



//please follow the wordpress_configuration doc first

NewsFreak App Doc (1.7.3)

Last Updated: 27-09-22

We recommend using our online document [here](#). Because it will always be updated.

Note: We provide installation/reskin service for the Newsfreak app. If you can't do the installation by yourself, we can do that for you. You can email us [mrblab24@gmail](mailto:mrblab24@gmail.com) for more details.

1. Introduction

Welcome to **NewsFreak** app installation doc & thank you for buying our product. Hope you have successfully configured your wordpress site using our wordpress doc. If not then please do that first. Otherwise the app will not work.

2. Flutter Installation

So the app is developed on Flutter. So, You have to install flutter on your computer. You can use Both **Visual Studio Code** & **Android Studio** as an IDE for Flutter. The steps are the same for both IDE. We have used Visual Studio Code. So, Our Setup will be based on this IDE.

To install flutter on your computer, follow the official documentation from Google.

Flutter Official Site : <https://flutter.dev/>.

You can follow these youtube videos to install flutter also.

1. For Mac: <https://www.youtube.com/watch?v=9GuzMsZQUYs>
2. For Windows: <https://www.youtube.com/watch?v=T9LdScRVhv8>

Make sure you have installed the latest stable version of flutter. If everything is okay then you can follow the further steps below.

Note: A Mac (Apple Desktop/laptop) device and an apple developer account is required for the iOS setup. If you don't have both of them, you can ignore the iOS steps.

3. App Setup

After purchasing the app you will get a .zip file and unzip it. Inside the main folder you will get a folder named **wordpress_app**. This is the source code of the app. You have to work on this to set up your app. Now open your IDE and open the **wordpress_app** folder on your IDE. Wait some time to load the project.

Now go to the IDE terminal and run the following commands one after one :

```
flutter clean
```

After that, run

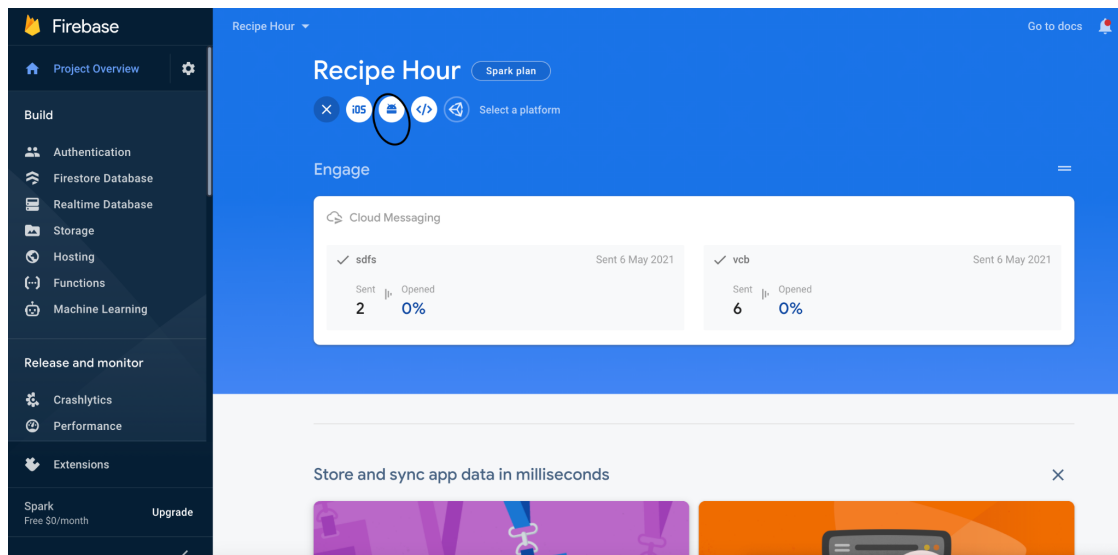
```
flutter pub get
```

Wait some time to get all the packages.

