

QuickDate Android Application



With **QuickDate** users can Post & Interact with users feeds and like and comment and more , now using the application is easier, and more fun! **QuickDateApp** is easy, secured, and it will be regularly updated.

Created: 1/3/2019

Latest update: 24/08/2022

By: [DoughouzLight](#)

Support Platform : <https://wowonderapplications.ticksy.com>

<https://youtu.be/OTfBh3Ru68I>

Best hosting 100% for your script

Installation Guide

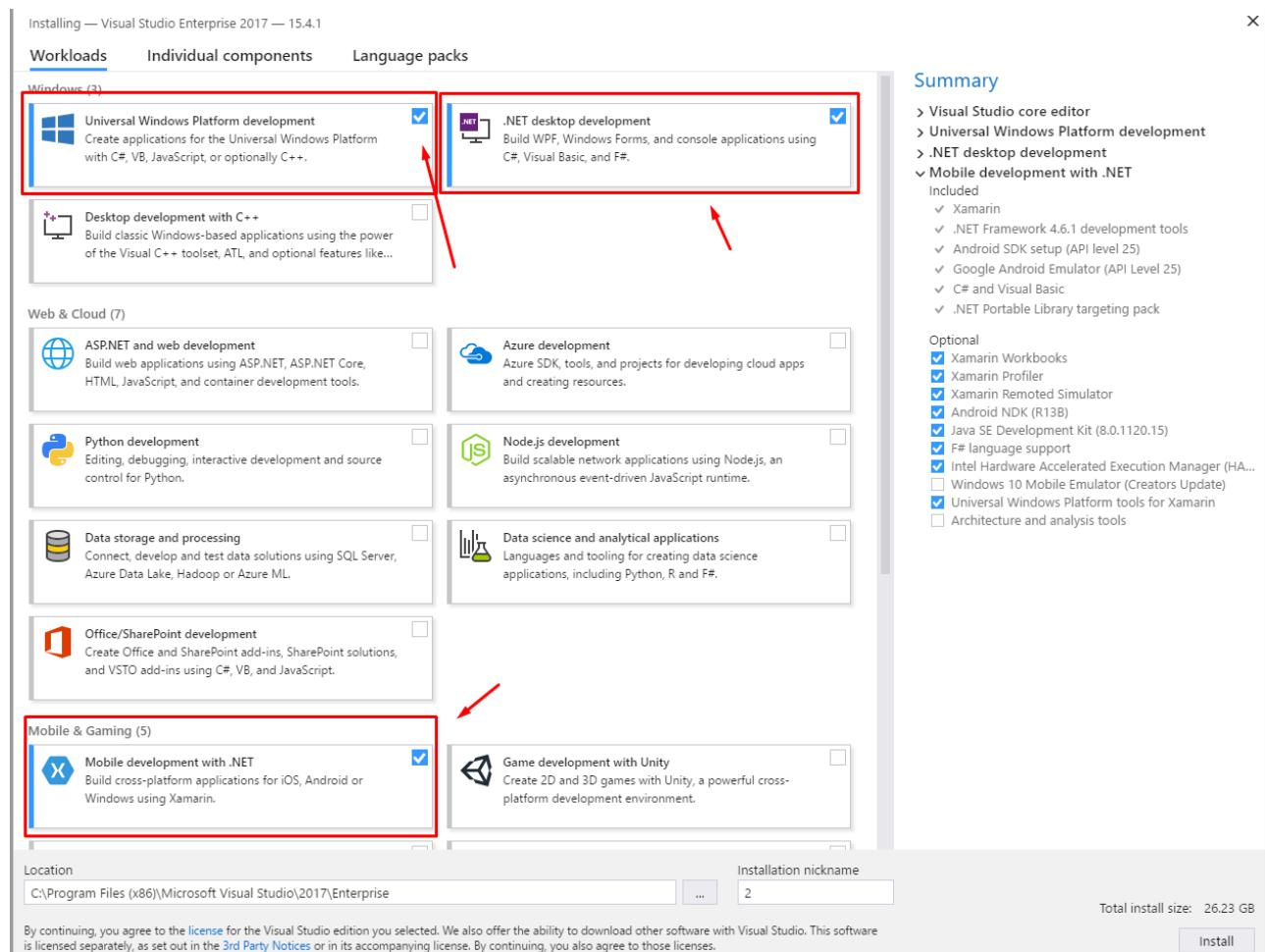
The installation is pretty easy, please follow the steps below:

- **QuickDate** PHP Script, you can get it from [Here](#)
- Download Visual Studio With Xamarin 2022 [Download Here](#)
- Unzip the **QuickDateApp** archive, extract it to new folder, and then open the folder.
- In the main folder you will find the solution (Name: **QuickDate** Type: Microsoft Visual Studio Solution) double click on it and wait till everything is loaded.
- In the Visual Studio menu bar go to Build > Clean Solution, click it and wait till it finish.
- Again In the Visual Studio menu bar go to Build > Build Solution, click it and wait till it finish building your project.

1) Download Visual Studio for Windows as shown below:

**2) Select This 3 check boxes as the image bellow and then press install
for (Visual studio on Windows)**

<https://youtu.be/PHk7HWG4jc8>



3) Install all Android SDKs in your system.

From your Visual studio go to tools menu >> Android >> Sdk Manager

Select the SDK 9.0 and 8.1 and version 5.0 as images bellow

Android SDKs and Tools				
Android SDK Location: C:\android-sdk				
Platforms Tools				
Check or uncheck items to install or remove.				
Name	API Level	Version	Size	Status
Android SDK Platform TiramisuPrivacySandbox Preview	Preview	64 MB		
Android SDK Platform Tiramisu Preview	32	63 MB		
Android API 32	31	6 GB		
Android 12.0 - S	30	6 GB		
Android 11.0 - R	29	74 MB		
Android 10.0 - Android10	28			
Android 9.0 - Pie	27	2 GB		
Android 8.1 - Oreo	26	4 GB		
Android 8.0 - Oreo	25			
Android 7.1 - Nougat	24			
Android 7.0 - Nougat	23			
Android 6.0 - Marshmallow	22	2 GB		
Android 5.1 - Lollipop	21	62 MB		
Android 5.0 - Lollipop	20			
Android SDK Platform 20	19			
Android SDK Platform 19	18			
Android SDK Platform 18	17			

Apply Changes

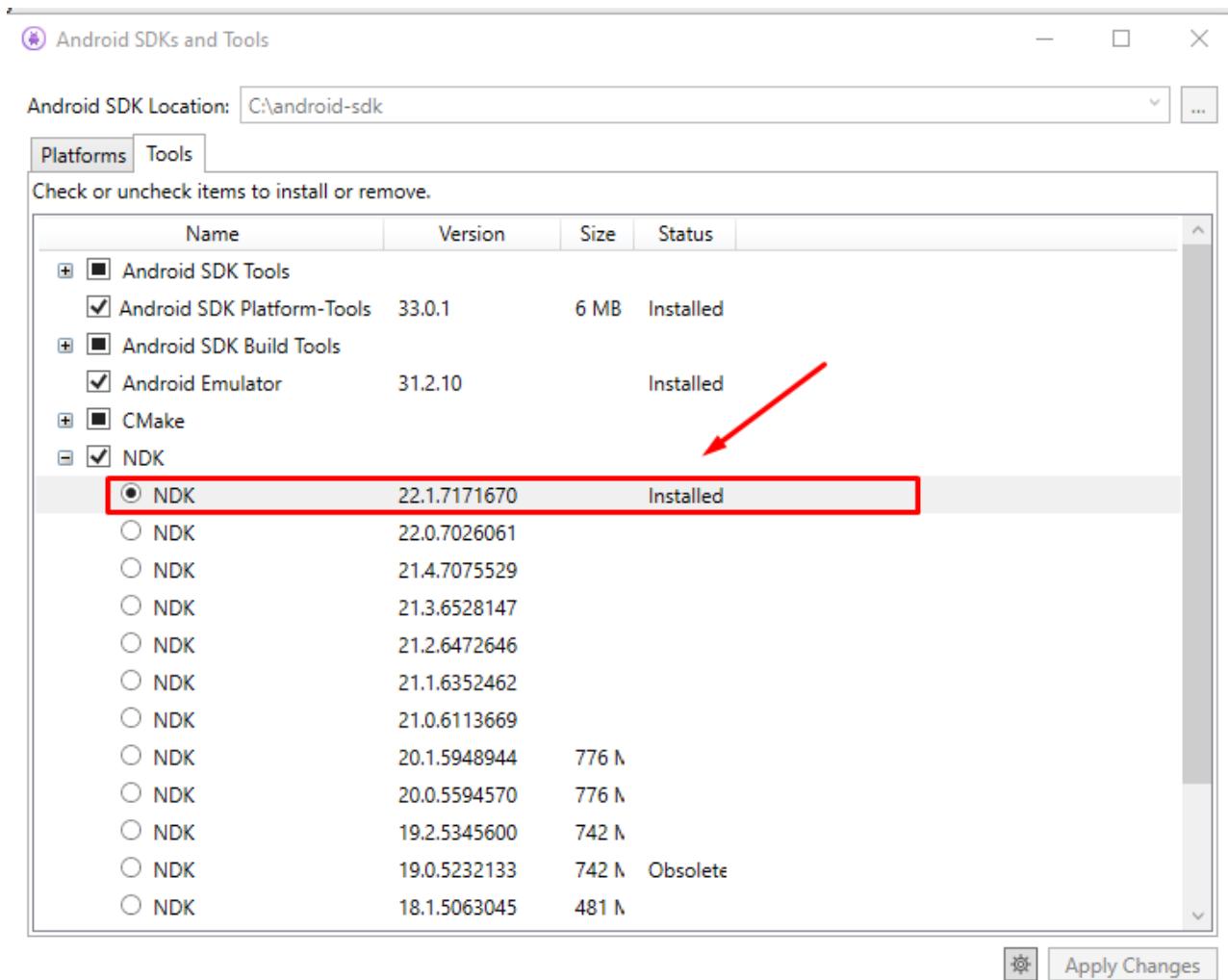
Sdks Versions which should be selected

Android SDKs and Tools				
Android SDK Location: C:\android-sdk				
Platforms Tools				
Check or uncheck items to install or remove.				
Name	Version	Size	Status	
Android SDK Tools	33.0.1	6 MB	Installed	
Android SDK Platform-Tools	31.2.10		Installed	
Android SDK Build Tools				
Android Emulator				
CMake				
NDK				
Extras				
Other				

Apply Changes

Build tools which should be selected

if you have error when make build “**NDK compiler exited with an error exit code 0**” so you should update to lateast version NDK in your PC



After you installed the SDKs in your system, you are ready to start and build your app,

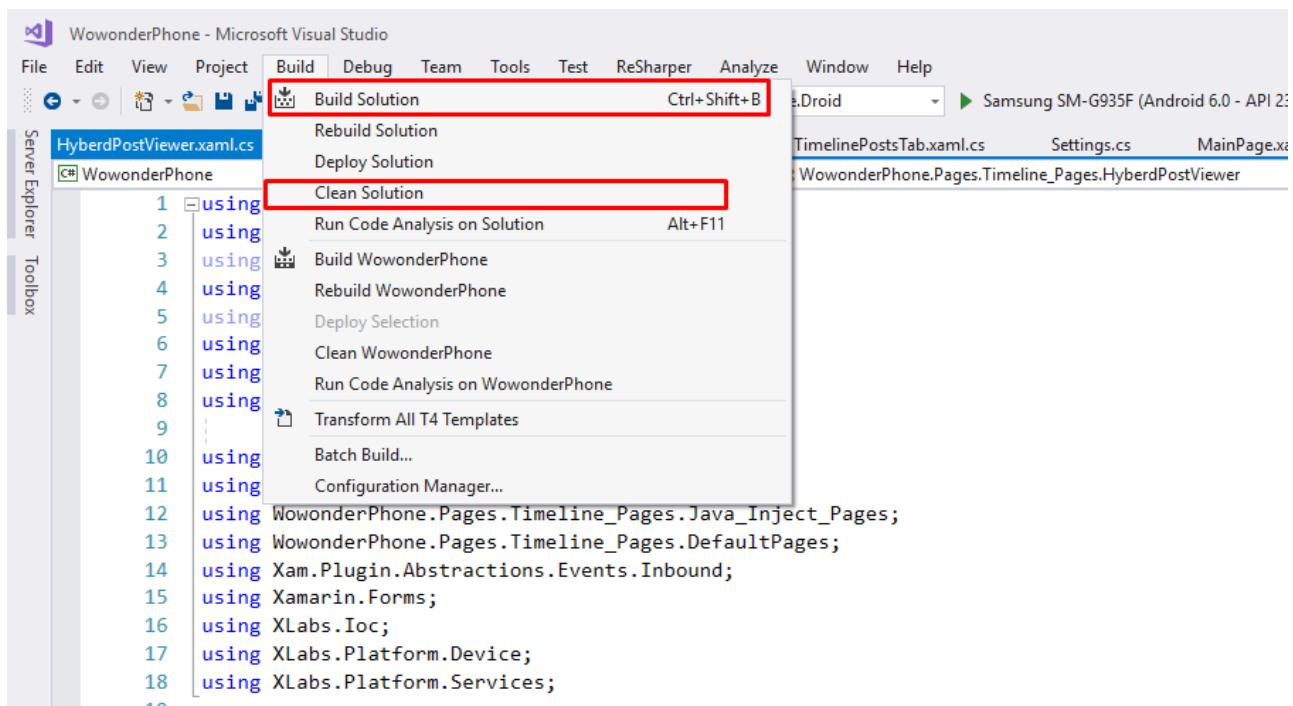
- Follow step 4.

4) open the Android Manifest in the Properties Folder and check if this line exists

```
<meta-data android:name="com.google.android.gms.wallet.api.enabled" android:value="true" />
```

if this line exists remove it in order to submit it correctly on the store .

5) Build Your Solution > Clean Solution, click on it and wait till it finish.



Now you are done If you are facing some errors read the Error Guide

Customization Guide

Follow the steps bellow to customize your application as you want

QuickDate Provides Triple DES algorithm encryption system + AES 256-Bit Encryption in your mobile application to safe your own information and your own server side keys from hackers and crackers, once you are a real buyer you will not fear any cracking or **unpacking APK** actions by eligible black hat people, which may lead to leaking your sensitive server side data to the public.

Go to <http://doughouzlight-license.com> to get the CERT encryption key once you have the key you will be able to add the key to your **Settings.cs** class as the image bellow

Server key >> is [Here](#) ex www.testwebsite.com/admin-panel/site-settings
Purchase code >> is [Here](#)

The screenshot shows the 'Settings > Site Settings' page of the Quickdate admin panel. On the left, a sidebar menu includes 'Dashboard', 'Settings' (selected), 'General Settings', 'Site Settings' (highlighted with a red arrow), 'Manage Site Features', 'E-mail & SMS Settings', 'Video & Audio Chat Settings', 'Chat Settings', 'Social Login Settings', 'Payment System Settings', and 'Storage Settings'. Under 'Users', there are 'Earnings', 'Photos', and 'Stickers'. The main content area is titled 'Website Settings' and contains fields for 'Site Title' (Quickdate), 'Site Name' (Quickdate), 'Site E-mail' (deendoughouz@gmail.com), 'Site Keywords' (Lorem Ipsum is simply dummy text of the printing and typesetting industry.), and 'Site Description' (Quickdate is the Finest Global Dating Website Around. Connect With Local Singles & Start Your Online Dating Adventure! Enjoy Worldwide Dating with Thrilling Online Chat & More.). A 'Server Key' field contains the value '149858' (highlighted with a red box and arrow). Below it is a 'Save' button. To the right, under 'Other Settings', there are sections for 'Default Language' (English), 'Default Unit of dista' (KM), 'Facebook' (http://facebook.com), 'Twitter' (http://twitter.com), 'Google' (http://google.com), and 'Google Tag Code'. A note at the bottom says 'You can create account' with a 'Save' button.

Your server key in your PHP website

The screenshot shows the Visual Studio IDE with the 'AppSettings.cs' file open. The code defines a static class 'AppSettings' with various properties. One of the properties, 'public static string TripleDESAppServiceProvider', has its value highlighted with a red box and arrow. The value is: "/dzuKgUpvgInsligfb7b43vialy9ay9H7zg16L80s1xuIZVU0B20vAfqgnqr0H9fKwM79txBUJ11g9n1uz3/0P3A/+PEst1m6R/v42ZtH442xF0XAm02mH07Ciyvx3L7apYg3f0sjc1z". The Solution Explorer on the right shows the project structure for 'QuickDate'.

```

// Copyright (c) PixelPhoto 15/07/2018 All Right Reserved
// The above copyright notice and this permission notice shall be included in
// all copies or substantial portions of the Software.
// You may obtain a copy of the Software at https://www.quickdate.com/r/linoudous
// For the accuracy of the icon and logo, please use this website " http://nsimage.brousteins.com " and add images according to size in folders " mipmap "
using Android.Graphics;
using Quickdate.Helpers.Model;
namespace Quickdate
{
    internal static class AppSettings
    {
        // summary>
        // Deep Links To App Content
        // you should add your website without http in the analytic.xml file > ..values/analytic.xml .. line $
        // string applicationId="quickdate.com-quickdatescript.com"-strings
        public static string TripleDESAppServiceProvider = "/dzuKgUpvgInsligfb7b43vialy9ay9H7zg16L80s1xuIZVU0B20vAfqgnqr0H9fKwM79txBUJ11g9n1uz3/0P3A/+PEst1m6R/v42ZtH442xF0XAm02mH07Ciyvx3L7apYg3f0sjc1z
        //Main Colors >
        public static string mainColor = "#FFFFFF";
        public static Color titleTextColor = Color.Black;
        public static Color titleTextColorDark = Color.White;
        //Language Settings > http://www.l10nsoft.net/en/translator/languag.htm
        public static bool flodirectionRightToLeft = true;
        public static string lang = "ar"; //Default language ar
        //Notification Settings >
        public static bool showNotification = true;
        public static string OneSignalAppId = "c6ddecf6-e1b0-4c49-b208-07a233648ed";
        //Error Report Mode
        public static bool SetApkReportMode = false;
        //Add Animation Image User
        public static bool enableAddAnimationImageUser = false;
        //Set Theme Full Screen App
        public static bool enableFullScreenApp = false;
        //Social logins >
    }
}

```

The **encryption** key includes all your domain information, you don't need to add your website or server-key or anything else on the settings class, but sure you get the key on each new update we release to avoid any issues.

