

Thank you for investing in a Rebeloper Source Code

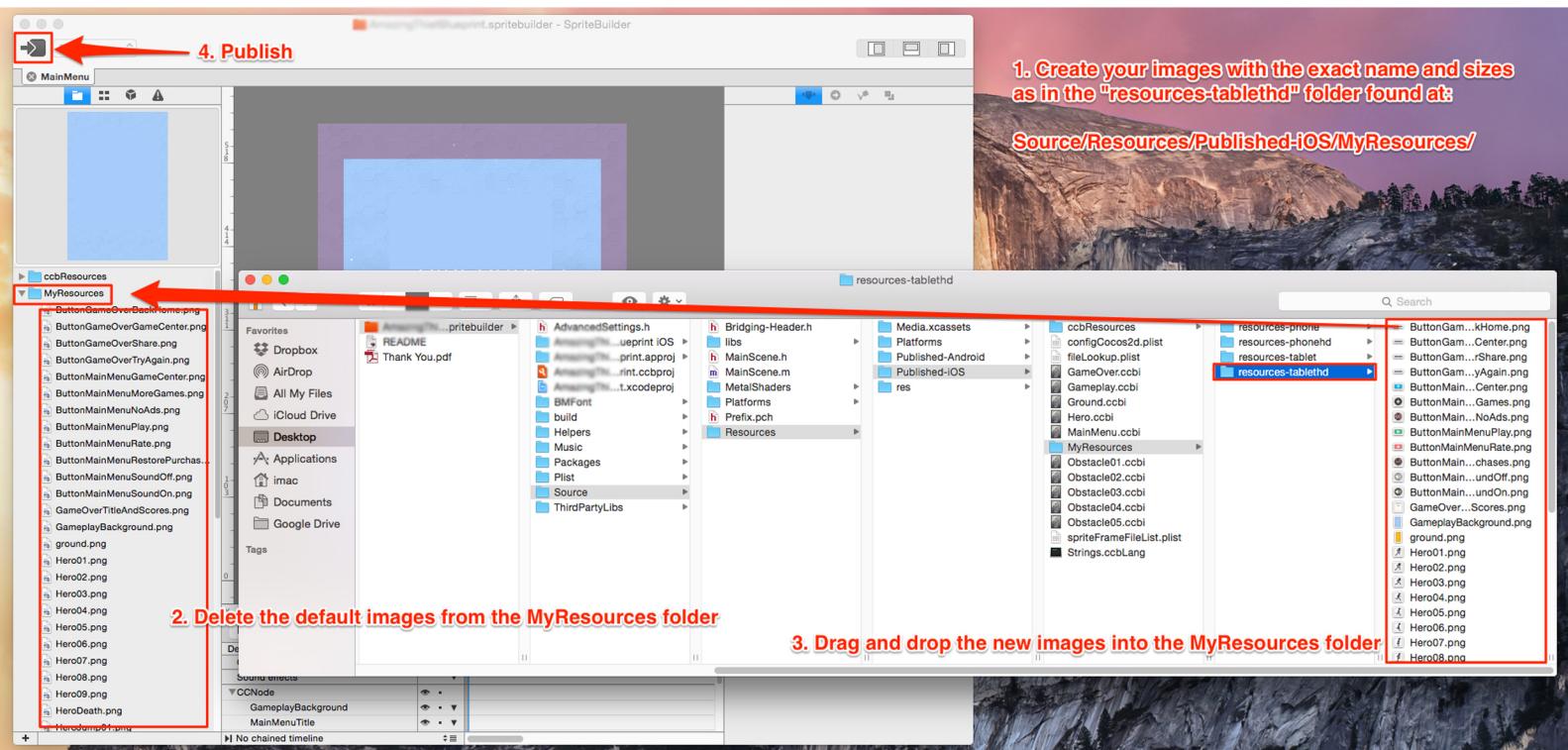


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