

# HangoutBuilder Application Readme

We Like Pie

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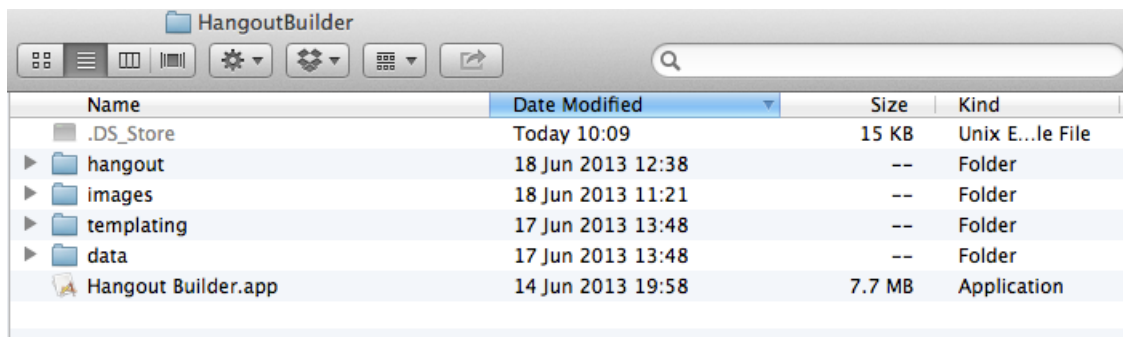
# Section One: Using the HangoutBuilder Application

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 file will be what you need to host and link to when you’re creating your Google Hangout Application in Section Four.

## 1.1 Downloading your application.

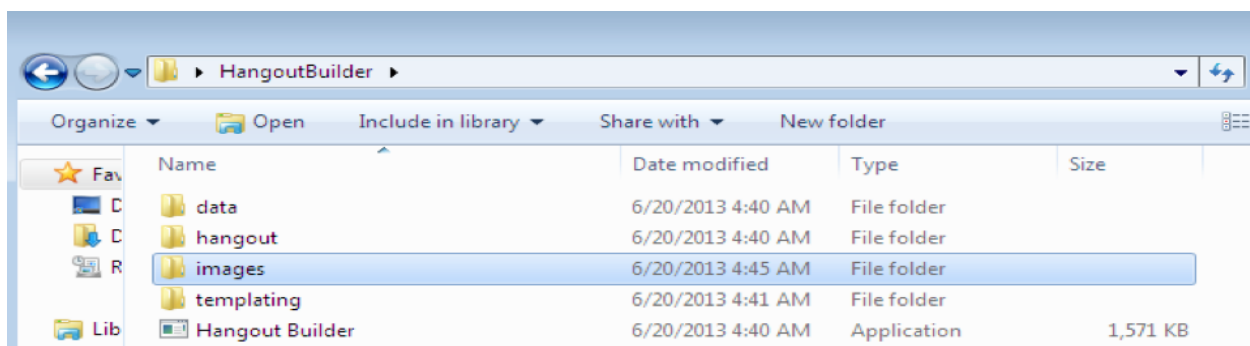
First, you need to download the folder containing HangoutBuilder.app/.exe and it’s associated folders. It is recommended that you save it to your Desktop.

What you have downloaded should look like this (Mac Version)



HangoutBuilder Mac Version

What you have downloaded should look like this (Windows Version)

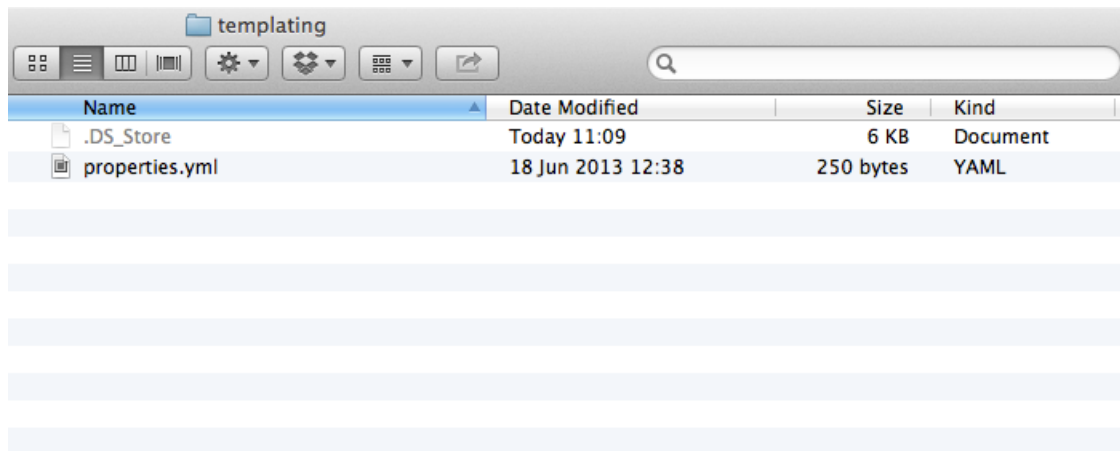


HangoutBuilder Windows Version

## 1.2 Specifying the details of your Hangout

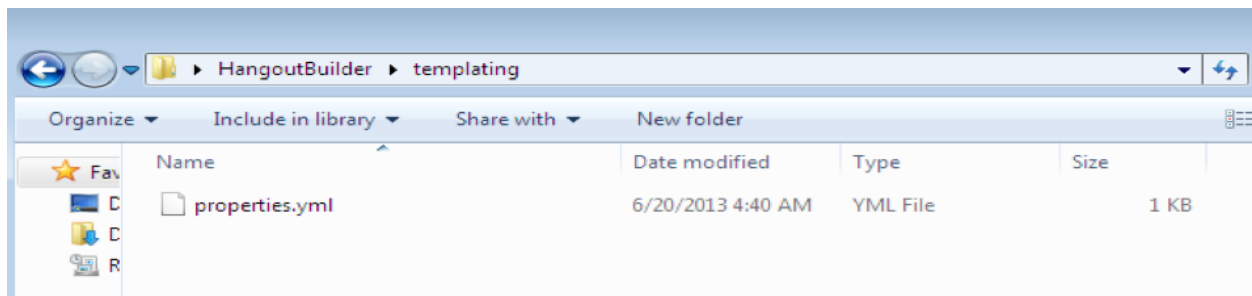
Before you run the Hangout Builder application, You need to edit a file called “**properties.yml**”, this file will upload your specified settings for your application, including the content you want to display. **You will find “properties.yml” in the “templating” folder.**

