

WoWonder Timeline



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

Created: 1/4/2017
Latest update: 13/05/2020
By: DoughouzLight
Support Platform : https://wowonderapplications.ticksy.com
Requirements : Version 3.1 of the Main PHP script and above

● Join our [Official Facebook Forum](#) for more discussion and hints, bugs, fixes, and anything related to Mobile applications.

Note: For Those who got the eligible version this version hunts you down

1-You get **3 attempts** to verify your app from your admin panel with your CodeCanyon purchase key, if you fail You will be blocked from using this app, and you cannot use any of our products on your mobile anymore , also your domain will be black-listed in our database where we submit this copyrights and info each month to google, where they take actions by removing all domains from there search engine.

2-Once you try **2 attempts** and you cannot verify , you should contact he support team before the last **attempt**.

Mobile Native Bundle Timeline Applications - For WoWonder Social PHP Script

Best hosting 100% for your script compatible with our mobile app speed (Guaranteed)

<https://youtu.be/ZNI5vzXTSHY>

Installation Guide

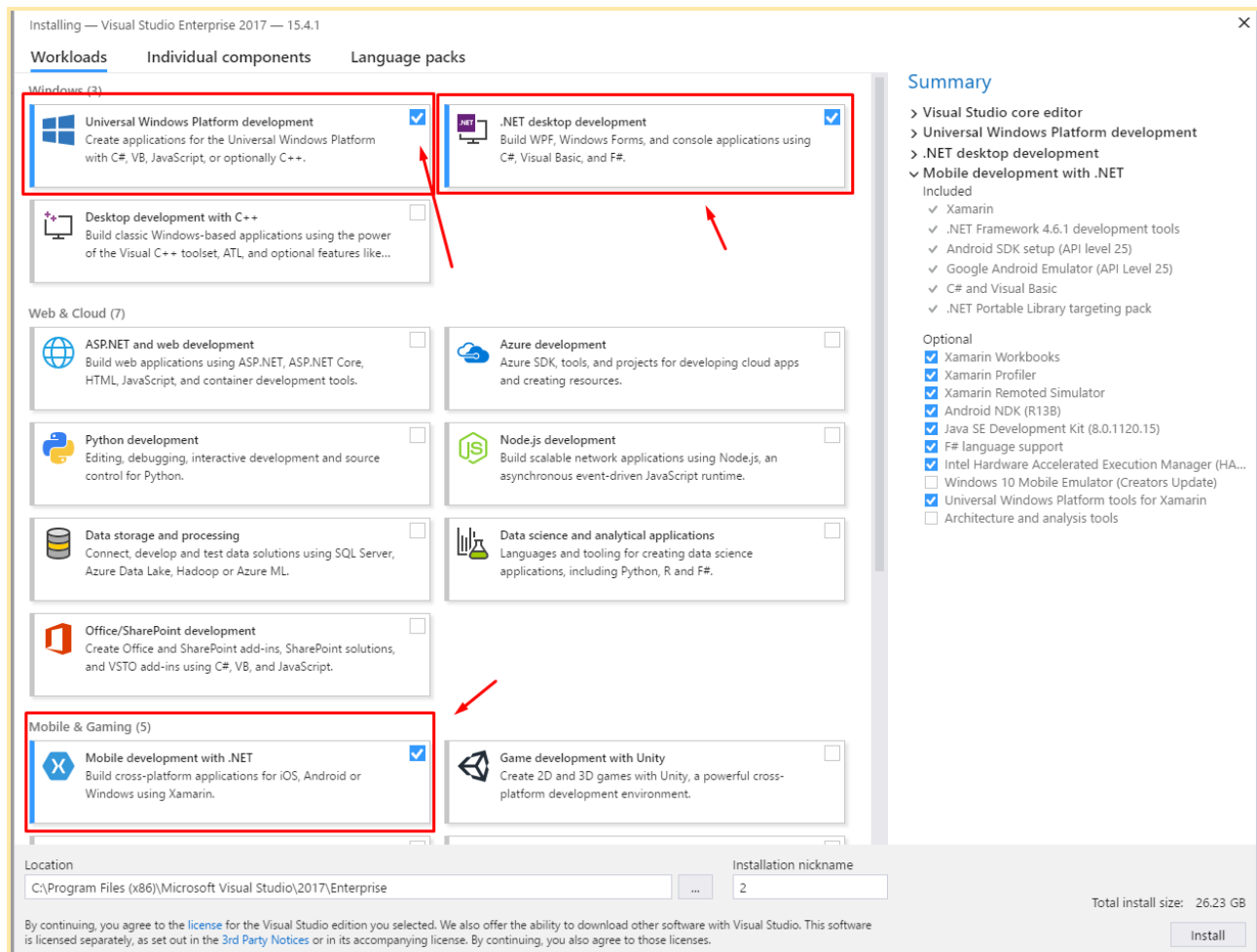
The installation is pretty easy, please follow the steps below:

- **WoWonder** PHP Social Network Script, you can get it from [Here](#)
- Download Visual Studio 2019 [Here](#)
- Unzip the **WoWonder** archive, extract it to new folder, and then open the folder.
- In the main folder you will find the solution (Name: **WoWonder** 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: (For Android)

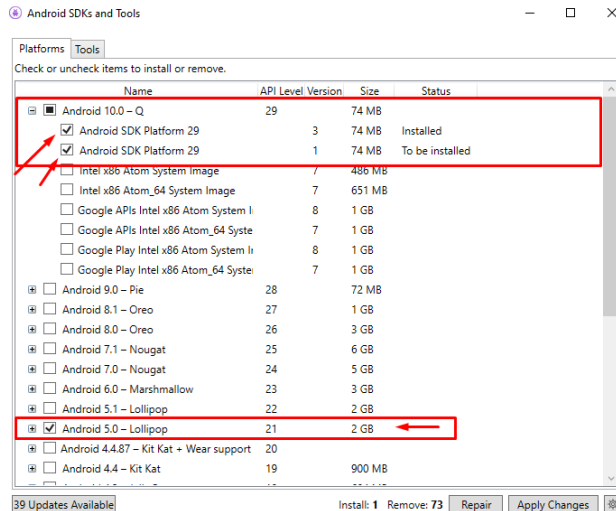
<https://youtu.be/zHX0bNNJy-c>

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

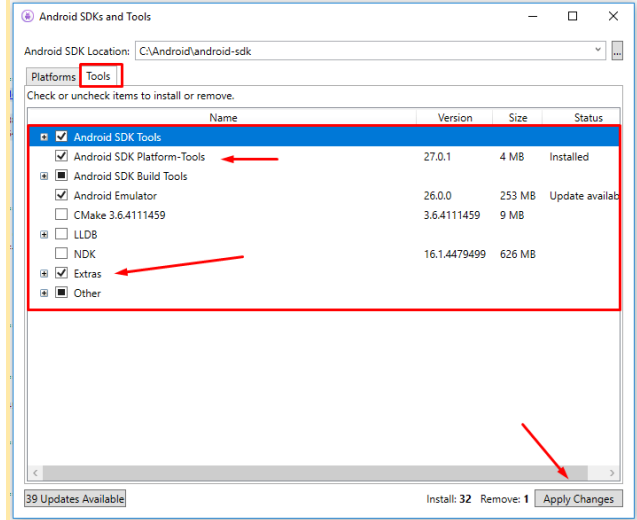


3. Install all Android SDKs in your system.

From your Visual studio go to tools menu >> Android >> SDK Manager
Select the SDK 10.0 and 9 and version 5.0 as images bellow
And Also Download NDK's in Tools section



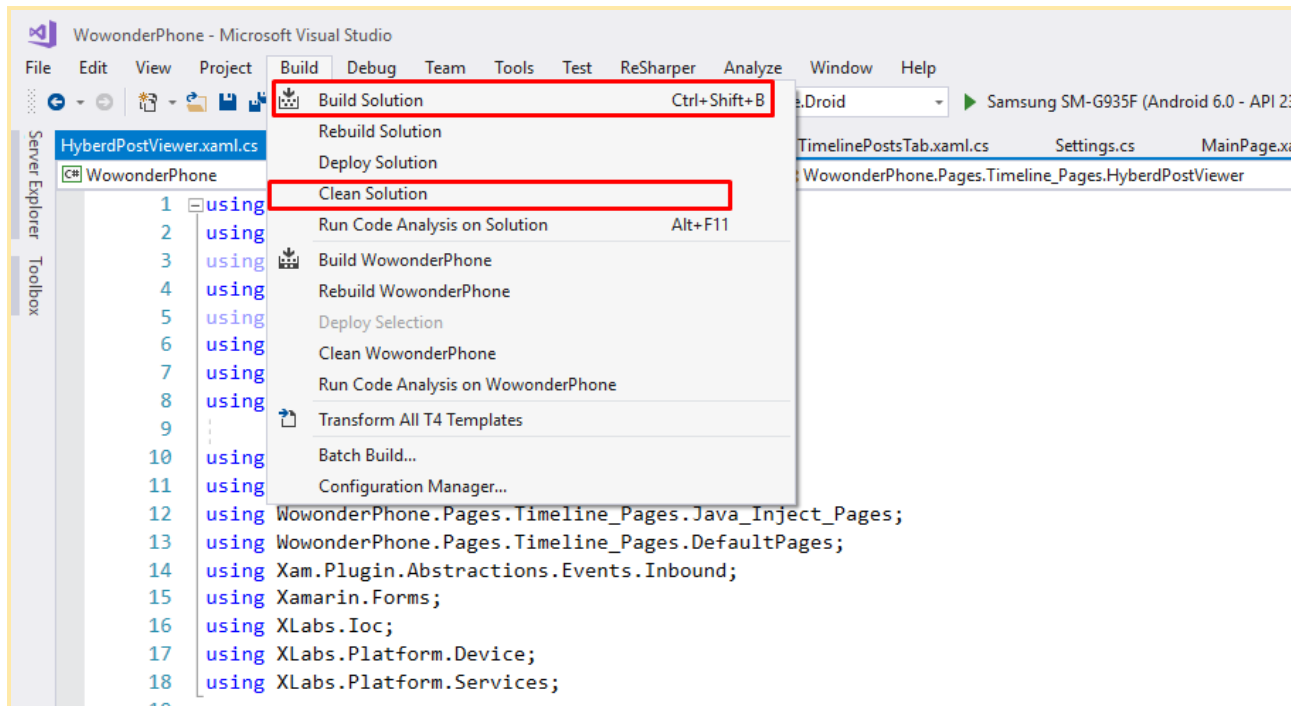
Sdks Versions which should be selected



Build tools which should be selected

After you installed the SDKs in your system, you are ready to start and build your app,
Follow step 4.

4. 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

Verify Application

1) From your [Admin panel](#) verify your Application:

Go to Admin Panel > API Settings > Verify Applications.

On the Android Code Section press (Get access code) and enter your Wowonder Android Timeline purchase key and press (Verify application Button) ,Once you have verified copy your [API-Key](#) for the next step.

▲ Info: This is just a demo, no functions will work, or data will be saved.

Mobile & Verify Applications

Use The Applications

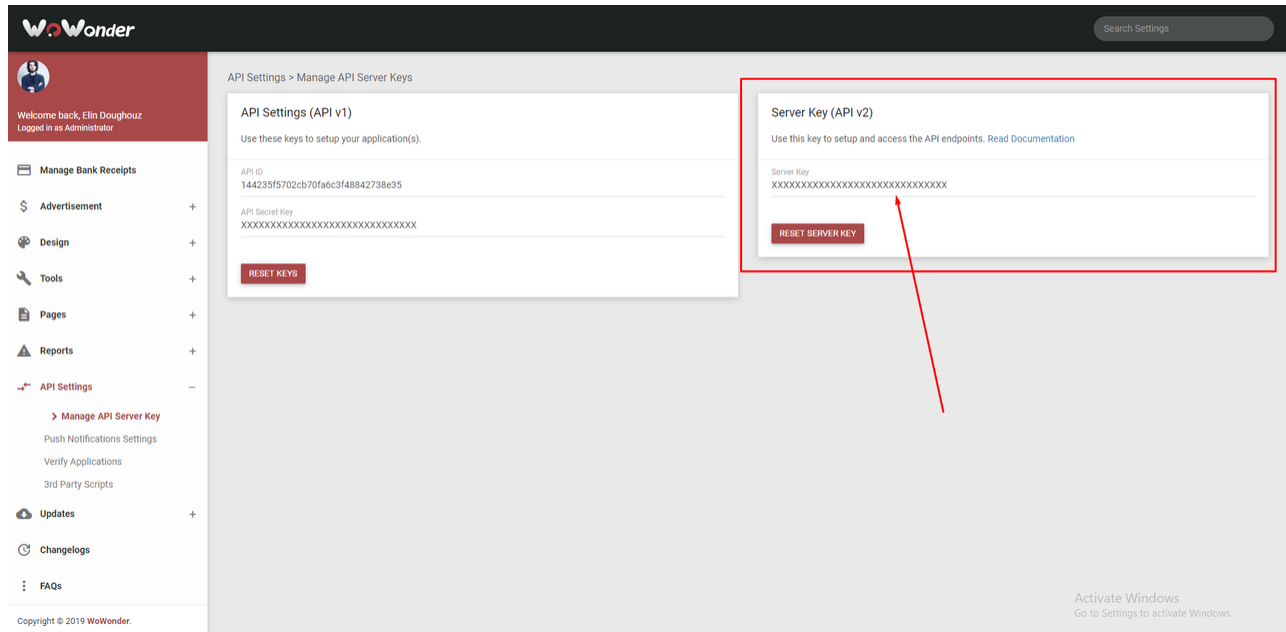
If you use one of those products listed below, you need to verify them before you can use them.

- You can get the native Windows Messenger from [Here](#).
- You can get the native Android Messenger from [Here](#).
- You can get the native iOS Messenger from [Here](#).
- You can get the native Android Timeline Application from [Here](#).

Verify Android Messenger	Verify iOS Messenger
✓ Application Verified	✓ Application Verified
Windows Desktop Messenger	Android Timeline Application
✓ Application Verified	✓ Application Verified

Note: If the application is not verified from the main website the application will not work you will get an error message during the login and the register process of the application

2-Get Your API-Server_Key which is located [here](#) copy it



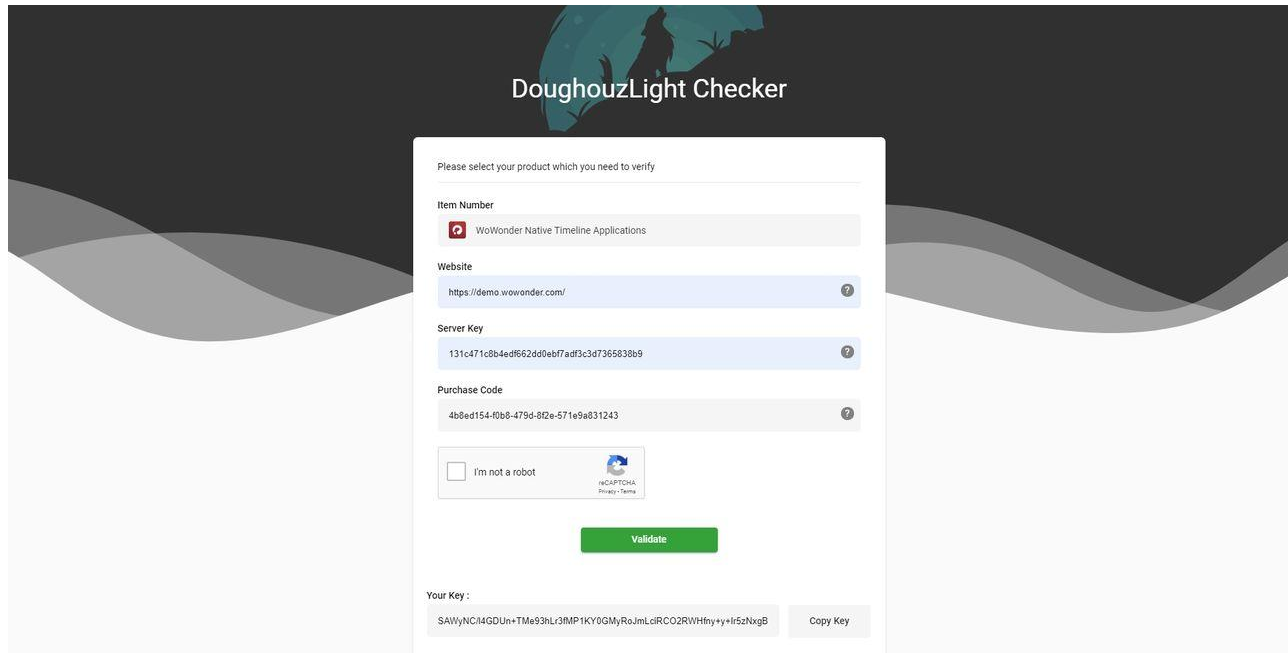
3. Get your Purchase code from your [Download page](#) in Envato Market
Press on Download button then select [License certificate & purchase code \(text\)](#)
Then Copy the code as the [Screenshot](#)

```
PurchaseCode = "ct";
```

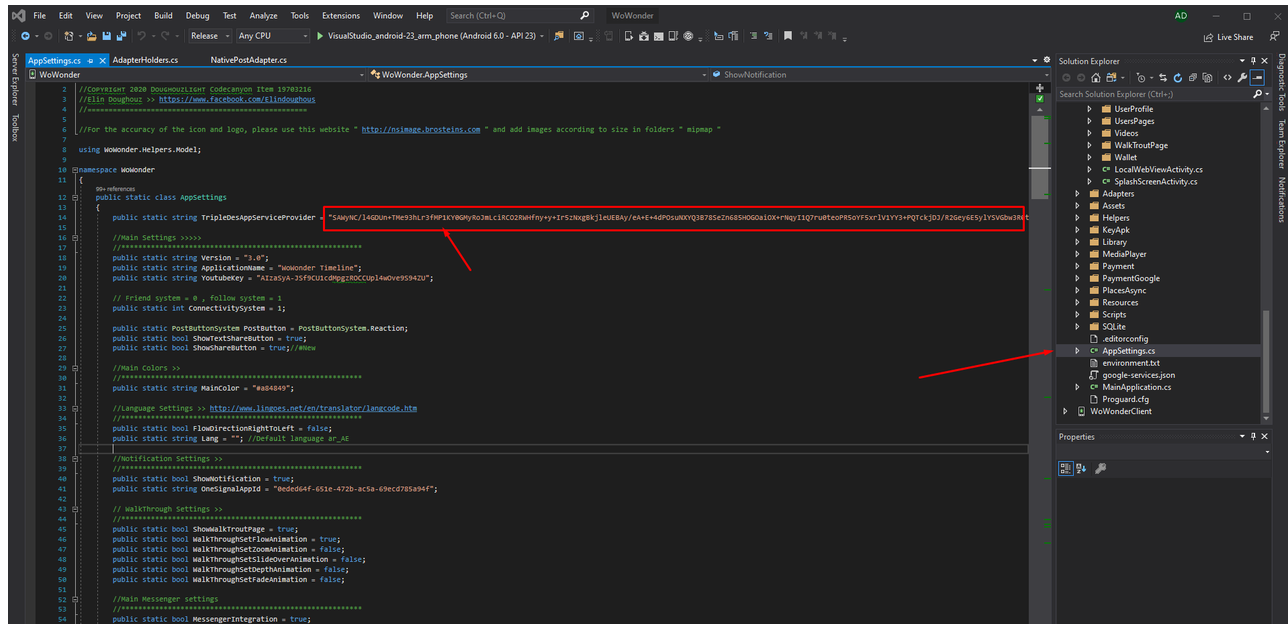
Connect to your Domain

WoWonder 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.

no i mean the checker website. you will go there and validate you apps. you put there your domain and purchased code



2-Once you have the key you will be able to add the key to your **AppSettings.cs** class



AppSettings.cs class

The **encryption** key includes all your domain information, you dont need to add your website or server-key or anything else on the settings class, bu sure you get the key on each new update we release to avoid any issues.

If you face any error please contact us on <https://wowonderapplications.ticksy.com>

Now go to your Visual studio 2019 solution and press **Save**, then you are ready to proceed with your own app

Customization Guide

You can check the video bellow or you can follow the bellow documentation for more info

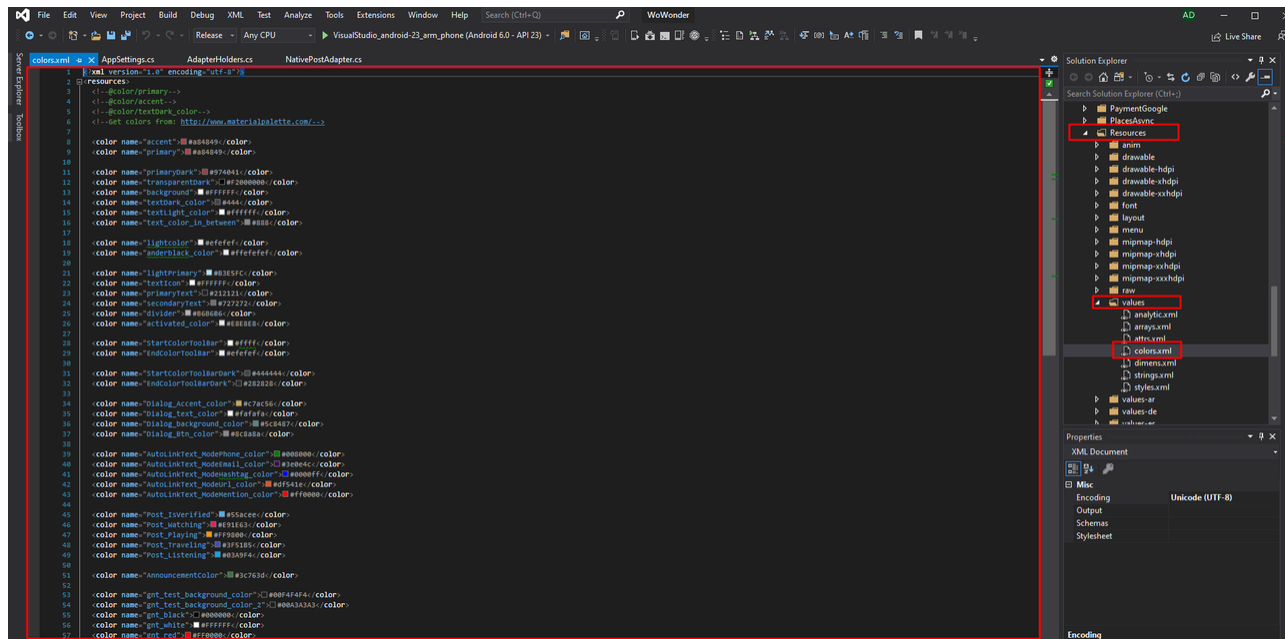
<https://youtu.be/QkmTKFj9fCs>

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 ..