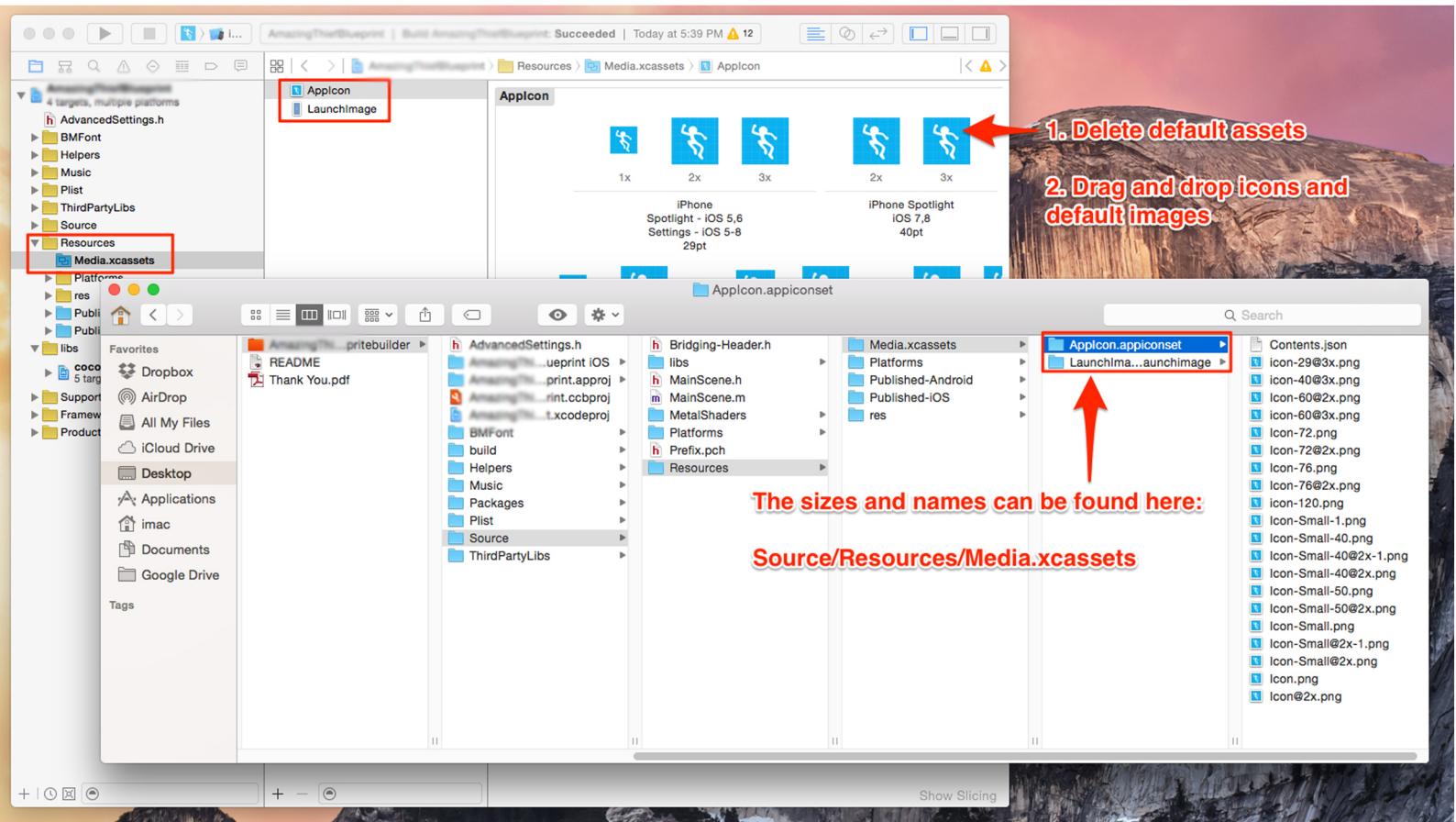
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How to change images