The templating folder on a Mac



Templating Folder (Mac)

The “templating” folder on Windows



Templating Folder (Windows)

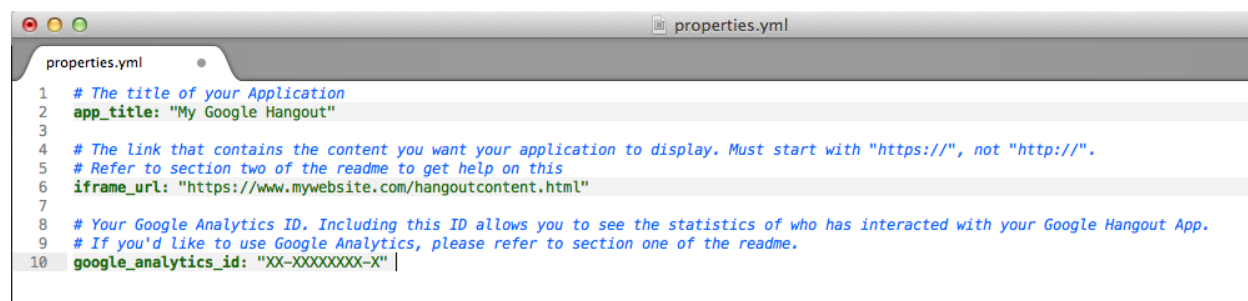
Open “**properties.yml**” in the text editor of your choice. Some recommended editors are: [Sublime Text](http://www.sublimetext.com/2) <sup>1</sup> (Windows & Mac), [TextMate](http://macromates.com/) <sup>2</sup> (Mac) and [Notepad++](http://notepad-plus-plus.org/) <sup>3</sup> (Windows)

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<sup>1</sup><http://www.sublimetext.com/2>

<sup>2</sup><http://macromates.com/>

<sup>3</sup><http://notepad-plus-plus.org/>



Properties.yml File

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 Google+ Hangout is located. Example: “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 Two on how to rectify this**.
- “google\_analytics\_id” - (optional). Input your google analytics ID (or create one using section five of this readme) to track usage of your Google+ Hangout.

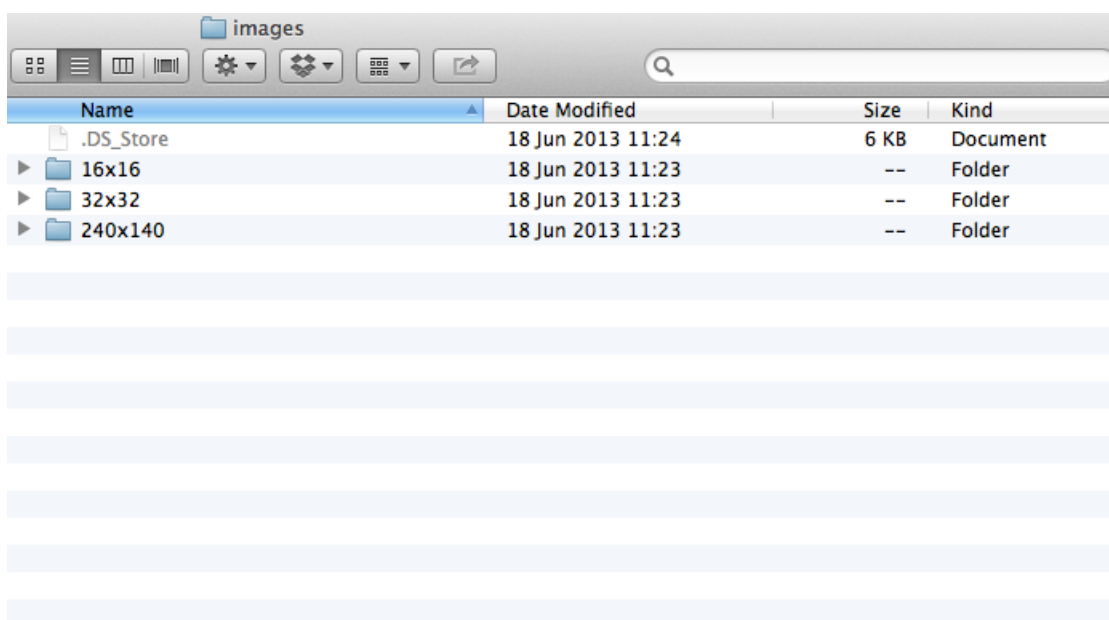
Edit these with your details and then save the file. **Make sure it is saved as “properties.yml”**

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.

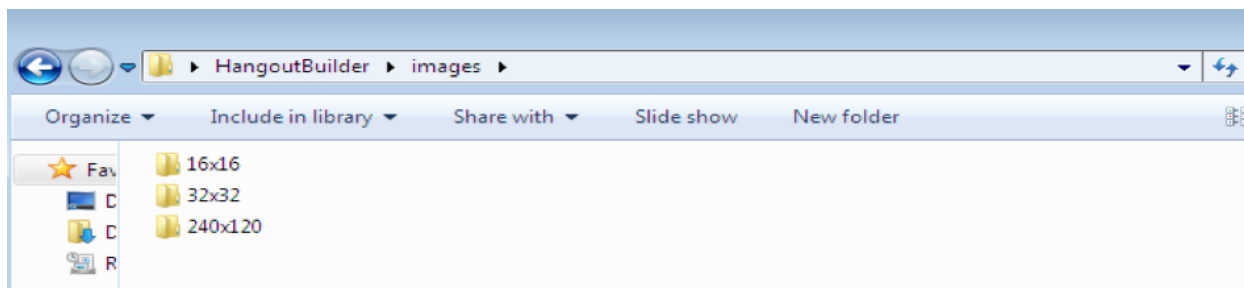
### 1.3 [Optional Step] Adding Images to your Hangout

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.



