



## WallStudio - Wallpapers App

Universal app + Back4app backend + AdMob  
Push notifications

**WallStudio** is a full app that you can use to provide a High Quality HD Wallpapers, all data is managed by backend so you can Add/Edit Wallpapers in real time. Made in Xcode 9 and Swift 4, very simple to use, intuitive and have a powerful **Parse** backend powered by [back4app.com](http://back4app.com) (**you don't need to configure you're own server and its FREE**). You can create your Wallpapers App in minutes! All data is managed by back4app dashboard.

With **WallStudio** you can create infinite Wallpapers categories and manage infinite HD Wallpapers. Users can **Upload their own Wallpapers** (you as an Admin need to review quality Wallpapers and approved or not). Users can Search Wallpapers categories, Like/Unlike Wallpapers, Preview Wallpapers, Save & Share Wallpapers and off course can **report** inappropriate content.

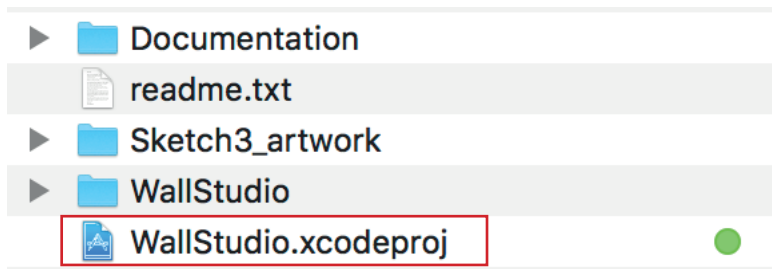
**WallStudio** use realtime Push Notifications to push your users. This powerd feature its FREE, and included in your Back4app dashboard, just follow the steps below.

This Project comes with a **Sketch 3** artwork file for easy reskin in no time.

Ready to Appstore, very simply to reskin, just configure back{4}app dashboard, configure your certificates. for Push notifications and your done!.

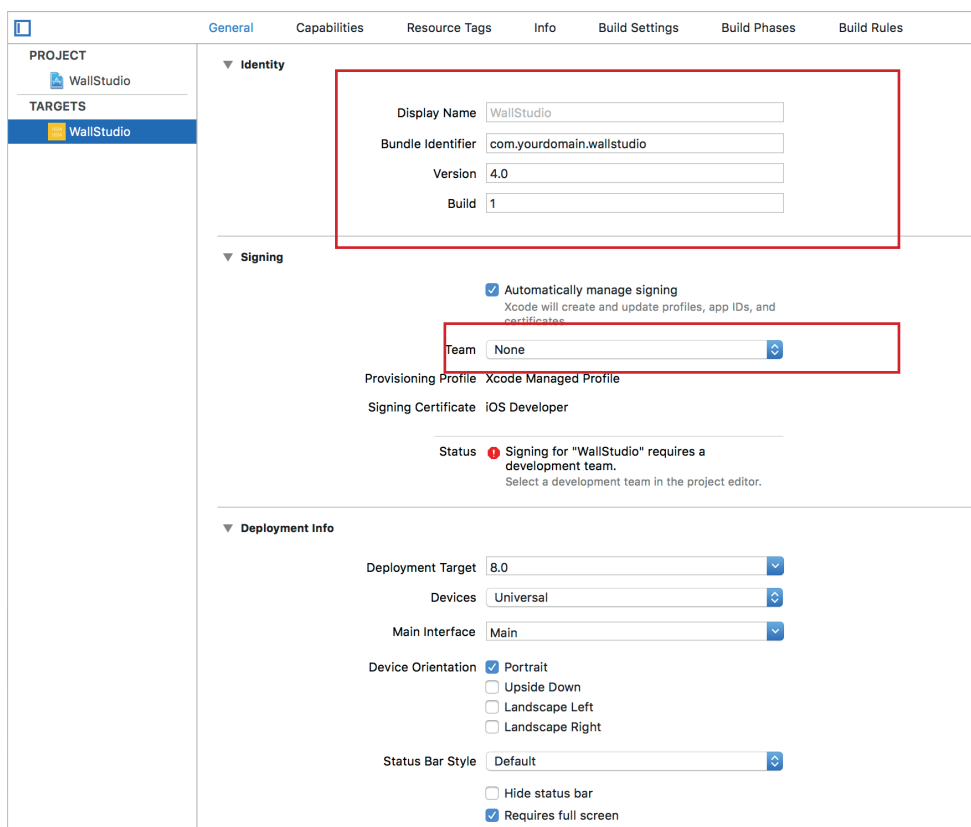
## How to start

1. Located the **.xcodproj** file within that folder
2. Double click and launch it in Xcode 8.x or newer



## Configured Bundle IDs in Xcode

You may need to change your Bundle ID & Team ID generated on iTunes Devs portal.