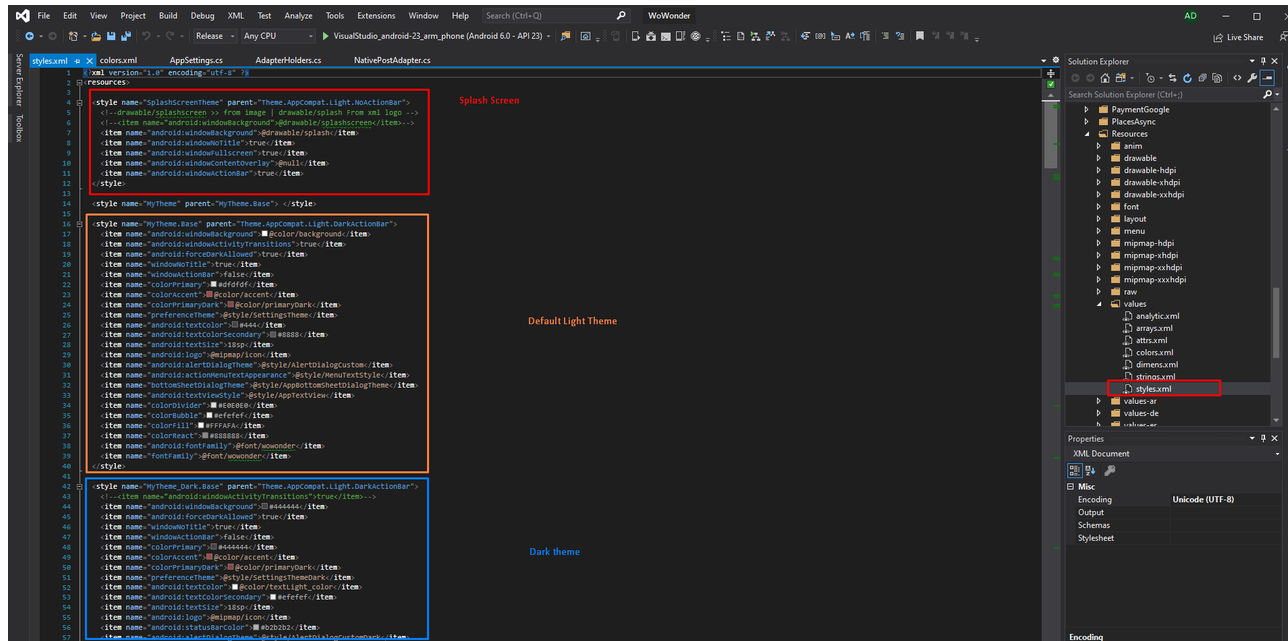


Change the hex color to your own colors

3-Go to **Settings.cs** class and change the colors bellow to your own colors

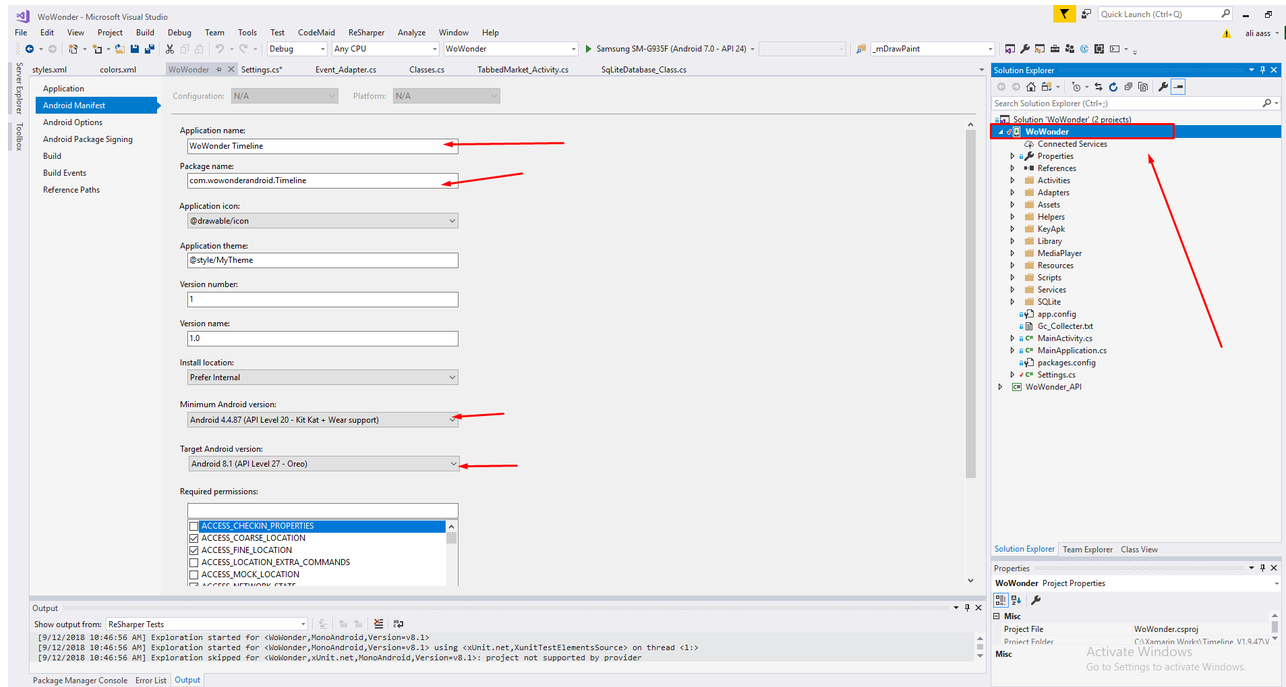
```
//Main Colors >>
//*****
public static string MainColor = "#a84849";
```

You can control more your theme colors and status bar and text colors and dividers and etc from here the style.xml file is the main theme code of your application

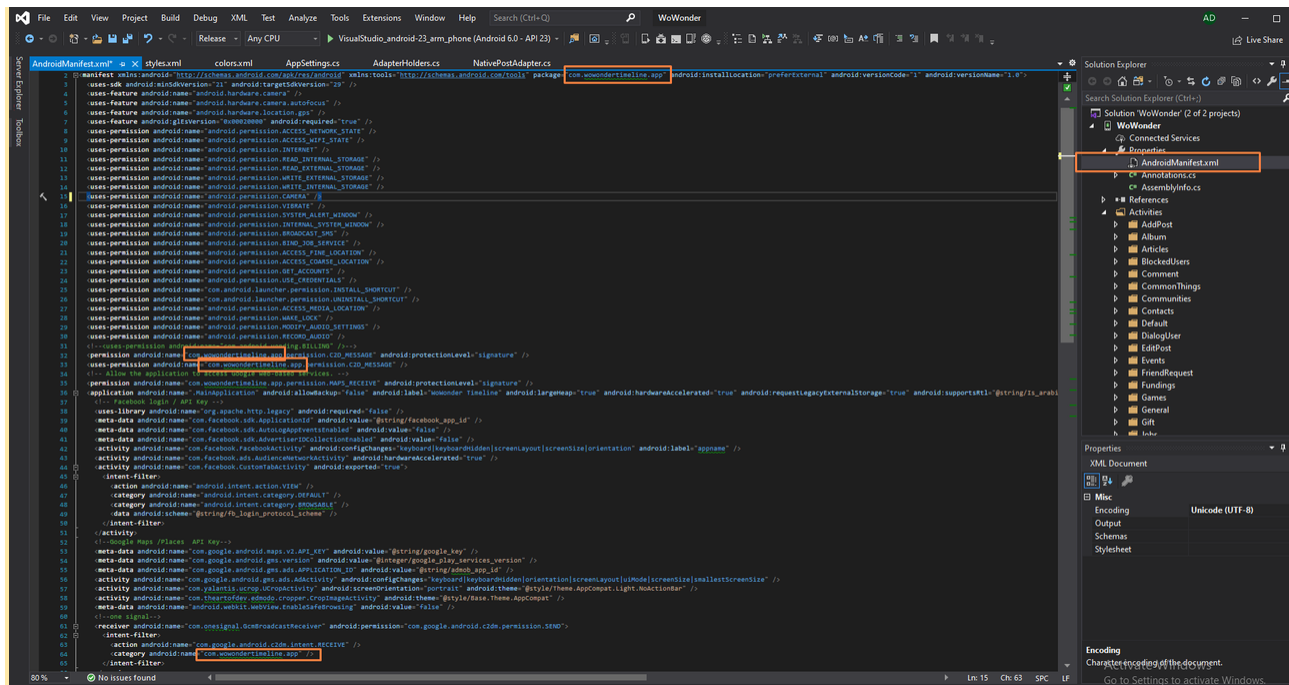


2-Change Application Name.

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



● **IMPORTANT** : Also you need to change your Package name from the **AndroidManifest** file as bellow search for “com.wowondertimeline.app” and replace it with your own package name such as “com.Beatysocial.app” or “com.Myspacetimeline.app” you can choose any package name you like if you dont have yet any app submitted to google play
com.kopartnr.appcom.kopartnr.app
be sure to use this same package name during creating the onesignal account, the correct package name will activate your One-signal account on your device



3-Change Lang & Words and Translate

WoWonder Team made it for you easy to translate your own words in your app and change the labels as you want, our android app support 200 languages to be added, so lets start.

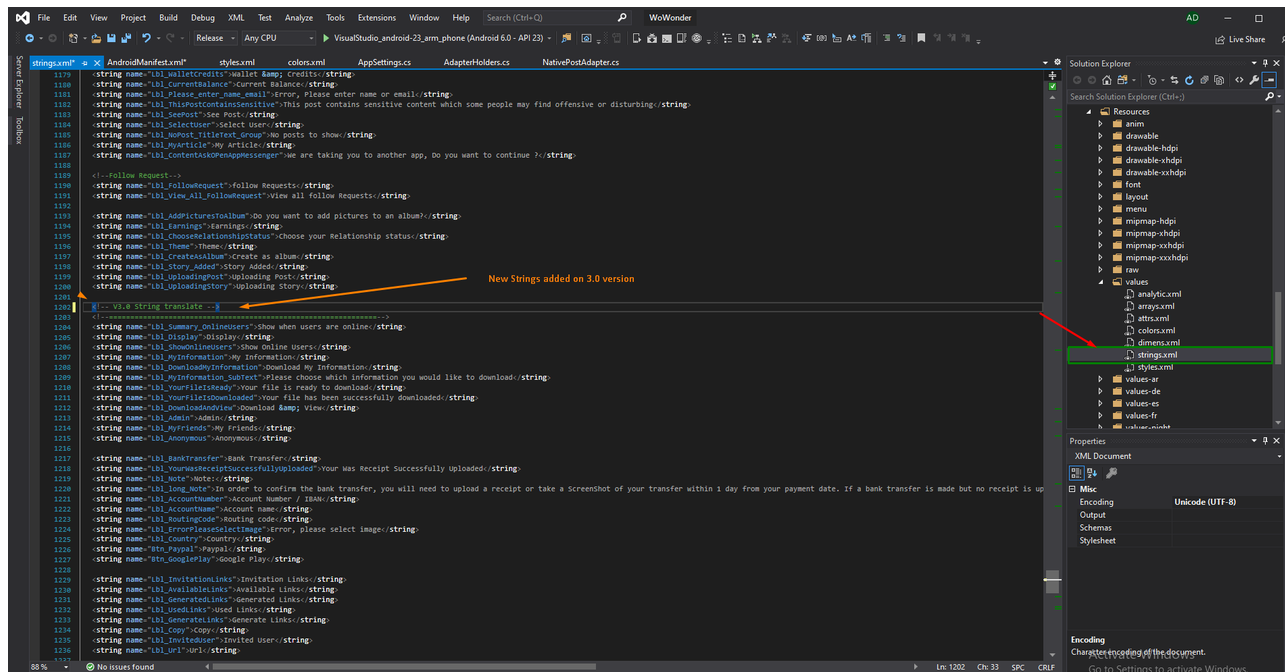
English strings (default locale), /values/strings.xml:

```
<resources>
    <string name="hello_world">Hello World!</string>
</resources>
```

Spanish strings (es locale), /values-es/strings.xml:

```
<resources>
    <string name="hello_world">;Hola Mundo!</string>
</resources>
```

By default the folder **Values >> String.xml** contains all the English words in the app.



Generally, android consider **English** is a default language and it loads the string resources from `/res/values/strings.xml`. In case, if we want to add a support for other languages, we need to create a **values** folder by appending the Hyphen and ISO language code.

For example, if we want to add support for **Japanese**, then we need to create a **values** folder named **values-ja** under the **res** folder and add a **strings.xml** file in it with all the strings that need to translate into the **Japanese** Language.

The value-ar or value-ru has a **String.xml** file which contains same lables but translated to **Turkish** or **Russian** or **Arabic** and etc..

If you want to add your own new language, Create a new value-** folder under **Resources** folder then copy the main English string file **string.xml** and pasta it inside the new value-** folder then you can translate your strings as you like

The folder name of Android string files is formatted as the following:

- without region variant: `values-[locale]`
- with region variant: `values-[locale]-r[region]`
- For example: `values-en`, `values-en-rGB`, `values-el-rGR`.

EX: In your case where you want to add greek lets say, you will just need to create a folder `values-el` for the Greek translation, and `values-el-rGR` for the country-specific Greek translation if you like to extended the lang more.

For example, suppose you have a string called "R.string.title" and the locale is 'el-GR', Android will look for a value of "R.string.title" by searching the files in the following order:

- `res/values-el-rGR/strings.xml`
- `res/values-el/strings.xml`
- `res/values/strings.xml`

Once we create required files and change the device language through **Settings > Language & Input > Select Language (Japanese)**, android OS will check for the appropriate language resources available in the app.

In case, if the app supports a selected language, then android will look for the string resources in **values-(ISO language code)** folder of the project. For example, the selected language is **Japanese**, then it will load the string values from a **values-ja/strings.xml** file.

If any string value missing from supported language (**strings.xml**) file, then android will load the missing strings from default **strings.xml** file i.e. **values/strings.xml**.

● Force your App to use a default language?

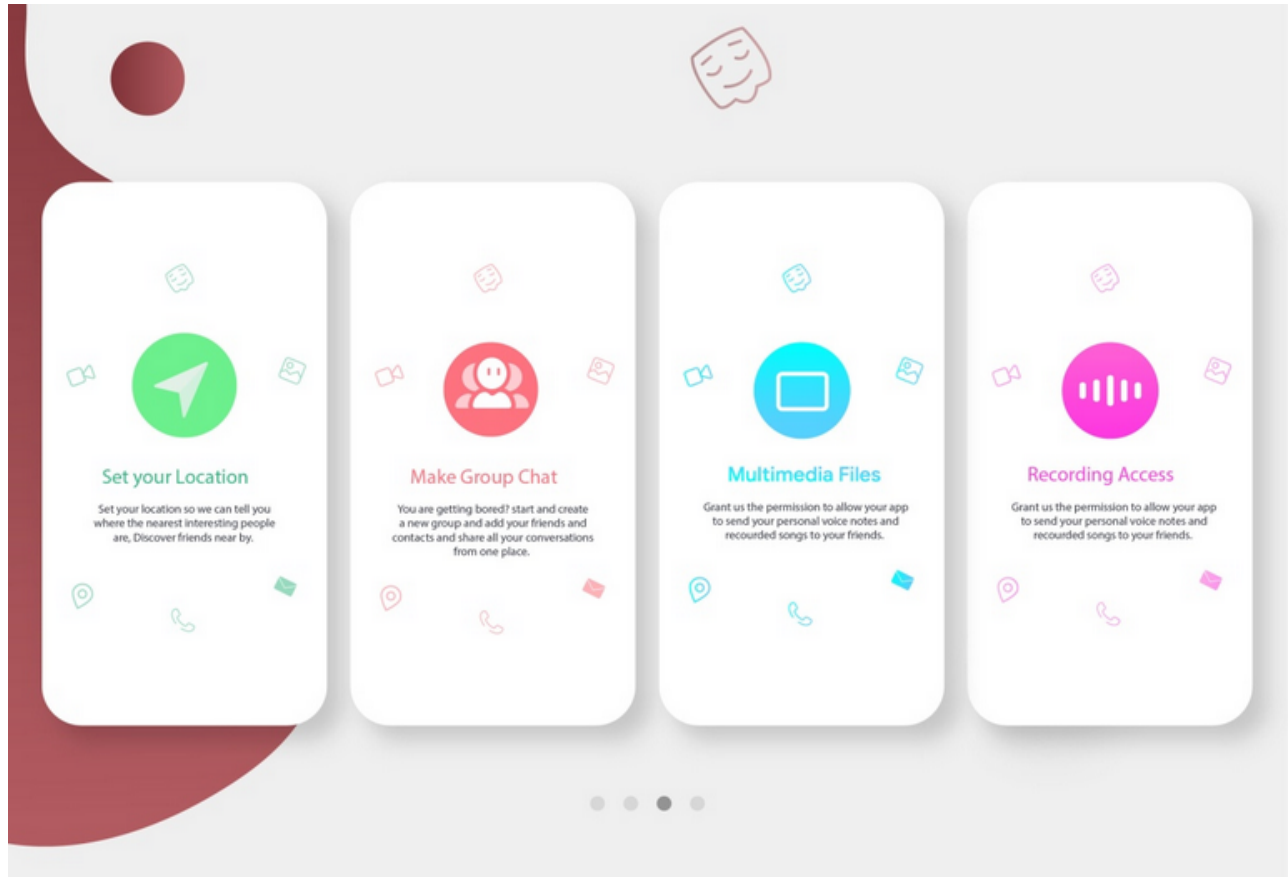
From your settings class you can set your own default language which the app will open first time

Also you can force the RTL system by setting the variable **FlowDirection_RightToLeft** to True

```
//Language Settings >>
public static bool FlowDirection_RightToLeft = false;
public static string Lang = "ar"; //Default language
```

4-Change Walkthrough Pages

In this section we will talk about the first 4 pages which are displayed after the login page

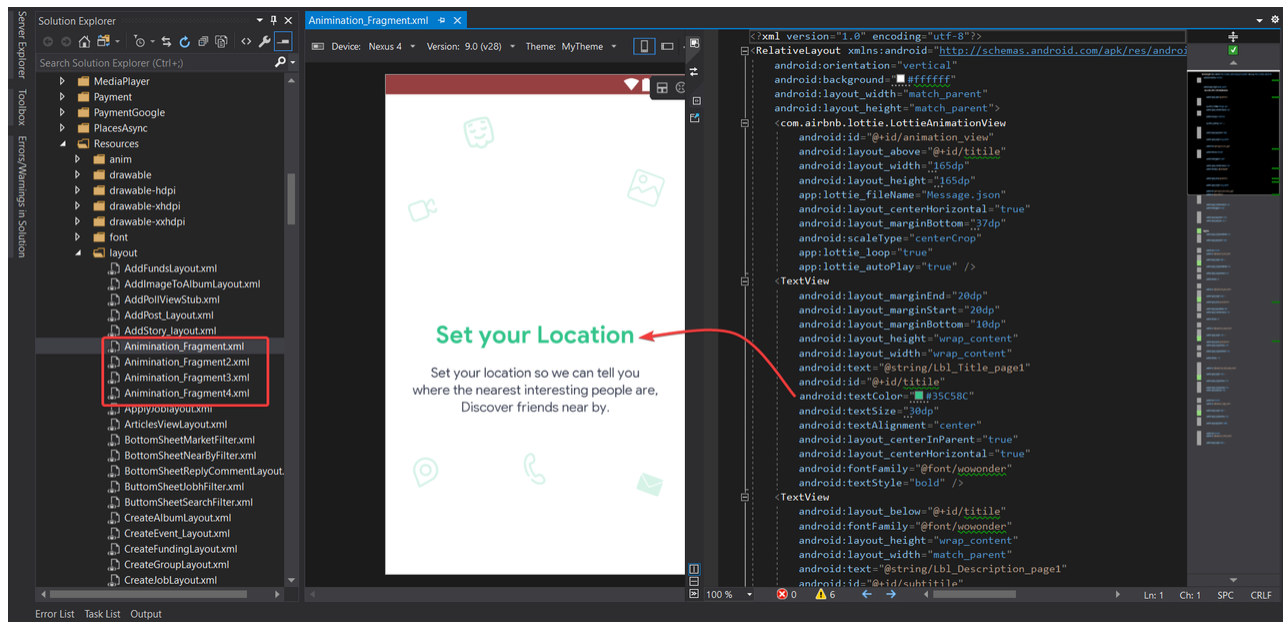


- **Change Background colors and images**

From your solution explorer go to Resources folder >> Layouts>>

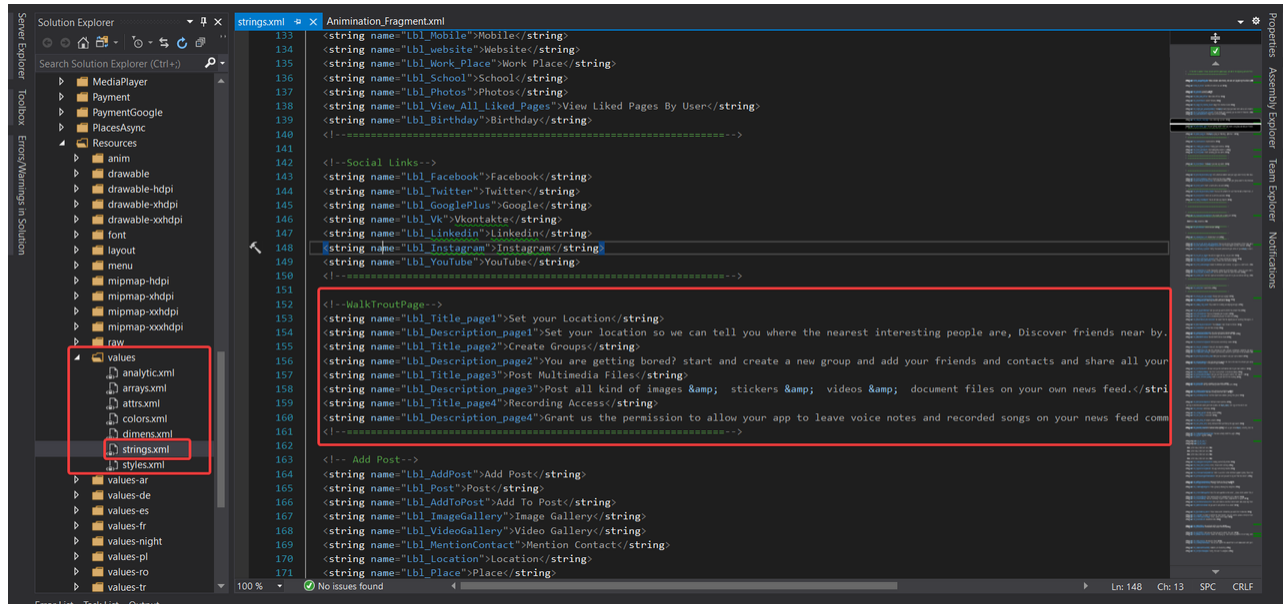
Animation_Fragment.xml

Change the Text and icons colors of the pages by changing the the colors as the image pointed by arrows



To change The Walkthrough Title and description.