Images Folder (Mac)



Images Folder (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.**

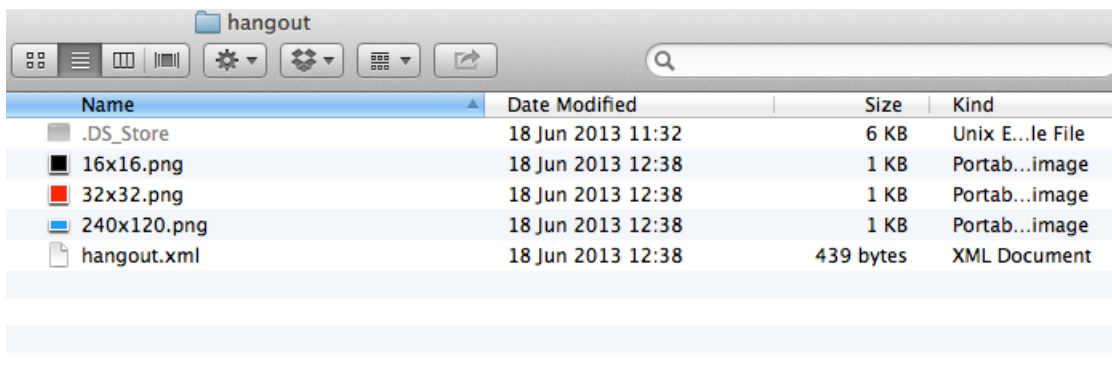
#### 1.4. Running HangoutBuilder.

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:



#### Hangout Folder

If you encounter any errors 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 Four.

If you do not have access to your server, you can upload it to a multitude of services such as [GitHub](http://www.github.com)<sup>4</sup>, [Google Code](http://www.code.google.com)<sup>5</sup> or [Amazon Web Services](http://www.aws.amazon.com)<sup>6</sup>. 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.**

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<sup>4</sup><http://www.github.com>

<sup>5</sup><http://www.code.google.com>

<sup>6</sup><http://www.aws.amazon.com>



# Section Two: How to fix any errors that occur when using HangoutBuilder

## 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 re-download the application and it’s 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 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 “properties.yml”, simply move it to the “templating” folder.

If you cannot find the “properties.yml” file, please re-download the application and it’s folders, go back to Section One and run through the tutorial on HangoutBuilder again.

## 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 re-download 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 run through Section One 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:

- [GoDaddy<sup>7</sup>](#)
- [123-Reg<sup>8</sup>](#)
- [GlobalSign<sup>9</sup>](#)
- [Digicert<sup>10</sup>](#)

### **OR**

Store the content you wish to display with a service that allows you to use secure https://, such as [GitHub<sup>11</sup>](#), [Google Code<sup>12</sup>](#) or [Amazon Web Services<sup>13</sup>](#).

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 a 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 Section One again.

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<sup>7</sup><http://uk.godaddy.com/ssl/ssl-certificates.aspx>

<sup>8</sup><http://www.123-reg.co.uk/ssl-certificates/>

<sup>9</sup><https://www.globalsign.co.uk/ssl/>

<sup>10</sup><http://www.digicert.com/>

<sup>11</sup>[www.github.com](http://www.github.com)

<sup>12</sup>[www.code.google.com](http://www.code.google.com)

<sup>13</sup>[www.aws.amazon.com](http://www.aws.amazon.com)

# 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](http://www.code.google.com)<sup>14</sup> or [Amazon Web Services](http://www.aws.com)<sup>15</sup>.

## 3.1. Create an Account on **GitHub**<sup>16</sup>

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

## 3.2. Download a Git Client

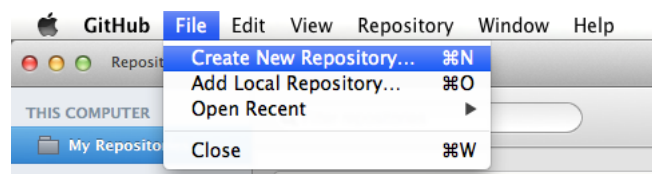
A Git client is an application that will allow you to upload files to GitHub from your computer. There are many available such as [SourceTree](http://www.sourcetreeapp.com/)<sup>17</sup>, [GitBox](http://gitboxapp.com/)<sup>18</sup>, [GitHub for Mac/Windows](http://www.github.com)<sup>19</sup> and [GitX](http://gitx.org/)<sup>20</sup>. 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.

A repository is where you will keep your files. Go to **File > Create a New Repository**.



Create a 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”.

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<sup>14</sup><http://www.code.google.com>

<sup>15</sup><http://www.aws.com>

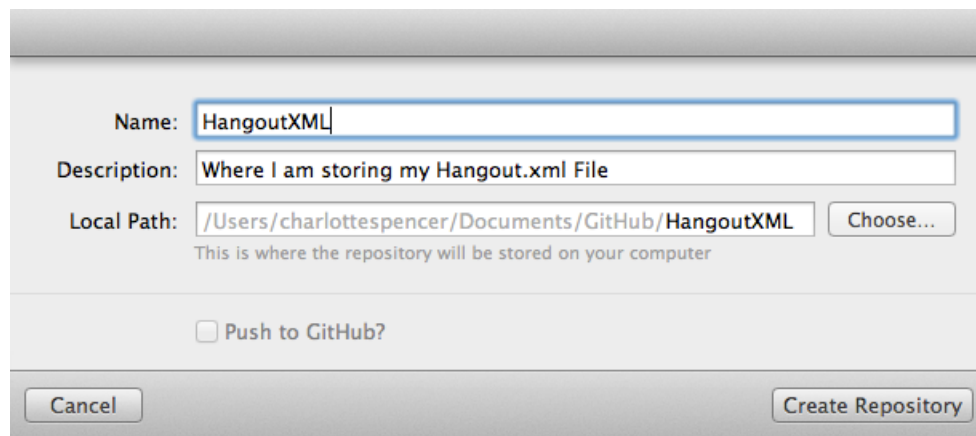
<sup>16</sup><http://www.github.com>

<sup>17</sup><http://www.sourcetreeapp.com/>

<sup>18</sup><http://gitboxapp.com/>

<sup>19</sup>[www.github.com](http://www.github.com)

<sup>20</sup><http://gitx.org/>



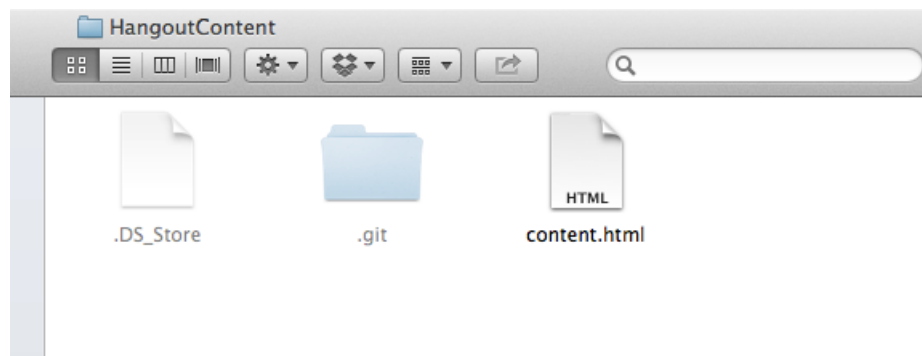
Create Repository

### 3.5. Add your Hangout content 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. For this tutorial, we'll be uploading a HTML file containing some basic content.

