

Documentation

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1. What are the prerequisites?

This Flutter app can be hosted into Google Play Store + Apple Appstore as your branded eCommerce CMS app. The app will communicate with your hosted eCommerce CMS web application through APIs. That means the prerequisite to publish the eCommerce Mobile application is to have the eCommerce CMS Web application in the latest version always.

Flutter version must be : **Flutter 3.0.2 • channel stable**

Dart version must be : **Dart 2.17.3**

Make sure your flutter and dart versions are correct. Follow the flutter documentation from <https://flutter.dev/docs/get-started/install> to install the given version of flutter in your pc/mac.

2. How to run Android Application in Android Studio?

- Install Android Studio from <https://developer.android.com/studio>
- Extract the source_code.zip. You will find this inside the main zip.
- Open the folder in your android studio.
- Even if you are building an app for ios, use android studio for the build.
- Then in your android studio terminal run:
`flutter pub get` **** You need this to get all 3rd party packages from pub.dev**

3. How to configure the App according to your setup?

A. App Config:

This helps you connect your app to your server.

Open lib/app_config.dart

You can change the `copyright_text`, `app_name`, `purchase_code`, `HTTPS_DOMAIN_PATH` variable.

Do not change the other variables.

Make sure that `purchase_code` is given. Otherwise your app will not work properly.

If your site does not have https or your are using a local machine as server (localhost) the make `HTTPS = false;`

Your `DOMAIN_PATH` is your site url without any protocol. (see screenshot below)

If you are using localhost , `DOMAIN_PATH` should be "[your_ip_address/your_project](#)";

**** "localhost/your_project" will not work ****

Normally you do not have to change the `BASE_PATH`. Keep it as given.

But if you are using s3 for image uploading your `BASE_PATH` should be :

`BASE_PATH = "https://\[\[bucketname\]\].s3.\[\[regeion\]\].amazonaws.com/";`

```
active_ecommerce_flutter > lib > app_config.dart
pubspec.yaml app_config.dart
Project Resource Manager
1:1-Project
1 import 'package:flutter/material.dart';
2
3 var this_year = DateTime.now().year.toString();
4
5 class AppConfig {
6     static String copyright_text = "@ ActiveItZone " + this_year; //this shows in the splash screen
7     static String app_name = "Active eCommerce"; //this shows in the splash screen
8
9     //configure this
10    static const bool HTTPS = true;
11
12    //configure this
13    //static const DOMAIN_PATH = "192.168.0.113/ecomerce_demo";
14    static const DOMAIN_PATH = "demo.activeitzone.com/ecomerce_flutter_demo";
15
16    //do not configure these below
17    static const String API_ENDPOINT = "api/v2";
18    static const String PUBLIC_FOLDER = "public";
19    static const String PROTOCOL = HTTPS ? "https://" : "http://";
20    static const String RAW_BASE_URL = "${PROTOCOL}${DOMAIN_PATH}";
21    static const String BASE_URL = "${RAW_BASE_URL}/${PUBLIC_FOLDER}";
22
23    //configure this if you are using amazon s3 like services
24    //give direct link to file like https://[[bucketname]].s3.ap-southeast-1.amazonaws.com/
25    //otherwise do not change anything
26    static const String BASE_PATH = "${RAW_BASE_URL}/${PUBLIC_FOLDER}/";
27 }
28
```

B. Theme Config:

This helps you change your app's colors according to your theme/branding

Open lib/my_theme.dart

You can change the `accent_color`, `soft_accent_color`, `splash_screen_color` variable.

Flutter by default does not support hex color. Do not change the other variables.

Use <https://www.rapidtables.com/convert/color/hex-to-rgb.html> To get the RGB value if you do not already know your theme's RGB color.

You should keep the Opacity value 1 (Opacity can be 0, 0.1, 0.2, ,0.9 ,1)

See the screenshot below.

```
active_ecommerce_flutter lib my_theme.dart
pubspec.yaml app_config.dart my_theme.dart
1:1 Project
1 import 'package:flutter/material.dart';
2
3 class MyTheme{
4   /*configurable colors starts*/
5   static Color accent_color = Color.fromRGBO(230,46,4, 1);
6   static Color soft_accent_color = Color.fromRGBO(247,189,168, 1);
7   static Color splash_screen_color = Color.fromRGBO(230,46,4, 1); // if not sure , use the same color as accent color
8   /*configurable colors ends*/
9
10  /*If you are not a developer, do not change the bottom colors*/
11  static Color white = Color.fromRGBO(255,255,255, 1);
12  static Color light_grey = Color.fromRGBO(239,239,239, 1);
13  static Color dark_grey = Color.fromRGBO(112,112,112, 1);
14  static Color medium_grey = Color.fromRGBO(132,132,132, 1);
15  static Color grey_153 = Color.fromRGBO(153,153,153, 1);
16  static Color font_grey = Color.fromRGBO(73,73,73, 1);
17  static Color textfield_grey = Color.fromRGBO(209,209,209, 1);
18  static Color golden = Color.fromRGBO(248, 181, 91, 1);
19  static Color shimmer_base = Colors.grey.shade50;
20  static Color shimmer_highlighted = Colors.grey.shade200;
21
22  //testing shimmer
23  /*static Color shimmer_base = Colors.redAccent;
24  static Color shimmer_highlighted = Colors.yellow; */
25
26
27
28
29 }
```

C. Configure the launcher icon:

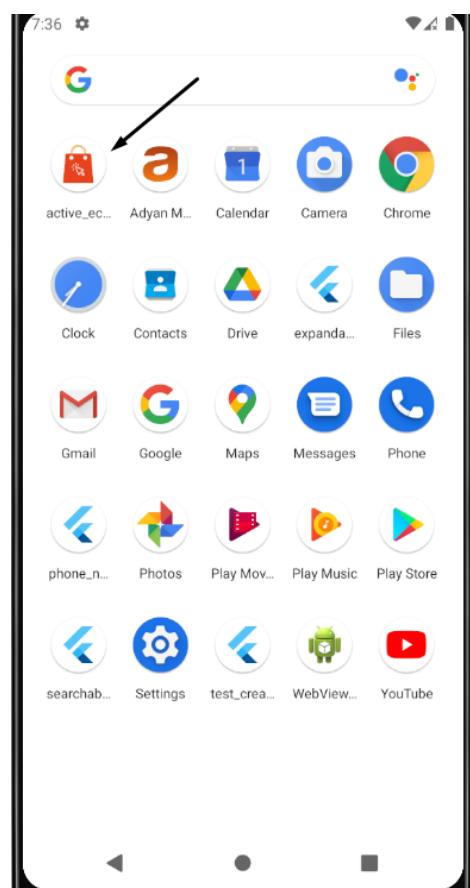
This helps you change your app's launcher icon.

Change the `app_logo.png` in `assets` folder with your own logo. Your file name should also be `app_logo.png` and it should be a `512x512 png` image and the image format should be the same.

After replacing the file, **uninstall** your app from your emulator. Otherwise the logo will not be changed.

Then in your android studio terminal run:

`flutter pub get`



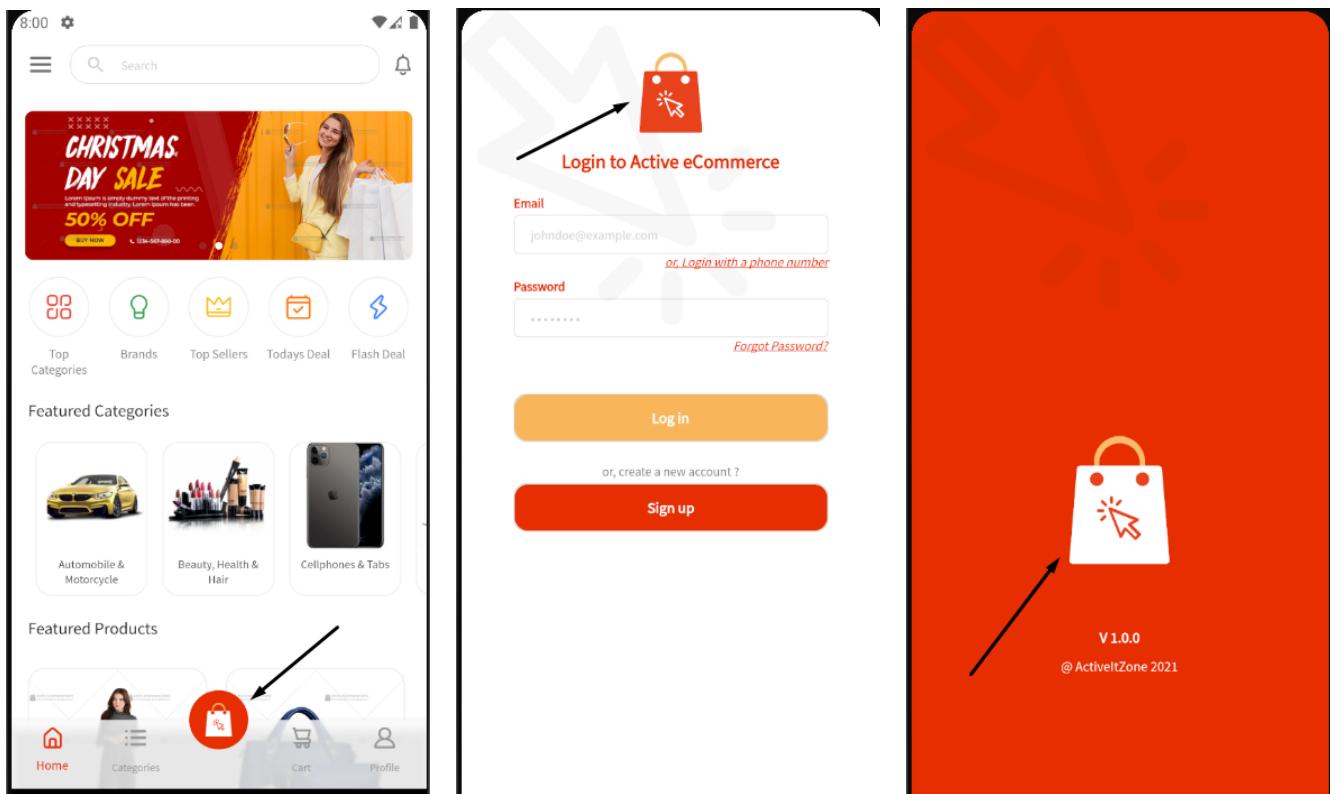
Then run :

flutter pub run flutter_launcher_icons:main

Then run your app (shift +10). The app will be installed again with your given launcher icon.

D. Configure other logos:

In the asset folders we have other logos that you may want to change according to your branding.



This logos will be found in :

[assets/square_logo.png \(50x64\)](#)

[assets/login_registration_form_logo.png \(512x512\)](#)

[assets/splash_screen_logo.png \(512x512\)](#)

Change this logo with your own logo. File name , image format and size should be the same for each logo.

Then in your android studio terminal run:

```
flutter pub get
```

Then restart your app (shift +10). You should see your own logo in these places.

4. How to change the package name ?

This is very important. Your app cannot have the same package name as other app. If it does, the playstore will not accept it as an unique application. So rename your app according to your business/brand name. Try to write an unique package name.

Naming convention :

<https://docs.oracle.com/javase/tutorial/java/package/namingpkgs.html>

For example

Let's say your package is : com.onatcipli.networkUpp

And your app name is "Network Upp"

Then ,

Run this command inside your flutter project root.

Run the command in android studio terminal :

```
flutter pub run rename --bundleId com.onatcipli.networkUpp
```

```
flutter pub run rename --appname "Network Upp"
```

Try uninstalling the app from the emulator , then run the commands and then restart the app.

If it does not work, first uninstall, then restart the app then run the commands.