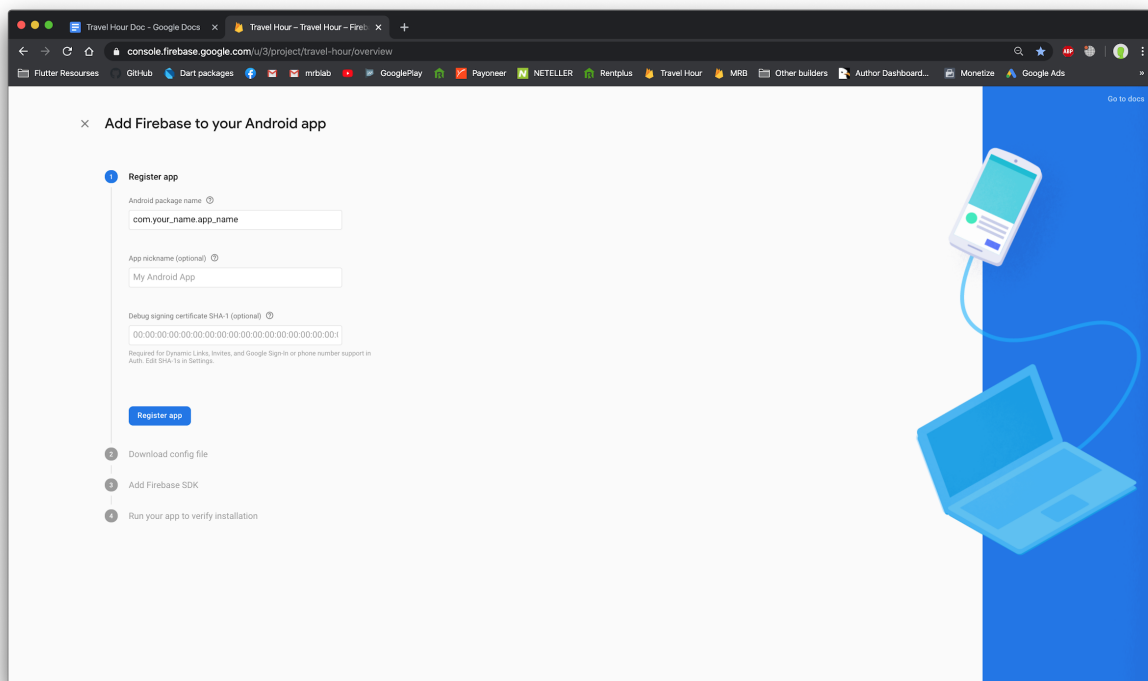
4. Firebase Push Notification for Android

To enable push notifications, you have set up a firebase project. Please follow the steps below.

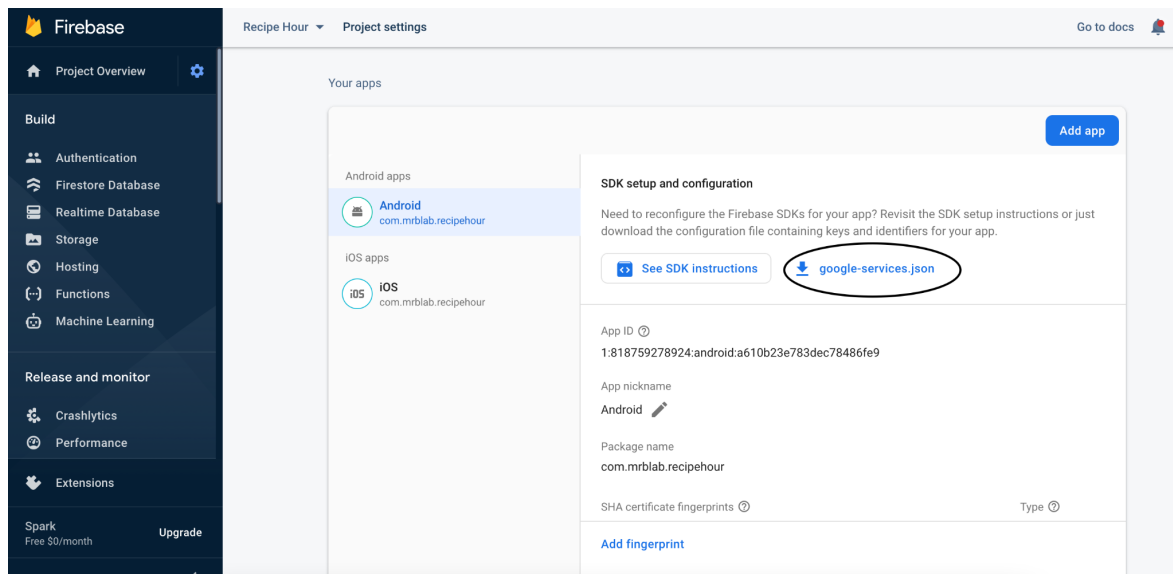
1. First go to the [Firebase Console](#) and sign in with your gmail account and go to the console.
2. Create a project by your app name. And go to the project overview and click on the **plus icon** and then click on the **Android Icon**.



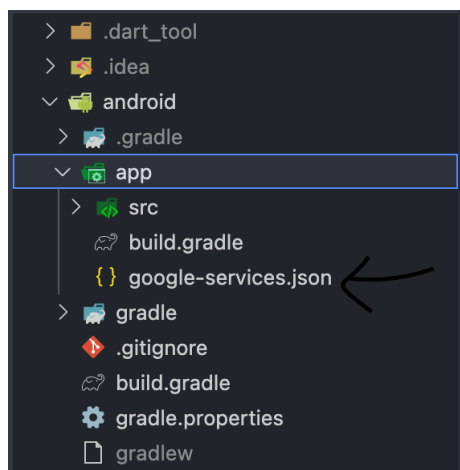
3. Enter your android package name. Your package name should be like **com.your_name.your_app_name** . Like **com.microsoft.skype**. You can use the same package name for android & iOS. iOS doesn't support **underspace** in the package name. So, keep in mind that if you want to use the same package name for both android & iOS.



