



Welcome

⋮

Thank you for purchasing our app. If you have any questions that are beyond the scope of this help file, please feel free to email via my user page contact form here :

Our official email: dbugstationltd@gmail.com

Our Official What's App: +8801703825017

Our Official Skype: D-bug Station Limited

You can see our other item here: <https://codecanyon.net/user/dbugstationltd>

Next
Android Studio



Last modified 2mo ago

Getting Started

⋮

Download and Install Java This section very important for you if this is first time develop android, if you already develop android project you can **SKIP** this page.

Download and Install Java

You can download latest JDK from this url :

<http://www.oracle.com/technetwork/java/javase/downloads/index.html>



The screenshot shows the Oracle Java SE Downloads page. At the top, there's a navigation bar with links for Overview, Downloads (which is selected), Documentation, Community, Technologies, and Training. On the left, a sidebar lists Java categories: Java SE, Java EE, Java ME, Java SE Subscription, Java Embedded, Java Card, Java TV, Community, and Java Magazine. The main content area is titled "Java SE Downloads". It features two download options: "Java Platform (JDK) 10" (with a red box around the "DOWNLOAD" button) and "NetBeans with JDK 8". Below these, a section titled "Java Platform, Standard Edition" provides details about Java SE 10.0.1, including installation instructions, release notes, and a link to the user manual. To the right of this section are three download buttons for "JDK", "Server JRE", and "JRE", each with a "DOWNLOAD" button. A sidebar on the right lists "Java SDKs and Tools" (Java SE, Java EE and Glassfish, Java ME, Java Card, NetBeans IDE, Java Mission Control) and "Java Resources" (Java APIs, Technical Articles, Demos and Videos, Forums, Java Magazine, Developer Training, Tutorials, Java.com).

Download and Install Android Studio

You can download latest Android Studio from this URL : <https://developer.android.com/studio/>

developers Platform Android Studio Google Play Jetpack Kotlin Docs News

SEARCH ENGLISH SIGN IN

[DOWNLOAD](#) [WHAT'S NEW](#) [USER GUIDE](#) [PREVIEW](#)

android studio

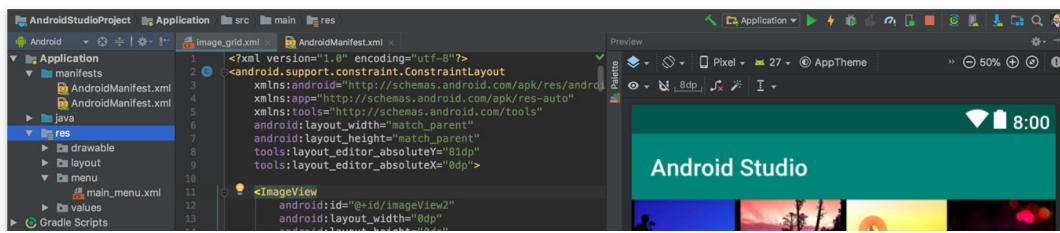
Android Studio provides the fastest tools for building apps on every type of Android device.

[DOWNLOAD ANDROID STUDIO](#)

3.6.2 for Windows 64-bit (748 MB)

[DOWNLOAD OPTIONS](#)

[RELEASE NOTES](#)



Previous
Android Studio

Next
Import Project



Last modified 2mo ago



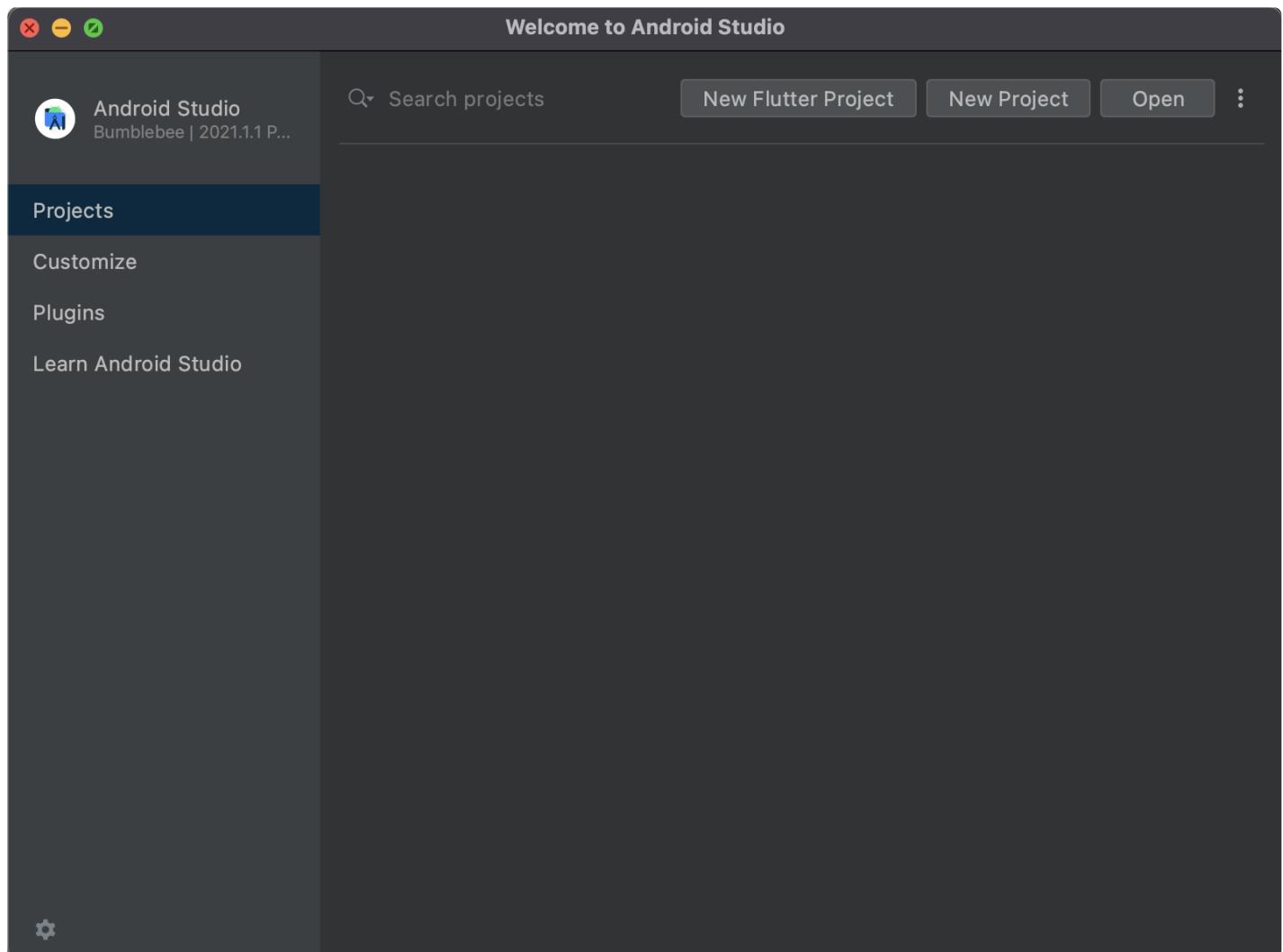
Import Project

:

Extract **.zipYourVideosChannel**“, the project location inside **android_studio** folder.

When your Android Studio you download from Codecanyon, you will see some files and folders. We named the project folder “ ready you can open it and you will see Select “**Open**”. a display like this

1. Browse Location Project and press the "**OK**" button.
2. Wait for a few minutes until all process import has finished.