Also you should add same **Package Name** in **AndroidManifest.xml**

Also For **Deep Links To App Content** : you should add your website without http in the analytic.xml file >> ..values/analytic.xml .. line 5

```
<string name="ApplicationUrlWeb">quickdatescript.com</string>
```

0-Change Logos & Icons and images

In your main solution you will find 4 main folders by the following names

- **drawable** >> for all android screen sizes by default
- **drawable-hdpi** >>for small devices screen
- **drawable-xhdpi** >> for normal devices screen
- **drawable-xxhdpi** >> for High HD screens such as Samsung s8 and s7

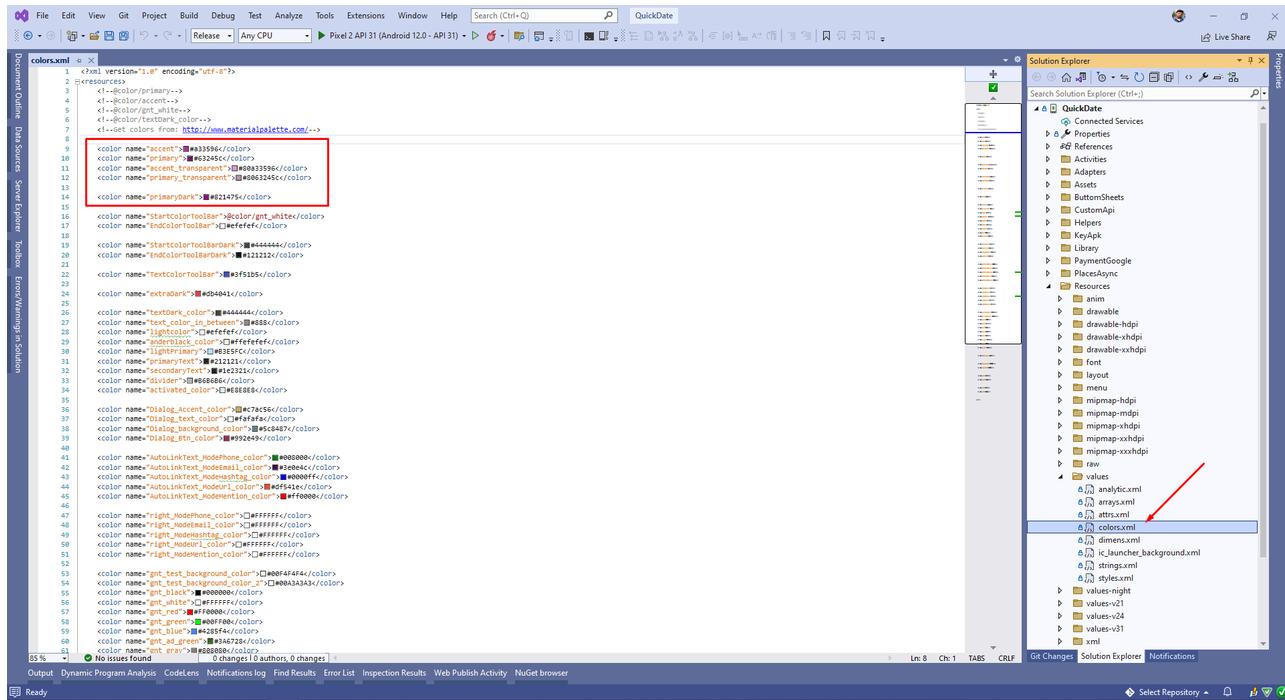
Replace the icons and the images which you want and add them as the same name
don't change the names of your pictures

EX >> You want to replace the icon of your app add an image by name **icon.png** on your **drawable folder** and your icon will be changed.

1-Change Colors and Theme

To customize and change the main color of the application follow the steps bellow.

1-Go to **Values folder** > open **Colors.xml** file and you will see all the xml file which is responsible for the main color and the theme of the main application



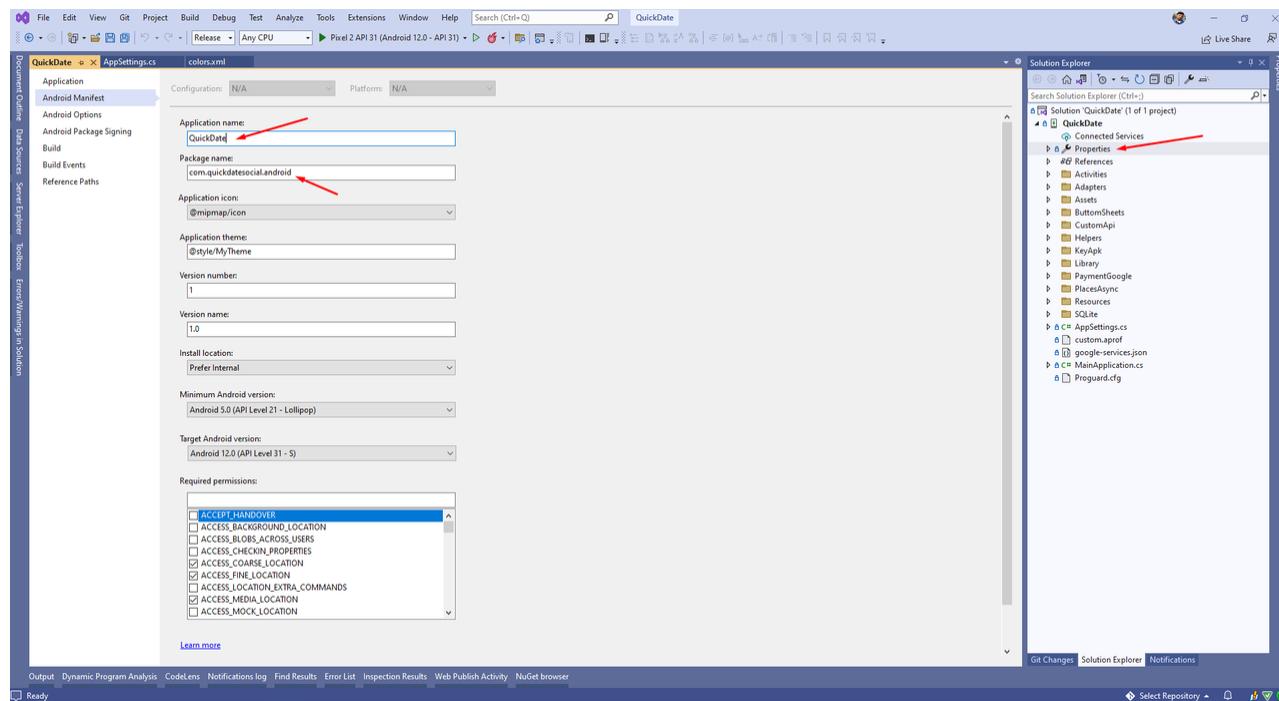
Also the file includes secondary colors for links and buttons and etc ..

1-Go to **AppSettings.cs** class and change the colors bellow to your own colors

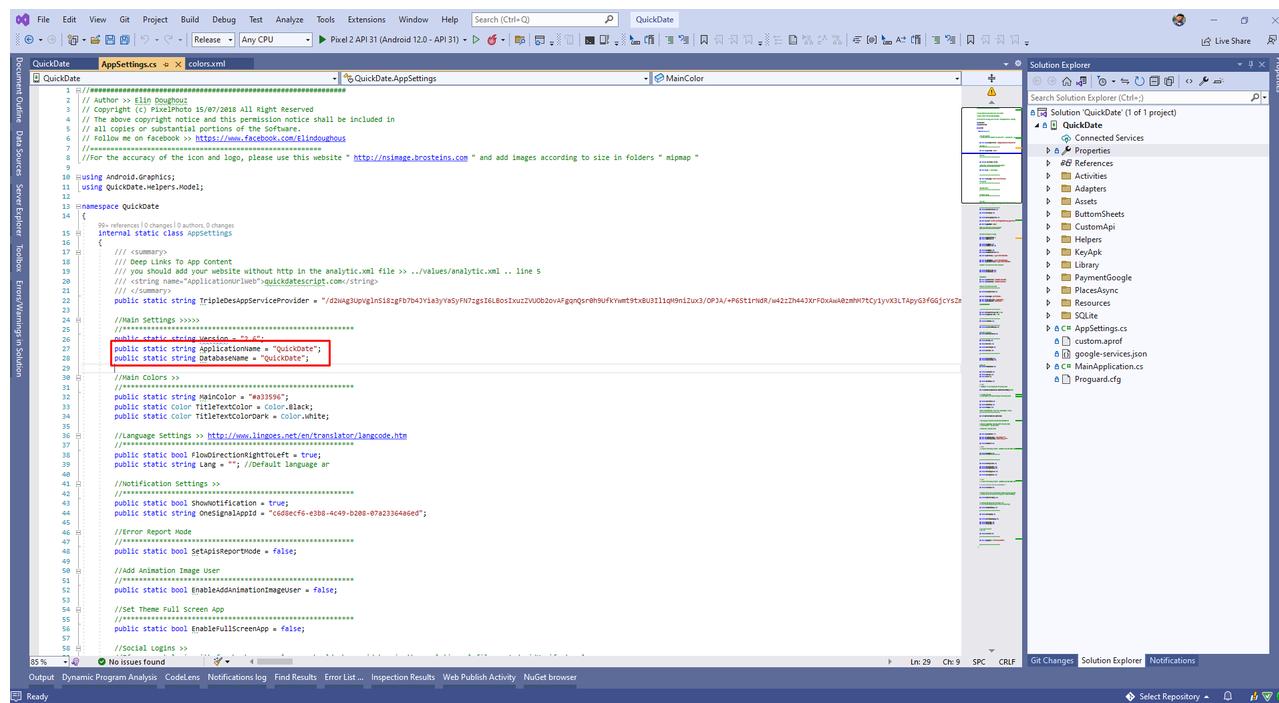
```
//Main Colors >>
//*****
public static string MainColor = "#a33596";
```

2-Change Application Name.

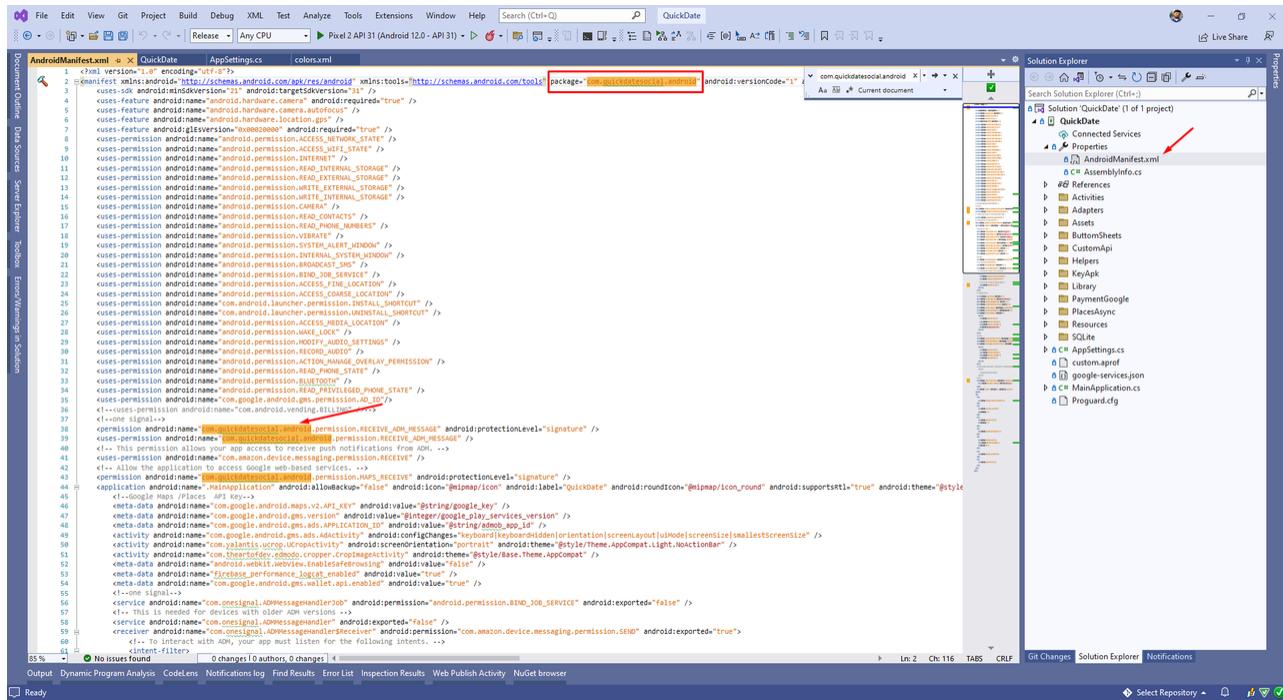
-From your main solution right click on the **QuickDate** >> Properties >> Android Manifest tab >> Change the names as you like and the versions also depending on your google play last version if you have.



-From AppSettings class change the name as bellow



IMPORTANT : Also you need to change your Package name from the **AndroidManifest** file as bellow >>

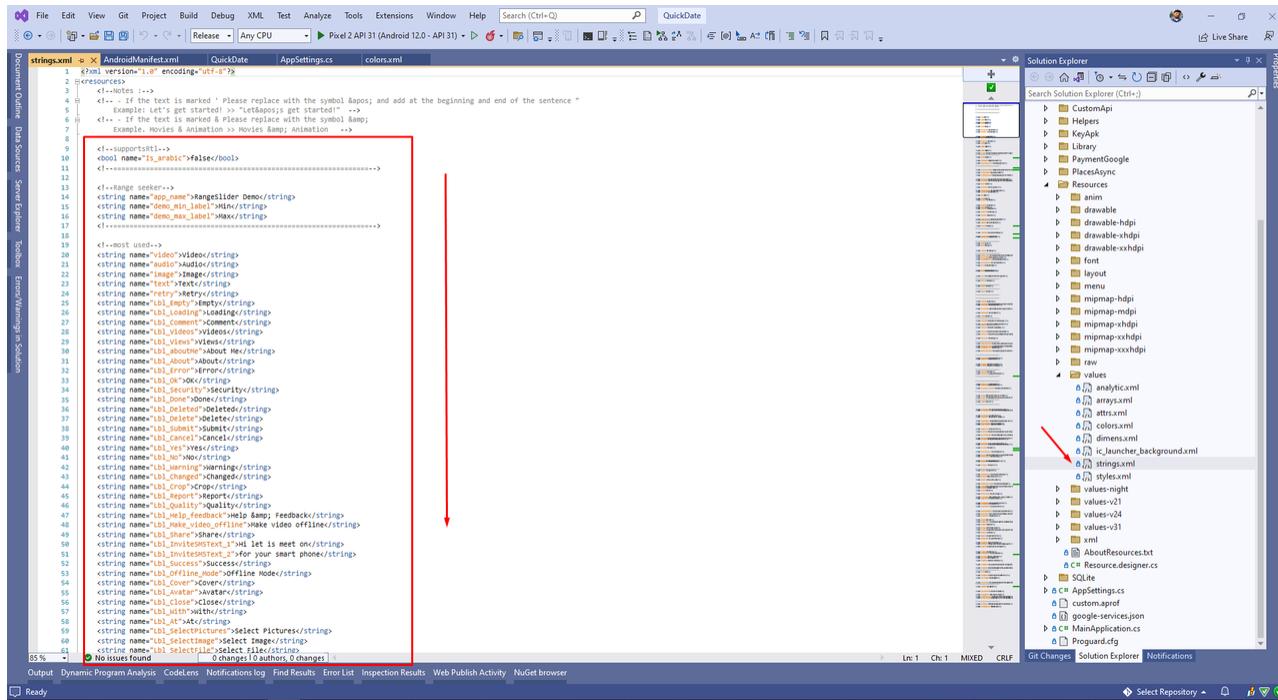


3-Change Lang & Words and Translate

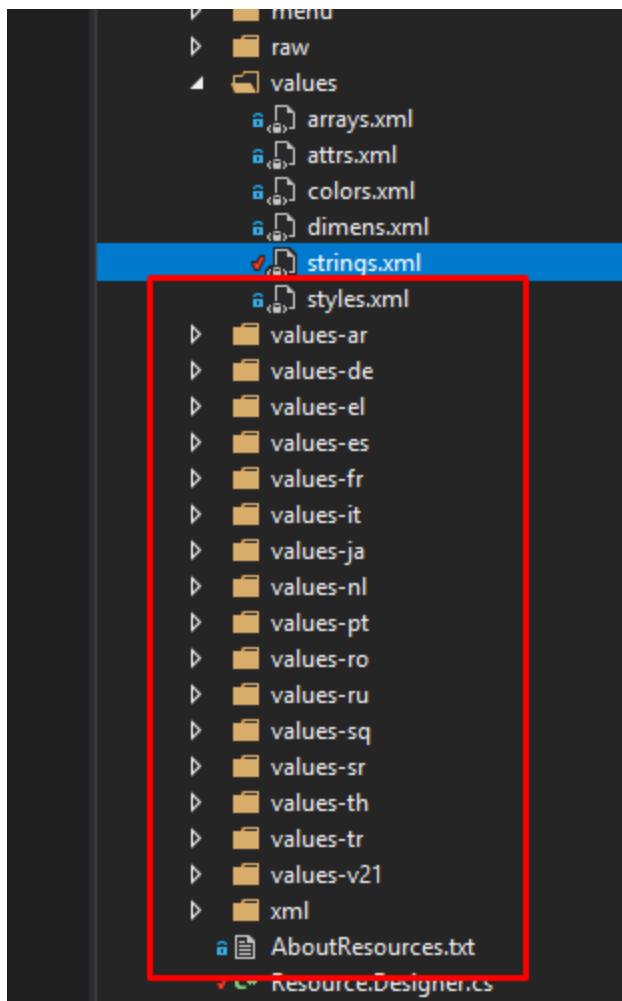
QuickDate Team made it for you easy to translate your own words in your app and change the labels as you want, so lets start.

- By default the folder **Values >> String.xml** contains all the English words in the app which is the default language in your mobile application
- The text strings in **res/values/strings.xml** should use the default language, which is the language that you expect most of your app's users to speak.

