Code documentation

Structure

- Configuration (**IMPORTANT**)
- Flows - *all app screens/flows*
- Views - *all app views*
- Lifecycle - *basic app launch files*
- DataManager - *main data managers*

How does it work:

DashboardContentView is the main view of the app. Like with any Apps4World app template, this is the first view that the user will see. This view is split into the NFTBuilderView at the top and the NFTCollectionsView at the bottom.

SettingsContentView is the settings flow for the app, where the user can rate the app, contact you for support and do other things. Here we have a simple Tutorial flow as well.

NFTBuilderView is the top view, where the user can create their own NFT Collection, by providing the collection name, and import their layers and variations. We let the user import up to 5 layers only, but you can change that in the AppConfig.

NFTCollectionsView is the bottom view, where we show a grid of 9 NFT Collections, which are generated based on the layers provided in the Assets.xcassets. You can add more collections here with a few simple steps.

HOW TO ADD MORE NFT COLLECTIONS:

1) Simply open the **AppConfig** file and locate the "DefaultNFTCollection" enum. Edit this by adding a new NFT Collection name. Let's call it "Monkey" for this example.

2) Now that you have a new NFT Collection in the AppConfig file, make sure to add all your layers in the **Assets.xcassets**. Start by adding the layers, and remember that each layer must be named based on your collection name.

For example: monkey_body1.png, monkey_body2.png, monkey_nose1.png, monkey_nose2.png.

Each layer starts with number 1, then increments. Each layer must have exactly the same resolution/size. We recommend **1000x1000** but you can try higher resolution.

3) Last step is to go back to AppConfig, and edit the "DefaultNFTCollection" enum by adding a collectionModel. This is simply the base model, that will tell the app the name of your collection, and the layers that you have included with their names.

See the Corgi, or Fox or any other example in the AppConfig. You only have to declare the name for a layer once, so if you have 10 monkey_body, then you need to declare only 1 body.

Now you just have to define the "configuration" which is the basic/default configuration that will show on the Dashboard. By default we use first variation for each layer, but you can declare your default background color for this "monkey" collection.

AppConfig is the file that you may recognize from all Apps4World templates, here you can find some helpful configurations that you can change if needed.

You can create your own in-app purchase on the App Store Connect, then come back to the AppConfig to replace the "premiumVersion" with your own iAP product identifier.

If you want to mark more NFT Collections for free, simply update the **freeCollections** array in the AppConfig file.

To replace the **AdMob identifiers** see the Documentation folder.

USEFUL LINKS:
To add auto-renewable subscriptions to any projects:
https://www.apps4world.com/swift-inapp-purchase-tutorial.html

To setup Firebase for any projects:
https://www.apps4world.com/firebase-ios-tutorial.html

Good luck with your next app!

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