Thank you for Purchasing WebToApp! You are now reading the instructions for the offline version.

1 The online version

The offline version is exactly the same as the 'online' customized version and both have no connection to our servers and have completely editable independent source-code. The only difference is that the online version can easily be customized by just entering your details in our Panel and requires no coding. And that the offline version requires manual code editing and package renaming.

You can customize your template at no extra costs! Just browse to the website: http://sherdle.com/webtoapp/ and create an account. You only need your CodeCanyon license to activate!

2 Manual Instructions

Install Android Studio if you haven't already. More information and video instructions about installing Android Studio can be found here:
https://sherdle.com/help/preparation-2/

## 2.1 Open the project in Android Studio

Make sure you are at least using Android Studio 3.0, select "Open existing project in Android Studio" and browse to your template folder. Make sure to select the 'template' folder that contains the Android Studio project.

After selecting it, make sure to wait for the template to fully be imported. If asked, accept any downloads for dependencies. Finally, do a full build by going to 'Build' > 'Rebuild Project'.

2.2 Changing the Strings

Open Strings.xml in the res/values folder of your project.

1. Replace the placeholder for the string "app_name" with your apps name.
2. Replace the "dialog_about" placeholder with your own about text. May have basic html between *<![CDATA[* and *]]>*.
3. Optionally enter your Admob Banner Ad Unit ID and Admob Interstitial Unit ID.
4. If you would like to use OneSignal push notifications open Strings.xml again and enter a value for "onesignal_app_id" and "onesignal_google_project_number"
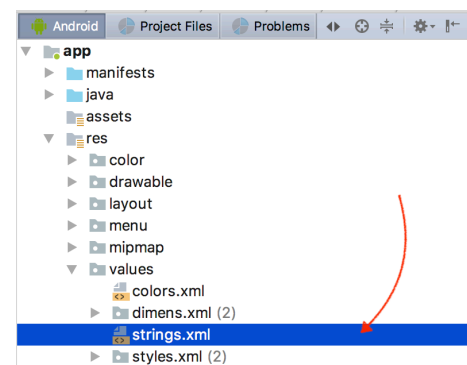
If you want, you can also translate your app to other languages in Strings.xml

2.3 Changing colors

Browse to res/values and open colors.xml

Replace the placeholder color codes for the colors with your own colors (starting with #).
The primary color is your toolbar color. The primaryDark color is your statusbar color.

2.4   Your Configuration

In the java folder, browse through the com.sherdle.webtoapp
package and open Config.java

Analytics

If you'd like to use Analytics, you can enter a value for ANALYTICS_ID
between the quotes "".

Layout options

With Web2App we offer many layout options. You can configure
them in Config.java. Simply find the setting you'd like to change, like
USE_DRAWER and set the value to either 'true' or 'false'. The line above the setting will
describe what it does. In the case of USER DRAWER, setting it to 'true' will show a
navigation drawer, and setting it to 'false' will hide the drawer.
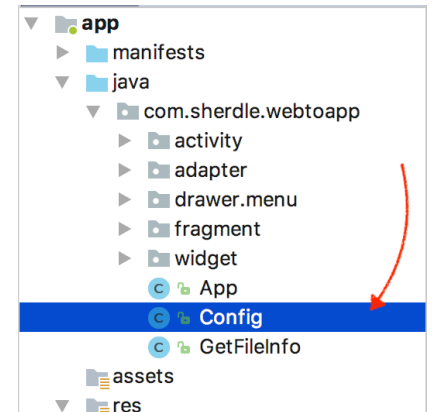
URLs to load

Configure the URLs to load and the menu items to show. For this locate and change the
TITLES and URLS Array.

- If you'd like to display a single URL in your app, you can enter one URL in the URL
  array, e.g:

  public static final String[] TITLES = new String[]{"MySite"};
  public static final String[] URLS = new String[]{"http://mysite.com"};

- If you'd like to display multiple links in your app, you can enter all your URLs in the
  URL array, e.g:

  public static final String[] TITLES = new String[]{"Google", "Yahoo", "DuckDuckGo"};
  public static final String[] URLS = new String[]{"http://google.com",
  "http://yahoo.com", "http://duckduckgo.com"};

- If you'd like to use icons. Add the images to your project, and then refer to them
  from the ICONS array.

2.5   Your package name

You can change your package name by changing the value for 'applicationId' in build.gradle
(in /app).

2.6   Your Icon and Splash Screen

Now you only have to change your assets (icon and splash screen).

The icon

1. First you will need an app icon, it should be a square .png image.

2. You will need to resize your icon to a 512x512 png image for google play store submission and to a 124x124 image for your app itself.
3. Rename the 124x124 image to ic_launcher.png (make sure it does not become ic_launcher.png.png, sometimes the extension is hidden).
4. You will see a folder called 'app', open it and browse to 'res/mipmap-xhdpi/'
5. Now replace the ic_launcher.png file thats inside this folder with your ic_launcher.png file.

Splash screen

For the best peformance, we recommend the use of a logo with a transparent background as splash screen image. This is easier and looks much better.
1. Take your logo, preferably a high-quality image for the best performance on tablets and name it vert_loading.png
2. Now again open the folder called 'app' inside the template's folder on your desktop and browse to 'res/drawable-nodpi/'

2.7   Exporting your app

In Android Studio's menu, go to *Build > Generate Signed APK*. Next, follow the onscreen instructions to create a keystore and sign your app. *Save the keystore on a safe place, otherwise you won't be able to update your app.*

For full video instructions, please visit:
https://sherdle.com/help/changing-package-name-exporting/#ipt_kb_toc_235_2

3   Finalizing

If you get stuck at one of these steps above, we would like to ask you to use the online version at http://sherdle.com/webtoapp Thank you!

Submitting to Google Play

For information on submitting your app to Google Play, you can visit Google's Help Resources. To get started, browse to: https://play.google.com/apps/publish and sign up as a developer. Next, visit this help page on how to publish your first APK.