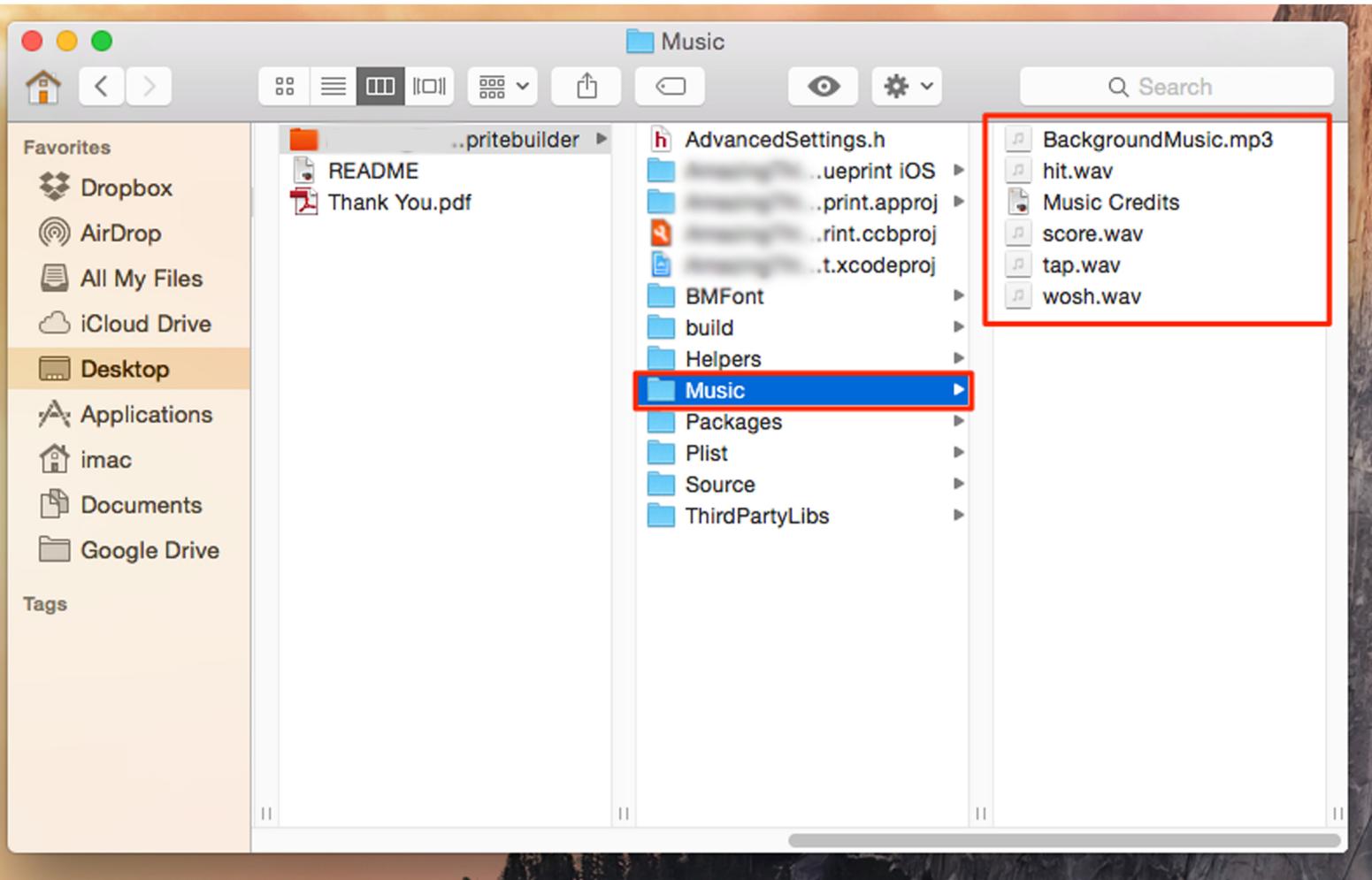
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How to change Icons and Default images