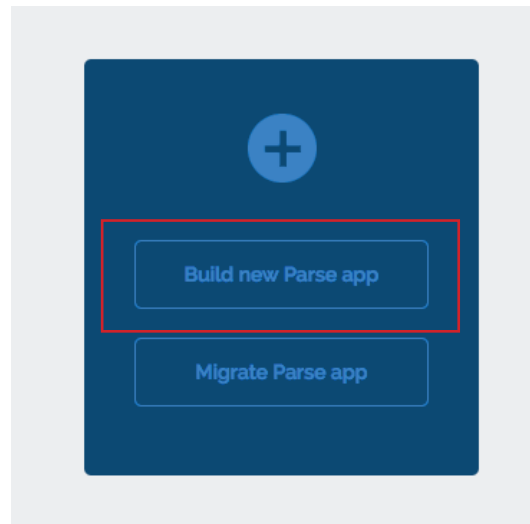
## Configure your “Configs.swift”

The **Configs.swift** file contains most of the keys/strings you have to set in order to customize your app and get connected to your own Parse App’s database. So please insert your own data.

# Parse Database setup with back{4}app

Before using the this app you need to register and create and configure your own app on:  
<http://www.back4app.com>

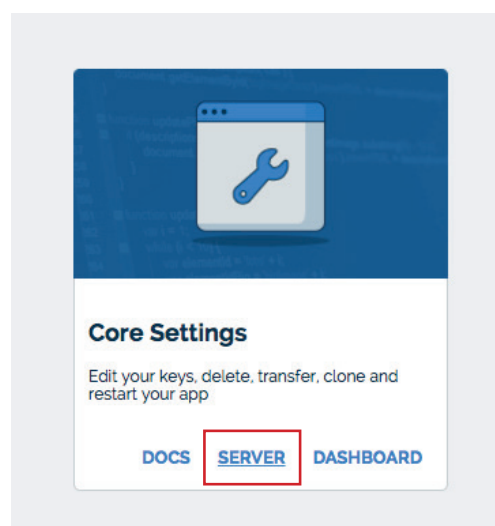
Once you'll be signed in in back4app, simply click on the Build new Parse app button, give your app a name then you'll be redirected to the setting page where you'll be able to copy the App ID and Client Key to replace the existing ones into **Configs.swift**




Please enter the information about your app. We will create the infrastructure to host it.

App description...

☐ This API is Open Source (share your API to other developers and host it for FREE).





Below you can find the details of your Parse app.

**App Id**  
84F71QhJVfP68UPr2dknKEPzqgCNdAmnAuKHIS2c

**App Name**  
MyAppName

**App Description**

**Public API**  
This API is PRIVATE

**Parse API Address**  
<https://parseapi.back4app.com/>

**Parse Version**  
2.2.24  
[Change Version](#)

**MongoDB Database URI**  
<mongodb://admin:codxZqYDoY1rCKP05XRh5UjM@mongodb6.back4app.com:27021/?ssl=true>

**Client Key**  
skcMIfhdGRIrnKSPRuDgXcoI7tEpJkzdZcS7Rn90

OK at this point you need copy your App ID & Client Key ID into Xcode.

Once your app will be ready on back4app you will have to run the app only once and wait for an alert to show up. It will tell you that the Database is setup correctly.

Then you can do this:

1. Comment (or remove) this line of code into **Home.swift**: `createCategoriesAndWallpapersClasses()`
2. Go to your back4app Dashboard, refresh the page you can start to populate **“Categories”** and **“Wallpapers”** classes. (*Categories names are case-sensitive*)

