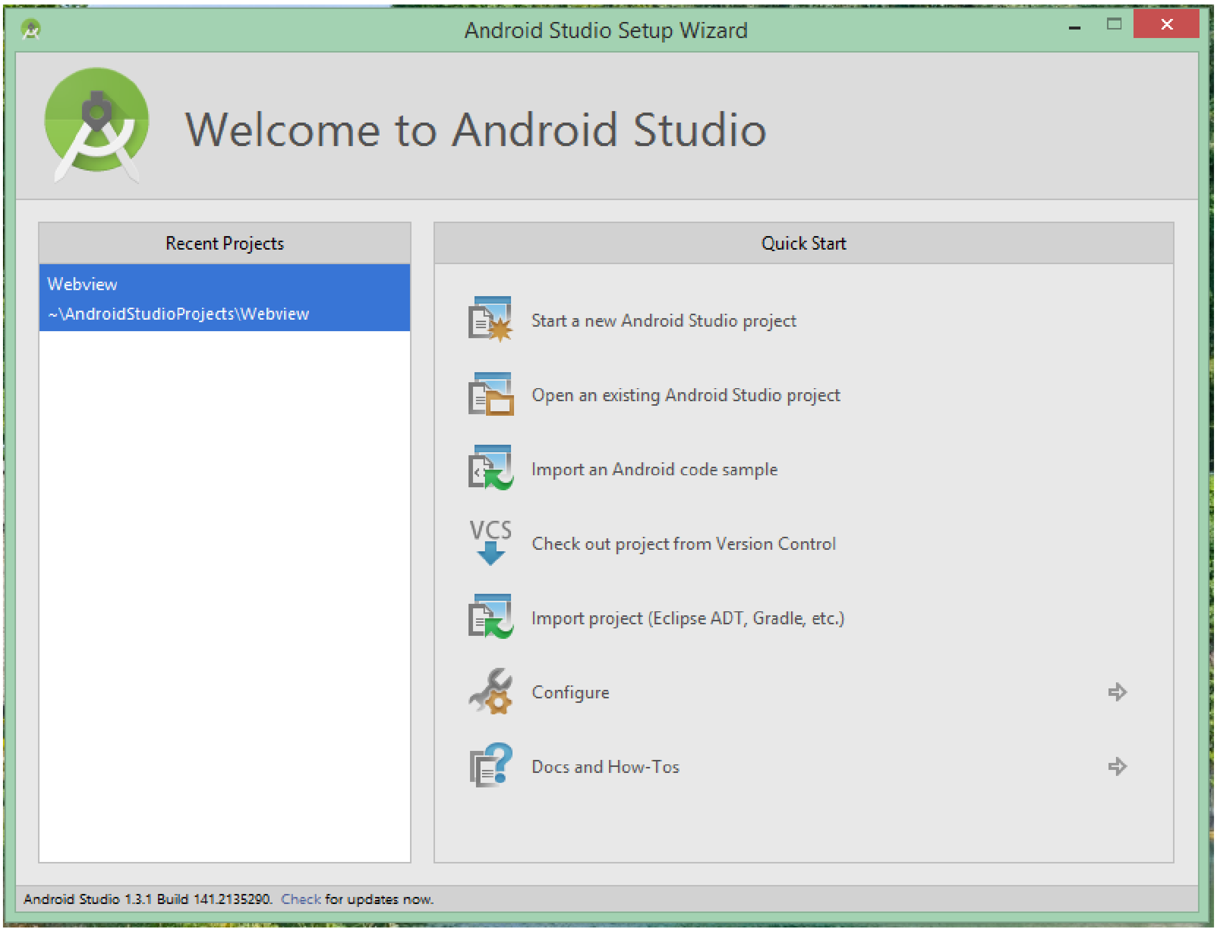
Material Webview step by step instructions

1. Download and install Android Studio https://developer.android.com/sdk/index.html

2. Install all required packages
   - Click *Tools->Android->SDK Manager* in the menu
   - Please enable the following options:
     - „Android 5.1 Lollipop“ in tab „SDK Platform“
     - „Android SDK Build Tools“,“Android SDK Platform Tools-22“, “Android Support Repository, Rev xx“, „Google Repository, Rev xx“ „Google USB Driver, Rev xx“
   - Click „Apply“ and follow the instructions