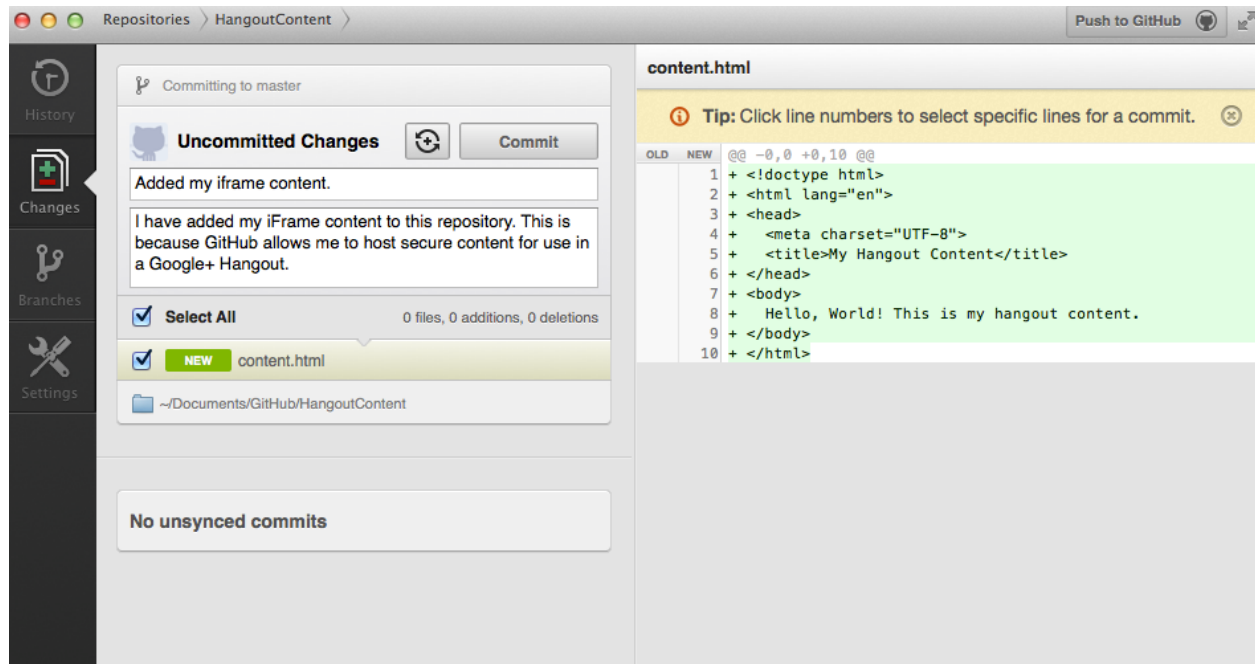
This is what our HangoutContent folder/repository looks like after we've added our content files.



Hangout Repo Content

### 3.6. Upload your content 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 will see a page similar to the following:



My First Commit

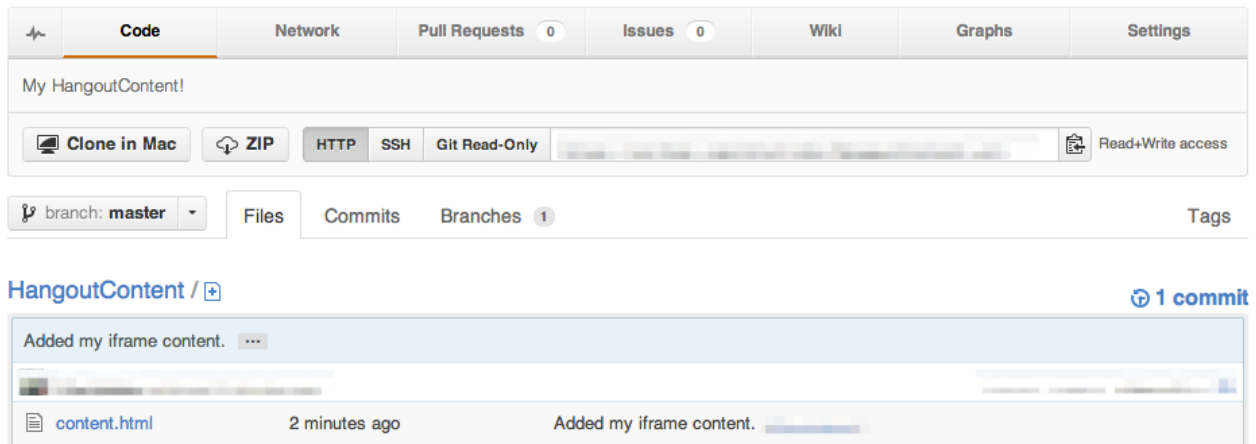
This is where you'll be "committing" your content files. **Telling GitHub that you'd like to put these files on their servers.** When you've written the title of your changes and a description, go ahead and click "commit".

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.

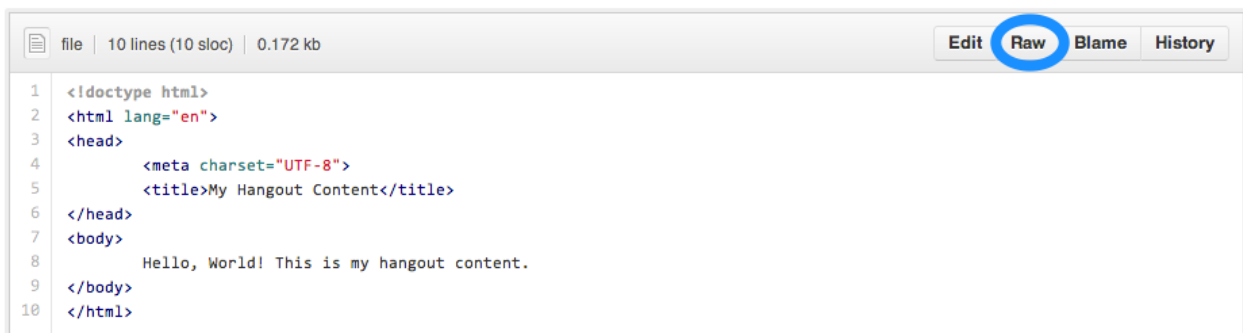
### 3.7. Accessing your secure files.