**In case the above do not work:

In Android

for **package name** just change in build build.gradle only (anddroid/app/build.gradle)

```
defaultConfig {
```

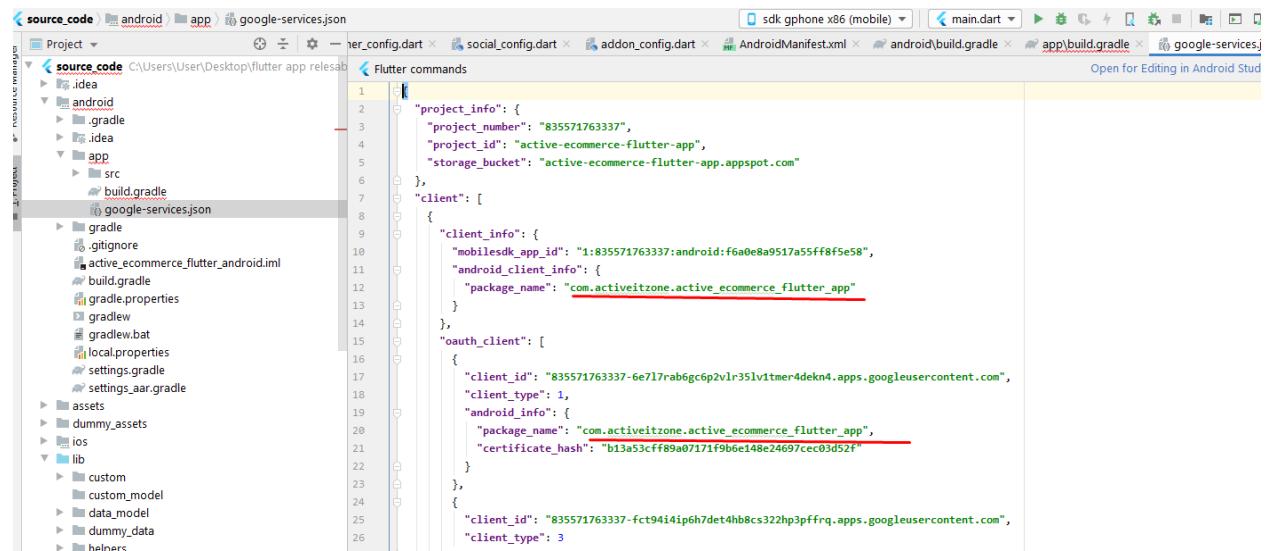
```

    applicationId "bundleId com.onatcipli.networkUpp"
    .....
}
```

**However in one place you must have to manually change your package name.

Open android/app/google-services.json , and change your package name manually.

Otherwise you will get a build error , even on emulator on debug build



For iOS:

Change the bundle identifier from your Info.plist file inside your ios/Runner directory.

```

<key>CFBundleIdentifier</key>
<string>bundleId com.onatcipli.networkUpp</string>
```

If you face issues consult a flutter developer.

5. How to Build the app for testing (build an apk) ?

<https://flutter.dev/docs/deployment/android> see the doc for reference

In terminal run : `flutter build apk`

It will build an apk and show the folder. You can then install it in your phone to test, or share to multiple users for testing .

6. How to generate play store uploadable files for release?

<https://flutter.dev/docs/deployment/android> see the doc for reference

Signing the app:

To publish on the Play Store, you need to give your app a digital signature. Use the following instructions to sign your app.

Go through the screenshots below carefully to understand how to generate key and and use it for the released signed app:

Note:

- The `keytool` command might not be in your path—it's part of Java, which is installed as part of Android Studio. For the concrete path, run `flutter doctor -v` and locate the path printed after 'Java binary at:'. Then use that fully qualified path replacing `java` (at the end) with `keytool`. If your path includes space-separated names, such as `Program Files`, use platform-appropriate notation for the names. For example, on Mac/Linux use `Program\ Files`, and on Windows use "`Program Files`".
- The `-storetype JKS` tag is only required for Java 9 or newer. As of the Java 9 release, the keystore type defaults to PKS12.

```
C:\flutter_projects\active_ecommerce_flutter>flutter doctor -v
[✓] Flutter (Channel stable, 1.22.4, on Microsoft Windows [Version 10.0.19041.867], locale en-US)
  • Flutter version 1.22.4 at C:\flutter
  • Framework revision 1aafb3a8b9 (5 months ago), 2020-11-13 09:59:28 -0800
  • Engine revision 2c956a31c0
  • Dart version 2.10.4

[✓] Android toolchain - develop for Android devices (Android SDK version 30.0.1)
  • Android SDK at C:\Users\User\AppData\Local\Android\sdk
  • Platform android-30, build-tools 30.0.1
  • Java binary at: C:\Program Files\Android\Android Studio\jre\bin\java
  • Java version OpenJDK Runtime Environment (build 1.8.0_242-release-1644-b01)
  • All Android licenses accepted.

[✓] Android Studio (version 4.0)
  • Android Studio at C:\Program Files\Android\Android Studio
  • Flutter plugin installed
  • Dart plugin version 193.7547
  • Java version OpenJDK Runtime Environment (build 1.8.0_242-release-1644-b01)

[✓] VS Code (version 1.53.2)
```

Find binary path

```
C:\>cd "Program Files"
C:\Program Files>cd Android
C:\Program Files\Android>cd "Android Studio"
C:\Program Files\Android\Android Studio>cd jre
C:\Program Files\Android\Android Studio\jre>cd bin
C:\Program Files\Android\Android Studio\jre\bin>cd java
The system cannot find the path specified.

C:\Program Files\Android\Android Studio\jre\bin>cd java
The system cannot find the path specified.

C:\Program Files\Android\Android Studio\jre\bin>
```

Then generate and store the key (image on next page)

```

MICROSOFT Windows [version 10.0.19041.807]
(c) 2020 Microsoft Corporation. All rights reserved.

C:\Users\User>cd ..
C:\Users>cd ..
C:\>cd "Program Files"
C:\Program Files>cd Android
C:\Program Files\Android>cd "Android Studio"
C:\Program Files\Android\Android Studio>cd jre
C:\Program Files\Android\Android Studio\jre>cd bin
C:\Program Files\Android\Android Studio\jre\bin>cd java
Binary location
The system cannot find the path specified.

C:\Program Files\Android\Android Studio\jre\bin>cd java
File path to save the key
The system cannot find the path specified.

C:\Program Files\Android\Android Studio\jre\bin>keytool.exe -genkey -v -keystore c:\flutter_projects\active_ecommerce_flutter\key.jks -storetype JKS -keyalg RSA -keysize 2048 -validity 10000 -alias key
Enter keystore password:
Re-enter new password:
What is your first and last name?
[Unknown]: Test
What is the name of your organizational unit?
[Unknown]: Test
What is the name of your organization?
[Unknown]: Test
What is the name of your City or Locality?
[Unknown]: Test
What is the name of your State or Province?
[Unknown]: Test
What is the two-letter country code for this unit?
[Unknown]: us
Is CN=Test, OU=Test, O=Test, L=Test, ST=Test, C=us correct?
[no]: yes
Generating 2,048 bit RSA key pair and self-signed certificate (SHA256withRSA) with a validity of 10,000 days
    for: CN=Test, OU=Test, O=Test, L=Test, ST=Test, C=us
Enter key password for <key>
    (RETURN if same as keystore password):
Re-enter new password:
[Storing c:\flutter_projects\active_ecommerce_flutter\key.jks]

```

active_ecommerce_flutter

Name	Date modified	Type	Size
.dart_tool	4/1/2021 5:58 PM	File folder	
.git	4/1/2021 7:41 PM	File folder	
.idea	4/1/2021 9:44 PM	File folder	
android	3/28/2021 9:59 PM	File folder	
assets	4/1/2021 5:53 PM	File folder	
build	4/1/2021 9:01 PM	File folder	
dummy_assets	3/31/2021 8:41 PM	File folder	
ios	11/29/2020 7:19 PM	File folder	
lib	4/1/2021 5:29 PM	File folder	
test	11/29/2020 7:19 PM	File folder	
.flutter-plugins	4/1/2021 9:00 PM	FLUTTER-PLUGINS...	3 KB
.flutter-plugins-dependencies	4/1/2021 9:00 PM	FLUTTER-PLUGINS...	8 KB
.gitattributes	11/29/2020 9:09 PM	Text Document	1 KB
.gitignore	11/29/2020 7:19 PM	Git Ignore Source ...	1 KB
.metadata	11/29/2020 7:19 PM	METADATA File	1 KB
.packages	4/1/2021 8:59 PM	PACKAGES File	15 KB
active_ecommerce_flutter.iml	1/17/2021 6:49 PM	IML File	1 KB
FlutterEcommerceAPI.postman_collection...	3/25/2021 8:38 PM	JSON Source File	39 KB
key.jks	4/1/2021 9:56 PM	JKS File	3 KB
pubspec.lock	4/1/2021 8:59 PM	LOCK File	26 KB
pubspec.yaml	4/1/2021 8:45 PM	Yaml Source File	3 KB
README.md	11/29/2020 7:19 PM	Markdown Source...	1 KB

flutter_projects > active_ecommerce_flutter >

Name	Date modified	Type	Size
.dart_tool	4/1/2021 10:38 PM	File folder	
.git	4/1/2021 10:51 PM	File folder	
.idea	4/3/2021 3:50 PM	File folder	
android	4/1/2021 10:44 PM	File folder	
assets	4/1/2021 5:53 PM	File folder	
build	4/1/2021 10:39 PM	File folder	
dummy_assets	3/31/2021 8:41 PM	File folder	
ios	11/29/2020 7:19 PM	File folder	
lib	4/1/2021 5:29 PM	File folder	
test	11/29/2020 7:19 PM	File folder	
.flutter-plugins	4/3/2021 3:51 PM	FLUTTER-PLUGINS...	3 KB
.flutter-plugins-dependencies	4/3/2021 3:51 PM	FLUTTER-PLUGINS...	8 KB
.gitattributes	11/29/2020 9:09 PM	Text Document	1 KB
.gitignore	11/29/2020 7:19 PM	Git Ignore Source ...	1 KB
.metadata	11/29/2020 7:19 PM	METADATA File	1 KB
.packages	4/1/2021 10:38 PM	PACKAGES File	15 KB
active_ecommerce_flutter.iml	1/17/2021 6:49 PM	IML File	1 KB
FlutterEcommerceAPI.postman_collection...	3/25/2021 8:38 PM	JSON Source File	39 KB
key.jks	4/1/2021 9:56 PM	JKS File	3 KB
pubspec.lock	4/1/2021 10:38 PM	LOCK File	26 KB
pubspec.yaml	4/1/2021 8:45 PM	Yaml Source File	3 KB
README.md	11/29/2020 7:19 PM	Markdown Source...	1 KB

Then copy the key.jks from the root folder and paste it in the android/app folder

Name	Date modified	Type	Size
src	11/29/2020 7:19 PM	File folder	
build.gradle	4/3/2021 3:50 PM	GRADLE File	3 KB
key.jks	4/1/2021 9:56 PM	JKS File	3 KB

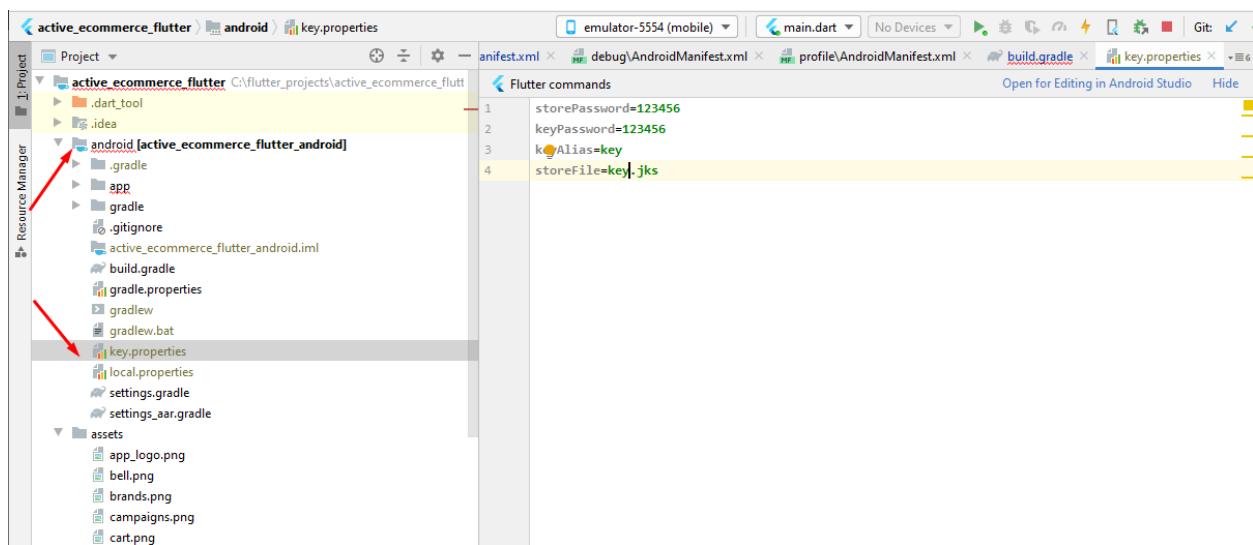
Reference the keystore from the app

Create a file named `<your app dir>/android/key.properties` that contains a reference to your keystore:

```
storePassword=<password from previous step>
keyPassword=<password from previous step>
keyAlias=key
storeFile=<location of the key store file, such as /Users/<user name>/key.jks>
```

**** If you lose the jks file , you will not be able to release a new update your app in playstore****

Create new file `key.properties` in android folder . Enter the information



Read this

Configure signing in gradle

Configure signing for your app by editing the `<your app dir>/android/app/build.gradle` file.