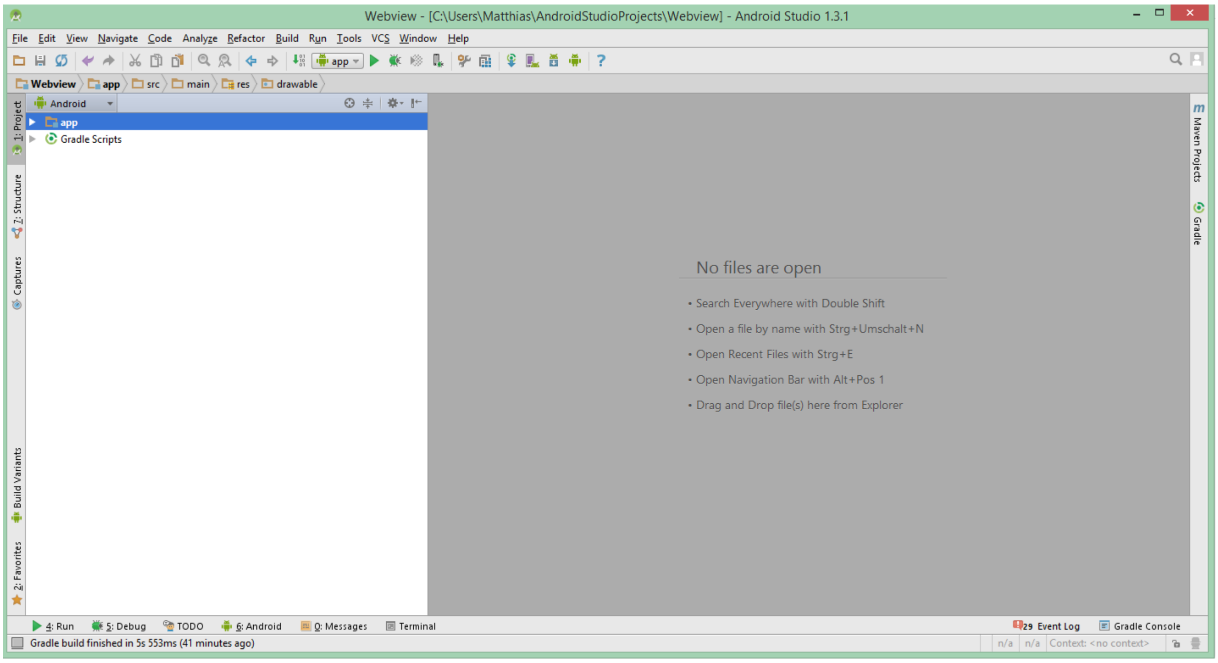
3. Import Project
   - Open Android Studio
   - You‘ll see this window


Android Studio Setup Wizard
Welcome to Android Studio
Recent Projects
Webview
~\AndroidStudioProjects\Webview
Quick Start
Start a new Android Studio project
Open an existing Android Studio project
Import an Android code sample
VCS
Check out project from Version Control
Import project (Eclipse ADT, Gradle, etc.)
Configure
Docs and How-Tos

Android Studio 1.3.1 Build 141.2135290. Check for updates now.

   - Click *Open an existing Android Studio project*
   - Follow the instructions (select <extracted zip>/Android Studio project/Project/Webview)

4. Customize your app


Webview - [C:\Users\Matthias\AndroidStudioProjects\Webview] - Android Studio 1.3.1
File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help
app
Webview app src main res drawable
Android
app
Gradle Scripts
1: Project
7: Structure
Captures
Build Variants
2: Favorites
Maven Projects
Gradle
4: Run
5: Debug
TODO
6: Android
0: Messages
Terminal
29 Event Log
Gradle Console
n/a n/a Context: <no context>

No files are open

- Search Everywhere with Double Shift
- Open a file by name with Strg+Umschalt+N
- Open Recent Files with Strg+E
- Open Navigation Bar with Alt+Pos 1
- Drag and Drop file(s) here from Explorer

Gradle build finished in 5s 553ms (41 minutes ago)

The Android Studio window should look like this. If the navigaton on the left is missing, press ALT-1 (Win) / CMD-1 (Mac). Make sure, the dropdown in the left upper corner shows „Android“.

Change app name, ad unitID and translations

Doubleclick on *app->res->values->strings.xml* in the navigator

The file should look like this:

```
<resources>

    <string name="app_name">Webview</string>
    <string name="banner_ad_unit_id">xxx</string>

    <string name="navigation_drawer_open">Open navigation drawer</string>
    <string name="navigation_drawer_close">Close navigation drawer</string>
    <string name="refresh">refresh</string>
    <string name="share_using">Share using</string>
    <string name="share">Share</string>

</resources>
```

Change App name:

Replace „Webview“ (value for „app_name“) with the name you want.