1. Access your profile on GitHub.com by going to <http://www.github.com/YOURUSERNAME>.
2. Click on the "Repositories" Tab and then your "HangoutContent" repository.
3. Click on the file you have just uploaded. In this example, we'll be clicking on "content.html".



### Hangout Content

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



### Raw File Click

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



### Raw Content

The URL above is what you can use as your iFrame URL!

Copy and paste this into your “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

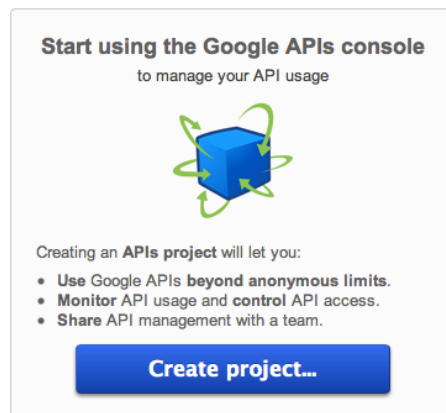
Once you've run the HangoutBuilder and have your "hangout.xml", you are ready to create your Google Hangout Application Online!

## 4.1. Create a Google Project

To create your Google+ Hangout, visit the following page: [Google Code APIs](https://code.google.com/apis/console)<sup>21</sup>

4.2. 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..."

Google apis



Create Project

## 4.3. 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.



Turn on API

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

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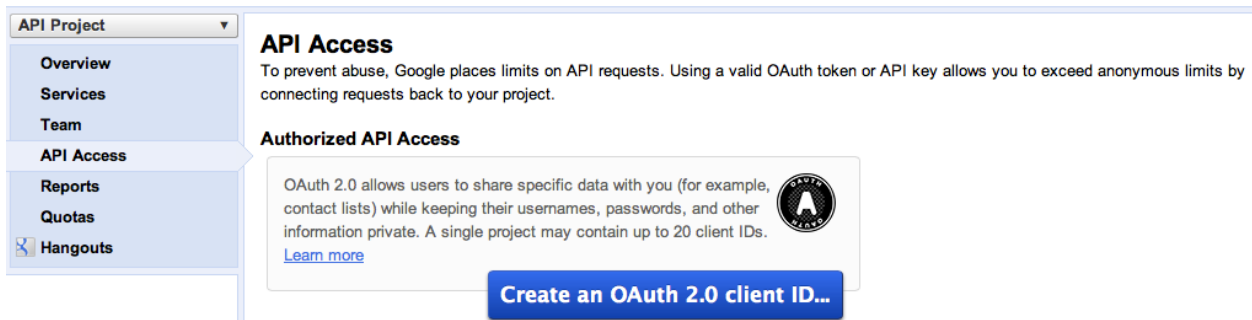
<sup>21</sup><https://code.google.com/apis/console>



When you click to turn it on, you will be presented some term 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 left-hand toolbar.

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



Create OAUTH API

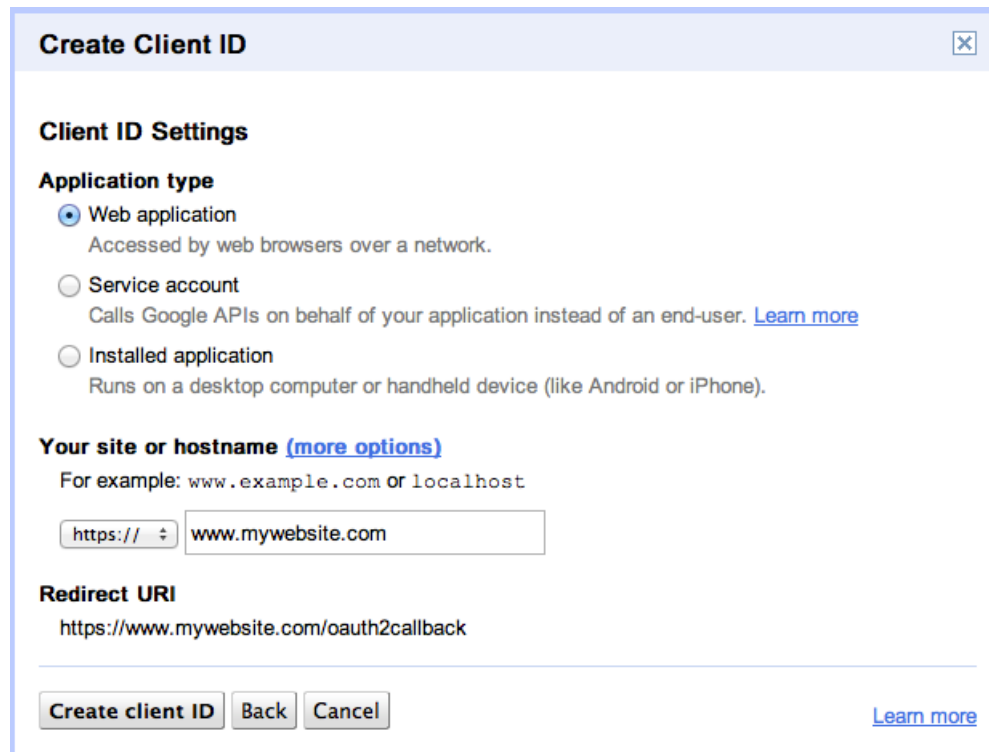
You will be shown a screen asking you to create you “Client ID”. Input the name of your application, the link to your logo (if you want) and a link to your homepage. Then click “next” to continue.

A screenshot of the 'Create Client ID' dialog box. The title bar says 'Create Client ID'. The main section is titled 'Branding Information' and contains the text: 'The following information will be shown to users whenever you request access to their private data using your new client ID.' Below this are several input fields: 'Product name:' with the value 'My First Application'; 'Google account:' with a blurred profile picture and the text '. you' and 'Link your project to this account's profile and reputation.'; 'Product logo:' with an empty image box and an 'Update' button below it, with the text 'Max size: 120x60 pixels'; and 'Home Page URL:' with the value 'http://www.mywebsite.com'. At the bottom left are 'Next' and 'Cancel' buttons. At the bottom right is a 'Learn more' link.