From your solution explorer go to Resources folder >> values>>strings.xml .



● Can i disable Walkthrough on my app?

✓ Yes you can but we dont recommend it for you as during the loading of the pages we are caching profile info and downloading data from your server and caching it in your mobile database.

Disabling the Walkthrough can be done in your **AppSettings.cs** class by setting the variable ShowWalkTroutPage= false;

```
// WalkThrough Settings >>
//*****
public static bool ShowWalkTroutPage = false;
```

● **Can i change Walkthrough animations?**

✓ Yes you can by setting on of the variables bellow to true and the rest of it to false

```
// WalkThrough Settings >>
//*****
public static bool WalkThroughSetFlowAnimation = true;
public static bool WalkThroughSetZoomAnimation = false;
public static bool WalkThroughSetSlideOverAnimation = false;
public static bool WalkThroughSetDepthAnimation = false;
public static bool WalkThroughSetFadeAnimation = false;
```

5-Change Welcome Page Background

Go to >> AppSettings.cs class

- 1-Change the variable to **Image** if you want to set an Image Background
- 2-Change the variable to **Video** if you want to set an Video Background
- 3-Change the variable to **Gradient** if you want to set an Colored Background

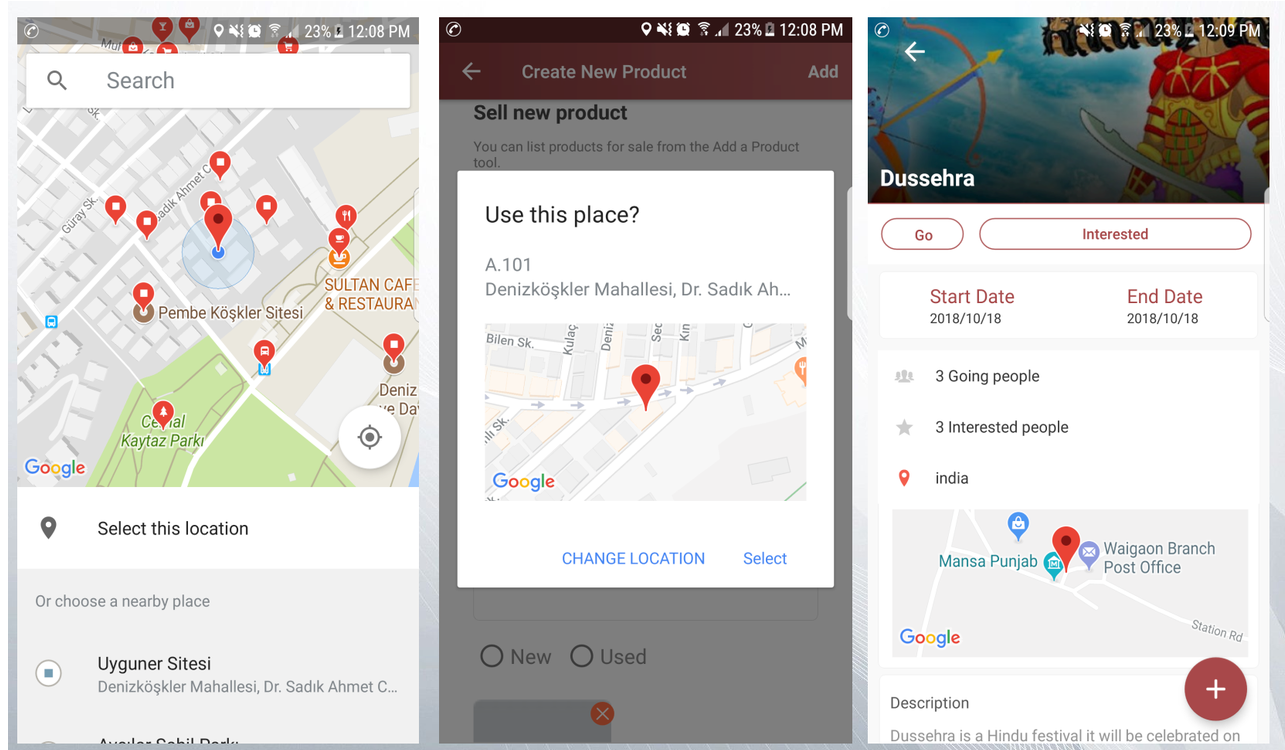
```
//Types >> Gradient or Video or Image
public static string BackgroundScreenWelcomeType = "Image";
```

Type	Location	
------	----------	--

Image	WoWonder\Resources\drawable\loginBackground.jpg	Change The image
Video	WoWonder\Resources\raw\Naturevideo.mp4	Change the video
Gradient	WoWonder\Resources\xml\login_background_shape.xml	Change the colors

7-Integrate Google Maps

The new version supports google map integration with few simple steps follow bellow in order to give your app the ability to display google maps

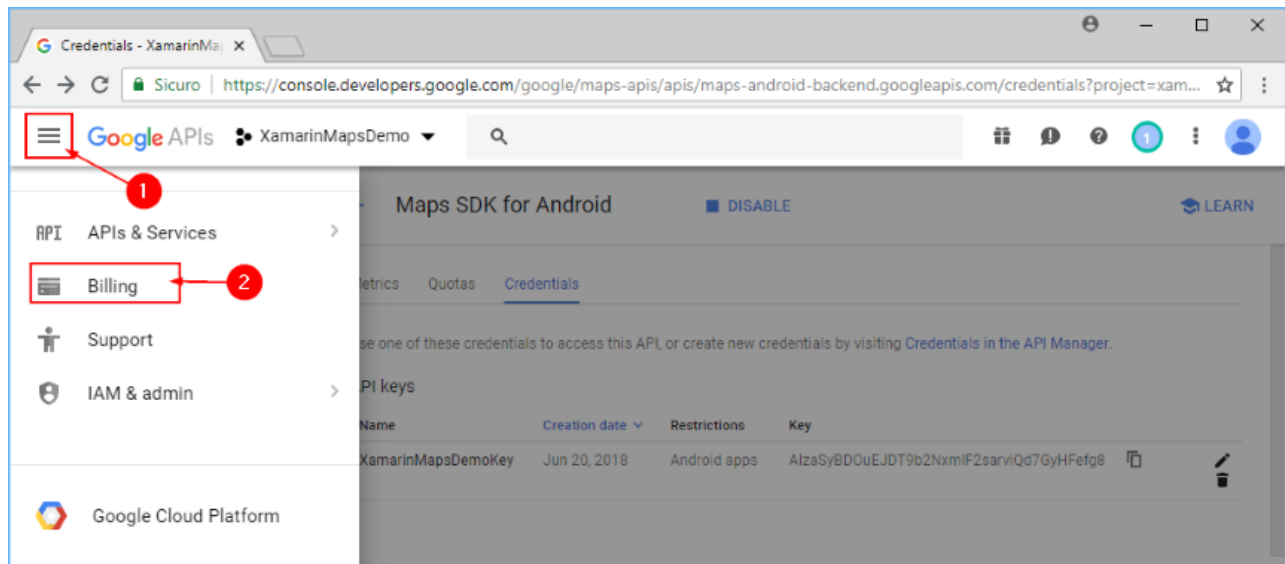


1- Go to <https://console.cloud.google.com/projectcreate> and create your own project

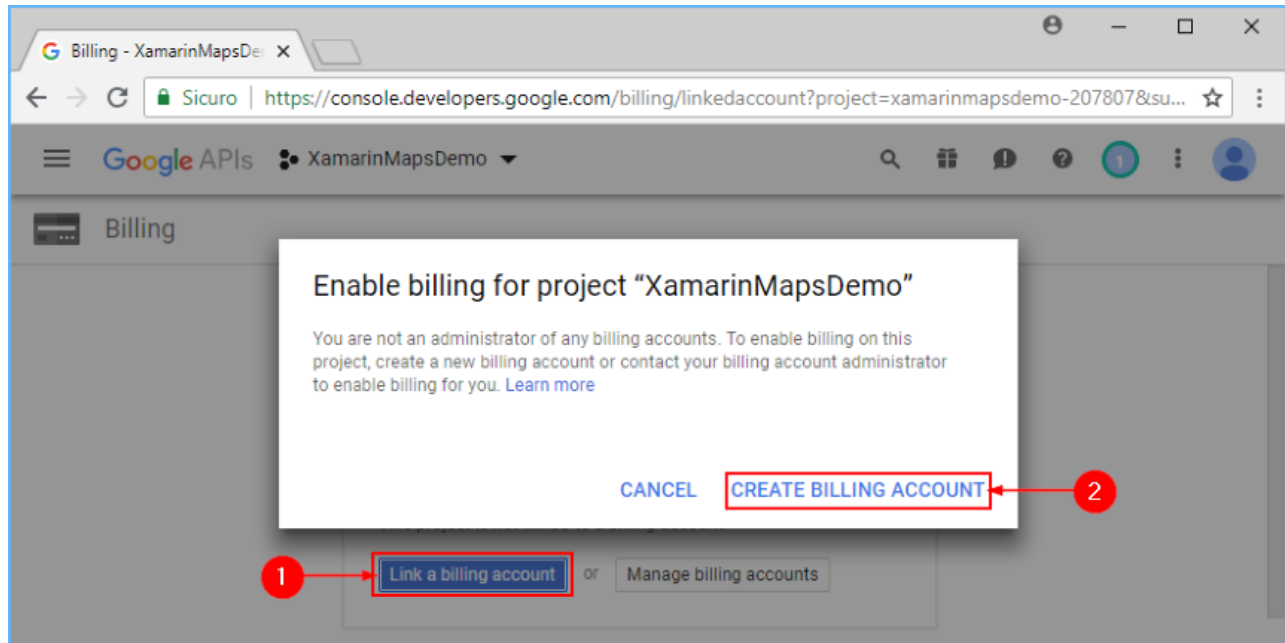
<https://youtu.be/dmfhgN6WFko>

2018, the API key will not work if the project is not connected to a billable account (even if the service is still free for mobile apps).

1. Click the hamburger menu button and select the **Billing** page:

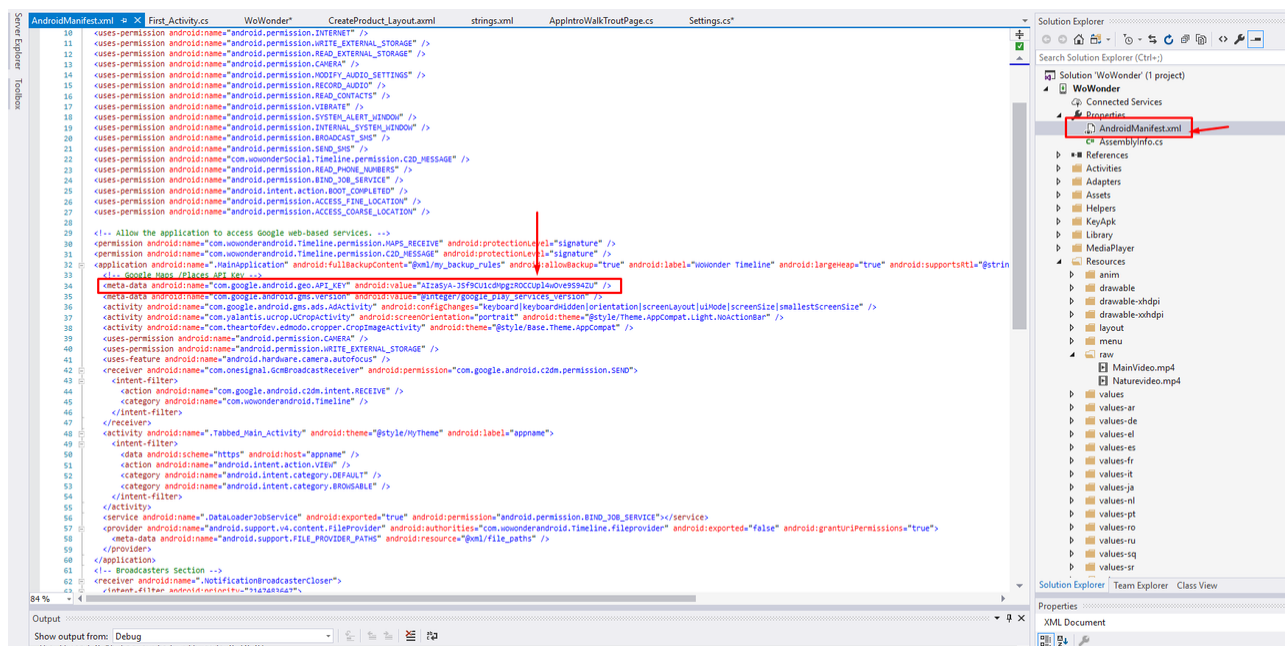


Link the project to a billing account by clicking **Link a billing account** followed by **CREATE BILLING ACCOUNT** on the displayed popup (if you don't have an account, you will be guided to create a new one):



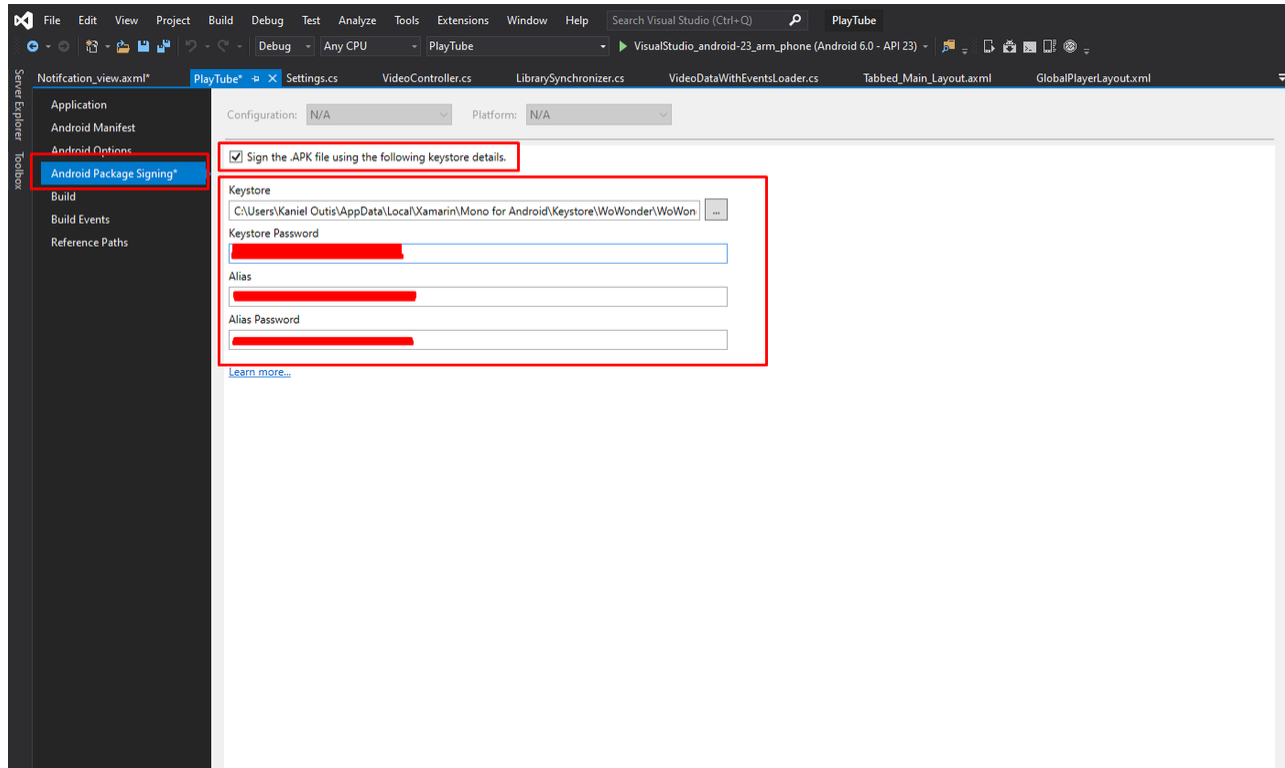
Adding the Key to Your Project

Finally, add this API key to the **AndroidManifest.XML** file of your WoWonder app. In the following example, **YOUR_API_KEY** is to be replaced with the API key generated in the previous steps



Sign your application with a sign key you have already so the google maps system will start to work , Our own demo keys are located here >>

Timeline_V2.5.8\WoWonder\KeyApk



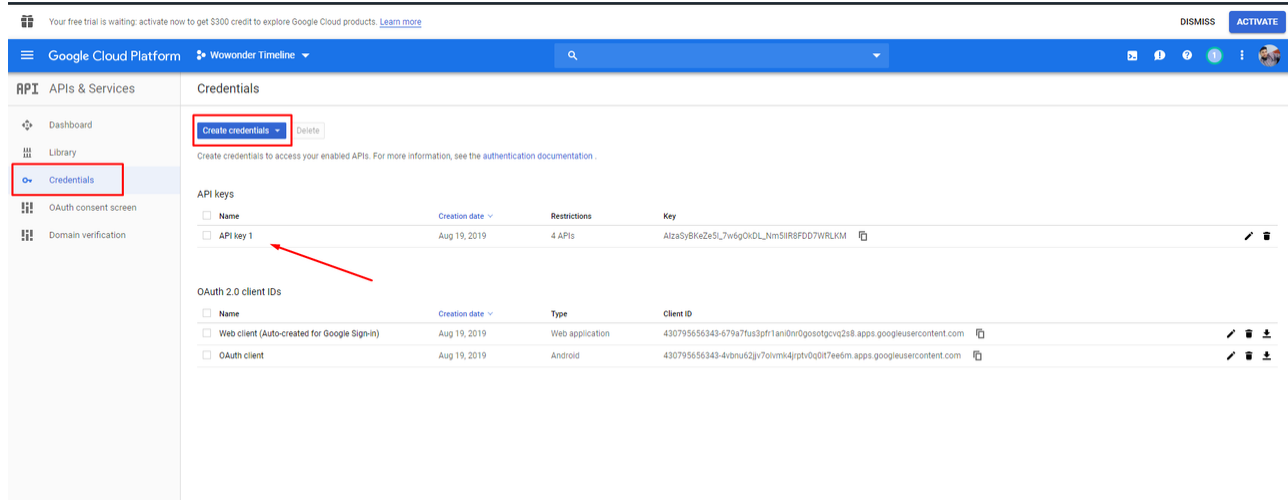
8-Integrate Social Logins

The new version supports google+ Login and Facebook Login with few simple steps follow the video bellow in order to give your app the ability to use social login