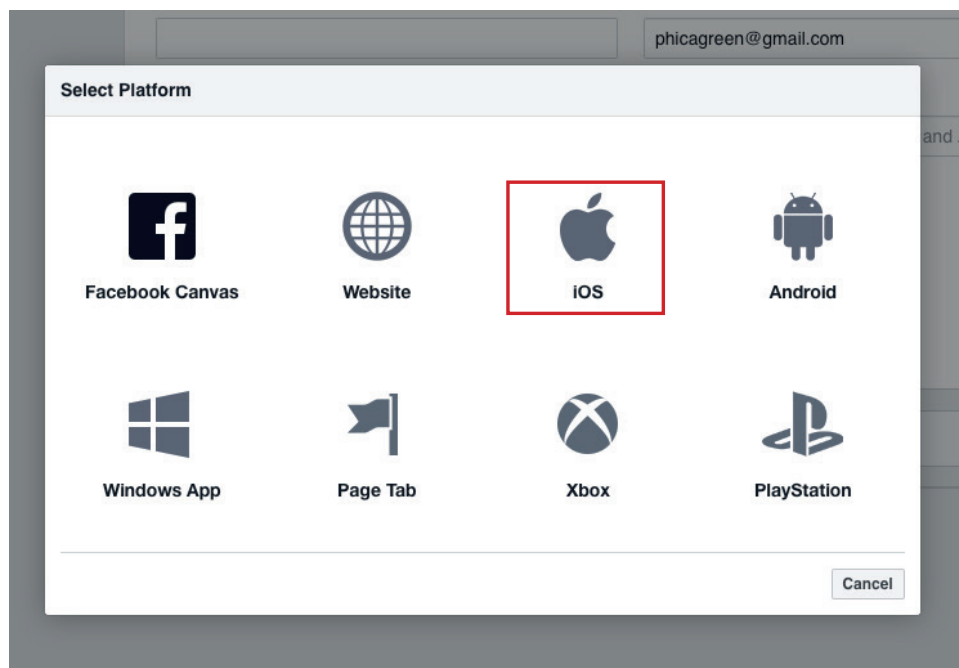
Core		objectId	String	createdAt
<b>Browser</b>		Create a class		
Role	0			
Session	1			
User	1			
Categories	7			
Wallpapers	16			


All right! now you can test your app.

# Facebook Login Configuration

1. Create your own Facebook app here: <https://developers.facebook.com/apps/>
2. Open the Facebook App Dashboard and select your app.
3. Select *Settings* from the left menu.
4. Click *Add Platform* at the bottom of the page and select iOS.
5. Locate your Bundle ID in Xcode and copy it to your clipboard.
6. Return to the App Dashboard and paste your Bundle Identifier into the Bundle ID field.
7. Enable *Single Sign On*.
8. Go to App review from left menu and enable *Make Public*.
9. Save changes.

The screenshot shows the Facebook App Dashboard for an app named 'Klassi'. The left sidebar contains navigation links: Dashboard, Settings (selected), Roles, Alerts, App Review, and PRODUCTS (+ Add Product). The main content area displays the 'Settings' page. At the top, it shows 'APP ID: 1379175018821950' and a 'View Analytics' link. The settings form includes fields for 'App ID' (1379175018821950), 'App Secret' (masked with dots and a 'Show' button), 'Display Name' (Klassi), 'Namespace', 'App Domains', 'Contact Email', 'Privacy Policy URL' (Privacy policy for Login dialog and App Details), 'Terms of Service URL' (Terms of Service for Login dialog and App Details), 'App Icon' (1024 x 1024), and 'Category' (Communication). A red box highlights the 'App ID' field. At the bottom of the settings form, there is a '+ Add Platform' button, also highlighted with a red box.






APP ID: 1379175018821950

[View Analytics](#)

[Tools & Support](#)

[Docs](#)



Dashboard

Settings

Basic

Advanced

Roles

Alerts

App Review

PRODUCTS

+ Add Product

App ID

1379175018821950

App Secret

••••••••

Show

Display Name

Klassi

Namespace

App Domains

Contact Email


Privacy Policy URL

Privacy policy for Login dialog and App Details

Terms of Service URL

Terms of Service for Login dialog and App Details

App Icon



1024 x 1024

Category

Communication

IOS

Quick Start

X

Bundle ID

iPhone Store ID

The ID to identify your app in the iOS Store

URL Scheme Suffix (Optional)

iPad Store ID

The ID to identify your app in the iPad Store

Single Sign On

Will launch from iOS Notifications


Deep Linking

News Feed links launch this app

IOS Only: Log In-App Purchase Events Automatically (Recommended)

Turning this on logs all in-app purchase events automatically on iOS. This feature needs version 3.22 of the Facebook SDK or newer. **Notice:** When this setting is turned on, you should stop logging in-app purchases manually on iOS or else they'll be duplicated. [Learn More](#)

+ Add Platform




APP ID: 1379175018821950

[View Analytics](#)

[Tools & Support](#)

[Docs](#)



Dashboard

Settings

Roles

Alerts

App Review

PRODUCTS

+ Add Product

Make Klassi public?

