Edelivery User Documentation

➢Install Xcode On Mac:

1. Open the App Store on your mac.
2. Sign in.
3. Search for Xcode.
4. Click install or update.

Please check the link to download xcode from the app store:- https://apps.apple.com/us/app/xcode/id497799835?mt=12

Note: To install a specific version or latest version on your mac system your Mac OS must need to be compatible with the version of xcode. For example, to install the latest xcode version 13.1 from the App Store, it requires that your system is updated with Mac OS version 11.3 or later.

For more details you can check this link : https://medium.com/@LondonAppBrewery/how-to-download-and-setup-xcode-10-for-ios-development-b63bed1865c

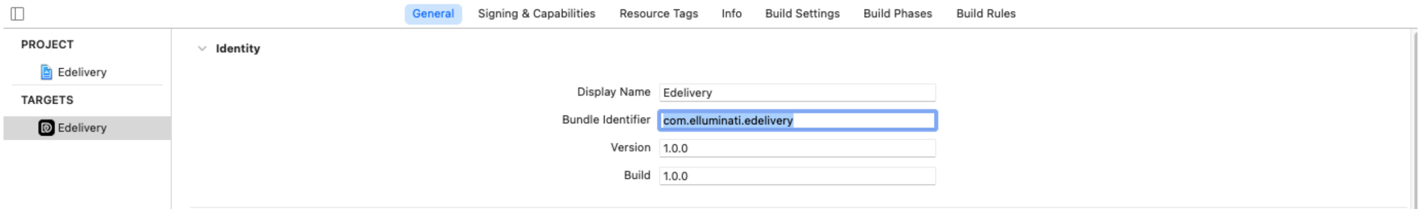
- ## Changes In Projects (iOS)

1. Open Project in Xcode

File->open->Select .xcworkspace file of your project which is located on your system.

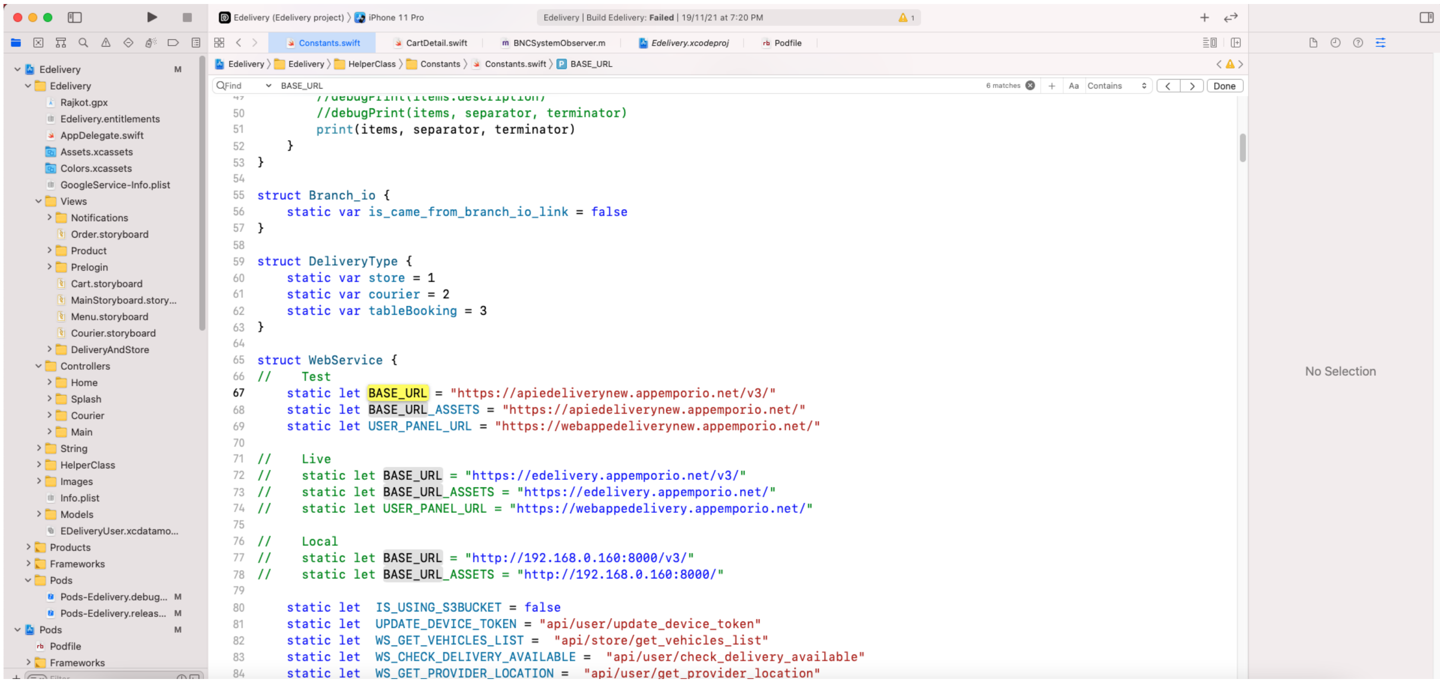
2. Change bundle identifier

1. In the project navigator, select the project and your target to display the project editor.
2. Click General Tab
3. In the identity section change the Bundle Identifier field. See the screenshot below for that.



Display Name: Edelivery
Bundle Identifier: com.elluminati.edelivery
Version: 1.0.0
Build: 1.0.0

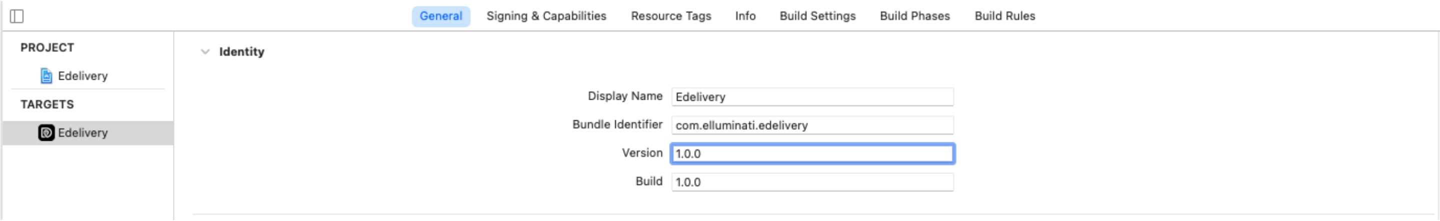
3. Change BASE_URL from constant file



```
        //debugPrint(items.description)
        //debugPrint(items, separator, terminator)
        print(items, separator, terminator)
    }
}

struct Branch_io {
    static var is_came_from_branch_io_link = false
}

struct DeliveryType {
    static var store = 1
    static var courier = 2
    static var tableBooking = 3
}

struct WebService {
//    Test
    static let BASE_URL = "https://apiedeliverynew.appemporio.net/v3/"
    static let BASE_URL_ASSETS = "https://apiedeliverynew.appemporio.net/"
    static let USER_PANEL_URL = "https://webappedeliverynew.appemporio.net/"

//    Live
//    static let BASE_URL = "https://edelivery.appemporio.net/v3/"
//    static let BASE_URL_ASSETS = "https://edelivery.appemporio.net/"
//    static let USER_PANEL_URL = "https://webappedelivery.appemporio.net/"

//    Local
//    static let BASE_URL = "http://192.168.0.160:8000/v3/"
//    static let BASE_URL_ASSETS = "http://192.168.0.160:8000/"

    static let  IS_USING_S3BUCKET = false
    static let  UPDATE_DEVICE_TOKEN = "api/user/update_device_token"
    static let  WS_GET_VEHICLES_LIST =  "api/store/get_vehicles_list"
    static let  WS_CHECK_DELIVERY_AVAILABLE =  "api/user/check_delivery_available"
    static let  WS_GET_PROVIDER_LOCATION =  "api/user/get_provider_location"
```