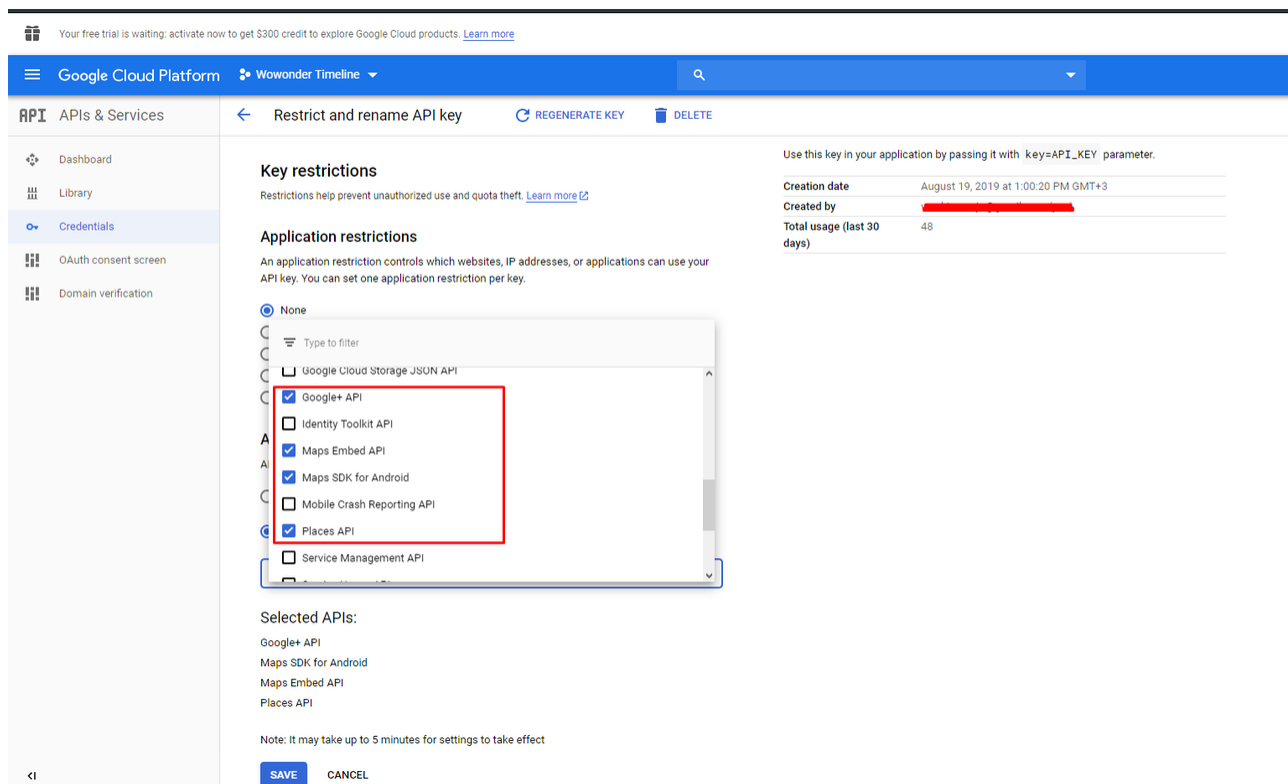
<https://youtu.be/dmfhgN6WFko>

1-Navigate from your browser to [Google Console](#)

On the left slider press on **credentials** and press **create credentials** as the image bellow:



2-Select the API which you want to use in your app as for the timeline app we are using 4 Google APIs as below:



3-Be sure you select the restriction of your application to **None**

Your free trial is waiting: activate now to get \$300 credit to explore Google Cloud products. [Learn more](#)

Google Cloud Platform Wowonder Timeline

API APIs & Services Restrict and rename API key REGENERATE KEY DELETE

Dashboard
Library
Credentials
OAuth consent screen
Domain verification

Key restrictions

Restrictions help prevent unauthorized use and quota theft. [Learn more](#)

Application restrictions

An application restriction controls which websites, IP addresses, or applications can use your API key. You can set one application restriction per key.

None
 HTTP referrers (web sites)
 IP addresses (web servers, cron jobs, etc.)
 Android apps
 iOS apps

API restrictions

API restrictions specify the enabled APIs that this key can call

Don't restrict key
This key can call any API

Restrict key

4 APIs

Selected APIs:
Google+ API
Maps SDK for Android
Maps Embed API
Places API

Note: It may take up to 5 minutes for settings to take effect

SAVE CANCEL

Use this key in your application by passing it with `key=API_KEY` parameter.

Creation date August 19, 2019 at 1:00:20 PM GMT+3
Created by [REDACTED]
Total usage (last 30 days) 48

Activate Wind
Go to Settings to a

4- Copy your Google API key to your **Solution Code** > **AndroidManifest** as bellow:

```

1 <?xml version="1.0" encoding="utf-8"?>
2 <manifest xmlns:android="http://schemas.android.com/apk/res/android" xmlns:tools="http://schemas.android.com/tools" package="com.wowonder.timeline" android:installLocation="preferExternal" android:versionCode="1" android:versionName="1.0">
3     <uses-sdk android:minSdkVersion="21" android:targetSdkVersion="28" />
4     <uses-feature android:name="android.hardware.camera" />
5     <uses-feature android:name="android.hardware.camera.autofocus" />
6     <uses-feature android:name="android.hardware.location.gps" />
7     <uses-feature android:glEsVersion="0x00020000" android:required="true" />
8     <uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
9     <uses-permission android:name="android.permission.ACCESS_WIFI_STATE" />
10    <uses-permission android:name="android.permission.INTERNET" />
11    <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
12    <uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE" />
13    <uses-permission android:name="android.permission.CAMERA" />
14    <uses-permission android:name="android.permission.VIBRATE" />
15    <uses-permission android:name="android.permission.SYSTEM_ALERT_WINDOW" />
16    <uses-permission android:name="android.permission.INTERNAL_SYSTEM_WINDOW" />
17    <uses-permission android:name="android.permission.BROADCAST_SMS" />
18    <uses-permission android:name="com.wowonder.timeline.permission.C2D_MESSAGE" />
19    <uses-permission android:name="android.permission.BIND_JOB_SERVICE" />
20    <uses-permission android:name="android.permission.ACCESS_FINE_LOCATION" />
21    <uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION" />
22    <uses-permission android:name="android.permission.GET_ACCOUNTS" />
23    <uses-permission android:name="android.permission.USE_CREDENTIALS" />
24    <uses-permission android:name="com.android.launcher.permission.INSTALL_SHORTCUT" />
25    <uses-permission android:name="com.android.launcher.permission.UNINSTALL_SHORTCUT" />
26    <!-- allow the application to access google web-based services. -->
27    <permission android:name="com.wowonder.timeline.permission.MAPS_RECEIVE" android:protectionLevel="signature" />
28    <permission android:name="com.wowonder.timeline.permission.C2D_MESSAGE" android:protectionLevel="signature" />
29    <application android:name=".MainActivity" android:allowBackup="false" android:label="@string/wowonder_timeline" android:largeHeap="true" android:supportRtl="@string/is_arabic" tools:replace="android:supportRtl" android:icon="@mipmap/ic_launcher">
30        <!-- Facebook login / API Key -->
31        <uses-library android:name="org.apache.http.legacy" android:required="false" />
32        <meta-data android:name="com.facebook.sdk.ApplicationId" android:value="@string/facebook_app_id" />
33        <activity android:name="com.facebook.FacebookActivity" android:configChanges="keyboard|keyboardHidden|screenLayout|screenSize|orientation" android:label="@string/app_name" />
34        <activity android:name="com.facebook.CustomTabActivity" android:exported="true">
35            <intent-filter>
36                <action android:name="android.intent.action.VIEW" />
37                <category android:name="android.intent.category.DEFAULT" />
38                <category android:name="android.intent.category.BROWSABLE" />
39                <data android:scheme="@string/fb_login_protocol_scheme" />
40            </intent-filter>
41        </activity>
42        <!-- Google Maps / Places API Key -->
43        <meta-data android:name="com.google.android.geo.API_KEY" android:value="@string/google_maps_api_key" />
44        <meta-data android:name="com.google.android.gms.version" android:value="@integer/google_play_services_version" />
45        <meta-data android:name="com.google.android.gms.ads.APPLICATION_ID" android:value="@string/admob_app_id" />
46        <activity android:name="com.google.android.gms.ads.AdActivity" android:configChanges="keyboard|keyboardHidden|orientation|screenLayout|uiMode|screenSize|smallestScreenSize" />
47        <activity android:name="com.theartofdev.edmodo.cropper.CropImageActivity" android:theme="@style/Base.Theme.AppCompat" />
48        <receiver android:name="com.onesignal.GcmBroadcastReceiver" android:permission="com.google.android.c2dm.permission.SEND">
49            <intent-filter>
50                <action android:name="com.google.android.c2dm.intent.RECEIVE" />
51                <category android:name="com.wowonder.timeline" />
52            </intent-filter>
53        </receiver>
54        <activity android:name=".MainActivity" android:theme="@style/MyTheme" android:label="@string/app_name">
55            <intent-filter>
56                <data android:scheme="https" android:host="@string/app_name" />
57                <action android:name="android.intent.action.VIEW" />
58                <category android:name="android.intent.category.DEFAULT" />
59                <category android:name="android.intent.category.BROWSABLE" />
60            </intent-filter>
61    </application>

```

5-Go back to your google console and press OAuth client

The screenshot shows the Google Cloud Platform console interface. The left sidebar has 'Credentials' selected. The main area shows 'OAuth 2.0 client IDs' with a table of client IDs. A red arrow points to the 'OAuth client' entry.

Name	Creation date	Type	Client ID
Web client (Auto-created for Google Sign-in)	Aug 19, 2019	Web application	430795656343-679a7f303f1a1ndm0gostqcv2s8.apps.googleusercontent.com
OAuth client	Aug 19, 2019	Android	430795656343-4brnu62jy7ohvm44pvt0q0t7e6m.apps.googleusercontent.com

6-Your package name should be as your package name on the solution then you can copy the **Client ID** and the **Secret key** as below:

Client ID 430795656343-4vbnu62jv70lvmk4jrptv0q0it7ee6m.apps.googleusercontent.com
Creation date Aug 19, 2019, 2:00:45 PM

Name

OAuth client

Signing-certificate fingerprint

Add your package name and SHA-1 signing-certificate fingerprint to restrict usage to your Android apps [Learn more](#)
Get the package name from your AndroidManifest.xml file. Then use the following command to get the fingerprint:

```
keytool -exportcert -keystore path-to-debug-or-production-keystore -list -v
```

67:75:BC:A9:04:28:B8:6D:BC:11:9F:50:8A:61:E5:DE:03:90:47:C7

Package name

From your AndroidManifest.xml file

com.wowonder.Timeline

Save Cancel

7-Add the copied information to your own AppSettings.cs solution code

```
70 public static int ShowAdmobRewardedVideoCount = 3;  
71 public static int ShowAdmobNativeCount = 10;  
72  
73 //*****  
74  
75 //Set Theme Welcome Pages  
76 //*****  
77 //Types >> Gradient or Video or Image  
78 public static string BackgroundScreenWelcomeType = "Image";  
79  
80 //Set Theme Full Screen App  
81 //*****  
82 public static bool EnableFullScreenApp = false;  
83  
84 //Code Time Zone (true => Get from Internet, false => Get from #CodeTimeZone )  
85 //*****  
86 public static bool AutoCodeTimeZone = true; //New  
87 public static string CodeTimeZone = "UTC"; //New  
88  
89 //Social Logins >>  
90 //If you want login with facebook or google you should change id key in the analytic.xml file or AndroidManifest.xml  
91 //Facebook >> ../values/analytic.xml ..  
92 //Google >> ../Properties/AndroidManifest.xml .. line 43  
93 //*****  
94 public static bool ShowFacebookLogin = false;  
95 public static bool ShowGoogleLogin = false;  
96  
97 public static readonly string ClientId = "430795656343-4vbnu62jv70lvmk4jrptv0q0it7ee6m.apps.googleusercontent.com";  
98 public static readonly string ClientSecret = "xUYTDJw0iVW63qmsvF022j0";  
99 //*****  
100  
101 //Main Slider settings  
102 //*****  
103 public static bool ShowAlbum = true;  
104 public static bool ShowArticles = true;  
105 public static bool ShowPokes = true; //New  
106 public static bool ShowCommunitiesGroups = true;  
107 public static bool ShowCommunitiesPages = true;  
108 public static bool ShowEvents = true;  
109 public static bool ShowMarket = true;  
110 public static bool ShowPopularPosts = true; //New  
111 public static bool ShowMovies = true;  
112 public static bool ShowNearby = true;  
113 public static bool ShowStory = true;  
114 public static bool ShowSavedPost = true;  
115 public static bool ShowUserContacts = true; // Follow or Friend System  
116  
117 //Native Post settings  
118 //*****  
119 public static int AvatarPostSize = 60; //New  
120 public static int ImagePostSize = 200; //New  
121 public static string PostapiLimitonscroll = "15";  
122  
123
```

9-Integrate AdMob (Google ADS)

After creating google AdMob account and you are already to start your own AdMob ads system on your mobile app

You will need to follow few steps before to see your ADS appearing in your mobile application

1-Find your app IDs & ad unit IDs

An **app ID** is a unique ID number assigned to your apps when they're added to AdMob. The app ID is used to identify your apps.

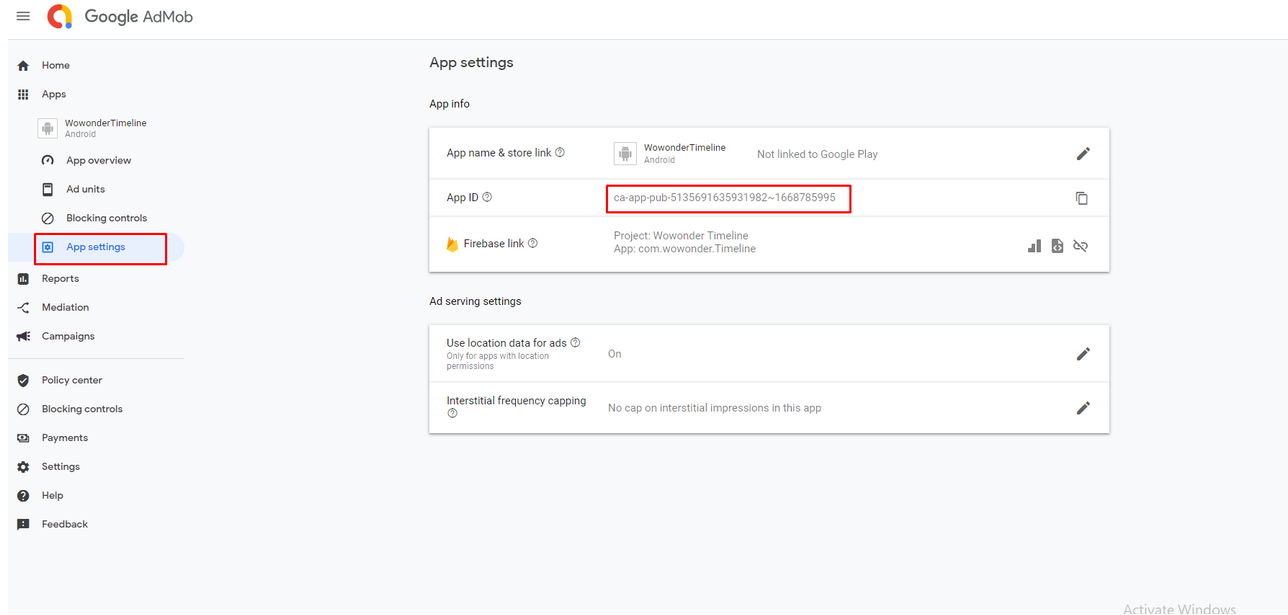
An **ad unit ID** is a unique ID number assigned to each of your ad units when they're created in AdMob. The ad unit ID is added to your app's code and used to identify ad requests from the ad unit.

● Find an app ID

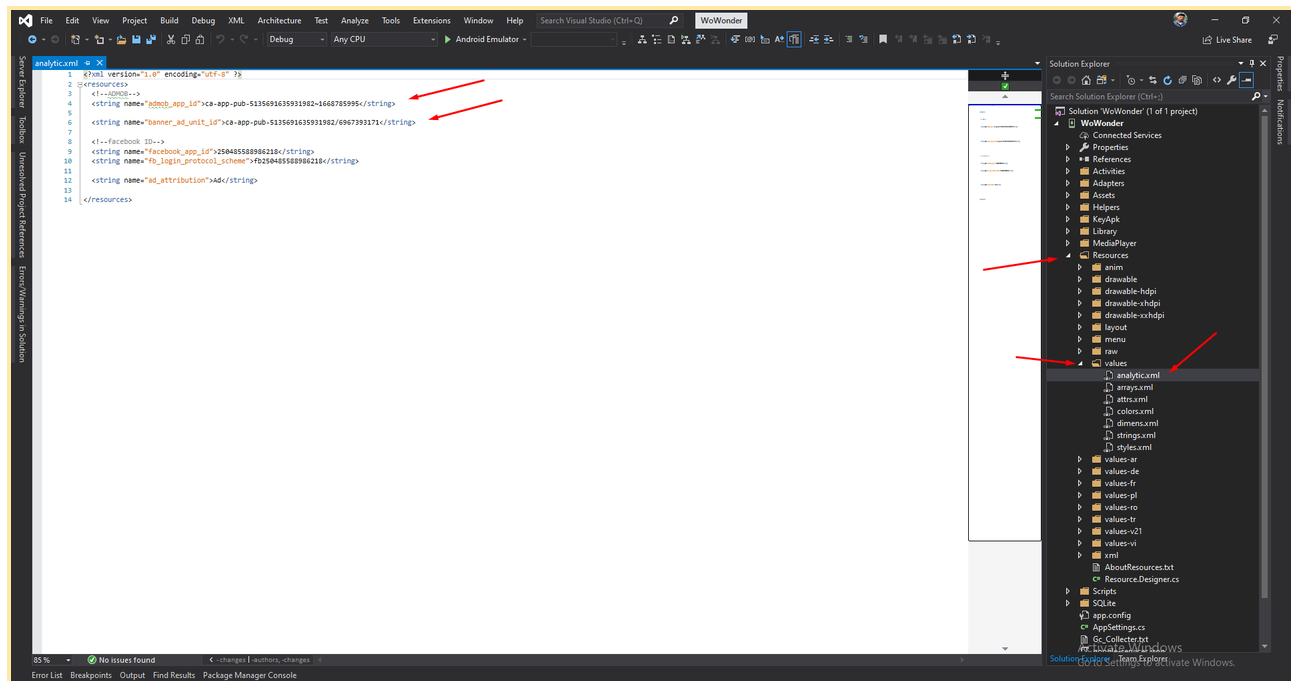
1. Sign in to your AdMob account at <https://apps.admob.com>.
2. Click **Apps** in the sidebar.
3. Click **View all apps**.
4. Click the icon in the **App ID** column to copy the ID of an app.

● Find an ad unit ID

1. Sign in to your AdMob account at <https://apps.admob.com>.
2. Click **Apps** in the sidebar.
3. Click the name of the app associated with the ad unit. **Note:** If you don't see it in the list of recent apps, click **View all apps**. Then, click the name of the app.
4. Click **Ad units** in the sidebar.
5. Click the icon in the **Ad unit ID** column to copy the ID of an ad unit.

