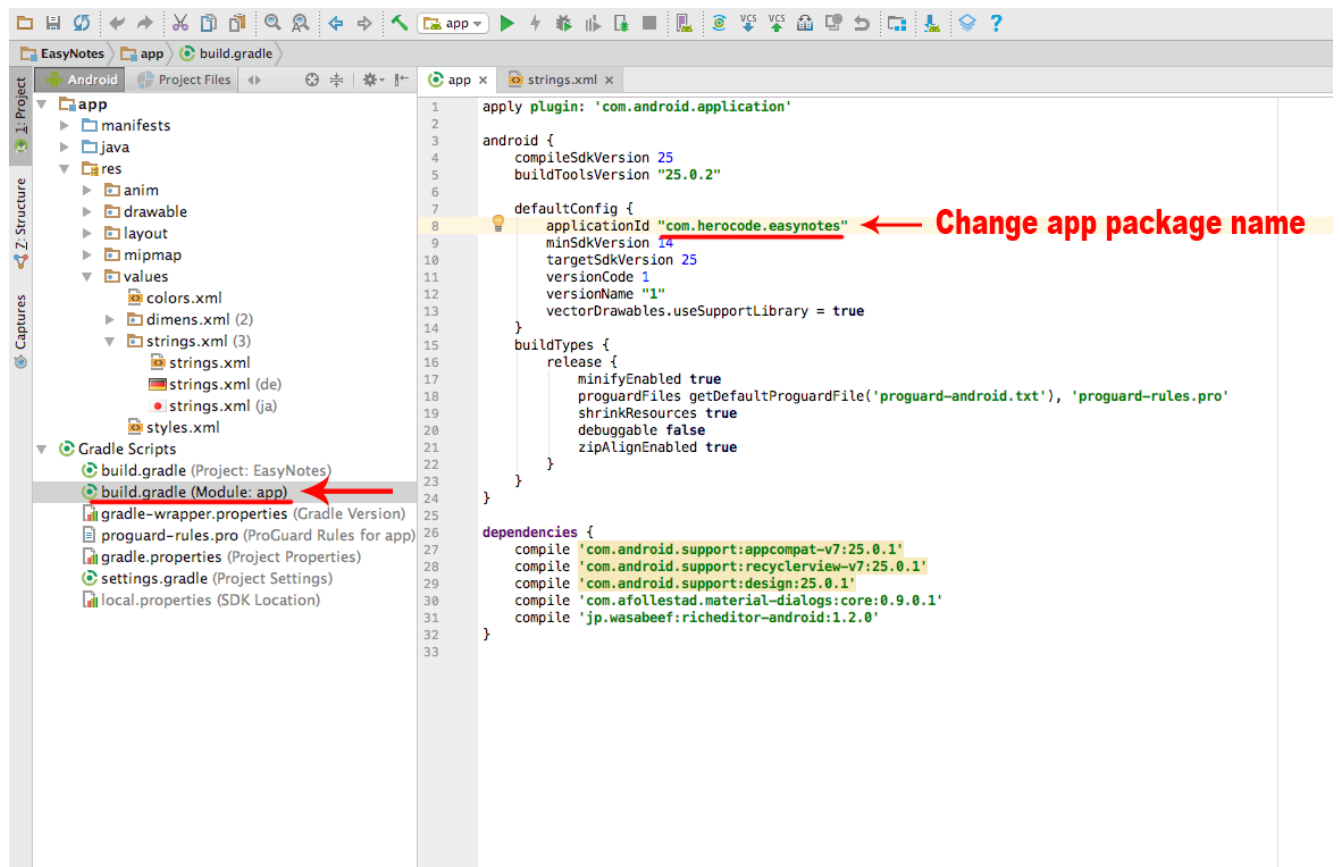


Go to app > res and right click on 'drawable'
Then open in your file browser.



You will need to replace the files named `ic_launcher.png` inside all the folders that start with the name 'mipmap'. Make sure when you replace them that the file you replace it with is the same file size, format and has the same name (`ic_launcher.png`).