Yes

Your app is currently live and available to the public.

Submit Items for Approval

Some Facebook Integrations require approval before public usage. Before submitting your app for review, please consult our [Platform Policy](#) and [Review Guidelines](#).

Start a Submission

Approved Items 71

LOG IN PERMISSIONS

email 71

Provides access to the person's primary email address. This permission is approved by default.

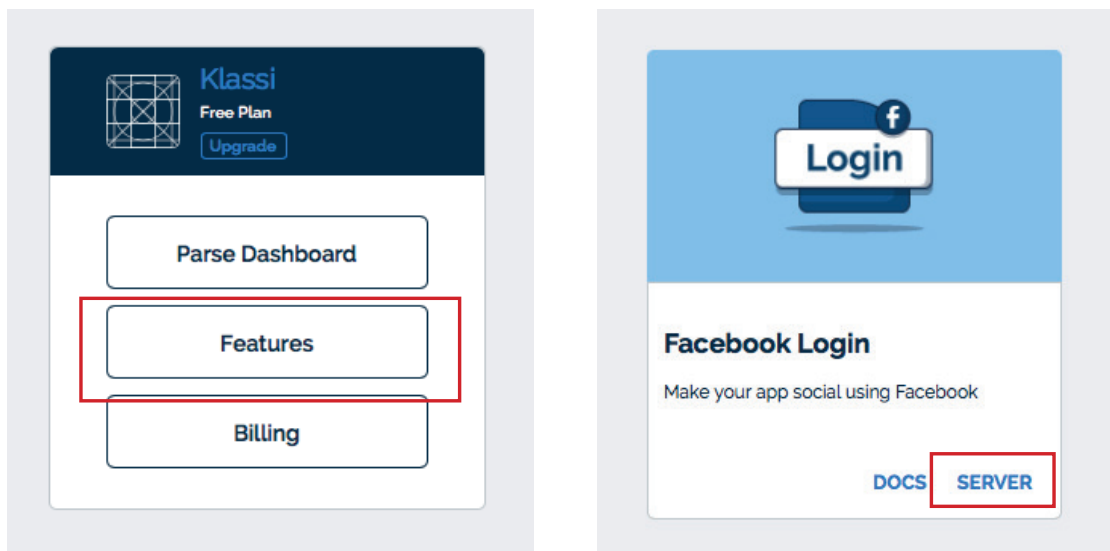
public\_profile 71

Provides access to a person's basic information, including first name, last name, profile picture, gender and age range. This permission is approved by default.