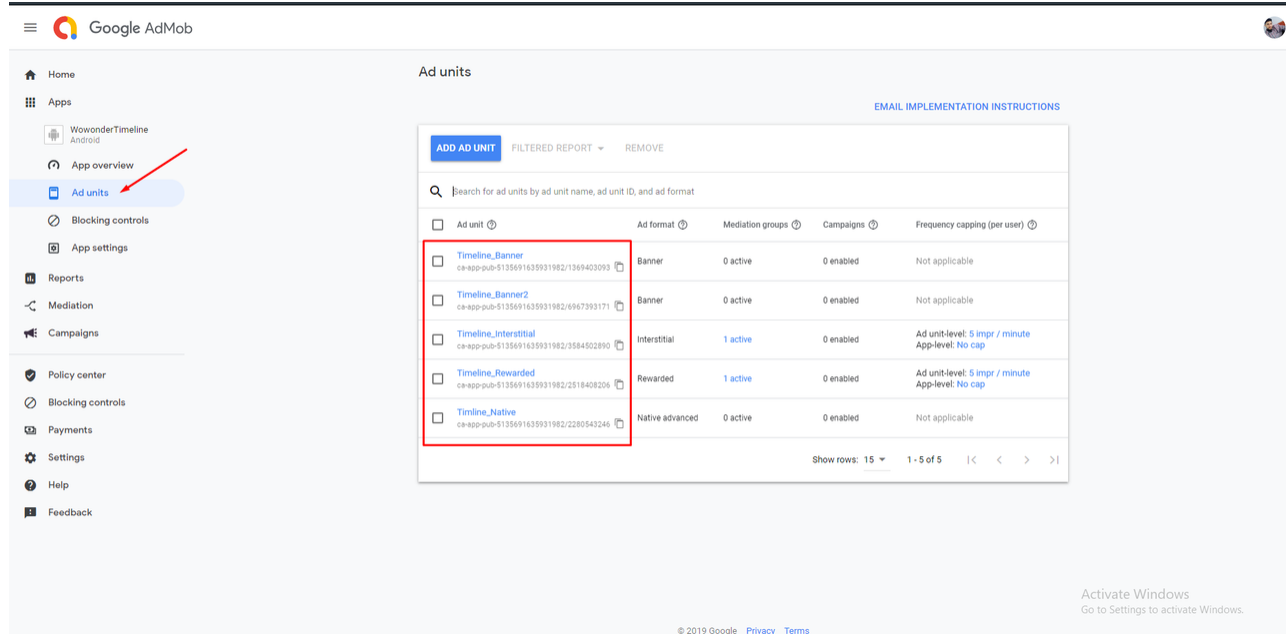


Copy the APP_ID and put it on your analytic.xml file in your solution code as bellow screenshot

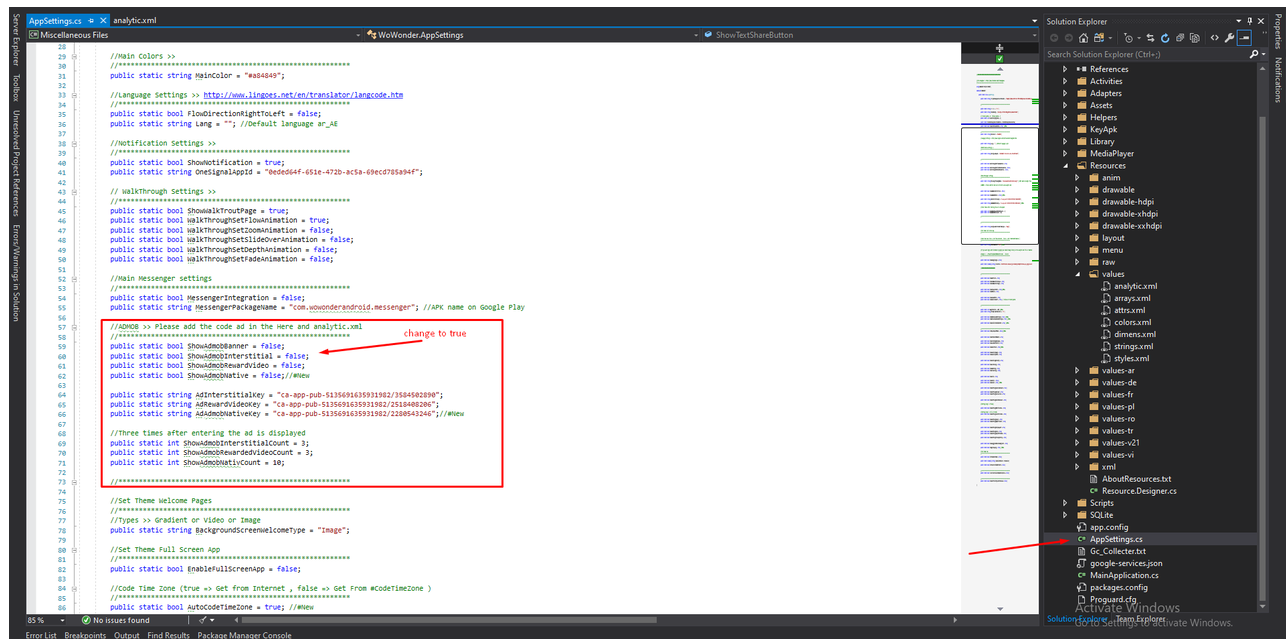


ADS Image 2

2-Copy ADS IDS to your solution code



1-Native Banners ads should be added to the **analytic.xml** file as ADS Image 2
 2-(Interstitial , Rewarded , Native) on **AppSettings.cs** class as image bellow



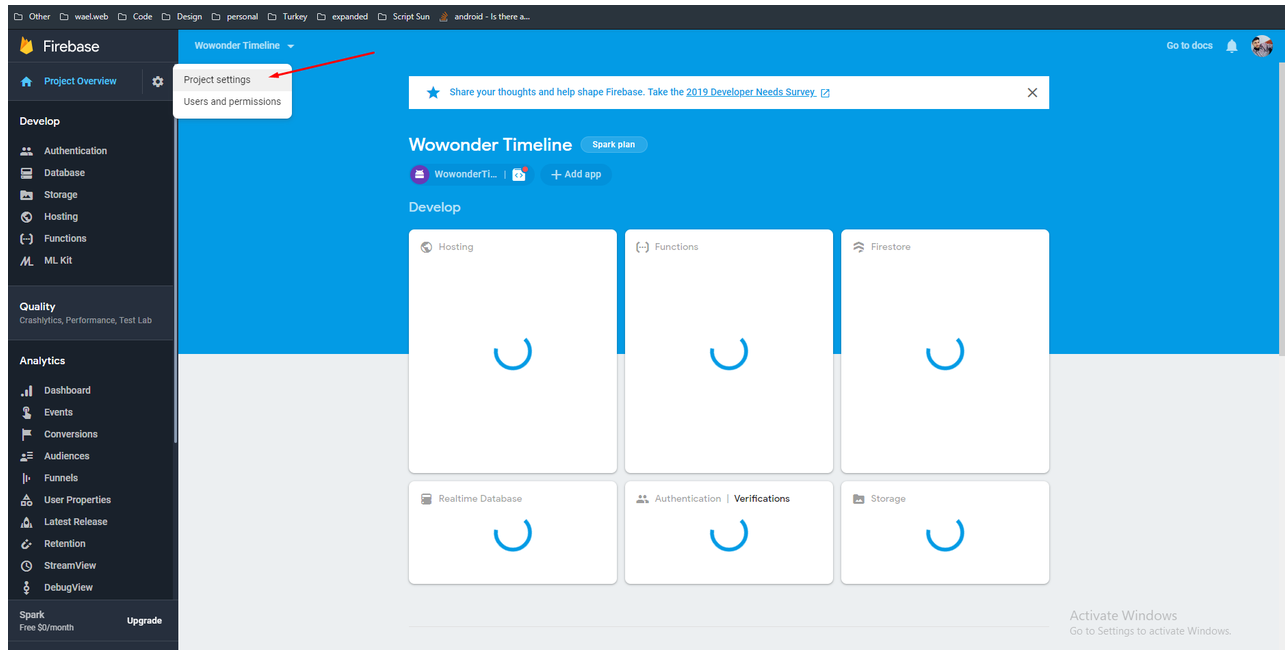
2-Create Firebase account

After creating firebase account from the link bellow

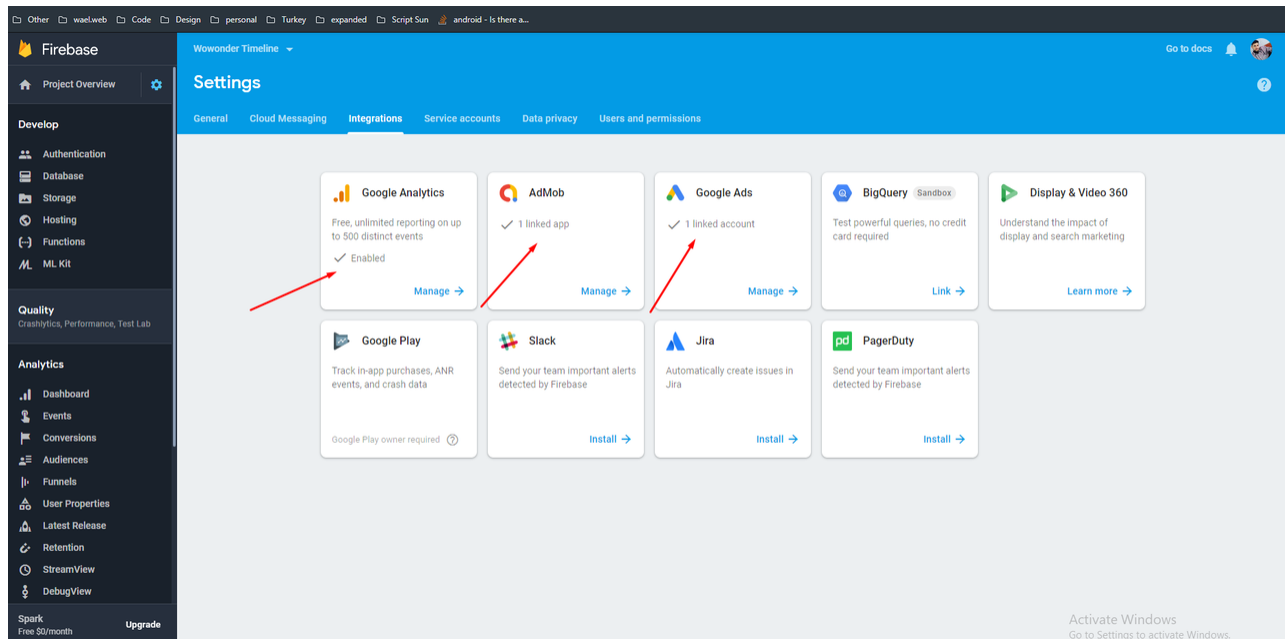
<https://console.firebase.google.com/>

You will need to create a new project as well

after creating the project go to settings and as image bellow

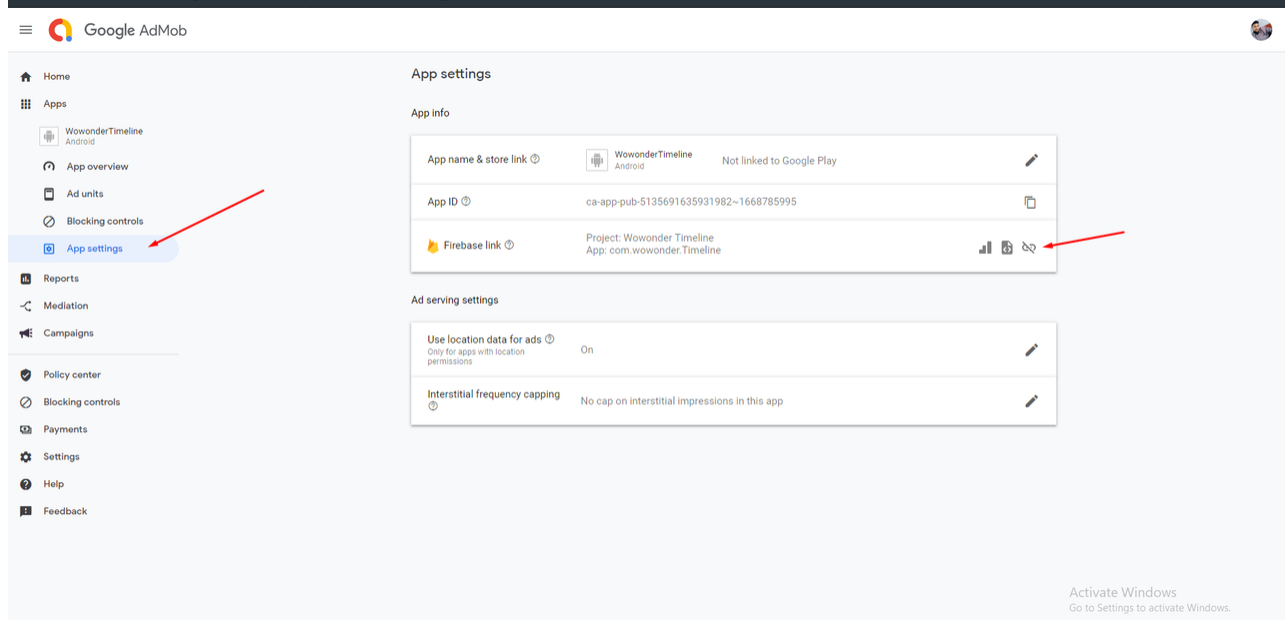


Go to integration tab and select the item bellow as the screenshot

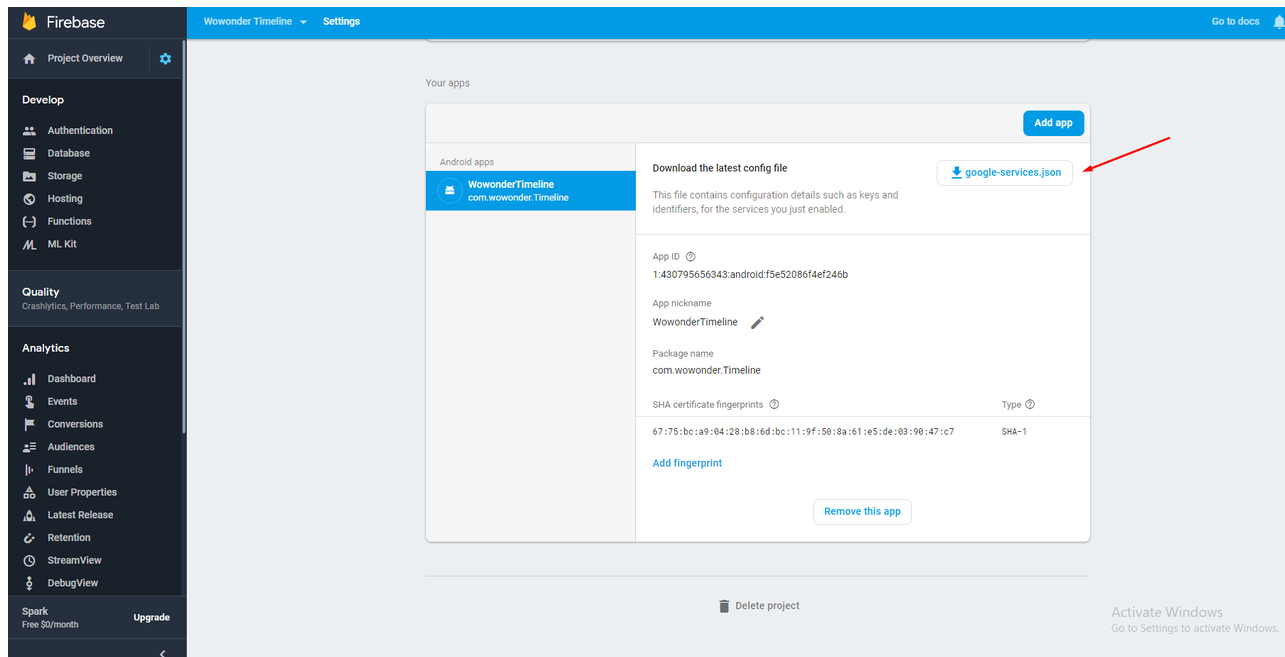


Then go and set connection as image bellow :

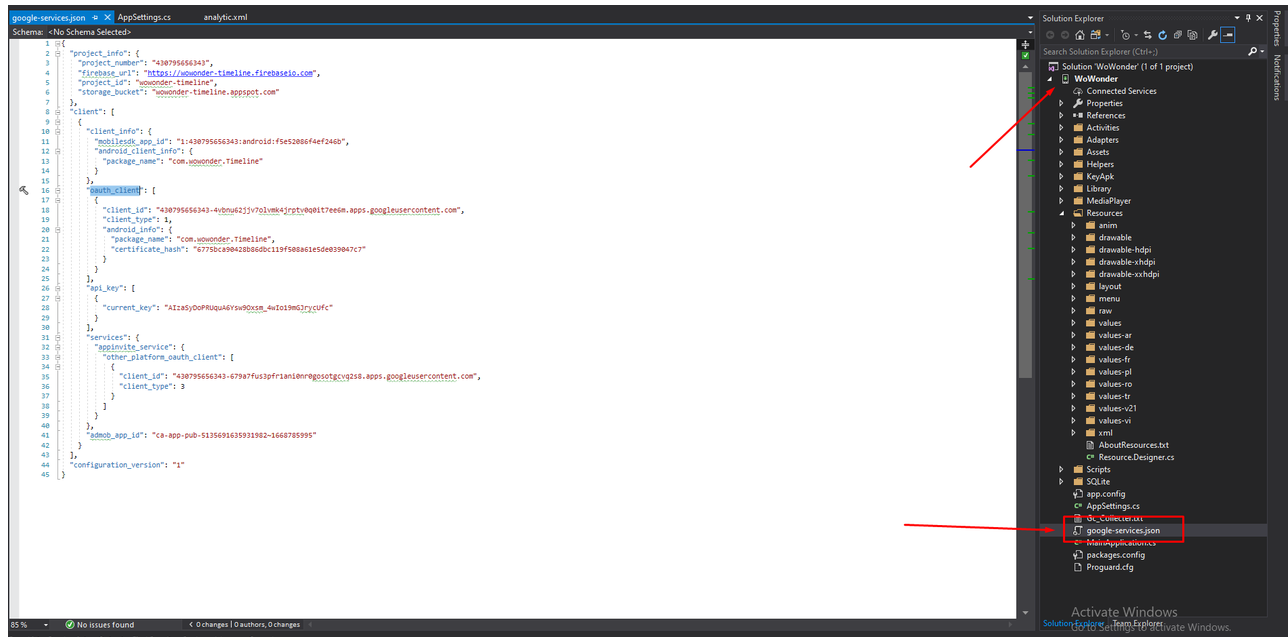
Add your Package android app name and press the link icon as image bellow



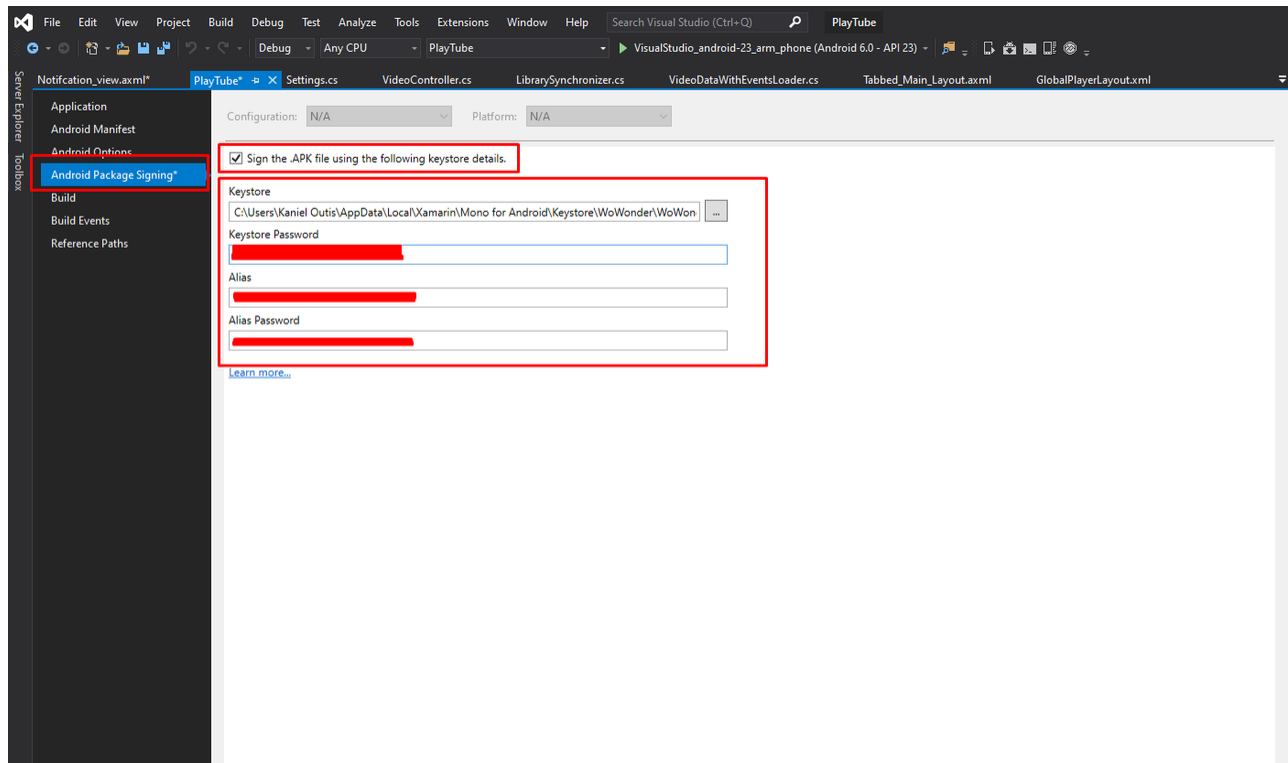
Download file JSON as bellow and add it to your project code:



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



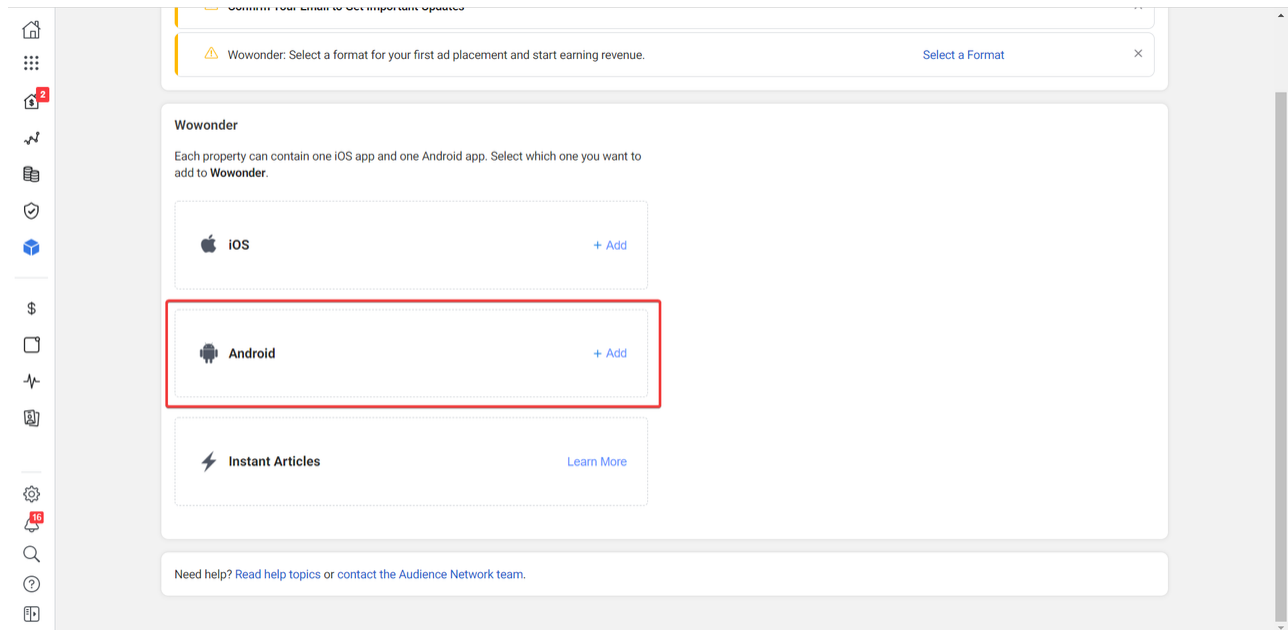
Sign your application with a sign key you have already so the ADMob system will start to work , Our own demo keys are located here >> **WoWonder\KeyApk**



Now you are done happy earning !