4. Change App version number/Build version number

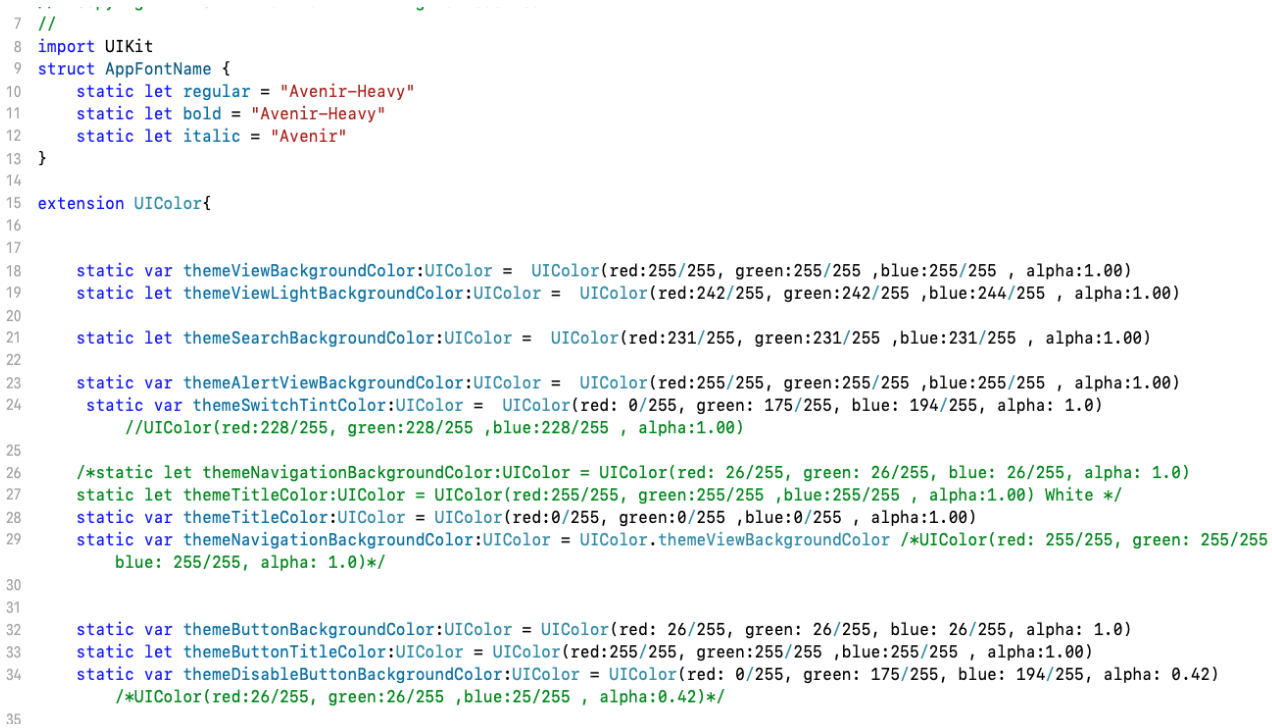
- You can change the app version and build version from the identity section of the general tab.



Display Name: Edelivery
Bundle Identifier: com.elluminati.edelivery
Version: 1.0.0
Build: 1.0.0

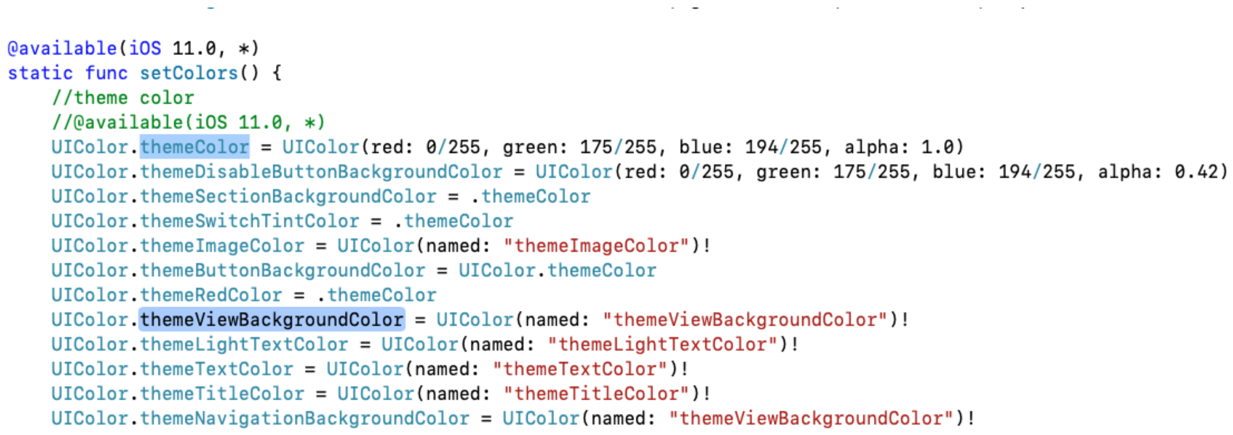
5.Change your Theme color

File Goto : HelperClass->AppThemeHelper->myAppTheme.swift , where you can change Section Background Color,Button Background Color,Theme Color and etc



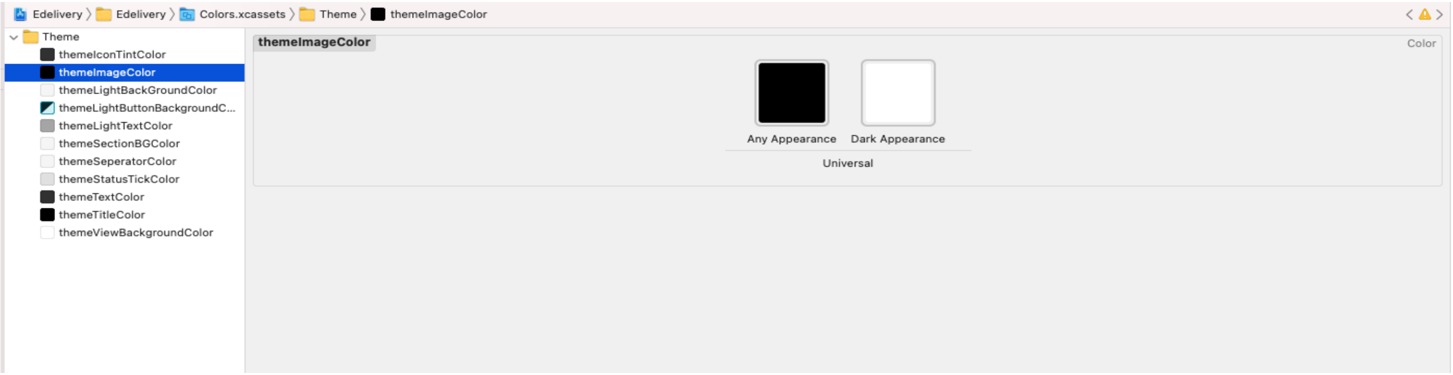
```
//
import UIKit
struct AppFontName {
    static let regular = "Avenir-Heavy"
    static let bold = "Avenir-Heavy"
    static let italic = "Avenir"
}

extension UIColor{


    static var themeViewBackgroundColor:UIColor =  UIColor(red:255/255, green:255/255 ,blue:255/255 , alpha:1.00)
    static let themeViewLightBackgroundColor:UIColor =  UIColor(red:242/255, green:242/255 ,blue:244/255 , alpha:1.00)

    static let themeSearchBackgroundColor:UIColor =  UIColor(red:231/255, green:231/255 ,blue:231/255 , alpha:1.00)

    static var themeAlertViewBackgroundColor:UIColor =  UIColor(red:255/255, green:255/255 ,blue:255/255 , alpha:1.00)
     static var themeSwitchTintColor:UIColor =  UIColor(red: 0/255, green: 175/255, blue: 194/255, alpha: 1.0)
        //UIColor(red:228/255, green:228/255 ,blue:228/255 , alpha:1.00)

    /*static let themeNavigationBackgroundColor:UIColor = UIColor(red: 26/255, green: 26/255, blue: 26/255, alpha: 1.0)
    static let themeTitleColor:UIColor = UIColor(red:255/255, green:255/255 ,blue:255/255 , alpha:1.00) White */
    static var themeTitleColor:UIColor = UIColor(red:0/255, green:0/255 ,blue:0/255 , alpha:1.00)
    static var themeNavigationBackgroundColor:UIColor = UIColor.themeViewBackgroundColor /*UIColor(red: 255/255, green: 255/255
       blue: 255/255, alpha: 1.0)*/


    static var themeButtonBackgroundColor:UIColor = UIColor(red: 26/255, green: 26/255, blue: 26/255, alpha: 1.0)
    static let themeButtonTitleColor:UIColor = UIColor(red:255/255, green:255/255 ,blue:255/255 , alpha:1.00)
    static var themeDisableButtonBackgroundColor:UIColor = UIColor(red: 0/255, green: 175/255, blue: 194/255, alpha: 0.42)
       /*UIColor(red:26/255, green:26/255 ,blue:25/255 , alpha:0.42)*/

```

- For ios 11.0 and later please follow following screenshot.



```
@available(iOS 11.0, *)
static func setColors() {
    //theme color
    //@available(iOS 11.0, *)
    UIColor.themeColor = UIColor(red: 0/255, green: 175/255, blue: 194/255, alpha: 1.0)
    UIColor.themeDisableButtonBackgroundColor = UIColor(red: 0/255, green: 175/255, blue: 194/255, alpha: 0.42)
    UIColor.themeSectionBackgroundColor = .themeColor
    UIColor.themeSwitchTintColor = .themeColor
    UIColor.themeImageColor = UIColor(named: "themeImageColor")!
    UIColor.themeButtonBackgroundColor = UIColor.themeColor
    UIColor.themeRedColor = .themeColor
    UIColor.themeViewBackgroundColor = UIColor(named: "themeViewBackgroundColor")!
    UIColor.themeLightTextColor = UIColor(named: "themeLightTextColor")!
    UIColor.themeTextColor = UIColor(named: "themeTextColor")!
    UIColor.themeTitleColor = UIColor(named: "themeTitleColor")!
    UIColor.themeNavigationBackgroundColor = UIColor(named: "themeViewBackgroundColor")!
```

Strings like themeImageColor and others shown above in screenshots are set in the Colors.xcassets file.