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How to change Music and Sounds



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How to set up your project settings

The screenshot shows the Xcode interface with the project 'Amazing Thief Blueprint' selected. On the left, the project navigator shows files like 'AdvancedSettings.h', 'BMFont', 'Helpers', 'Music', 'Plist', and 'cocos2d.xcodeproj'. The 'Plist' folder is highlighted with a red box. On the right, the outline view shows 'Amazing Thief Blueprint > Plist > Amazing Thief Blueprint Settings.plist'. The contents of this file are displayed in a table:

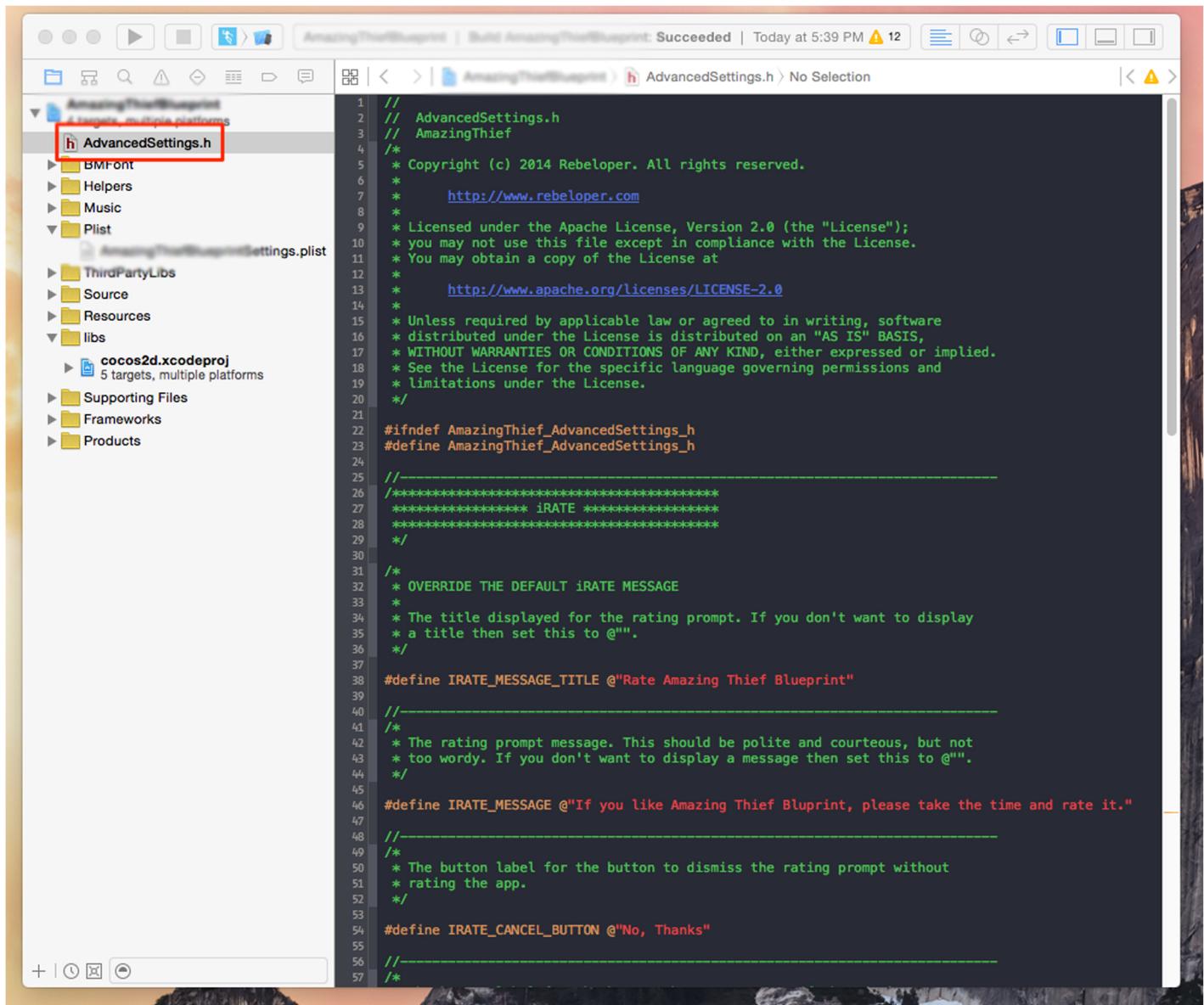
Key	Type	Value
Root	Array	(1 item)
Item 0	Dictionary	(19 items)
Soomla Custom Secret	String	A_MAZIN_GTHI_EFBBLUEPR_INT
Soomla IAP No Ads ID	String	com.SandorNagy.AmazingThiefBlueprint.NoAds
Chartboost App ID	String	541f49f9c26ee4115e27b87d
Chartboost App Signature	String	0ef1a8974385534cf6f91162a642bf1e20b6d9e6
Chartboost Show Ad At Startup	String	YES
Chartboost Show Ad At Game Over	String	NO
RevMob Media ID	String	541f55eec2a8855b3abde347
RevMob Startup Placement ID	String	541f5626c2a8855b3abde351
RevMob Game Over Placement ID	String	541f5630c2a8855b3abde353
RevMob Show Ad At Startup	String	YES
RevMob Show Ad At Game Over	String	NO
Vungle App ID	String	541f4d976e02f65a76000023
Vungle Show Ad At Startup	String	NO
Vungle Show Ad At Game Over	String	YES
Game Center Leaderboard ID	String	com.SandorNagy.AmazingThiefBlueprint.Scores
Flurry API Key	String	Z5KV7QXPHBGDDVPSD4Y
Ads Frequency Startup	String	2
Ads Frequency Game Over	String	3
XLink	String	PLEASE_DO_NOT_EVER_CHANGE_ME