Change Ad unit ID

Insert your AdMob unitID as value for „banner_ad_unit_id“

Change Translations

You can change every value in the file as you want. (Do not change something else if you don’t know what you are doing!)

Change general options

Doubleclick on *app->java->net.matthi.webview->Pages* in the navigator

Let’s have a look at this section:

```
//White Design
public boolean useWhiteFont = false;

//URLs included in your app
public String homeDomains = "";

//Error message
public String error = "<center> The page couldn't be loaded </center>";

//Share
public boolean share = true;
public boolean shareAsAction = false;
public String shareText = "Look at this! http://www.example.org/";

//Misc
public String localEncoding = "UTF-8";

//Ads
public boolean useAds = false;
// Enter your unit id at /res/values/strings.xml -> banner_ad_unit_
```

Description

Replace public boolean useWhiteFont = false; with public boolean useWhiteFont = true; if you want white font and icons in the actionbar.

You can add more domains to your app. Links to them won't be opened in a new window.

E.g. : public String homeDomains = "www.example.com";

(The domain must be www.domain.com, don't use http:// here. Paths (www.test.com/123) are not supported)

The message "<center> The page couldn't be loaded </center>" will be displayed, if the page couldn't be loaded. Feel free to change it as you like.

```
public boolean share = true;
public boolean shareAsAction = false;
public String shareText = "Look at this! http://www.example.org/";
```

Here you can enable the share-button. (share = true/false). If you set **shareAsAction = true,** the share-button is visible as an icon in the actionbar.

Replace **Look at this! http://www.example.org/** with the message you want to share.

```
//Misc
public String localEncoding = "UTF-8";
```

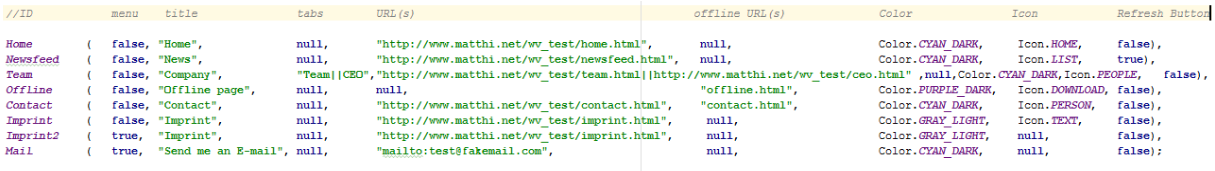
The encoding for offline-pages. UTF-8 should be good for the most ones.

```
//Ads
public boolean useAds = false;
// Enter your unit id at /res/values/strings.xml -> banner_ad_unit_id
```

Change to **public boolean useAds = true;** if you want to use ads.

Add your webpages to the navigation

Now we work on this section:



```
//ID         menu   title                tabs        URL(s)                                            offline URL(s)            Color                Icon             Refresh Button

Home        (   false, "Home",              null,       "http://www.matthi.net/wv_test/home.html",      null,                    Color.CYAN_DARK,     Icon.HOME,       false),
Newsfeed    (   false, "News",              null,       "http://www.matthi.net/wv_test/newsfeed.html",  null,                    Color.CYAN_DARK,     Icon.LIST,       true),
Team        (   false, "Company",           "Team||CEO","http://www.matthi.net/wv_test/team.html||http://www.matthi.net/wv_test/ceo.html" ,null,Color.CYAN_DARK,Icon.PEOPLE,   false),
Offline     (   false, "Offline page",      null,       null,                                           "offline.html",          Color.PURPLE_DARK,   Icon.DOWNLOAD,   false),
Contact     (   false, "Contact",           null,       "http://www.matthi.net/wv_test/contact.html",   "contact.html",          Color.CYAN_DARK,     Icon.PERSON,     false),
Imprint     (   false, "Imprint",           null,       "http://www.matthi.net/wv_test/imprint.html",    null,                   Color.GRAY_LIGHT,    Icon.TEXT,       false),
Imprint2    (   true,  "Imprint",           null,       "http://www.matthi.net/wv_test/imprint.html",    null,                   Color.GRAY_LIGHT,    null,            false),
Mail        (   true,  "Send me an E-mail", null,       "mailto:test@fakemail.com",                      null,                   Color.CYAN_DARK,     null,            false);
```

It’s constructed as following:

ID (menu,“Title“,“tabs“,“URL“,“OFFLINE_URL“,Color,Icon,RefreshButton),

ID: This name is only used internally, you can call it as you like.

menu: true, if the page should be linked in the 3-dot menu, false, if you want it in the main navigation.

