Changing package name & exporting (/support/documentation/index.php/universal/6-changing-package-name-exporting)

Exporting and Package

Before we can submit our app to the play store, you have to change your package name and compile your application.

Changing the package name

The package name is you apps unique identifier. It is mentioned in your manifest and all your java files, and it is your project structure.

As shown in the video, create a new package (usually something like: com.mycompany.myapp) now drag the content from the com.sherdle.universal package (subpackages and files) into the new package. Also replace in strings and textual occurrences.

After you have done this, replace all the occurrences of com.sherdle.universal with your new package name using Ctrl + Shift + R (Cmd + Shift + R on OSX).

If everything went correctly, com.sherdle.universal.xxx packages in the project explorer should be changed into com.yourcompany.name, just as the package name in the manifest, if it didn't make sure to watch the video, which shows the complete process.

> **Translating** If you would like to translate your app, you can do this in strings.xml

Compiling our app

In this step we are going to create an apk, and you can run it on your phone!

1. Make sure your project is selected.
2. Click Build > Generate Signed APK.
3. Follow the onscreen instructions to create a keystore, this is only required once. Save the keystore on a safe place, otherwise you won't be able to update your app.
4. Export the android application to a location (desktop for example).

You can now put this file: Xxx.apk on your phone, you will be prompted to check the unknown sources checkbox if you have not checked it already, you users won't have to do this if they download the app from the google play store.

> **Run directly** You can also connect your phone to your PC and run the app directly using Run > Run "App" (you can also debug using Run & Logcat).

Video for Eclipse: https://www.youtube.com/watch?v=_djJ2Pc9vmU