

OpenCart Multi Vendor Application



Prerequisite

Pre-Requisite Form

Congratulation for the Purchase!

Now let us know your preference for the creation of the app. Kindly fill in, the Prerequisite form to share the details according to which the personalized app will be created for you– <https://mobikul.com/prerequisite-form-builder/>

Do remember, that you need to submit the details using this form only. No text file or ticket with details will be accepted. However, if you are having any query with regard to the form you can share it on support@webkul.com.

Basic Details To Configure Application

These details are required to check the synchronization between web store and mobile application.

01. Opencart Admin Details

- Admin Login URL
- Admin Username
- Admin Password

02. Installation FTP details

- FTP host - URL or IP of the site
- FTP Username
- FTP Password

Note- Kindly make sure that the above details provided by you are for dev/test instance. However, if you provide the live/production instance details then Webkul will not be responsible for the issue caused while development or testing in the instance. For more refer here– [Webkul License](#).

Make sure our IP's are whitelisted else SFTP and SSH connection will not take place (IP's are –115.113.191.18, 103.80.65.178, 182.75.44.194).

03. Key Store Credentials

- First Name And Last Name
- Organization Unit
- Organization Name
- City or Locality

- State or Province
- Country Code (XX)

Information is required to generate a digital certificate that provides you ownership and right of the application.

For clarification, please refer:

<https://mobikul.com/knowledgebase/key-store-credentials-pre-requisite-pdf/>

04. String files for language translation

Our mobile app supports RTL languages. The app can set up to be your desired language.

For that, we will provide you .xml file in the English language. After this, you need to translate the right side keywords of the XML file in your desired language. With the help of that, we can translate the application in your desired language.

```

2  nome = "Home";
3  loading = "Loading..";
4  paymentmethod = "Payment";
5  continue = "Continue";
6  pleasespecifypaymentmethod = "Please specify payment method";
7  shipmentmethod = "Shipment";
8  billing = "Billing";
9  shipping = "Shipping";
10 shipment = "Shipment";
11 payment = "Payment";
12 review = "Review";
13 selectyourbillingaddress = "Select your billing address";
14 selectyourshippingaddress = "Select your shipping address";
15 firstname = "First Name";
16 lastname = "Last Name";
17 middlename = "Middle Name";
18 suffix = "Suffix";
19 gender = "Gender";
20 dob = "DOB";
21 taxvat = "Tax Vat";
22 addaddress = "ADD NEW ADDRESS";
23 editaddress = "EDIT";
24 company = "Company";
25 street1 = "Street1 Address";
26 street2 = "Street2 Address";
27 street3 = "Street3 Address";
28 street4 = "Street4 Address";
29 city = "City";

```

Required Images and Resources

These details are required to personalize your Mobile Application.

01. Title of the Application

02. Theme selection

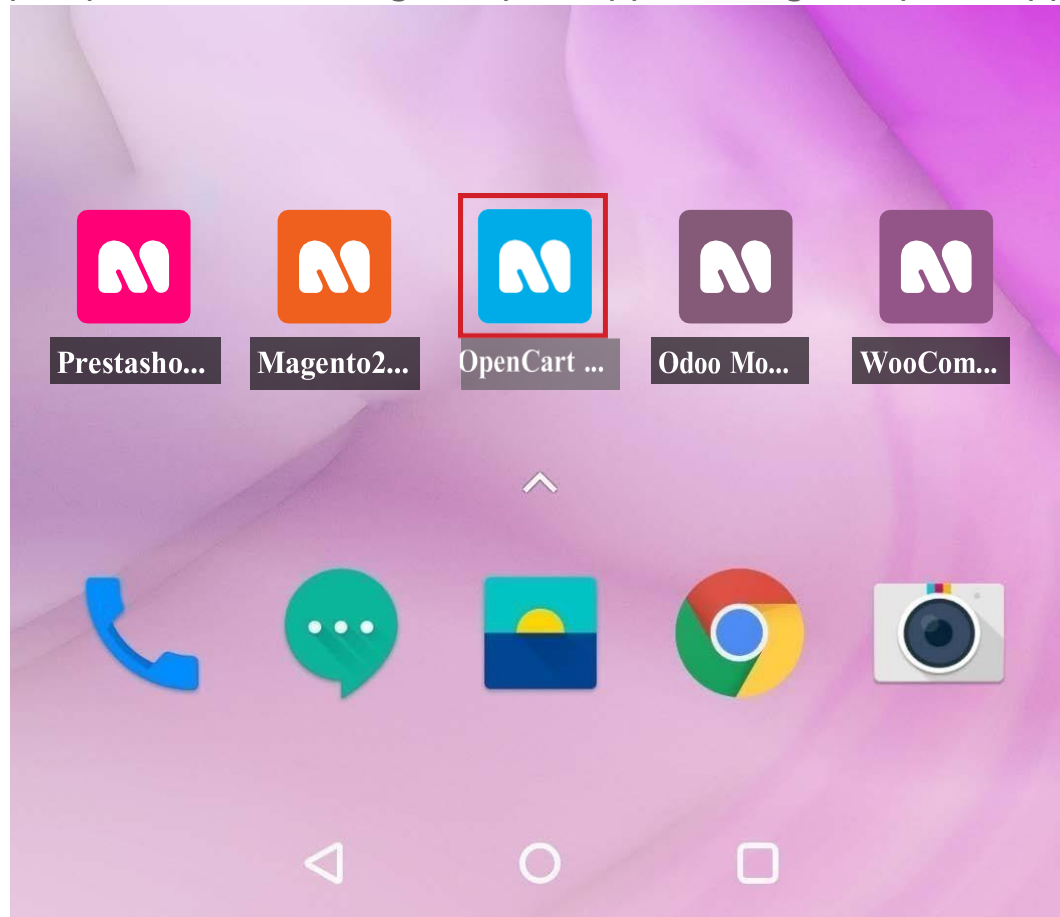
Please follow the link to submit your details.