Previous
Getting Started

Next

Package Name



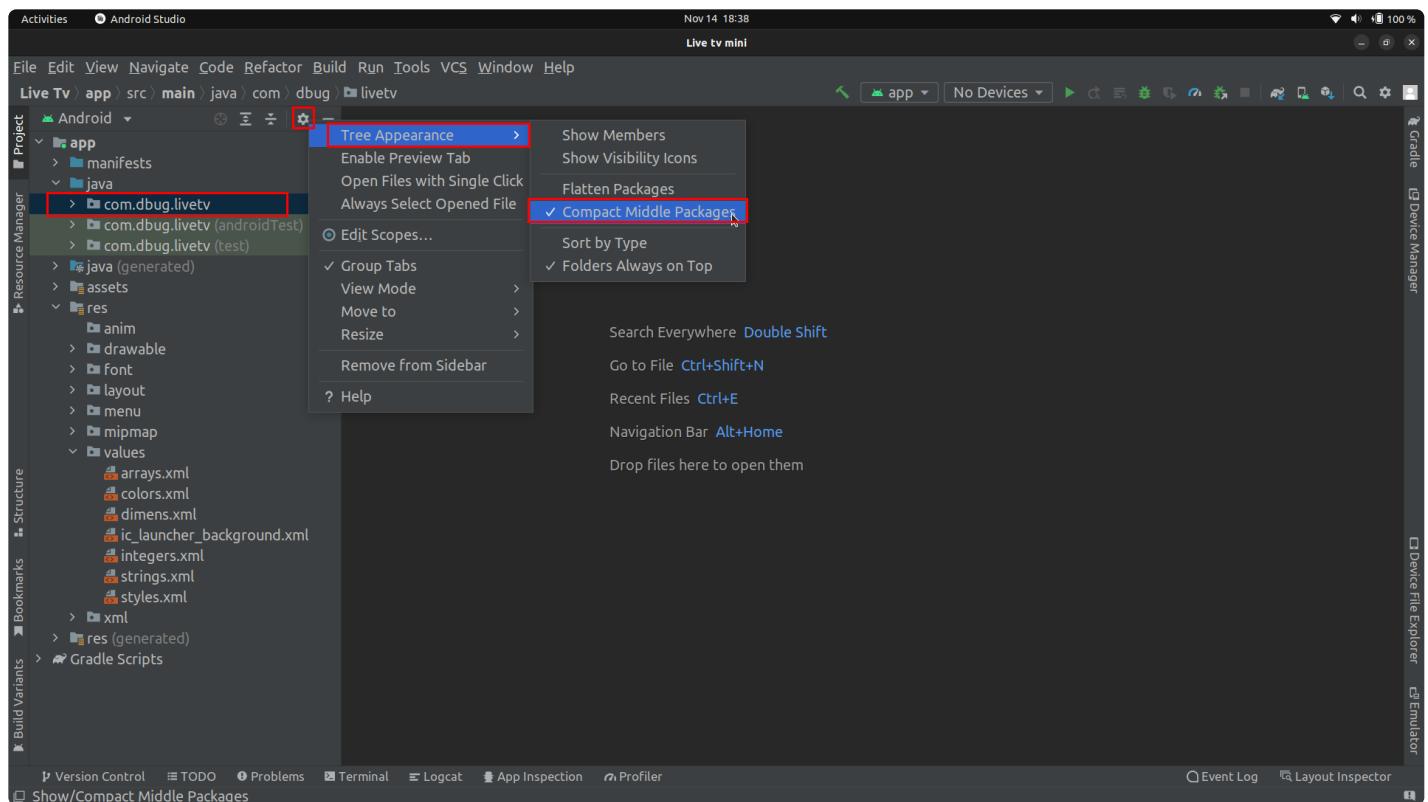
Last modified 2mo ago

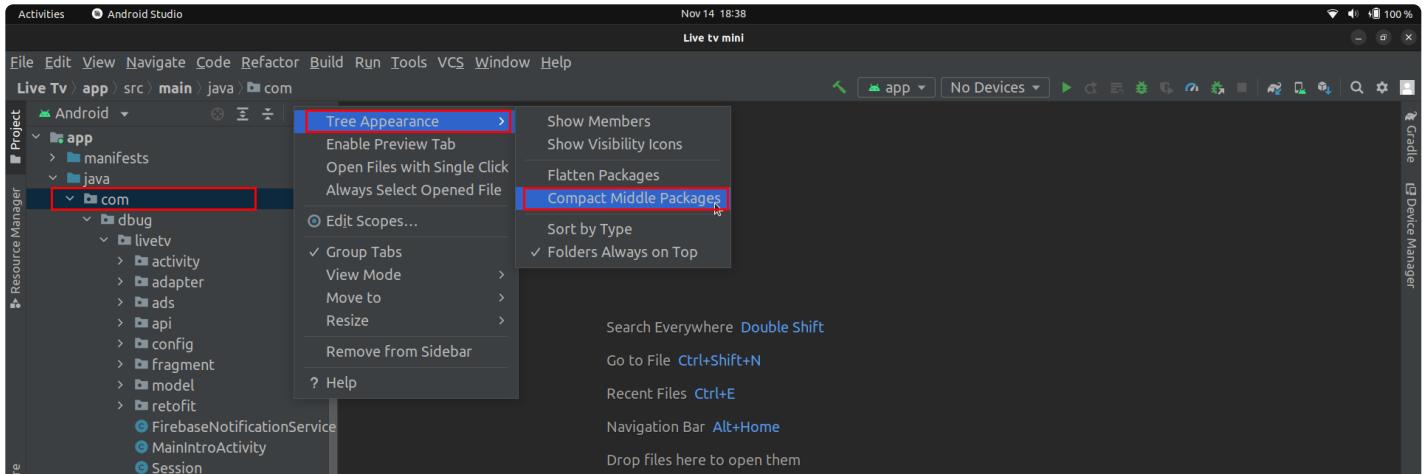


Package Name

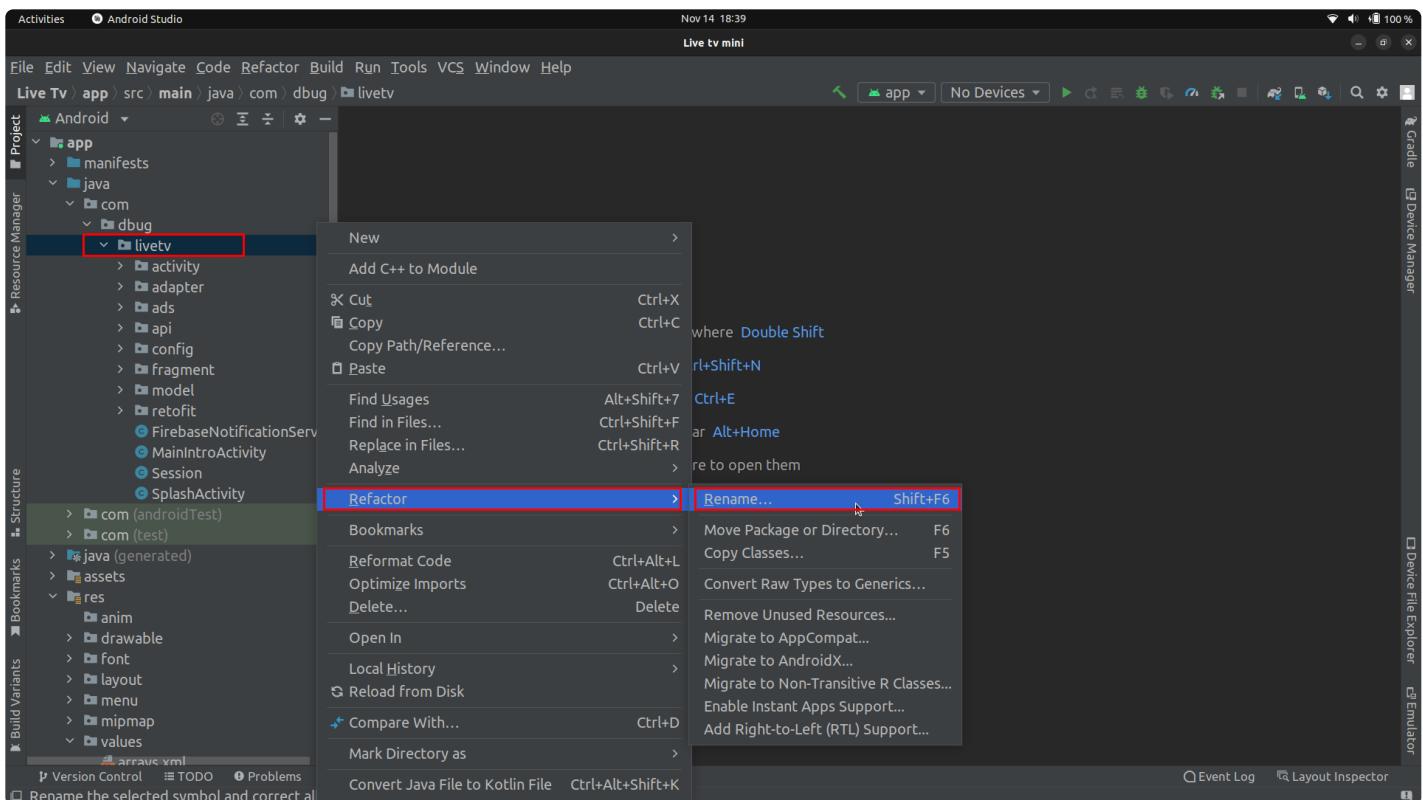
Step 1

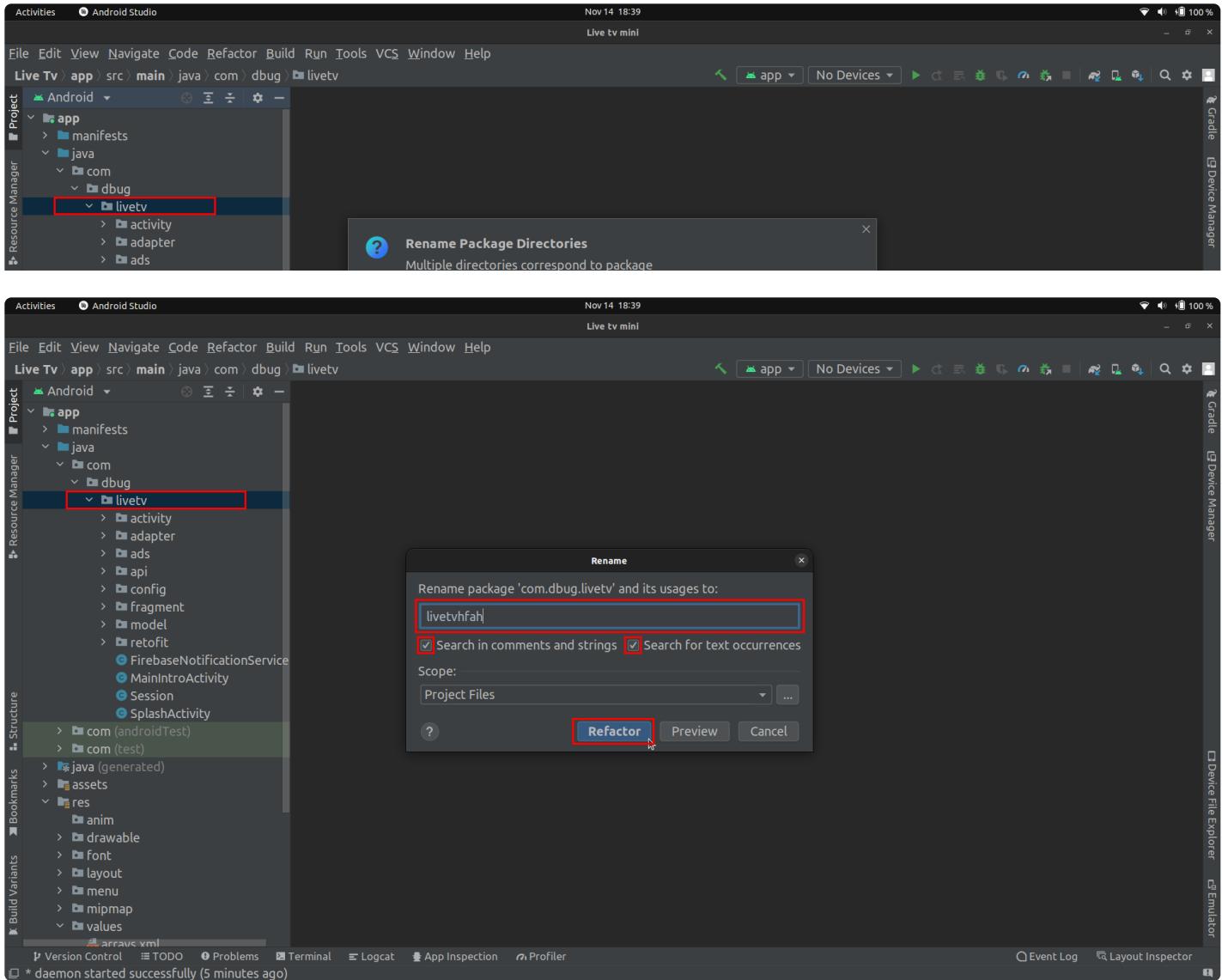
- Click once on your package and then click the setting icon on Android Studio.
- Close / Unselect **Compact Empty Middle Packages**
- Right-click your package and rename it.





then Change folder name





Step 2

1. Open **Gradle Scripts** → **build.gradle (Module: app)**
2. Change the application ID with your own id name
3. Standard naming procedure: **com.yourdomainname.yourappname**
4. Click **Sync Now.**
5. Change the id as unique as possible, because the application id is very important to use if you want to publish the application to google play.

(i) Important: Your application Id or package name must same with the package name that you've to create on the firebase console when you generate google-services.json

```

dataBinding true

defaultConfig {
    applicationId "com.debug.livetv"
    minSdkVersion 21
    targetSdkVersion 32
    versionCode 1
    versionName "1.0"

    testInstrumentationRunner "androidx.test.runner.AndroidJUnitRunner"
}

buildTypes {
    release {
        minifyEnabled false
        proguardFiles getDefaultProguardFile('proguard-android-optimize.txt'), 'proguard-rules.pro'
    }
}
compileOptions {
    sourceCompatibility JavaVersion.VERSION_1_8
    targetCompatibility JavaVersion.VERSION_1_8
}

android{} > defaultConfig{}

```

Project update recommended
Android Gradle Plugin can be upgraded.



Previous
Import Project

Next

Generate google-services.json



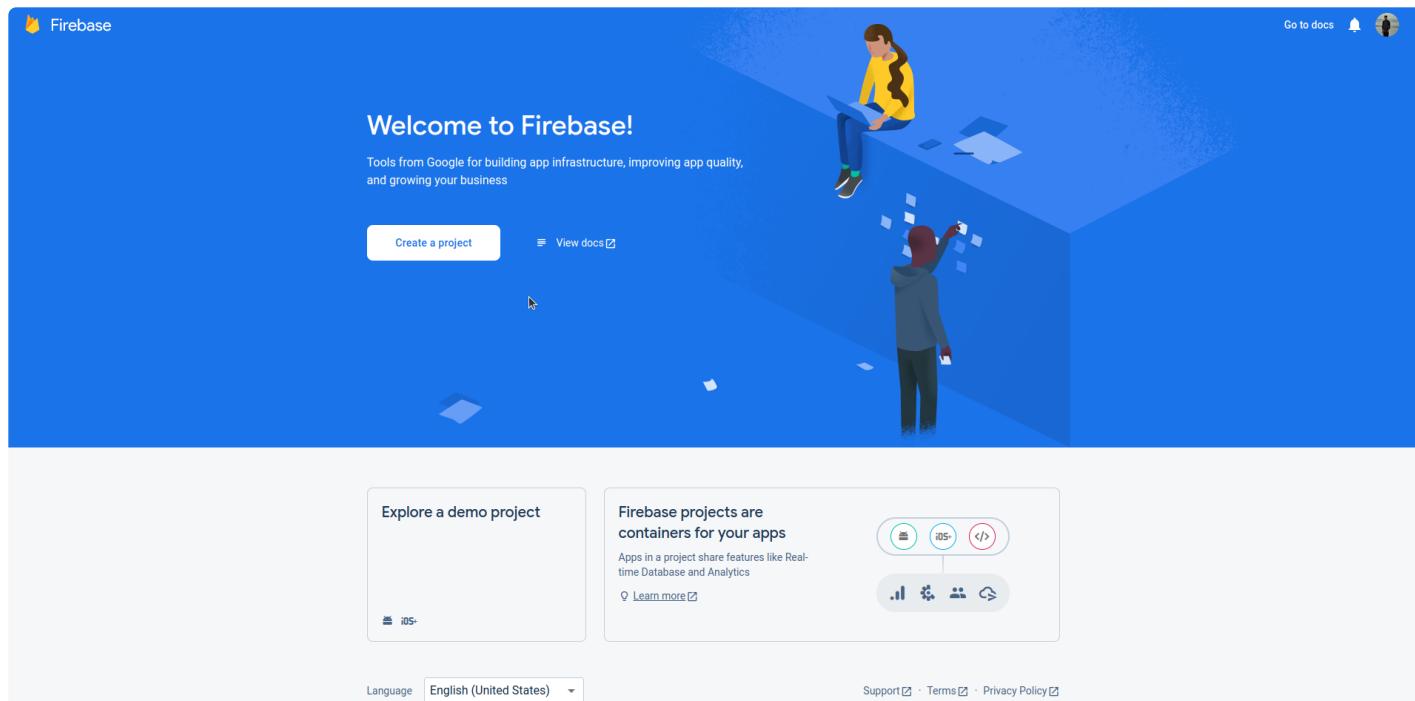
Last modified 2mo ago

Generate google-services.json

⋮

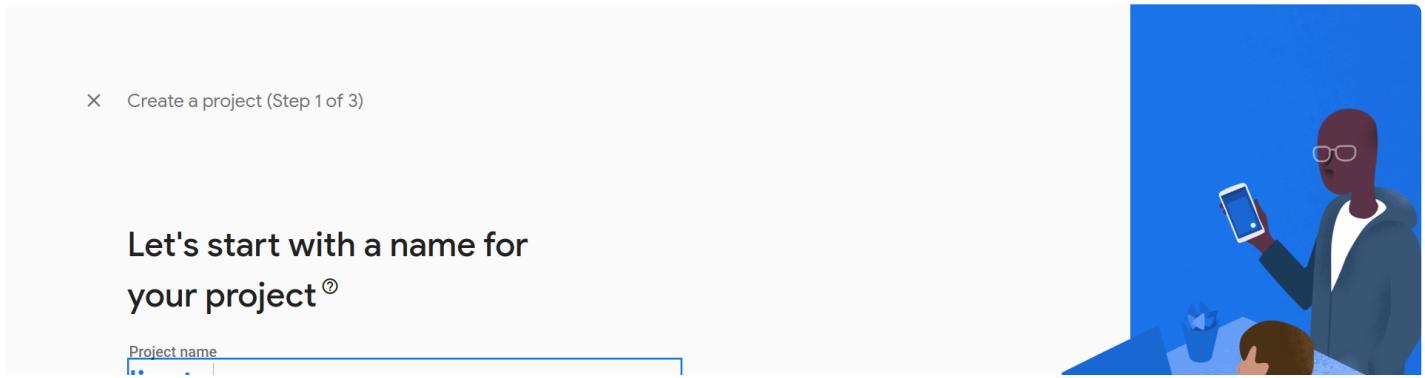
Before you do step change the package name, you must do this step for firebase project configuration