4. Click on the register app and skip other steps by clicking next.
5. Now go to project settings and click on the **android icon** and download **google-service.json** file.



6. Now go to **wordpress_app/android/app** directory and paste the **google-service.json** file here.



That's it. Push notification setup for android is complete.

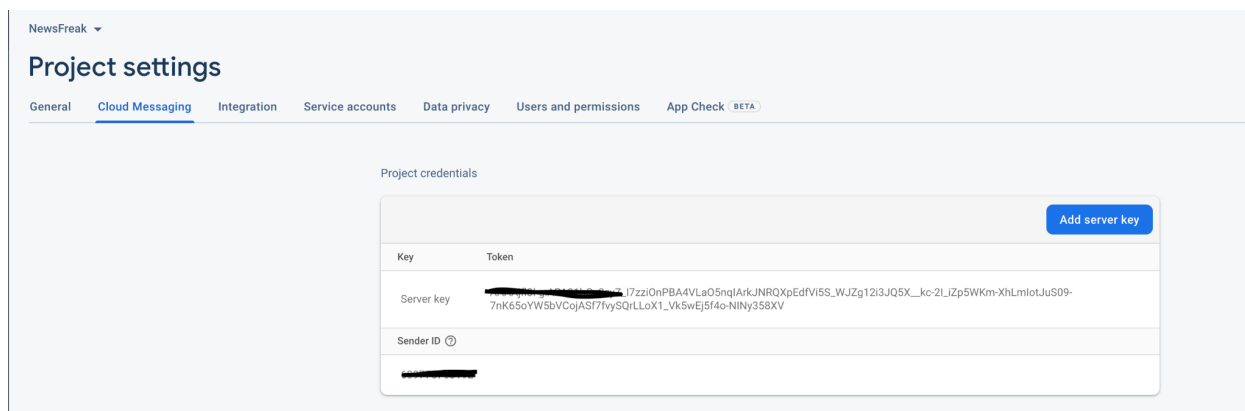
5. Firebase Push Notification for iOS

You can skip this step if you don't want to build this app for iOS.

1. Now, go to your firebase console and now click on the **iOS icon** and enter your iOS package name and click on the **Register app** and skip the other steps.
2. Now go to project settings and click on **iOS** and download the **GoogleService-info.plist** file.
3. Then go to **wordpress_app/ios/Runner** directory and paste the file here.
4. Now, Open the **iOS folder** on Xcode by right clicking on the iOS folder from VSCode or Android Studio and go to the runner folder and **drag & drop** the **GoogleService-info.plist** file here. You will get a popup and click yes or confirm the popup message. That's it.
5. Now follow these additional steps from the flutter team [here](#). This is a well written doc. You can ignore the optional steps.

6. Firebase Push Notification for Wordpress

1. Go to your **firebase console > your app > Project Settings > Cloud Messaging Tab** and copy the **server key**. Look at the picture below:



2. Now go to the **Wordpress Configuration Doc** and follow **2.3**. That's it.

7. Change Package Name for Android

Now, you have to change the package name in the source code. You have to use the same package name that you have registered in the firebase console.

1. Go to your IDE and now you **have to change the package name** of your app. Run the following command from your IDE terminal by changing the package name with yours.


```
flutter pub run change_app_package_name:main com.new.package.name
```

Don't forget to replace **com.new.package.name** with your package name. That's it. Your package name has been changed now.

8. Change Package Name for iOS

To do that, go to **ios/Runner/Info.plist** file and replace **CFBundleIdentifier** value with your iOS package name. (See the picture below)

```
<dict>
  <key>CFBundleDevelopmentRegion</key>
  <string>$(DEVELOPMENT_LANGUAGE)</string>
  <key>CFBundleExecutable</key>
  <string>$(EXECUTABLE_NAME)</string>
  <key>CFBundleIdentifier</key>
  <string>$(PRODUCT_BUNDLE_IDENTIFIER)</string>
  <key>CFBundleInfoDictionaryVersion</key>
  <string>6.0</string>
  <key>CFBundleLocalizations</key>
  <array>
```

