



To create an iOS application, these items are required

1. Vector image or high resolution PNG of track logo (with transparency)
2. iOS Facebook Application credentials (process below)
3. Android Facebook Application credentials (process below)

Club Speed will use these images to generate these assets:

- Splash Screen as a .PNG file, sized 960px wide X 1440px tall
- Icon as a .PNG file, sized 1024x1024 pixels
- (Optional) Play Store Feature Graphic as a .PNG, sized 1024x500 pixels

Initial Step: Create a Facebook Application/iOS Platform

Following these steps will give us an AppID, App Name and URL Schemes similar to below.

For Updated Steps See the attached document 'yourprezi.pdf'

1. From the track's Facebook account,
visit:<https://developers.facebook.com/apps>
2. Click "+ Add a New App"
3. Select "iOS"
4. Name: "Club Speed Mobile Application"
5. Click "Create New Facebook Application"

6. Select "Not a test version"
7. Select "Sports" category
8. Put in Bundle Identifier as your Club Speed Domain: If your domain is trackname.clubspeedtiming.com, enter it in reverse, all lowercase as "com.clubspeedtiming.trackname" and click "Next"
9. **Send Club Speed the information displayed for info.plist**

The information returned for info.plist will look like this:

- AppID: 347404485492046
- App Name: Club Speed Mobile Application
- URL Schemes: fb347404485492046

Add Android Platform

Click Add Platform -> Select Android

The screenshot shows the Facebook App Settings interface for an application named "Club Speed Mobile Ap...". The interface is divided into three tabs: "Basic", "Advanced", and "Migrations". The "Basic" tab is selected.

On the left side, there is a sidebar menu with the following options: Dashboard, Settings, Status & Review, App Details, Roles, Open Graph, Alerts, Localize, Canvas Payments, Audience Network, Test Apps, and Analytics.

The main content area shows the "Basic" configuration for the app. It includes fields for App ID (1556856047896535), App Secret (masked with dots and a "Show" button), Display Name (Club Speed Mobile Application), Namespace, App Domains, and Contact Email (test@test.com).

The "Android" section is expanded, showing fields for Google Play Package Name (com.clubspeedtiming.trackname), Class Name (com.clubspeedtiming.trackname.LoginActivity), Key Hashes (two hashes are listed, with the second one "E7b3Y72cczQzOJ3gwU0fqCQ6E/U=" highlighted by a red box), and Amazon Appstore URL (Optional, with an example URL provided).

At the bottom of the "Android" section, there are two toggle switches: "Single Sign On" (set to YES) and "Deep Linking" (set to NO).

At the bottom of the interface, there are three buttons: "Delete App" (red), "Discard" (grey), and "Save Changes" (blue).

Google Play Package Name: com.clubspeedtiming.trackname

*(trackname would be replaced by the specific domain name of the track, e.g.
com.clubspeedtiming.racewaykarting)*

Class Name: com.clubspeedtiming.trackname.LoginActivity

*(trackname would be replaced by the specific domain name of the track, e.g.
com.clubspeedtiming.racewaykarting)*

Key Hashes: CvPN3eCltdAuDxutdo55PeQrqkU= AND

E7b3Y72cczQzOJ3gwU0fqCQ6E/U=

Enable Single Sign On

1. From the top menu, click "Apps" and select your application by it's name
"Club Speed Mobile Application"
2. Click "Settings" on the left
3. Under the "Basic" tab, select "Yes" (enabled) for Single Sign On
4. Ensure you have a valid "Contact Email" set
5. **Click "Save Settings" at the bottom**

Final Step: Enable App for the Public

1. From the top menu, click "Apps" and select your application by it's name
"Club Speed Mobile Application"
2. Click "Status & Review" on the left
3. At the top of the page, change the toggle to "Yes" for: *"Do you want to make this app and all its live features available to the general public?"*