

# HangoutBuilder Readme

How to build your own Google+ Hangout Application

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## **Section One: How to use HangoutBuilder**

*Creating your “hangout.xml” file*

## **Section Two: How to fix errors that may occur**

*Troubleshooting your application*

## **Section Three: How to host your content files securely**

*Using secure servers to display your hangout*

## **Section Four: Creating & Sharing your Google+ Hangout**

*Publishing your hangout for others to use*

## **Section Five: How to use Google Analytics**

*Get statistics on who is using your application*

# Section One

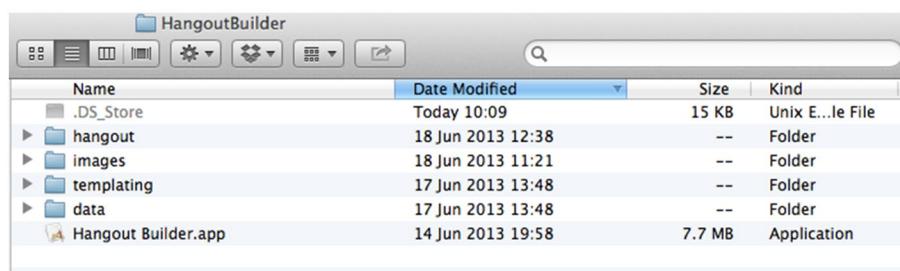
## How to use HangoutBuilder to create your Hangout files

This guide will take you through the steps in how to use HangoutBuilder to build your own Google+ Hangout. **Using HangoutBuilder.app (Mac) or HangoutBuilder.exe (Windows) will create a file called “hangout.xml”.** This is what you need to host and link to when you’re creating your Google Hangout Application in Section 4.

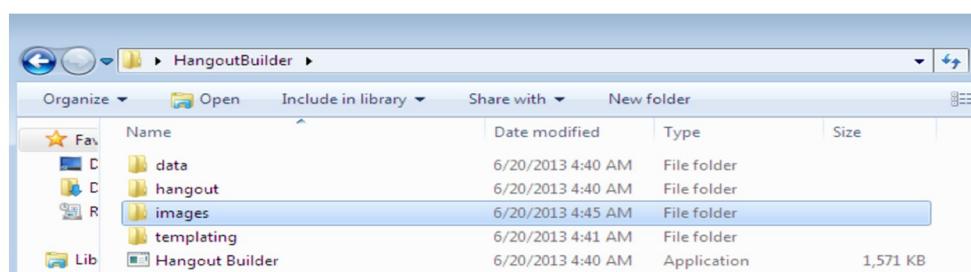
### 1.1 Downloading HangoutBuilder

First, you need to download the folder containing HangoutBuilder.app/.exe and it's associated folders. **It is recommended that you save it to your Desktop.**

#### What you should have downloaded (Mac version)



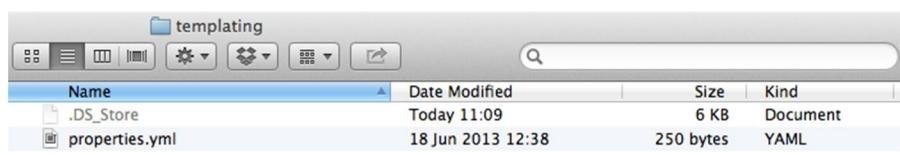
#### What you should have downloaded (Windows version)



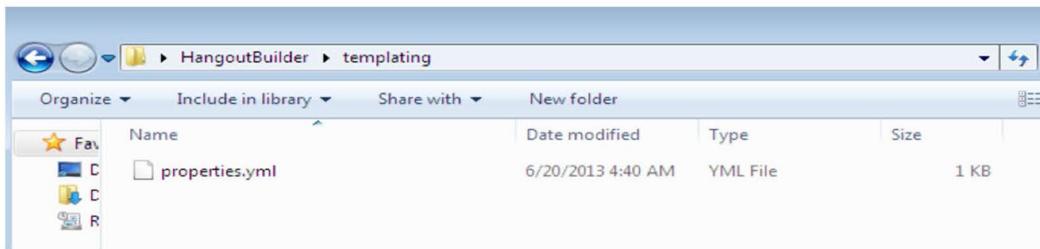
### 1.2 Specifying the details of your Hangout

Before you run the Hangout Builder application. You need to edit a file called “**properties.yml**”, this file will define your **specified settings for HangoutBuilder**, including the content you want to display in your Hangout. **You will find “properties.yml” in the “templating” folder.**

#### The “templating” folder on a Mac



## The “templating” folder on Windows



Open “**properties.yml**” in the text editor of your choice.

Some recommended editors are: [Sublime Text 2 \(Windows & Mac\)](#), [TextEditor \(Mac\)](#), [TextMate \(Mac\)](#) and [Notepad++ \(Windows\)](#)

```
properties.yml
1 # The title of your Application
2 app_title: "My Google Hangout"
3
4 # The link that contains the content you want your application to display. Must start with "https://", not "http://".
5 # Refer to section two of the readme to get help on this
6 iframe_url: "https://www.mywebsite.com/hangoutcontent.html"
7
8 # Your Google Analytics ID. Including this ID allows you to see the statistics of who has interacted with your Google Hangout App.
9 # If you'd like to use Google Analytics, please refer to section one of the readme.
10 google_analytics_id: "XX-XXXXXXX-X"
```

You will see three things that you need to edit in this file,

**“app\_title”** The Title of your application.

**“iframe\_url”** Where the content you want to display within your hangout is located.

Example: [https://www.yourdomain.com/hangout\\_application](https://www.yourdomain.com/hangout_application)

**It must begin with “https://”, as we need to display secure content.**  
**If your domain is not secure, please refer to Section 2.5 on how to rectify this.**

**google\_analytics\_id:** (optional) input your google analytics id (or create one by referring to section five of this readme) to track usage of your Google Hangout.