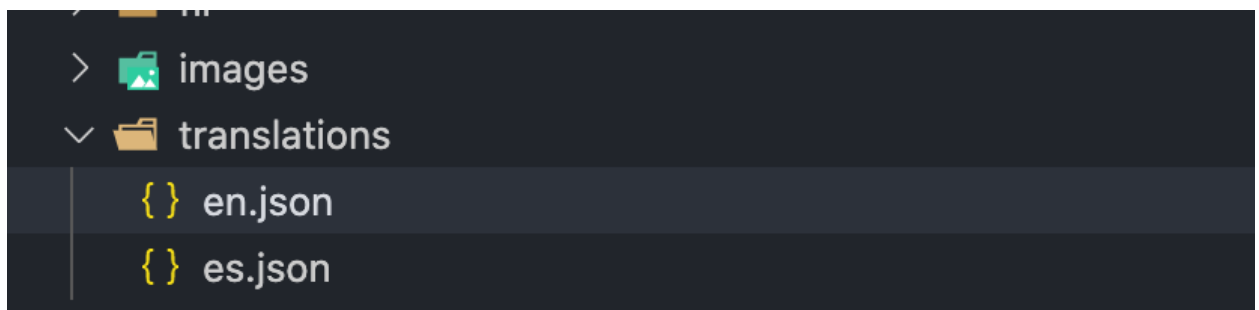


9. Multilanguage Setup

You can skip this setup now. This is not a mandatory setup to run this app.

So, we have used 3 languages in this app. English, Spanish & Arabic. You can use as much as you can. We are assuming that you want to add your own country language. You need to know about your two letter language code. Like, English language code is **en** and Spanish language code is **es**. You can search for your language code on google.

1. First go to the **assets/translations** folder from your IDE. Add a .json file here with **your_language_code.json** name. Now go to **assets/translations/en.json** file and copy everything from this file and paste to **your_language_code.json** file.



2. Now, Rename the all right side strings. Do not edit left side strings. These are the keys. Look at the **es.json** file and you will understand what to do.
3. Now go to **lib/main.dart** file and add your language code to **supportedLocals**.

```
runApp(  
  EasyLocalization(  
    supportedLocales: [Locale('en'), Locale('es'), Locale('ar')],  
    path: 'assets/translations',  
    fallbackLocale: Locale('en'),  
    startLocale: Locale('en'),  
    useOnlyLangCode: true,  
    child: MyApp(),  
  ) // EasyLocalization  
);  
}
```

Your code will be look like this :

```
supportedLocales: [Locale('en'), Locale('es'), Locale('ar'), Locale('your_language_code')],
```

4. You can edit the **startLocale** by replacing **en** by **your_language_code** if you want to add your default language to your language.

- Now go to **lib/config/config.dart** and add your **Language name** at the bottom of the list by adding a comma.

```
//Language Setup

final List<String> languages = [
  'English',
  'Spanish',
  'Arabic'
];
```

- Now go to **lib/widgets/language.dart** file and enable the disabled lines by removing slashes and rename **your_language_code** and **language_name** that you added in the list.

```
Widget _itemList (d, index){
  return Column(
    children: [
      ListTile(
        leading: Icon(Icons.language),
        title: Text(d),
        onTap: () async{
          if(d == 'English'){
            context.locale = Locale('en');
          }
          else if(d == 'Spanish'){
            context.locale = Locale('es');
          }
          else if (d == 'Arabic'){
            context.locale = Locale('ar');
          }
          // else if(d == 'your_language_name'){
          //   context.locale = Locale('your_language_code');
          // }
          Navigator.pop(context);
        },
      ),
    ],
  );
}
```

- For Android, you don't have to do anything.
- For iOS, go to **ios/Runner/Info.plist** and add your language code in a string. Look at the picture below.

```
<key>CFBundleInfoDictionaryVersion</key>
<string>6.0</string>
<key>CFBundleLocalizations</key>
<array>
  <string>ar</string>
  <string>en</string>
  <string>es</string>
</array>
```

9. Add `<string>your_language_code</string>` inside the array.
10. That's it. Your multi-language setup is complete. You can add as many languages as you want by following these steps.
11. To remove any language, first go to the **asset/translations** folder and delete the **your_language_code.json** file that you want. (You shouldn't delete the **en.json** file because this is the default language). Now go to **lib/main.dart** and remove the locale from the **supportedLocale** line and then go to **lib/widgets/language.dart** file and remove the else if section of language code that you want to delete and finally go to **ios/Runner/Info.plist** and remove the string. That's it.

10. Admob Setup

You can skip this setup for now. This is not a mandatory setup to run this app. We have used test ads ids. So, you will see the test ads in your app. You have to change the ad ids before publishing/releasing your app in the play/app store.

We have used admob and 3 types of admob ads. **Banner, Interstitial & Rewarded video** ads. So, you have to create an admob account if you don't have one. You can use two types of ads from them. Banner & Interstitial/Rewarded Video.

We have applied ads into 2 screens.

1. Banner Ads : **lib/pages/article_deatils.dart** screen
2. Interstitial/Video Ads : **lib/pages/article_details.dart & lib/pages/video_article_details.dart** screen

For Banner ads, no extra configuration in the code is required.