10-Integrate Facebook ADS (Facebook Audience Network)

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



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

It may take longer for new apps to be reviewed as we have fewer people available to review due to coronavirus (COVID-19).

Cancel Setup

1 Submit your Android app information

App is live

App is not live

You'll need to provide us with a Play Store URL when your app goes live in order to start monetizing.

This app is using mediation

Submit

2 Create your first placement

3 Integrate the Audience Network SDK

4 Enter your business payment account information

5 Publish your updated app to the Play Store

We can start showing live ads in your app after we've approved it and you've published it with the SDK integrated.

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



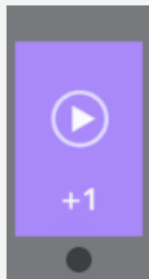
Native

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

Integration Instructions Send by Email

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**

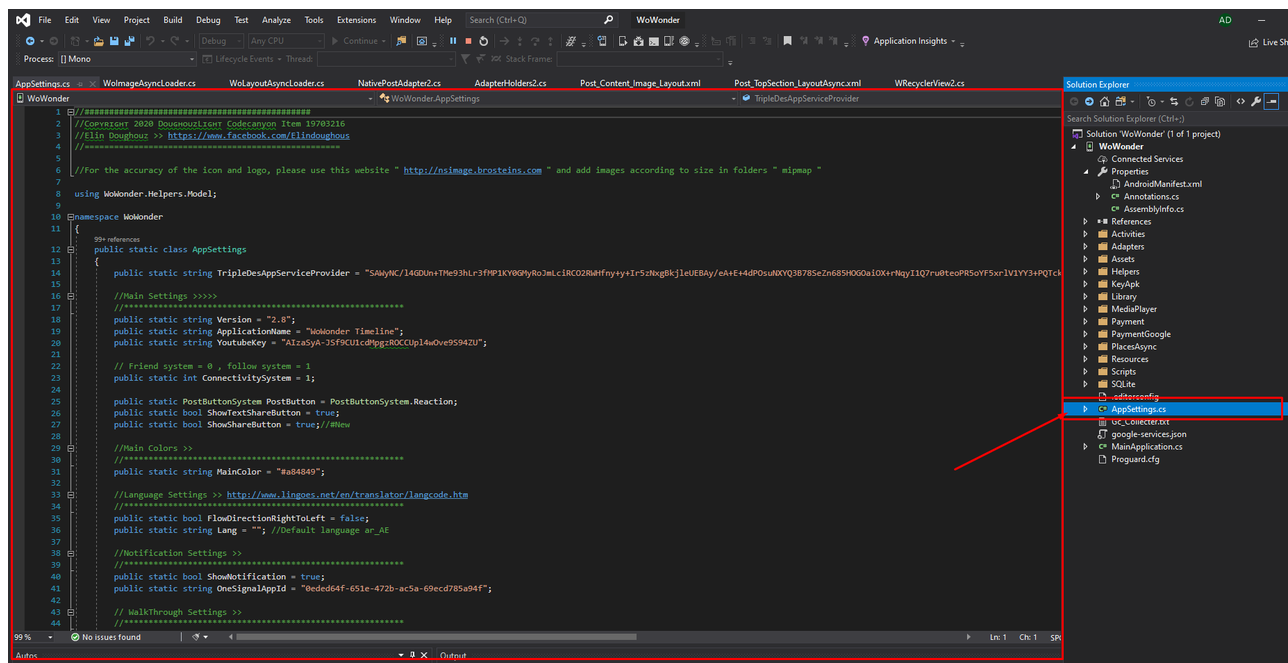
```
AppSettings.cs | Style_Feeling_View.xml | PostType_Event.xml | WoWonder
WoWonder | WoWonder.AppSettings | TripleDesAppService
61 public static bool ShowAdMobRewardVideo = true;
62 public static bool ShowAdMobNative = true;
63 public static bool ShowAdMobNativePost = false; ##New
64
65 public static string AdInterstitialKey = "ca-app-pub-5135691635931982/3584502890";
66 public static string AdRewardVideoKey = "ca-app-pub-5135691635931982/2518408206";
67 public static string AdAdMobNativeKey = "ca-app-pub-5135691635931982/2280543246";
68
69 //Three times after entering the ad is displayed
70 public static int ShowAdMobInterstitialCount = 3;
71 public static int ShowAdMobRewardedVideoCount = 3;
72 public static int ShowAdMobNativeCount = 20;
73
74
75 //FaceBook Ads >> Please add the code ad in the Here and analytic.xml
76 //*****
77 public static bool ShowFbBannerAds = true; ##New
78 public static bool ShowFbInterstitialAds = true; ##New
79 public static bool ShowFbRewardVideoAds = true; ##New
80 public static bool ShowFbNativeAds = true; ##New
81
82 //YOUR_PLACEMENT_ID
83 public static string AdsFbBannerKey = "250485588986218_554026418632132"; ##New
84 public static string AdsFbInterstitialKey = "250485588986218_554026125298828"; ##New
85 public static string AdsFbRewardVideoKey = "250485588986218_554072818627492"; ##New
86 public static string AdsFbNativeKey = "250485588986218_554706301897477"; ##New
87
88 //Three times after entering the ad is displayed
89 public static int ShowFbNativeAdsCount = 20; ##New
90
91 //*****
92 public static bool EnableRegisterSystem = true; ##New
93 public static bool ShowGenderOnRegister = true;
```

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 .

11-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 below 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.g  
oogleusercontent.com";  
public static readonly string ClientSecret = "XXXXYYYYXxxYx"  
//Google Client secret
```

2-Switch between Follow System / Friend System

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

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

3-Show /Hide AdMob on your

Set the variables below 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 ad in the Here and analytic.xml
//*****
public static bool ShowAdMobBanner = true;
public static bool ShowAdMobInterstitial = true;
public static bool ShowAdMobRewardVideo = true;
public static bool ShowAdMobNative = true;

public static string AdInterstitialKey = "ca-app-pub-51356/3584502890";
public static string AdRewardVideoKey = "ca-app-pub-513569163";
public static string AdAdMobNativeKey = "ca-app-pub-5135691682/2280543246";

//Three times after entering the activity its displayed
public static int ShowAdMobInterstitialCount = 3;
public static int ShowAdMobRewardedVideoCount = 3; //after 3 times opeing an activity
```

```
public static int ShowAdMobNativeCount = 10; //after each 10
post on news feed
```

4-Integrate Messenger Application

Set the variable bellow to True or False to use your [messenger application](#) integrated with the timeline application, Also write your package name which you submitted or about to submit on google play as bellow.

```
//Main Messenger settings
//*****
public static bool Messenger_Integration = true;
public static string Messenger_Package_Name = "com.wowonderc
hat.messenger";
```

● How the integration will work ?

When a user press on a chat button lets say on some user profile, he will see a popup window asking him to download the messenger app from google play if the app is already downloaded and in his device the click event will open the chat window of the messenger app directly which is similar to Facebook apps.

● Can i get combined chat with the timeline app as one app?

✓ yes you can by contacting our support team they can offer you a combined version as one app only as custom work which is 100\$ without video calls and 150\$ with video calls. the app will be as one APK file which includes the both features.

● How can i start the combined version task?

First you need to have both [WoWonder Timeline](#) and [WoWonder Messenger](#) license as a legal buyer. then you can contact our support team and ask them for the combined version task attaching for them both of your **Purchase Codes** on the ticket system.

5-Disable/Enable Notification System

If You want to Disable Notification and [Onesignal](#) on your app set the variable bellow to False

```
public static bool ShowNotification = true; // Enable or Disable Notification
public static string OneSignalAppId = "0eded64f-651e-472b-ac5a-69ecd78XXXX";
```

● Will i get Notifications even if the app is closed?

✓ yes you if you activate Onesignal system in your app you will get always notifications even if your app is in background mode or closed

6-Set Your Application 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

dont forget to set the variable to false before releasing your app to google play.

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

● Why i am getting such errors?

The reason behind the errors is simple so lets explain for you why you may face API problems.

EX: I cannot upload a profile picture?, i cannot see any news feed?, i press on like but its not liked on my website! all of this issues are miss behaving of the API from your server side end.

Here are few fixes you need to know.

- Your server side is using Cloudflare which should be disabled by default.

- You Max Upload limit in your server is small it should be 150mb at least, for [more info](#).
- Disable Mode_security in your server side, for [more info](#).
- You are not using last version of the PHP script.
- Your WoWonder PHP script API functions has missing files or not updated correctly.
- Choose a good Hosting server such as [Ultrahost](#) which installs all the plugins you need.

● I set the report mode and i am getting an API issue so whats next?

If you are facing any API issue from your server side you will need to contact the PHP support team from the link bellow <https://doughouzforest.ticksy.com/> and show them your API respond as screenshot.

● I try all the previous fixes but still no success?

You will need to check the respond in debug mode by adding red breakpoints on the API functions if you dont know how to do it you will need to hire a developer or by asking our support team they will be able to check the issue for you somehow it end with paying extra fees for the API testing and checking.

● Be sure you set SetApisReportMode variable it to false before releasing the app.

7-Disable/Enable Download Icon on the Movie section of the app

Set the variables bellow to True or False To use the Hybrid post view instead of web-view

```
//Offline Watched Videos >>
public static bool Allow_Offline_Download = true;
```

8-Disable/Enable More Tab Categories

Set the variable bellow to True or False To display the categories ,

```
//Main Slider settings
//*****
public static bool ShowAlbum = true;
public static bool ShowArticles = true;
```



```

public static bool ShowPokes = true;
public static bool ShowCommunitiesGroups = true;
public static bool ShowCommunitiesPages = true;
public static bool ShowEvents = true;
public static bool ShowMarket = true;
public static bool ShowPopularPosts = true;
public static bool ShowMovies = true;
public static bool ShowNearBy = true;
public static bool ShowStory = true;
public static bool ShowSavedPost = true;
public static bool ShowUserContacts = true; // Follow or Friend System
public static bool ShowJobs = true;
public static bool ShowCommonThings = true;
public static bool ShowFundings = true;
public static bool ShowMyPhoto = true;
public static bool ShowMyVideo = true;
public static bool ShowGames = true;
public static bool ShowSuggestedGroup = true;
public static bool ShowMemories = true; // #New
public static bool ShowOffers = true; // #New
public static bool ShowNearbyShops = true; // #New

```

● How can i add custom categories extra?

As a developer you will find the code in **MoreSectionAdapterTheme2.cs** you can control from there the sections, As a non developer you will need to go with custom work only by asking our support team.

9-Disable/Enable Trending Tab Sections

Set the variable bellow to True or False To enable sections ,

```
public static bool Show_ProUsers_Members = true; //Promoted
users
public static bool Show_Promoted_Pages = true; //Promoted Pa
ges
public static bool Show_Trending_Hashtags = true;
public static bool Show_LastActivities = true;
```

● **Promoted Users** will appear only if you have Promoted users in your website enabled and few users are promoted already. it works with the get notification API each 6 seconds it gets updated.

● **Promoted Pages** will appear only if you have Promoted Pages in your website enabled and few pages are promoted already.

● **Last Activities** will appear only if you have some Activities from your friends already if it shows on the main website it will show the same on the app.

10-Disable/Enable Post Types

Set the variable bellow to True or False to give the user ability to post images or videos or etc..

```
//Add Post
public static bool Show_Galery_Image = true;
public static bool Show_Galery_Video = true;
public static bool Show_Mention = true;
public static bool Show_Location = true;
public static bool Show_Feeling_Activity = true;
public static bool Show_Feeling = true;
public static bool Show_Activity = false;
public static bool Show_Listening = true;
public static bool Show_Playing = true;
public static bool Show_Watching = true;
```

```
public static bool Show_Traveling = true;
public static bool Show_Camera = true;
public static bool Show_Gif = true;
public static bool Show_File = true;
public static bool Show_Music = true;
```

11-Disable/Enable Settings View

Set the variable bellow to True or False to give the user ability to set his settings from his mobile or to display sections.

```
public static bool ShowSettingsGeneralAccount = true;
public static bool ShowSettingsAccount = true;
public static bool ShowSettingsSocialLinks = true;
public static bool ShowSettingsPassword = true;
public static bool ShowSettingsBlockedUsers = true;
public static bool ShowSettingsDeleteAccount = true;
public static bool ShowSettingsTwoFactor = true; //New
w
public static bool ShowSettingsManageSessions = true;
//New

//Settings Page >> Privacy
public static bool Show_Settings_Privacy = true;
public static bool Show_Settings_Notification = true;

//Settings Page >> Tell a Friends
public static bool Show_Settings_InviteFriends = true;
public static bool Show_Settings_Share = true;
public static bool Show_Settings_MyAffiliates = true;
```

```
//Settings Page >> Help && Support
public static bool Show_Settings_Help_Support = true;
public static bool Show_Settings_Help = true;
public static bool Show_Settings_ReportProblem = true;
public static bool Show_Settings_About = true;
public static bool Show_Settings_PrivacyPolicy = true;
public static bool Show_Settings_TermsOfUse = true;
```

12-Control Image Size and Quality of the native news feed

Less quality faster on scroll of recyclable view this is how it works on android, images can leak the performance of the scrolling, set the size to any number not above the 1000 and not less then 100 for the **ImagePostSize** variable, as for the **AvatarPostSize** you can set not above 200 and not less then 20 as default its good to leave it as 60.

AvatarPostSize >> is the circle avatar image in your news feed post
ImagePostSize>> is the default image size in your news feed post

```
//Native Post settings
//*****
public static int AvatarPostSize = 60; // #New
public static int ImagePostSize = 300; // #New
```

13-Control Event Tabs

Set the variables to true if want to hide or show events sections on your main event activity.

```
//Events settings
//*****
public static bool ShowEvents = true;
public static bool ShowEventGoing = true; // #New
```

```
public static bool ShowEventInvited = true; //New
public static bool ShowEventInterested = true; //New
public static bool ShowEventPast = true; //New
```

14-Change Connection Type

WoWonder application can connect to your website using 2 kind of connections by default the Socket Client connection is false which means it will use the API rest calls instead of Socket connection which will be added in the future updates.

```
public static bool Use_SocketClient = false; //Next update 3.5
```

15-Change SSL/TLS Secure System Type

If your API is failing during the connection set the variables to true to turn the high secure system on to bypass the error during the connection

```
//Bypass Web Errors
public static bool TurnTrustFailureOn_WebException = false;
public static bool TurnSecurityProtocolType30720n = false;
```

● I am getting SSL exception?

There are few things to do when you get the SSL error on your app

- Set the variables which we mentioned to true.
- Be sure you didn't add `https://` in your domain url if it basically dont supports the SSL when you generated the cert key first time. if its added by mistake then regenerate the cert key and add your domain as bellow: <http://mywebsite.com/> without the SSL. so basically dont write `https://` if your website is `http://`

16-Fetch Faster the news feed

When you are using shared hosting or very slow host its better to set the variable to 7 post on each API request instead of 15 if you are using fast host you can set it to 20

Post on each request

```
public static string PostApiLimitOnScroll = "15";
```

17-Change The Post Like To reaction or dislike system

You can switch the variable bellow depending on your post system which you are suing on your website

● How to select The Like or dislike system?

Remove reaction world + dot then press on dot button you will see all variables which you can use in the PostButtonSystem

```
public static PostButtonSystem PostButton = PostButtonSystem.Reaction;
```

18-Set database name

You can set database name by changing value of DatabaseName. It should always be the same name as your application name. Make sure that the name does not contain any spaces and it has all small letters.

```
6 //For the accuracy of the icon and logo, please use this website " https://appicon.co " and add images according to size in folders " mipmap "
7
8 using WoWonder.Helpers.Model;
9
10 namespace WoWonder
11 {
12     public static class AppSettings
13     {
14         /// <summary>
15         /// Deep Links to App Content
16         /// you should add your website without http in the analytic.xml file >> ../values/analytic.xml .. line 5
17         /// <string name="ApplicationUrIWeb">demo.wowonder.com</string>
18         /// </summary>
19         public static string TripleDesAppServiceProvider = "iwjLdtDnEKUCMV+dROngjKqHTEVNV87oQvH6J20ZmGLjVvrBXLaZRENlqqWmtXw+M/RB2Zn/apuyjPVCCfjHkK+g";
20
21         //Main Settings >>>>
22         //*****
23         public static string Version = "3.6";
24         public static string ApplicationName = "WoWonder Timeline";
25         public static string DatabaseName = "WowonderSocial";//New
26         public static string YoutubeKey = "AIzaSyA-J5f9CU1cdMpgzROCCUp14wOve9S94ZU";
27
28         // Friend system = 0 , follow system = 1
29         public static int ConnectivitySystem = 1;
30
31         public static PostButtonSystem PostButton = PostButtonSystem.ReactionDefault;
32         public static bool ShowTextShareButton = true;
33         public static bool ShowShareButton = true;
```

20-Remove social link

Now, you can control what social links should be shown and what should not by just setting the values true or false.

```
public static bool ShowAnonymousPrivacyPost = true;

//Boost
public static bool ShowAdvertisingPost = true;

//Settings Page >> General Account
public static bool ShowSettingsGeneralAccount = true;
public static bool ShowSettingsAccount = true;
public static bool ShowSettingsSociallinks = true;
public static bool ShowSettingsPassword = true;
public static bool ShowSettings8lockedUsers = true;
public static bool ShowSettingsDeleteAccount = true;
public static bool ShowSettingsTwoFactor = true;
public static bool ShowSettingsManageSessions = true;
public static bool ShowSettingsVerification = true;

public static bool ShowSettingsSociallinksFacebook = true; //New
public static bool ShowSettingsSociallinksTwitter = true; //New
public static bool ShowSettingsSociallinksGoogle = true; //New
public static bool ShowSettingsSociallinksVkontakte = true; //New
public static bool ShowSettingsSociallinksLinkedIn = true; //New
public static bool ShowSettingsSociallinksInstagram = true; //New
public static bool ShowSettingsSociallinksYouTube = true; //New

//Settings Page >> Privacy
public static bool ShowSettingsPrivacy = true;
public static bool ShowSettingsNotification = true;

//Settings Page >> Tell a Friends (Earnings)
public static bool ShowSettingsInviteFriends = true;

public static bool ShowSettingsShare = true;
public static bool ShowSettingsMyAffiliates = true;

/// <summary>
/// if you want this feature enabled go to Properties -> AndroidManifest.xml and remove comments from below code
/// Just replace it with this 5 lines of code
/// <uses-permission android:name="android.permission.READ_CONTACTS" />
/// <uses-permission android:name="android.permission.READ_PHONE_NUMBERS" />
/// <uses-permission android:name="android.permission.SEND_SMS" />
/// </summary>
public static bool InvitationSystem = false;

public static int LimitGoProPlansCountsTo = 4;
```

21- Remove social link

We have added new payment methods. Which you can easily enable and disable. And you can add razor pay payment method. Please have a look at the screen shot.

```
public static bool ShowCashFree = true;

/// <summary>
/// if you want this feature enabled go to Properties -> AndroidManifest.xml and remove comments from below code
/// Just replace it with this 5 lines of code
/// <uses-permission android:name="android.permission.READ_CONTACTS" />
/// <uses-permission android:name="android.permission.READ_PHONE_NUMBERS" />
/// <uses-permission android:name="android.permission.SEND_SMS" />
/// </summary>
public static bool ShowCashFree = true;

/// <summary>
/// if you want this feature enabled go to Properties -> AndroidManifest.xml and remove comments from below code
/// Just replace it with this 5 lines of code
/// <uses-permission android:name="android.permission.READ_CONTACTS" />
/// <uses-permission android:name="android.permission.READ_PHONE_NUMBERS" />
/// <uses-permission android:name="android.permission.SEND_SMS" />
/// </summary>
public static bool ShowCashFree = true;
```