Edit these with your details and then save the file.

**Make sure it is saved as “properties.yml”**

If you make a mistake in your “**properties.yml**” file, you can find a fresh version called “**propertiesTemplate.yml**” in the “**data**” folder. Copy this into the “templating” folder, and edit it accordingly. But make sure to **rename it “properties.yml” as the application looks for that specific file.**

### 1.3 [Optional Step] Adding images to your Hangout

Your Google Hangout Application can make use of three image sizes

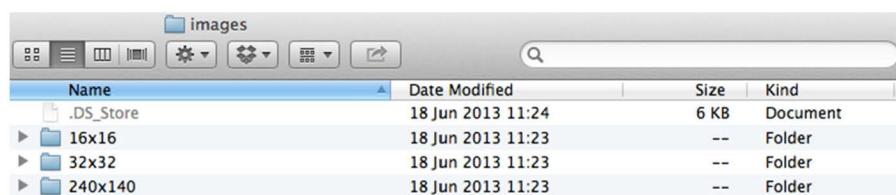
**A 16x16 image** that identifies your application

**A 32x32 image** that identifies your application in the recent applications and active applications lists on Google Hangouts.

**A 240x140 image**, this is what users will see when they are starting up your application.

To include these images in your application, you need to **add your images to the “images” folder of the HangoutBuilder**. There is a folder for each image size.

#### The “images” folder on a Mac



#### The “images” folder on Windows



When you have created your image, you can add it to these folders and the HangoutBuilder will reference these.

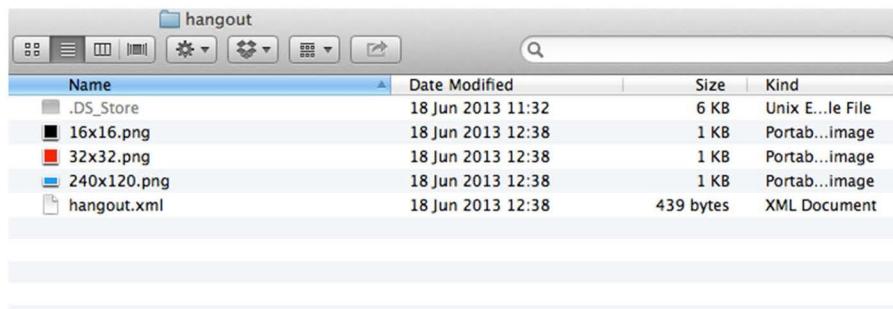
**Please make sure the images are saved as either a .png, .jpg, .jpeg or .gif**, the hangout will be unable to display any other image format. Please also make sure there is only a **single image in each of these folders** or else the HangoutBuilder will not be able to build your “hangout.xml” file.

## 1.4 Running HangoutBuilder

We're now ready to build your "hangout.xml" file using the HangoutBuilder.app/.exe.

**Double click the application to get started.** If you're using a Mac, a "Terminal" window will open, if you're on a Windows Machine, a "Command Line" window will open. **This window will display what is happening when the HangoutBuilder is running and will alert you of any errors that occur.**

If you have followed the steps correctly, **your hangout.xml file will be created and your images will be renamed.** Both your images and your hangout.xml file will now be found in the "**hangout**" folder and will look something like the following:



If you encounter any error whilst running HangoutBuilder, read the error messages that come up. They will often refer to the Section Two of this Readme, where you can look to fix these problems. **Once you've fixed any errors, run the HangoutBuilder again and it will create your "hangout.xml" file in the "hangout" folder.**

## 1.5 What to do with your newly created "hangout.xml" file.

Now that you've created your "hangout.xml" file, all you need to do now is upload it to the web and link to it when you're creating your Google+ Hangout in Section 4.

If you do not have access to your server, you can upload it to a multitude of services such as [GitHub](#), [Google Code](#) or [Amazon Web Services](#). In **Section Three** of this readme, we go over how we can upload content files securely to GitHub. **You can follow the same steps to upload your "hangout.xml" file.**

**You're now ready to move onto Section Four, where we create our Google+ Hangout Application.**

# Section Two

## How to fix any errors when using Hangout Builder

### **2.1. The template file “hangout.xml” is missing**

If the hangout.xml file cannot be found by the application, your hangout cannot be created. It is possible that it has been moved to another folder in the application, check through the folders of the application and if you find “hangout.xml”, simply move it to the “hangout” folder.

If you cannot find the “hangout.xml” file, please redownload the application and its folders, go back to Section One and run through the tutorial on HangoutBuilder again.

### **2.2 The file “properties.yml” is missing**

If the properties.yml file cannot be found by the application, your hangout files cannot be created. It is possible that it has been moved to another folder in the application. Check through the folders of the application and if you locate “properties.yml”, simply move it to the “templating” folder.