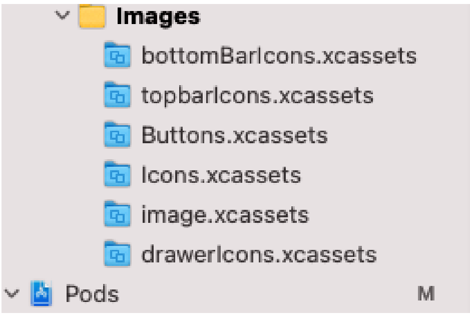


Edelivery 〉 Edelivery 〉 Colors.xcassets 〉 Theme 〉 themeImageColor

- Theme
  - themeIconTintColor
  - themeImageColor
  - themeLightBackGroundColor
  - themeLightButtonBackgroundC...
  - themeLightTextColor
  - themeSectionBGColor
  - themeSeperatorColor
  - themeStatusTickColor
  - themeTextColor
  - themeTitleColor
  - themeViewBackgroundColor

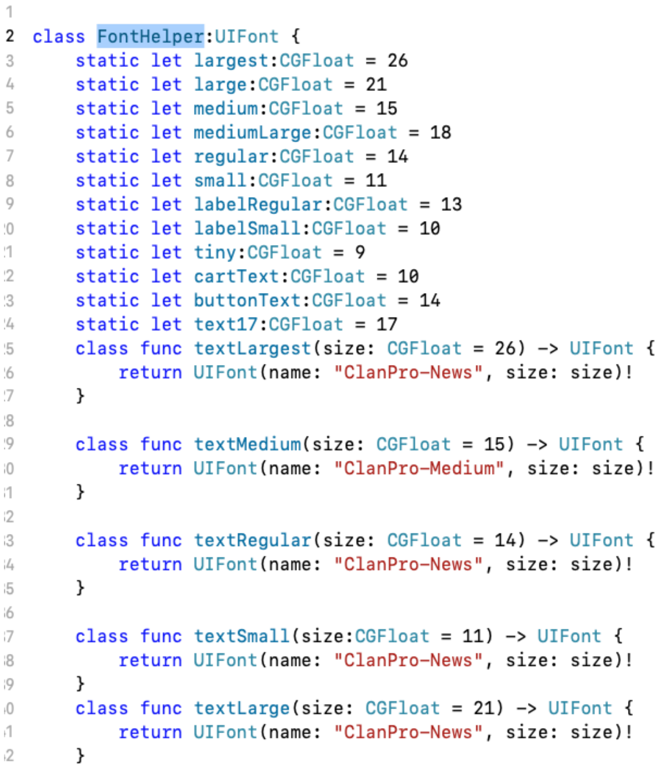
6.Change images

- File Goto : Images-> Images Assets with .xcassets extension



7.Change font

- File Goto : FontHelper -> Set Font Name at the place of name

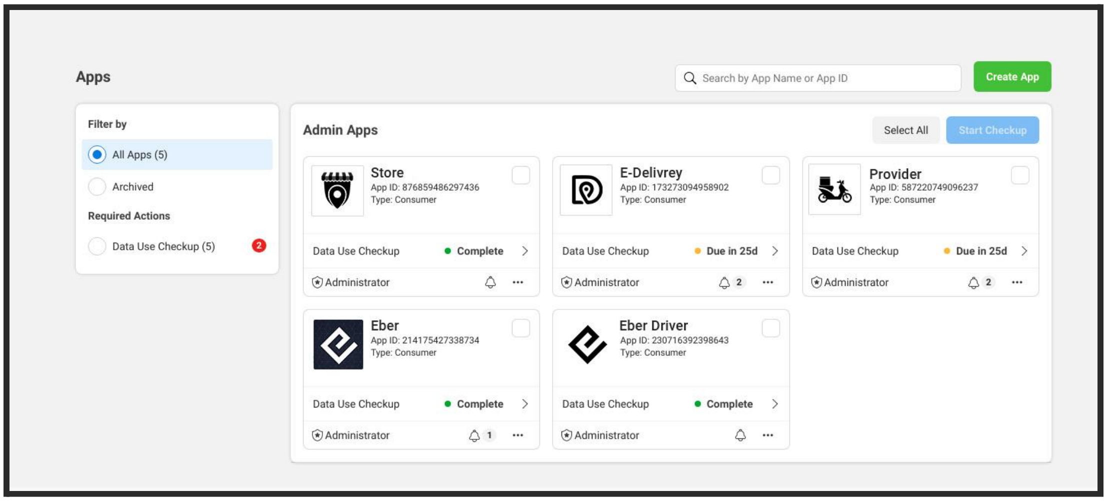


```swift

class FontHelper:UIFont {
    static let largest:CGFloat = 26
    static let large:CGFloat = 21
    static let medium:CGFloat = 15
    static let mediumLarge:CGFloat = 18
    static let regular:CGFloat = 14
    static let small:CGFloat = 11
    static let labelRegular:CGFloat = 13
    static let labelSmall:CGFloat = 10
    static let tiny:CGFloat = 9
    static let cartText:CGFloat = 10
    static let buttonText:CGFloat = 14
    static let text17:CGFloat = 17
    class func textLargest(size: CGFloat = 26) -> UIFont {
        return UIFont(name: "ClanPro-News", size: size)!
    }

    class func textMedium(size: CGFloat = 15) -> UIFont {
        return UIFont(name: "ClanPro-Medium", size: size)!
    }

    class func textRegular(size: CGFloat = 14) -> UIFont {
        return UIFont(name: "ClanPro-News", size: size)!
    }

    class func textSmall(size:CGFloat = 11) -> UIFont {
        return UIFont(name: "ClanPro-News", size: size)!
    }
    class func textLarge(size: CGFloat = 21) -> UIFont {
        return UIFont(name: "ClanPro-News", size: size)!
    }
```

8. Set up for facebook Sign In Feature :-

For enabling facebook social login
Create facebook account after open facebook developer site
https://developers.facebook.com/apps/

1. Create a New App



Apps

Search by App Name or App ID

Create App

Filter by

● All Apps (5)