<https://mobikul.com/interactive-theme/mobikul-retail-theme/>

03. Email Id to which customers can contact owner of application.

04. Launcher icon for application

A launcher icon is a graphic icon that represents your application. App launcher icons are an opportunity to showcase the brand and hint at the story of what your app is about. The app launcher icon is the first look that prospective users will get of your app on Google Play and App Store.



In size of 500x500 (in pixels).

(For Android image should be in .PNG format)

In size of 1536 x1536 (in pixels).

(For iOS image should be in .PNG format)

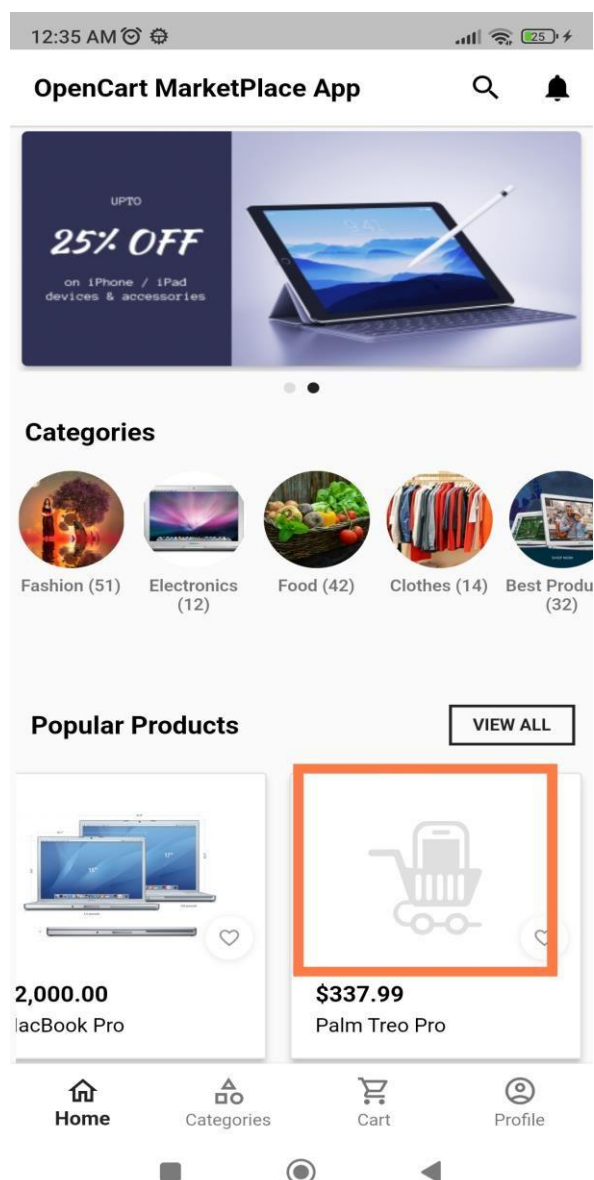
05. Image for placeholder

In size of 500x500 (in pixels).

Image should be in .PNG format

An image placeholder is a dummy image designed to draw attention to the need for an actual image.

A placeholder acts as a temporary image until the permanent image is not available.