If you cannot find the “properties.yml” file, please redownload the application and its folders, go back to Section One and run through the tutorial on HangoutBuilder

### **2.3 The “data” folder could not be found**

If the data folder cannot be found by the HangoutBuilder application, your hangout files cannot be created. It is possible that it has been elsewhere in the HangoutBuilder folders. Check through the folders of the application and if you locate the data folder, simply move it to the HangoutBuilder folder alongside the templating, images and hangout folders.

If you cannot find the “data” folder, please redownload the application and its folders, go back to Section One and run through the tutorial on HangoutBuilder

### **2.4 The “templating” folder could not be found**

The HangoutBuilder was unable to create your hangout because it could not find the “templating” folder, which it needs to run. The HangoutBuilder has created the “templating” folder for you. What you need to do is add “properties.yml” into the “data” folder.

If you cannot find “properties.yml”, check to make sure it hasn’t been moved to another location within the application. If it hasn’t, please redownload the application and try running HangoutBuilder again.

## **2.5 The iframe\_url must begin with "https://"**

For your Google+ Hangout to display the content you want, **the content must be hosted on a site that has a "https://" domain rather than a "http://" domain.** This is because Google want to make sure that the content is from a secure source.

If the server where your content is contained does not have "https://" access, you can amend this by doing the following:

### **Purchase a security certificate for your server**

Some places where you can do this are:

**OR**

Upload your files with a service that allows you to upload secure content, such as [GitHub](#), [Google Code](#) or [Amazon Web Services](#).

If you would like to go the route of uploading your content files, follow the steps in **Section Three**.

## **2.6 The file/folder could not be created/written to/loaded**

If the file/folder could not be created/written to/loaded, the most likely cause of this is a permissions error. If your files are not already, please move Hangoutbuilder and its associated folders to your Desktop and try again,

If this fails to work, please download the HangoutBuilder again and run through the process again.

# Section Three

## Uploading your secure content

In this tutorial, we will be using **GitHub** to upload and store your secure content. However, there are other options available such as **Google Code** or **Amazon Web Services**.

### 3.1 Create an account on GitHub.com

Click the “Sign Up” button and enter your desired username, your email and your desired password.

### 3.2 Download a Git Client

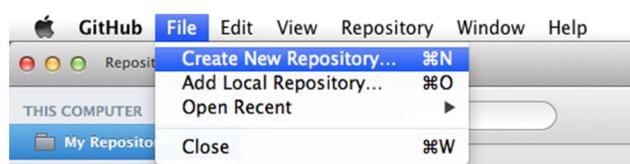
Having a Git Client will allow you to upload files to GitHub from your computer. There are many available such as [SourceTree](#), [GitBox](#), [GitHub for Mac/Windows](#) and [GitX](#). In this tutorial, we’ll be using “GitHub for Mac”.

### 3.3 Sign into your GitHub Account

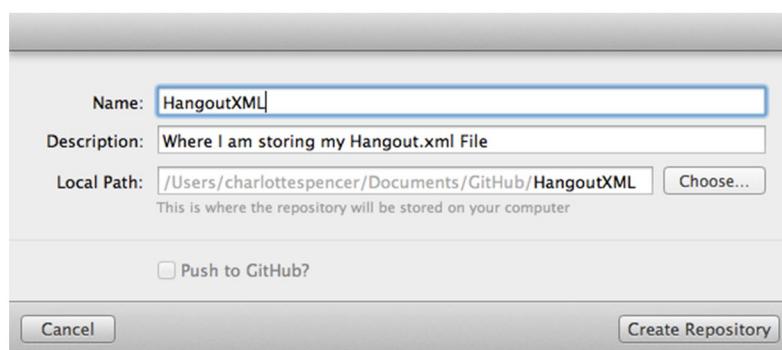
Open up your freshly downloaded GitHub client and go to **GitHub > Preferences**. Here you will see the accounts tab, where you’ll be able to **sign in with the account you created in Step 1**.

### 3.4 Create a new ‘repository’

Go to File > Create New Repository...



Choose the name for your repository and where it will be stored on your computer. In this case we have it in a folder called “HangoutContent” in a second folder called “GitHub”. When you’re ready, click “**Create Repository**”.

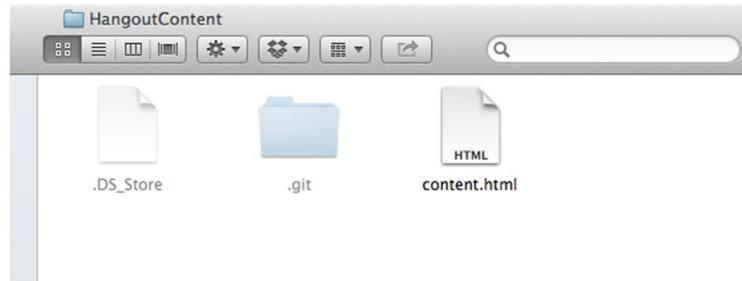


### 3.5 Adding Files to your repository

After you've created your repository, you'll be taken to a window that contains the contents of your repository. So far, there is nothing. **We need to add your content and upload it to GitHub**

Copy your content into your newly created repository. As a reminder, repository is just another name for folder, so copy your content to your "HangoutContent" folder. For this tutorial, we'll be uploading a HTML file containing some basic content.

This is what our HangoutContent folder/repository looks like after we've added our content files.



### 3.6 Uploading your files to GitHub

Currently, your content is still only located on your computer. We need to upload it to the GitHub servers!