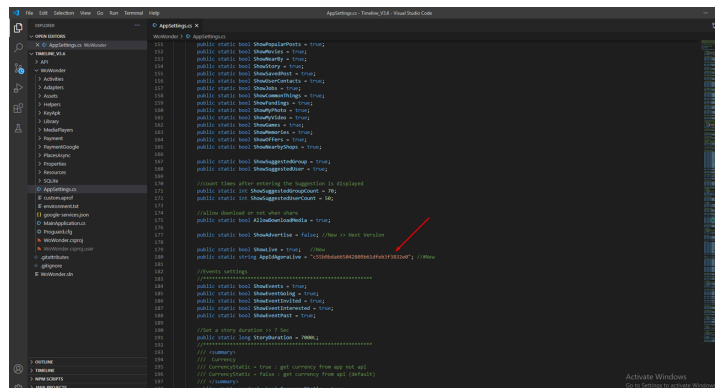
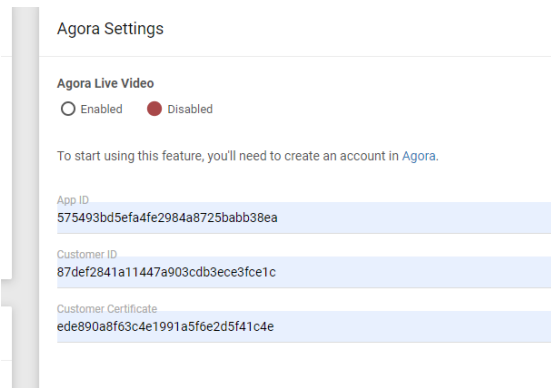
```
public static bool ShowCashFree = true;

/// <summary>
/// if you want this feature enabled go to Properties -> AndroidManifest.xml and remove comments from below code
/// Just replace it with this 5 lines of code
/// <uses-permission android:name="android.permission.READ_CONTACTS" />
/// <uses-permission android:name="android.permission.READ_PHONE_NUMBERS" />
/// <uses-permission android:name="android.permission.SEND_SMS" />
/// </summary>
public static bool ShowCashFree = true;

/// <summary>
/// if you want this feature enabled go to Properties -> AndroidManifest.xml and remove comments from below code
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/// <uses-permission android:name="android.permission.READ_PHONE_NUMBERS" />
/// <uses-permission android:name="android.permission.SEND_SMS" />
/// </summary>
public static bool ShowCashFree = true;
```

22- Live feature using agora

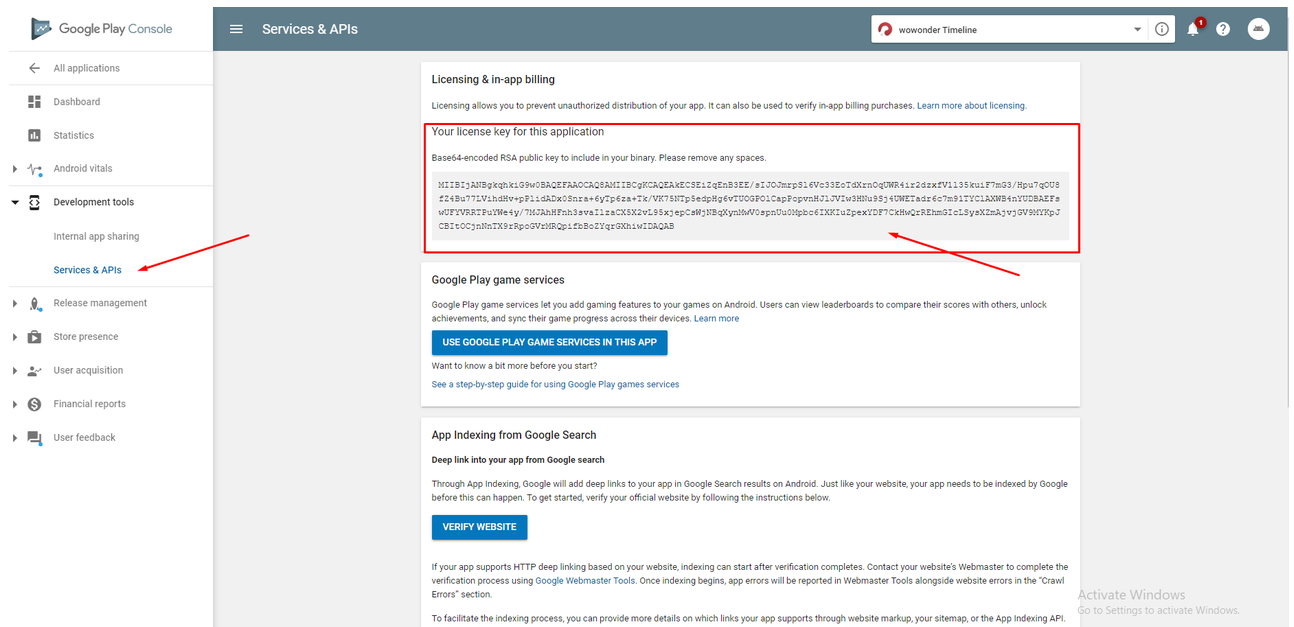
In this new release, we have added the much awaited feature. Now you can go live easily in our app. You just need to set this agora key in the Appsettings.cs file. Make sure, you have added the exact same key in Admin panel as well. Otherwise this feature will not work.



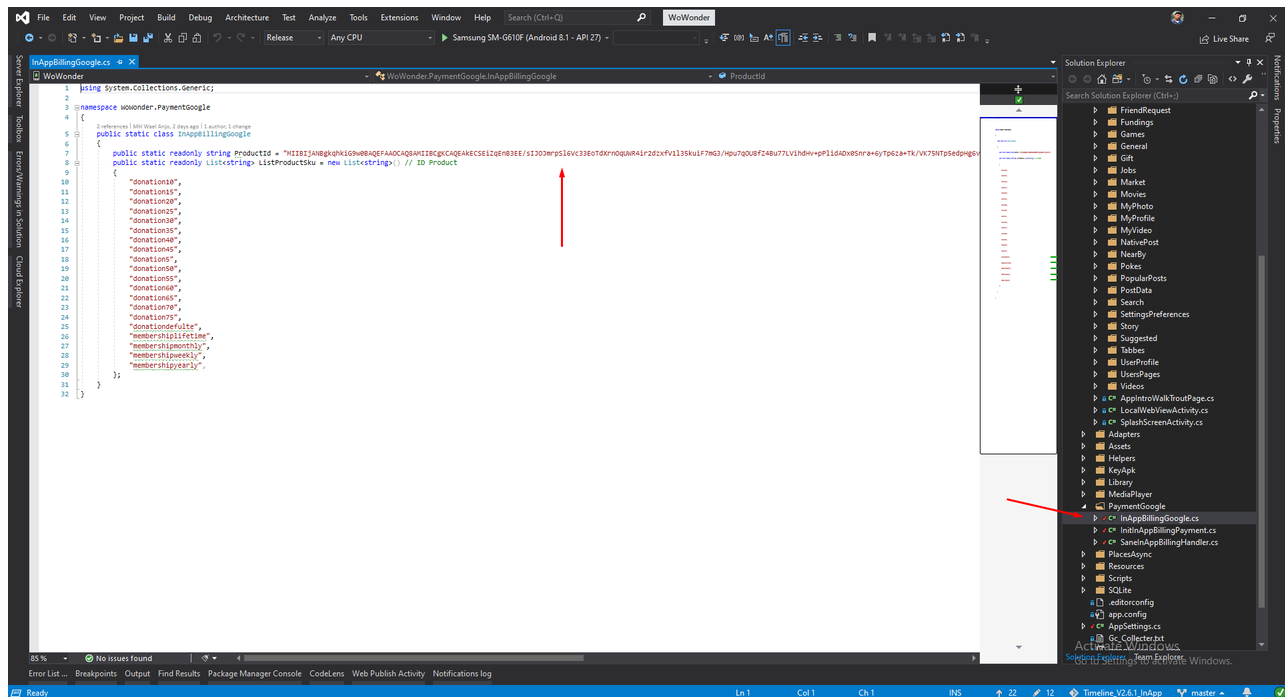
Setting Up InApp-Purchase

(Note :- You can only use InApp-Purchase feature if you are Extended License User, You can contact support for Extended Files for In-App files)

1. Setting up Google Purchase in app.
 - a. Getting Google Play Api

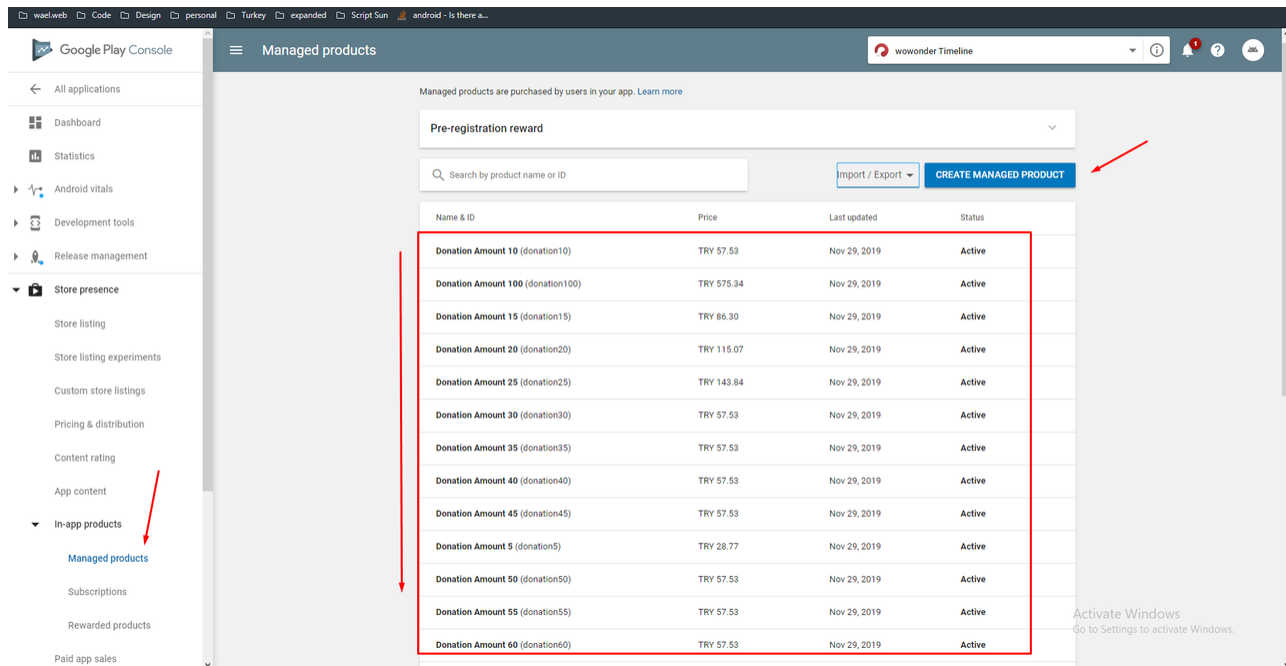


b. Now paste the Api in App Source Code (Check Image Below for details).

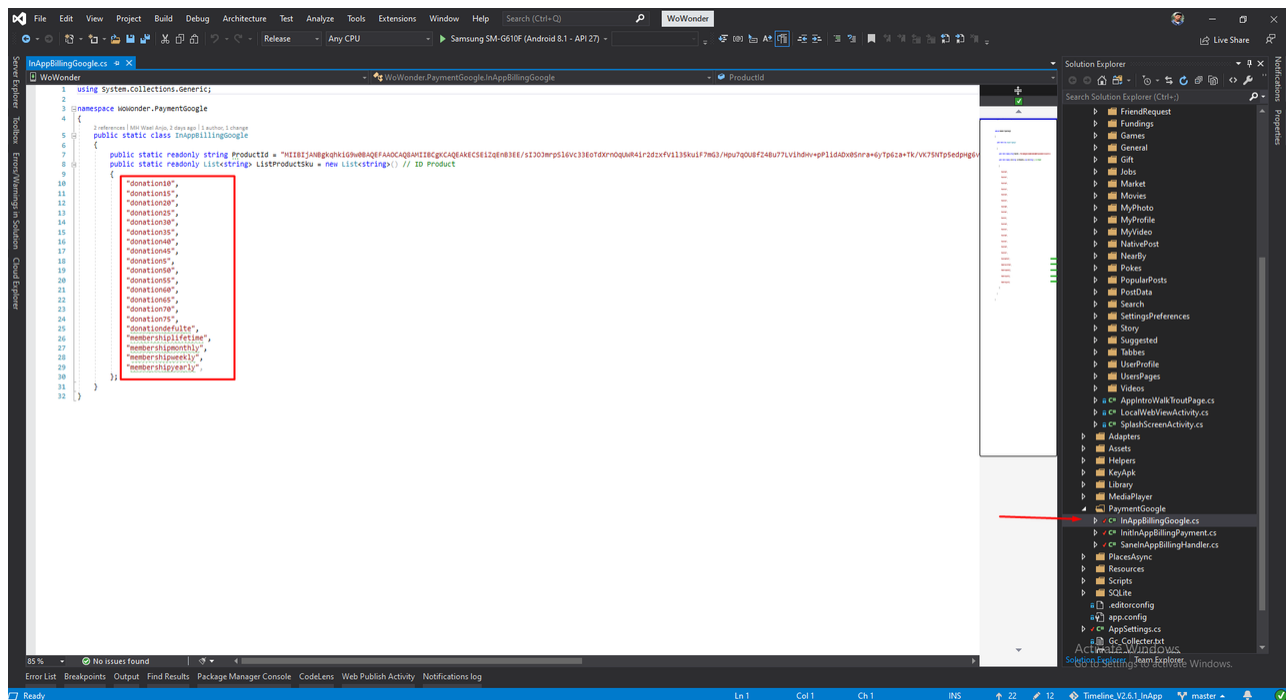


To Add Product in Playstore And Manage product types in App Source

1. Import CSV file in Platstore to add product in Google Play Console
(Note :- You will Get CSV from Support team only if you are Extended License User)



2. You should match things here also in source, if you are deleting any product you need to delete it from here too.



3. You should maintain this rating in Playstore if you are enabling in-App Purchase

Please complete the questionnaire so that we can calculate your app rating.



SOCIAL NETWORKING, FORUMS, BLOGS, AND UGC SHARING
App is a social networking app. [Edit Category](#)

APP TYPE

CLOSE

Is the primary focus of the app to connect people for the purposes of dating or sexual relationships or endeavors? * [Learn more](#)

Yes No

Does the app permit the public sharing of nudity? *

Yes No

Does the app permit the public sharing of real-world, graphic violence outside of a newsworthy context? *

Yes No

Does the app share the user's current physical location with other users? * [Learn more](#)

Yes No

Does the app allow users to purchase digital goods? * [Learn more](#)

Yes No

[CALCULATE RATING](#)

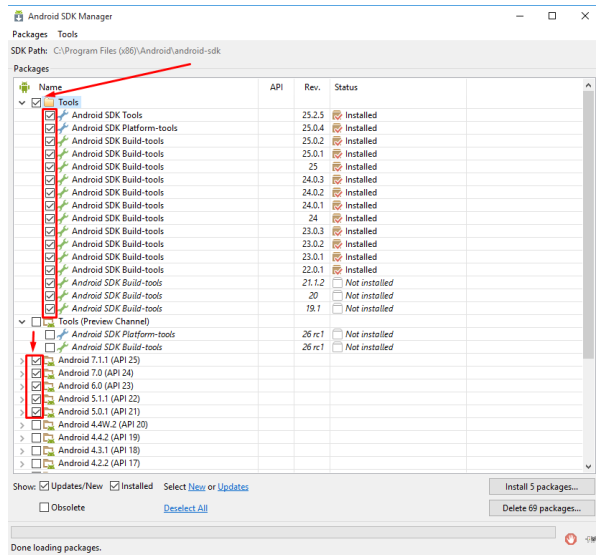
[SAVE QUESTIONNAIRE](#)



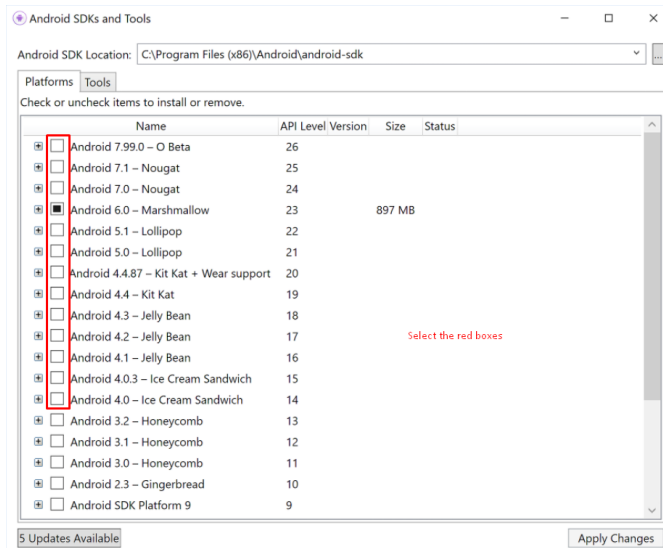
Errors Guide

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 till version 7.2 once you have selected all the APIs press on Install button >> Then accept terms .



For Visual Studio Version

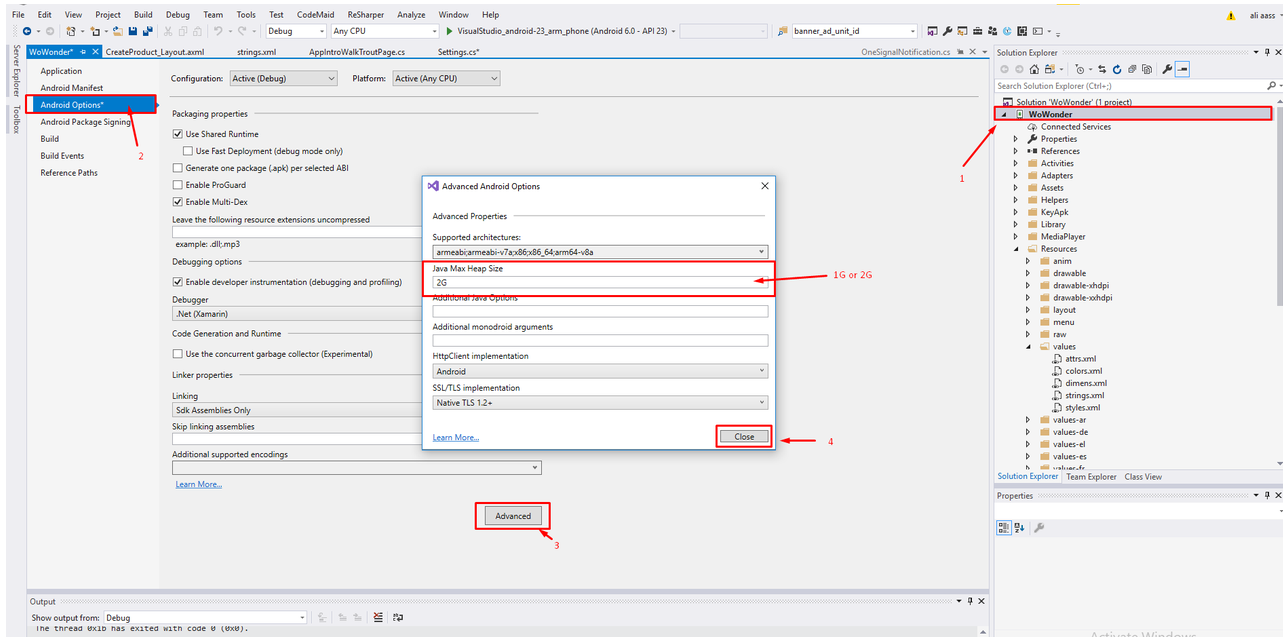


For Xamarin MAC

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

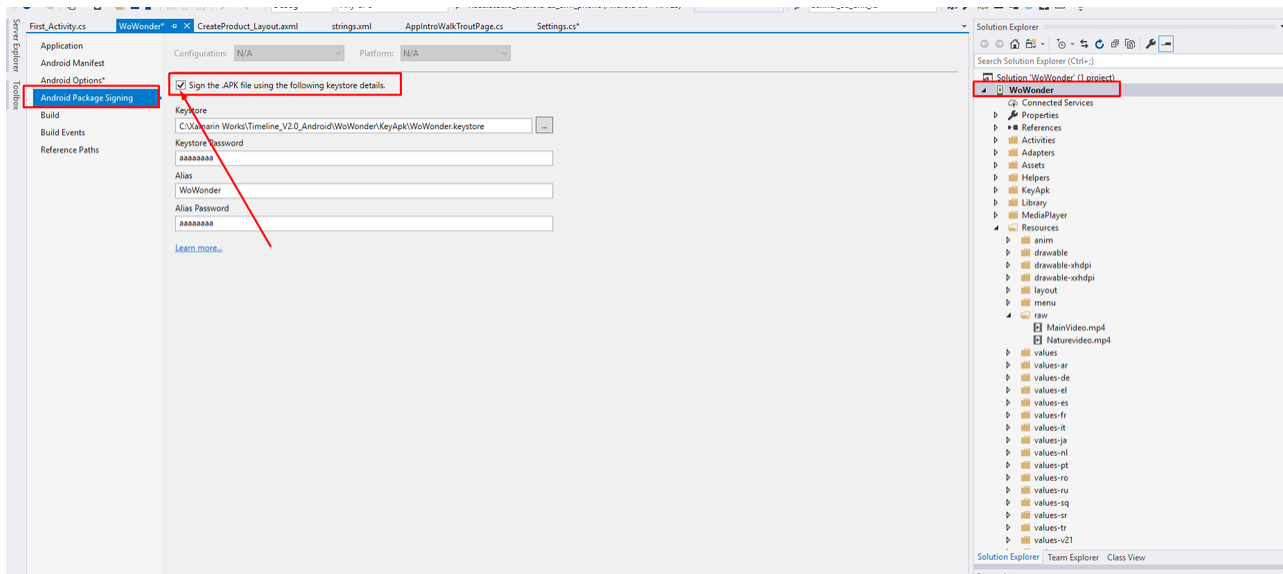
"java.exe" exited with code 1.