Please note : this step is mandatory to generate **google-services.json** file



Visit [Firebase Console](#)

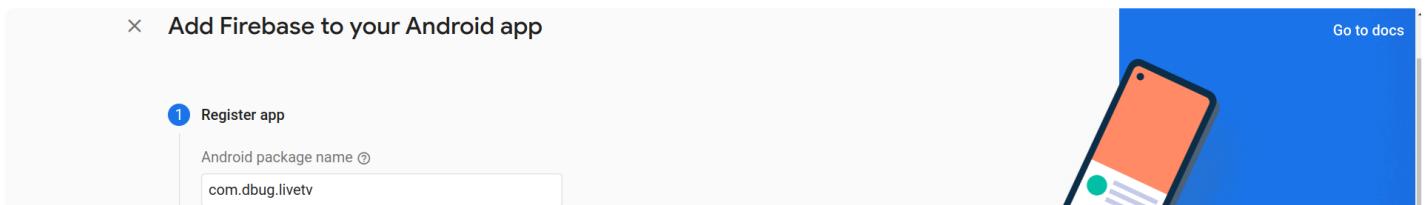
Please register or log in first and then select create new project. In the dialog window enter the name of the project that will be created and the contents of the state and then click the create project to continue.



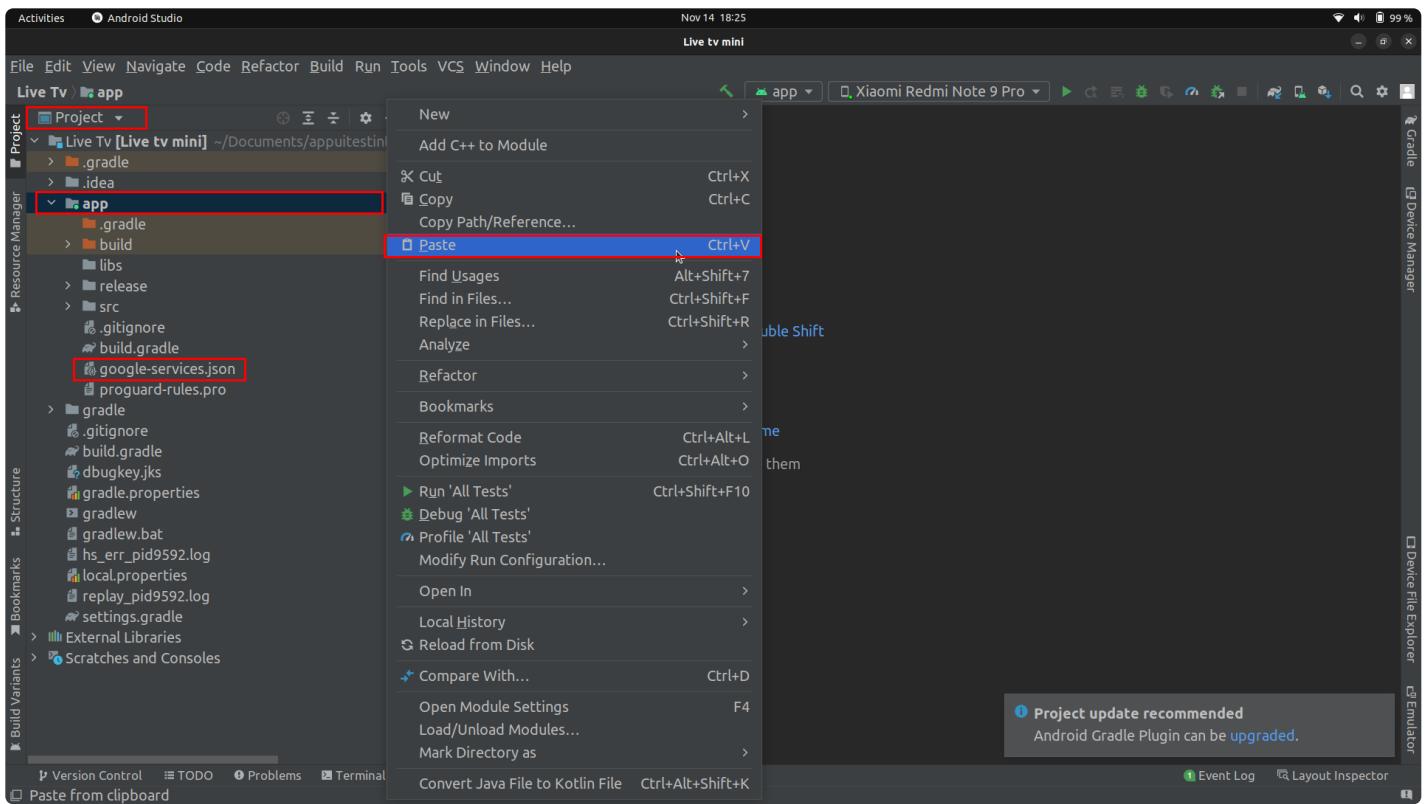
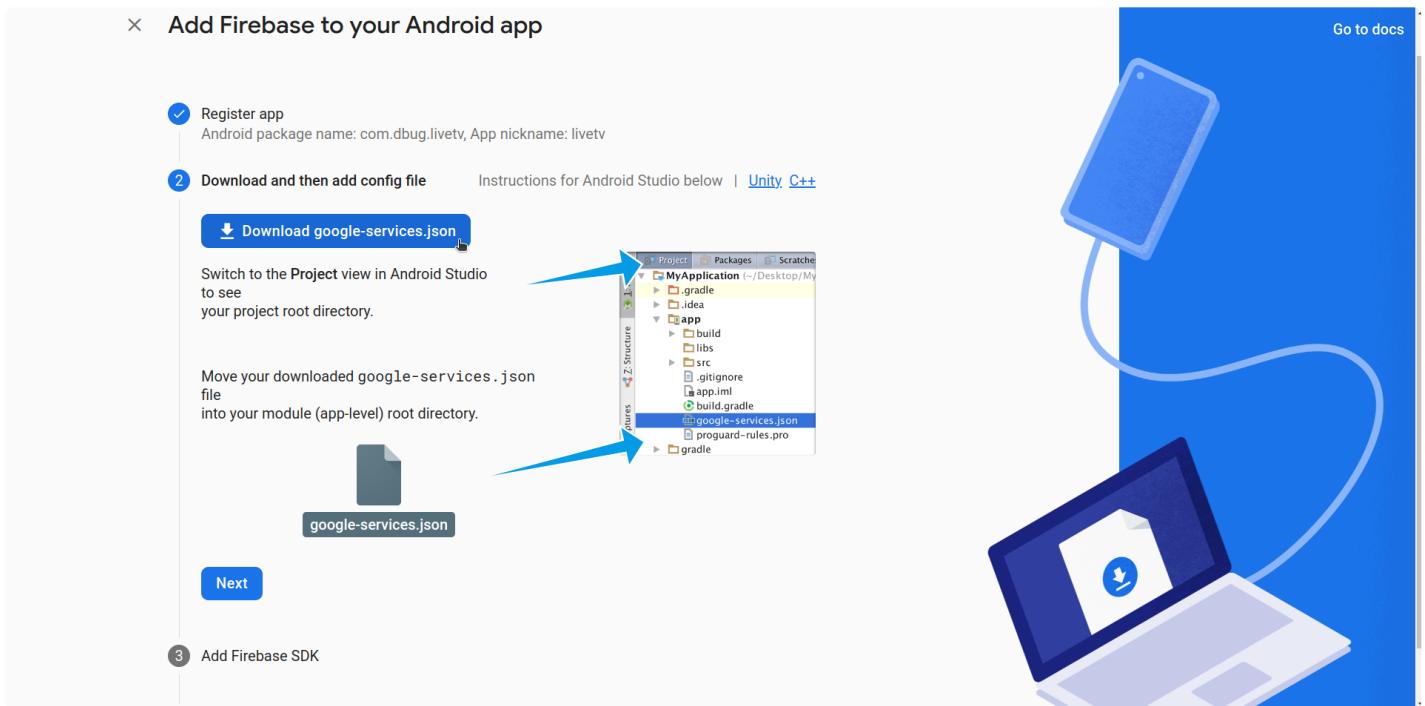
After successfully creating a project on Firebase then the page will be redirected to the dashboard project that has been made.

The screenshot shows the Firebase Project Overview dashboard for a project named 'Pet BaZar'. The sidebar includes links for Project Overview, Build, Release & Monitor, Analytics, Engage, and All products. The main area displays the app icon 'Pet BaZar' with a 'Spark plan' badge and a 'Select a platform' section where 'Android' is selected. A modal window at the bottom provides information about the benefits of using Firebase for sync app data.

Then on the dashboard Firebase select Add Firebase to your Android app. In the next dialog window enter the name of the Android application package and SHA1 of fingerprints Certificate (optional).



Next will download the configuration file json **google-services.json** automatically, which will be added in the directory app in the Android project.





Previous
Package Name

Next
Server Connection



Last modified 2mo ago

New Live TV
Mini(codecanyon)

Server Connection

⋮

When your admin panel is already configured properly, you can connect it to your android app, select **java/<your_package_name>/config/Constan.java**, and put your admin panel **URL** and **API key** in the **ADMIN_PANEL_URL & API_KEY** string tag for server connection and security purpose.

```
Live tv mini - Constant.java [Live_tv_mini.app.main]
File Edit View Navigate Code Refactor Build Run Tools Git Window Help
Live Tv-Mini app src main java com dbug livetv config Constant strings.xml
1 package com.dbug.livetv.config;
2
3 public class Constant {
4     public static final String PRIVACY_URL = "https://vid-mates.com";
5     public static final String Terms_URL = "https://vid-mates.com";
6     public static final String FAQ_URL = "https://vid-mates.com";
7     public static final String FEEDBACK_URL = "https://vid-mates.com";
8
9     // Put Your Server Root Url Here
10    public static final String ADMIN_PANEL_URL = "https://vid-mates.com";
11    // Put Your Server subfolder as like this if you have any
12    public static final String ADMIN_PANEL_PATH = "/shobuj/LiveTvMini";
13
14    //Put Your Ads Type, As per documentation if you want to load ads code from server then make it "server"
15    // pass ADS_TYPE value "local" to load ads id code from local
16    public static final String ADS_TYPE = "server";
17
18    public static final String POST_PANEL_URL = ADMIN_PANEL_PATH + "/public/api/get_posts";
19    public static final String CATEGORY_PANEL_URL = ADMIN_PANEL_PATH + "/public/api/get_category_index";
20    public static final String CATEGORY_IMAGE_URL = ADMIN_PANEL_PATH + "/public/upload/category/";
21    public static final String VIDEO_IMAGE_URL = ADMIN_PANEL_PATH + "/public/upload/video/";
22    public static final String CATEGORY_ALL_ITEM_URL = ADMIN_PANEL_PATH + "/public/api/get_category_posts";
23    public static final String SLIDERS_PANEL_URL = ADMIN_PANEL_PATH + "/public/api/get_slide";
24    public static final String SLIDER_IMAGE_URL = ADMIN_PANEL_PATH + "/public/upload/slider/";
25
26    public static final String ADS_URL = ADMIN_PANEL_PATH + "/ads/adsid.json";
27    public static final String ADS_URL = ADMIN_PANEL_URL + ADMIN_PANEL_PATH + "/public/api/advertisement";
}
Event Log Layout Inspector
3:24 CRLF UTF-8 8 spaces* master
```



Previous
Generate google-services.json

Next

OneSignal Configuration



Last modified 2mo ago



OneSignal Configuration

⋮

- Type here Now click **Name of your app**
- Check **Google Android (FCM)**
- **Next: Configure Your Platform**

OneSignal

New App / Website

Add your app or website. Need help? [Read our getting started docs.](#)

Name of your app or website

Set up web push or mobile push. You can set up more later.