The green colored border on the image contains another translations , each folder has a **string.xml** file which contains same words but translated to **Turkish or Russian or Arabic and etc..**



- You can find your language shortcut from [here](#)



- From your **AppSettings.cs** class you can set your own default language which the app will open first time
- Also you can force the RTL system by setting the variable **FlowDirection_RightToLeft** to True

as ADS Image 2

2-(Interstitial , Rewarded , Native , AppOpen) on **AppSettings.cs** class as image bellow

```

public static bool EnableFullscreenApp = false;
public static bool SocialLogins = true;
//If you want login with facebook or google you should change id key in the analytic.xml file or AndroidManifest.xml
//Facebook > .../Properties/AndroidManifest.xml .. line 42
//Google > .../Properties/AndroidManifest.xml .. line 42
public static bool EnableSmartLockForPasswords = true;
public static bool ShowFacebookLogin = true;
public static bool ShowGoogleLogin = true;
public static bool ShowTwitterLogin = true;
public static bool ShowSocialLoggingInRegistersScreen = true;
public static string ClientId = "716215746781-1r1g110rhhc9gnps3qadd0tt8oze03.apps.googleusercontent.com";
public static string AppNameUnderline = "HelloWorld";
//Admob > Please add the code add in the Heros and analytic.xml
public static bool ShouldShowBanner = true;
public static int ShouldInterstitialCount = 5;
public static int ShouldRewardedVideoCount = 5;
public static int ShouldNativeCount = 40;
public static int ShouldAppOpenCount = 3;
public static bool ShowAdMobBanner = true;
public static bool ShowAdMobInterstitial = true;
public static bool ShowAdMobNative = true;
public static bool ShowAdMobAppOpen = true;
public static bool ShowAdMobRewardedInterstitial = true;
public static string AdMobInterstitialKey = "<app>pub-151569145931992/4607448832</app>";
public static string AdMobNativeKey = "<app>pub-51569145931992/759666957</app>";
public static string AdMobAppOpenKey = "<app>pub-51569145931992/2347696997</app>";
public static string AdMobRewardedKey = "<app>pub-51569145931992/703634347</app>";
public static string AdMobInterstitialKey = "<app>pub-51569145931992/9602504481</app>";
//Facebook Ads > Please add the code add in the Heros and analytic.xml
public static bool ShowBannersAds = false;
public static bool ShowInterstitialAds = false;
public static bool ShowRewardedVideoAds = false;
public static bool ShowNativeAds = false;
public static string AdfbInterstitialKey = "25045558906218_55402618321313";
public static string AdfbNativeKey = "25045558906218_554027183298828";
public static string AdfbRewardedKey = "25045558906218_55402818327492";
public static string AdfbNativeKey = "25045558906218_554029183297497";
//Colony Ads > Please add the code ad in the Heros and analytic.xml
public static bool ShowColonyBannersAds = true;
public static bool ShowColonyInterstitialAds = true;
public static bool ShowColonyRewardsAds = true;

```

**Warning about new privacy on google admob.. when user contact with you on support .. should the user add app-ads.txt in the server ..
Should this content file text <https://prnt.sc/vm086w>
and the link should <https://www.demo.com/app-ads.txt>**

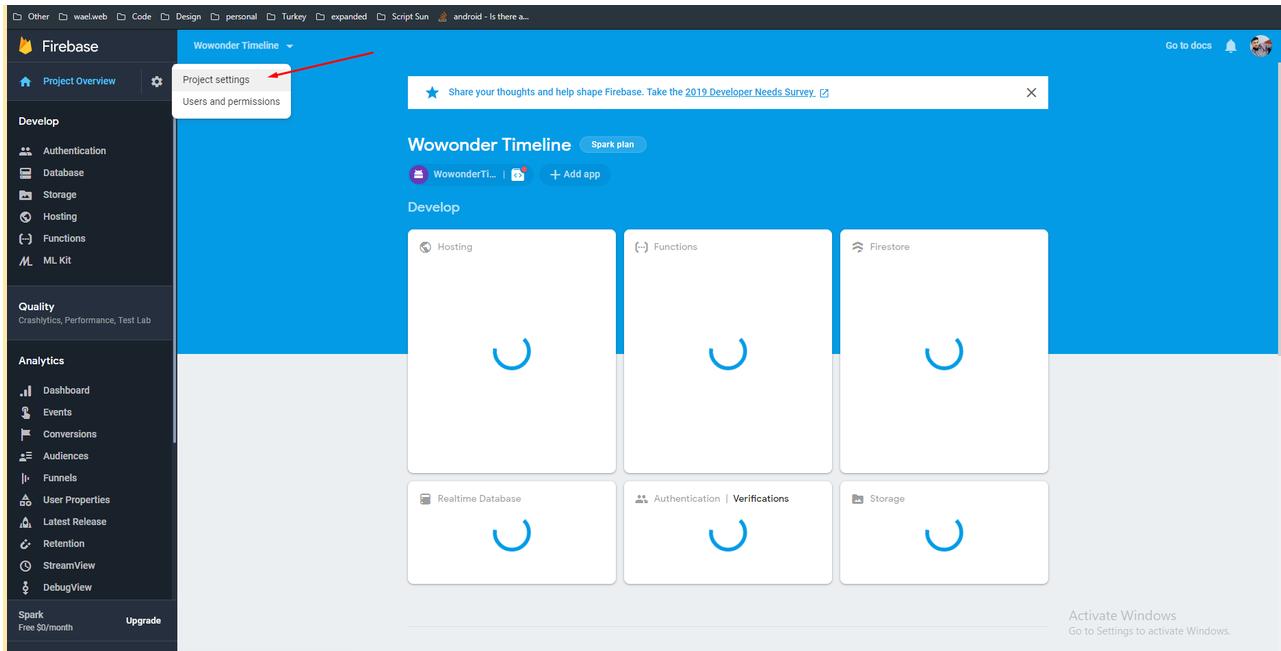
2-Create Firebase account

After creating firbase account from the link bellow

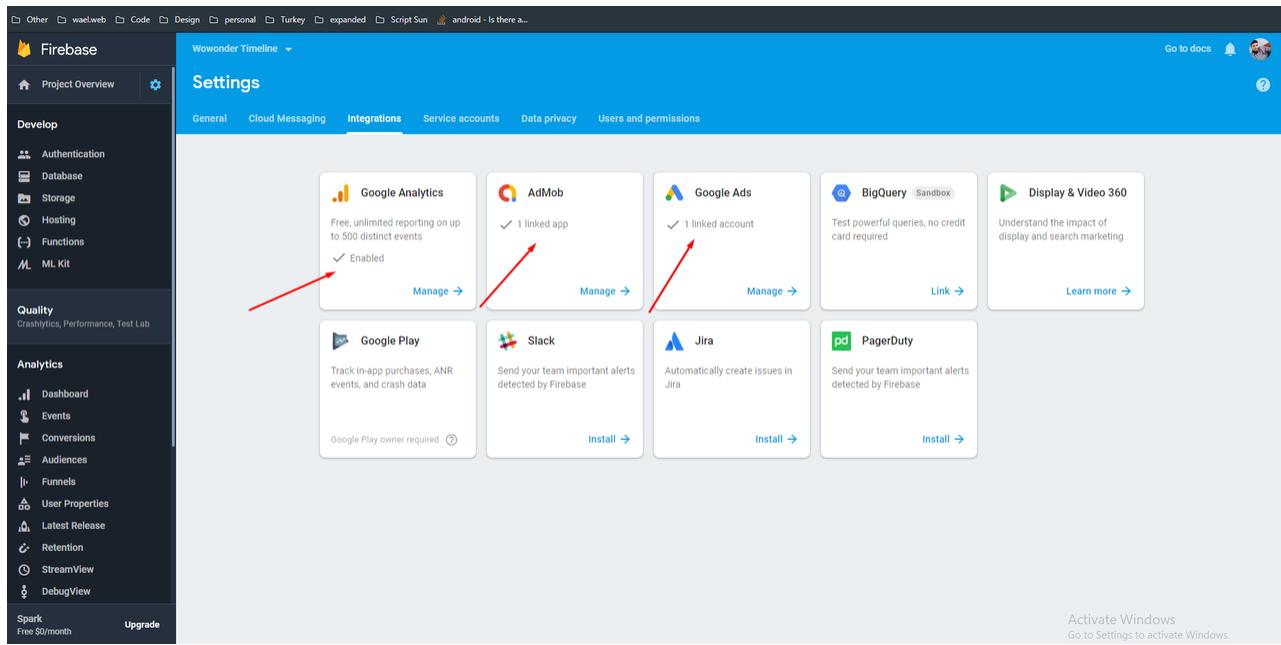
<https://console.firebaseio.google.com/>

You will need to create a new project as well

after creating the project go to settings and as image bellow



Go to integration tab and select the item bellow as the screenshot



Then go and set connection as image bellow :

Add your Package android app name and press the link icon as image bellow

Google AdMob

App settings

App info

- App name & store link: WowonderTimeline (Android)
- App ID: ca-app-pub-5135691635931982~1668785995
- Firebase link: Project: Wowonder Timeline App: com.wowonder.Timeline

Ad serving settings

- Use location data for ads: On
- Interstitial frequency capping: No cap on interstitial impressions in this app

Activate Windows
Go to Settings to activate Windows.

Download file JSON as bellow and add it to your project code:

Firebase

Project Overview Settings

Your apps

Android apps

WowonderTimeline com.wowonder.Timeline

Add app

Download the latest config file

This file contains configuration details such as keys and identifiers, for the services you just enabled.

App ID: T:430795656343:android:f5e52086f4ef246b

App nickname: WowonderTimeline

Package name: com.wowonder.Timeline

SHA certificate fingerprints: 67:75:bc:a9:b4:28:b8:6d:bc:11:9f:59:8a:61:e5:de:03:90:47:c7

Type: SHA-1

Add fingerprint

Remove this app

Delete project

Activate Windows
Go to Settings to activate Windows.

Right click on WoWonder solution code then press on add new item, and add it to the project as the screenshot bellow

The screenshot shows the Visual Studio IDE interface. In the center, the code editor displays the contents of the `google-services.json` file, which is highlighted with a red border. The file contains JSON configuration for a Firebase project, including project details, client info, OAuth clients, and services. On the right side, the Solution Explorer window is open, showing the project structure for "QuickDate" with files like `AppSettings.cs`, `google-services.json`, and `Proguard.cfg`. The `google-services.json` file is also highlighted with a red border in the Solution Explorer.

```

{
  "project_info": {
    "project_number": "400536406439",
    "firebase_url": "https://quickdate-ddb61.firebaseio.com",
    "storage_bucket": "quickdate-ddb61.appspot.com"
  },
  "client": [
    {
      "client_info": {
        "mobilesdk_app_id": "1:400536406439:android:65ff002e099760c",
        "android_client_info": {
          "package_name": "com.quickdatesocial.android"
        }
      },
      "oauth_client": [
        {
          "client_id": "400536406439-kdplig70iunmst7jumt73juu4a0nf.apps.googleusercontent.com",
          "android_info": {
            "package_name": "com.quickdatesocial.android",
            "certificate_hash": "77780ce90428056dc119f08a8edede039047c"
          }
        }
      ],
      "api_key": [
        {
          "current_key": "AIzaSyAVjE8XoSIUpHnp5xa1NgJnU9xe839PU"
        }
      ],
      "services": [
        "appinvite_service": {
          "other_platform_oauth_client": [
            {
              "client_id": "400536406439-62rt50pfvif613jt97od64h1lcerh5v.apps.googleusercontent.com",
              "client_type": 3
            }
          ]
        }
      ],
      "amob_app_id": "ca-app-pub-513691635931982-6131426175"
    }
  ],
  "configuration_version": "1"
}

```

Sign your application with a sign key you have already so the ADMob system will start to work , Our own demo keys are located here >> **WoWonder\KeyApk**
Now you are done happy earning !

7-Integrate Facebook ADS (Facebook Audience Network)

From Your Facebook audience network Dashboard , choose to add new Android Application (for android)

The screenshot shows the 'Wowonder' section of the Audience Network setup. It displays three options: 'iOS' (with '+ Add' button), 'Android' (with '+ Add' button, highlighted with a red box), and 'Instant Articles' (with 'Learn More' button). A sidebar on the left contains various icons for different features like ads, audience insights, and monetization.

In order to get your first ad placements , be sure to set the app as not live . so we can continue to get the placements ids

The screenshot shows the 'Submit your Android app information' step. It includes a note about review times due to COVID-19, a 'Cancel Setup' link, and a list of steps: 1. Submit your Android app information (radio button for 'App is not live' is selected, indicated by a red arrow), 2. Create your first placement, 3. Integrate the Audience Network SDK, 4. Enter your business payment account information, and 5. Publish your updated app to the Play Store. A text input field for the Play Store URL is present, along with a 'Submit' button.

From the list of placement types below , choose the one you want to create and use in your app.



Native

A customizable placement that you can adapt to match the look and feel of your product. Can contain large and small images, video, text and a link button.



Native Banner

A small customizable placement that displays a single small image from the advertiser's Facebook Page (often a logo), as well as text and a link.



Gaming apps only

Rewarded Video

Video ads that give an incentive to the user in exchange for watching the ad.



Interstitial

After choosing the placement type , you will get the placement ID as shown below

3 Integrate the Audience Network SDK

Follow the SDK integration instructions for waterfall

Add system user access token

Add placement ID

Copy the placement ID and add it to your app's code and mediation if you're using one.

Placement Name	Format	Placement ID
First Android app Interstitial Placement	Interstitial	371275140456285_371277947122671

Copy the Placement id An go to your **Wowonder AppSettings.cs**

```

AppSettings.cs
-----
//Facebook Ads > Please add the code ad in the Here and analytic.xml
public static string adsFacebookBannerKey = "ca-app-pub-1135691635931982/7342769897";
public static string adsFacebookNativeKey = "ca-app-pub-1135691635931982/2342769897";
public static string adsFacebookAppkey = "ca-app-pub-5135691635931982/7036343147";
public static string adsFacebookInterstitialKey = "ca-app-pub-5135691635931982/3662506481";

//Facebook Ads > Please add the code ad in the Here and analytic.xml
public static bool ShowFacebookads = false;
public static bool ShowInterstitialads = false;
public static bool ShowRewardedads = false;
public static bool ShowNativeads = false;
public static bool ShowAppads = true;
public static bool ShowAdColonyInterstial = true;

//YOUR_PLACEMENT_ID
public static string adsAdColonyBannerKey = "1134955889000218_45402448032317";
public static string adsAdColonyInterstitialKey = "25048558900218_55402318627492";
public static string adsAdColonyAppkey = "25048558900218_55402318627492";
public static string adsAdColonyRewardKey = "25048558900218_55402318627492";

//Colony Ads > Please add the code ad in the Here
public static bool ShowColonyBannerads = true;
public static bool ShowColonyInterstialads = true;
public static bool ShowColonyRewardsads = true;
public static string adsColonyAppid = "app-72922799067144ed0d4";
public static string adsColonyBannerId = "v229482694e094cd98";

```

The first 4 line is for **Activation and Deactivating the ad type .**

The Other 4 line is where you have to paste the ID that you get from you Facebook Audience Network Dashboard .

8-Integrate AdsColony

From Your [AdsColony](#) Dashboard , choose to **Create New App (for android)**

Apps App Reports Download SDK

Create New App

Is this app localized to a specific store?

United States

App Name: wowonder Platform: Android

Integrate AdColony SDK to Complete Setup

Maximize revenue with the SDK trusted by the world's top publishers. Enjoy high-quality, award-winning video, display, & rich media ads that complement your app experience. [Get the SDK](#)

Options

Enable Ad Skipping After Seconds
This setting allows users to skip ads after a delay. All new zones and all existing zones where override is not enabled will default to this value.

Children's Online Privacy and Protection Act (COPPA) Options

This app is directed to children under 13 as defined by the [Children's Online Privacy Protection Act](#).

Ad Audio Settings (SDK 3.3.6+ Required)

Configure the default sound settings for Ads within your app

Start With Sound On (Recommended)
Ads will play with sound on with volume setting matched to the settings on device

After create add new ad zone (Interstitial , Rewarded , Banner)

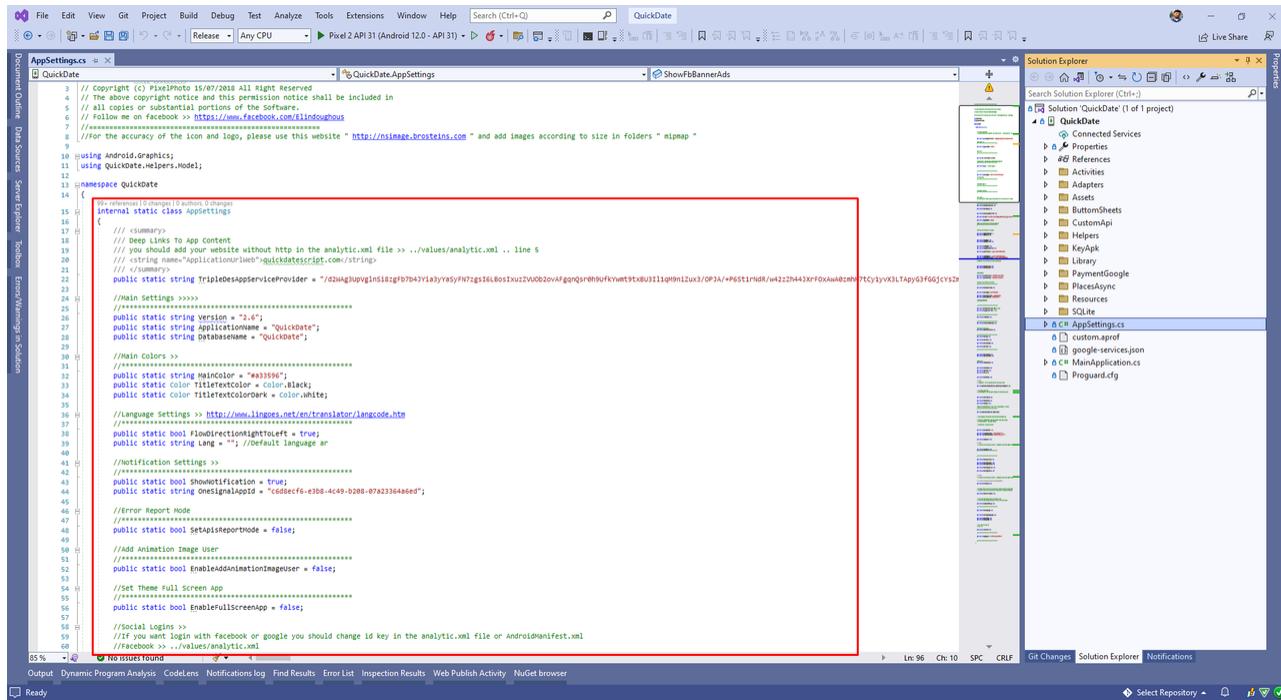
The screenshot shows the AdColony dashboard interface. At the top, there is a dark blue summary chart with a grid of small squares representing different metrics. Below the chart, there is a section titled "Ad Zones". A red box highlights the "AdColony App UUID" field, which contains the value "appc1a3a39f4257436fb0". An arrow points from this box down towards the "Ad Zones" table. Another red box highlights the "Interstitial", "Banner", and "Rewarded" rows in the table. A red arrow points from the "Setup New Ad Zone" button at the top right of the "Ad Zones" section towards the bottom right of the table. The "Ad Zones" table has columns for Zone Name, Ad Size, Status, Earnings, eCPM, Play Rate, Bid Rate, Fill Rate, Requests, Impressions, CVVs, and Date Created.