1. Add code before `android` block:

```
android {  
    ...  
}
```



With the keystore information from your properties file:

```
def keystoreProperties = new Properties()  
def keystorePropertiesFile = rootProject.file('key.properties')  
if (keystorePropertiesFile.exists()) {  
    keystoreProperties.load(new FileInputStream(keystorePropertiesFile))  
}  
  
android {  
    ...  
}
```



Load the `key.properties` file into the `keystoreProperties` object.

2. Add code before `buildTypes` block:

```
buildTypes {  
    release {  
        // TODO: Add your own signing config for the release build.  
        // Signing with the debug keys for now,  
        // so 'flutter run --release' works.  
        signingConfig signingConfigs.debug  
    }  
}
```



With the signing configuration info:

```
signingConfigs {  
    release {  
        keyAlias keystoreProperties['keyAlias']  
        keyPassword keystoreProperties['keyPassword']  
        storeFile keystoreProperties['storeFile'] ? file(keystoreProperties['storeFile']) : null  
        storePassword keystoreProperties['storePassword']  
    }  
}  
buildTypes {  
    release {  
        signingConfig signingConfigs.release  
    }  
}
```



Configure the `signingConfigs` block in your module's `build.gradle` file.

Release builds of your app will now be signed automatically.

in `app/build.gradle` do necessary changes

```
28 def keystoreProperties = new Properties()
29 def keystorePropertiesFile = rootProject.file('key.properties')
30 if (keystorePropertiesFile.exists()) {
31     keystoreProperties.load(new FileInputStream(keystorePropertiesFile))
32 }
33
34 android {
35     compileSdkVersion 29
36
37     sourceSets {
38         main.java.srcDirs += 'src/main/kotlin'
39     }
40
41     lintOptions {
42         disable 'InvalidPackage'
43     }
44
45     defaultConfig {
46         // TODO: Specify your own unique Application ID (https://developer.android.com/studio/build/application-id.html).
47         applicationId "com.activeitzone.active_ecommerce_flutter_app"
48         minSdkVersion 19
49         targetSdkVersion 29
50         versionCode flutterVersionCode.toInt()
51         versionName flutterVersionName
52         multiDexEnabled true
53     }
54
55     signingConfigs {
56         release {
57             keyAlias keystoreProperties['keyAlias']
58             keyPassword keystoreProperties['keyPassword']
59             storeFile keystoreProperties['storeFile'] ? file(keystoreProperties['storeFile']) : null
60             storePassword keystoreProperties['storePassword']
61         }
62     }
63
64     buildTypes {
65         release {
66             // TODO: Add your own signing config for the release build.
67             // Signing with the debug keys for now, so `flutter run --release` works.
68             signingConfig signingConfigs.release
69         }
70     }
71 }
```

Note: You may need to run `flutter clean` after changing the gradle file. This prevents cached builds from affecting the signing process.

Now you are almost done

In your terminal run : `flutter build appbundle`

The release bundle for your app is created at <your app dir>/build/app/outputs/bundle/release/app.aab.

Upload this app.aab file to your google play console

8. How to update for android? **Read all the points carefully before doing anything

- This section will help you if you are here for the update and have already generated the signed release apk/appbundle the last time and already have the keytool and the manifest file ready in your old project folder.
- If you are installing and building the release file for the first time this section is not for you.

- Extract the ssource_code.zip. You will find this inside the main zip.
- Open the folder in your android studio.
- ****Remember to open this in a separate folder than your old project.**
- Even if you are building an app for ios, use android studio for the build.
- Then in your android studio terminal run:
flutter pub get
- This will fetch all the necessary packages

- If you are updating, you must have build the key.jks previously
- Copy the key.jks , key.properties, and the manifest file from your old project and paste in the correct locations
- See the previous screenshots for the file locations
- If you are missing your old project, you have to configure key.properties, and the manifest file like described in the installation.
- As our source code is made ready for the fresh installation , you will have to do all your configuration (like domain path, app color, package name etc) shown in the previous steps.
- But do not create a new key.jks, you have to update your app with the existing key
- If you have somehow lost your previous key , you have to release a totally new app to the play store.You will not be able to release an update.

- In your terminal run : **flutter build appbundle**

- The release bundle for your app is created at <your app dir>/build/app/outputs/bundle/release/app.aab.
- Upload this app.aab file to your google play console

9. How to configure social login?

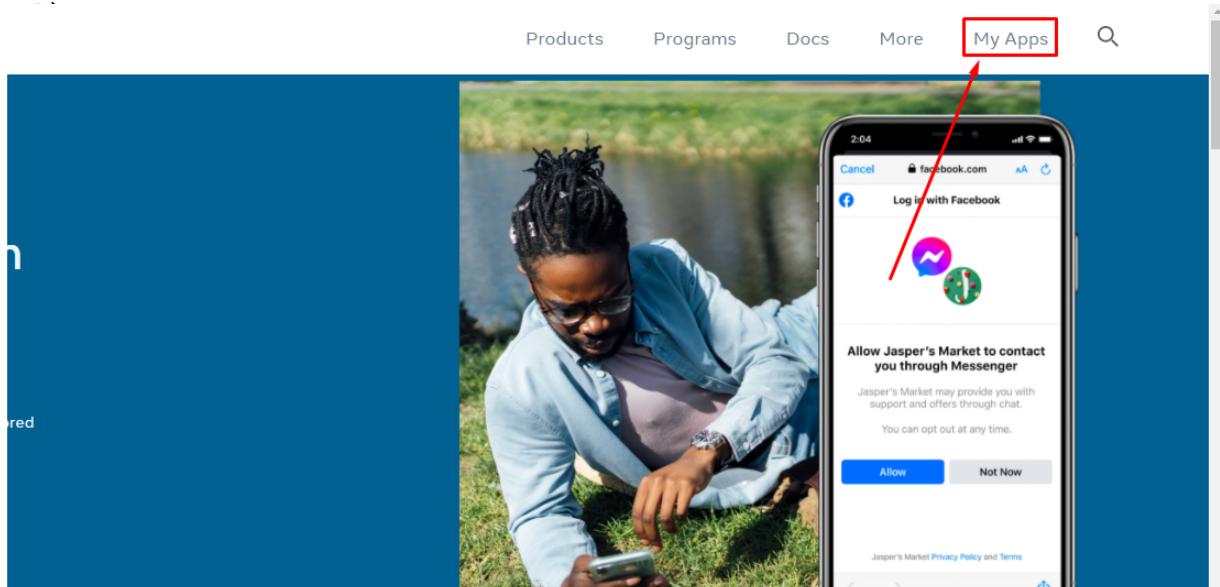
I) Facebook: Package Used

https://pub.dev/packages/flutter_facebook_auth

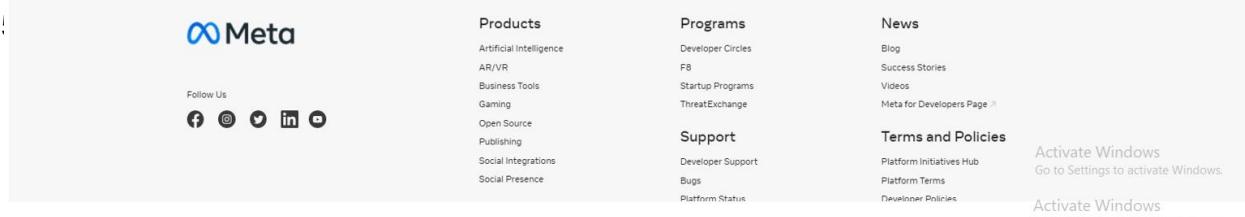
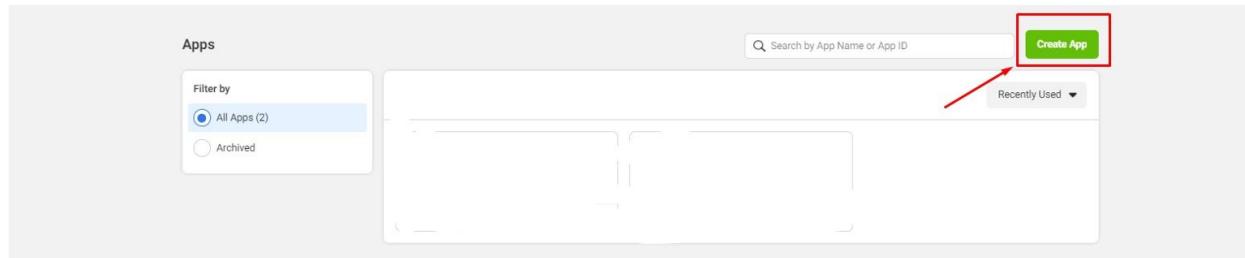
See its documentation and steps

How to create a facebook app ?

- A) First you have to login facebook in your browser.
- B) Goto <https://developers.facebook.com/>
- C) Goto My Apps.



E) Create an app.



Create an App

Select an app type
The app type can't be changed after your app is created. [Learn more](#)

Type **Details**

Business
Create or manage business assets like Pages, Events, Groups, Ads, Messenger, WhatsApp and Instagram Graph API using the available business permissions, features and products.

Consumer
Connect consumer products, and permissions, like Facebook Login and Instagram Basic Display to your app.

Games
Create an HTML5 game hosted on Facebook.

Gaming
Connect an off-platform game to Facebook Login.

Workplace
Create enterprise tools for Workplace from Meta.

None
Create an app with combinations of consumer and business permissions and products.

Next

A red box highlights the 'None' option under 'Select an app type', indicating it is the chosen category for the app being created.

F) Add your app details

- App Name.
- App Contact Email.
- Business Account. (Don't Change it).

Create an App

X Cancel

Type Details

Add details

Display name **App Name**
This is the app name associated with your app ID. You can change this later.

App Contact Email **Email**
This email address is used to contact you about potential policy violations, app restrictions or steps to recover the app if it's been deleted or compromised.

Business Account · Optional
To access certain permissions or features, apps need to be connected to a Business Account.
No Business Account selected

Don't change this option

By proceeding, you agree to the [Facebook Platform Terms and Developer Policies](#).

Previous **Create App**

G) Add product "Facebook Login".

- ❖ Click the "Set Up" button.

Add a Product

Facebook Login

The world's number one social login product.

Read Docs **Set Up**

Audience Network

Monetize your app and grow revenue with ads from Facebook advertisers.

Read Docs **Set Up**

App Events

Understand how people engage with your business across apps, devices, platforms and websites.

Read Docs **Set Up**

Messenger

Customize the way you interact with people on Messenger.

Read Docs **Set Up**

Webhooks

Subscribe to changes and receive updates in real time without calling the API.

Read Docs **Set Up**

Games

Create a cross-platform HTML5 game hosted on Facebook.

Read Docs **Set Up**

H) Click the “Basic” Option.

The screenshot shows the Facebook App Settings interface. On the left, there's a sidebar with options like Dashboard, Settings (with 'Basic' highlighted by a red arrow), Roles, Alerts, App Review, Products, Facebook Login, and Activity Log. The main area is titled 'Basic' and contains fields for App ID, Display Name (set to 'testapp'), Namespace, App Domains, Contact Email (set to 'mdtusaraddmob@gmail.com'), Privacy Policy URL (set to 'Privacy policy for Login dialog and App Details'), Terms of Service URL (set to 'Terms of Service for Login dialog and App Details'), App Icon (with a placeholder image), and Category (set to 'Choose a Category').