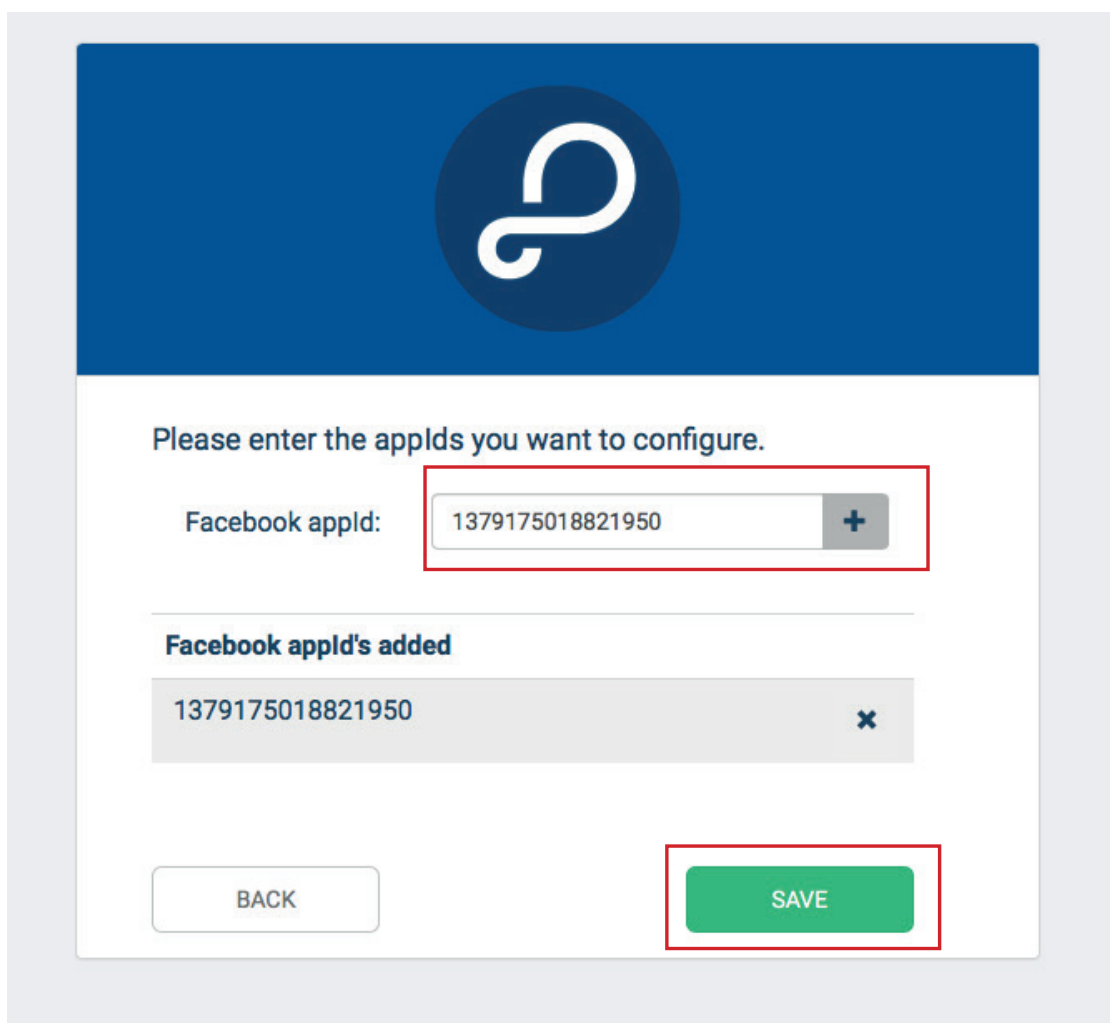
user\_friends 71

Provides access to a person's list of friends that also use your app. This permission is approved by default.

10. Go to your Back4app Dashboard.



11. Paste your facebook App ID and hit Save.



12. Go to Xcode > Info.plist expand the URL types row as shown below, paste your Facebook App Id with “fb” prefix in the Item 0 row, your Facebook App id without “fb” in the FacebookAppID row and type the name of your app in the FacebookDisplayName row.

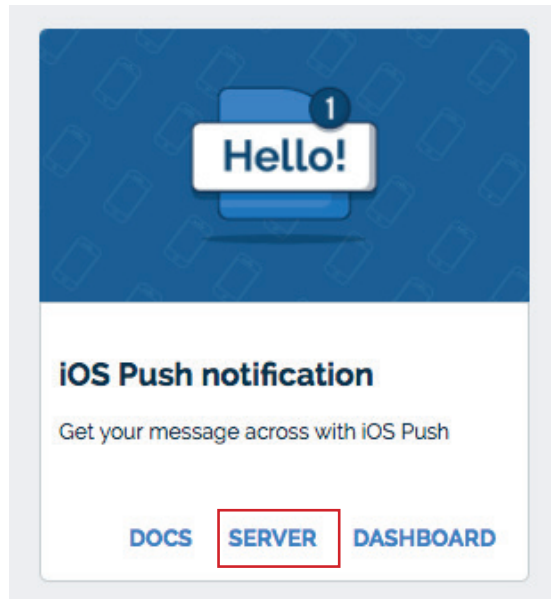
▼ URL types	⌵	Array	(1 item)
▼ Item 0		Dictionary	(1 item)
▼ URL Schemes	⌵	Array	(1 item)
Item 0		String	fb1379175018821950
Bundle version	⌵	String	1
FacebookAppID	⌵	String	1379175018821950
FacebookDisplayName	⌵	String	Klassi

You're done with setting up Facebook Login.