In between Interstitial & Video ads, Interstitial Ads is applied by default in the code. So if you choose this, no extra configuration in the code is required.

And if you chose Rewarded video ads, You need to configure some code.

1. Go to the **lib/blocs/ads_bloc.dart** file you will see a comment like **enable only one**.
See the picture below,

```

90 //enable only one
91 void _showAd() {
92     if (_isAdLoaded) {
93         if (_clickCounter % AdConfig().userClicksAmountsToShowEachAd == 0) {
94             _interstitialAd!.show();
95             //_rewardedAd.show();
96         }
97     }
98 }
99
100 void _increaseClickCounter() {
101     _clickCounter++;
102     debugPrint('Clicks : $_clickCounter');
103     notifyListeners();
104 }
105
106
107
108 //enable only one
109 initiateAds (){
110     createInterstitialAd();
111     //createRewardedVideoAd();
112 }
113
114 showLoadedAds() {
115     _increaseClickCounter();
116     _showAd();
117 }
118
119
120 //enable only one
121 @override
122 void dispose() {
123     _interstitialAd?.dispose();
124     //_rewardedAd?.dispose();
125     super.dispose();
126 }
127 }
128

```

2. Edit only where the comment is present. You have to disable one and enable one. To disable, just add two (//) and enable just remove two (//). So, disable interstitial ads and enable rewarded video ads. You should not enable or disable both at the same time. That's it.

10.1 Admob Config

Now go to the **lib/config/ad_config.dart** file and replace with your ids. You can set the **user click amount to show ads** as you wish. You will get the ids from the next step. Ignore ios ids if you don't want to build the ios version.

```

3
4 class AdConfig {
5
6
7 //Count user clicks to show ads in the content description screen
8 final int userClicksAmountsToShowEachAd = 3;
9
10 final String appIdAndroid = 'ca-app-pub-3940256099942544~3347511713';
11 final String appIdiOS = 'ca-app-pub-3940256099942544~1458002511';
12
13 final String interstitialAdUnitIdAndroid = 'ca-app-pub-3940256099942544/1033173712';
14 final String interstitialAdUnitIdiOS = 'ca-app-pub-3940256099942544/4411468910';
15
16 final String rewardedVideoAdUnitIdAndroid = 'ca-app-pub-3940256099942544/5224354917';
17 final String rewardedVideoAdUnitIdiOS = 'ca-app-pub-3940256099942544/1712485313';
18
19 final String bannerAdUnitIdAndroid = 'ca-app-pub-3940256099942544/6300978111';
20 final String bannerAdUnitIdiOS = 'ca-app-pub-3940256099942544/2934735716';
21
22
23

```

10.2 Admob for Android

1. Create an App in your admob account for Android. Create one banner ad, one interstitial ad & one rewarded video ad.
2. Go to **android/app/src/main/AndroidManifest.xml** file and replace with your **admob app id** (Android) of yours which you will get from your admob account.

```

78 <!--admob section-->
79
80 <meta-data
81     android:name="com.google.android.gms.ads.APPLICATION_ID"
82     android:value="ca-app-pub-3940256099942544~3347511713"/>
83
84

```

10.3 Admob for iOS

1. Create an App in your admob account for iOS. Create one banner ad, one interstitial ad & one rewarded video ad.
2. Go to **ios/Runner/Info.plist** file and replace with your **admob app id** (iOS) of yours which you will get from your admob account.

```
70
71     <key>GADApplicationIdentifier</key>
72     <string>ca-app-pub-3940256099942544~1458002511</string>
73
74     <key>SKAdNetworkItems</key>
75     <array>
```

10.4 Enable/Disable Ads

You can enable or disable all the ads from the app from here (Look at the picture below).

To enable or disable ads, Go to the **lib/config/ad_config.dart** file and set **isAdsEnabled** value true or false. By default, ads are disabled in the app. You can enable it here. That's it.

```
6
7     //Enable or Disable Ads
8     static const bool isAdsEnabled = false;
9
10    //Set user clicks to show ads in the content description screen
11    final int userClicksAmountsToShowEachAd = 4;
12
```

11. Wordpress Setup in the code section

Go to **lib/config/wp_config.dart** and Rename everything in this file with your wordpress site info. For the website url, make sure you have used **https** and **no slash(/)** at the end of the url. If you don't know how to get the feature id or category ids or tag ids, then see the **Common FAQs** at the bottom of the doc.

11.1 Special 4 Categories in the Home Screen Setup

You can see on our demo app that special 4 categories are available in the home screen. You can configure which 4 categories you want to place in the home screen.

```
16
17
18 // Hometab 4 categories - CHANGE THESE
19 // -- 'Serial Number' : [Category Id, 'Category Name'] -- Length should be 4.
20 static final Map selectedCategories = {
21   '1': [2, "Entertainment"],
22   '2': [4, "Travel"],
23   '3': [6, "Technology"],
24   '4': [5, "Science"],
25 };
26
27
```

1. Go to **lib/config/wp_config.dart** file and replace **category id** & **category name** by your website categories (only second & third column). Don't edit the first column. This column represents the serial number of the categories. That's it.