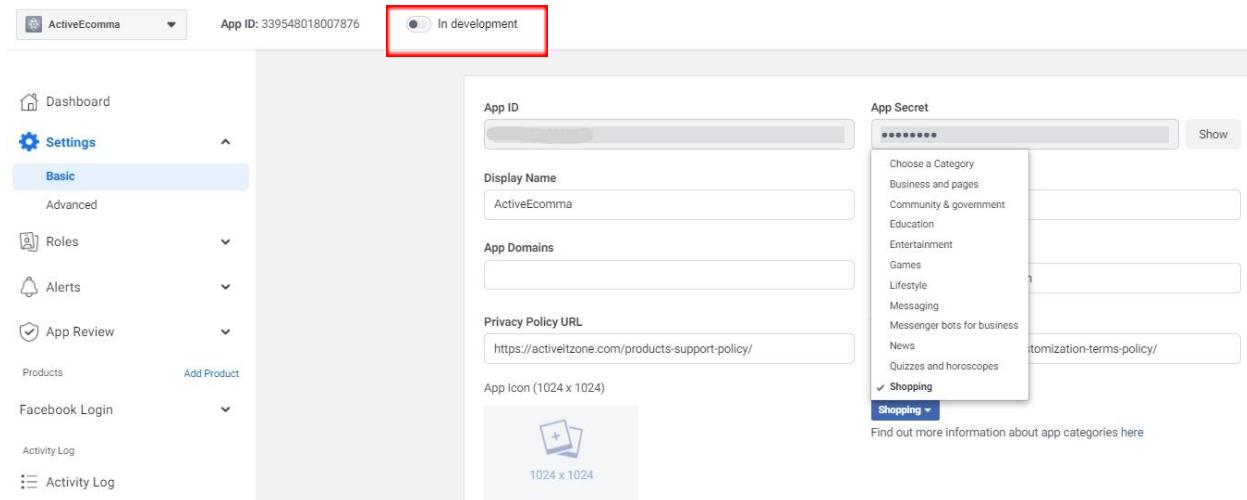
I) Add some information and save it.

- I. This app privacy policy url.
- II. This app terms of service url.
- III. This app icon (Icon size also 1024 X 1024 Or 512 X 512).
- IV. This app category.

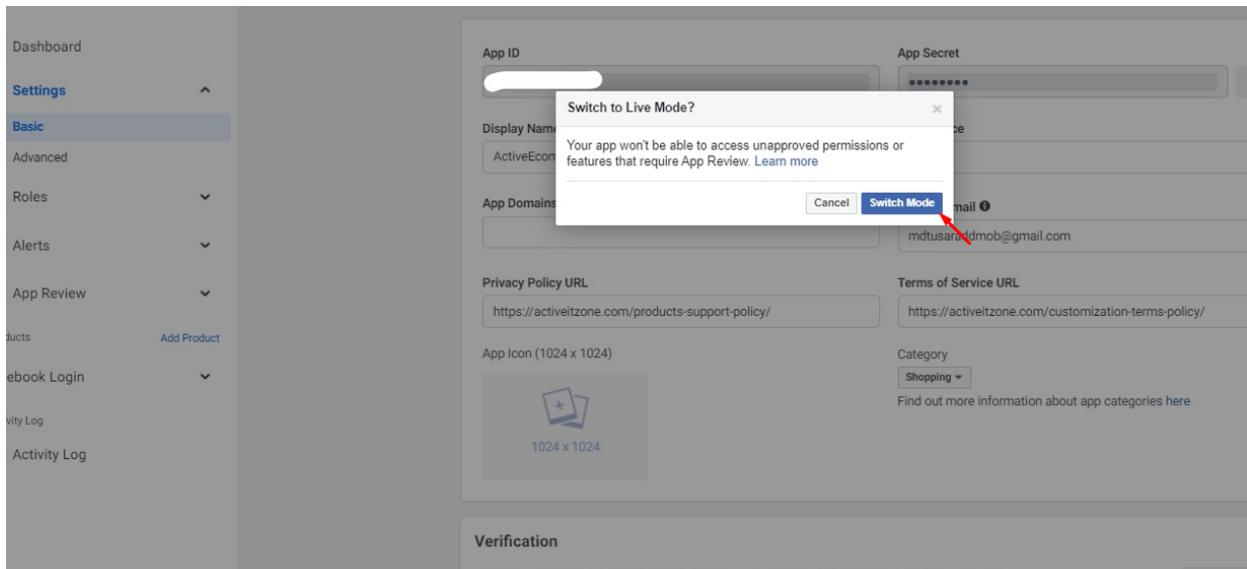
This screenshot shows the same Facebook App Settings page as above, but with several fields highlighted with red arrows:

- Privacy Policy URL**: Points to the 'Privacy policy for Login dialog and App Details' input field.
- Terms of Service URL**: Points to the 'Terms of Service for Login dialog and App Details' input field.
- App icon**: Points to the 'App Icon (1024 x 1024)' section, which includes a placeholder icon and the text '1024 x 1024'.
- Choose your app category**: Points to the 'Category' dropdown menu labeled 'Choose a Category'.

J) Now activate your app.



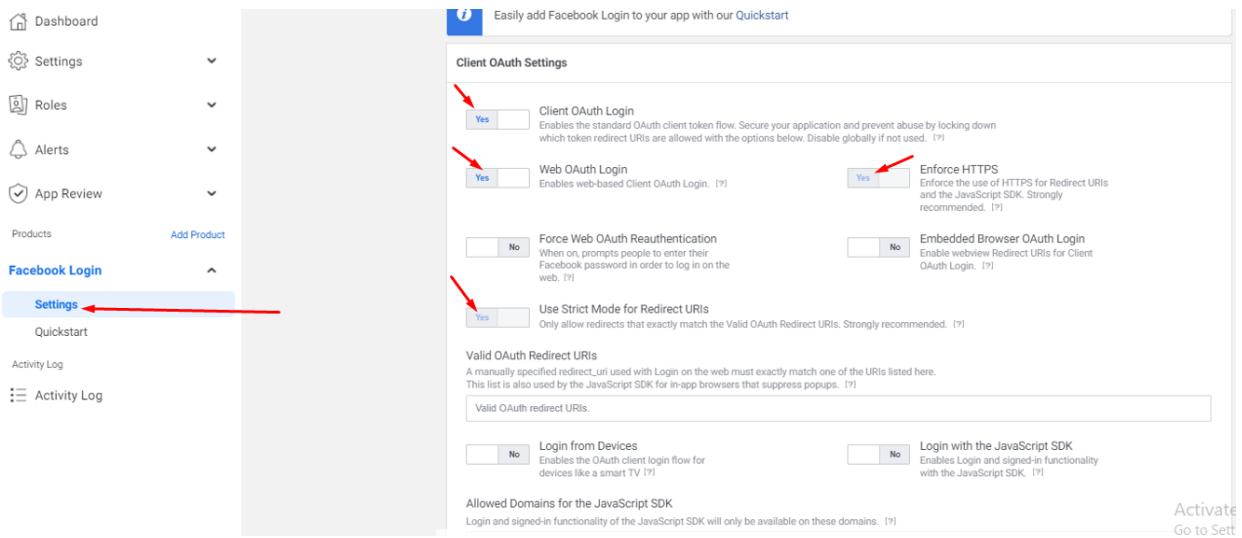
K) Click the "Switch Mode" Button.



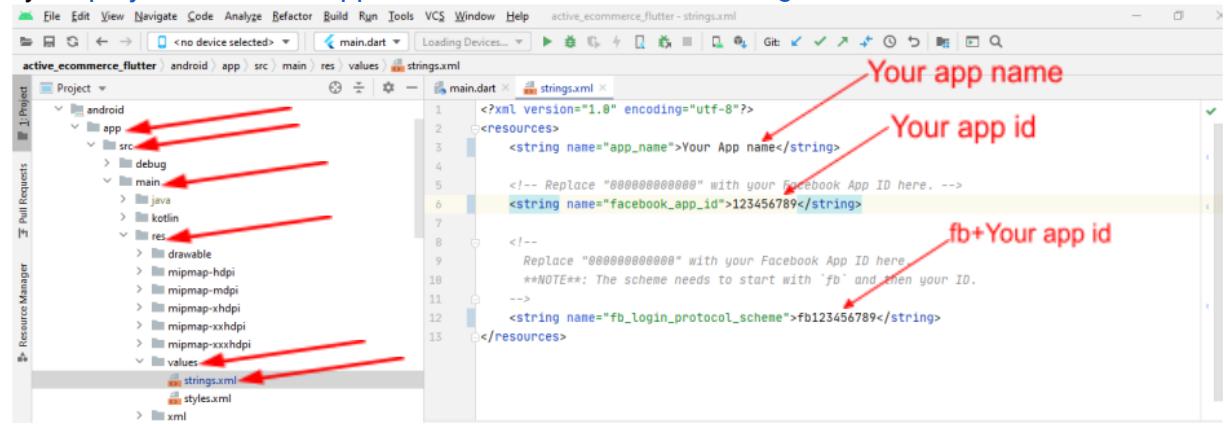
L) Make sure your app facebook login settings are on these options.

- A) Client OAuth Login.
- B) Web OAuth Login.
- C) Enforce HTTPS

D) Use Strict Mode for Redirect URIs



M) Add your facebook app id, app name and fb login protocol scheme (**NOTE**: The scheme needs to start with `fb` and then your ID.example: `fb123456789`) into your project->android->app->src->main->res->values->string.xml file.



Google: Package Used

https://pub.dev/packages/google_sign_in

See its documentation and steps from the link.

1. Create a firebase project.
 - A) First you need to have a google account and login in your browser.
 - B) Goto this link: <https://console.firebaseio.google.com/>
 - C) Click the “Add Project” Button.
 - D) Add your project name and continue.
 - E) Off the “disable google analytics” and Click the “Continue” Button.
 - F) Click the “Continue” Button.

Add Android app on your Firebase project

1. Click the android icon.

Add some informations:

- A) Android package name
- B) App nickname
- C) Add signing certificate SHA-1 and SHA-256

How to get SHA-1 code in your project ?

- A. Goto android studio and open your project then open terminal and ensure that it shows your project directory in the terminal.
- B. Then drive into the android folder(cd android).
- C. i)For debug mode: write this command on your android studio terminal “gradlew signinReport” then press enter.

```
wishlist:rennisonv.dart
Terminal: Local < Local (2) < +
Microsoft Windows [Version 10.0.19042.1415]
(c) Microsoft Corporation. All rights reserved.

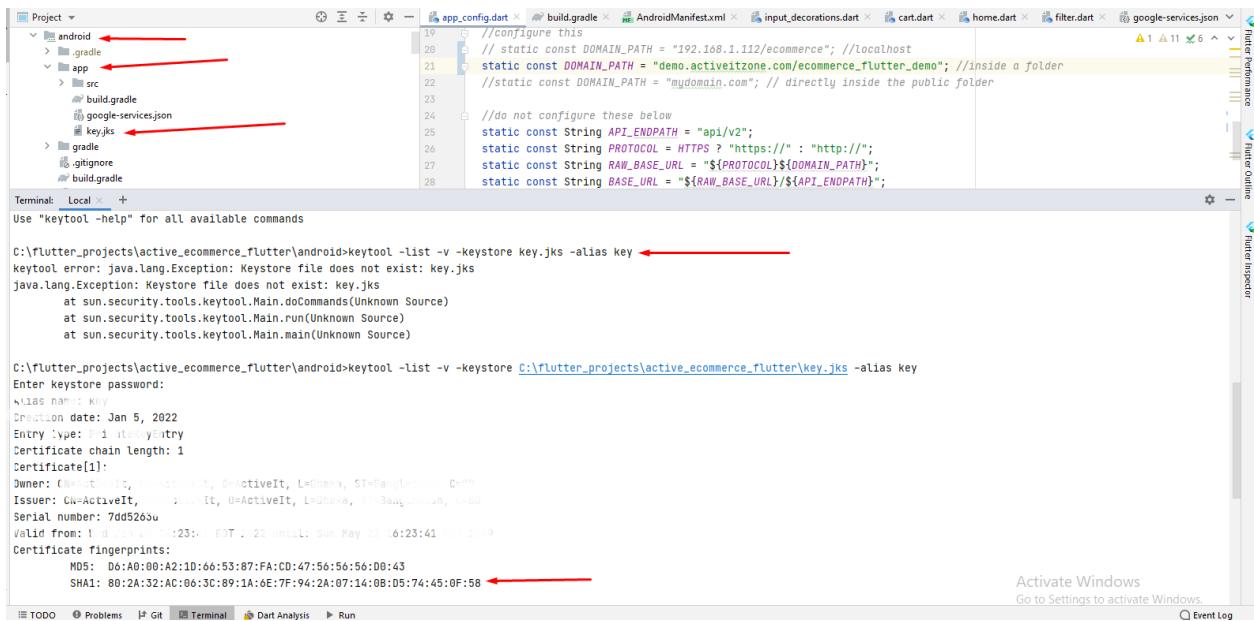
C:\flutter_projects\active_ecommerce_flutter>cd android

C:\flutter_projects\active_ecommerce_flutter\android>gradlew signinReport ←

> Configure project :app
WARNING: The option setting 'android.enableR8=true' is deprecated.
It will be removed in version 7.0 of the Android Gradle plugin.
You will no longer be able to disable R8
WARNING: Please remove usages of `jcenter()` Maven repository from your build scripts and migrate your build to other Maven repositories.
This repository is deprecated and it will be shut down in the future.
See http://developer.android.com/r/tools/jcenter-end-of-service for more information.
Currently detected usages in: root project 'android', project ':app', project ':connectivity', ...

> Task :app:signingReport
Variant: debug
Config: debug
Store: C:/Users/ActiveITZone/.android/debug.keystore
Alias: AndroidDebugKey
MD5: F5:AA:B1:22:C1:21:B0:37:CC:DA:0E:44:77:B0:42:4C
SHA1: 82:53:B5:F1:C9:A8:1B:69:35:2E:F1:14:09:AE:43:6A:D3:7E:53:84 ←
SHA-256: E1:81:46:48:7D:90:00:35:DA:43:48:9C:12:9A:AC:7A:3F:66:00:3F:FF:36:F5:DF:54:C2:B1:1F:B0:E9:0A:2B ←
Valid until: Monday, June 20, 2050
```

ii) For release mode: write this command on your android studio terminal
 "keytool -list -v -keystore YOUR_PROJECT_DIRECTORY\key.jks -alias key" then press enter.