Go back to your GitHub client, make sure you're looking at your HangoutContent repository, then click on "Changes". There you will see a page similar to the following:

A screenshot of the GitHub desktop application. On the left, there's a sidebar with icons for History, Changes (which is selected), Branches, and Settings. The main area shows a commit message: "Committing to master" and "Uncommitted Changes". The message text is "Added my iframe content." Below it, a note says "I have added my iFrame content to this repository. This is because GitHub allows me to host secure content for use in a Google+ Hangout.". Under "Changes", there are checkboxes for "Select All" and "content.html" (which is checked). At the bottom, it shows the path "/~/Documents/GitHub/HangoutContent". On the right, there's a "content.html" file viewer with a diff view. The diff shows the following code:

```
@@ -0,0 +0,10 @@
+ <!doctype html>
+ <html lang="en">
+ <head>
+ <meta charset="UTF-8">
+ <title>My Hangout Content</title>
+ </head>
+ <body>
+ <Hello, World! This is my hangout content.>
+ </body>
+ </html>
```

This is where you'll be "committing" your content files. Telling GitHub that you'd like to put these files on their servers. When you've written the title of your changes and a description, go ahead and click "**commit**".

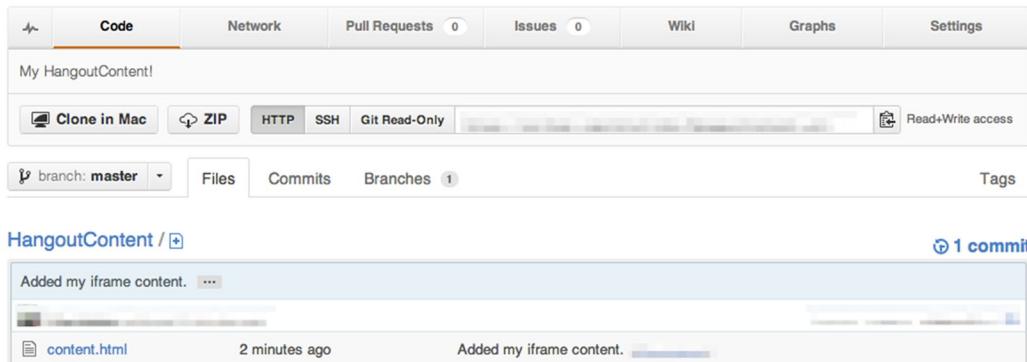
**Now, your content file is ready to be committed. Click "push to GitHub" in the top right hand corner. Your client will now upload your files to the GitHub servers!**

Once your files have been pushed, feel free to close your Git Client as you will no longer need it for the remaining steps.

### 3.7 Accessing your secure files

Access your profile on GitHub.com by going to  
<http://www.github.com/USERNAME>.

Click on the “Repositories” Tab and then your “HangoutContent” repository.  
Click on the file you have just uploaded. In this example, we’ll be clicking on “content.html”.



The screenshot shows the GitHub repository interface for 'My HangoutContent'. The 'Code' tab is active. A file named 'content.html' is listed with a timestamp of '2 minutes ago' and the commit message 'Added my iframe content.'. Below the file list, there is a note: 'Added my iframe content. ...' followed by a redacted URL.

We need to access the raw data of this file. Go ahead and click “raw” like below.



The screenshot shows the raw file view for 'content.html'. The 'Raw' button is highlighted with a blue circle. The code content is as follows:

```
file | 10 lines (10 sloc) | 0.172 kb
1 <!doctype html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <title>My Hangout Content</title>
6 </head>
7 <body>
8   Hello, World! This is my hangout content.
9 </body>
10 </html>
```

You will be taken to a page that looks like the following:



The screenshot shows a browser window displaying the raw file content at <https://raw.githubusercontent.com/.../HangoutContent/master/content.html>. The content is identical to the raw file view above.