11.2 Block Any Category and It's Posts (Optional)

From v1.5.0, you can block any specific/list of categories and their posts. To do that, Go to the **lib/config/wp_config.dart** file and follow the comments.

```
/*
List of blocked categories. Do nothing if you don't want to block any categories.
If you want to bloc any category and it's posts then enter values like these:

Example: If you want to block category id 10 & 12, then it will be look like this:

    static const String blockedCategoryIds = "10,12";
    static const String blockedCategoryIdsforPopularPosts = "-10,-12";

*/

static const String blockedCategoryIds = "";
static const String blockedCategoryIdsforPopularPosts = "";
```

11.3 Add Category Thumbnails

You can add thumbnails(feature image) to your category. To do that, Go to the **lib/config/wp_config.dart** file and add your **category_id** and **category_image** horizontally. Follow the comments.

```
// ENTER CATERGORY ID AND ITS COVERS IMAGE
static const Map categoryThumbnails = {
  // categoryID : 'category thumbnail url'
  9 : "https://images.unsplash.com/photo-1444653389962-8149286c578a?ixid=MnwxMjA3fDB8MHxzZWFiY2h8ODV8fGJ1c2luZXNzfGVudGVudGVyZGFpbn1",
  2 : "https://images.unsplash.com/photo-1603739903239-8b6e64c3b185?ixid=MnwxMjA3fDB8MHxzZWFiY2h8MzN8fGVudGVyZGFpbn1",
  10 : "https://images.unsplash.com/photo-1507138086030-616c3b6dd768?ixid=MnwxMjA3fDB8MHxzZWFiY2h8NTE1fHxsaWZlc3R5bG",
  8 : "https://images.pexels.com/photos/1250655/pexels-photo-1250655.jpeg?auto=compress&cs=tinysrgb&dpr=2&w=500",
  7 : "https://images.pexels.com/photos/2698475/pexels-photo-2698475.jpeg?auto=compress&cs=tinysrgb&dpr=2&w=500",
  5 : "https://images.unsplash.com/photo-1496065187959-7f07b8353c55?ixid=MnwxMjA3fDB8MHxzZWFiY2h8OHx8c2NpZW5jZXxlbnw",
  3 : "https://images.pexels.com/photos/2885940/pexels-photo-2885940.jpeg?auto=compress&cs=tinysrgb&dpr=2&w=500",
  6 : "https://images.pexels.com/photos/1036936/pexels-photo-1036936.jpeg?auto=compress&cs=tinysrgb&dpr=2&w=500",
  4 : "https://images.pexels.com/photos/3885493/pexels-photo-3885493.jpeg?auto=compress&cs=tinysrgb&dpr=2&w=500",
};
```

12. Other Setup

Go to **lib/config/config.dart** file and rename with your app & others details.

```
class Config {

  static const appName = 'YOUR_APP_NAME';
  static const supportEmail = 'YOUR_SUPPORT_EMAIL';
  static const privacyPolicyUrl = 'YOUR_PRIVACY_POLICY_URL';
  static const iosAppID = '000000000';

  static const String facebookPageUrl = 'https://www.facebook.com/mrblab24';
  static const String youtubeChannelUrl = 'https://www.youtube.com/channel/UCnNr2eppWVVo-NpRIy1ra7A';
  static const String twitterUrl = 'https://twitter.com/FlutterDev';

  //app theme color - YOU CAN USE YOUR PREFERRED COLOR
  final Color appThemeColor = Color(0xFFf8bd7f);

  // Icons
  static const String appIcon = 'assets/images/icon.png';
  static const String logo = 'assets/images/logo.png';
  static const String splash = 'assets/images/splash.png';
```

1. Change app name, Support email, Privacy policy, Fb page url, youtube channel url, twitter url.
2. Change iOS app id (Ignore if you don't have).
3. You can change the whole app theme color by changing the appThemeColor.

13. Change App Name for Android

Go to **android/app/src/main/AndroidManifest.xml** file and Change your app name.

```
6
7     <application
8         android:label="Recipe Hour"
9         android:icon="@mipmap/ic_launcher"
10        android:usesCleartextTraffic="true">
11        <activity
```

14. Change App name for iOS

Go to **ios/Runner/Info.plist** file and Change your app name.

```
19     </array>
20     <key>CFBundleName</key>
21     <string>Recipe Hour</string>
22     <key>CFBundlePackageType</key>
23     <string>APPL</string>
24     <key>CFBundleShortVersionString</key>
25     <string>$(FLUTTER_BUILD_NAME)</string>
26     <key>CFBundleSignature</key>
27     <string>????</string>
28     <key>CFBundleVersion</key>
29     <string>$(FLUTTER_BUILD_NUMBER)</string>
30     <key>LSApplicationQueriesSchemes</key>
```

15. Change App Icon

1. Go to the **assets/images** folder and delete the default icon (**icon.png**).
2. Now upload your app icon as png in the **assets/images** folder and rename it to **icon.png**
3. Now run the following command on the terminal,

```
flutter pub get  
flutter pub run flutter_launcher_icons:main
```

That's it.. For more info, visit this [site](#).