○ Archived

Required Actions

○ Data Use Checkup (5) 2

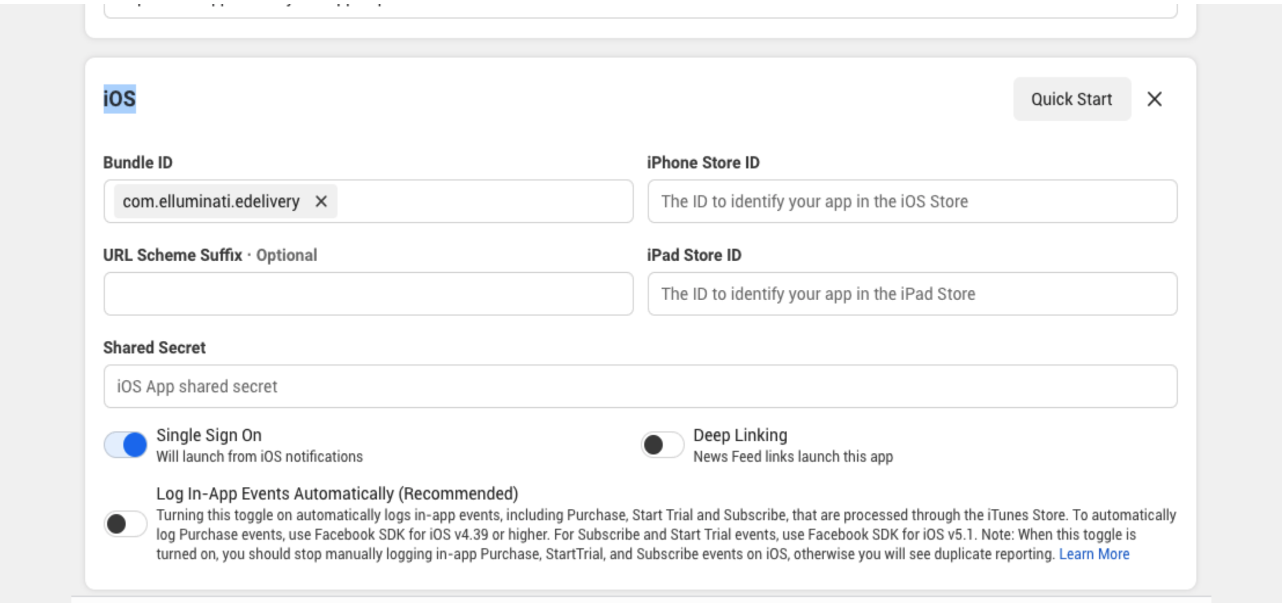
Admin Apps

Select All

Start Checkup

App	App ID	Type	Data Use Checkup	Role
Store	876859486297436	Consumer	Complete	Administrator
E-Delivrey	173273094958902	Consumer	Due in 25d	Administrator
Provider	587220749096237	Consumer	Due in 25d	Administrator
Eber	214175427338734	Consumer	Complete	Administrator
Eber Driver	230716392398643	Consumer	Complete	Administrator

2. Open app -> Click on settings -> basic -> + Add Platform -> after select iOS



iOS

Quick Start ✕

Bundle ID
com.elluminati.edelivery ✕

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

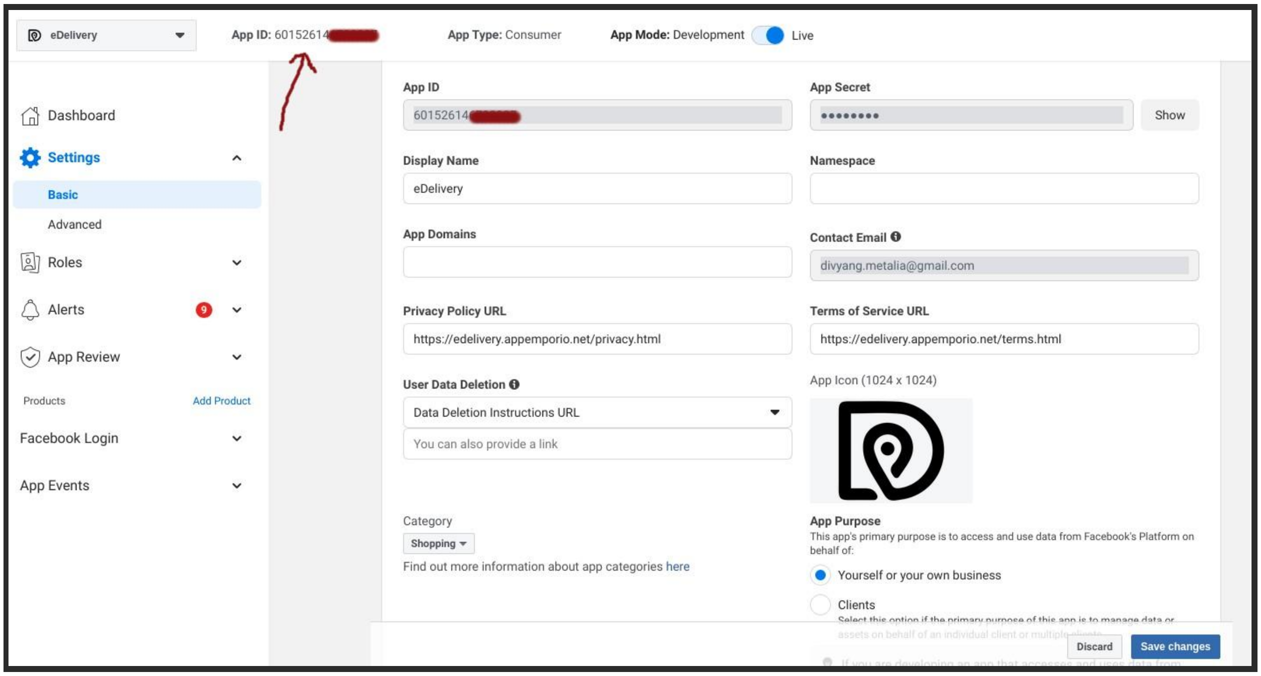
Shared Secret
iOS App shared secret

● Single Sign On
Will launch from iOS notifications

○ Deep Linking
News Feed links launch this app

○ Log In-App Events Automatically (Recommended)
Turning this toggle on automatically logs in-app events, including Purchase, Start Trial and Subscribe, that are processed through the iTunes Store. To automatically log Purchase events, use Facebook SDK for iOS v4.39 or higher. For Subscribe and Start Trial events, use Facebook SDK for iOS v5.1. Note: When this toggle is turned on, you should stop manually logging in-app Purchase, StartTrial, and Subscribe events on iOS, otherwise you will see duplicate reporting. Learn More

3. Now you get one app id



App ID: 60152614[redacted]

App Type: Consumer

App Mode: Development ● Live

App ID: 60152614[redacted]

App Secret: ••••••••

Display Name: eDelivery

Namespace:

App Domains:

Contact Email: divyang.metalia@gmail.com

Privacy Policy URL: https://edelivery.appemporio.net/privacy.html

Terms of Service URL: https://edelivery.appemporio.net/terms.html

User Data Deletion: Data Deletion Instructions URL

You can also provide a link

App Icon (1024 x 1024)

Category: Shopping

Find out more information about app categories here

App Purpose

This app's primary purpose is to access and use data from Facebook's Platform on behalf of:

● Yourself or your own business

○ Clients

Select this option if the primary purpose of this app is to manage data or assets on behalf of an individual client or multiple clients.

If you are developing an app that accesses and uses data from

After you get App ID, you first need to set this id in your project. For more details you can follow this tutorial : https://www.youtube.com/watch?v=P6uZ0o6xDA4

Configure the Info.plist file with an XML snippet that contains data about your app.

1. Right-click Info.plist, and choose Open As ▸ Source Code.
2. Copy and paste the following XML snippet into the body of your file (<dict>...</dict>).

```
<key>CFBundleURLTypes</key>
 <array>
 <dict>
 <key>CFBundleURLSchemes</key>
 <array>
 <string>fbAPP-ID</string>
 </array>
   </dict>
 </array>
 <key>FacebookAppID</key>
```

```
<string>APP-ID</string>
<key>FacebookClientToken</key>
<string>CLIENT-TOKEN</string>
<key>FacebookDisplayName</key>
<string>APP-NAME</string>
```