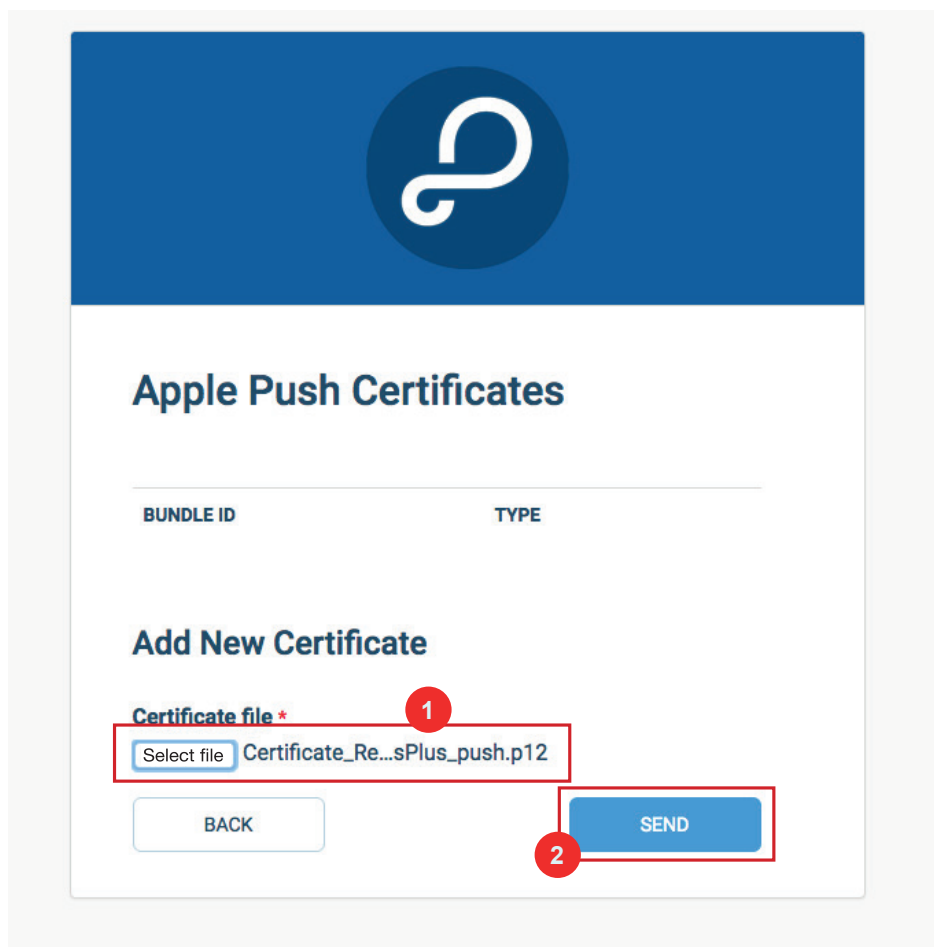


## Push Notifications

1. You need first create your APN certificates. Read this tutorial to create your own **APN** for Development and Production: <https://goo.gl/GSAqP7>
2. Now go back to your Dashboard and find and click on **iOS Push Notification Setting** label



3. Now upload your **.p12** Certificate created on the step above.



Done! you can send now push notifications in your Back4app dashboard.

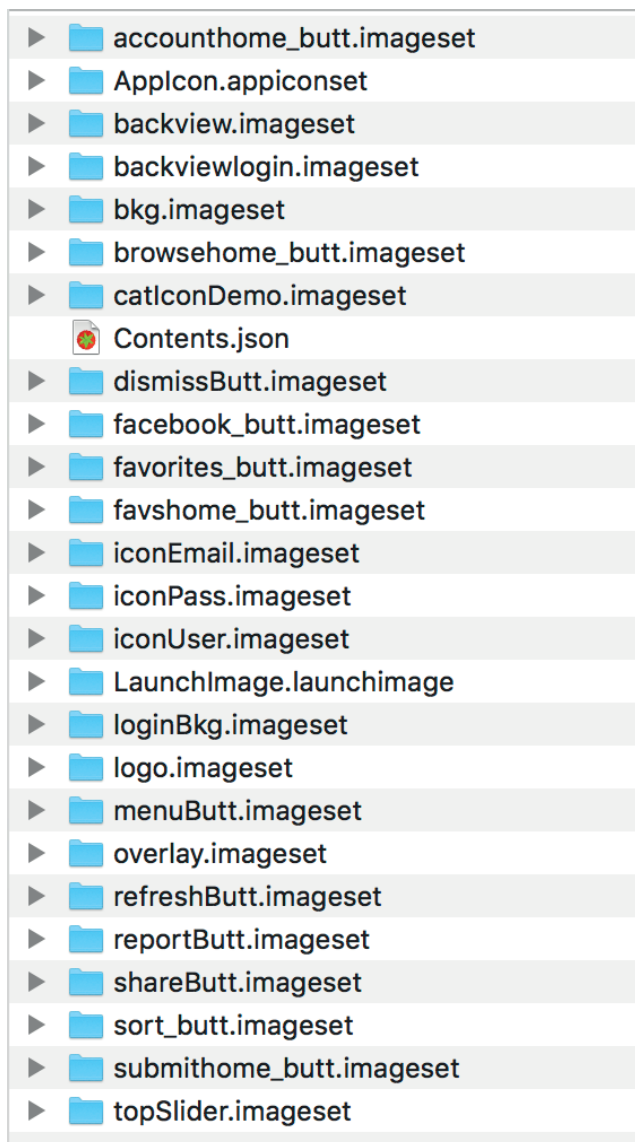
# AdMob Ads

Go into **Configs.swift** in XCode and replace the App ID with your AdMob ID.

```
var ADMOB_UNIT_ID = "ca-app-pub-3940256099942544/6300978111" // Your AdMob ID
```