Note: Do not change the Soomla Custom Secret after your app is live on the App Store!



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Setup Advanced Settings



The screenshot shows the Xcode interface with the 'AdvancedSettings.h' file selected in the project navigator. The file content is displayed in the main editor area. The code defines several macros related to rating the app:

```
// AdvancedSettings.h
// AmazingThief
/*
 * Copyright (c) 2014 Rebeloper. All rights reserved.
 *
 * http://www.rebeloper.com
 *
 * Licensed under the Apache License, Version 2.0 (the "License");
 * you may not use this file except in compliance with the License.
 * You may obtain a copy of the License at
 *
 * http://www.apache.org/licenses/LICENSE-2.0
 *
 * Unless required by applicable law or agreed to in writing, software
 * distributed under the License is distributed on an "AS IS" BASIS,
 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either expressed or implied.
 * See the License for the specific language governing permissions and
 * limitations under the License.
 */
#ifndef AmazingThief_AdvancedSettings_h
#define AmazingThief_AdvancedSettings_h

/*
***** iRATE *****
*/
/*
 * OVERRIDE THE DEFAULT iRATE MESSAGE
 *
 * The title displayed for the rating prompt. If you don't want to display
 * a title then set this to @"".
 */
#define IRATE_MESSAGE_TITLE @"Rate Amazing Thief Blueprint"

/*
 * The rating prompt message. This should be polite and courteous, but not
 * too wordy. If you don't want to display a message then set this to @"".
 */
#define IRATE_MESSAGE @"If you like Amazing Thief Blueprint, please take the time and rate it."

/*
 * The button label for the button to dismiss the rating prompt without
 * rating the app.
 */
#define IRATE_CANCEL_BUTTON @"No, Thanks"
/*
*/
```



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Change Bundle ID and Display Name