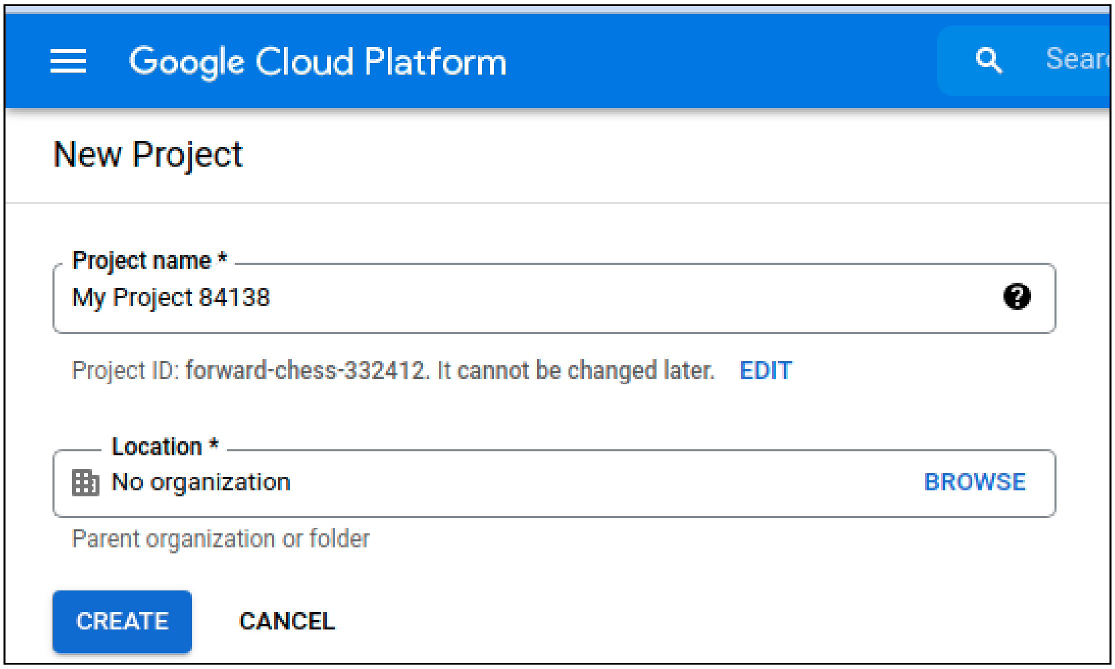
3. In <array><string> in the key [CFBundleURLSchemes], replace *APP-ID* with your App ID.
4. In <string> in the key FacebookAppID, replace *APP-ID* with your App ID.
5. In <string> in the key FacebookClientToken, replace *CLIENT-TOKEN* with the value found under Settings > Advanced > Client Token in your App Dashboard.
6. In <string> in the key FacebookDisplayName, replace *APP-NAME* with the name of your app.
7. To use any of the Facebook dialogs (e.g., Login, Share, App Invites, etc.) that can perform an app switch to Facebook apps, your application's Info.plist also needs to include: <dict>...</dict>).

```
<key>LSApplicationQueriesSchemes</key>
<array>
<string>fbapi</string>
<string>fbapi20130214</string>
<string>fbapi20130410</string>
<string>fbapi20130702</string>
<string>fbapi20131010</string>
<string>fbapi20131219</string>
<string>fbapi20140410</string>
<string>fbapi20140116</string>
<string>fbapi20150313</string>
<string>fbapi20150629</string>
<string>fbapi20160328</string>
<string>fbauth</string>
<string>fb-messenger-share-api</string>
<string>fbauth2</string>
<string>fbshareextension</string>
</array>
```

9. Google Cloud Console (Google Apis)

- For Using Google Apis (Google Map Api, Geocoding Api, Distance matrix Api etc) In our project we need to create project in google cloud console

1. Open the [Google Cloud Console](#).
2. Next to "Google Cloud Platform," click the Down arrow . A dialog listing current projects appears.
3. Click **New Project**. The New Project screen appears.
4. In the **Project Name** field, enter a descriptive name for your project. If you're executing a quickstart, use "Quickstart."
5. Click **Organization** and select your organization.
6. In the **Location** field, click **Browse** to display potential locations for your project.
7. Click a location and click **Select**.
8. Click **Create**. The console navigates to the Dashboard page and your project is created within a few minutes.



New Project

Project name *
My Project 84138

Project ID: forward-chess-332412. It cannot be changed later.

Location *
No organization

Parent organization or folder

For further information on GCP projects, refer to Creating and managing projects.

- Activate Billing

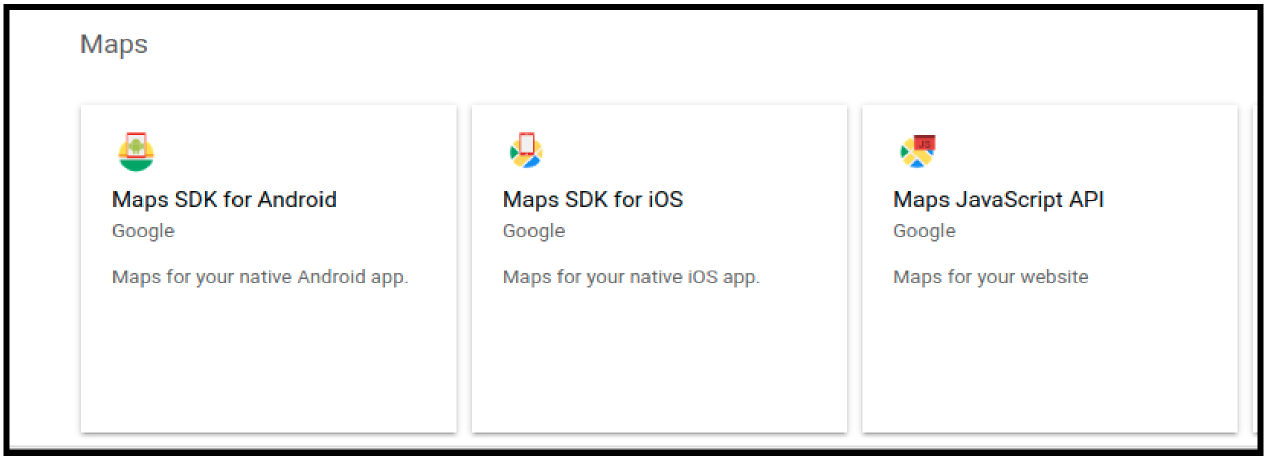
After successfully registering for a trial account you will be entitled to ~$300 free credits that you can spend within the Google Cloud Platform (GCP). However It would recommend to set up billing by adding a valid credit / debit card.

You can create a Billing Account here and its worthing remembering that one billing account can be used across multiple GCP projects.

- Enable a Google Workspace API

1. Open the Google Cloud Console.
2. Next to "Google Cloud Platform," click the Down arrow and select a project.
3. In the top-left corner, click Menu > **APIs & Services**.
4. Click **Enable APIs and Services**. The **Welcome to API Library** page appears.
5. In the search field, enter the name of the API you want to enable.
   For example, type "Map API" to find the Gmail API. If you are enabling an API for a quickstart, refer to the quickstart's Prerequisites section for the API to enable.
6. Click the API to enable. The API page appears.
7. Click **Enable**. The Overview page appears.
8. To enable an additional API, repeat steps 3 - 7.

For Example:

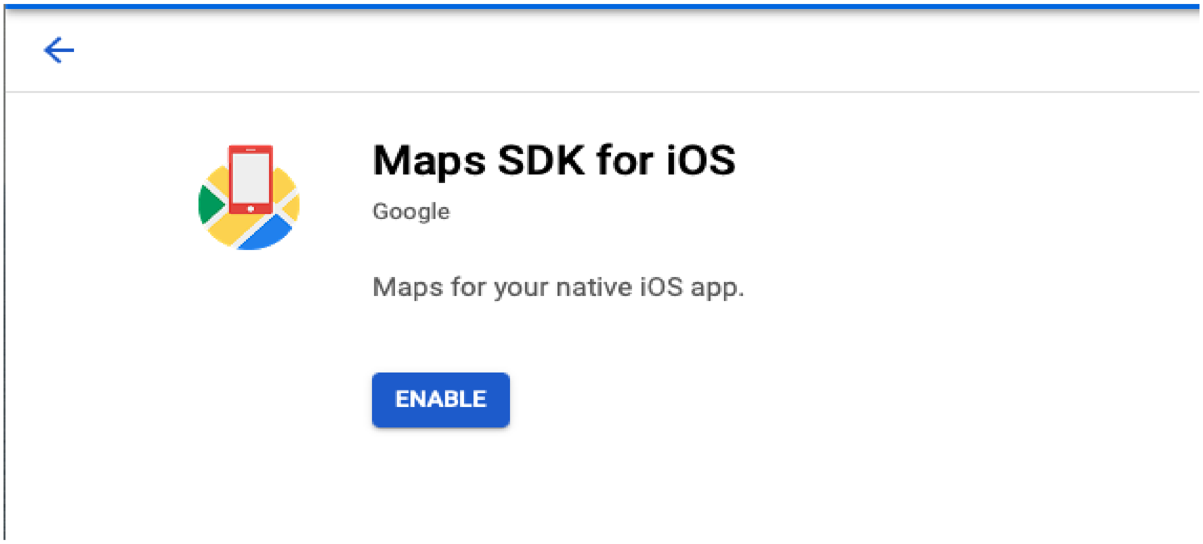


Maps

Maps SDK for Android
Google
Maps for your native Android app.

Maps SDK for iOS
Google
Maps for your native iOS app.

Maps JavaScript API
Google
Maps for your website



Maps SDK for iOS

Google

Maps for your native iOS app.