Create Client ID Part 1

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”!



**Create Client ID**

**Client ID Settings**

**Application type**

☒ Web application  
Accessed by web browsers over a network.

☐ Service account  
Calls Google APIs on behalf of your application instead of an end-user. [Learn more](#)

☐ Installed application  
Runs on a desktop computer or handheld device (like Android or iPhone).

**Your site or hostname** [\(more options\)](#)  
For example: www.example.com or localhost

**Redirect URI**

[Learn more](#)

Create Client ID 2

#### 4.5. Creating your Google+ Hangout

Click on the “Hangouts” link in the left-hand 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”**.

It is not necessary to include links to images, but it is recommended so your app has it’s unique visual style. **It is required that you submit links to your Terms of Service, Privacy Policy, and Contact Page.**

**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" value="http://www.mywebsite.com/images/16x16/16x16.png"/>
32x32	<input type="text" value="http://www.mywebsite.com/images/32x32/32x32.png"/>
220x140	<input type="text" value="http://www.mywebsite.com/images/240x140/240x140.png"/>

**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.mywebsite.com/tos"/>
Privacy Policy	<input type="text" value="http://www.mywebsite.com/privacy"/>
Support Contact Information	<input type="text" value="http://www.mywebsite.com/contact"/>

**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.

Only a registered [Chrome Web Store developer](#) can make an app public or make changes to a public app. You may continue editing and testing your application by first making it private with the checkbox above.

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

If you choose to add images to your application, these should also be in the images folder created by your HangoutBuilder.app/HangoutBuilder.exe and uploaded to your server.

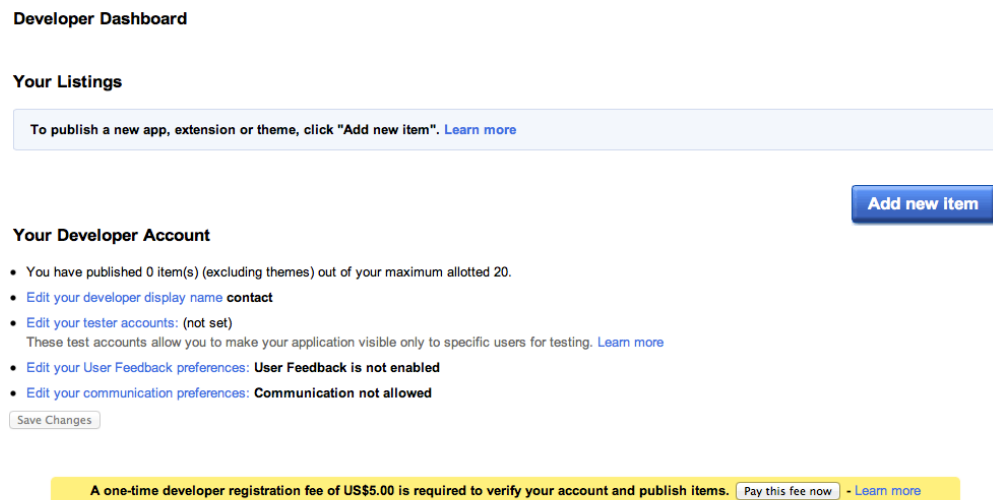
#### 4.6. Become a Chrome Web Store Developer

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.



### Become a Chrome Store Developer

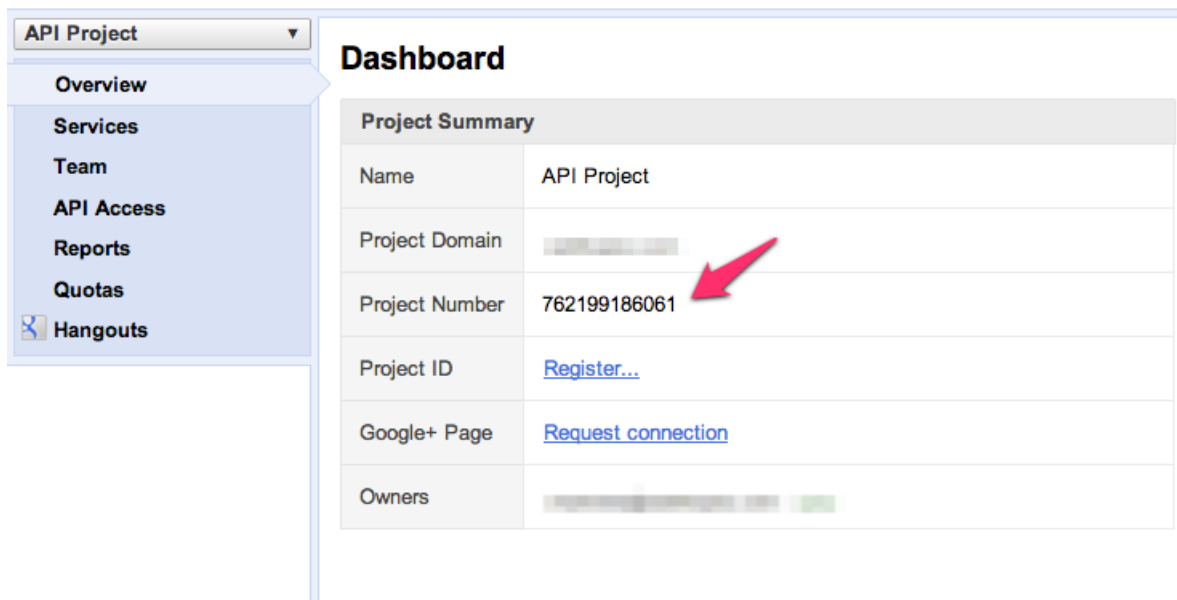
In order to become a Chrome WebStore Developer, and have the ability to make your Hangout App available to use by others, you need to pay a one-time \$5 fee. Click “pay this fee now” to do so. Accept the terms and conditions and you will be taken to the transaction page via Google Wallet. Once that is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

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 ID

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 can share this link with other people and they can now view your application in their own Hangout, *without you having to set a Hangout up*.