The screenshot shows the Android Studio interface with the project structure on the left and the terminal window on the right. Red arrows point from the terminal output back to specific parts of the code in the editor and the file path in the project tree.

```

Project: active_ecommerce_flutter
  android
    .gradle
    app
      src
        build.gradle
        google-services.json
        key.jks
      gradle
      .gitignore
      build.gradle

Terminal: Local +
Use "keytool -help" for all available commands

C:\flutter_projects\active_ecommerce_flutter\android>keytool -list -v -keystore key.jks -alias key
keytool error: java.lang.Exception: Keystore file does not exist: key.jks
java.lang.Exception: Keystore file does not exist: key.jks
  at sun.security.tools.keytool.Main.doCommands(Unknown Source)
  at sun.security.tools.keytool.Main.run(Unknown Source)
  at sun.security.tools.keytool.Main.main(Unknown Source)

C:\flutter_projects\active_ecommerce_flutter\android>keytool -list -v -keystore C:\flutter_projects\active_ecommerce_flutter\key.jks -alias key
Enter keystore password:
Keystore type: JKS
Keystore provider: SUN
Your keystore contains 1 entry
Key alias : key
Creation date: Jan 5, 2022
Entry type: Private Key Entry
Certificate chain length: 1
Certificate[1]:
Owner: CN=it.ActiveIT, O=ActiveIT, L=London, ST=London, C=GB
Issuer: CN=ActiveIT, O=ActiveIT, L=London, ST=London, C=GB
Serial number: 7dd5263u
Valid from: 15 Jan 2022 12:23:41 - 16 May 2023 12:23:41
Certificate fingerprints:
  MD5: D6:A0:00:A2:10:66:53:87:FA:C0:47:56:56:00:43
  SHA1: 80:2A:32:AC:06:3C:89:1A:6E:7F:94:2A:07:14:0B:D5:74:45:0F:58
  
```

Activate Windows
 Go to Settings to activate Windows.

2. Click the “Register App” button
3. Download config file and add this file into your project->android->app folder
4. Add firebase SDK
5. Click the “Continue to console” button
- 6) After upload your app on playstore you need to add signing certificate SHA-1 and SHA-256 in firebase project setting : Open your google play console->Your App->Setup->App integrity

App integrity

Protect your app and your users [Show more](#)

Integrity API responses off [Releases signed by Google Play](#)

Integrity API [App signing](#)

App signing key certificate

This is the public certificate for the app signing key that Google uses to sign each of your releases. Use it to register your key with API providers. The app signing key itself is not accessible, and is kept on a secure Google server.

MD5 certificate fingerprint [REDACTED]

SHA-1 certificate fingerprint [REDACTED]

SHA-256 certificate fingerprint [REDACTED]

Upgrade your app signing key for new installs

You can upgrade your app signing key for new installs, for example if you want to move to a cryptographically stronger key. Google will use the new key to sign all new installs and their updates. Your legacy key will still be used to sign updates for users who already have your app installed. You can request a new key once per app, and this works for all Android API levels. There are some important things to consider before requesting. [Learn more](#)

[Request key upgrade](#)

Upload key certificate

This is the public certificate for your private upload key. Use your upload key to sign each release so that Google knows updates are from you. Use the certificate below to register your upload key with API providers.

```

active_ecommerce_flutter C:\flutter_projects\active_ecommerce_flutter> android> app> build.gradle
Project: active_ecommerce_flutter
  +-- active_ecommerce_flutter C:\flutter_projects\active_ecommerce_flutter>
  |   +-- .dart_tool
  |   +-- .idea
  |   +-- android [active_ecommerce_flutter_android]
  |       +-- .gradle
  |       +-- app
  |           +-- src
  |               +-- debug
  |               +-- main
  |               +-- profile
  |                   +-- google-services.json
  |               +-- build.gradle
  |               +-- google-services.json
  |               +-- key.jks
  |               +-- gradle
  |               +-- .gitignore
  |               +-- active_ecommerce_flutter_android.iml
  |               +-- build.gradle
  |               +-- gradle.properties
  |               +-- gradlew
  |               +-- gradlew.bat
  |               +-- key.properties
  |               +-- local.properties
  |               +-- settings.gradle
  |               +-- settings_aar.gradle
  |               +-- assets
  |               +-- build
  |               +-- dummy_assets
  |               +-- ios
  |               +-- lib
  |                   +-- custom
  |                   +-- data_model
  |                   +-- dummy_data
  |                   +-- helpers
  |                   +-- repositories
  |                   +-- screen_sections
  |                   +-- screens
  |                   +-- static_models
  |                   +-- ui_elements
  +-- build.gradle
  +-- main.dart
  +-- android\build.gradle
  +-- app\build.gradle
  +-- login.dart
  +-- app\google-services.json
  +-- key.properties
  +-- src\google

```

keyPassword keystoreProperties['keyPassword']
storefile keystoreProperties['storeFile'] ? file(keystoreProperties['storeFile']) : null
storePassword keystoreProperties['storePassword']

buildTypes {
release {
// TODO: Add your own signing config for the release build.
// Signing with the debug keys for now, so `flutter run --release` works.
signingConfig signingConfigs.release
}

flutter {
source '../..'
}

dependencies {
implementation "org.jetbrains.kotlin:kotlin-stdlib-jdk7:\$kotlin_version"
implementation "org.jetbrains.kotlin:kotlin-stdlib-jdk7:\$kotlin_version"
implementation 'com.android.support:multidex:1.0.3'
// Import the Firebase BoM
implementation platform('com.google.firebase:firebase-bom:28.0.1')
}

// When using the BoM, you don't specify versions in Firebase library dependencies

// Declare the dependency for the Firebase SDK for Google Analytics
implementation 'com.google.firebaseio:firebase-analytics-ktx'

// Declare the dependencies for any other desired Firebase products
// For example, declare the dependencies for Firebase Authentication and Cloud Firestore
implementation 'com.google.firebaseio:firebase-auth-ktx'
implementation 'com.google.firebaseio:firebase-firebase-ktx'

The screenshot shows the Android Studio interface with the project navigation bar at the top. Below it is the code editor containing the `build.gradle` file for the `app` module. The code defines repositories, dependencies, and tasks. The `dependencies` section includes classpath entries for `com.android.tools.build:gradle:3.5.0`, `org.jetbrains.kotlin:kotlin-gradle-plugin:$kotlin_version`, and `com.google.gms:google-services:4.3.8`. The `allprojects` block sets up repositories for Google and JCenter. The `rootProject.buildDir` is set to `../build`, and `subprojects` are configured to depend on the `:app` module. A task `clean` is defined to delete the build directory.

```
buildscript {
    ext.kotlin_version = '1.3.50'
    repositories {
        google()
        jcenter()
    }
}

dependencies {
    classpath 'com.android.tools.build:gradle:3.5.0'
    classpath "org.jetbrains.kotlin:kotlin-gradle-plugin:$kotlin_version"
    classpath 'com.google.gms:google-services:4.3.8' // Google Services plugin
}

allprojects {
    repositories {
        google()
        jcenter()
    }
}

rootProject.buildDir = '../build'
subprojects {
    project.buildDir = "${rootProject.buildDir}/${project.name}"
}
subprojects {
    project.evaluationDependsOn(':app')
}

task clean(type: Delete) {
    delete rootProject.buildDir
}
```

This screenshot shows the same `build.gradle` file as the first one, but with a red box highlighting the `dependencies` section. This section includes the `implementation platform('com.google.firebaseio:firebase-bom:28.0.1')` line, which imports the Firebase BoM (Bill of Materials). It also includes comments about specifying versions for Firebase library dependencies and declarations for the Firebase SDK for Google Analytics (`implementation 'com.google.firebase:firebase-analytics-ktx'`) and other desired products like Cloud Firestore and Firebase Authentication (`implementation 'com.google.firebase:firebase-auth-ktx'` and `implementation 'com.google.firebase:firebase-firebase-ktx'`).

```
keyPassword keystoreProperties['keyPassword']
storeFile keystoreProperties['storeFile'] ? file(keystoreProperties['storeFile']) : null
storePassword keystoreProperties['storePassword']

buildTypes {
    release {
        // TODO: Add your own signing config for the release build.
        // Signing with the debug keys for now, so `flutter run --release` works.
        signingConfig signingConfigs.release
    }
}

flutter {
    source '../..'
}

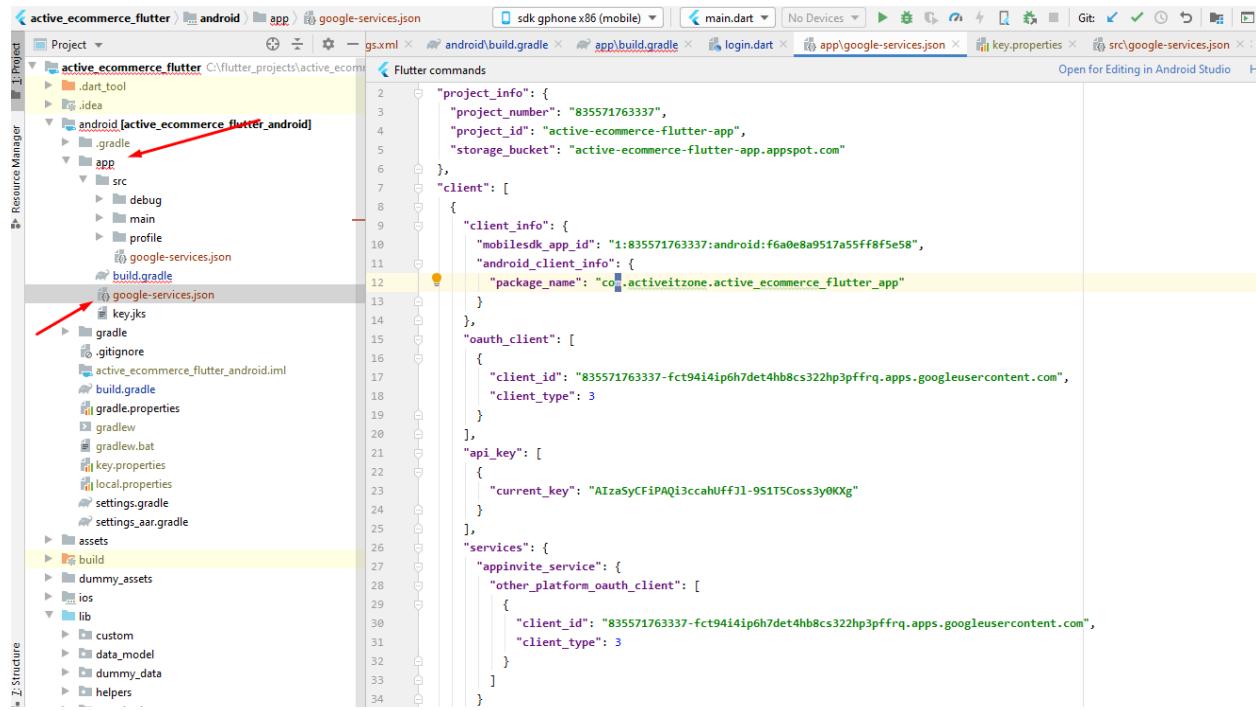
dependencies {
    implementation "org.jetbrains.kotlin:kotlin-stdlib-jdk7:$kotlin_version"
    implementation "org.jetbrains.kotlin:kotlin-stdlib-jdk7:$kotlin_version"
    implementation 'com.android.support:multidex:1.0.3'
    // Import the Firebase BoM
    implementation platform('com.google.firebaseio:firebase-bom:28.0.1')

    // When using the BoM, you don't specify versions in Firebase Library dependencies

    // Declare the dependency for the Firebase SDK for Google Analytics
    implementation 'com.google.firebase:firebase-analytics-ktx'

    // Declare the dependencies for any other desired Firebase products
    // For example, declare the dependencies for Firebase Authentication and Cloud Firestore
    implementation 'com.google.firebase:firebase-auth-ktx'
    implementation 'com.google.firebase:firebase-firebase-ktx'
}
```