16. Change Splash Icon

To change the **splash icon**, you have to upload your own splash icon. The icon should be in the **.png** format and make sure you have renamed it to **splash** . Go to the **lib/assets/images** folder and drop the icon here and replace it with our icon.

17. Change Logo

To change the **Logo icon**, you have to upload your own logo. The icon should be in the transparent **.png** format and make sure you have renamed it to the **logo** . Go to the **lib/assets/images** folder and drop the icon here and replace it with our icon. That's it. In this way you can change other images like intro images and others etc.

18. Android Release Key Setup

To generate a release certificate, You have to generate a keystore file. To generate a keystore file, run this command below from the root of your project directory on the terminal.

For Mac users, run

```
keytool -genkey -v -keystore ~/upload-keystore.jks -keyalg RSA -keysize 2048 -validity 10000 -alias upload
```

For Windows users, run

```
keytool -genkey -v -keystore c:\Users\USER_NAME\upload-keystore.jks -storetype JKS -keyalg RSA -keysize 2048 -validity 10000 -alias upload
```

1. Enter your details and remember the **password**. After this, you will get an **upload-keystore.jks** keystore file.
2. Locate this file and move the file into the **android/app** folder and copy the path by right clicking on the **upload-keystore.jks** file
3. Then go to **android/key.properties** file and replace the path of the keystore file of yours. Then also replace the **password** which you have inputted to generate the keystore file.

```
android > key.properties
1 storePassword=
2 keyPassword=10000
3 keyAlias=upload
4 storeFile=/Users/rakibbhuiyan/Desktop/imac/final_projects/recipe_hour/source/wordpress_app/android/app/upload-keystore.jks
```

That's it. Android & iOS App Setup is complete.

19. Run The App

So Your Setup is 100% complete now. Now run this following command to clean the project.

```
flutter clean
```

After that, run this command,

```
flutter run
```

And After that run the following command to run this app on your physical or emulator devices. Make sure you have connected an android/ios emulator or connected an real device via USB.

```
flutter run
```

Test if everything is okay or not.

20. Release The Android App on Google Play Store:

You have done all the things that are required for android release. To Test the release android app, run the following command on the terminal.

```
flutter build apk --split-per-abi
```

You will get 3 apk files from the **build/app/output/apk/release** folder. You can test the **v7** version of the apk file. If you want to publish the app in the google play store, don't upload

any of the following files. Use an **appbundle** file which is recommended by Google. To generate an appbundle, run the following command on terminal :

```
flutter build appbundle
```

After that, you will get an **.aab** file in the **build/app/output/appbundle/release** folder. Now you can upload this .aab file to the google play store.

21. Release the iOS app on App Store :

Follow the official doc from flutter team [here](#).

22. Conclusion

That's it. We know that you are so tired right now. Take some rest. Everything is complete now.

If you love our work then don't forget to submit a review on the codecanyon market.