Title: The title of the page in quotation marks.

Tabs: null, if you don’t want tabs on this side. If you want them, have a look at „tabs“ at the end of this chapter.

URL: The url of the page in quotation marks.
The URL must contain http://, „www“ and the complete path.
E.g. „http://www.example.org/yourPage.html“

OFFLINE_URL: The local file, that is displayed, when the page couldnt be loaded in quotation marks.
if you don’t need it, write null.

URL = http://www.example.org
OFFLINE_URL = null
	Content loads from the internet, error-message if not available

URL = http://www.example.org
OFFLINE_URL = example.html
	Content loads from the internet, uses local site if not available

URL = null
OFFLINE_URL = example.html
	Uses local site only

URL = null
OFFLINE_URL = null
	This isn’t possible – your app will probably crash

Copy the offline html-files to the app/assets directory !

Color: The color of the Actionbar (and statusbar on kitkat/lollipop).
You have the selection between 10 colors:

```
Color.RED
Color.GREEN
Color.BLUE
Color.YELLOW
Color.CYAN_DARK
Color.CYAN_LIGHT
Color.GRAY_LIGHT
Color.GRAY_DARK
Color.PURPLE_DARK
Color.PURPLE_LIGHT
```

Icon: The icon, displayed in the navigation. Write null, if „menu“ is true.
You have the selection between 17 icons:

```
Icon.HOME
Icon.DOWNLOAD
Icon.STAR
Icon.QUESTION
Icon.INTERNET
Icon.LIST
Icon.PERSON
Icon.MAP
Icon.SETTINGS
Icon.SHOP
Icon.TEXT
Icon.MOVIE
Icon.CALENDAR
Icon.GALLERY
Icon.EYE
Icon.WORK
Icon.PEOPLE
```

RefreshButton: Write true, if you want a refresh-button (useful for e.g. newsfeeds). Otherwise write false.

Tabs:
If you want tabs on a page, write all tab-titles, seperated by „||“ in „tabs“.
E.g.:

“ Tab1||Tab2||Tab3||Tab3“

You also need the same count of URLs (and offline_urls, if you use them on this page)

E.g.:

“http://www.example.org/site1|| http://www.example.org/site2|| http://www.example.org/site3“

The last row must be closed with a semicolon !

A complete configuration could look as the following:

```
HOME (false,“Home‟,null,“http://www.example.org/home.html‟,null,Color.RED,Icon.HOME,false),
NEWS (false,“News‟,“TechNews||Politics‟,“http://www.technews.com||http://www.news.com‟,null,Color.CYAN_DARK,Icon.LIST,true),
OFFLINE (false,“Offline Page‟,null,“offline.html‟,Color.CYAN_DARK,Icon.DOWNLOAD,false),
IMPRINT (true,“Imprint‟,null,“http://www.example.org/imprint.html‟,“imprint.html‟,Color.GRAY_LIGHT,Icon.TEXT,false);
```

The existing configuration is meant as an example and should be overwritten!

5. Change app-icon and navigation header image (or feel free to use mine)
   - Rightclick to app (in the navigation)->new->Image Asset
   - Resource name must be „ic_launcher“
   - The dialog should be self-explaining

   - To change the header image oft he app-navigation open the „res“ folder in the navigation
   - Rightclick to „drawable“ -> Show in Explorer (Or Finder)
   - Open the „drawable“ directory
   - Replace the „material.png“ file with your own file with the same name

6. Change the package-id

   - Open Gradle Scripts/build.gradle (the 2nd one !) in the navigator
   - Change the „applicationId“ (e.g. org.example.ourapp)
   - Click „Sync Now“ at the top oft he Editor (this could take some time)

7. Test your app

   - Click *Run->Run ‘app‘* in the menu
   - Select a connected device or emulator
   - Click OK
   - The app should start on the selected device/emulator

     Setup an Android emulator:
     http://developer.android.com/tools/devices/managing-avds.html

     Install driver for testing on a device
     http://developer.android.com/tools/extras/oem-usb.html#InstallingDriver

8. Build your app

- Click *Build->Generate Signed APK* in the menu
- Create a new keystore or use an existing

  https://developer.android.com/tools/publishing/app-signing.html

- Click Next
- Select the destination for your APK
- Click Finish

Congratulations! Your app is ready for distribution.

Do you have any problems ?

Feel free to write me at **matthias.rupp@mnet-mail.de**

Did you publish your app successfully?

I would be happy, if you let me know ☺