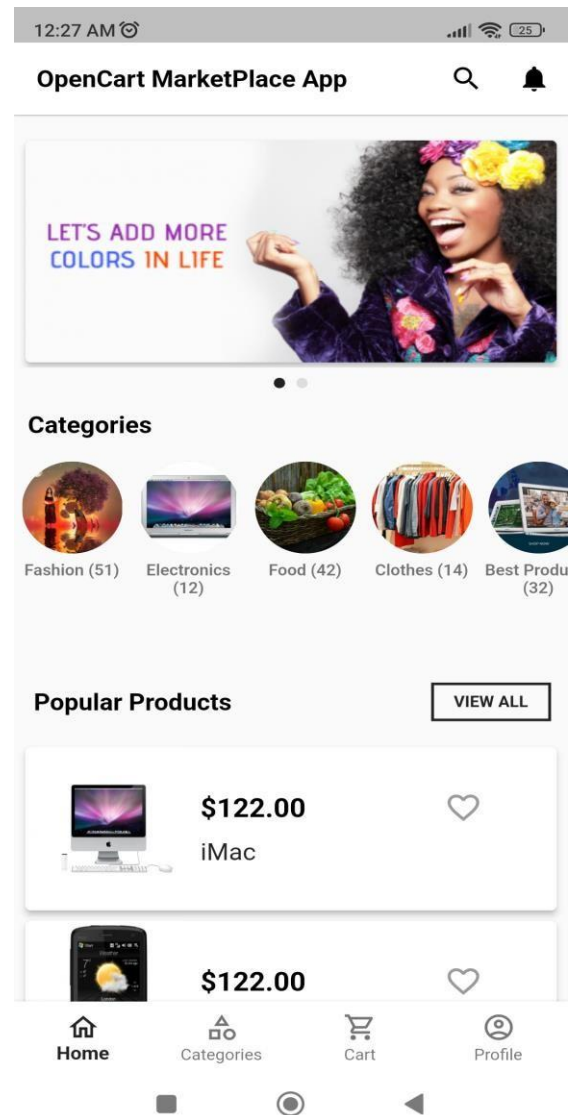


06. Icon set for Status Bar

In size of 256x256 (in pixels).

Image should be in .PNG format

Status bar icon is used to represent notifications from your application in the status bar. Status bar icon is flat, pictured face on, and must be white on a transparent background. It appears at the top of the home screen.



07. Image for splash screen

For Android

In size 1280x1920 (in pixels)

Image should be in .PNG format

For iOS

In size of 640 x 1136 (in pixels).

In size of 640 x 960 (in pixels).

In size of 750 x 1334 (in pixels).

In size of 1242 x 2208 (in pixels).

In size of 1125 x 2436 (in pixels).

In size of 1242 x 2688 (in pixels).

In size of 828 x 1792 (in pixels).

In size of 1536 x 2048 (in pixels).

Image should be in .PNG format



08. FCM Configuration

Firebase Cloud Messaging (FCM) is a cross platform messaging solution that lets you reliably deliver messages. There are 3 requirements to configure FCM.

- **Google-services.json file:** It's the file generated while you add the android application in your project. For more information, please check below link for Android.
- **GoogleService-info-plist:** It's the file generated while you add the iOS application in your project. For more information, please check below link for iOS.
- **Server key and sender ID:** Please follow the below links to get server key and Sender ID respectively for Android and iOS.

For complete details about the FCM for Android, [Click here](#).

For complete details about the FCM for iOS, [Click here](#).

Note: Otherwise, Please provide your Gmail account and password so that we can integrate it for you.

Please remove two-way authentication before providing credentials.

09. Google Map API

Please provide the Google Map API. The Google Maps API is a powerful, popular mapping API. It's simple to use to add map to the mobile application.

If you don't know how to get Google Map API please click on the following link – <http://mobikul.com/knowledgebase/get-create-google-map-api-key/>

Note: Otherwise, Please provide your Gmail account and password so that we can integrate it for you.

* Required only for the Opencart marketplace Application.

10. Payment Method

As per our policy, we provide one payment gateway integration in mobile applications free of cost. Please let us know which one you want but the same payment gateway must be working on your website.

Do provide us the updated SDK link and proper documentation for both the platforms Android and iOS (if you don't have one you can ask support they will provide you). If the SDK is not available for any one platform, then we will implement the payment method by web view.

Note– To know more about Payment Gateway Integration using SDK or Web view refer here – <https://mobikul.com/knowledgebase/webview-vs-sdk/>

At the time of implementation if we will face any issue regarding SDK we will need to contact with the support team of payment gateway and in this case, the delivery time will extend as per the responses from the support team.

Note: The time taken for the integration of a Payment Gateway is not the part of the basic configuration of the application.

11. Developer Account

For iOS Applications, it is mandatory to provide an Apple Developer Account. If you don't have a developer account yet then please visit the following link to know more – [By Clicking Here](#)

For the configuration of your iOS Application, we need the following login details of your own Apple Developer Account.

- Apple Developer Account Username
- Apple Developer Account Password

Note: Without these details, we cannot configure your iOS application and share the iOS build with you.