You will need to generate your own google-services.json. Do not use ours - it will not work for you

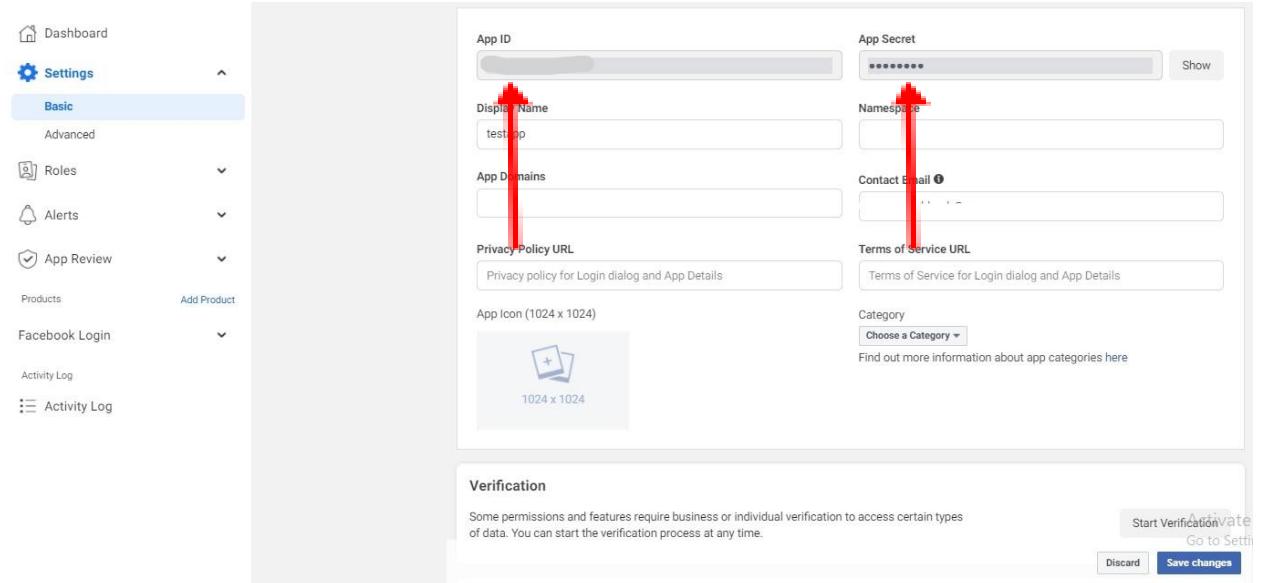


The screenshot shows the Android Studio interface with the project 'active_ecommerce_flutter' open. The left sidebar displays the project structure under 'Project'. A red arrow points from the 'app' folder in the structure to the 'google-services.json' file in the main editor area. Another red arrow points from the 'key.properties' file in the structure to the 'key.properties' file in the editor. The editor shows the JSON configuration for the Google services, including project info, clients, OAuth clients, API keys, and services.

```
2   "project_info": {  
3     "project_number": "835571763337",  
4     "project_id": "active-commerce-flutter-app",  
5     "storage_bucket": "active-commerce-flutter-app.appspot.com"  
6   },  
7   "client": [  
8     {  
9       "client_info": {  
10         "mobilesdk_app_id": "1:835571763337:android:f6a0e8a9517a55ff8f5e58",  
11         "android_client_info": {  
12           "package_name": "com.activeitzone.active_ecommerce_flutter_app"  
13         }  
14       },  
15       "oauth_client": [  
16         {  
17           "client_id": "835571763337-fct9414ip6h7det4hb8cs322hp3pffrq.apps.googleusercontent.com",  
18           "client_type": 3  
19         }  
20       ],  
21       "api_key": [  
22         {  
23           "current_key": "AIzaSyCFiPAQi3ccahUffJl-951T5Coss3y0KXg"  
24         }  
25       ],  
26       "services": {  
27         "apiv2_invite_service": {  
28           "other_platform_oauth_client": [  
29             {  
30               "client_id": "835571763337-fct9414ip6h7det4hb8cs322hp3pffrq.apps.googleusercontent.com",  
31               "client_type": 3  
32             }  
33           ]  
34         }  
35       }  
36     }  
37   }  
38 }
```

Firebase Authentication :

1. Goto signin method and then enable Google and facebook.
2. For facebook you need a facebook app id and app secret, previously we created.
Add these documents.



<https://console.firebaseio.google.com/u/0/>

Follow the guideline from here https://pub.dev/packages/google_sign_in

Twitter : package used

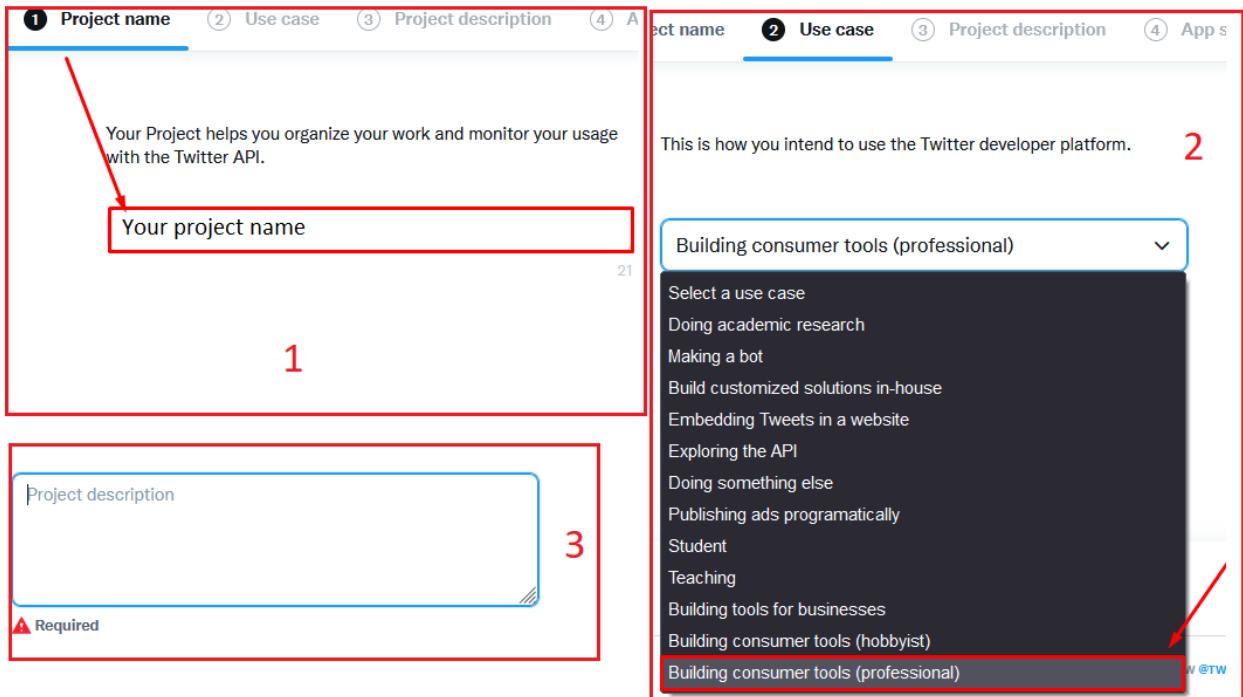
https://pub.dev/packages/twitter_login

How to create a Twitter app.

- 1.1. First you have to login twitter in your browser.
- 1.2. Go to <https://developer.twitter.com/>
- 1.3. Go to [Developer Portal](#).
- 1.4. Go to Project & Apps->Overview create a new project.

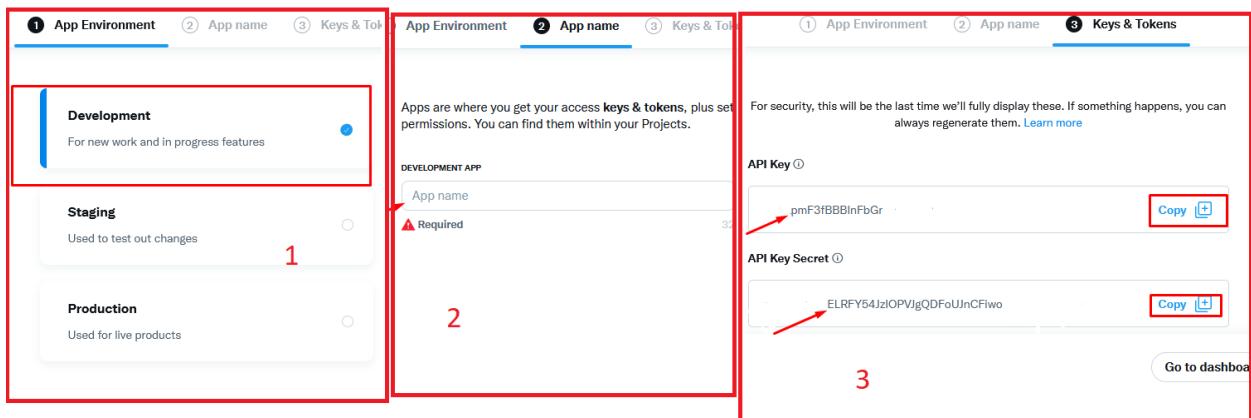
The screenshot shows the Twitter Developer Portal's 'Overview' page. On the left, a dark sidebar menu includes 'Dashboard', 'Projects & Apps' (which is highlighted with a red box), 'Overview' (also highlighted with a red box), 'Products' (with a 'NEW' badge), and 'Account'. The main content area has a header 'Overview'. Under 'Elevated', there is a message 'NO PROJECTS HERE' and a prominent 'New Project' button, which is also highlighted with a red box. Below this is a section for 'Standalone Apps' with a 'V1.1 ACCESS' badge.

- 1.5. Filup some information for your project. Project Name, Use case, Project description.



2. Setup your app

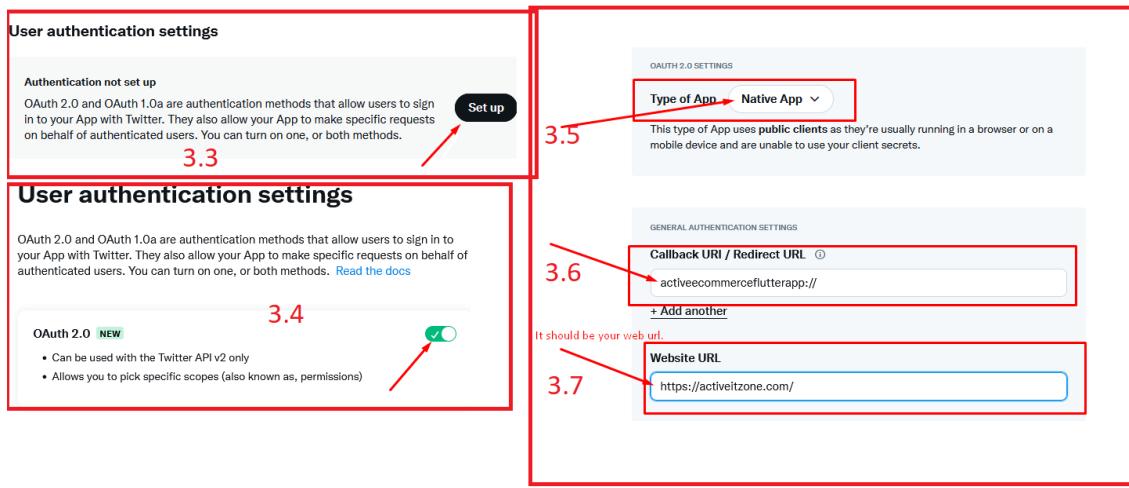
- 2.1. Select your app environment.
- 2.2. Enter your app name.
- 2.3. Collect your **API Key** and **API Key Secret**.(you will have to collect it.)



3. Setup user authentication setting.

- 3.1. Go to Project & Apps-> select your project and then select your created app.
- 3.2. Find **User authentication settings**.

- 3.3. Click the **Setup** button.
- 3.4. Enable OAuth 2.0
- 3.5. Select **Type of App.(Native app)**
- 3.6. Callback URI.(**activeecommerceflutterapp://**).
- 3.7. Web site URL.(It's your web URL).
- 3.8. Save it.