Zone Name	Ad Size	Status	Earnings	eCPM	Play Rate	Bid Rate	Fill Rate	Requests	Impressions	CVVs	Date Created
Interstitial	Full Screen		\$0.00	\$0.00	100.00%	-	2.30%	87	2	2	2 months ago
Banner	Banner		\$0.00	\$0.00	100.00%	-	11.54%	52	6	0	2 months ago
Rewarded	Full Screen		\$0.00	\$0.20	100.00%	-	11.29%	62	7	6	2 months ago

Than add keys on **AppSettings.cs** class as image bellow

9-Control Application Settings

From your settings class on your WoWonder project you will be able to control most of your Android App settings.



1-Enable/Disable Social Logins

Set the variables bellow to True or false to show or hide social login ability on the application

```
//Social Logins >
//*****
public static bool ShowFacebookLogin = true;
public static bool ShowGoogleLogin = true;
public static readonly string ClientId = "1234567890-6m.apps.googleusercontent.com";
```

2-Switch between Follow System / Friend System

Set the variable bellow to 1 for Follow or 0 for friend system

```
public static string ConnectivitySystem = "1";
```

3-Show /Hide Ads on your

Set the variables bellow to True or False to hide the Banners or Reward Video Ads or Interstitial Ads

For more info about Google AdMob

- We Recommend: [Create a Google AdMob account](#) and [register an app](#).

```
<!-- #warning about new privacy on google AdMob...  
should add file app-ads.txt in the server >>this content file  
text https://prnt.sc/vm086w  
and the link should example: https://www.demo.com/app-ads.txt  
-->  
<!--ADMOB APPLICATION_ID >> ca-app-pub-xxxxxxxxxxxx~yyyyyy  
yyyy-->  
<string name="admob_app_id">ca-app-pub-5135691635931982~166878  
5995</string>  
<string name="banner_ad_unit_id">ca-app-pub-5135691635931982/6  
967393171</string>  
<string name="banner_multiple_ad_sizes_id">ca-app-pub-51356916  
35931982/9873764329</string>
```

```
public static bool ShowAdMobBanner = true;  
public static bool ShowAdMobInterstitial = true;  
public static bool ShowAdMobRewardVideo = true;  
public static bool ShowAdMobNative = true;  
public static bool ShowAdMobNativePost = true;  
public static bool ShowAdMobAppOpen = true;  
public static bool ShowAdMobRewardedInterstitial = true;  
  
public static string AdInterstitialKey = "ca-app-pub-513569163  
5931982/3584502890";  
public static string AdRewardVideoKey = "ca-app-pub-5135691635  
931982/2518408206";  
public static string AdAdMobNativeKey = "ca-app-pub-5135691635  
931982/2280543246";
```

```

public static string AdAdMobAppOpenKey = "ca-app-pub-513569163
5931982/2813560515";

public static string AdRewardedInterstitialKey = "ca-app-pub-5
135691635931982/7842669101";

//Three times after entering the ad is displayed
public static int ShowAdMobInterstitialCount = 3;
public static int ShowAdMobRewardedVideoCount = 3;
public static int ShowAdMobNativeCount = 40;
public static int ShowAdMobAppOpenCount = 2;
public static int ShowAdMobRewardedInterstitialCount = 3;

```

- FaceBook Ads

```

//FaceBook Ads >> Please add the code ad in the Here and analy
tic.xml

//*****
public static bool ShowFbBannerAds = false;
public static bool ShowFbInterstitialAds = false;
public static bool ShowFbRewardVideoAds = false;
public static bool ShowFbNativeAds = false;

//YOUR_PLACEMENT_ID
public static string AdsFbBannerKey = "250485588986218_5540264
18632132";
public static string AdsFbInterstitialKey = "250485588986218_5
54026125298828";
public static string AdsFbRewardVideoKey = "250485588986218_55
4072818627492";
public static string AdsFbNativeKey = "250485588986218_5547063
01897477";

```

```
//Three times after entering the ad is displayed  
public static int ShowFbNativeAdsCount = 40;
```

- Colony Ads

```
public static bool ShowColonyBannerAds = true;  
public static bool ShowColonyInterstitialAds = true;  
public static bool ShowColonyRewardAds = true;  
  
public static string AdsColonyAppId = "appff22269a7a0a4be8aa";  
public static string AdsColonyBannerId = "vz85ed7ae2d631414fb";  
public static string AdsColonyInterstitialId = "vz39712462b8634df4a8";  
public static string AdsColonyRewardedId = "vz32ceec7a84aa4d719a";
```

WoWonder Timeline Login

- From your **Quickdate** website's **Admin panel** (Social login section), ensure that you have setup you **Wowonder** timeline Website **API Key , API Secret** and the website's **Domain** name .

Quickdate

Welcome back, suntest
Logged in as Administrator

Dashboard

Settings

- General Settings
- Site Settings
- Manage Site Features
- E-mail & SMS Settings
- Video & Audio Chat Settings
- Chat Settings
- Social Login Settings**
- Payment System Settings
- Storage Settings

Users

Earnings

Photos

Stickers

Blogs

Copyright © 2020 Quickdate.
Version: 1.4

Vkontakte
 Enabled Disabled

Google+
 Enabled Disabled

Twitter
 Enabled Disabled

WoWonder (Your Own Site) ?
 Enabled Disabled

Save

Facebook App ID: 579a79ccceeb5d6cf3ae1b59db3555cf0

Google Client ID: 716215768781-1rigli0rihhc9gmp53qad69tt8o2e03.apps.googleusercontent.com

Google Client Secret Key: 70AaNaIHuEtDy_nWMEvLBpV

Consumer Key

Consumer Secret

VK APP ID: 5845244

VK APP Key: xtotTfMW09EEwBXL5QO

WoWonder API Key: 144235f5702cb70fa6c3f48842738e35

WoWonder API Secret: 131c471c8b74edf62dd0ebf7adf3c3d7365838b9

WoWonder Domain: https://demo.wowonder.com

WoWonder Icon Link to your icon, example: <https://demo.wowonder.com/themes/default/img/icon.png>

Save

QuickDate Admin panel (Social login section)

From the **AppSettings.cs** (Class/File) , change **ShowWoWonderLogin** to **true**.
Besides Changing the **AppNameWowonder** to your Applicaton name .

```
/*
public static string MainColor = "#a33596";
public static string StartColor = MainColor;
public static string EndColor = "#63245c";
public static Color TitleTextColor = Color.Black;
public static Color TitleTextColorDark = Color.White;

//Language Settings >> http://www.lingoess.net/en/translator/langcode.htm
//*****
public static bool FlowDirectionRightToLeft = false;
public static string Lang = ""; //Default language ar_AE

//Notification Settings >>
//*****
public static bool ShowNotification = true;
public static string OneSignalAppId = "0eeb44be-0ee2-422c-99b7-d338c59c5906";

//*****
//Add Animation Image User
//*****
public static bool EnableAddAnimationImageUser = false;

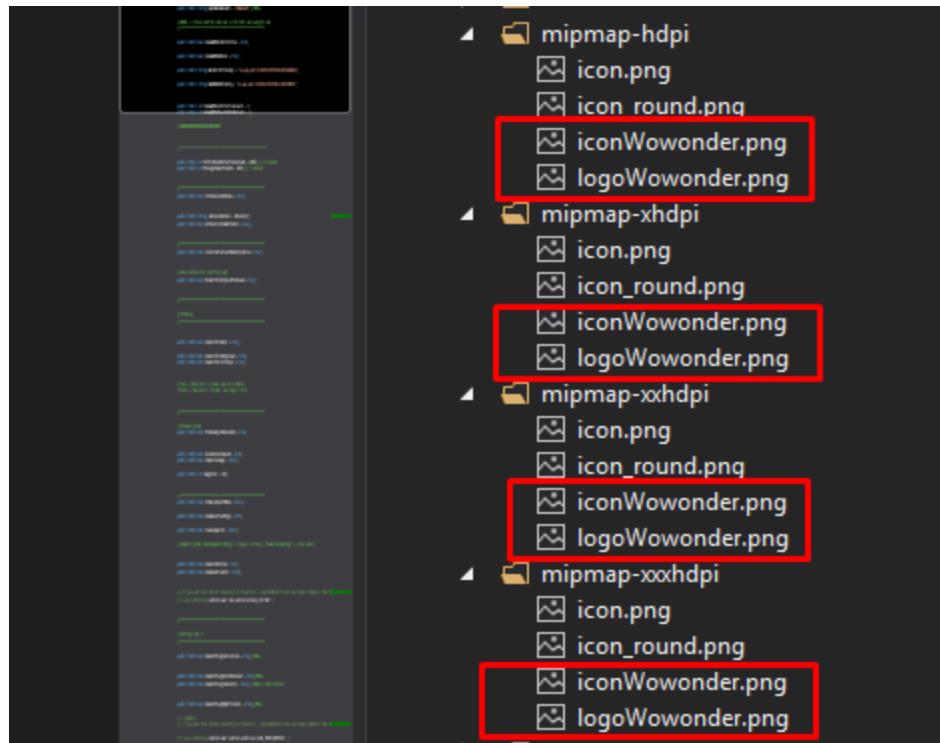
//Set Theme Full Screen App
//*****
public static bool EnableFullScreenApp = false;

//Social Logins >>
//If you want login with facebook or google you should change id key in the analytic.xml file or AndroidManifest.xml
//Facebook >> ./values/analytic.xml
//Google >> ./Properties/AndroidManifest.xml .. line 42
//*****
public static bool ShowFacebookLogin = true;
public static bool ShowGoogleLogin = true; //New
public static bool ShowWoWonderLogin = true; //New

public static string ClientId = "716215768781-1rigli0rihhc9gmp53qad69tt8o2e03.apps.googleusercontent.com";
public static string AppNameWowonder = "Wowonder"; //New
```

AppSettings.cs

To change the **Wowonder Login Button** and **Window Logo** images change these images from the project and replace it with your **App icon** and **Logo.W**



7-Control Application Settings

From your **AppSettings.cs** class on your **QuickDate** project you will be able to control most of your Android App settings

1-Enable/Disable Social Logins

Set the variables bellow to True or false to show or hide social login ability on the application

be sure if you set to true to read this [section](#).

```
//Social Logins

//If you want login with facebook or google you should change
id key in the analytic.xml file or AndroidManifest.xml

//Facebook >> ../values/analytic.xml

//Google >> ../Properties/AndroidManifest.xml .. line 42

//*****public static bool ShowFacebookLogin = true;
public static bool ShowGoogleLogin = true; //New
public static bool ShowWoWonderLogin = true; //New
public static string ClientId = "716215768781-1riglii0rihh
c9gmp53qad69tt8o2e03.apps.googleusercontent.com";
public static string AppNameWoWonder = "WoWonder"; //New
```

2-Switch between Full/Normal screen display

Set the variables bellow to True or False

```
public static bool EnableFullScreenApp = false;
```

3-Show /Hide AdMob on your

Set the variables bellow to True or False To hide the Banners or Reward Video ADS or Interstitial ADS

For ore info about Google AdMob

- We Recommend: [Create a Google AdMob account](#) and [register an app](#).

```
//AdMob >> Please add the code ads in the Here and analytic.xml  
//*****  
public static ShowAds ShowAds = ShowAds.AllUsers;  
  
//Three times after entering the ad is displayed  
public static int ShowAdInterstitialCount = 5;  
public static int ShowAdRewardedVideoCount = 5;  
public static int ShowAdNativeCount = 40;  
public static int ShowAdAppOpenCount = 3;  
  
public static bool ShowAdMobBanner = true;  
public static bool ShowAdMobInterstitial = true;  
public static bool ShowAdMobRewardVideo = true;  
public static bool ShowAdMobNative = true;  
public static bool ShowAdMobAppOpen = true;  
public static bool ShowAdMobRewardedInterstitial = true;  
  
public static string AdInterstitialKey = "ca-app-pub-513569163  
5931982/6657648824";
```

```
public static string AdRewardVideoKey = "ca-app-pub-5135691635  
931982/7559666953";  
  
public static string AdAdMobNativeKey = "ca-app-pub-5135691635  
931982/2342769069";  
  
public static string AdAdMobAppOpenKey = "ca-app-pub-5135691635  
931982/7036343147";  
  
public static string AdRewardedInterstitialKey = "ca-app-pub-5135691635  
931982/9662506481";
```

Also go to values>> Strings.xml and change the string bellow to your own Key

```
<!-- #warning about new privacy on google AdMob...  
should add file app-ads.txt in the server >>this content file  
text https://prnt.sc/vm086w  
and the link should example: https://www.demo.com/app-ads.txt  
-->  
  
<!--ADMOB APPLICATION_ID >> ca-app-pub-xxxxxxxxxxxx~yyyyyy  
yyyy-->  
  
<string name="admob_app_id">ca-app-pub-5135691635931982~613142  
6175</string>  
  
<string name="banner_ad_unit_id">ca-app-pub-5135691635931982/3  
760130541</string>  
  
<string name="banner_multiple_ad_sizes_id">ca-app-pub-51356916  
35931982/3760130541</string>  
  
<string name="ad_attribution">Ad</string>  
  <!--=====-->
```

4-Control Chat System Settings

- **RunSoundControl** Set the variable bellow to True or False to display sound during send and receive of messages
- **RefreshChatActivitiesSeconds** set speed of synchronized messages between your app and your server do not set less then 6000 for shared host
- **MessageRequestSpeed** set speed of API Get message between 2 users in main chat activity do not set less then 3000 for shared host

```
public static bool RunSoundControl = true;
public static int RefreshChatActivitiesSeconds = 6000; // 6 Seconds
public static int MessageRequestSpeed = 3000; // 3 Seconds
```

5-Disable/Enable Notification System

- If You want to Disable Notification and [OneSignal](#) on your app set the variable bellow to False
- **RefreshDataSeconds:** sets the speed of API Get Notification do not set less then 7000 for shared host

```
//Notification Settings >>
//*****
public static bool ShowNotification = true;
public static int RefreshDataSeconds = 8000; // 8 Seconds
```

6-Set Your Application for REPORT MODE (API TESTING)

Set the variables bellow to True or False To start checking your API respond from your server

if the API fails you will get a message box in your application with the error of the API

don't forget to set the variable to false before releasing your app in google play market

```
//Error Report Mode  
//*****  
public static bool SetApisReportMode = true;
```

7- Set The Required Payment Method

By changing the variables below to true or false you can set the desired payment method in your application

```
public static PaymentsSystem PaymentsSystem = PaymentsSystem.All;  
  
/// <summary>  
/// Paypal and google pay using Braintree Gateway https://www.braintreepayments.com/  
///  
/// Add info keys in Payment Methods : https://prnt.sc/1z5bffc  
& https://prnt.sc/1z5b0yj  
/// To find your merchant ID : https://prnt.sc/1z59dy8  
///  
/// Tokenization Keys : https://prnt.sc/1z59smv  
/// </summary>  
public static bool ShowPaypal = true;  
public static string MerchantAccountId = "test";  
  
public static string SandboxTokenizationKey = "sandbox_kt2f6md  
h_hf4c*****";  
public static string ProductionTokenizationKey = "production_t  
2wns2y2_dfy45*****";  
  
public static bool ShowCreditCard = true;  
public static bool ShowBankTransfer = true;
```

```
/// <summary>
/// if you want this feature enabled go to Properties -> Andro
idManifest.xml and remove comments from below code
/// <uses-permission android:name="com.android.vending.BILLIN
G" />
/// </summary>
public static bool ShowInAppBilling = true;
```

8-Enable Premium Account

By setting this value to true you can add the premium account system to your app

```
//Premium system
public static bool PremiumSystemEnabled = true;
```

9- Show /UnShow Trending

By setting the variable below to true you can add the trending concept to your app

```
public static bool ShowTrending = true; // #New
```

Payment Gateways Setup

1-Stripe Setup

You need to register account on <https://dashboard.stripe.com> website .

After that you get **Publishable Key** and **Secret Key** :

Welcome to Stripe, mhwaelanjo!

Integrate with Stripe by choosing a payments flow that's right for your business. Prefer not to write code? [Use an app instead.](#)

Developers > API keys X

Get your test API keys

Publishable key [REDACTED]

Secret key [REDACTED]

Power your online business with Payments

Create a platform or marketplace with Connect

Build a recurring business or send invoices with Billing

Activate your account

Get your live API keys

Note that you need to use the **last version** of API :

TEST DATA	LAST USED	LAST 7 DAYS	USAGE
—	—	—	0%
Mar 11, 2019	—	—	100%

API requests

~ 50 successful requests ~ 3 errors

94.34% success

Mar 4, 3:00 PM Mar 11, 3:00 PM

API error distribution

by endpoint View logs

GET POST DELETE

Webhooks

~ 0 successful requests ~ 0 errors

Mar 4, 3:00 PM Mar 11, 3:00 PM

Webhooks response time

N/A (min) N/A (avg) N/A (max)

0 ms Mar 4, 3:00 PM Mar 11, 3:00 PM

After you finish you integrate it with QuickDate in Admin Panel :

The screenshot shows the Quickdate admin dashboard. On the left sidebar, under the 'Settings' section, the 'Payment System Settings' option is highlighted with a red arrow. The main content area is titled 'Payment System Settings (Credit system + Pro System)'. It includes fields for 'Currency' (set to USD), 'Currency symbol' (\$), and two sections for Stripe and PayPal Mode. The Stripe section contains API keys and publishable keys. The PayPal Mode section has radio buttons for 'Live' and 'Sandbox', and input fields for 'PayPal Client ID' and 'PayPal Secret Key'. A red box highlights the Stripe and PayPal Mode sections. A red arrow points from the 'Payment System Settings' link in the sidebar to the 'Stripe' section in the main content.

Welcome back, begovsky
Logged in as Administrator

Dashboard

Settings

General Settings

Site Settings

Manage Site Features

E-mail & SMS Settings

Chat Settings

Social Login Settings

> Payment System Settings

Storage Settings

Users

Earnings

Photos

Stickers

Gifts

Copyright © 2019 Quickdate.
Version: 1.0.0

Risk: Please delete the ./install folder for security reasons.