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>My Hangout Content</title>
</head>
<body>
  Hello, World! This is my hangout content.
</body>
</html>
```

The URL above is what we would use as our iFrame URL.

**Copy and paste your own URL into the “properties.yml” file back in the hangoutbuilder templating folder and run the application.**

You will now have a valid “hangout.xml” file which you can also host on GitHub if you wish (though it is not necessary as the hangout.xml can be hosted with a generic http:// domain) and link to when you’re setting up your Google Hangout Application in the next section.

# Section Four

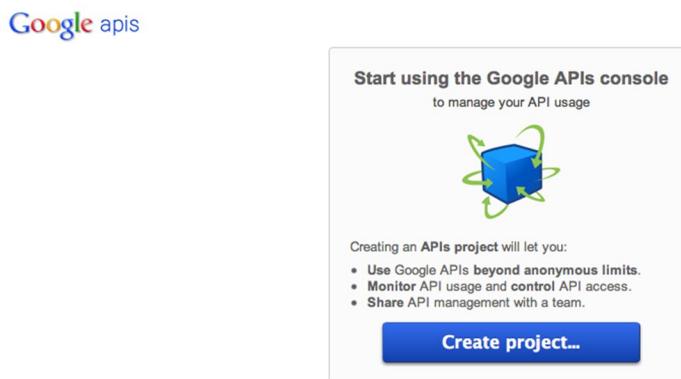
## How to create a Google+ Hangout Application

Once you've run the HangoutBuilder and have your "hangout.xml" uploaded somewhere, you are ready to create your Google Hangout Application Online!

### 4.1 Create a Google Project

To create your Google+ Hangout, visit the following page in your browser of choice:  
<https://code.google.com/apis/console>

After signing in with your Google account (or creating one if you do not have one), you will see the following page. Click on "**Create Project...**"



### 4.2 Enable the Google+ Hangouts API

After clicking "**Create Project...**" you will be taken to the "**Services**" page. This is where you will choose what Google Technology your application will be using. In this case we will be using the "**Google+ Hangouts API**" service.



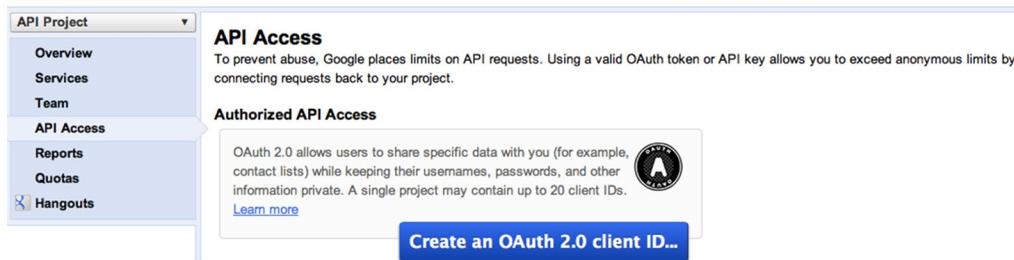
Click the button to turn the API "**on**". This will now allow you to use Google+ Hangouts in your application.

When you click to turn it on, you will be presented some terms of services to accept to continue using the API. **Accept these terms and conditions.**

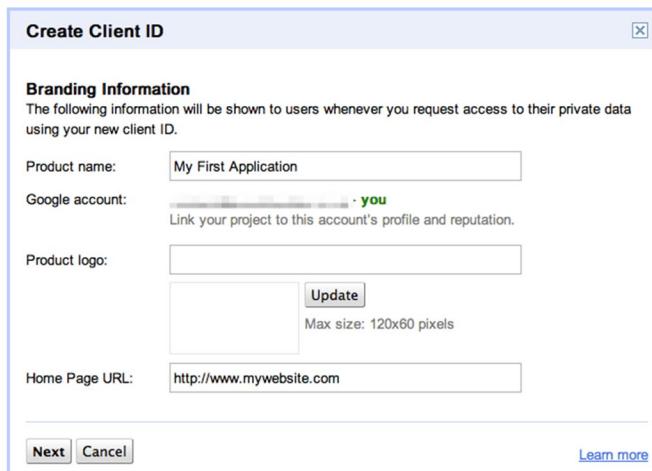
## 4.4 Creating an API Access Key

Before we get to creating your hangout, you need to create an **access key to use the Google+ Hangouts API**. To do this, go to the “**API Access**” link on the lefthand toolbar.

You will be presented with the screen below. Click on the blue “**Create an OAuth 2.0 client ID...**” button to get started.

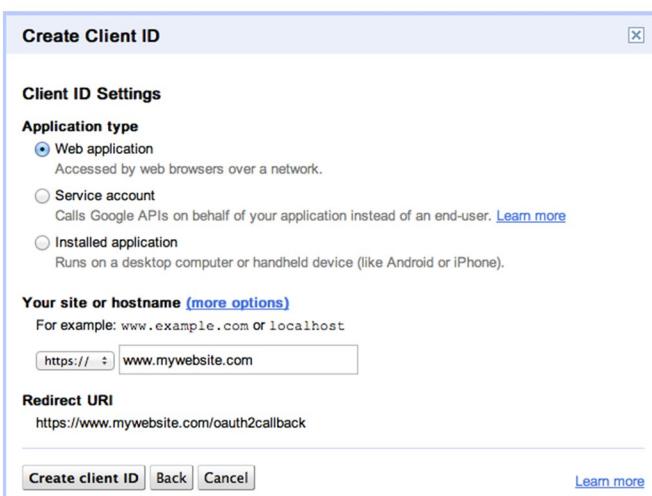


You will be shown a screen asking you to create you “**Client ID**”. Input the **name of your application**, the **link to your logo (if you want)** and a **link to your homepage**. Then click “**next**” to continue.



In the next step of creating the “Client ID”, you need to make sure your “Application type” is set to “**Web application**”. You also need to input your website URL.

Once you’ve finished, click “**Create Client ID**” and you’ll be able to work with the “**Google+ Hangout API**”



## 4.5 Create your Google+ Hangout Application

Click on the “**Hangouts**” link in the lefthand sidebar and you will be presented with the following page. Fill in the details like it has been done below, but with your own URL’s and descriptions. **Make sure that “Application Type” is set to “Main Application”.**

The images you should be linking to should be the same images you added to the “images” folder when you were using HangoutBuilder. Make sure these are uploaded online somewhere. It is not necessary to include links to images, but it is recommended so your app has its unique visual style.

It is required that you submit links to your Terms of Service, Privacy Policy, and Contact Page.

**Publishing an App**  
To enable your app, enter its information below and click Save. A URL to your gadget XML and an OAuth Client ID are both required before your application is allowed to run inside a Hangout. You will need to become a registered [Chrome Web Store developer](#) before you can make your application available to all users. Learn more at [Publishing Hangout Apps](#).

**Application URL (Required)**  
Specify the location of your Hangout gadget XML.

**Application Type** [learn more](#)  
This application is:  
 a Main application that runs in the center.  
 an Extension that runs on one side of the hangout.

**Additional OAuth Scopes**  
 This application requires additional OAuth 2.0 scopes.

**Title, Description and Icons**  
Titles, descriptions and icons are locale-specific. If a title, description or icon is not available for the user's current locale, the values specified in the Default locale will be applied.

**Locale** [learn more](#)

**Title**  
The name of your application.

