



loveria



app for



Android

iOS

from

livelyworks 

Product Version: 1.6.0

Installation and Setup Guide

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Requirements

To build mobile application one should have Loveria (2.9.0 +) web version. As this mobile application directly consumes data from existing Loveria application APIs.

Other technical requirements will be as per the flutter: <https://docs.flutter.dev/get-started/install>

Setup

Once you open folder in VS Code you may need to run following command to get package update:

```
flutter pub get
```

We assume that you already have **Loveria** web application working on your server (Example. URL: <https://yourwebsite.com/>)

You need to login as **admin** on the site and Mobile app menu item from sidebar. It will take you to Mobile App Configuration page, where you need to copy the generated code from textarea and paste it to [/lib/support/app_config.dart](#)

You may want to change some items of choice, please do so. And avoid to change any items in between [do not change](#) section

Turn off debug mode for the production.

Make it yours

You may now want to make application as you want. For that you may need to set some colors, logo and name etc. you can do it from the file [/lib/support/app_theme.dart](#)

App Package Name

Change App Package Name with single command.

```
flutter pub run change_app_package_name:main com.new.package.name
```

App Icons

You can update or replace the file for the icon at [assets/images/icon.png](#) It should be size of 1024X1024 & it should be PNG, If you want to change the name or the location of the file you may need to change in pubspec.yaml under the [flutter_icons](#) you need to run following command once you change the image.

```
flutter pub run flutter_launcher_icons
```

App Splash Page logo and brand logo

You can add, update or replace the files for the splash screen logos at [assets/images/](#) It should be PNG, If you want to change the name or the location of the file you may need to change in pubspec.yaml under the [flutter_native_splash](#) you need to run following command once you change the image.

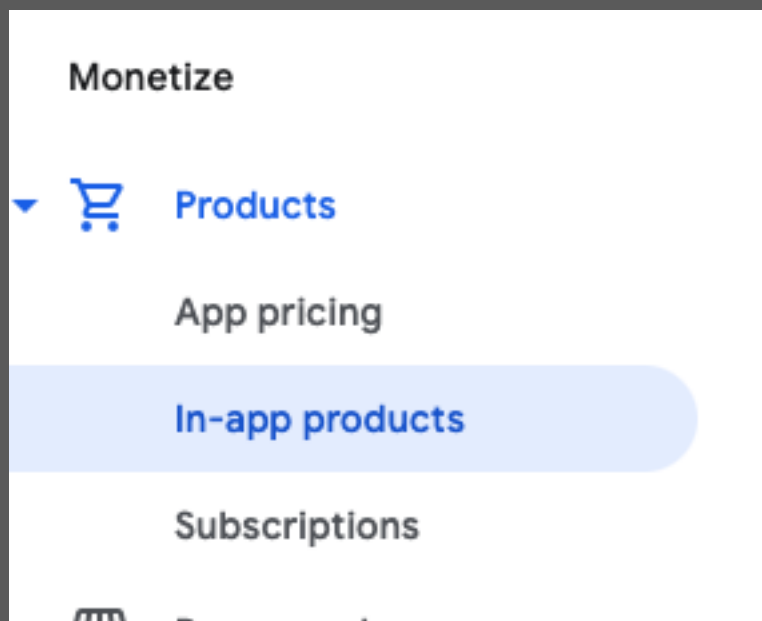
```
flutter pub run flutter_native_splash:create
```

Credit Packages

IMPORTANT: As of now In App Purchase are only configured and tested on Android only. Coming very soon for iOS.

When you add credit package to sell the credits from the web admin panel, you need get Package ID (e.g., 24774a03_eb28_45d8_b8d5_1eac8906e4c5)


Once you logged into Google Play Console from sidebar go in app products



Use package id for product id in play console.

← In-app products

Create in-app product


Changes to location targeting and pricing
 From March 24th 2021, the targeting of some locations will change
[Learn more](#) [Dismiss](#)

* – Required fields. Enter all fields in English (United States)

Product ID *

this must be take from the packages id created on web admin panel
 65 / 140

Must start with a number or lowercase letter, and can contain numbers (0-9), lowercase letters (a-z), underscores (_), and periods (.).
 You can't change or reuse a product ID after the product has been created. [Learn more](#)

Default – English (United States) – en-US [Manage translations](#)

Product details

Name *

0 / 55

Description *

0 / 200

Price

Default price *

[Select pricing template](#) [Set price](#)

Multi-quantity ☐ Allow users to purchase more than 1 of this product in a single transaction

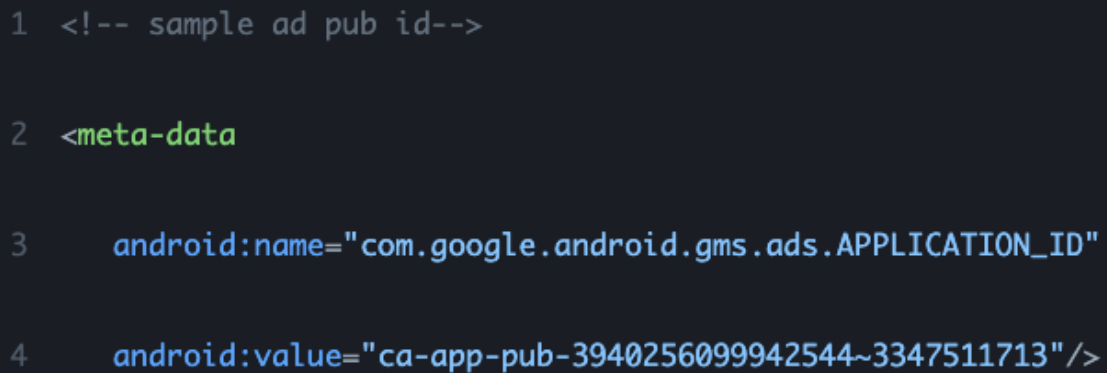
Billing library version 4.0+ is required to use this feature. [Learn more](#)