3. Change the application_id.

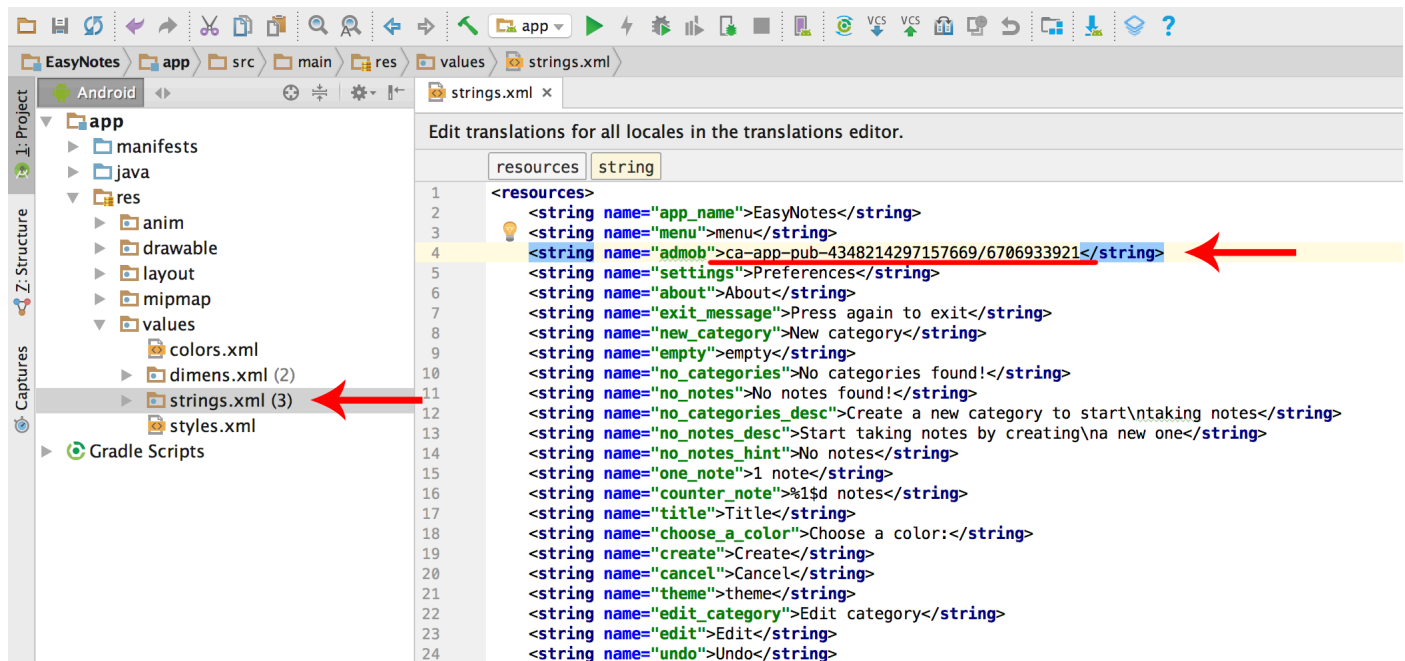


You are required to change this before uploading to the Google Play Store.

The format is usually as follows: com.companyname.appname

If you make an update to your app and want to submit it to the store you will need to change 'versionCode' and 'versionName' to a higher number or the update will not work.

4. Putting in your AdMob banner id.



Go to app > res > values and double click on strings.xml
Replace the AdMob id with your own banner id.

To get your AdMob banner id go to <https://apps.admob.com/>

Sign up if you don't already have a Google account, or log in with your existing Google account.
Press the + MONETIZE NEW APP button.

If your app is in the store search for it, otherwise add manually. Select banner and then copy the id.
You need the 'Ad unit ID'. Hint: it's the id with the / in the middle of the numbers rather than the one with the ~ in the middle.

Any problems send us a message on CodeCanyon and we will be more than happy to help you out.