**Application description** [learn more](#)  
Briefly describe your application.

**Icons** [learn more](#)  
Specify the URL of images that can be used to represent your application.  

16x16	<input type="text"/>
32x32	<input type="text"/>
220x140	<input type="text"/>

**Support** [learn more](#)  
The URLs of your Terms Of Service, Privacy Policy and Support contact information.  

Terms of Service	<input type="text" value="http://www.example.org/TOS"/>
Privacy Policy	<input type="text" value="http://www.example.org/privacy"/>
Support Contact Information	<input type="text" value="http://www.example.org/support"/>

**Make Public** [Learn more](#).  
If you want to make your app available to the public, you need to be a Chrome Web Store verified developer. Your app will also need a Terms of Service, a Privacy Policy and Support Contact information.  
 Make your application available to all users.

Your “**application URL**” is where your hangout.xml is stored. **This is the hangout.xml you created using the HangoutBuilder.app/HangoutBuilder.exe.** The files and folders from running that application should be uploaded somewhere so it can be linked to in your Hangout Application setup.

## 4.6 Becoming a Chrome Web Store Developer

You may have noticed that you were unable to click “**save**” above if you’ve ticked “**Make your application available to all users**”, which you should have. We just have one more step to go through before you have a fully fledged google hangout app.

You need to become a registered “**Chrome Web Store Developer**”. This will allow you to publish your hangout so it can be used by others.

Right click the “**Chrome Web Store Developer**” link to open it in a new tab, so all the information you’ve just input doesn’t get erased.

You will be presented with the following page:

The screenshot shows the 'Developer Dashboard' interface. At the top, there's a header with the title 'Developer Dashboard'. Below it, a section titled 'Your Listings' contains a button to 'Add new item'. A note says 'To publish a new app, extension or theme, click "Add new item". [Learn more](#)'. On the right, there's a blue 'Add new item' button. Underneath, a section titled 'Your Developer Account' lists several items with edit links: 'You have published 0 item(s) (excluding themes) out of your maximum allotted 20.', 'Edit your developer display name [contact](#)', 'Edit your tester accounts: [\(not set\)](#) These test accounts allow you to make your application visible only to specific users for testing. [Learn more](#)', 'Edit your User Feedback preferences: [User Feedback is not enabled](#)', and 'Edit your communication preferences: [Communication not allowed](#)'. At the bottom left is a 'Save Changes' button, and at the bottom right is a note about a one-time developer registration fee of US\$5.00 with a 'Pay this fee now' button and a 'Learn more' link.

In order to **become a Chrome WebStore Developer**, and have the ability to make your Hangout App available to use by others, you need to pay a onetime \$5 fee. Click “**pay this fee now**” to do so. Accept the terms and conditions and you will be taken to the transaction page via **Google Wallet**. Once that is done, your account will now be a registered Chrome Developer!

Go back to the Hangout you were creating and you should be able to click “**save**”. Your settings will save and you have now created your hangout app!

## 4.7 Accessing your Application

Now that we've created an app, we want to be able to let other people access it. To do this, we need to find our project ID.

To get our project ID we need to go to the summary of application by clicking “**Overview**” on the right hand sidebar.

Project Summary	
Name	API Project
Project Domain	[REDACTED]
Project Number	762199186061
Project ID	<a href="#">Register...</a>
Google+ Page	<a href="#">Request connection</a>
Owners	[REDACTED]

The link to access your hangout and share it with us can be gotten by doing the following:

Add your project ID to the end of the URL (**replacing “APP\_ID”**).  
**[https://plus.google.com/hangout/\\_?gid=APP\\_ID](https://plus.google.com/hangout/_?gid=APP_ID)**

The Project ID above is “762199186061” so our hangout URL will be  
[https://plus.google.com/hangouts/\\_?gid=762199186061](https://plus.google.com/hangouts/_?gid=762199186061)

Obviously your URL will be different as **you will have a different project ID**.