- **Make these libraries enable**

➔ **Maps SDK for IOS**

With the Maps SDK for IOS, add maps to your IOS app including Wear OS apps using Google Maps data, map displays, and map gesture responses.
on web pages and mobile devices.Geolocation API

For more detail :-
https://developers.google.com/maps/documentation/ios-sdk/overview

➔ **Geocoding API**

Geocoding is the process of converting addresses (like "1600 Amphitheatre Parkway, Mountain View, CA") into geographic coordinates (like latitude 37.423021 and longitude -122.083739), which you can use to place markers on a map, or position the map.
The Geocoding API provides a direct way to access these services via an HTTP request.
For more detail :-
https://developers.google.com/maps/documentation/geocoding/overview

➔ **Distance Matrix API**

The Distance Matrix API is a service that provides travel distance and time for a matrix of origins and destinations.
For more detail :-
https://developers.google.com/maps/documentation/distance-matrix/overview

- ➔ **Directions API**
  Provide directions for multiple transportation modes, featuring real-time traffic information.
  For more detail :-
  https://developers.google.com/maps/documentation/directions

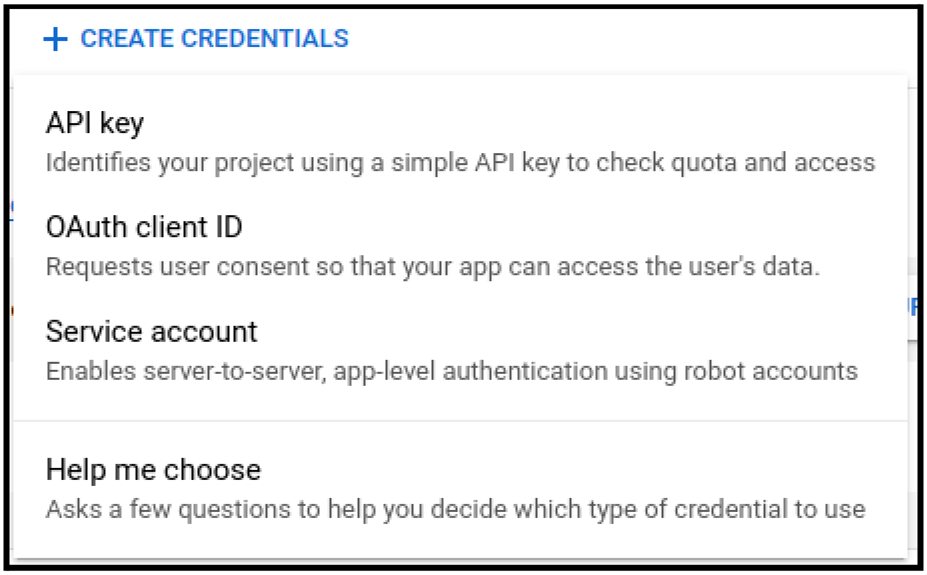
- ➔ **Places API**
  The Places API is a service that returns information about places using HTTP requests. Places are defined within this API as establishments, geographic locations, or prominent points of interest.
  For more detail :-
  https://developers.google.com/maps/documentation/places/web-service/overview

For more information on apis you can refer :
https://developers.google.com/maps/documentation

- Create Api key

1. Go to the Google Maps Platform > Credentials page.
   Go to the Credentials page
2. On the Credentials page, click Create credentials > API key.
   The API key created dialog displays your newly created API key.
3. Click Close.
   The new API key is listed on the Credentials page under API keys.

(Remember to restrict the API key before using it in production.)



+ CREATE CREDENTIALS

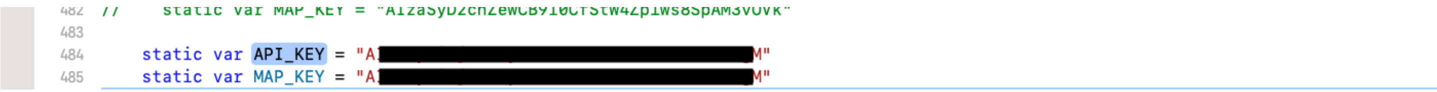
API key
Identifies your project using a simple API key to check quota and access

OAuth client ID
Requests user consent so that your app can access the user's data.

Service account
Enables server-to-server, app-level authentication using robot accounts

Help me choose
Asks a few questions to help you decide which type of credential to use

- After paste this key in project constant file as below:



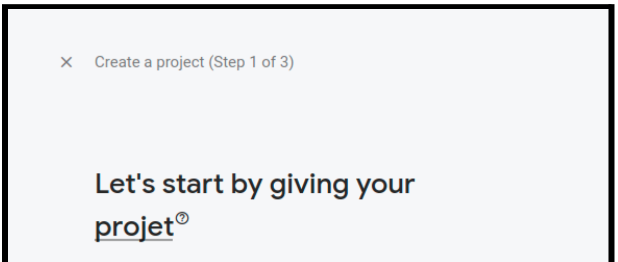
```
//    static var MAP_KEY = "AIzaSyDZcnZewCBy10CTStw4ZpIws8SpAM3VUVK"

    static var API_KEY = "A[redacted]M"
    static var MAP_KEY = "A[redacted]M"
```

★ Firebase Account

Firebase provides many utilities like cloud messaging, Crashalytics ,Analytics , RealTime Databases ,In-App Messaging , Dynamic Links etc.
You can learn more about firebase products from https://firebase.google.com/

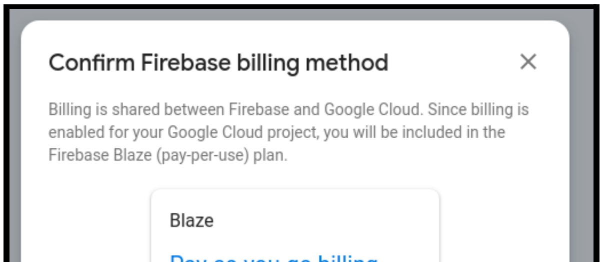
- Create Project in FirebaseConsole

➔ Goto Firebase console https://console.firebase.google.com/u/4/
➔ Click Add Project
➔ You can see Google cloud projects you created in https://console.cloud.google.com here , Select Your Project and continue
➔ Unselect switch. You can set it up later .Continue to create project



× Create a project (Step 1 of 3)

Let's start by giving your projet



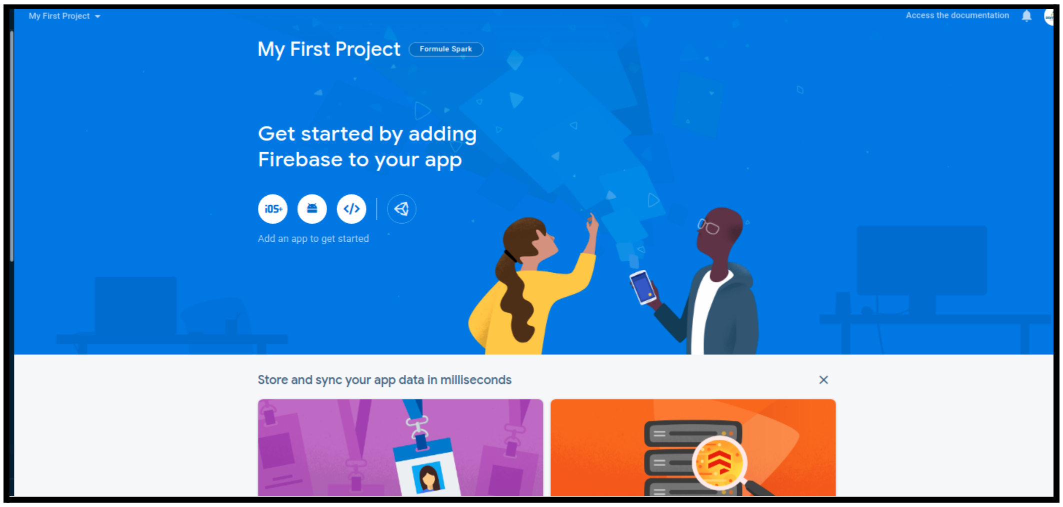
Confirm Firebase billing method ×

Billing is shared between Firebase and Google Cloud. Since billing is enabled for your Google Cloud project, you will be included in the Firebase Blaze (pay-per-use) plan.

Blaze

Pay as you go billing

- ➔ Confirm Your Billing Method
- ➔ In the next steps, you will be asked whether to set up Google Analytics.