4. Setup in your flutter e-commerce code.

- 4.1. Go to your flutter project->lib->social_config.dart
- 4.2. Enter your `twitter_consumer_secret` and `twitter_consumer_key`.

```

active_ecommerce_flutter lib social_config.dart
1
2 class SocialConfig{
3   var twitter_consumer_secret = "<your consumer key>";
4   var twitter_consumer_key = "<your consumer secret>";}
5

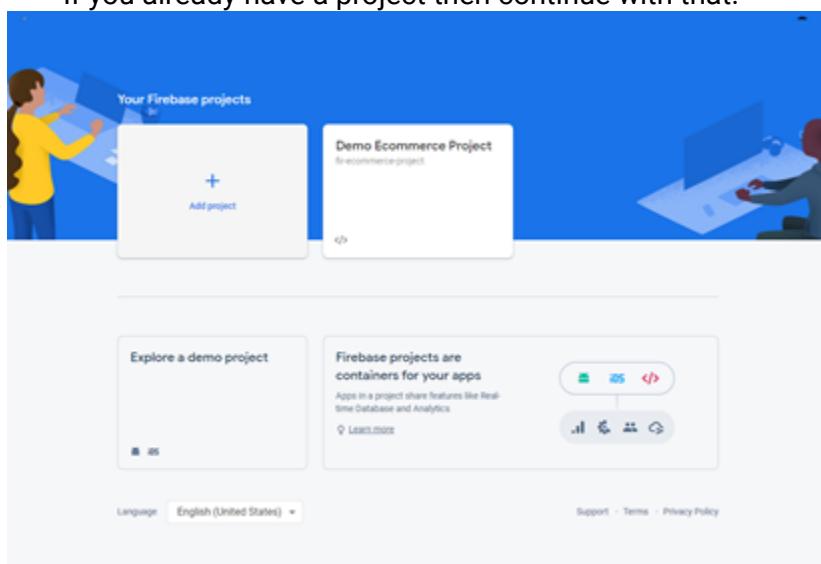
```

10. How to configure push notification?

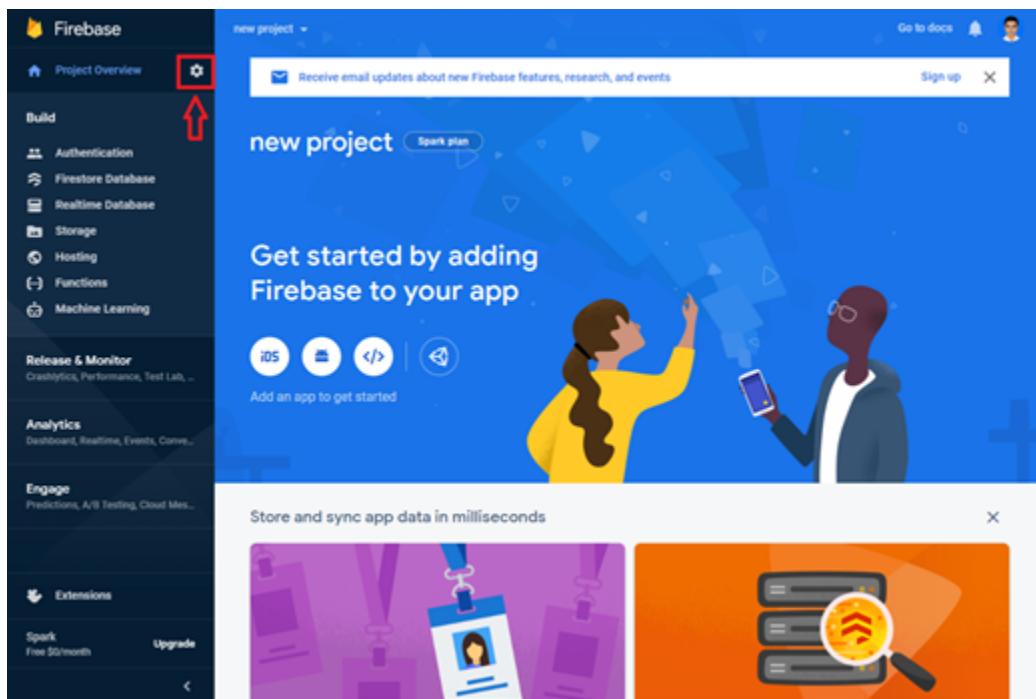
To use firebase follow the procedure which are mentioned below

1. Go to this URL to create project <https://console.firebaseio.google.com/u/0/>

If you already have a project then continue with that.



2. Now go to project settings to get server key



3. To get server key click on Cloud Messaging option

The screenshot shows the Firebase Project settings interface. The left sidebar includes sections for Build (Authentication, Firestore Database, Realtime Database, Storage, Hosting, Functions, Machine Learning), Release & Monitor, Analytics, Engage, Extensions, and Spark (Free \$0/month, Upgrade). The main area is titled 'Project settings' with tabs for General, Cloud Messaging (selected), Integrations, Service accounts, Data privacy, Users and permissions, and App Check (BETA). Under 'Cloud Messaging', the 'Project credentials' section shows a 'Server key' field containing a placeholder value, which is highlighted with a red arrow. Below it is a 'Sender ID' field with a placeholder value. The 'iOS app configuration' and 'Web configuration' sections are also visible.

4. Turn on the switch and put the server key in admin panel

The screenshot shows the Admin Panel interface with a URL of localhost/ecommerce_demo_three/admin/google-firebase. The left sidebar lists various setup configurations: General Settings, Features activation, Languages, Currency, VAT & TAX, Pickup point, SMTP Settings, Payment Methods, File System & Cache Configuration, Social media Logins, Facebook, Google (with sub-options like Analytics Tools, Google reCAPTCHA, Google Map, Google Firebase), Shipping, Staffs, System, and Addon Manager. Red arrows point from the 'Google' and 'Google Firebase' items in the sidebar to the 'Google Firebase Setting' page. The setting page itself has a title 'Google Firebase Setting' and contains a 'Google Firebase' toggle switch (which is turned on) and a 'FCM SERVER KEY' input field, which is also highlighted with a red arrow. A 'Save' button is at the bottom right.

5. You will need to generate your own google-services.json. Do not use ours - it will not work for you

The screenshot shows the Android Studio interface with the project 'active_ecommerce_flutter' open. The left sidebar displays the project structure, including 'app', 'build.gradle', 'google-services.json', 'key.jks', and 'gradle'. The right pane shows the 'Flutter commands' section of the 'google-services.json' file. A red arrow points to the 'app' folder in the project structure, and another red arrow points to the 'google-services.json' file in the right pane.

```

2   "project_info": {
3     "project_number": "835571763337",
4     "project_id": "active-ecommerce-flutter-app",
5     "storage_bucket": "active-ecommerce-flutter-app.appspot.com"
6   },
7   "client": [
8     {
9       "client_info": {
10         "mobilesdk_app_id": "1:835571763337:android:f6a0e8a9517a55ff8f5e58",
11         "android_client_info": {
12           "package_name": "com.activeitzone.active_ecommerce_flutter_app"
13         }
14       },
15       "oauth_client": [
16         {
17           "client_id": "835571763337-fct94i4ip6h7det4hb8cs322hp3pffrq.apps.googleusercontent.com",
18           "client_type": 3
19         }
20       ],
21       "api_key": [
22         {
23           "current_key": "AIzaSyCFiPAQj3ccahUffJl-9S1T5Coss3yOKXg"
24         }
25       ],
26       "services": {
27         "appinvite_service": {
28           "other_platform_oauth_client": [
29             {
30               "client_id": "835571763337-fct94i4ip6h7det4hb8cs322hp3pffrq.apps.googleusercontent.com",
31               "client_type": 3
32             }
33           ]
34         }
35       }
36     ],
37   ],
38   "configuration_version": "1"
39 }

```

Firebase console:

<https://console.firebaseio.google.com/u/0/>

Follow the guideline from here https://pub.dev/packages/google_sign_in

You need to provide your fingerprints here (sha1 and sha 256)

You will find your signature/fingerprints from here (Provided that you already have generated the key). You will also need the path of your key.jks. You may have already kept it in the root folder.

```
C:\Program Files\Android\Android Studio\jre\bin>keytool -list -v -keystore C:\flutter_projects\active_ecommerce_flutter\key.jks -alias key -storepass 123456 -keypass 123456
Alias name: key
Creation date: Apr 1, 2021
Entry type: PrivateKeyEntry
Certificate chain length: 1
Certificate[1]:
Owner: CN=Test, OU=Test, O=Test, L=Test, ST=Test, C=us
Issuer: CN=Test, OU=Test, O=Test, L=Test, ST=Test, C=us
Serial number: 656abf5
Valid from: Thu Apr 01 21:56:13 BDT 2021 until: Mon Aug 17 21:56:13 BDT 2048
Certificate fingerprints:
    MD5: 84:6B:55:48:8F:D9:E1:16:43:2D:76:3D:99:1A:0B:88
    SHA1: B1:3C:03:5F:F8:D9:07:17:1B:9B:6E:14:8E:24:09:7C:EC:83:D5:2F
Signature algorithm name: SHA256withRSA
Subject Public Key Algorithm: 2048-bit RSA key
Version: 3

Extensions:
#1: ObjectId: 2.5.29.14 Criticality=false
```

7. Although most of the configuration for android is done you can check guidelines from here.

<https://firebase.google.com/docs/cloud-messaging/android/client>

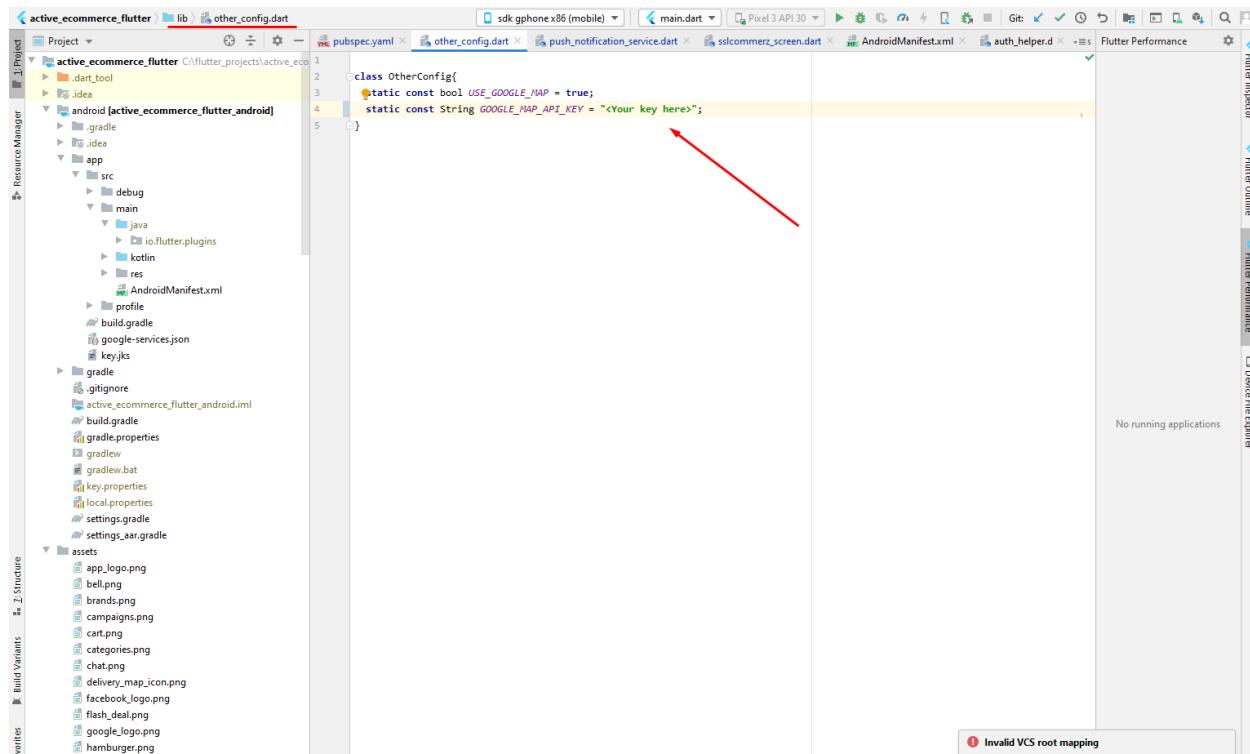
8. For ios follow this <https://firebase.google.com/docs/cloud-messaging/ios/client>

9. Push notification is a little bit tricky , so follow the guidelines properly. Learn more about how a firebase application connects with your mobile app from google searching if needed.