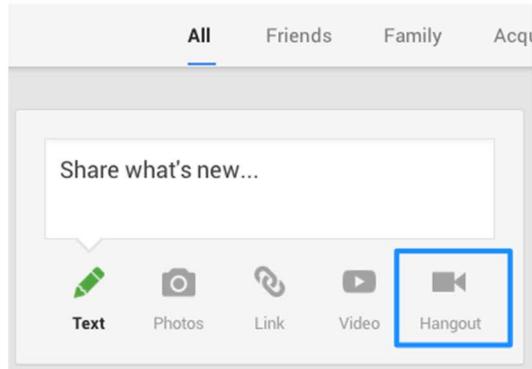
**Paste this link into your address bar and you will see your application running! You have now successfully created your own Google+ Hangout.**

## 4.8 Sharing your Hangout with Others

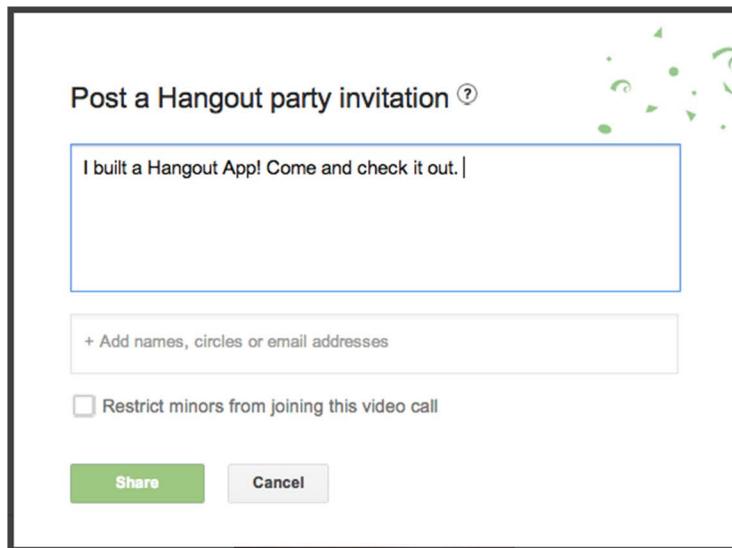
If you'd just like another person to take a look at the application you've built, you can send them the link which includes your Google Project ID that we created in Section 4.7.

**Google+ Hangouts are meant to be experienced with others**, so next we'll walk through how to start your application and **invite other people to hang out with you**.

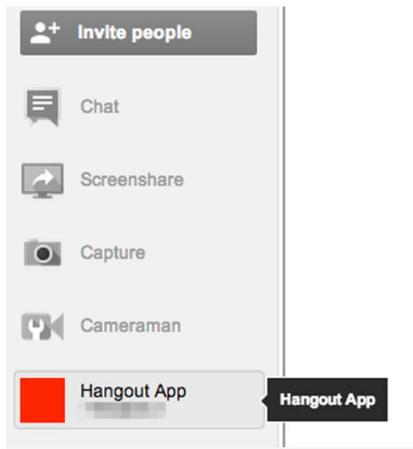
Go to <http://plus.google.com> and sign in with your Google account if you haven't already done so. Then find and click the "Hangout" icon to **start a new Google+ Hangout**.



Once you start the Hangout, you will have the option of sending a "**Party Invitation**" to friends you have on Google+.



Next, we need to start your Hangout Application. Look to the left hand side of the the page and you will find your Application listed. Click on it to start it.



To share your Hangout with others, simply copy the URL in the address bar and send it to who you want. They will be able to join the hangout, start up your application from the left hand sidebar and view it with you!



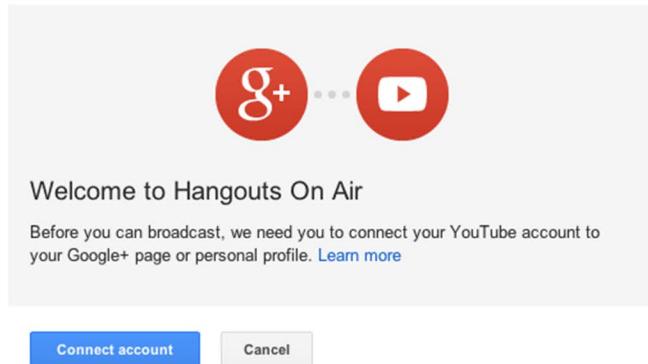
## 4.9 Livestreaming your Hangout

One exciting way you can use your Google+ Hangout App and share it with others is by creating a “**Hangout On Air**”. A Hangout On Air allows you to **live stream your Hangout**, which you can then **include in your own web page**.

The benefit of Hangouts on Air is that your Hangout will be streamed on YouTube, recorded and **saved on your YouTube channel** which means people who missed the live hangout can view it at a later time.

To start your own Hangout on Air, go to: <http://hangouts.google.com/onair>

If this is your first time using Hangouts on Air, you will be asked to **connect your YouTube account to your Google Account**, so you can livestream your hangout. Go ahead and click “**Connect Account**”



You may be required to **verify your account** using either a Voice Call or an SMS process. Here, we are going to use the **SMS Verification**.

**Account Verification (Step 1 of 2)**

To enable additional features on your account, we require you to verify that your account is currently under your control by providing us with your phone number. Please enter your phone number and we'll either call you or send you a text message containing a verification code from Google. [Learn more](#)

**VERIFICATION METHOD**

Voice call  SMS

**SELECT YOUR COUNTRY**

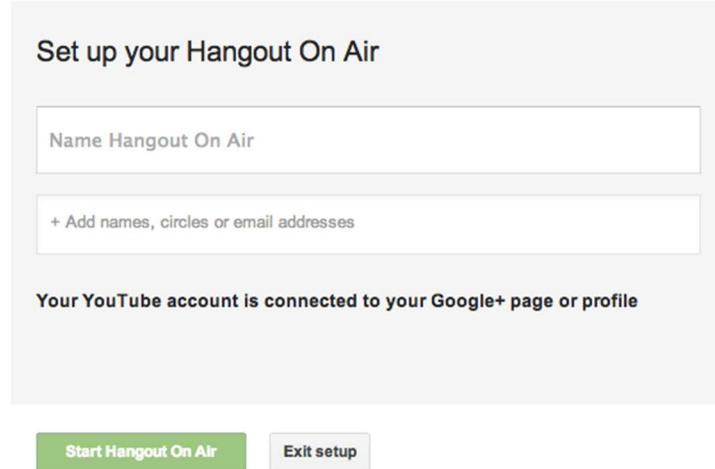
UNITED KINGDOM

ENTER YOUR PHONE NUMBER (NO DASHES OR OTHER SYMBOLS, PLEASE)

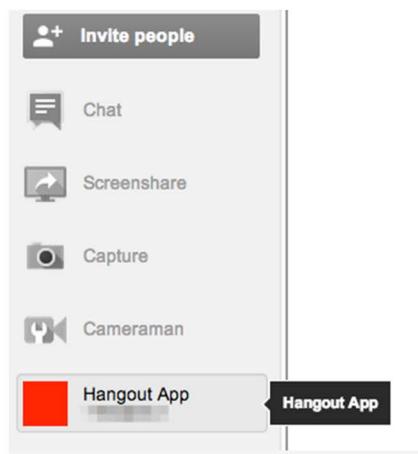
Submit

After entering your phone number and clicking through to the next step, you should **receive a verification code via text message**. Enter this code into the box provided on the page and click “**Verify**”.

Go back to the page where you were starting a Google Hangout on Air, click “**Check Accounts**” to show that your account has been verified. If verified you should be able to set up your hangout on air, by naming it and clicking “**Start Hangout on Air**”.



To run the application you've made in the previous sections of this Guide, within the Hangout on Air, your application should be on the left hand side of the Hangout. **Click this to start your application.**



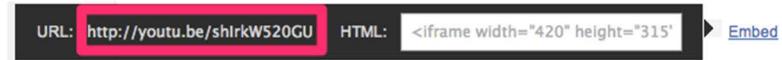
You have now successfully started your Hangout, but **it is not yet Live and viewable by others**. If you are ready to broadcast your Hangout, click the red “**Start Broadcast**” button on the top of the hangout.



You can now share this hangout with people in one of two ways:

**1. By linking to the livestream on YouTube directly:**

Click “**Embed**” in the top bar of your Hangout. You will see a YouTube URL. Feel free to copy this and **send it to those you want to view the Livestream of your Hangout.**

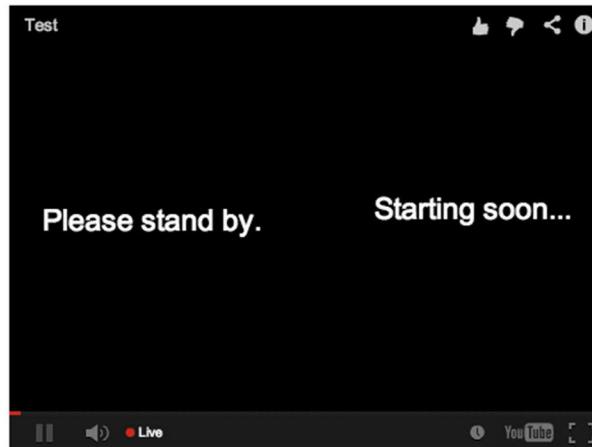


**2. By embedding the Livestream directly into your own web page.**

Click “**Embed**” in the top bar of your Hangout. You will see some HTML, it is an **iFrame containing your LiveStream**. You can **copy this and include it in the HTML of your own web-page**, like we have done below.