My First Project ▾

Access the documentation

My First Project Formule Spark

Get started by adding Firebase to your app

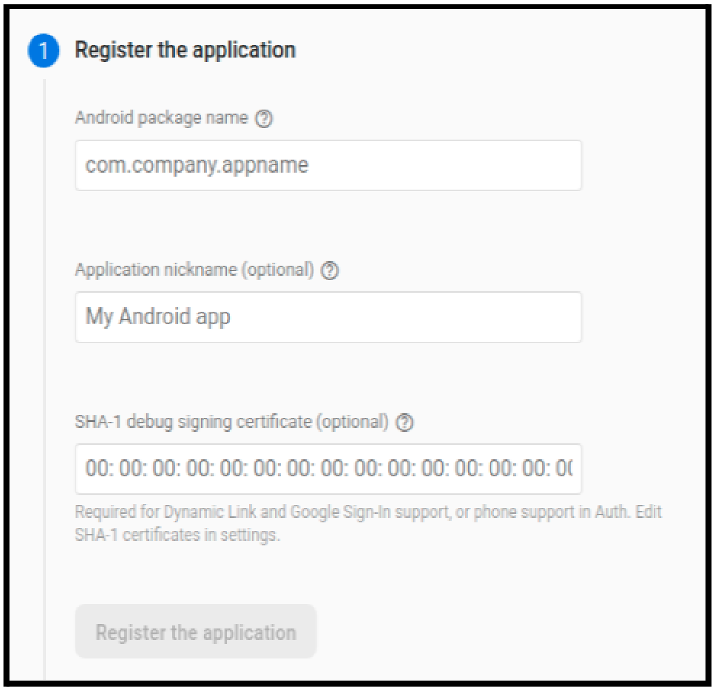
Store and sync your app data in milliseconds

Create iOS App

➔ Now the Project is created.

Add iOS app by clicking on iOS icon

- ➔ Add your apps package name and App Name and Bundle Identifier.
- ➔ Register your app and download **GoogleService-Info.plist** file



1 Register the application

Android package name ⓘ

com.company.appname

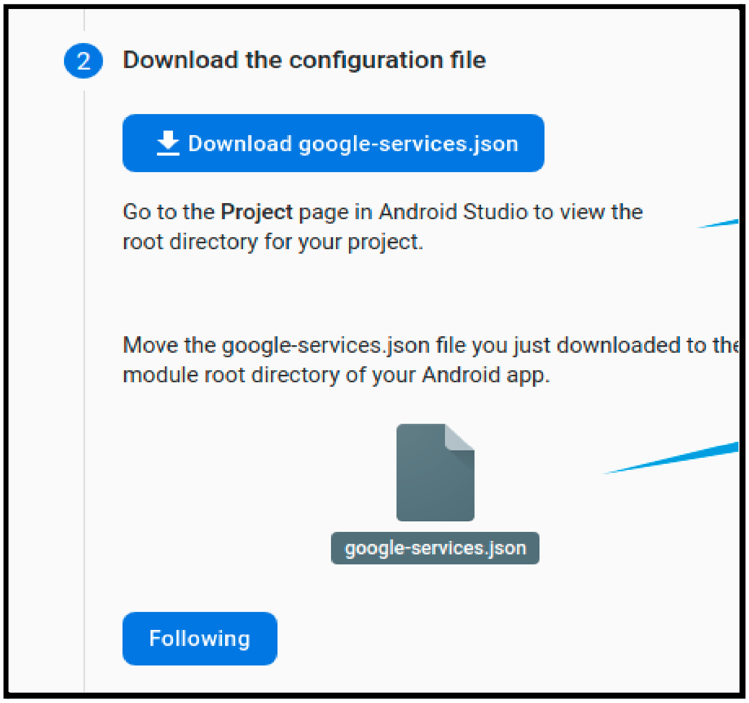
Application nickname (optional) ⓘ

My Android app

SHA-1 debug signing certificate (optional) ⓘ

00: 00: 00: 00: 00: 00: 00: 00: 00: 00: 00: 00: 00: 00: 0(

Required for Dynamic Link and Google Sign-In support, or phone support in Auth. Edit SHA-1 certificates in settings.

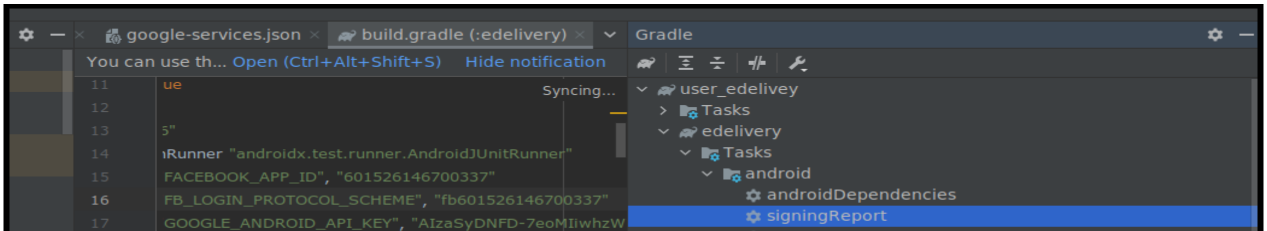


2 Download the configuration file

Go to the **Project** page in Android Studio to view the root directory for your project.

Move the google-services.json file you just downloaded to the module root directory of your Android app.

You can get your sha1 from here



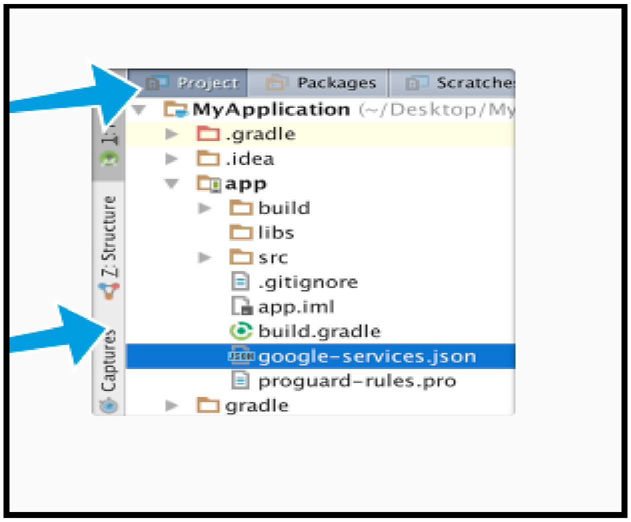
You can use th... Open (Ctrl+Alt+Shift+S) Hide notification

```
ue

5"
ıRunner "androidx.test.runner.AndroidJUnitRunner"
FACEBOOK_APP_ID", "601526146700337"
FB_LOGIN_PROTOCOL_SCHEME", "fb601526146700337"
GOOGLE_ANDROID_API_KEY", "AIzaSyDNFD-7eoMIiwhzW
```

Syncing...

```
user_edelivey
  Tasks
  edelivery
    Tasks
      android
        androidDependencies
        signingReport
```

➔ Add this **google-services.json** file to the module root directory of your Android app. Refer below image.

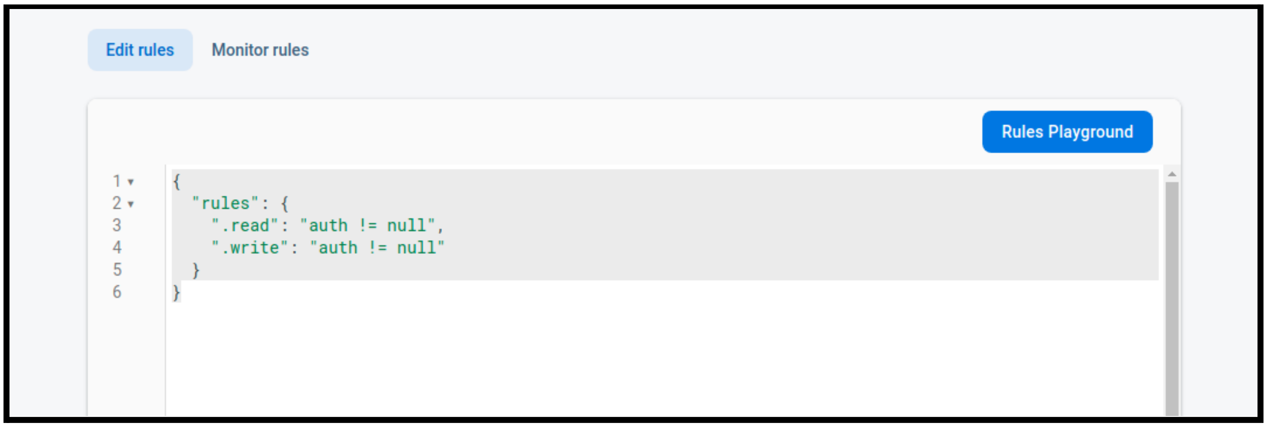


- Create RealTimeDatabase

Store and sync data with our NoSQL cloud database. Data is synced across all clients in realtime, and remains available when your app goes offline.

