

ImageCreator - Step by step

Requirements:

- Android Studio
- Android SDK API lvl 33 (SDK)
- Build Tools 33 (SDK)
- Google play Services (SDK)
- [AdMob Account](#)
- [OpenAI Account](#)

Step by step:

1- Download [Android Studio](#) and open the project.

2- You will need an OpenAI key, create an [OpenAI key](#), (create new secret key button), copy the key.

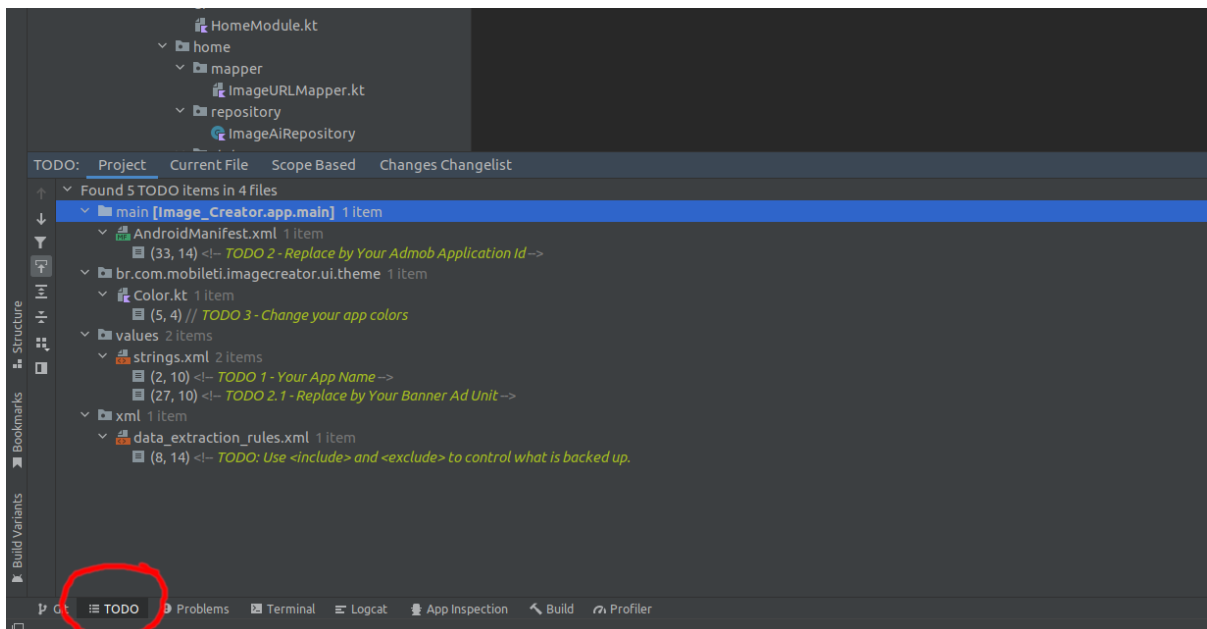
2.1- On Android Studio, search for local.properties file and replace **YOUR_OPENAI_KEY** by your **generated OpenAI API Key**

```
apiKey=YOUR_OPENAI_KEY
```

(When opening the project for the first time, Android Studio will give an error and warn that the sdk location is wrong, it will ask if you want to fix this problem, accept)

3- Open the **TODO** tab on Android Studio and follow **TODO 1**

3.1- Change Image AI Creator by your app name



4- [Create Admob account](#) and create BANNER ([If you need help about create ad. click here](#))

4.1 - Open the **TODO** tab on Android Studio and follow **TODO 2 and TODO 2.1**.

4.2- On **TODO 2** replace the fake APPLICATION AD UNIT by your admob APPLICATION AD UNIT on AndroidManifest.xml