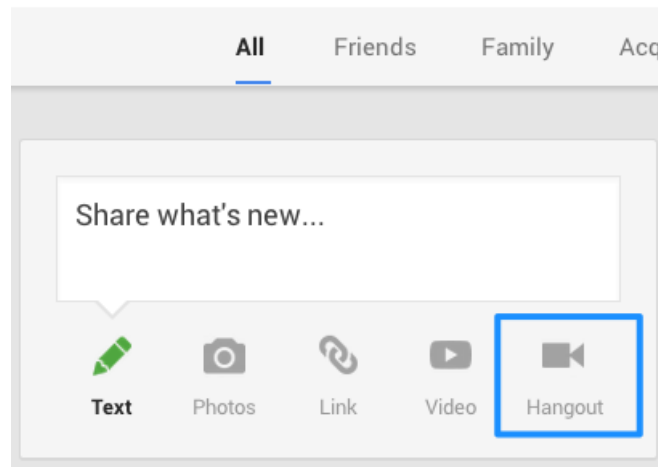
**You have now created your Google+ Hangout Application.** You have completed the tutorial! If you’d like to learn how to share your application with others, see below.

## 4.8 Sharing your Google+ 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 Four[link].

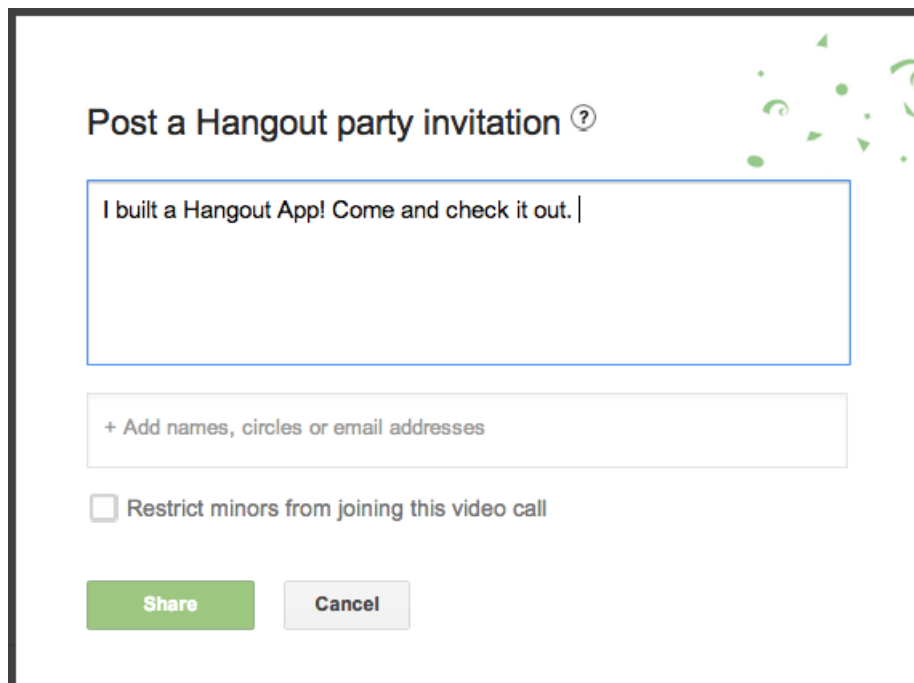
**Google+ Hangouts are meant to be experience with others**, so next we’ll walk through how to start your application and **invite other people to hang out with you**.

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**.



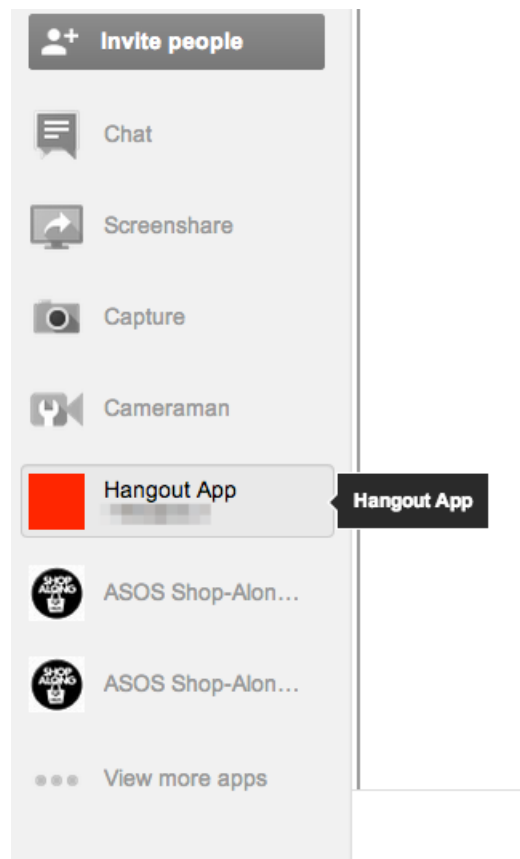
Casual Google Hangout

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



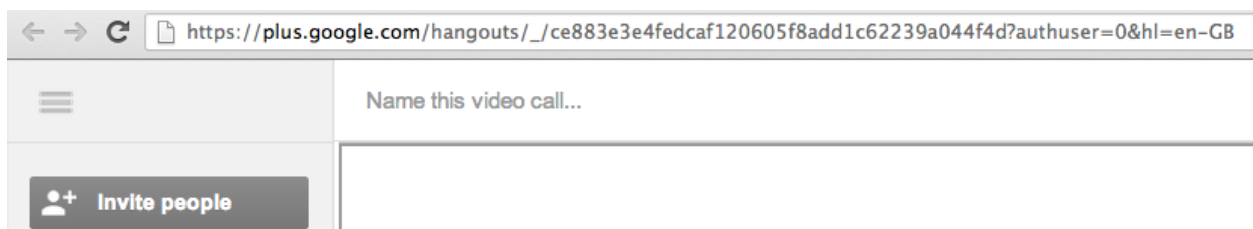
Party Invitation

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



Left-Hand Sidebar, Start Application

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!