While you setup in App purchase for Google Play Store you also need to create the Google credentials for <https://imdhemy.com/laravel-iap-docs/docs/credentials/google-play>

You need to upload that downloaded JSON file to your web application and need to set it in .env file

```
GOOGLE_APPLICATION_CREDENTIALS="your-file-downloaded.json"
#use 1 for test mode and 2 for live mode
IN_APP_TEST_MODE=1
```

Application is optimized for 2 ads 1st for other user profile and 2nd is interstitial which displayed specified frequency. By default, sample Ad units are added to the project, once you get your own ad ids from <https://apps.admob.com> you need to update following value with your id in file android/app/src/main/AndroidManifest.xml for Android

A code editor window with a dark background and three colored window control buttons (red, yellow, green) in the top left corner. It displays four lines of XML code for an AndroidManifest.xml file. Line 1 is a comment. Line 2 starts a meta-data tag. Line 3 sets the android:name attribute. Line 4 sets the android:value attribute.

```
1 <!-- sample ad pub id-->
2 <meta-data
3     android:name="com.google.android.gms.ads.APPLICATION_ID"
4     android:value="ca-app-pub-3940256099942544~3347511713"/>
```

And for iOS

ios/Runner/Info.plist

A code editor window with a dark background and three colored window control buttons (red, yellow, green) in the top left corner. It displays two lines of XML code for an Info.plist file. Line 1 is a key tag. Line 2 is a string tag containing the AdMob ID.

```
1 <key>GADApplicationIdentifier</key>
2 <string>ca-app-pub-3940256099942544~3347511713</string>
```

In app_config.dart file you also need

```
1  'ads': {  
2    'profile_banner_ad': {  
3      // sample test ads  
4      // 'android_ad_unit_id': 'ca-app-pub-3940256099942544/6300978111',  
5      // 'ios_ad_unit_id': 'ca-app-pub-3940256099942544/2934735716',  
6      // live  
7      'android_ad_unit_id': '',  
8      'ios_ad_unit_id': '',  
9    },  
10   'interstitial_id': {  
11     // sample test ads  
12     // 'android_ad_unit_id': 'ca-app-pub-3940256099942544/1033173712',  
13     // 'ios_ad_unit_id': 'ca-app-pub-3940256099942544/4411468910',  
14     // live  
15     'android_ad_unit_id': '',  
16     'ios_ad_unit_id': '',  
17     'frequency_in_seconds': 300,  
18   }  
19 },
```

For any additional information and help you can refer to
<https://codelabs.developers.google.com/codelabs/admob-ads-in-flutter#0>

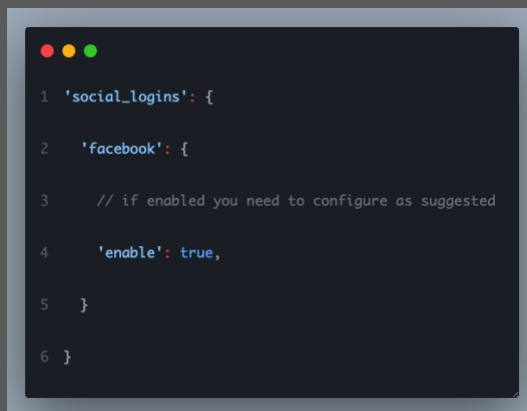
Social Logins

If you want to enable social logins, make sure you have enabled it on web app and added the required keys. Follow the following instructions to configure the specific social provider.

Please note it should be the same Facebook app used for web & mobile app.

Facebook

In order to use Facebook check that you have enabled it from app_config.dart file.



```
1 'social_logins': {  
2   'facebook': {  
3     // if enabled you need to configure as suggested  
4     'enable': true,  
5   }  
6 }
```

Once you enabled it follow the instructions provided on the links below, some items already added to said files and you just need to replace values with your app values.

Android - <https://facebook.meedu.app/docs/5.x.x/android>

iOS - <https://facebook.meedu.app/docs/5.x.x/ios>

Google

In order to use Facebook check that you have enabled it from app_config.dart file.
And follow the instructions at https://pub.dev/packages/google_sign_in

Publishing

Follow the instructions as given in Flutter guide for releasing the apps:

Android

<https://docs.flutter.dev/deployment/android>

iOS

<https://docs.flutter.dev/deployment/ios>

Flutter Help

For any type of flutter commands and help please do visit official documentation at

<https://docs.flutter.dev/>

Thank You

Once again thank you so much for purchasing this product. I would be glad to help you if you have any questions relating to this product. No guarantees, but I will do my best to assist.

Here at livelyworks we build awesome web & mobile applications, Some of the Great tools and technologies we use day2day for the development: HTML, CSS, jQuery, PHP, **Laravel**, Flutter, Angular/AngularJS etc.

We also build **iOS & Android Application**.

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