Settings > Payment System Settings

Payment System Settings (Credit system + Pro System)

Currency: USD

Currency symbol: \$

Stripe

Stripe API Secret Key Your Stripe secret key that starts with sk_...
sk_test_uCdSAxdCAoQksqlfMoXF0mt

Stripe Publishable Key Your Stripe publishable key that starts with pk_...
pk_test_1ujWeV5SjafkpuEK7NMpURNz

PayPal Mode

Live Sandbox

PayPal Client ID: AYQj_efvWzS7BgdU42nwlwmetwd3ZT5WloT2ePnfinLw59GcR_EzEhnG8AtRBp9frGuvs09HsKagKJ

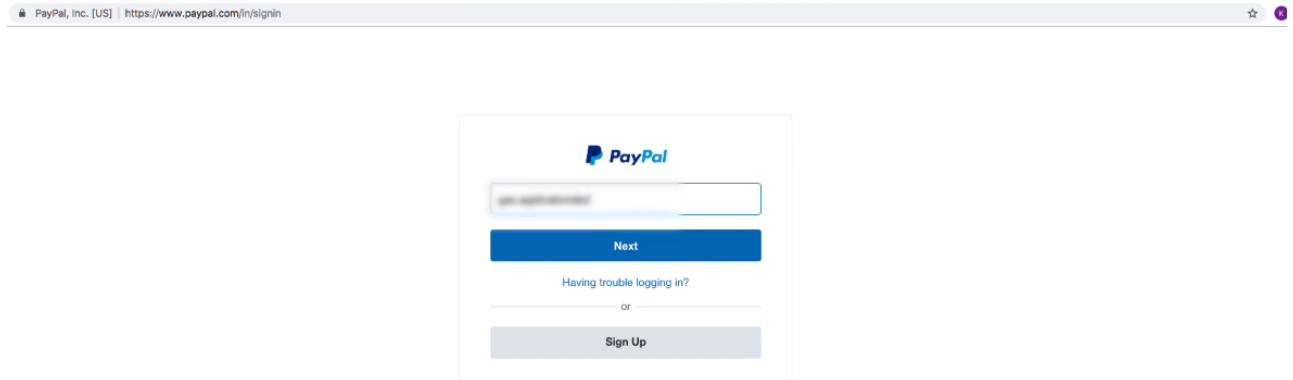
PayPal Secret Key: EEA3GtQRH9ksE7Qzy-zwPMn4xOxlzPGPzcdUVC0xF4Uu5zdrBBalGEghS5PYtNwUp1KXaWy-j1zr6

Save

Click Save.

2-PayPal Setup

You need to login or create account in <https://www.paypal.com/en/signin> webiste.



After that go to Applications (Developers) Page. Click on **Create App** button :

A screenshot of the PayPal Developer Applications page. The URL in the address bar is https://developer.paypal.com/developer/applications/. The page has a dark blue sidebar on the left with various developer tools: DASHBOARD, My Apps & Credentials, My Account, SANDBOX (Accounts, Notifications, API Calls, IPN Simulator, Webhooks Events), MOCK (Webhooks Simulator, Credit Card Generator, Negative Testing), and LIVE (API Calls, Webhooks Events). The main content area shows the "REST API apps" section. It says "Create an app to receive REST API credentials for testing and live transactions." Below this is a note: "Note: Features available for live transactions are listed in your account eligibility." A red arrow points to the "Create App" button. A table below lists two apps: "Game App Studio" (Type: REST) and "loginPaypal" (Type: REST).

App Name	Type	Actions
Game App Studio	REST	
loginPaypal	REST	

Give your App a Name.We name it PaypallIntergration just as an example .

Create New App

Create an app to receive REST API credentials for testing and live transactions.

Application Details

App Name
PaypalIntegration

Sandbox developer account
gas.applicationdev01-facilitator@gmail.com

As a reminder, all apps created under your account should be related to your business and the type of business it conducts.

By clicking the button below, you agree to [PayPal Developer Agreement](#).

Create App

Click on Create App button to finish .After that you will see below :

PaypalIntegration Sandbox Live

App display name: PaypalIntegration

SANDBOX API CREDENTIALS

Sandbox account
gas.applicationdev01-facilitator@gmail.com

Client ID
AcXTw6q-DC_Sbgu2LJn6ESXAe1ZAwpbjkq9dCWN-3lHPikqW3zZax8MbTNLZAPmj_ngWiH7ZVrmZ67oZ

Secret
[Show](#)

SANDBOX WEBHOOKS

Go to Admin Panel in QuickDate and integrate your API credentials :

Payment System Settings (Credit system + Pro System)

Currency: USD

Currency symbol: \$

Stripe:

Stripe API Secret Key: sk_test_uCdSAxdCAoQksqJfMoXF0mt

Stripe Publishable Key: pk_test_1ujWeV5SjafkpuEK7NMpURNz

PayPal Mode

Live SandBox

PayPal Client ID: AYQj_efvWzS7BgDU42nwlnlwmetwd3ZT5WloT2ePnfinLw59GcR_EzEhnG8AtRBp9frGuvs09HsKagKJ

PayPal Secret Key: EEA3GtQRH9ksE7Qzy-zwPMn4xOxlinzPGPzcdUVC0xF4Uu5zdrBBalGEghS5PYtNwUp1KXaWy-j1zr6

Save

Click Save to Finish.

3-Google in-app purchase (Extended License)

in order to use the Google in-app purchase payment system in your mobile application you will need to follow few steps in google play console as there is few rules you should know

- You cannot use third part payments system such as PayPal SDK as we mentioned on payment Gateways section 2 with Google in-app purchase
- There should be a temporary APK file Uploaded to the Google play in order to fetch the ProductID(In app License code) so you can proceed with your Build and packages prices

1-Go to google play console and copy from there your own In app billing license

Services & API Page in google play console

2-Copy the ProductID (In app License code) and paste it as the image bellow

```

namespace QuickDate.PaymentGoogle
{
    // References | Authors | Changes
    public class InAppBillingGoogle
    {
        // References | Authors | Changes
        public static readonly string ProductId = "11111111111111111111111111111111";
        public static readonly List<string> ListProductSKU = new List<string>() // ID Product
        {
            "bagoffredits",
            "powoffredits",
            "chestoffredits",
            "membershipmonthly",
            "membershiyearly",
            "membershiplifetime",
        };
    }
}

```

From your own Extended license Project (Solution)

3- Set your own prices and packages names and currency from your own google play console

Name & ID	Price	Last updated	Status
TRY 574.75 - TestTemplate	Apr 15, 2019	Active	
TRY 574.75 - TestTemplate	Apr 15, 2019	Active	
TRY 574.75 - TestTemplate	Apr 15, 2019	Active	
TRY 574.75 - TestTemplate	Apr 15, 2019	Active	
TRY 574.75 - TestTemplate	Apr 15, 2019	Active	
TRY 574.75 - TestTemplate	Apr 15, 2019	Active	
TRY 574.75 - TestTemplate	Apr 15, 2019	Active	
TRY 574.75 - TestTemplate	Apr 15, 2019	Active	

In-app products page from google play console

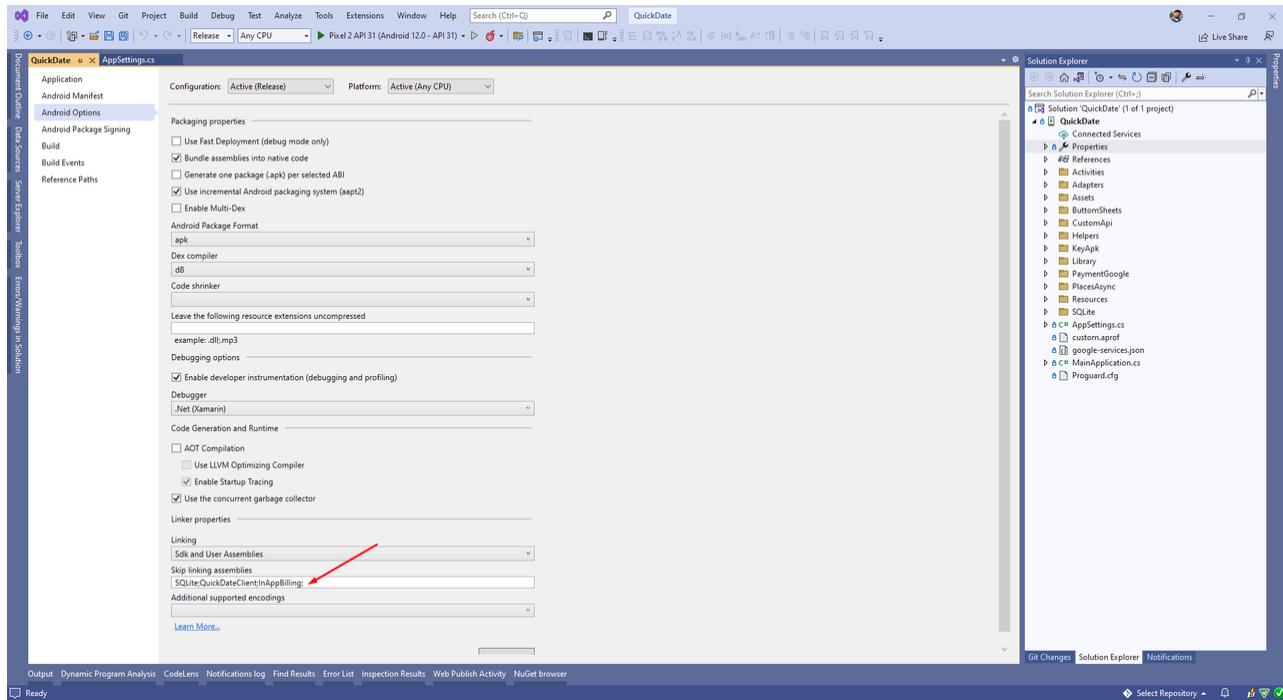
4- Add your products name to your solution code by same order and same name

```

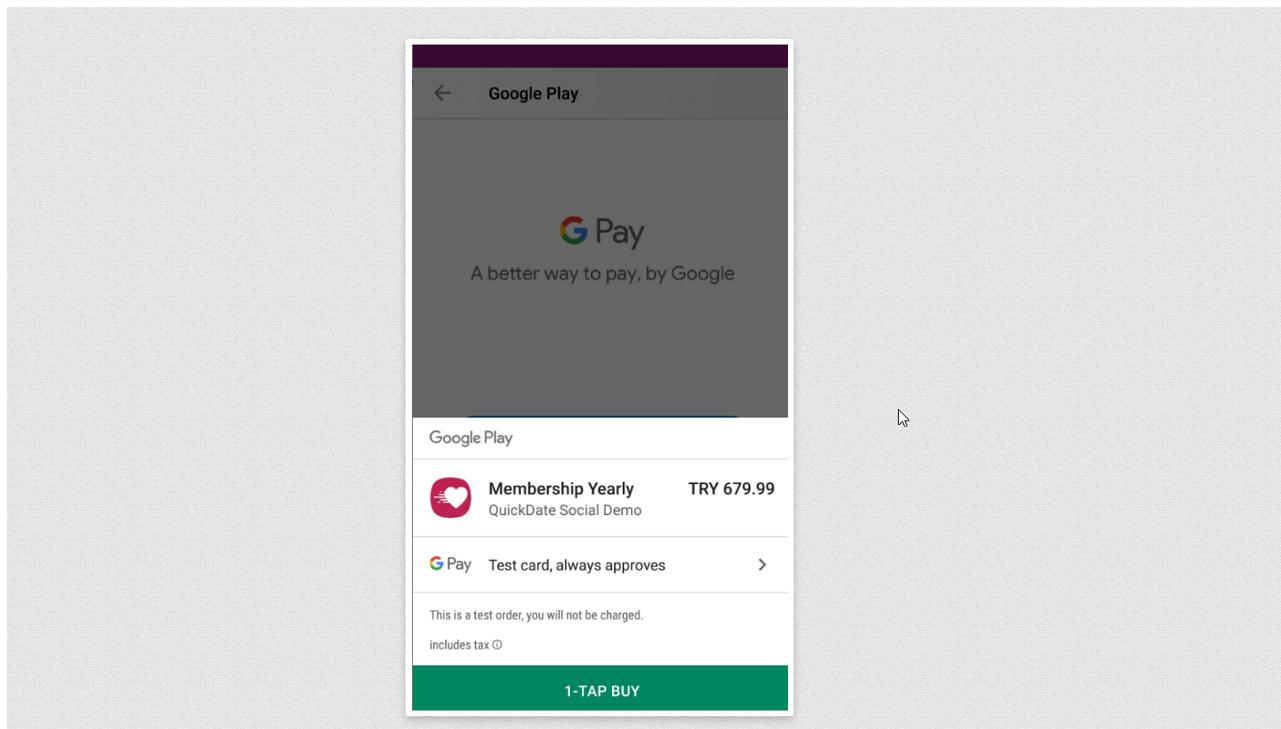
using System.Collections.Generic;
namespace QuickDate.PaymentGoogle
{
    public class InAppBillingGoogle
    {
        public static readonly string ProductId = "MIIIBIjANBgkqhkiG9w0BAQEFAOCASAwMIIBBgKCAQEAw5bcF5KLtEPwqOGalw/zVFw5AYQ1AkK3GVa8roSyzcGC2B42913g0LVDWeFjK1xq0U4uN6RdVZVTNUvaxDrr0QmyXzsv+OHzD/+ERAPhBxODSiq380";
        public static readonly List<string> ListProductSku = new List<string>() // ID Product
        {
            "bagofcredits",
            "boxofcredits",
            "chestofcredits",
            "membershipweekly",
            "membershipmonthly",
            "membershipyearly",
            "membershiplifetime",
        };
    }
}

```

On Release Mode your config should like this add this text as bellow



5-If everything is done correctly you will see the in app billing screen as screenshot bellow

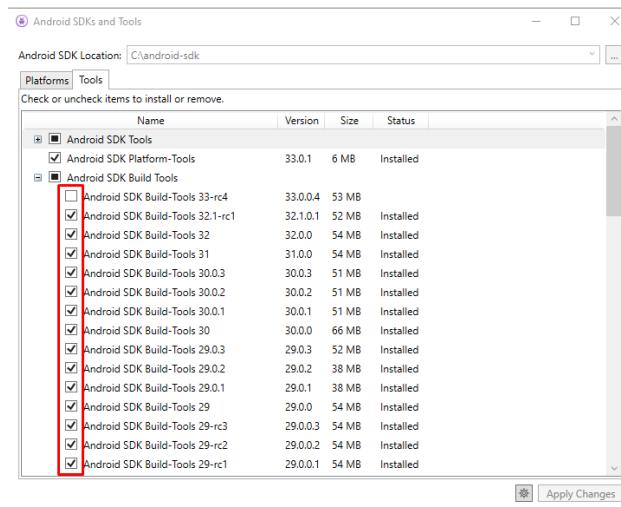


Errors Guide

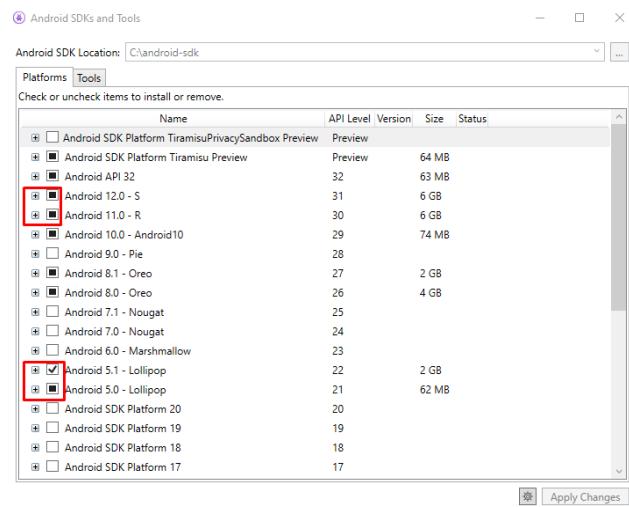
The file "obj\Debug\android\bin\packaged_resources" does not exist.

1) From Visual Studio go to "Tools->Android->Android SDK Manager".

Once that opens, look in the "Extra's" folder for "Android Support Library". Make sure you have that checked, and if you do, make sure you have the latest. Update if necessary. Also be sure you have installed all the SDKs from Android version 4.3 tell version 7.2 once you have selected all the APIs press on Install button >> Then accept terms .