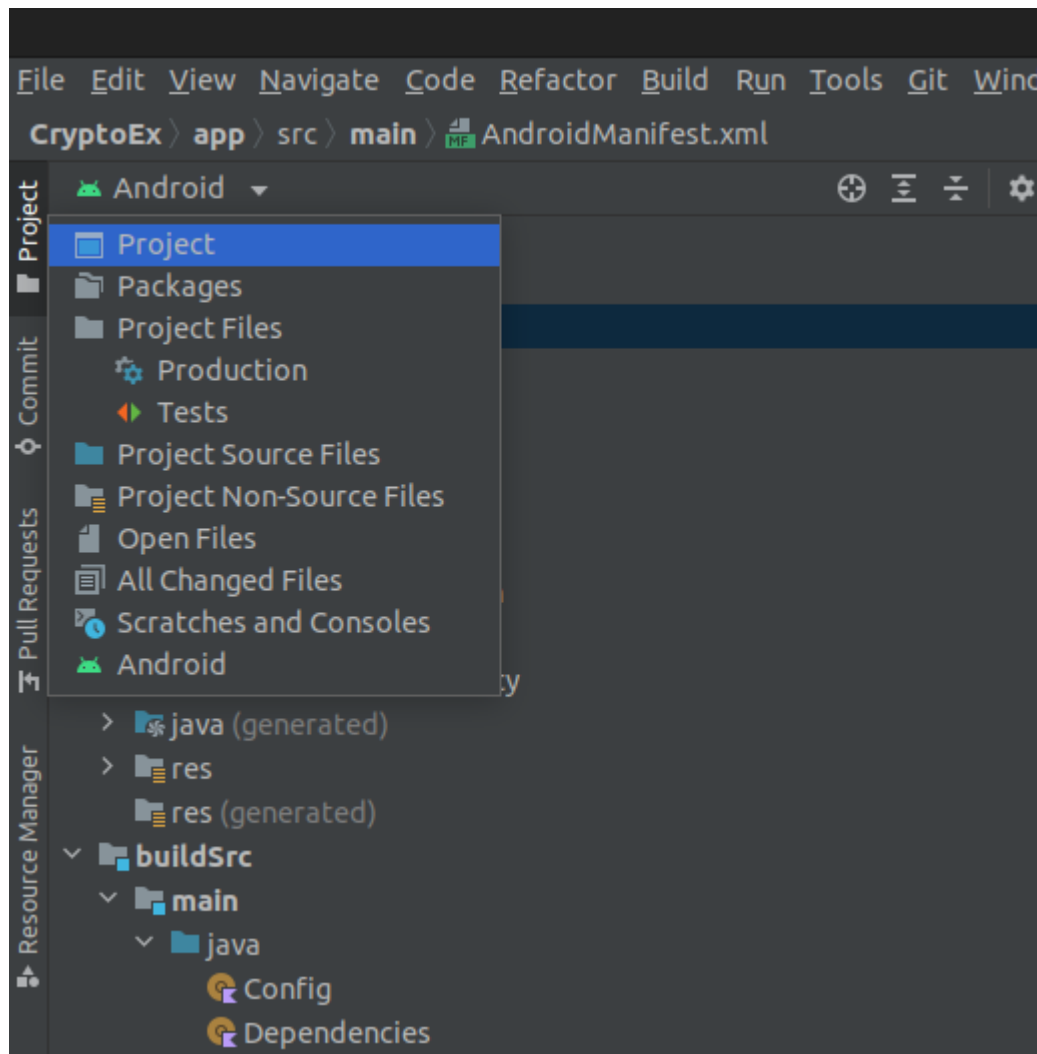
5- Open TODO 3 (optional)

5.1- Change the app colors (optional)

```
val Purple200 = Color(0xFFBB86FC)
val Purple500 = Color(0xFF6200EE)
val Purple700 = Color(0xFF3700B3)
val Teal200 = Color(0xFF03DAC5)
```