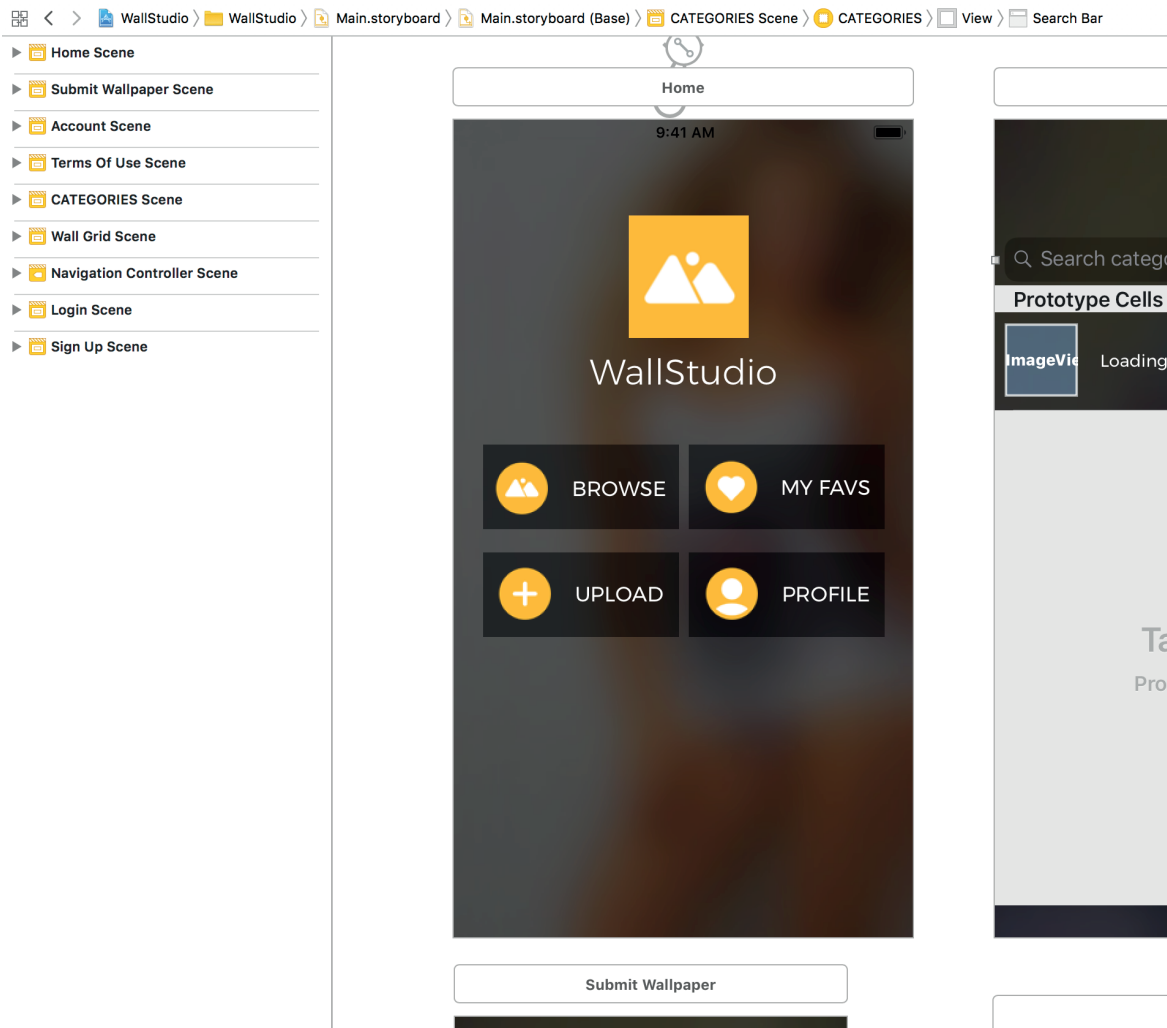
## Exchanging Assets

The XCode Project contains a folder “**Assets.xcassets**”. Exchange your assets for all the icons inside this directory via drag & drop. Please ensure you use the dimensions of the images already included within this project.