Thanks

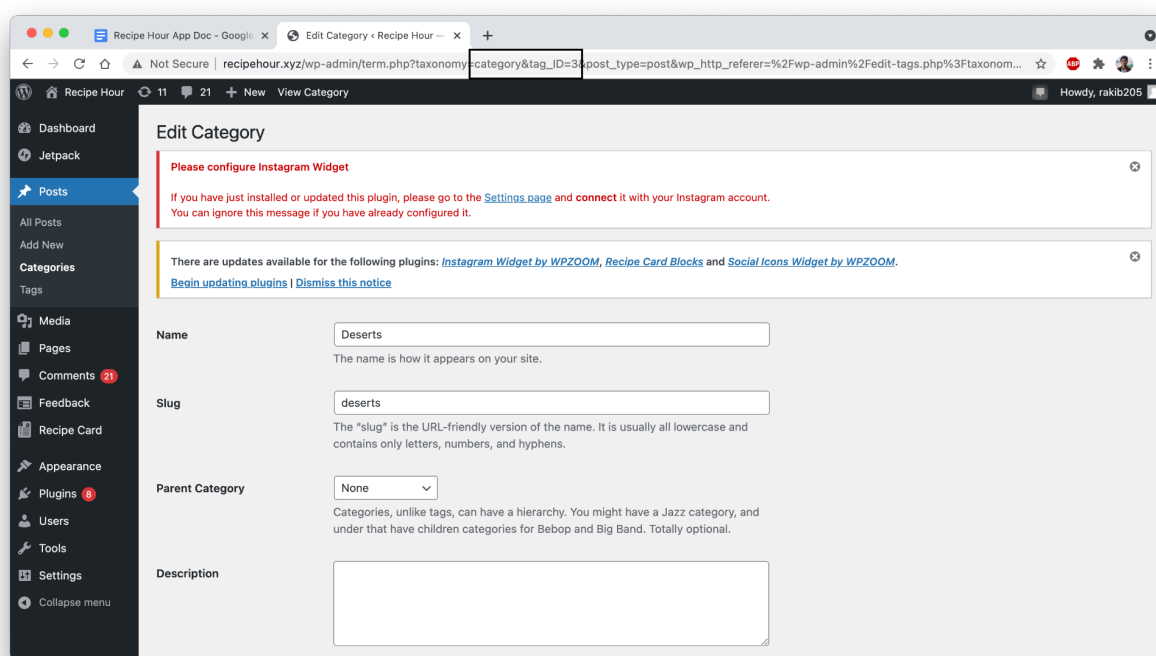
MRB Lab

Contact: mrblab24@gmail.com

23. FAQs

1. How to get category ids from your wordpress site?

Go to your Wordpress Admin Dashboard > Posts > Categories and click on any Category name and you will get the category Id from the url. Look at the picture below. You can see the url bar and can see the **category&tag_id** is **3** which is the category id for the Desert category.



2. How to get the featured tag id from your wordpress site?

Using the previous method, you can get the featured tag id.

Go to your Wordpress Admin Dashboard > Posts > Tags and click on the **featured tag** and you will get the Id from the url which is the featured tag id.

That's it.

3. How to get the Video tag id from your wordpress site?

Same as 2.

Go to your Wordpress Admin Dashboard > Posts > Tags and click on the **video tag** and you will get the Id from the url which is the video tag id.

That's it.

24. Updates

To Migrate v1.7.3

If you are a new customer and you didn't publish the app on Google Play Store or App Store already using the older version of Newsfreak, then just download and use the new source code and follow the steps.

If you have already published your app and using the older version of Newsfreak then follow the below steps:

1. Use the new source code.
2. Follow the steps again. (You should ignore the steps you have already did in your firebase console)
3. In the **18th step**, Do not run that command to generate a new .jks file. Just use the old details in the **android/key.properties** file.

That's it.

25. Issues & Fixes

1. The QUERY_ALL_PACKAGES Permission Issue from Google Play Store

(only for the previous version - not for v1.7.3)

Fix: Go to the **android/app/src/main/AndroidManifest.xml** file and then remove this selected line shown in the picture.

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.mrblab.newsfreak">

    <uses-permission android:name="android.permission.INTERNET"/>
    <uses-permission android:name="android.permission.QUERY_ALL_PACKAGES"/>

    <queries>
        <!-- If your app opens https URLs -->
        <intent>
            <action android:name="android.intent.action.VIEW" />
            <data android:scheme="https" />
        </intent>
    </queries>
</manifest>
```

That's it. Now build the app and submit to the play store and the issue will be gone.

26. Customizations

26.1 Remove 'Popular News feature' from the app?

1. First go to the **lib/pages/home.dart** file and remove/disable the selected line shown in the picture below.

```

51
52   _fetchData () async{
53     await AppService().checkInternet().then((bool? hasInternet){
54       if(hasInternet != null && hasInternet == true){
55         context.read<FeaturedBloc>().fetchData();
56         //context.read<PopularArticlesBloc>().fetchData();
57         context.read<LatestArticlesBloc>().fetchData();
58       }
59     });
60   }
61
62

```

2. Then go to the **lib/top_tabs/tab0.dart** file and remove/disable the selected two lines shown in the picture below.

```

23
24   Future _onRefresh() async {
25     context.read<FeaturedBloc>().saveDotIndex(0);
26     context.read<FeaturedBloc>().fetchData();
27     //context.read<PopularArticlesBloc>().fetchData();
28     context.read<LatestArticlesBloc>().onReload();
29   }
30
31
32   @override
33   Widget build(BuildContext context) {
34     return RefreshIndicator(
35       backgroundColor: Theme.of(context).primaryColor,
36       color: Colors.white,
37       onRefresh: ()async => _onRefresh(),
38       child: SingleChildScrollView(
39         key: PageStorageKey('key0'),
40         padding: EdgeInsets.all(0),
41         physics: AlwaysScrollableScrollPhysics(),
42         child: Column(
43           children: [
44             Featured(),
45             //PopularArticles(scaffoldKey: widget.scaffoldKey),
46             LatestArticles(scaffoldKey: widget.scaffoldKey),
47

```