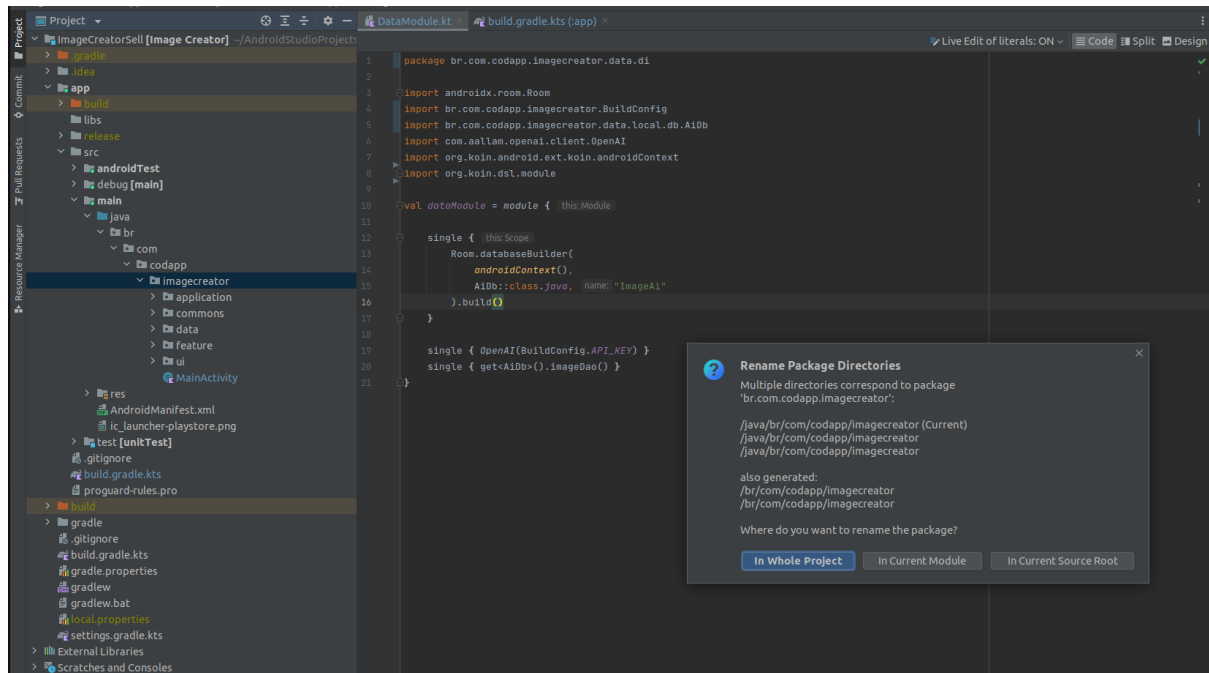
6- Change the package name.

6.1- First change Android visualization by Project visualization:

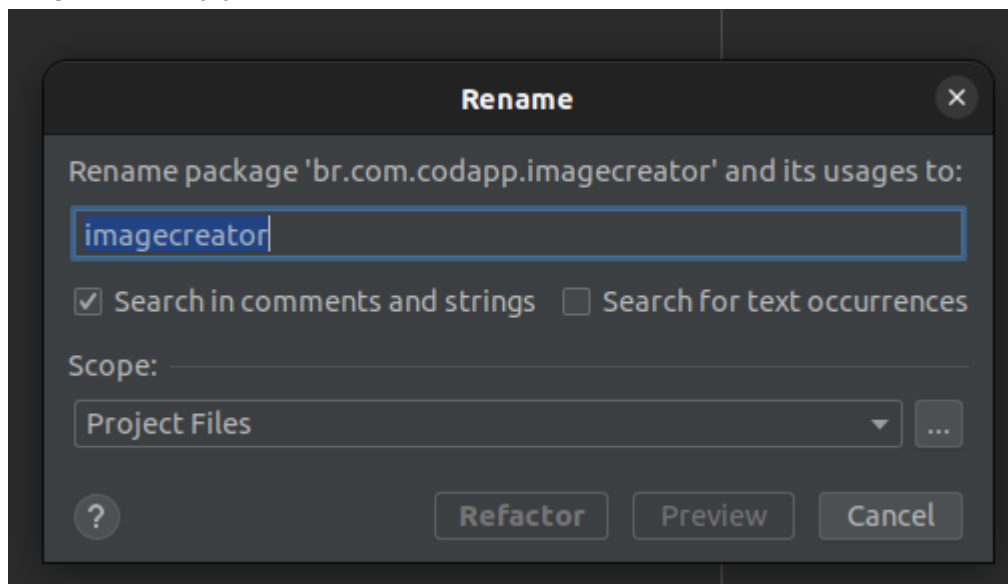


6.2- Right click on “imagecreator” package on app module, go to **Refactor > Rename**:

6.3- Click on **IN WHOLE PROJECT**



6.4- Check “Search in comments and string” and “Search for text occurrences”, replace imagecreator by your app name and click on Refactor:



6.5- Attention to errors, maybe you will need to import some packages again (Like BuildConfig files), clean and rebuild project, then re-import BuildConfig files again.

That's all, have fun!