Firebase Realtime Database Security Rules determine who has read and write access to your database, how your data is structured, and what indexes exist.
For more info check this https://firebase.google.com/docs/database
We are using Firebase realTimeDatabase for sending,retrieving ,storing chat data

➔ GoTo Firebase console
➔ Side menu -> Realtime Database -> Create Database ->select locked mode -click rules -> read true and write true ->click on publish



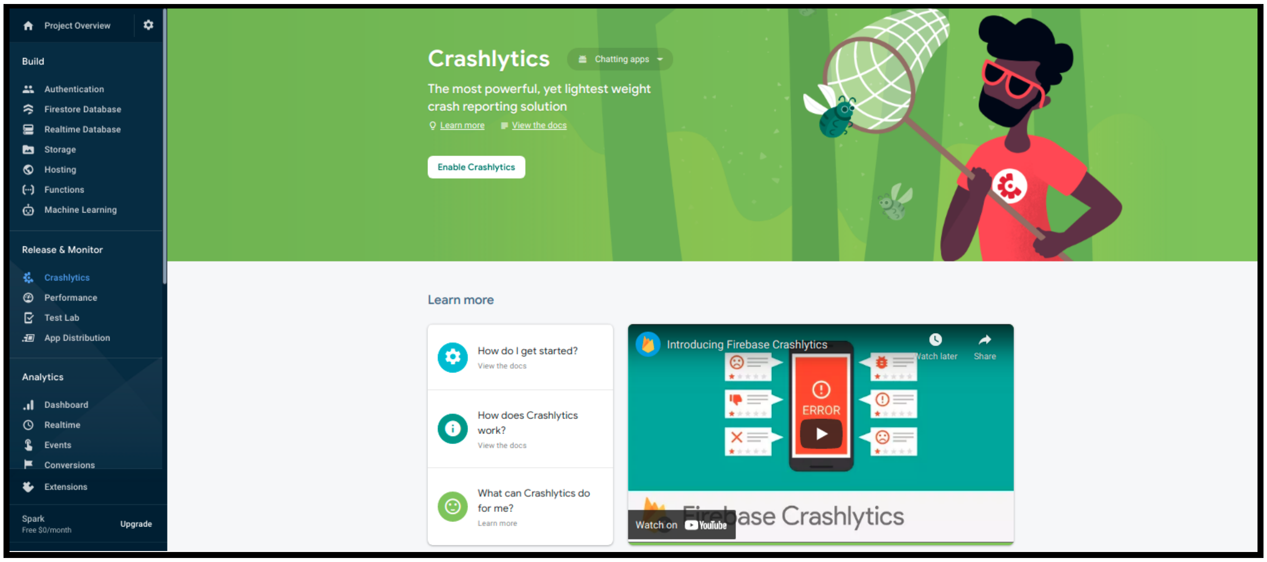
```
{
  "rules": {
    ".read": "auth != null",
    ".write": "auth != null"
  }
}
```

- **Enable crashalytics**

➔ GoTo Firebase console

➔ Side menu -> Crashlytics

➔ You can learn how to integrate crashalytics from here



The most powerful, yet lightest weight crash reporting solution

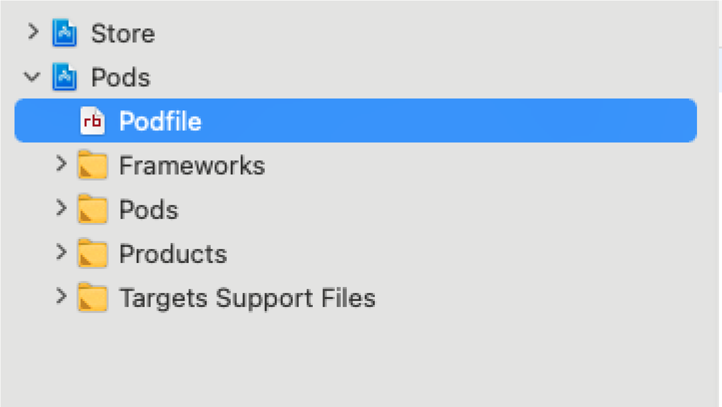
How do I get started?

How does Crashlytics work?

What can Crashlytics do for me?

10. Change name in pod file and install pod file (if required then

Go to your project location (in finder) where you can see the Podfile and Podfile.lock



- ➔ Open Podfile in TextEdit and Edit with your requirements. (like app name changed, add and remove framework, etc..)

- ➔ After updating the podfile successfully, save it and open the terminal.

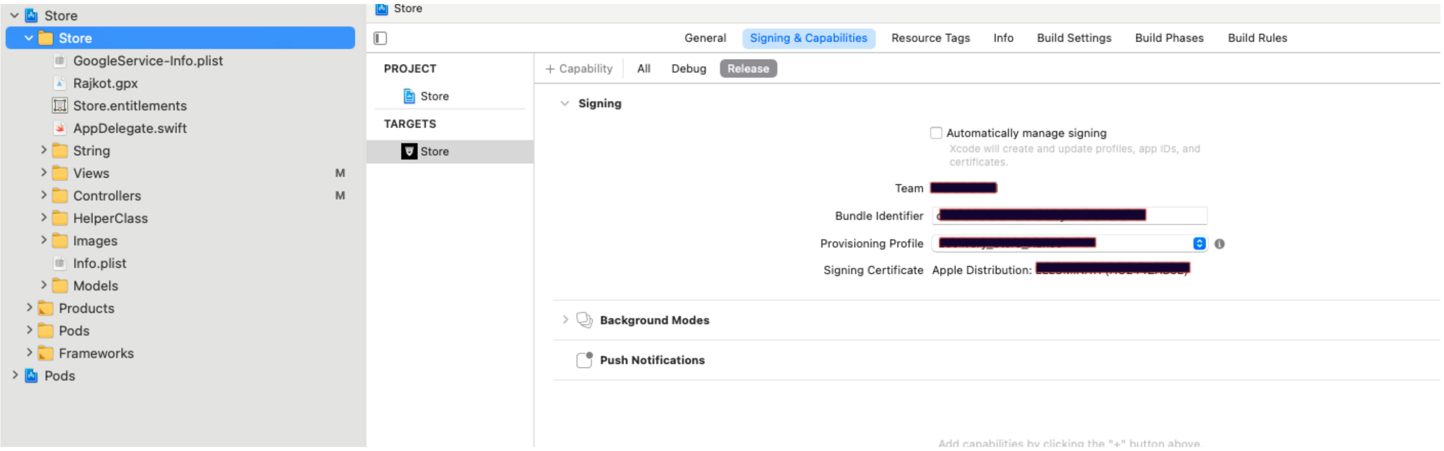
- ➔ In the terminal, go to the path where the pod file is located and write command “**pod Install**” into terminal and enter.

- ➔ it will create a new workspace of your app name and after you have to open that workspace.

- ➔ After installing the pod file and open new workspace, you can see 2 pods file framework in libraries so delete the old one.

11. Create your app entitlements

- ➔ Select Project —> Targets —> Capabilities —> Push Notifications —> Switch ON that. (if already open then switch off and on again)



☐ Automatically manage signing
Xcode will create and update profiles, app IDs, and certificates.

Team [redacted]

Bundle Identifier [redacted]

Provisioning Profile [redacted]

Signing Certificate Apple Distribution: [redacted]

Add capabilities by clicking the "+" button above.

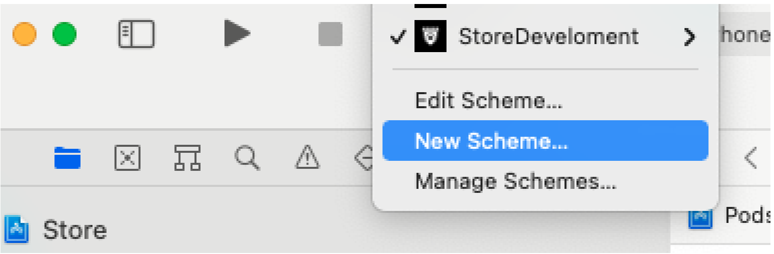
It will create your new app name .entitlements file.

delete old (edelivery) entitlements from —> Select Project —> Edelivery / Edelivery Provider / Store Folder —> Edelivery.entitlements

★ Build project

Check build variants (check which have BASE_URL)

1. Create New Schema



2. Select target device

3. Run the project