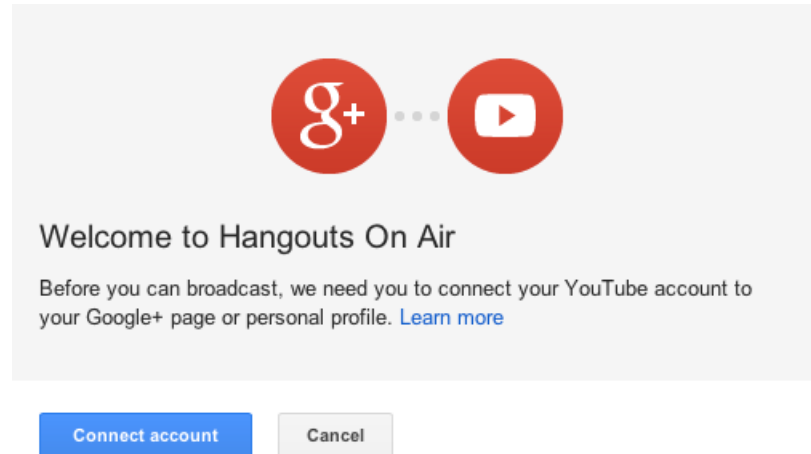


Share URL

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: [<sup>22</sup>http://hangouts.google.com/onair](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”



#### Connect On Air

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, but it is up to you which method you prefer.

**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](#)

#### Account Verification

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

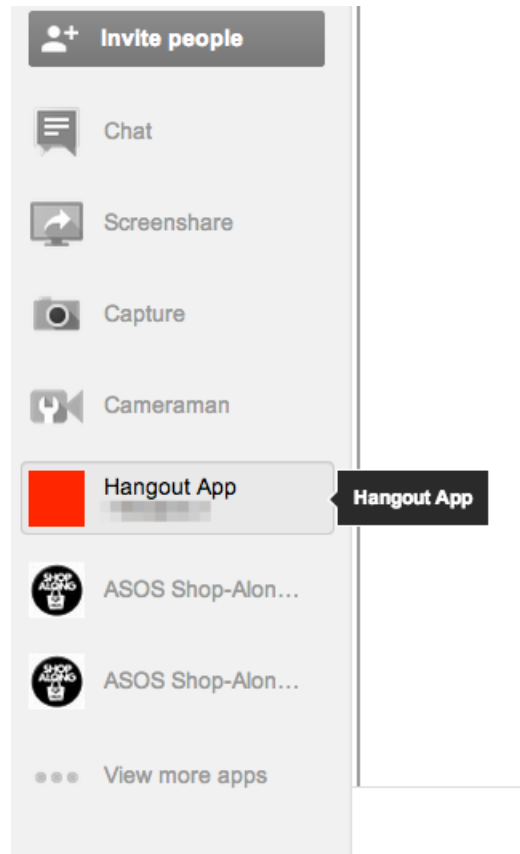
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<sup>22</sup><http://hangouts.google.com/onair>



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.



Left-Hand Sidebar, Start 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.



Start Button

**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 Hangout.

URL:	<input type="text" value="http://youtu.be/shlrkW520GU"/>	HTML:	<input type="text" value="&lt;iframe width='420' height='315'"/>	<a href="#">Embed</a>
------	--	-------	--	-----------------------

Youtube URL

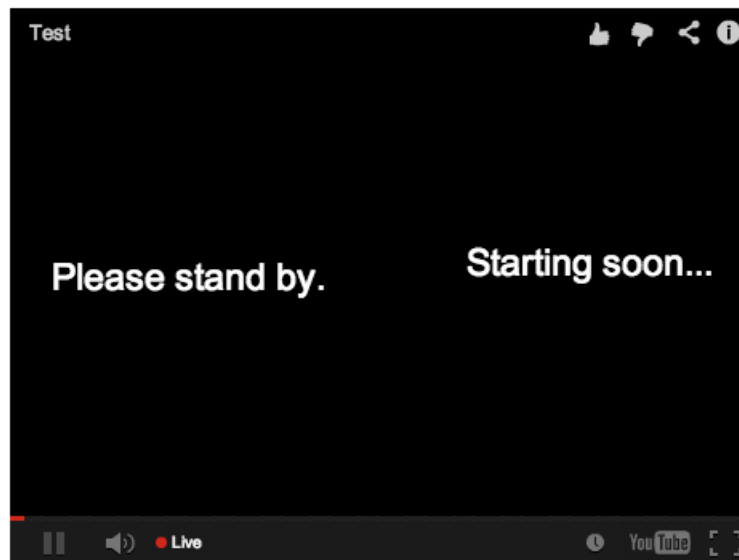
2. *By embedding the LiveStream directly into your own web page.*

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>
```

Embedded HTML Sample

### **This is my Hangout LiveStream**



#### **Embedded Live Stream**

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

You have now successfully broadcast your very own Google Hangout Application to the public!

# Section Five: Adding Google Analytics to your Application

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/><sup>23</sup> and click "Sign Up".

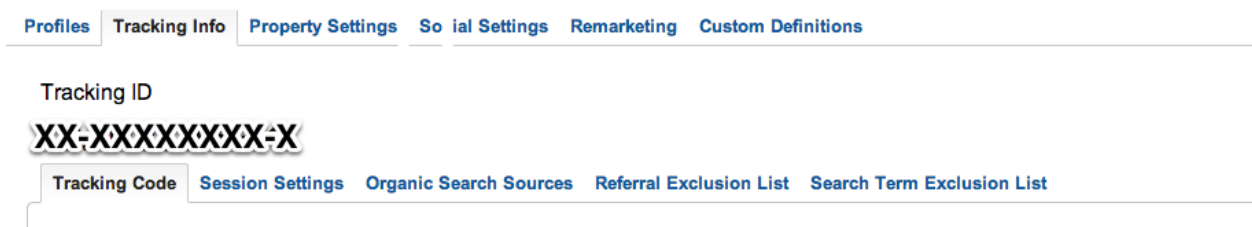
Make sure you select "Website" to track.

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

Submit, and accept the terms of service.

You will be then taking to the Tracking Info of the analytics you just created. Add the top right, you will see you tracking code! **This is what can be copied and pasted into the "properties.yml" file.** If you have modified your "properties.yml" file and have already run the HangoutBuilder application, you must run it again and upload your change hangout.xml file as your Google+ Hangout will not have analytics until you do so.

## My Hangout App



The screenshot shows the Google Analytics interface for a property named "My Hangout App". The top navigation bar includes tabs for Profiles, Tracking Info (which is selected), Property Settings, Social Settings, Remarketing, and Custom Definitions. Under the "Tracking Info" tab, the "Tracking ID" section displays a masked tracking ID: "XX-XXXXXXXX-X". Below this, a secondary navigation bar includes tabs for Tracking Code (selected), Session Settings, Organic Search Sources, Referral Exclusion List, and Search Term Exclusion List.

Google Analytics ID

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<sup>23</sup><http://www.google.com/analytics/>