For Visual Studio Version

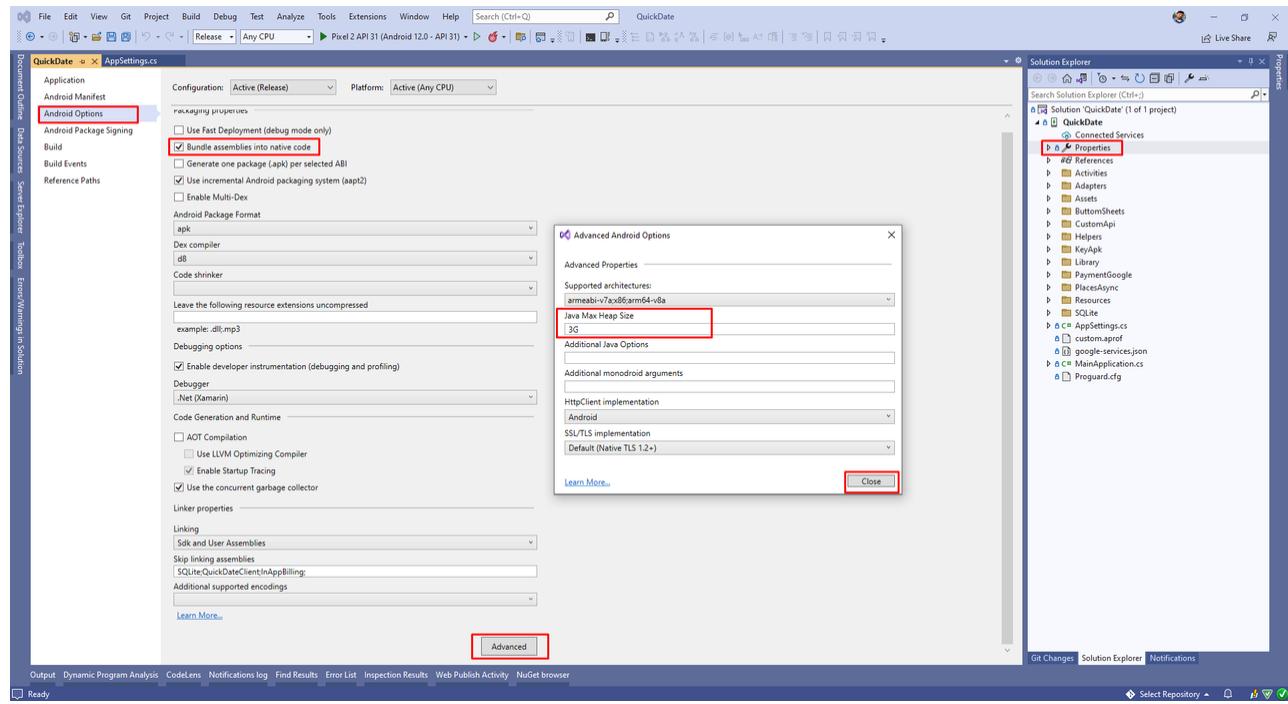


For Xamarin MAC

3) After you are sure that you installed everything what you need and the problem still exists Copy your **PixelPhoto** folder to a small path like **D://PixelPhoto** or **C://PixelPhoto** then open the solution and build the application , the path must be small not long

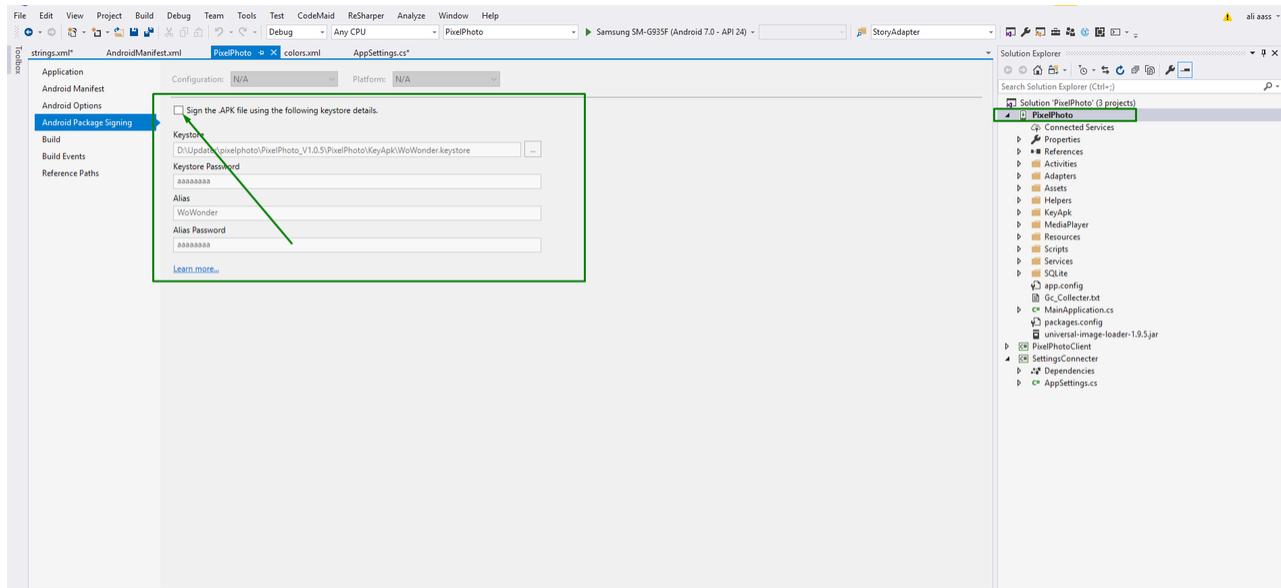
"java.exe" exited with code 1.

Right-click on Project >> Click on Android properties >> Click on Android Option >> Select Advanced Button >> Set Java Max Heap Size to 2G (or less if needed 1G)



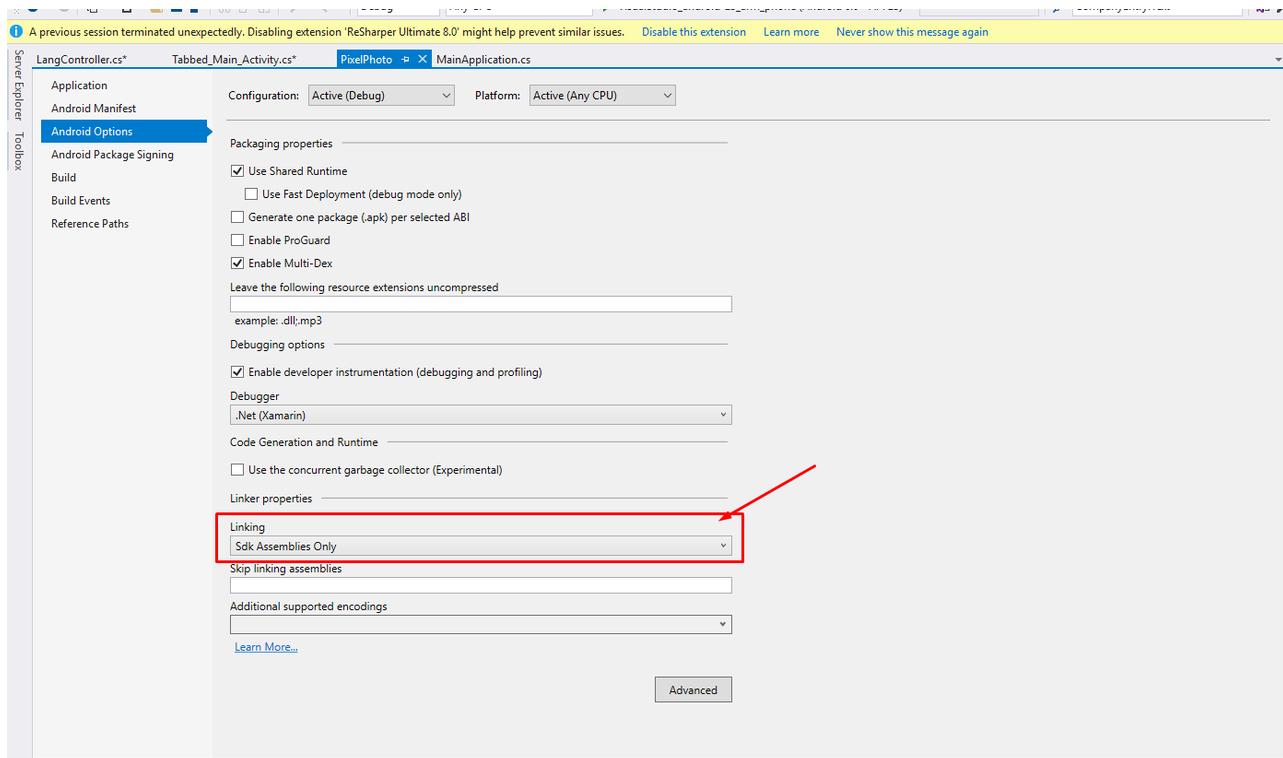
"java.exe" exited with code 2.

Uncheck the checkbox from your project properties page and rebuild your application



Application Crash/Error On Login First Page

- 1-Right-click on Project >> Click on Android properties >> Click on Android Option
- 2-On the **Linking** section, Set the **Linking** to "Sdk And User Assemblies" as the image bellow



Solution (1) Bypass the SSL Error

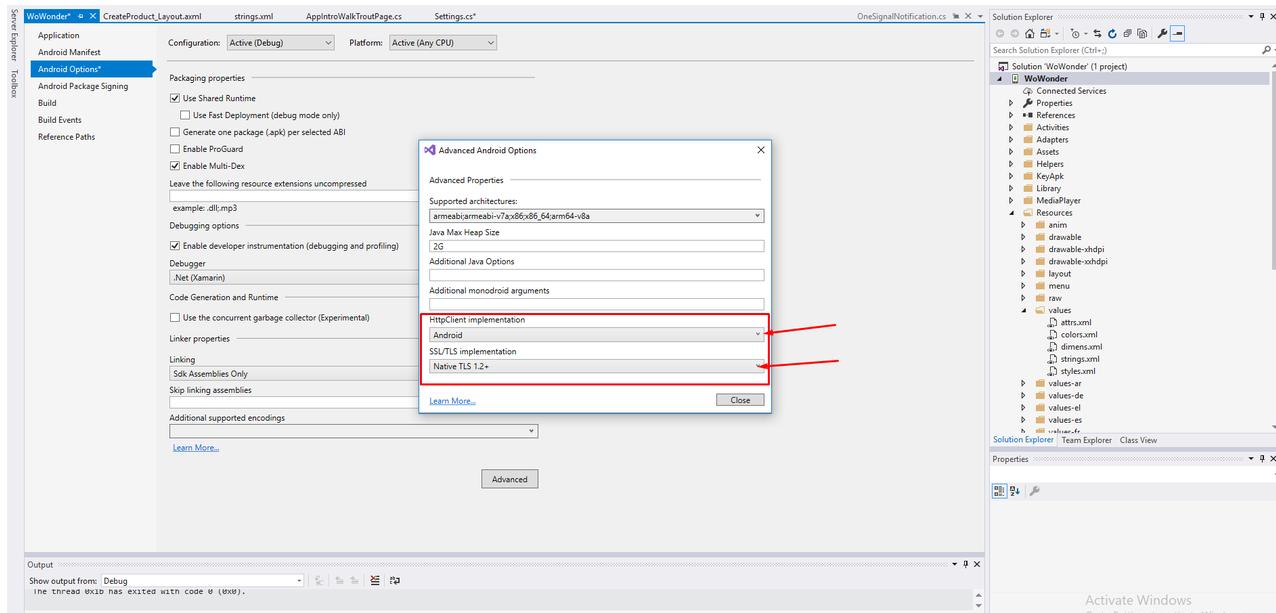
Go To PixelPhoto >> Settings >> AppSettings.cs

Set this 2 variables to TRUE , By default they will be false

```
public static bool TurnTrustFailureOn_WebException = true;  
public static bool TurnSecurityProtocolType30720n = true;
```

Solution (2) Change Connection Type

Right-click on Project >> Click on Android properties >> Click on Android Option >> Select Advanced Button >>



Set the connection type as bellow .

You should build the app and run it on each connection type and check if it works

HTTPClient Implementation	SSL/TLS Implementation	Server
Android	Native TLS 1.2+	This should be the Default
Default	Default (Native TLS 1.2+)	This should be the Secondary
Managed	Managed TLS 1.0+	This is the last option you have

Solution (4) Host Server

Go To Your Host Control Panel

1-Click the CloudFlare icon, located in the Domains section of your control panel.

2-Click the Disable button to disable CloudFlare. [EX : For Blue Host / EX : For Hostgator](#)

3-Disable your Mod-security on your Host server totally and dont use it.

NOTE : If the problem still exists that means your main host is using cloud system whitch prevents the application to connect to your website over SSL

1-Be sure you are not using cloud host server or your mode-security is enabled you may need to contact your host provider to disable it totally for you.

2-Change you host to a normal Host VPS or Detected server >> We recommend you to use the Ultahost.com Server which is 100% compatible with our application >> [Ultahost](#)

<https://youtu.be/OTfBh3Ru68I>

Set Up Device for Development

This article will discuss how to setup an Android device and connect it to a computer so that the device may be used to run and debug Xamarin.Android applications. By now, you've probably seen your great new application running on the Android emulator, and want to see it running on your shiny Android device. Here are the steps involved with connecting a device to a computer for debugging:

1. **Enable Debugging on the Device** - By default, it will not be possible to debug applications on a Android device.
2. **Install USB Drivers** - This step is not necessary for OS X computers. Windows computers may require the installation of USB drivers.
3. **Connect the Device to the Computer** - The final step involves connecting the device to the computer by either USB or WiFi.

Enable Debugging on the Device

It is possible to use any Android device to test an Android application. However the device must be properly configured before debugging can occur. The steps involved are slightly different, depending on the version of Android running on the device. Android 4.0 to Android 4.1

For Android 4.0.x to Android 4.1.x, debugging is enabled by following these steps:

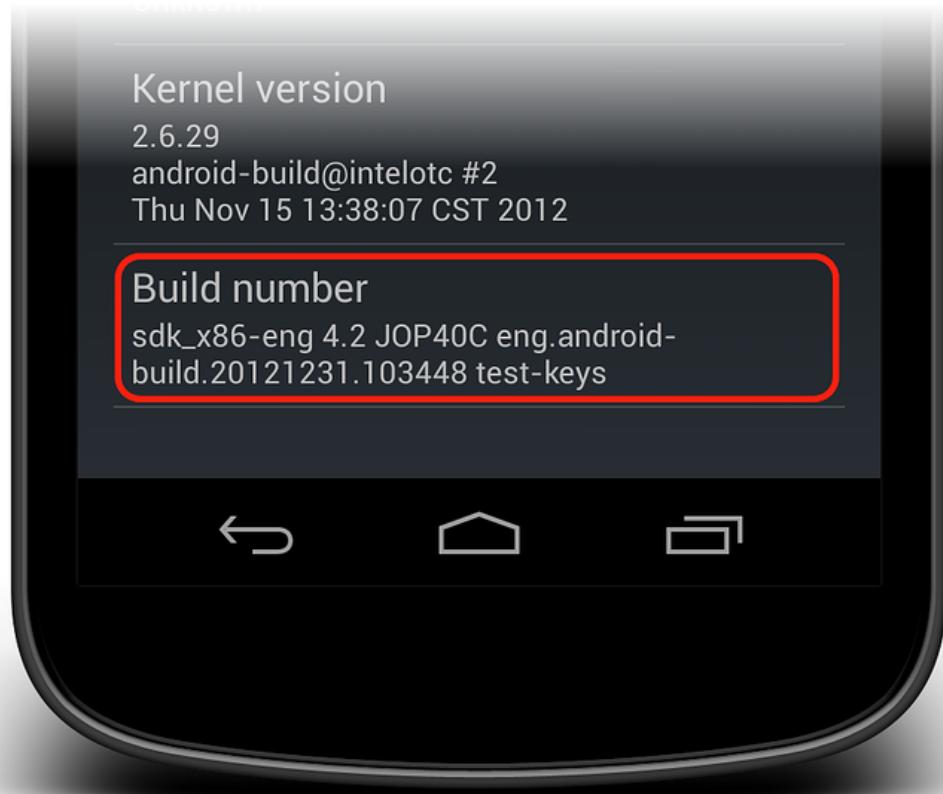
1. Go to the **Settings** screen.
2. Select **Developer options**.
3. Check off the **USB debugging** option.

This screenshot shows the Developer options screen on a device running Android 4.0.3:

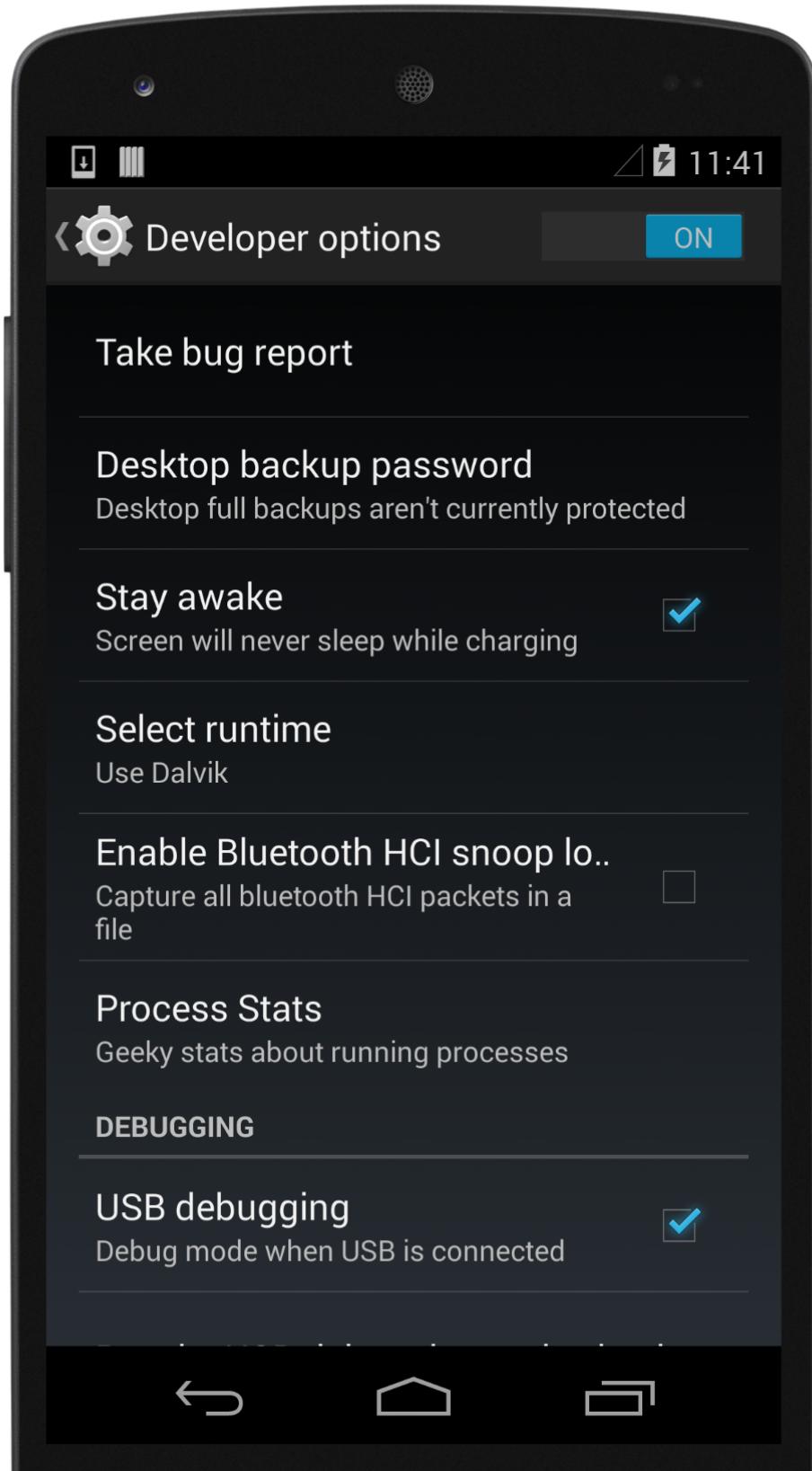


Android 4.2 and higher tell 7.2

Starting in Android 4.2 and higher, the Developer options is hidden by default. To make it available, go to Settings > About phone, and tap the Build number item seven times to reveal the Developer Options tab:



Once the **Developer Options** tab is available under **Settings > System**, open it to reveal developer settings:





This is the place to enable developer options such as USB debugging and stay awake mode.