Apple iOS (APNs)

Google Android (FCM)

Web

Email

SMS

[More Options](#)

[Next: Configure Your Platform](#)

Copy from here the **Server Key** and **Sender ID**

Live Tv > Settings

Google Android (FCM) Configuration

Now, let's configure your app. [Read our Android documentation](#) to learn how to complete the fields below.

Firebase Server Key * [?](#)AAAARSzd0bY:APA91bHsTd0b8qcmcBYRAiNk2v9aFtPSr-cEcr8A-0jNS4:Firebase Sender ID * [?](#)297105478070  [Copy from your Firebase Console](#)[Save & Continue](#) [Go Back](#)

1. Paste **Server Key** to **Firebase Server Key**
2. Paste **Sender ID** to **Firebase Sender ID**
3. Then click **Save & Continue**

Live Tv > Settings

Google Android (FCM) Configuration

Select your target SDK. We'll take you through the steps to get your first user & send your first test notification.



Native Android



Cordova



React Native / Expo



Unity



Xamarin



Flutter



Ionic



Server API



Other SDK

[Save & Continue](#) [Go Back](#)

Now copy Your App ID:

from here

Live Tv > Settings

Google Android (FCM) Configuration

1. Install the SDK

Read the documentation to learn how to install the SDK. Using Android Studio with the Gradle build automation tool provides the swiftest installation

Your App ID: eba173d5-ee82-40b3-a895-30d1eed44f07 

2. Test for Subscribed Users

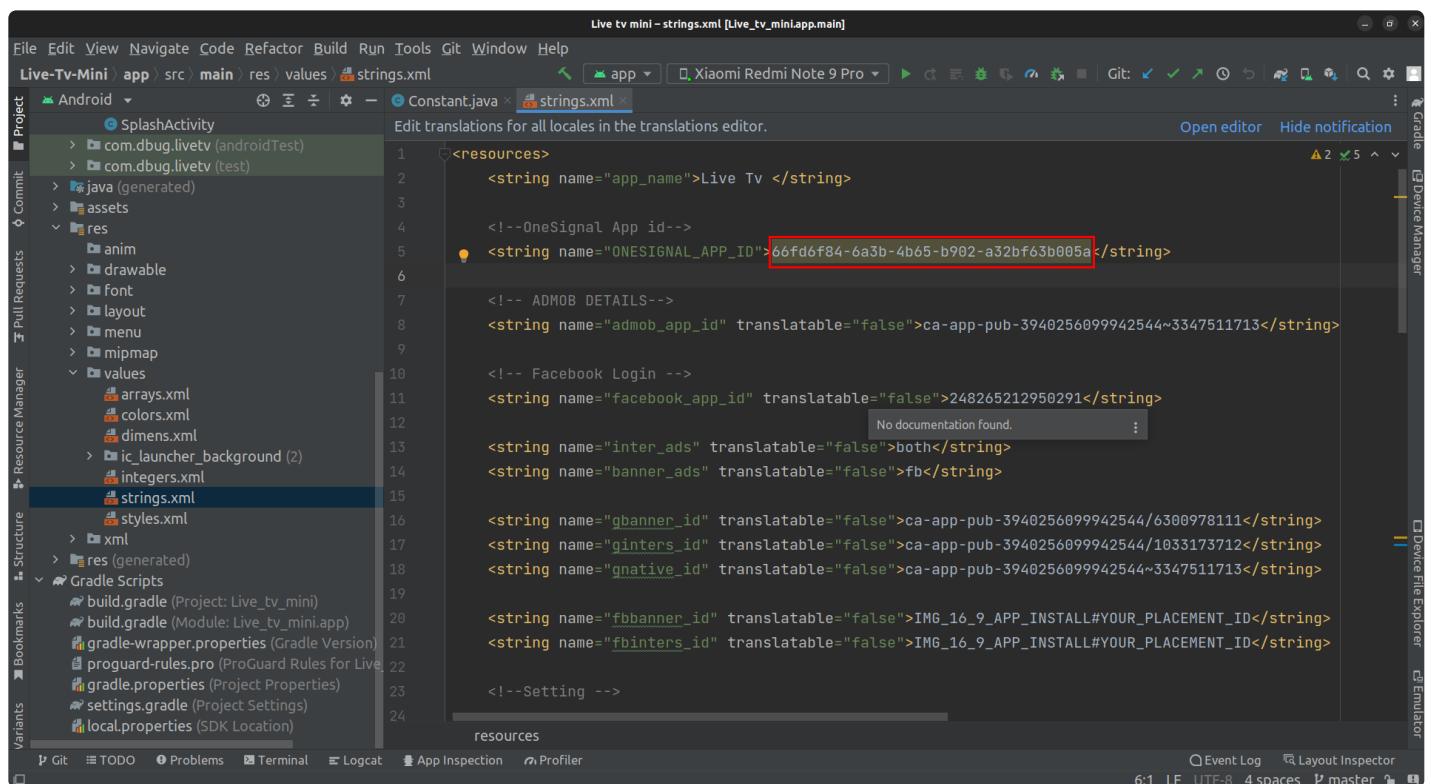
Build and run your app. The OneSignal SDK, once set up correctly, will automatically handle subscribing your device to notifications.

 Check Subscribed Users

 Done

 Go Back

Then Paste Your App ID into OneSignal SeverKey:



```

Live tv mini - strings.xml [Live_tv_mini.app.main]
File Edit View Navigate Code Refactor Build Run Tools Git Window Help
Live-Tv-Mini > app > src > main > res > values > strings.xml
Android com.debug.livetv (androidTest)
Project com.debug.livetv (test)
> java (generated)
> assets
> res
  > anim
  > drawable
  > font
  > layout
  > menu
  > mipmap
  > values
    > arrays.xml
    > colors.xml
    > dimens.xml
    > ic_launcher_background (2)
    > integers.xml
    > strings.xml
    > styles.xml
  > xml
> res (generated)
  > Gradle Scripts
    > build.gradle (Project: Live_tv_mini)
    > build.gradle (Module: Live_tv_mini.app)
    > gradle-wrapper.properties (Gradle Version)
    > proguard-rules.pro (ProGuard Rules for Live_tv_mini)
    > gradle.properties (Project Properties)
    > settings.gradle (Project Settings)
    > local.properties (SDK Location)
  > resources
Edit translations for all locales in the translations editor.
Constant.java x strings.xml x
Open editor Hide notification
<resources>
  <string name="app_name">Live Tv </string>
  <!--OneSignal App id-->
  <string name="ONESIGNAL_APP_ID">66fd6f84-6a3b-4b65-b902-a32bf63b005a</string>
  <!-- ADMOB DETAILS-->
  <string name="admob_app_id" translatable="false">ca-app-pub-3940256099942544~3347511713</string>
  <!-- Facebook Login -->
  <string name="facebook_app_id" translatable="false">248265212950291</string>
  <string name="inter_ads" translatable="false">both</string>
  <string name="banner_ads" translatable="false">fb</string>
  <string name="gbanner_id" translatable="false">ca-app-pub-3940256099942544/6300978111</string>
  <string name="ginters_id" translatable="false">ca-app-pub-3940256099942544/1033173712</string>
  <string name="gnative_id" translatable="false">ca-app-pub-3940256099942544~3347511713</string>
  <string name="fbbanner_id" translatable="false">IMG_16_9_APP_INSTALL#YOUR_PLACEMENT_ID</string>
  <string name="fbinters_id" translatable="false">IMG_16_9_APP_INSTALL#YOUR_PLACEMENT_ID</string>
  <!--Setting -->
No documentation found.
  
```



Previous
Server Connection

Next
Ad Network



Last modified 2mo ago



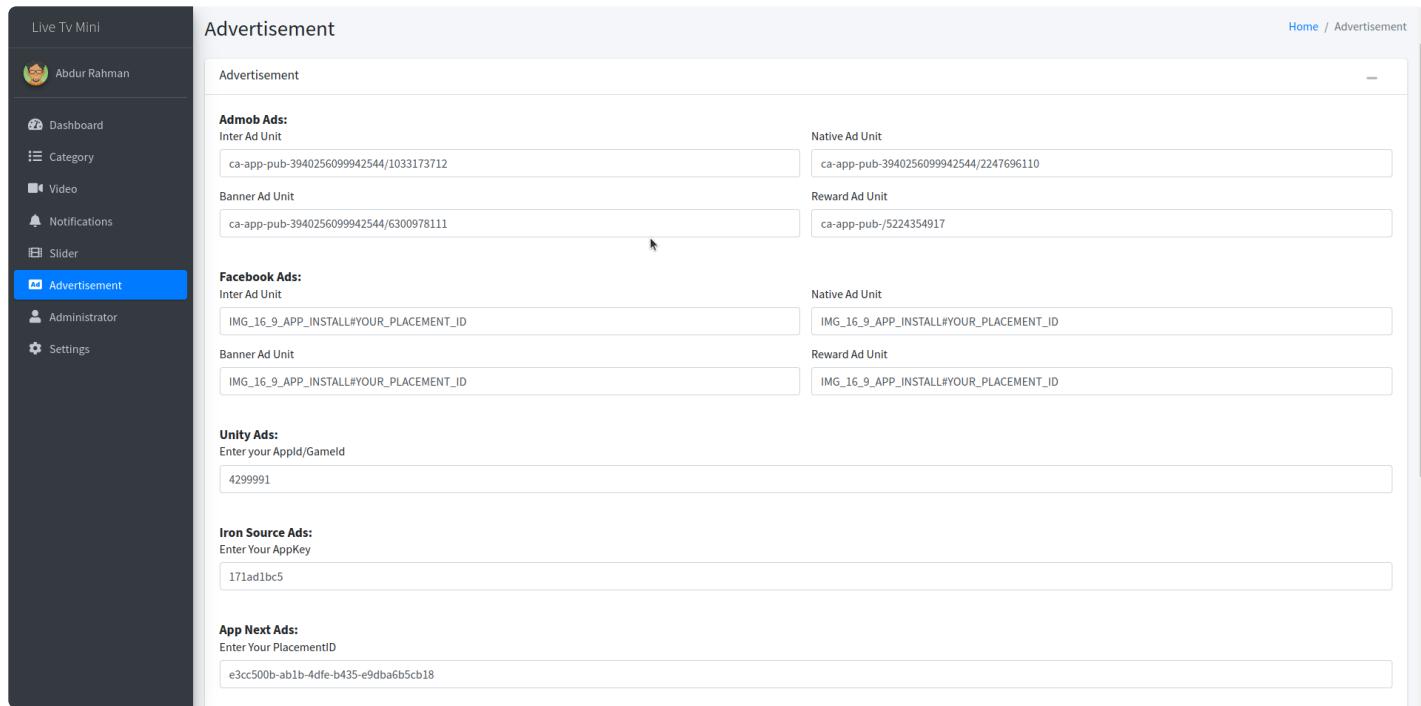
New Live TV Mini(codecanyon)

Ad Network

⋮

go there and change those from the admin panel Settings Tab will be avail to change those ads unit

Click Update



The screenshot shows the 'Advertisement' section of the admin panel. On the left sidebar, 'Advertisement' is selected. The main area contains several input fields for different ad networks:

- Admin Ads:**
 - Inter Ad Unit: ca-app-pub-3940256099942544/1033173712
 - Banner Ad Unit: ca-app-pub-3940256099942544/6300978111
- Native Ad Unit:**
 - Native Ad Unit: ca-app-pub-3940256099942544/2247696110
 - Reward Ad Unit: ca-app-pub-/5224354917
- Facebook Ads:**
 - Inter Ad Unit: IMG_16_9_APP_INSTALL#YOUR_PLACEMENT_ID
 - Banner Ad Unit: IMG_16_9_APP_INSTALL#YOUR_PLACEMENT_ID
 - Native Ad Unit: IMG_16_9_APP_INSTALL#YOUR_PLACEMENT_ID
 - Reward Ad Unit: IMG_16_9_APP_INSTALL#YOUR_PLACEMENT_ID
- Unity Ads:**
 - Enter your AppId/Gameld: 4299991
- Iron Source Ads:**
 - Enter Your AppKey: 171ad1bc5
- App Next Ads:**
 - Enter Your PlacementID: e3cc500b-ab1b-4dfe-b435-e9dba6b5cb18

If you want to ads come from the local change in the Constant file instruct below

```

File Edit View Navigate Code Refactor Build Run Tools Git Window Help
e-Tv-Mini app src main java com dbug livetv config Constant app Xiaomi Redmi Note 9 Pro Git: 2/2
Project Android + - Constant.java strings.xml
app manifests java com.debug.livetv activity CategoryItemList
1 package com.debug.livetv.config;
2
3 public class Constant {
4     public static final String PRIVACY_URL = "https://vid-mates.com";
5     public static final String Terms_URL = "https://vid-mates.com";

```

then set ads following those areas:

```

File Edit View Navigate Code Refactor Build Run Tools Git Window Help
Live-Tv-Mini app src main res values strings.xml
Project Android + - Constant.java strings.xml
Live-Tv-Mini > app > src > main > res > values > strings.xml
Edit translations for all locales in the translations editor. Open editor Hide notification
1 <resources>
2     <string name="app_name">Live Tv </string>
3
4     <!--OneSignal App id-->
5     <string name="ONESIGNAL_APP_ID">66fd6f84-6a3b-4b65-b902-a32bf63b005a</string>
6
7     <!-- ADMOB DETAILS-->
8     <string name="admob_app_id" translatable="false">ca-app-pub-3940256099942544~3347511713</string>
9
10    <!-- Facebook Login -->
11    <string name="facebook_app_id" translatable="false">248265212950291</string>
12
13    <string name="inter_ads" translatable="false">both</string>
14    <string name="banner_ads" translatable="false">fb</string>
15
16    <string name="gbanner_id" translatable="false">ca-app-pub-3940256099942544/6300978111</string>
17    <string name="ginters_id" translatable="false">ca-app-pub-3940256099942544/1033173712</string>
18    <string name="gnative_id" translatable="false">ca-app-pub-3940256099942544~3347511713</string>
19
20    <string name="fbanner_id" translatable="false">IMG_16_9_APP_INSTALL#YOUR_PLACEMENT_ID</string>
21    <string name="fbinters_id" translatable="false">IMG_16_9_APP_INSTALL#YOUR_PLACEMENT_ID</string>
22
23    <!--Setting -->
24

```

Previous

OneSignal Configuration



Next
Notification



Last modified 2mo ago

New Live TV
Mini(codecanyon)

Notification

Change your Server Key For the Notification system

The screenshot shows the Firebase Project Overview page for the project 'walmart-hd'. The left sidebar contains navigation links for Project Overview, Messaging, Authentication, Realtime Database, Storage, Analytics, Engage, and Build. The main content area displays the 'Analytics' section, which includes a chart showing daily active users (1 user) from Nov 7 to Nov 13, and a note that there is no data for the last 14 days. It also features a 'Day 1 retention' section with a dashed line graph. Below the Analytics section is a 'Build' section showing Realtime Database, Downloads (7d total), and Storage (current). At the top of the main content area, there are tabs for 5 apps, with 'Live tv mini' highlighted by a red box. The top right corner shows 'Users in last 30 minutes' at 0.

The screenshot shows the Firebase Project Overview page for the 'walmart-hd' project. The 'Cloud Messaging' tab is highlighted with a red border. On the left sidebar, there are sections for Project Overview, Project shortcuts (Messaging, Authentication, Realtime Database, Storage), Product categories (Build, Release & Monitor, Analytics, Engage), and a Spark plan section.

Cloud Messaging API (V1) Enabled
Recommended for most use cases. [Learn more](#)

Sender ID	Service Account
664263255840	Manage Service Accounts

Cloud Messaging API (Legacy) Enabled
If you are newly integrating messaging into your app, use the latest Firebase Cloud Messaging API (V1). If you are an existing user of Cloud Messaging API (Legacy), consider migrating to the latest Firebase Cloud Messaging API (V1). [Learn more](#)

Key	Token
Server key	AAAAAmqks5yA:APA91bFk8o7vYT0pbalkYQ6dlSYemb2M-8qg1GNYUCYCy6Do5SwSnQ-ePayJQf6smXpWNZAzNz7LW4yoXaa5-AF28bu9_hBr0idQ-kCY7H2TFMVnE2ETWAE0slqGax4pYqCyKRlIM
Sender ID	664263255840

[copy this key](#) [Add server key](#)

The screenshot shows the 'Settings' page of the 'Live Tv Mini' application. The left sidebar includes options like Dashboard, Category, Video, Notifications, Slider, Advertisement, and Settings (which is currently selected).

FCM Server Key [Paste Here](#)

AAAAGa5D-3A:APA91bFrJghKny1Ik4qgLFi9hRLTpDh6-YL48QK80iQAA4W3Ujn2ySok_pvjt_JplbdrkV7mEbSE99Sk_ztAixlvu7rHhW96ivmQZE0x5v5MjodD5334pwStuPzpo-xZmUeXkl6aby-7

Privacy Policy

Developing or publishing a mobile app? Your mobile app almost certainly requires a Privacy Policy sdfkjdnj

- You may need a Privacy Policy to comply with privacy law
- Apple requires all iOS developers to publish a Privacy Policy
- Google requires almost all Android developers to publish a Privacy Policy

This article contains some simple, step-by-step guides to creating a basic Privacy Policy for your mobile app.

We're going to look briefly at the requirements under [privacy law](#), [Apple's policies](#), and [Google's policies](#), so you can confirm whether you *need* a Privacy Policy for your mobile app.

If you already know you need to create a Privacy Policy for your mobile app, you can jump straight to our step-by-step guides to creating a Privacy Policy for an [Android app](#), or for both platforms.

[update](#)



Previous
Ad Network

Next

Setup Settings URLs



Last modified 2mo ago



Setup Settings URLs

and also change the privacy policy, terms, faq, and feedback URLs

```

Live tv mini - Constant.java [Live_tv_mini.app.main]
File Edit View Navigate Code Refactor Build Run Tools Git Window Help
e-Tv-Mini app src main java com dbug livetv config Constant strings.xml
Project
  Android
    app
      manifests
      java
        com.dbug.livetv
          activity
            CategoryItemList
            ItemViewActivity
            MainActivity
            PlayerActivity
            RecentActivity
            SettingsActivity
          adapter
          ads
          api
          config
            Constant
          fragment
          model
          retrofit
            FirebaseNotificationService
            MainIntroActivity
            Session
            SplashActivity
          com.dbug.livetv (androidTest)
          com.dbug.livetv (test)
        java (generated)
        assets
        res
          anim
          drawable
          font
Constant.java
public class Constant {
    public static final String PRIVACY_URL = "https://vid-mates.com";
    public static final String Terms_URL = "https://vid-mates.com";
    public static final String FAQ_URL = "https://vid-mates.com";
    public static final String FEEDBACK_URL = "https://vid-mates.com";

    // Put Your Server Root Url Here
    public static final String ADMIN_PANEL_URL = "https://vid-mates.com";
    // Put Your Server subfolder as like this if you have any
    public static final String ADMIN_PANEL_PATH = "/shobuj/LiveTvMini";

    //Put Your Ads Type, As per documentation if you want to load ads code from server then make it "server"
    // pass ADS_TYPE value "local" to load ads id code from local
    public static final String ADS_TYPE = "server";

    public static final String POST_PANEL_URL = ADMIN_PANEL_PATH + "/public/api/get_posts";
    public static final String CATEGORY_PANEL_URL = ADMIN_PANEL_PATH + "/public/api/get_category_index";
    public static final String CATEGORY_IMAGE_URL = ADMIN_PANEL_PATH + "/public/upload/category/";
    public static final String VIDEO_IMAGE_URL = ADMIN_PANEL_PATH + "/public/upload/video/";
    public static final String CATEGORY_ALL_ITEM_URL = ADMIN_PANEL_PATH + "/public/api/get_category_posts";
    public static final String SLIDERS_PANEL_URL = ADMIN_PANEL_PATH + "/public/api/get_slide";
    public static final String SLIDER_IMAGE_URL = ADMIN_PANEL_PATH + "/public/upload/slider/";
    public static final String ADS_URL = ADMIN_PANEL_PATH + "/ads/adnid.json";
    public static final String ADS_URL = ADMIN_PANEL_URL + ADMIN_PANEL_PATH + "/public/api/advertisement";
}

```



Previous
Notification

Next

Change App Name

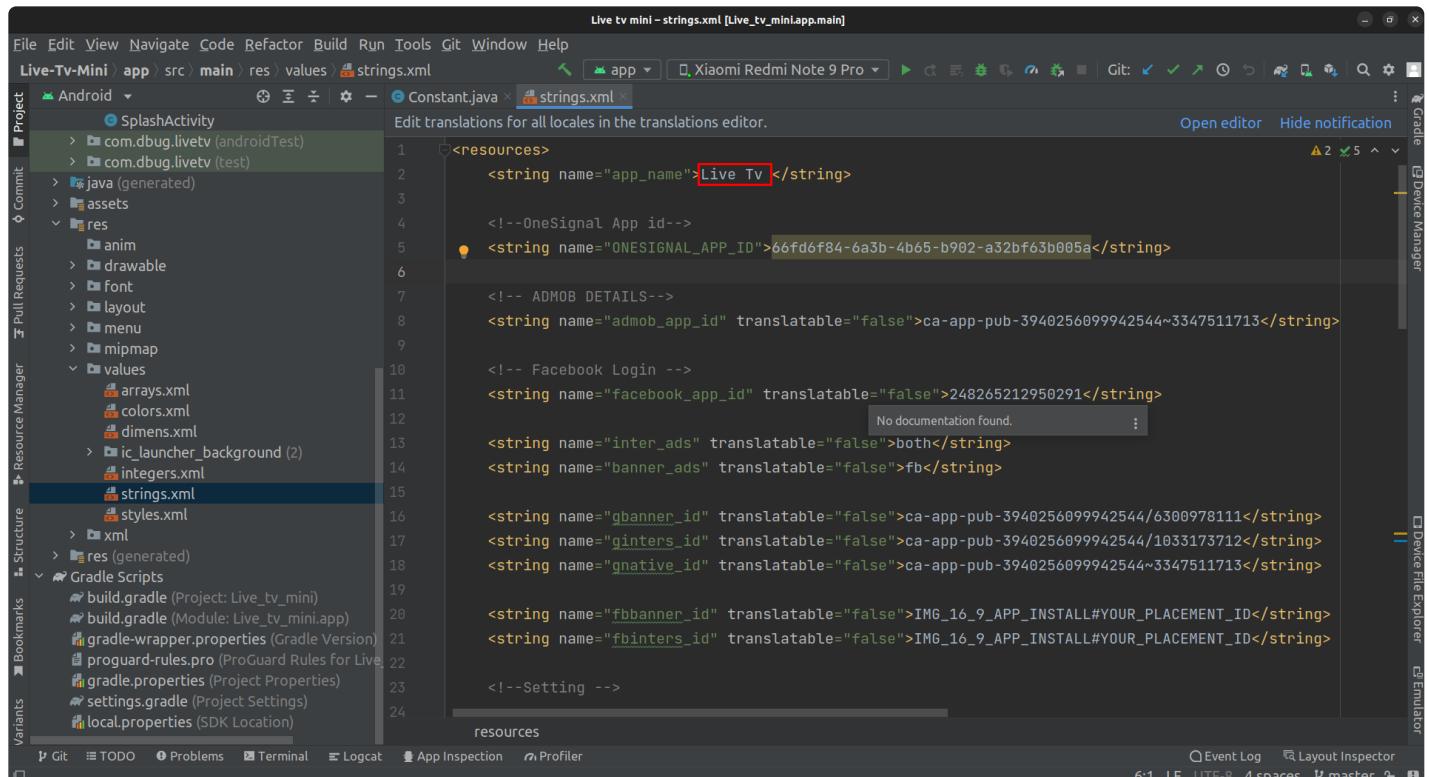


Last modified 2mo ago



Change App Name

change the App Name from the string file



```

<resources>
    <string name="app_name">Live TV</string>

    <!--OneSignal App id-->
    <string name="ONESIGNAL_APP_ID">66fd6f84-6a3b-4b65-b902-a32bf63b005a</string>

    <!-- ADMOB DETAILS-->
    <string name="admob_app_id" translatable="false">ca-app-pub-3940256099942544~3347511713</string>

    <!-- Facebook Login -->
    <string name="facebook_app_id" translatable="false">248265212950291</string>
    <string name="inter_ads" translatable="false">both</string>
    <string name="banner_ads" translatable="false">fb</string>

    <string name="gbanner_id" translatable="false">ca-app-pub-3940256099942544/6300978111</string>
    <string name="ginters_id" translatable="false">ca-app-pub-3940256099942544/1033173712</string>
    <string name="gnative_id" translatable="false">ca-app-pub-3940256099942544~3347511713</string>

    <string name="fbanner_id" translatable="false">IMG_16_9_APP_INSTALL#YOUR_PLACEMENT_ID</string>
    <string name="fbinters_id" translatable="false">IMG_16_9_APP_INSTALL#YOUR_PLACEMENT_ID</string>

    <!--Setting -->