```
1  <!doctype html>
2  <html lang="en">
3  <head>
4      <meta charset="UTF-8">
5      <title>My Hangout App</title>
6  </head>
7  <body>
8      <h3>This is my Hangout LiveStream</h3>
9      <!-- Below is my embedded LiveStream -->
10     <iframe width="420" height="315" src="http://www.youtube.com/embed/E83r7ME80aI"
11         frameborder="0" allowfullscreen>
12     </iframe>
13     <!-- Above is my embedded LiveStream -->
14 </body>
15 </html>
```

This is my Hangout LiveStream



In order to end your broadcast, you can press the red “End Broadcast” button on the top of your hangout.

**Congratulations! You have now created and successfully broadcast your very own Google Hangout Application to the public!**

# Section Five

## How to get Google Analytics for your Hangout

Using HangoutApp.app / HangoutApp.exe allows you to input a Google Analytics ID, which will allow you to collect stats on your Hangout Application, such as how many people used it at a certain time, and where they visited from.

If you don't already have a Google Analytics account, you first need to create one. Go to this URL to get started: <http://www.google.com/analytics/> and click "Sign Up".

Make sure you select "**Website**" to track.

Choose between "**Universal Analytics**" or "**Classic Analytics**", depending on your preference. Fill out the rest of the form and click "**Get Tracking ID**".

What would you like to track?

Website	App
Track websites whose HTML you control	Track interactions within Android and iOS apps

Select a tracking method

Features	Universal Analytics <small>BETA</small>	Classic Analytics
Basic GA features (Visitor acquisition, behaviour and conversion data)	✓	✓
Event tracking	✓	✓
AdWords account linking	✓	✓
Customised variables	Upgrade to customised dimensions & metrics	✓
Customised dimensions & metrics	✓	
Online/offline data sync	✓	
Multi-platform tracking	✓	
Simplified configuration controls	✓	
Select new feature releases	✓	
Advanced advertisement tools (AdSense, Content Experiments, DFA, Remarketing)	Coming soon	✓

**Submit, and accept the terms of service.**

You will be then taken to the Tracking Info of the analytics you just created. At the top right, you will see your tracking code. **This is what can be copied and pasted into the "properties.yml" file.**

My Hangout App

Profiles   Tracking Info   **Property Settings**   Social Settings   Remarketing   Custom Definitions

Tracking ID

XX-XXXXXXXX-X

Tracking Code   Session Settings   Organic Search Sources   Referral Exclusion List   Search Term Exclusion List