## Customize storyboard

The **Main.storyboard** in the project can be customized very easy. Just change colors and fonts.



## Share Shortcut

You need to insert your own URL link for your Live APP. You can find your APP URL on iTunes Connect. Then inside Xcode open **AppDelegate.swift**, find this row and modify with your own APP URL.

```
// Handler for 3D Touch
@available(iOS 9.0, *)
func application(_ application: UIApplication, performActionFor shortcutItem: UIApplicationShortcutItem, completionHandler:
    @escaping (Bool) -> Void) {
    switch shortcutItem.type {


























    case "share" :
        let messageStr = "Check out \(APP_NAME) on the AppStore: https://goo.gl/EVKNwd"
        let img = UIImage(named: "logo")!
```

Done!.

# Frameworks

Your frameworks and libraries must match the screenshot below.

## ▼ Linked Frameworks and Libraries

Name	Status
 libsqlite3.tbd	Required ⚡
 libz.tbd	Required ⚡
 GoogleMobileAds.framework	Required ⚡
 StoreKit.framework	Required ⚡
 Security.framework	Required ⚡
 MobileCoreServices.framework	Required ⚡
 AudioToolbox.framework	Required ⚡
 ParseFacebookUtilsV4.framework	Required ⚡
 Bolts.framework	Required ⚡
 SystemConfiguration.framework	Required ⚡
 MessageUI.framework	Required ⚡
 Parse.framework	Required ⚡
 FBSDKLoginKit.framework	Required ⚡
 EventKitUI.framework	Required ⚡
 EventKit.framework	Required ⚡
 CoreTelephony.framework	Required ⚡
 CoreMedia.framework	Required ⚡
 AVFoundation.framework	Required ⚡
 AdSupport.framework	Required ⚡
 QuartzCore.framework	Required ⚡
 CoreLocation.framework	Required ⚡
 FBSDKCoreKit.framework	Required ⚡
 CoreGraphics.framework	Required ⚡
 FBSDKShareKit.framework	Required ⚡
 CFNetwork.framework	Required ⚡
+ —	

That's it 😊

***Happy coding and don't forget to rate it on your dashboard!***

# Apple Review Process

Sometimes it may happen that an app gets rejected once by Apple reviewers because of ads (Ad-Mob doesn't matter), that's an issue we encountered too and we can't still understand why since we then resubmitted an app without any change and it got approved.

We suggest you to write something in the **Notes field** of your app's page on iTunes Connect telling the reviewer that ***“this app shows AdMob banners, test it for a while to see them showing up”***.

## Advertising Identifier

Does this app use the Advertising Identifier (IDFA)?

☒ Yes ☐ No

The [Advertising Identifier \(IDFA\)](#) is a unique ID for each iOS device and is the only way to offer targeted ads. Users can choose to limit ad targeting on their iOS device.

If your app is using the Advertising Identifier, check your code—including any third-party code—before you submit it to make sure that your app uses the Advertising Identifier only for the purposes listed below and respects the Limit Ad Tracking setting. If you include third-party code in your app, you are responsible for the behavior of such code, so be sure to check with your third-party provider to confirm compliance with the usage limitations of the Advertising Identifier and the Limit Ad Tracking setting.

This app uses the Advertising Identifier to (select all that apply):

- ☒ Serve advertisements within the app
- ☐ Attribute this app installation to a previously served advertisement
- ☐ Attribute an action taken within this app to a previously served advertisement

If you think you have another acceptable use for the Advertising Identifier, [contact us](#).

Limit Ad Tracking setting in iOS

- ☒ I, \_\_\_\_\_, confirm that this app, and any third party that interfaces with this app, uses the Advertising Identifier checks and honors a user's Limit Ad Tracking setting in iOS and, when it is enabled by a user, this app does not use Advertising Identifier, and any information obtained through the use of the Advertising Identifier, in any way other than for "Limited Advertising Purposes" as defined in the [iOS Developer Program License Agreement](#).

## FAQ

**Important:** If you encountered at the first launch any error please clean your **Build folder**:

*select **Product** item from Xcode top bar and select **Clean Build Folder***

## Support

This code is fully documented and we provide basic support associated with issues concerning the template and the code.

We do not provide support for issues concerning features that are not part of the purchase bundle.

Direct support: [ricgreenfield@gmail.com](mailto:ricgreenfield@gmail.com)