```

Previous
Setup Settings URLs

Next
Change App Logo



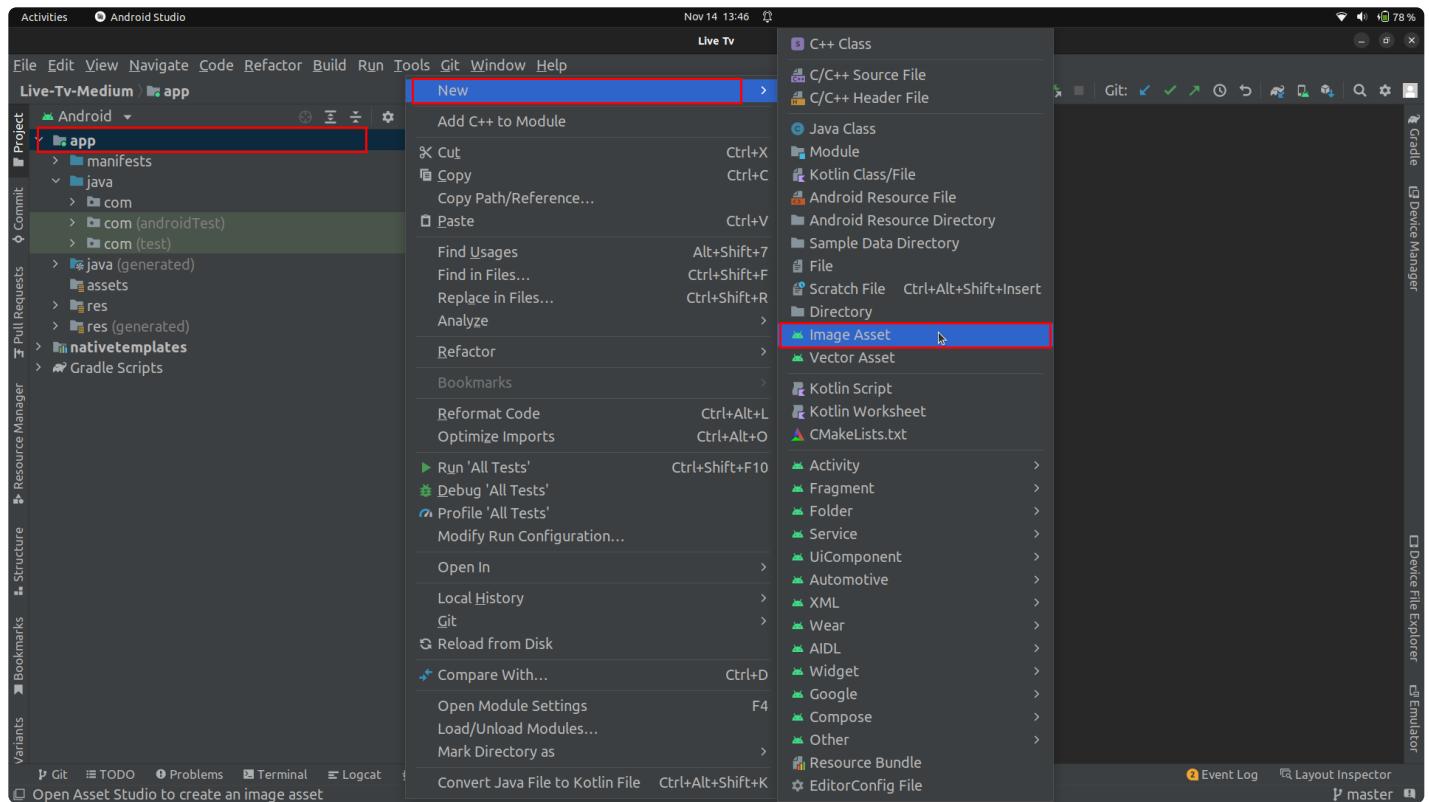
Last modified 2mo ago

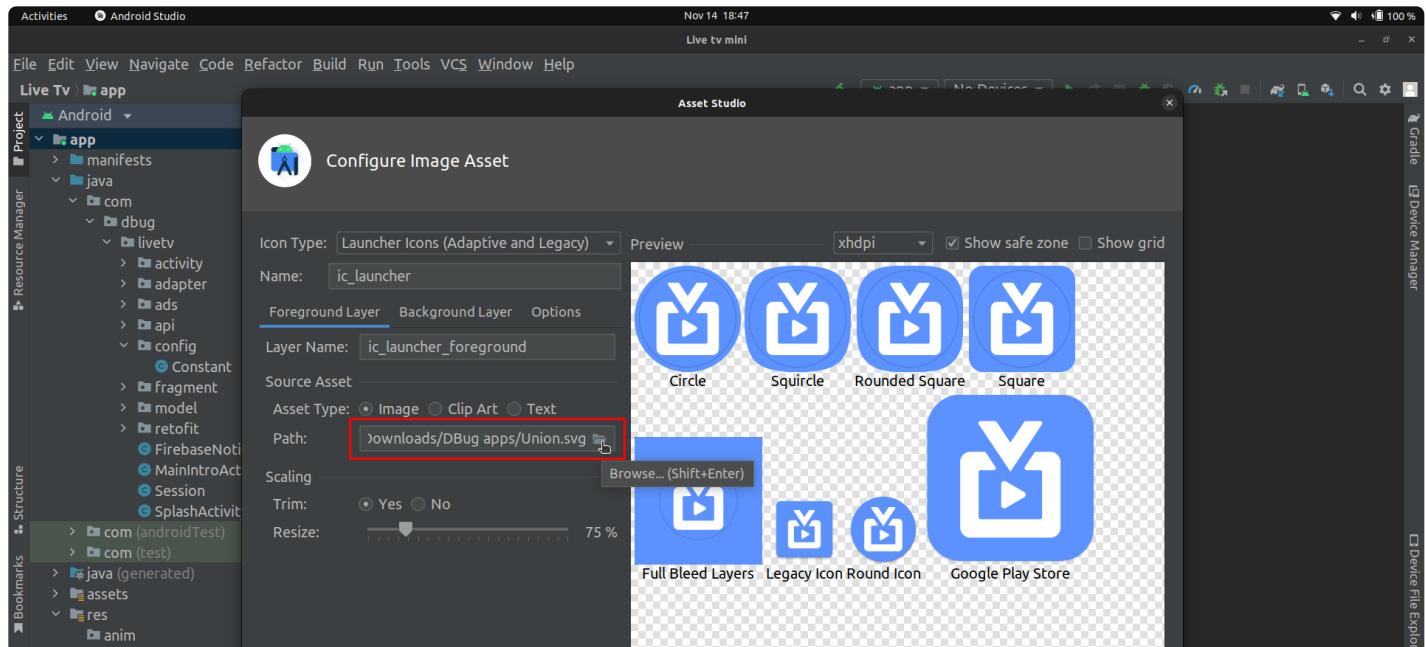
New Live TV
Mini(codecanyon)

Change App Logo

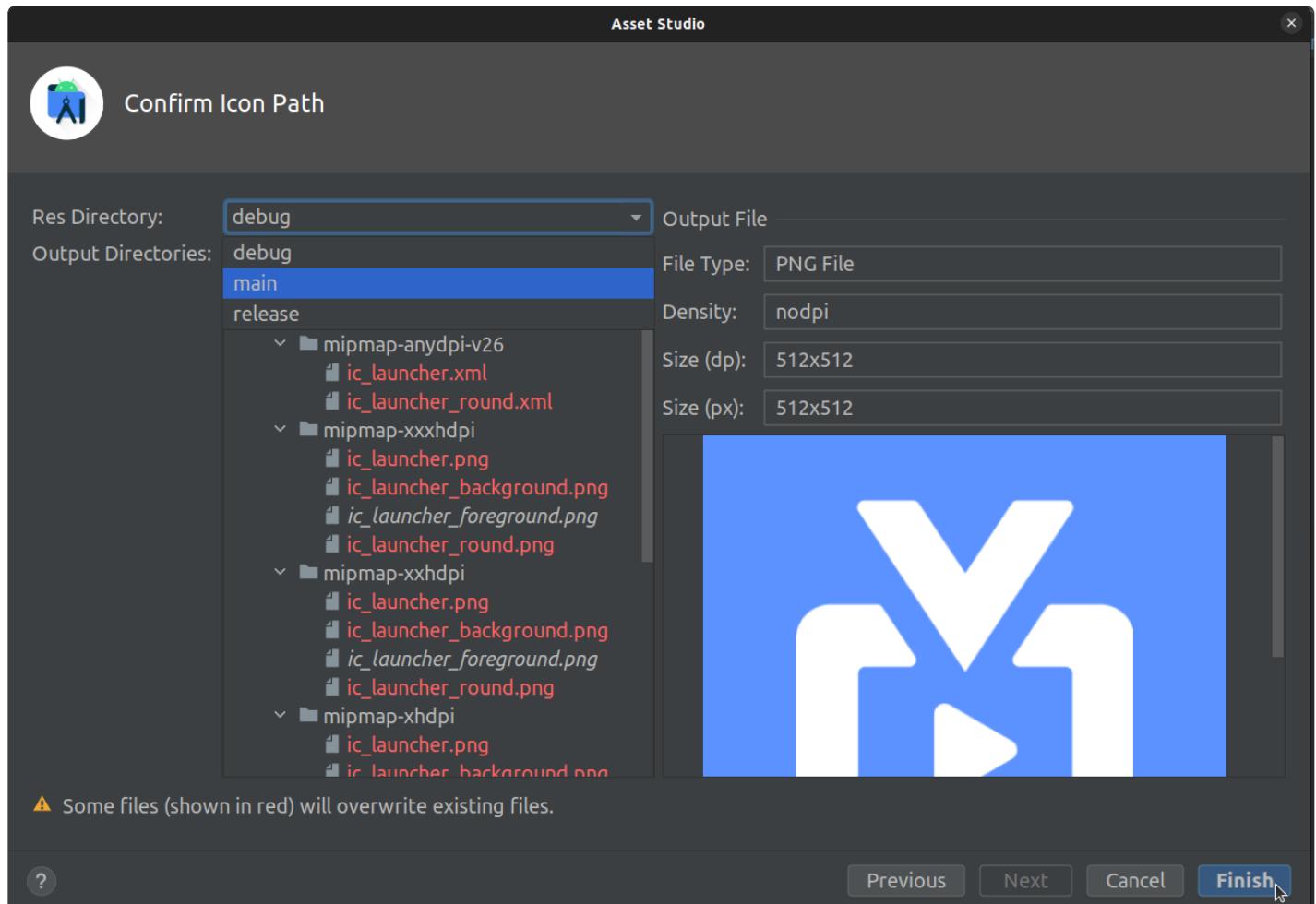
...