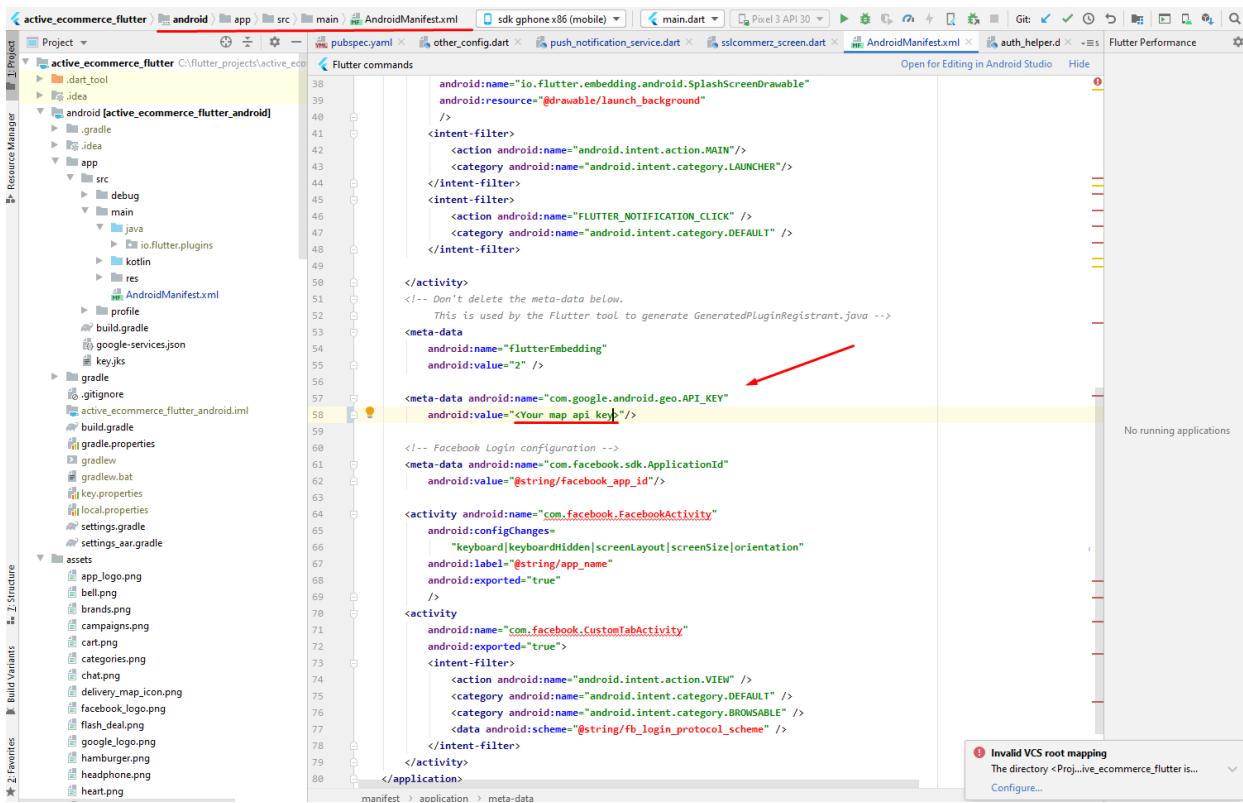
11. How to configure google map? (Read the whole thing before implementing)

1. Go to <https://console.developers.google.com/> and generate api keys separately for ios and android. No restrictions are needed

1. In lib/other_config.dart make, use google map = true and put google map api key



2. In main AndroidManifest.xml put the map api key



The screenshot shows the AndroidManifest.xml file in the Android Studio editor. A red arrow points to the line containing the map API key entry:

```
    <meta-data android:name="com.google.android.geo.API_KEY"
        android:value="<Your map api key>" />
```

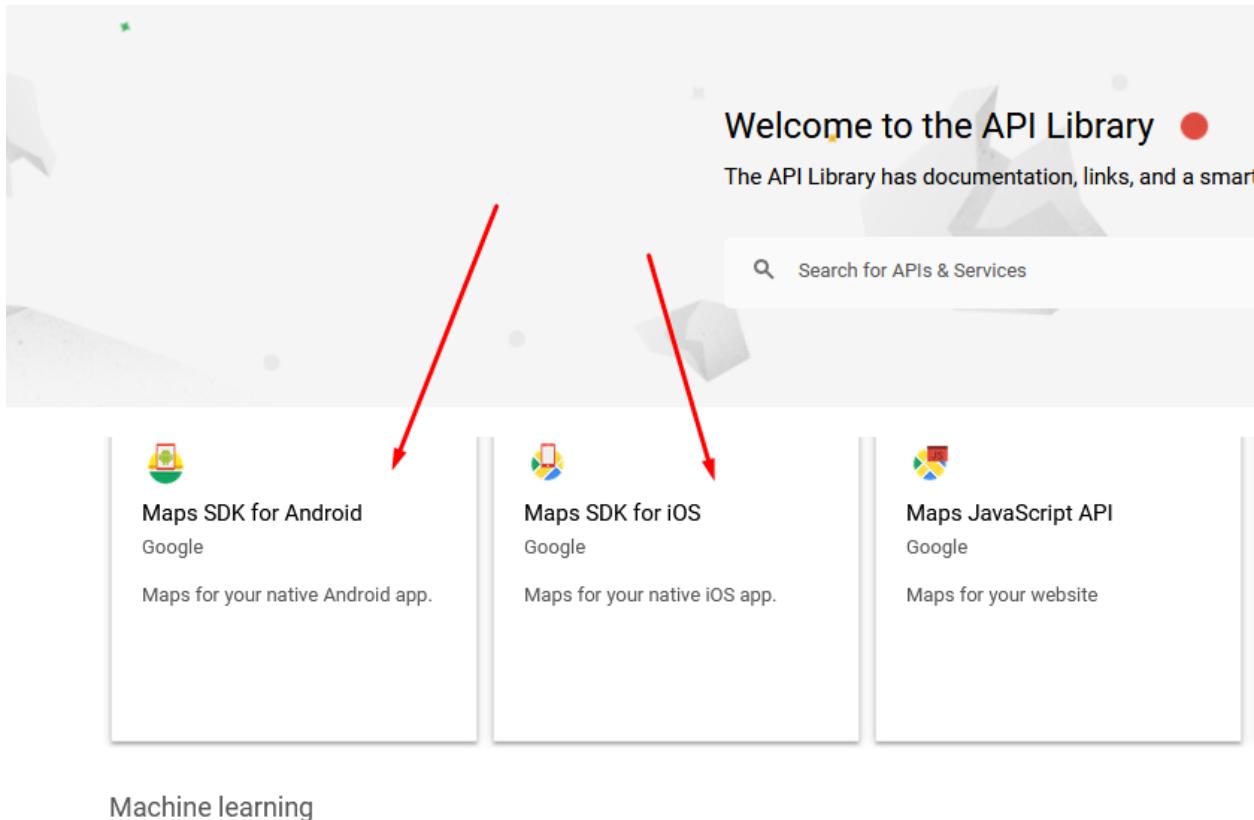
The code block also includes other parts of the manifest such as SplashScreen configuration, intent filters for Flutter notifications, and Facebook login configuration.

3. For ios follow this

<https://blog.logrocket.com/adding-google-maps-to-a-flutter-app/#addinggooglemapstoflutterio>

S

4. Enable android and ios api. These are free.



Machine learning

5. In the customer app we are searching location via text .And while setting pin to location taking information from the location. For these we would need these apis enabled. Unfortunately these api are not free, you will need to add card.If you do not want to spend money you cannot use google map in the customer app



Geocoding API
Google Enterprise API

Convert between addresses and geographic coordinates.

[MANAGE](#) API Enabled



Places API
Google Enterprise API

Get detailed information about 100 million places

[MANAGE](#) API Enabled

12. How to configure the default language for mobile apps?

Go to your flutter project->lib->app_config.dart

```
Change variables value //Default language config
static String default_language ="en";
static String mobile_app_code ="en";
static bool app_language_rtl =false;
```

```
import 'package:flutter/material.dart';

var this_year = DateTime.now().year.toString();

class AppConfig {
    static String copyright_text = "@ ActiveItZone " + this_year; //this shows in the splash
    static String app_name = "Active eCommerce"; //this shows in the splash screen
    static String purchase_code = ""; //enter your purchase code for the app from codecanyon
    //static String purchase_code = ""; //enter your purchase code for the app from codecanyon

    //Default language config
    static String default_language ="en";
    static String mobile_app_code ="en";
    static bool app_language_rtl =false;

    //configure this
    static const bool HTTPS = false;
```

This value you can find in your admin panel. Go to your admin panel->setup & configurations->languages.

#	Name	Code	Flutter App Lang Code	app_language rtl	Options
1	English	en	en	<input type="checkbox"/>	
2	Bangla	bd	bn	<input type="checkbox"/>	
3	Arabic	sa	ar	<input checked="" type="checkbox"/>	

13. How to configure multiple languages for mobile app? (Read the whole thing before implementing)

1. In your **lib/l10n** folder you will see an **app_en.arb** file. This is your main translation + interpretation file. Never delete this.NEVER.
2. If you want another language file you can copy the app_en.arb file and make another language file like app_fr.arb and so on. But we will suggest that you use our translation generator from admin panel.
3. Always make sure your language code is valid.
https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes Use iso 639-1 codes. By default flutter localization uses 78 major language codes from here.
4. Upload **app_en.arb** in the admin panel.It will fetch strings from the file and uploads to your database.

The screenshot shows the CMS's language management interface. On the left, a dark sidebar lists various sections like Dashboard, Products, Sales, Customers, Sellers, Uploaded Files, Reports, Blog System, Marketing, Support, Website Setup, and Setup & Configurations (with Languages, Currency, VAT & TAX, and Pickup point). The main area has two tabs: 'Default Language' (set to English) and 'Import App Translations'. The 'Import App Translations' tab contains fields for 'English Translation File' (with 'Choose app_en.arb file' and 'Browse' buttons), an 'Import' button, and a 'Add New Language' button. Below these tabs is a table titled 'Language' with columns: #, Name, Code, Flutter App Lang Code, RTL, and Options. The table lists seven languages: English (en, en), Bangla (bd, bn), Arabic (sa, ar), Spain (es), Japan (jp), France (fr, fr), and India (in). An 'Activate Windows' link and a 'Go to Settings to activate Windows' button are at the bottom right.

5. Make sure while adding/editing a language , your flutter app language code exists. The code must be in iso 639-1format. Without a valid code , you will not see a translated output in app.

This screenshot shows the same language management interface after new languages have been added. The table now includes three additional rows: Bangla (bn, bn), Arabic (ar, ar), and Netherland (nl, nl). The 'RTL' column for Arabic is set to 'on'. Red arrows point to the 'bn', 'ar', and 'nl' entries in the table.

6. Then translate your app strings like you did for your web. You can use google chrome's translation extension and the copy button for a faster output. See, our documentation on translation is provided with the cms. Remember the translations for web and app are kept separate, so even if you did create the translation, for the web , you have to create it for the mobile app too.

7. Once all the strings are converted for a particular language , say for example french, you can download the app_fr.arb file from the panel and put this arb file in your flutter apps **lib/l10n** folder along with your **app_en.arb** file. You can also change the main **app_en.arb** file this way but we encourage you **not to do it** . If you face any error due to app_en.arb file changes , we will not provide you any support.

Make sure the file you pasted in the **lib/l10n** is not empty. If you provide an empty file you will get errors.

#	Name	Code	Flutter App Lang Code	RTL	Options
1	English	en	en	<input type="checkbox"/>	
2	Bangla	bd	bn	<input type="checkbox"/>	
3	Arabic	sa	ar	<input checked="" type="checkbox"/>	
4	Spain	es		<input type="checkbox"/>	
5	Japan	jp		<input type="checkbox"/>	
6	France	fr	fr	<input type="checkbox"/>	
7	India	in		<input type="checkbox"/>	
8	Netherland	nl		<input type="checkbox"/>	
9	Afghanistan	af		<input type="checkbox"/>	
10	Egypt	eg		<input type="checkbox"/>	

8. For the same language , your language code for app and web can be different. This is not an issue. But you have to make sure the code for the app is in 639-1 format.

9.The language list to the app is shown from the backend api, so if you are using a lot of languages , make sure you provide translation for all of them.If you don't , by default the text from app_en.arb will be shown.

13. How to remove cache data.

To enrich user experience we have cached (Mostly for a day) a lot of api responses. If you think your app data is not changing even after your data has been changed from the backend, try clearing cache from the admin panel.There is a big red button on the top navbar in the admin panel to clear cache.