Install USB Drivers

This step is not necessary for OS X. Just connect the device to the Mac with a USB cable.

It may be necessary to install some extra drivers before a Windows computer will recognize an Android device connected by USB.

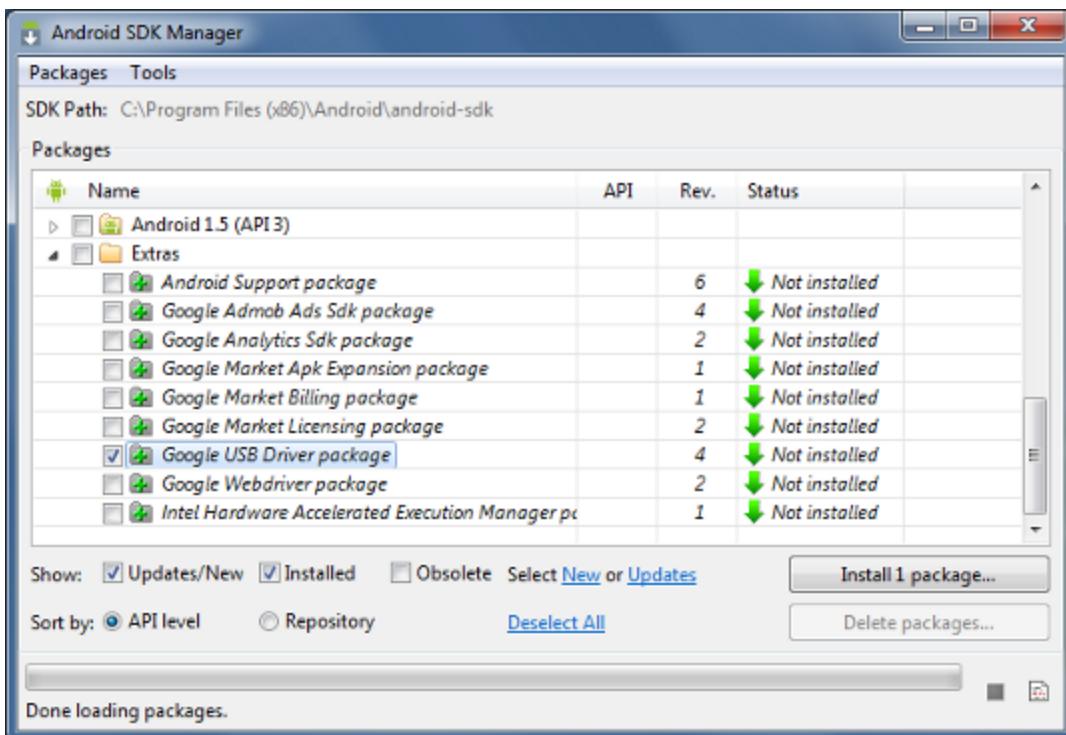
Note: These are the steps to set up a Google Nexus device and are provided as a reference. Steps for your specific device may vary, but will follow a similar pattern. Search the internet for your device if you have trouble.

Download the USB Drivers

Google Nexus devices (with the exception of the Galaxy Nexus) require the Google USB Driver. The driver for the Galaxy Nexus is [distributed by Samsung](#).

All other Android devices should use the [USB driver from their respective manufacturer](#).

Install the **Google USB Driver** package by starting the Android SDK Manager, and expanding the **Extras** folder, as can be seen in the follow screenshot:



Check the **Google USB Driver** box, and click the **Install** button.

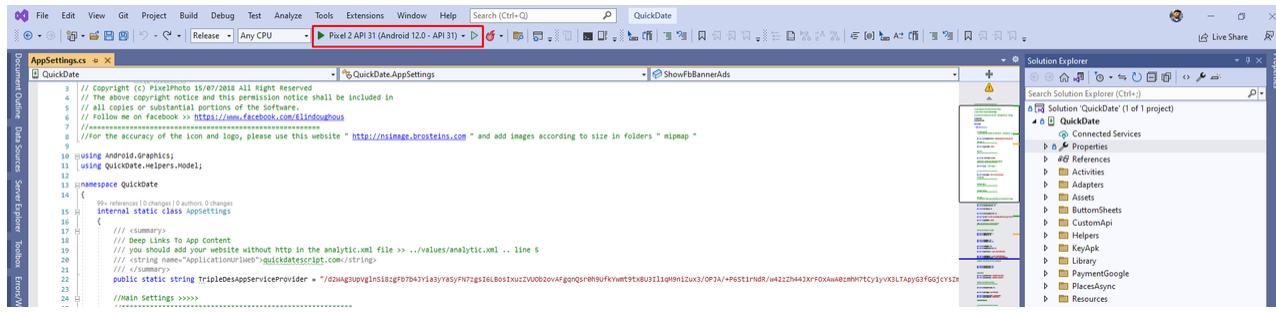
Connect the Device to the Computer

The final step is to connect the device to the computer. There are two ways to do so:

- **USB cable** - This is the easiest and most common way. Just plug the USB cable into the device and then into the computer.
- **WiFi** - It is possible to connect an Android device to a computer without using a USB cable, over WiFi. This technique requires a bit more effort but could be useful when there is no USB cable or the device is too far away for a USB cable.
Connecting via WiFi will be covered [Here](#).

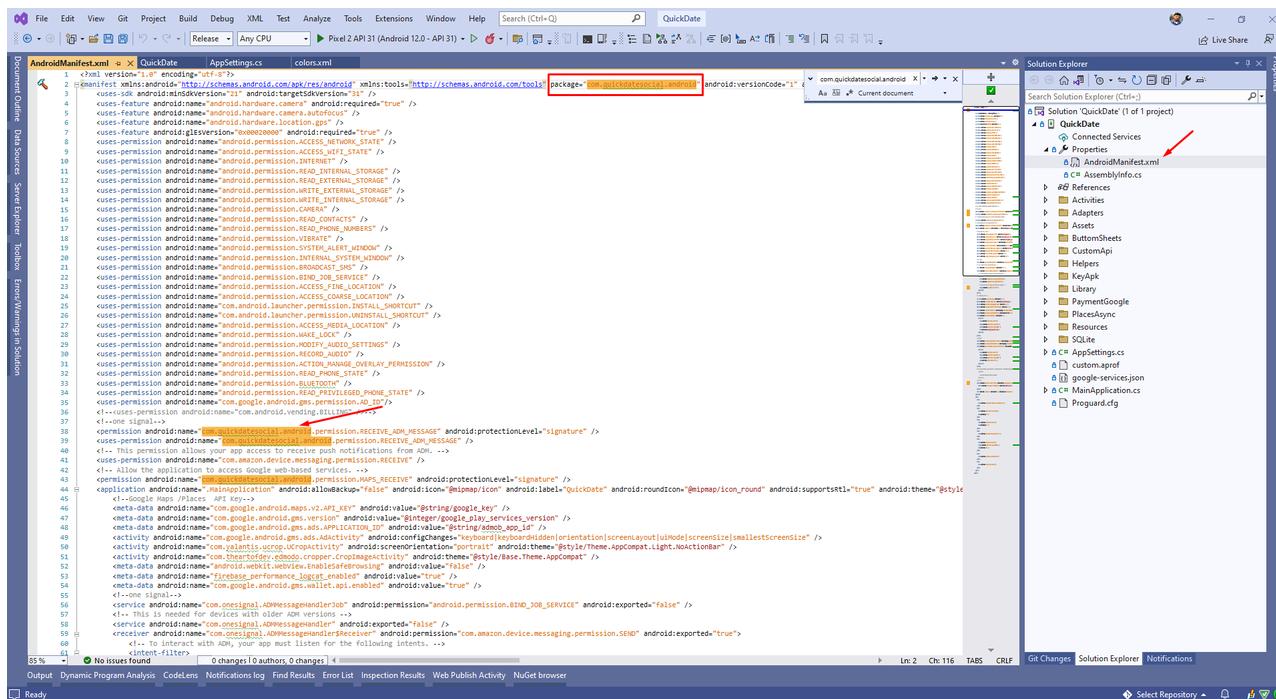
Now Your device will appear in the Debug section click start and the application will be deployed to your own device.

Now you can start your own test



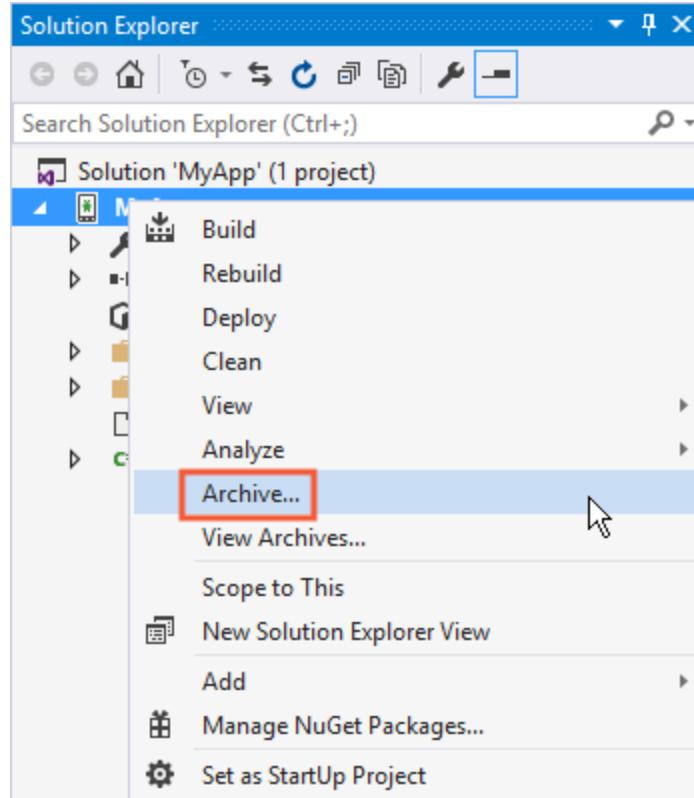
Publishing Application

Before starting the archive process be sure to change the application package name from the **AndroidManifest.xml** file as bellow to your own package name as ex: **com.websitename.Timeline**

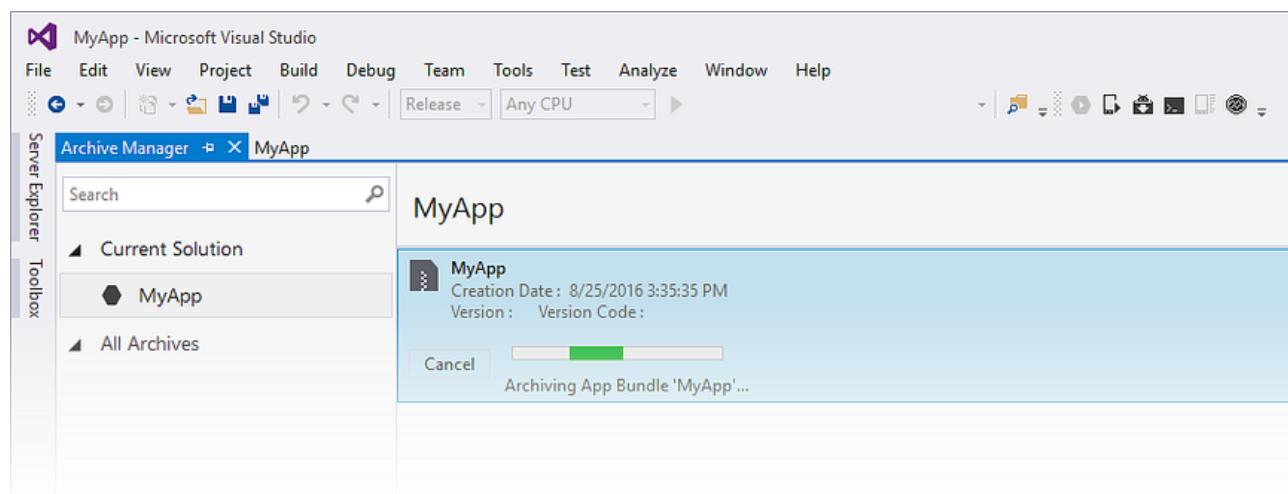


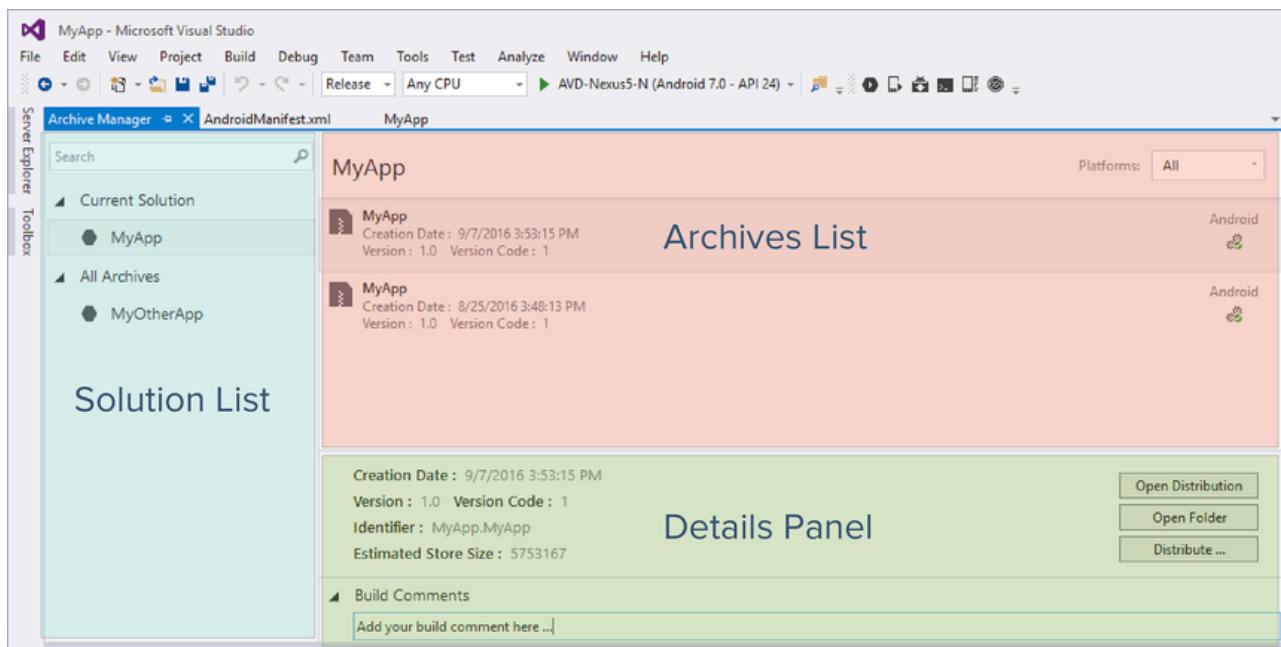
1 - Archive for Publishing

To begin the publishing process, right-click the project in Solution Explorer and select the Archive... context menu item:



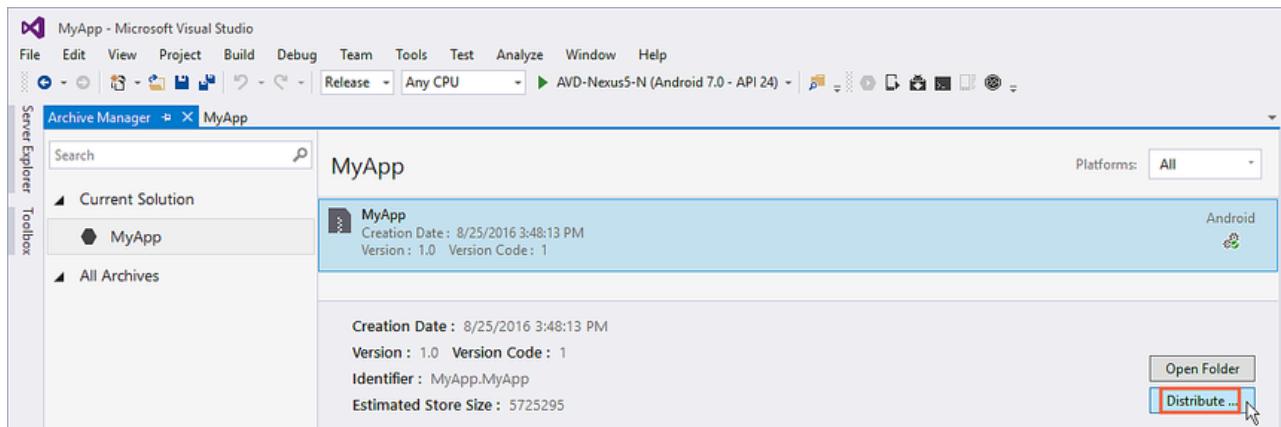
Archive... launches the Archive Manager and begins the process of archiving the App bundle as shown in this screenshot:



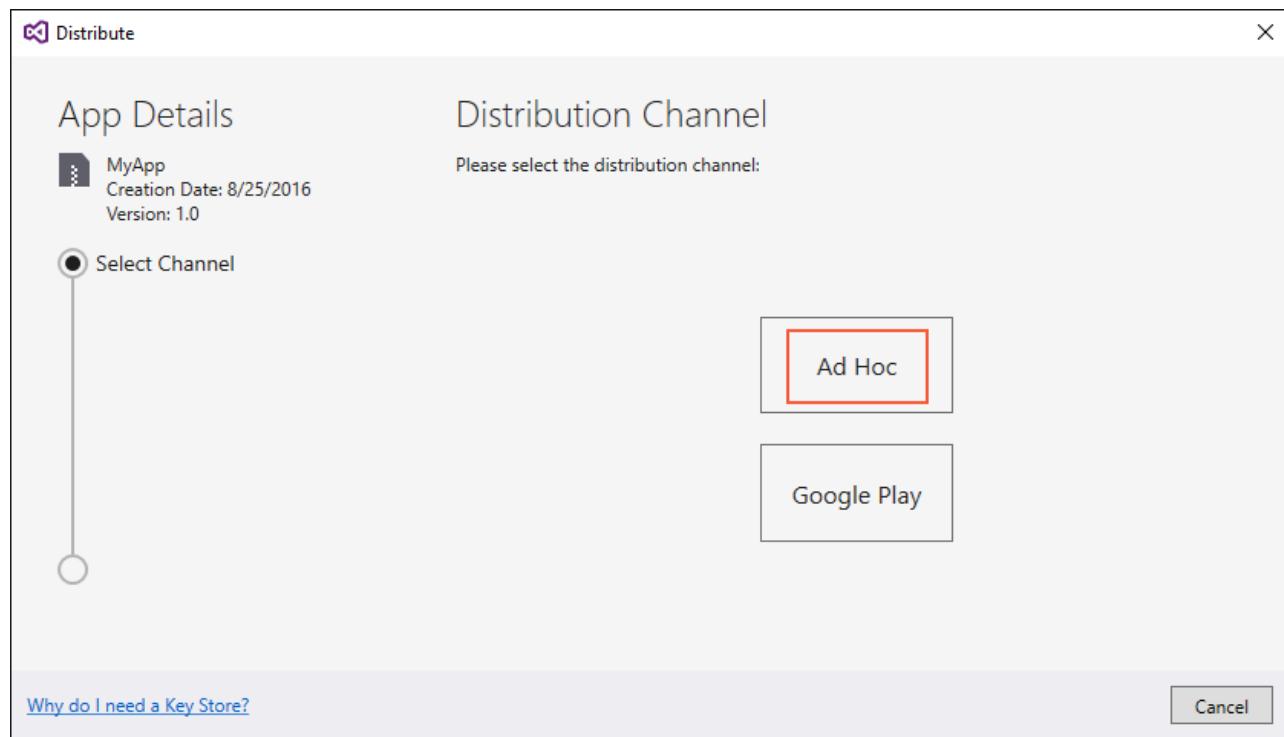


2 - Distribution:

When an archived version of the application is ready to publish, select the archive in the Archive Manager and click the Distribute... button:

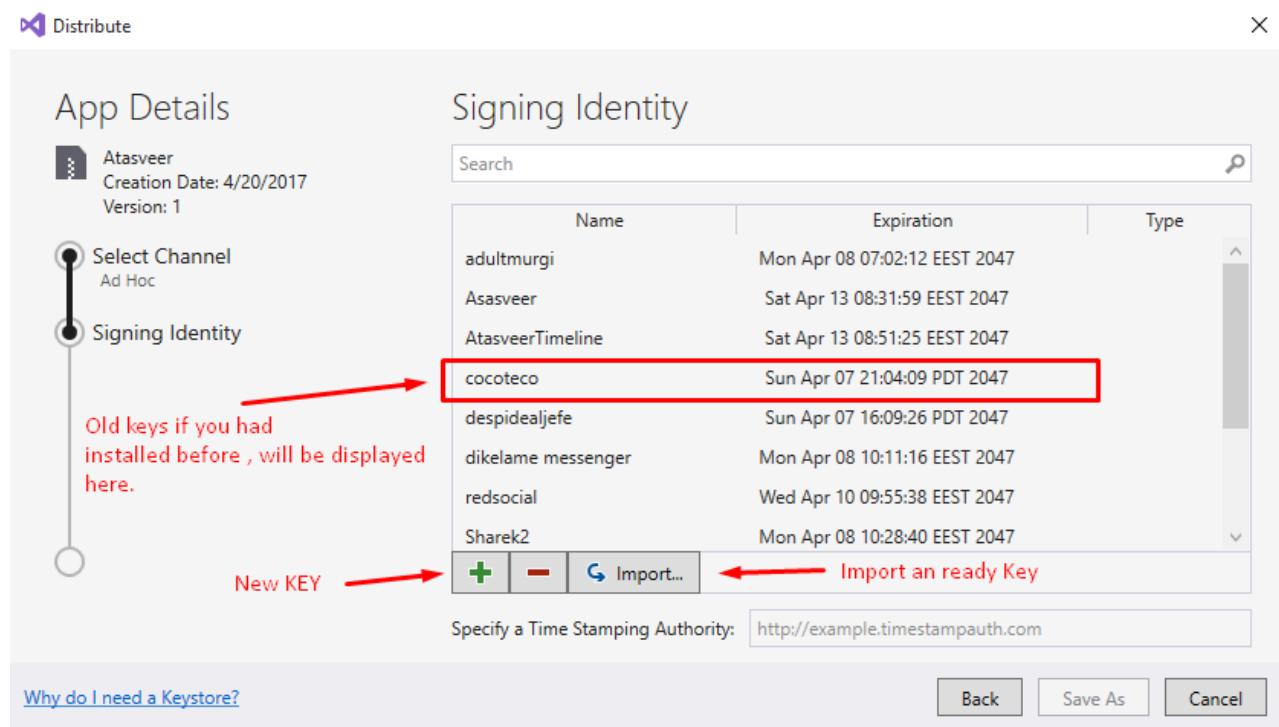


The Distribution Channel dialog presented two choices for distribution. Select Ad-Hoc:



Create a New Certificate

After Ad-Hoc is selected, Visual Studio opens the Signing Identity page of the dialog as shown in the next screenshot. To publish the .APK, it must first be signed with a signing key (also referred to as a certificate). An existing certificate can be used by clicking the Import button and then proceeding to Sign the APK. Otherwise, click the click the + button to create a new certificate:



The Create Android Key Store dialog is displayed; use this dialog to create a new signing certificate that can use for signing Android applications. Enter the required information (outlined in red) as shown in this dialog:

The resulting keystore resides in the following location: (Save Them)

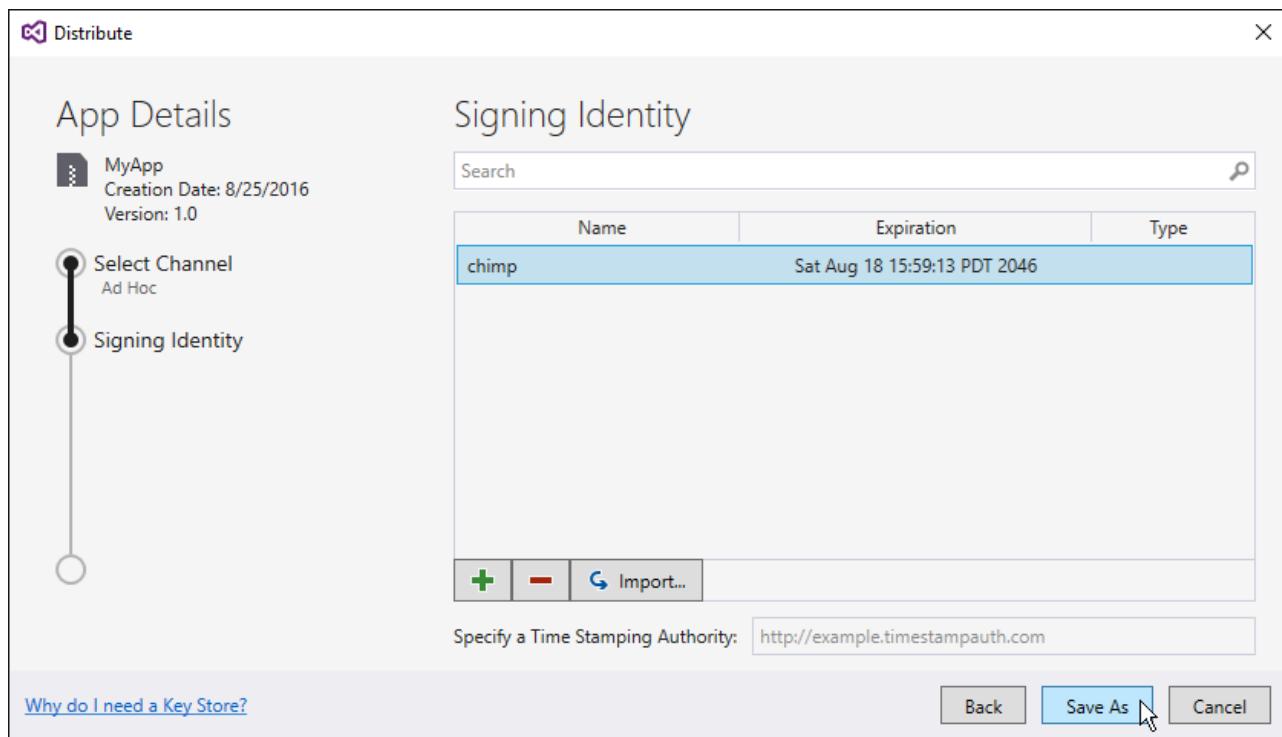
(C:\Users\USERNAME\AppData\Local\Xamarin\Mono for
Android\alias\alias.keystore)

For example, the above steps might create a new signing key in the following
location:

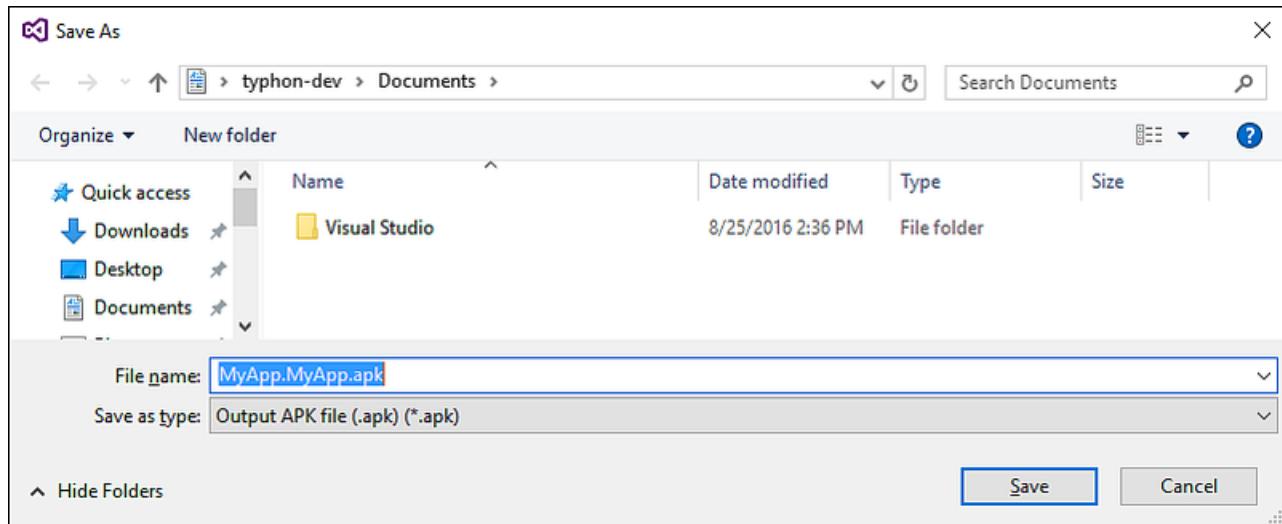
(C:\Users\USERNAME\AppData\Local\Xamarin\Mono for
Android\chimp\chimp.keystore)

Sign the APK

When Create is clicked, a new key store (containing a new certificate) will be saved and listed under Signing Identity as shown in the next screenshot. To publish an app on Google Play, click Cancel and go to Part 3. To publish ad-hoc, select the signing identity to use for signing and click Save As to publish the app for independent distribution. For example, the chimp signing identity (created earlier) is selected in this screenshot:



Next, the Archive Manager displays the publishing progress. When the publishing process completes, the Save As dialog opens to ask for a location where the generated .APK file is to be stored:

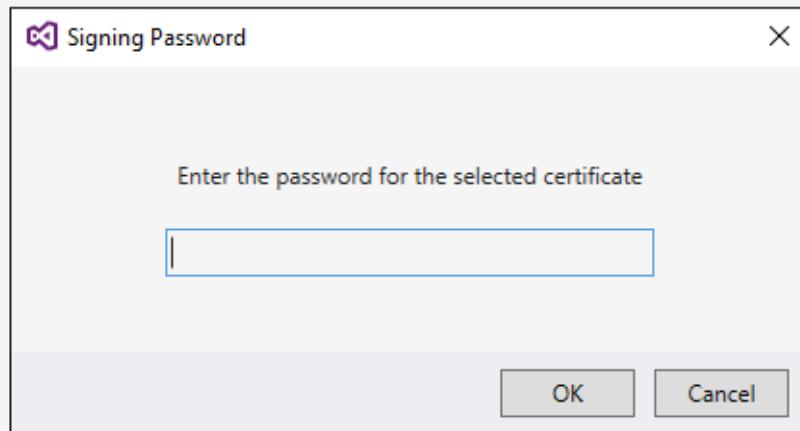


Navigate to the desired location and click Save. If the key password is unknown, the Signing Password dialog will appear to prompt for the password for the selected certificate:

MyApp

 MyApp
Creation Date : 8/25/2016 3:48:13 PM
Version : 1.0 Version Code : 1

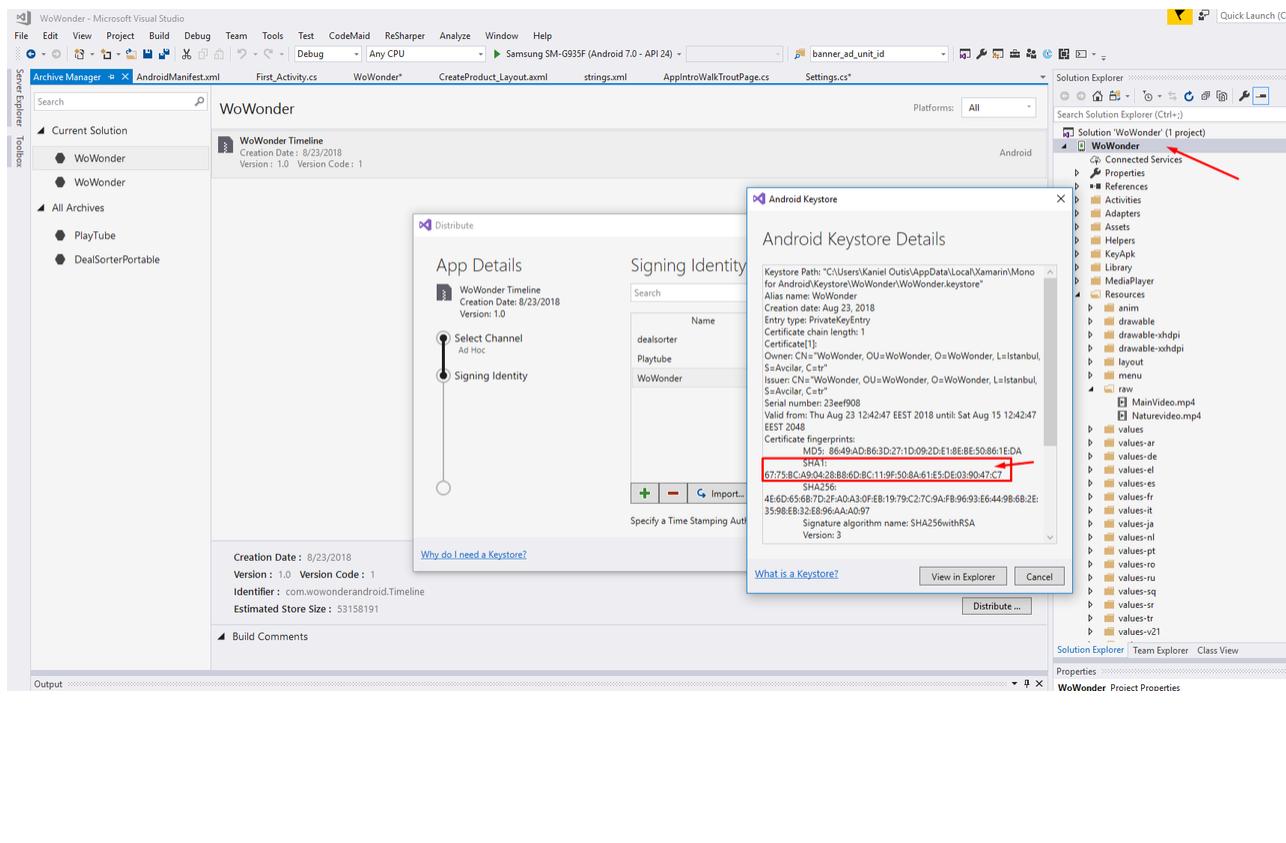
Detected signing algorithm as : RSA



Now you are ready to submit your application to Google Play

3 - SHA-1 fingerprint ?

To Display your **SHA-1** Key You can double click on the Signing identity name on your dialog and copy the **SHA-1** key hash where you can use it for [Google maps](#) integration or for social logins



Frequently Asked Questions (FAQ)

What Minimum & Maximum Android Target this Application supports?

- Minimum Android Target is V4.2 .
- Maximum Android Target is Version v9 and works on higher versions.

Is this Application Native or Hybrid ?

- This is full Native application 100%

How can i modify the style?

- You can change it from Settings class in your main solution.
- You can read the Customization section on the doc file

How can i integrate my website with the Application?

- You can easily integrate it using your Server-key located in your admin panel > Mobile app.
- Also by adding your website address to the Settings class of the application

Verify Timeline Code on the website control panel is not working ?

- You can use your purchase key to Verify your application for one time, If you Download application from crackers or illegal websites this application will not work.

Can you install this application for me ?

- Yes we can , By buying Extended license , We install for free on each new update.
- Or by paying 25\$ for each new install

How i will know if there is new update for this Application ?

- Once there is an new update you will get an email send by us with the new update url so you can download and update your app as you like.

How i can have a custom work for this application ?

- Once You decide to customize your application an change many things or add something new
- #ScriptSun is your best Freelancing opportunity , Turn Your ideas into reality.

Open a custom work ticket [Here](#)

Website: <https://scriptsun.com/>



The Way To Present
Creative Online Service



Web Design



Database
Management



Web
Development



Mobile
Development



>
Server
Management



Windows
Development



SEO Marketing

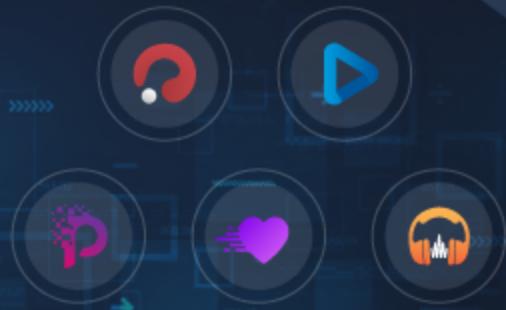
and more

Can you recommend a hosting company for your scripts ?

If you need a hosting for your item Ultahost.com is the best hosting for your own script

**Do you need
a hosting for**

Our Items?



ULTAHOST SUPPORTS OUR SCRIPTS AND APPS, FROM THE
MINIMUM REQUIREMENTS TO THE MAXIMUM PERFORMANCE!

Why Ultahost?

- 1** High performance.
- 2** Easy installation, get your site up and ready without creating any DB, without uploading any files, and without waiting!
- 3** FFMPEG, PHP 7.2 FPM, OPCACHE, Apache 2.4, and all other extensions are included automatically, without any installation or headache!