1. Open Android Studio → **File** → **New** → **Image Asset**
2. You can choose 2 types of your icon type, that is **Launcher Icon (Adaptive and Legacy)** or **(Legacy Only)**
3. Recommended to use **Launcher Icon (Adaptive and Legacy)**
4. Browse and choose your image file icon (.png) format with square dimension and start customizing your icon
5. Make sure the resource name is “**ic_launcher**” → Next → Finish





after that set the Res Directory main





Previous
[Change App Name](#)

Next

[Change App Color](#)



Last modified 2mo ago



Change App Color

:

1. To change the app color, you can see on the **res/values/colors.xml** (Light)
2. Enter your color code inside each of the strings tag
3. To change the app color, you can see on the **res/values/colors.xml** (Night)
4. Enter your color code inside each of the strings tag

```

<?xml version="1.0" encoding="utf-8"?>
<resources>
    <color name="purple_700">#FF3700B3</color>
    <color name="black">#FF000000</color>
    <color name="white">#FFFFFF</color>
    <color name="main_color_w">#EDEEF2</color>

    <color name="maincolor">#121212</color>
    <color name="tool_bar_color">#1F1F1F</color>
    <color name="maincolor_tab">#68A1C29</color>
    <color name="bg_channel_text">#8A090808</color>

    <!-- Screens background color-->
    <color name="bg_screen1">#f64c73</color>
    <color name="bg_screen3">#3395ff</color>

    <!-- dots inactive colors -->
    <color name="dot_dark_screen1">#d1395c</color>
    <color name="dot_dark_screen2">#14a895</color>
    <color name="dot_dark_screen3">#2278d4</color>
    <color name="dot_dark_screen4">#a854d4</color>

    <!-- dots active colors -->
    <color name="dot_light_screen1">#f98da5</color>
    <color name="dot_light_screen2">#8cf9eb</color>
    <color name="dot_light_screen3">#93c6fd</color>
    <color name="dot_light_screen4">#e4b5fc</color>

    <array name="array_dot_active">
        <item>@color/dot_light_screen1</item>
        <item>@color/dot_light_screen2</item>
    </array>

```



Previous
Change App Logo

Next
Text Assets



Last modified 2mo ago

New Live TV
Mini(codecanyon)

Text Assets

The text asset consists of the application name of another text component inside the app, to change it :

1. You can see on the **res/values/strings.xml**
2. Change the value name in each strings tag according to your needs.

colors.xml x strings.xml

Edit translations for all locales in the translations editor.

```

<resources>
    <string name="app_name" translatable="false">Live Tv</string>

    <string name="banner_ads" translatable="false">fb</string>
    <string name="next">NEXT</string>
    <string name="skip">SKIP</string>
    <string name="start">START NOW</string>
    <!-- Sync Preferences -->
    <string name="summary_about">We are a team of like-minded people, specialized in development of />
    <string name="privacy_policy">Privacy Policy</string>

    <string name="categories_home">Categories</string>
    <string name="see_all">See All</string>
    <string name="recent">Recent</string>
    <string name="channel">Channel</string>
    <string name="favorites">Favorites</string>
    <string name="all_category">All Category</string>
    <string name="setting">Setting</string>
    <string name="select_your_language">Select your Language</string>
    <string name="send_feedback">Question? We are happy to help!</string>
    <string name="FAQ">View frequently asked question</string>
    <string name="dark_mode_on_or_off">Dark mode on or off</string>
    <string name="vibrator_on_channel_notification">Vibrator on new notification</string>
    <string name="new_message_notification">New message notification</string>
    <string name="notification">Notification</string>
    <string name="vibrator">Vibrator</string>
    <string name="dark_mode">Dark Mode</string>
    <string name="language">Language</string>
    <string name="about">About</string>
    <string name="version">Version</string>
    <string name="send_feedback_main">Send FeedBack</string>
    <string name="faq">FAQ</string>
    <string name="terms_amp_condition">Terms & Condition</string>
    <string name="rate_us">Rate us</string>

```



Previous
Change App Color

[Next](#)[Image Assets](#)

Last modified 2mo ago

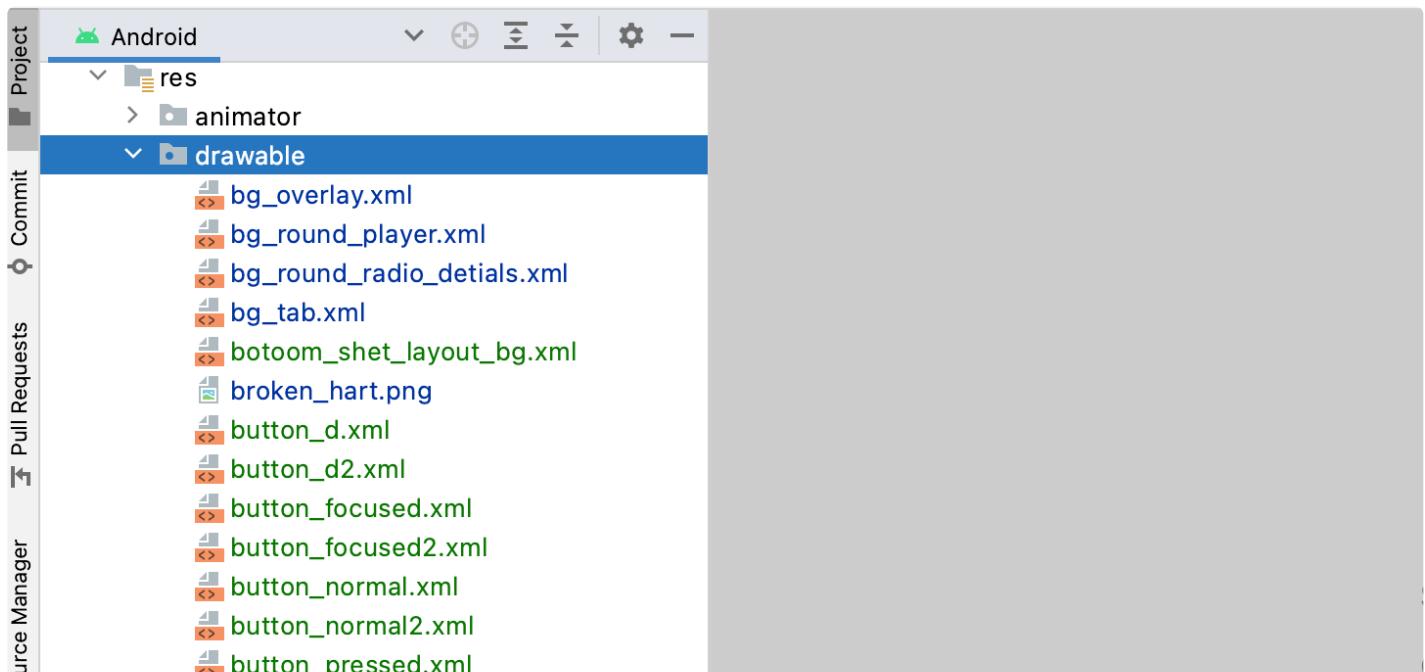


Image Assets

:

The image asset consists of the splash image and another image component inside the app, to change it :

1. Open **res/values/drawable** and replace them with your image or icon, all images are placed on **drawable-hdpi** folder
2. you also can change every image in the app via Explorer, open Explorer and go to your project directory, select **YourVideosChannel/app/src/main/res/drawable-hdpi**
3. Replace every image which you need to custom the application and highly recommended you use the same resolution for each image



Previous
Text Assets

Next

Admin Panel



Last modified 2mo ago



Admin Panel

⋮

Here are the articles in this section:

[Getting Started](#)[Create Database](#)[Import Database](#)[Upload PHP Script's](#)[Previous
Image Assets](#)[Next](#)[Getting Started](#)

Last modified 2mo ago



Getting Started

:

Before doing the installation, you need to do the following things :

Have a web hosting to store admin panel files and MySQL Database to run this admin panel, web hosting that you use must have the following requirements :

- **PHP Version =>7.2**

- **bcMath PHP Extensions**

- **Ctype**

- **PHP Extensions**

- **Fileinfo**

- **PHP Extensions**

- **mbString**

- **PHP Extensions**

- **open ssl**

- **PHP Extensions**

- **PDO**

- **PHP Extensions**

- **tokenizer**

- **PHP Extensions**

- **xml**

- **PHP Extensions**

- **json**

- **PHP Extensions**

- **curl**

- **PHP Extensions**

- **http**

- **PHP Extensions**
- **Support .htaccess**
- **Support MySQL**
- **Apache Server (Install PuTTY)**
- **Hosting with VPS**
- **Support WinSCP (Install this software)**
- **Install Composer Latest version**

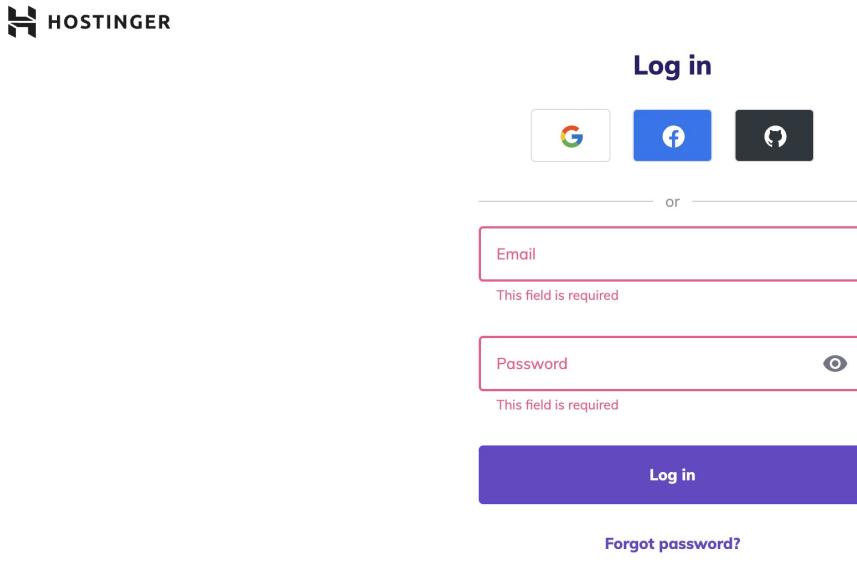
Because this documentation uses VPS, web hosting with VPS is recommended. If you don't have web hosting or a domain, you can check on this sample site which provides hosting and domain service:

For Hosting Purchasing we recommended:

1. Hostinger

You can sign up using our referral link and get 100usd free credit for 60 days period.

Login first with your valid **Email** and **Password**



The screenshot shows the Hostinger login page. At the top left is the Hostinger logo. In the center is a "Log in" button. Below it are three social media login options: Google (with a red border), Facebook (blue), and GitHub (black). A horizontal line with the word "or" separates these from the manual login fields. There are two input fields: one for "Email" and one for "Password". Both fields have a red border and a "This field is required" message below them. To the right of the password field is an "eye" icon for password visibility. Below the fields is a large purple "Log in" button. At the bottom of the form is a link to "Forgot password?". At the very bottom, there is a promotional message: "Not a member yet? Choose a hosting plan and get started now!"

Click on **manage** to enter your file manager.

The screenshot shows the Hostinger Admin Panel interface. At the top, there's a navigation bar with links for Home, Websites, Hosting, Emails, Domains, and SSL. On the right side of the header are icons for language (American English), currency (Euro), volume (Speaker), help (Question mark), and user profile.

The main content area has two main sections:

- Hosting**: Shows a summary for 4 websites, indicating they expire on 2024-10-25. A blue "Manage" button is highlighted with a black border.
- Domain**: Shows a summary for a domain, indicating it expires on 2023-10-04. A blue "Manage" button is also present here.

Click on **File manager**.

This screenshot shows the Hostinger Admin Panel Dashboard. On the left, a sidebar lists navigation items: Website name (dropdown), Search (text input), Dashboard (highlighted with a purple background), WordPress, Order, Accounts, Emails, Domains, Website, and Files.

The main dashboard area displays a summary for a website named "newsvide.com", which is active and was created on 2022-10-04. It includes links to Edit website, Share, Admin, Manage, and Disable.

Below this, there are several cards with site statistics and management links:

- File manager** (highlighted with a black border).
- Databases**
- WordPress dashboard**
- Tips to improve**

Go to public_html to upload your project.

(i) Note: If there is no public_html folder then create new one with name public_html.

The screenshot shows a file browser interface with a sidebar on the left containing 'My files', 'New folder', 'New file', 'Trash bin', 'Space' (799.69 MB / 100 GB), 'Inodes' (24844 / 400000), 'Settings', and 'Logout'. The main area displays a list of files in the 'public_html' folder. The 'public_html' folder is highlighted with a black border. The list includes:

Name	Size	Last modified
public_html	—	a few seconds ago drwxr-xr-x

Upload a your **laravel script.zip** file and unzip the project.

The screenshot shows a file browser interface with a sidebar on the left containing 'My files', 'New folder', 'New file', 'Trash bin', 'Space' (799.69 MB / 100 GB), 'Inodes' (24844 / 400000), 'Settings', and 'Logout'. The main area displays a list of files in the 'public_html' folder. The 'Web Admin Panel.zip' file is highlighted with a blue background. A context menu is open over the file, with the 'Unarchive' option highlighted. The list includes:

Name	Size	Last modified
public_html	—	9 days ago drwxr-xr-x
.htaccess	1.04 KB	2 minutes ago -rwxr-xr-x
index.php	790 B	2 minutes ago -rwxr-xr-x
Web Admin Panel.zip	78.01 MB	9 days ago -rwxr-xr-x

After unzip project go to unzipped folder to setup project environment.

My files

New folder

New file

Trash bin

Space
799.7 MB / 100 GB

Name ↑	Size	Last modified
	—	9 days ago drwxr-xr-x
web_admin_panel	—	a minute ago drwxr-xr-x
.htaccess	1.04 KB	4 minutes ago -rwxr-xr-x
index.php	790 B	4 minutes ago -rwxr-xr-x
Web Admin Panel.zip	78.01 MB	9 days ago -rwxr-xr-x

Click **.env** to edit environment and add your database credentials.

My files

New folder

New file

Trash bin

Space
799.7 MB / 100 GB

Inodes
24844 / 400000

Settings

Logout

File Browser v2.21.1-h1
Help

routes	—	9 days ago drwxr-xr-x
storage	—	9 days ago drwxr-xr-x
tests	—	9 days ago drwxr-xr-x
vendor	—	9 days ago drwxr-xr-x
.editorconfig	220 B	9 days ago -rw-rw-rw-
.env	909 B	9 days ago -rw-rw-rw-
.env.example	778 B	9 days ago -rw-rw-rw-
.gitattributes	111 B	9 days ago -rw-rw-rw-
.gitignore	163 B	9 days ago -rw-rw-rw-
.styleci.yml	174 B	9 days ago -rw-rw-rw-
artisan	1.65 KB	9 days ago -rw-rw-rw-
composer.json	1.66 KB	9 days ago -rw-rw-rw-
composer.lock	269.09 KB	9 days ago -rw-rw-rw-
package-lock.json	455.56 KB	9 days ago -rw-rw-rw-
package.json	1.14 KB	9 days ago -rw-rw-rw-
phpunit.xml	1.19 KB	9 days ago -rw-rw-rw-

Put here your database name, database user name database password.

[X .env](#)

public_html > .env

```
5 APP_URL=http://localhost
6
7 LOG_CHANNEL=stack
8
9 DB_CONNECTION=mysql
```



Previous
Admin Panel

Next

Create Database



Last modified 2mo ago



Create Database

:

This is for Cpanel

1. Click **Database** to create a database.

Fill up the form to create a database.

A screenshot of the Hostinger Cpanel interface. On the left, there's a sidebar with links like Dashboard, WordPress, Order, Accounts, Emails, Domains, and Website. The main area shows the 'MySQL Databases' section. A modal window titled '+ Create a New MySQL Database And Database User' is open. It contains fields for 'MySQL database name' (with a validation error message 'Please fill out this field.'), 'MySQL username' (containing 'ui111'), and 'Password'. A green '✓ Create' button is at the bottom right of the modal.

Click Enter **phpMyadmin** to go to phpMyadmin.

Login with the database credentials which you have just created few time ago.

Select your database and import database file which you can find inside your project folder as



Previous
Getting Started

Next

Import Database



Last modified 2mo ago



Import Database

This is for Cpanel

Select your database and import database file which you can find inside your project folder as named DB backup folder example.sql file.

A screenshot of the phpMyAdmin interface. The title bar shows 'Server: 127.0.0.1:3306' and 'Database:'. The top navigation bar includes tabs for Structure, SQL, Search, Query, Export, Import (which is highlighted with a red box), Operations, Routines, Events, Triggers, and More. A message 'No tables found in database.' is displayed. Below the message, there's a 'Create table' form with fields for 'Name:' and 'Number of columns: 4'. A 'Go' button is present. The left sidebar lists databases: 'information_schema' and 'u115111111_laviya'. At the bottom, there's a 'Console' tab.



Previous
Create Database

Next

Upload PHP Script's



Last modified 2mo ago



Upload PHP Script's



Go to public_html to upload your project.

The screenshot shows a file browser interface with the following details:

- Left sidebar:** My files, New folder, New file, Trash bin.
- Top bar:** Search bar, navigation icons (grid, download, upload, etc.).
- Table header:** Name ↑, Size, Last modified.
- Table data:** A single row for "public_html" with a blue folder icon, size "-", last modified "a few seconds ago", and permissions "drwxr-xr-x".
- Bottom left:** Space (799.69 MB / 100 GB), Inodes (24844 / 400000).
- Bottom right:** Settings, Logout.
- Bottom footer:** File Browser v2.21.1-h1, Help.

Upload a your **laravel script.zip** file and unzip the project.

After unzip project go to unzipped folder to setup project environment.

Click **.env** to edit environment and add your database credentials.

Put here your database name, database user name database password.

X .env



```
public_html/.env
5 APP_URL=http://localhost
6
7 LOG_CHANNEL=stack
8
9 DB_CONNECTION=mysql
10 DB_HOST=127.0.0.1
11 DB_PORT=3306
12 DB_DATABASE=
13 DB_USERNAME=
14 DB_PASSWORD=
15
16 BROADCAST_DRIVER=log
17 CACHE_DRIVER=file
18 QUEUE_CONNECTION=sync
19 SESSION_DRIVER=file
20 SESSION_LIFETIME=120
21
22 REDIS_HOST=127.0.0.1
23 REDIS_PASSWORD=null
24 REDIS_PORT=6379
25
26 MAIL_MAILER=smtp
27 MAIL_HOST=smtp.mailtrap.io
```



Previous
Import Database

Next

Generate Signed APK



Last modified 2mo ago



Generate Signed APK

:

To sign your app in release mode in Android Studio, follow these steps :

1. On the menu bar, click **Build** → **Generate Signed Bundle / APK** → **APK**
2. If you already have a keystore, go to step 5.
3. On the Generate Signed APK Wizard window, click Create new to create a new keystore.
4. On the New Key Store window, provide the required information, your key should be valid for at least 25 years, so you can sign app updates with the same key through the lifespan of your app.
5. On the Generate Signed APK Wizard window, select a keystore, a private key, and enter the passwords for both. Then click Next
6. On the next window, select a destination for the signed APK and Signature Versions.
7. Select Build Variants : **release**
8. Checklist All Signature Version : **V1 (Jar Signature) & V2 (Full APK Signature)**
9. click Finish and the signed apk will generated



Previous
[Upload PHP Script's](#)

Next

[Migrate from Older Version](#)

Last modified 2mo ago



Migrate from Older Version

⋮

Here are the articles in this section:



Previous
Generate Signed APK

Next

v3.x.x to v4.0.0



Last modified 2mo ago



v3.x.x to v4.0.0

:

This guide is for you who want to migrate from **older version (v3.4.x)** to **latest version (v4.0.0)** without losing your previous data, but, to avoid unexpected data loss, we recommend that you backup your data before doing this step, this step is for the **admin panel** as server side.

Update Database

1. Login to your cpanel hosting, open **PhpMyAdmin**
2. Select your database and make update by inserting SQL query function on below :

Query

```
CREATE TABLE `tbl_license` (
  `id` INT NOT NULL AUTO_INCREMENT,
  `purchase_code` VARCHAR(255) NOT NULL,
  `item_id` INT NOT NULL,
  `item_name` VARCHAR(255) NOT NULL,
  `buyer` VARCHAR(255) NOT NULL,
  `license_type` VARCHAR(45) NOT NULL,
  `purchase_date` VARCHAR(255) NOT NULL,
  PRIMARY KEY (`id`)
) ENGINE = InnoDB;
```



//Youtube link

Update PHP Script

1. Login to your cpanel hosting, open **File Manager**
2. Navigate to the directory where you put the php admin panel code

3. **Delete All Old PHP Scripts and folder** in your admin panel directory **EXCEPT : 'upload'** and **'includes'** folder (Optional)
4. Download **videos_admin_panel_update_v4.zip**, upload it into your existing admin panel directory and then extract it (this update code same with admin panel code in the Codecanyon download package except upload and includes folder).
5. After the extract process is complete, refresh it
6. Your Admin Panel is ready to use. (Note : if you use Google Chrome, click "**Ctrl + F5**" to reload the Admin Panel page).



Previous
[Migrate from Older Version](#)

Next

[v4.0.0 to v4.1.0](#)



Last modified 2mo ago



v4.0.0 to v4.1.0

:

This guide is for you who want to migrate from **older version (v4.0.0)** to **latest version (v4.1.0)** without losing your previous data, but, to avoid unexpected data loss, we recommend that you backup your data before doing this step, this step is for the **admin panel** as server side.

Update Database

1. Login to your cpanel hosting, open **PhpMyAdmin**
2. Select your database and click SQL tab menu
3. **Copy and Paste** for each **Query** on below and click **Go**
4. make update by inserting SQL query function starting from **Query 1 - 3**

Query 1

```
CREATE TABLE `tbl_ads` (
`id` INT NOT NULL AUTO_INCREMENT,
`ad_status` varchar(5) NOT NULL DEFAULT 'on',
`ad_type` varchar(45) NOT NULL DEFAULT 'admob',
`admob_publisher_id` varchar(45) NOT NULL DEFAULT '0',
`admob_app_id` varchar(255) NOT NULL DEFAULT '0',
`admob_banner_unit_id` varchar(255) NOT NULL DEFAULT '0',
`admob_interstitial_unit_id` varchar(255) NOT NULL DEFAULT '0',
`admob_native_unit_id` varchar(255) NOT NULL DEFAULT '0',
`fan_banner_unit_id` varchar(255) NOT NULL DEFAULT '0',
`fan_interstitial_unit_id` varchar(255) NOT NULL DEFAULT '0',
`fan_native_unit_id` varchar(255) NOT NULL DEFAULT '0',
`startapp_app_id` varchar(255) NOT NULL DEFAULT '0',
`interstitial_ad_interval` int(11) NOT NULL DEFAULT '3',
`native_ad_interval` int(11) NOT NULL DEFAULT '20',
`native_ad_index` int(11) NOT NULL DEFAULT '4',
`date_time` timestamp NOT NULL DEFAULT CURRENT_TIMESTAMP ON UPDATE CURRENT_TIMESTAMP,
PRIMARY KEY (`id`)
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4;
```

Query 2

```
INSERT INTO `tbl_ads`(`id`, `ad_status`, `ad_type`, `admob_publisher_id`, `admob_app_id`, `admob_banner_unit_id`, `admob_interstitial_unit_id`,
`admob_native_unit_id`, `fan_banner_unit_id`, `fan_interstitial_unit_id`, `fan_native_unit_id`, `startapp_app_id`, `interstitial_ad_interval`, `native_ad_interval`, `native_ad_index`,
`date_time`) VALUES
(1, 'on', 'admob', 'pub-3940256099942544', 'ca-app-pub-3940256099942544~3347511713', 'ca-app-pub-3940256099942544/6300978111', 'ca-app-pub-3940256099942544/1033173712',
'ca-app-pub-3940256099942544/2247696110', '243455220090448_245283556574281',
'243455220090448_264906991278604', '243455220090448_264953971273906', '200857567', 3, 20, 5,
'2020-08-20 14:00:29');
```

Query 3

```
ALTER TABLE tbl_settings ADD youtube_api_key VARCHAR(255) NOT NULL DEFAULT '0' AFTER privacy_policy, ADD last_update TIMESTAMP ON UPDATE CURRENT_TIMESTAMP NOT NULL DEFAULT CURRENT_TIMESTAMP AFTER youtube_api_key;
```

Update PHP Script #

1. Login to your cpanel hosting, open **File Manager**
2. Navigate to the directory where you put the php admin panel code
3. **Delete All Old PHP Scripts and folder** in your admin panel directory **EXCEPT : 'upload'** and **'includes'** folder (Optional)
4. Download [**videos_admin_panel_update_v41.zip**](#), upload it into your existing admin panel directory and then extract it (this update code same with admin panel code in the Codecanyon download package except upload and includes folder).
5. After the extract process is complete, refresh it
6. Your Admin Panel is ready to use. (Note : if you use Google Chrome, click "**Ctrl + F5**" to reload the Admin Panel page).



Previous
[v3.x.x to v4.0.0](#)

Next

[Rating and Support](#)



Last modified 2mo ago



Rating and Support

⋮

If you like our app, we will highly appreciate it if you can provide us with a rating of 5. You can rate us from your CodeCanyon Menu → [Download page](#).

Once again, thank you so much for purchasing this app. As I said at the beginning, I'd be glad to help you if you have any questions relating to this app. No guarantees, but I'll do my best to assist. If you have a more general question relating to the apps on CodeCanyon, please feel free to email via our user page contact form or email support below :

Our official email: dbugstationltd@gmail.com



Our Official What's App: +8801703825017

Our Official Skype: D-bug Station Limited



Previous
v4.0.0 to v4.1.0

Next
Changelog



Last modified 2mo ago



Changelog

⋮

Live tv v1.0.0

- Initial Release

[Previous Rating and Support](#)

Last modified 2mo ago