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



This purchase code is used on different domain name.

As a buyer of our item you are allowed to use the item only on one domain, so if you have one license of the item, you can use it on one domain not more.

If you need to use it on second domain you will need to buy a new license for it.

● I dont use the old domain anymore so whats next?

If your old domain is not used anymore, or you want to change the old domain to a new one you need to ask our support team for “**Domain Update**” by opening a new ticket and writing the new domain and the old domain and the purchase code, and our support team will take a look and update it for you as soon as they reach your ticket.

● Be sure not to use the old domain anymore it may block your license from any use, and the team will be legally to take any action they want against your license.

Application Crash On Login

Solution (1) Verify Your Application

Go To <https://YourWebsite/admincp/verfiy-applications>

On the Android Code Section press (Get access code) and enter your **Wowonder** Android Timeline purchase key and press (Verify application Button) ,Once you have verified copy your **ApiKey** for the next step.

Info: This is just a demo, no functions will work, or data will be saved.

Mobile & Verify Applications

Use The Applications
If you use one of those products listed below, you need to verify them before you can use them.

You can get the native Windows Messenger from [Here](#).

You can get the native Android Messenger from [Here](#).

You can get the native IOS Messenger from [Here](#).

You can get the native Android Timeline Application from [Here](#).

Verify Android Messenger ✓ Application Verified	Verify IOS Messenger ✓ Application Verified
Windows Desktop Messenger ✓ Application Verified	Android Timeline Application ✓ Application Verified

Solution (2) Bypass the SSL Error

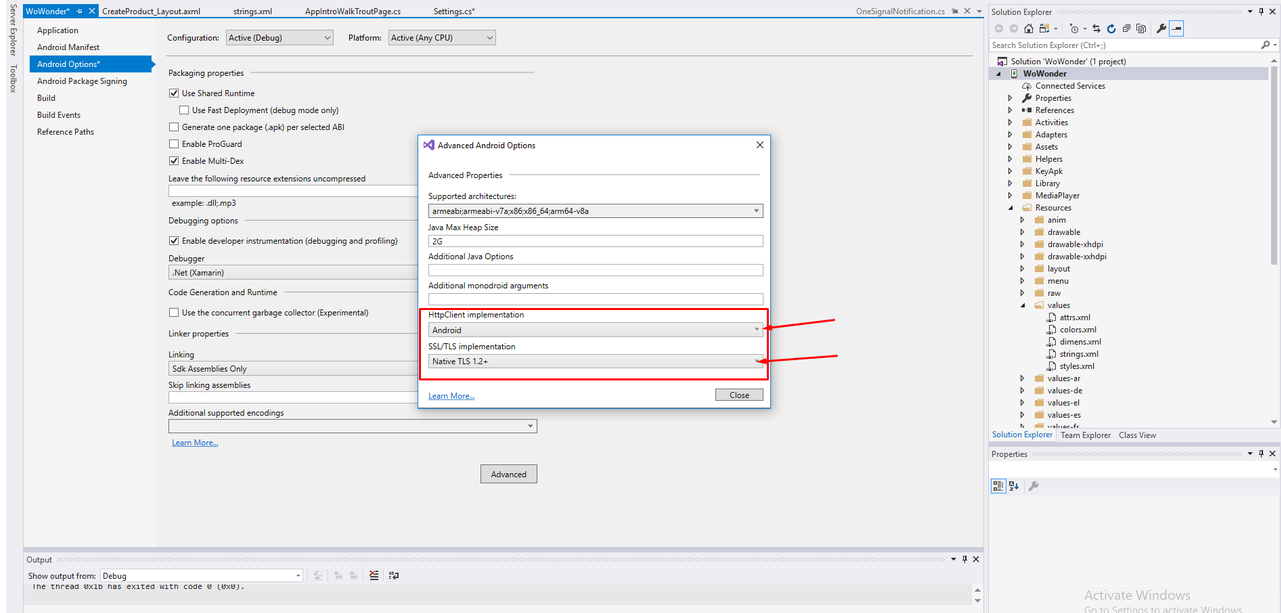
Go To Wowonder >> Settings.cs

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

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

Solution (3) Change Connection Type

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



Set the connection type as below .

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 which 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 UltraHost.com Server which is 100% compatible with our application >> [UltraHost](#)

<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:

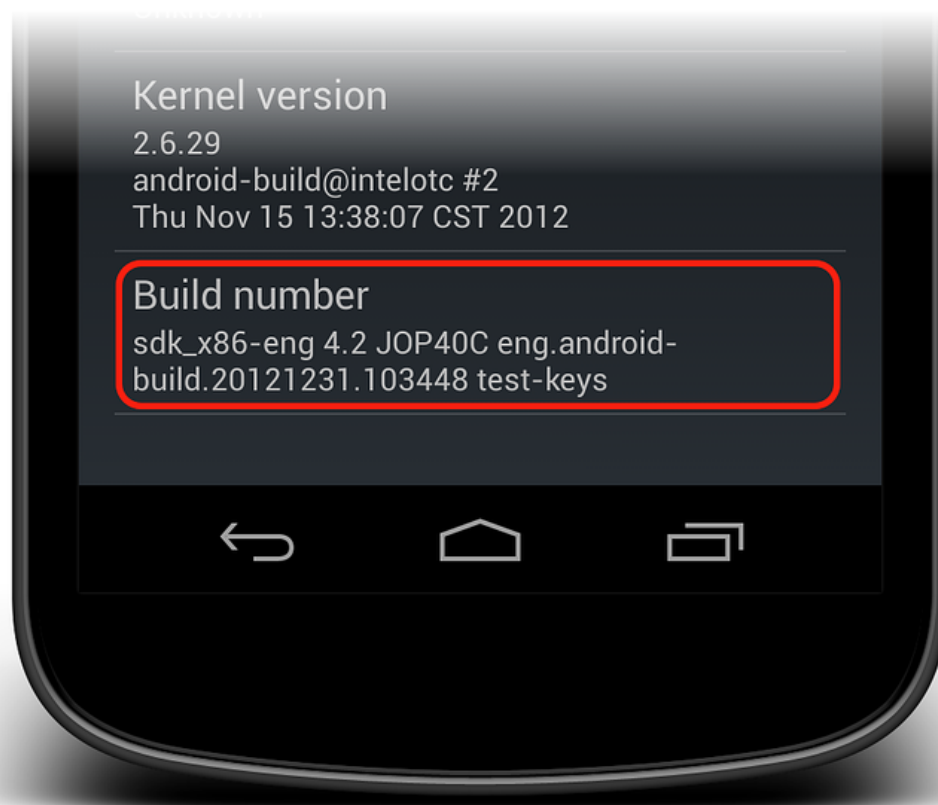
1. Go to the **Settings** screen.
2. Select **Developer options** .
3. Check off the **USB debugging** option.

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:



11:41



Developer options

ON

Take bug report

Desktop backup password

Desktop full backups aren't currently protected

Stay awake

Screen will never sleep while charging



Select runtime

Use Dalvik

Enable Bluetooth HCI snoop lo..

Capture all bluetooth HCI packets in a file



Process Stats

Geeky stats about running processes

DEBUGGING

USB debugging

Debug mode when USB is connected





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 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.

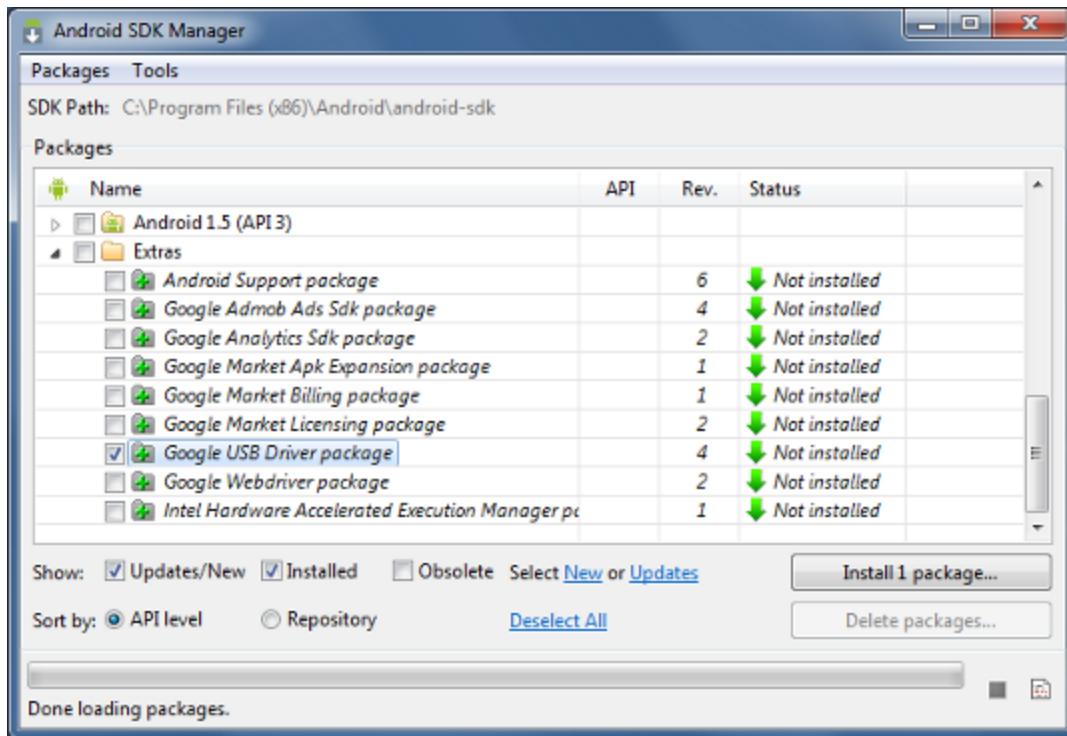
Note: These are the steps to set up a Google Nexus device and are provided as a reference. Steps for your specific device may vary, but will follow a similar pattern. Search the internet for your device if you have trouble.

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.

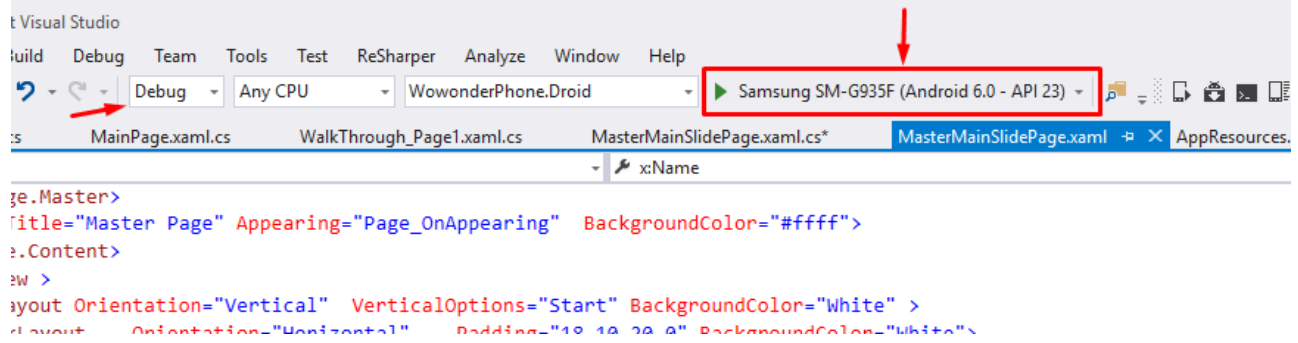
Connect the Device to the Computer

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](#).

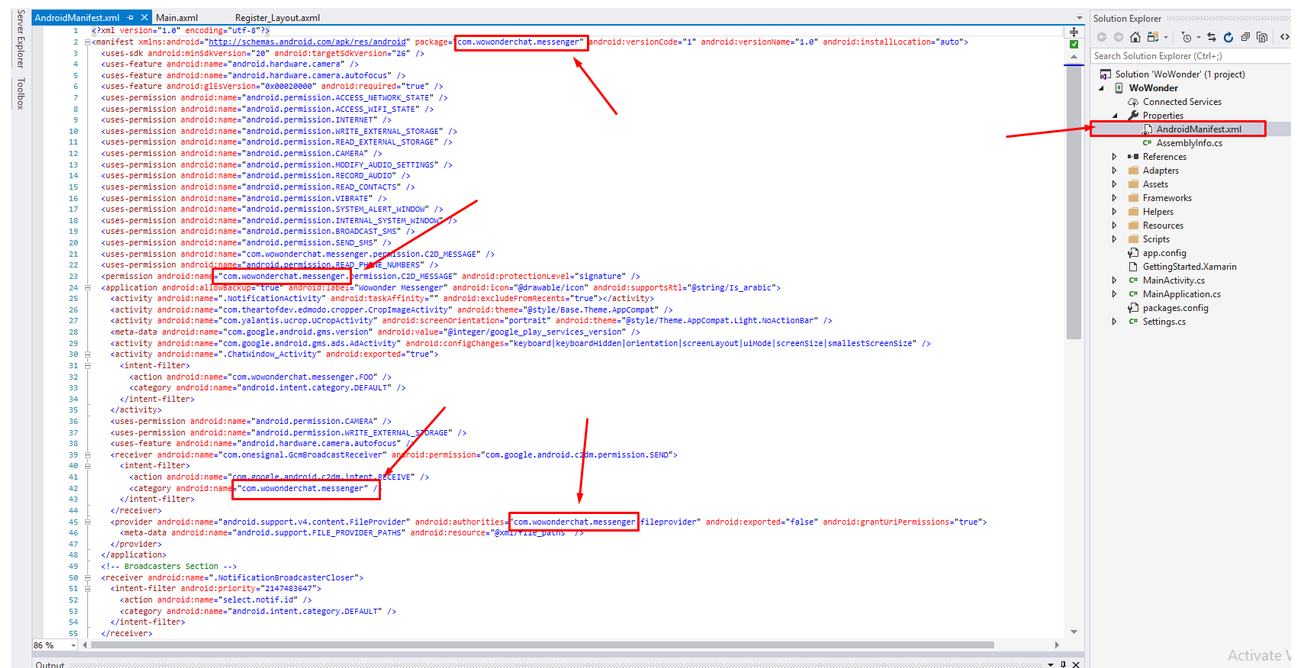
Now your device will appear in the Debug section, click start and the application will be deployed to your own device.

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**

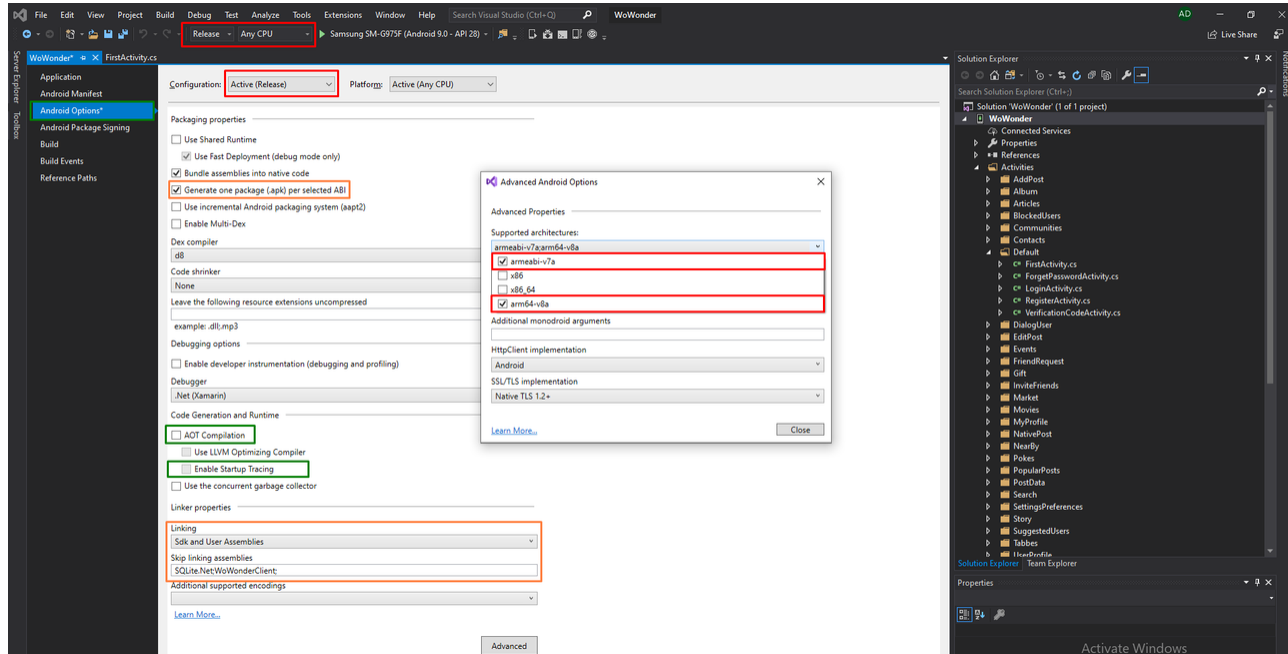


The following screenshot is how your configuration should be before the archive process

1-Red color are very important

2-Orange color reduces the APK size (Leave it as default if you are not a developer)

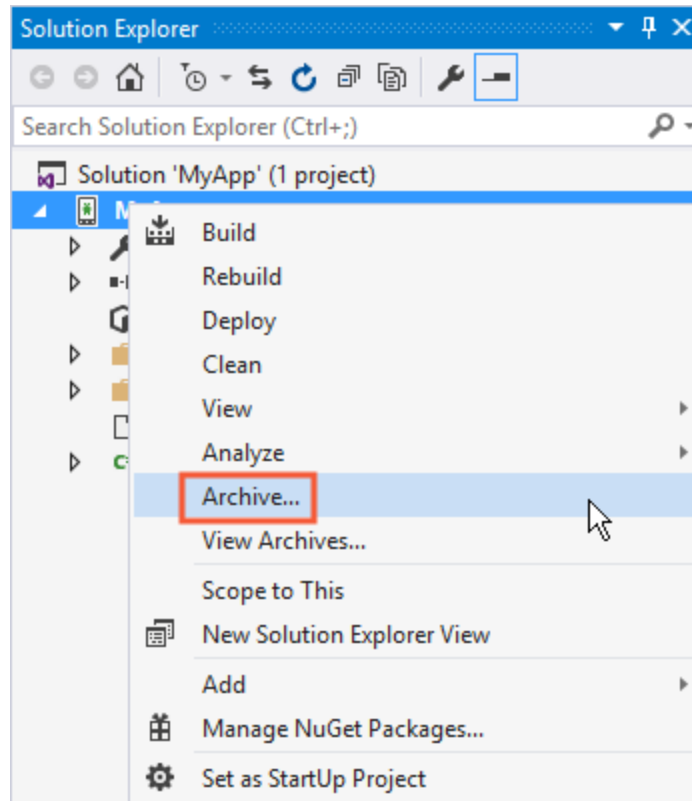
3-Green Is optional when selecting AOT and Enable Startup Tracing the splash screen will be loading faster 50% but the app size will increase as well 25% so its your choice and its up to you.



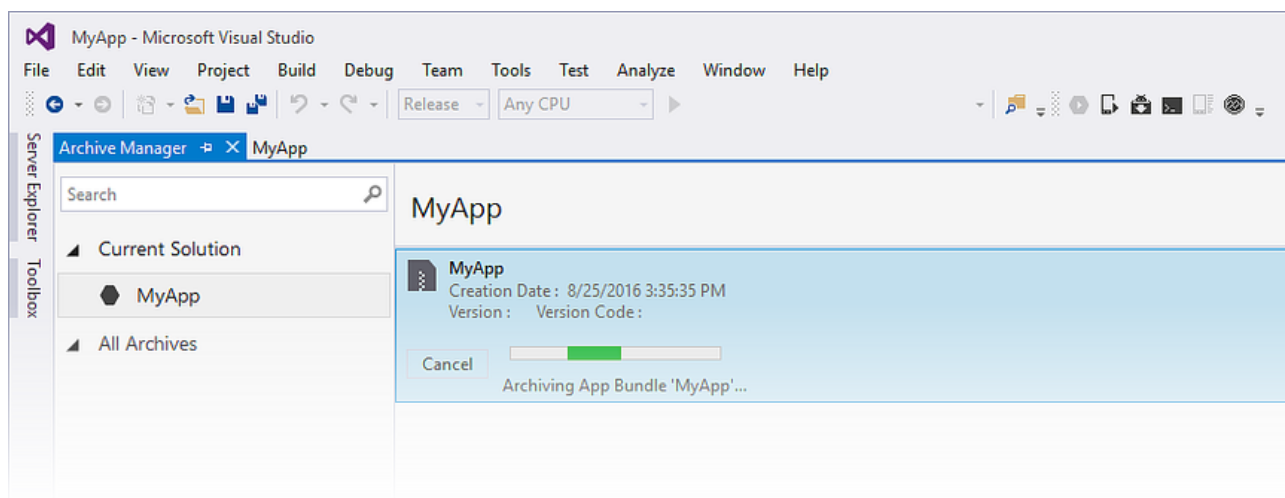
To reduce the app size and make the APK less please read the Article [Here](#)

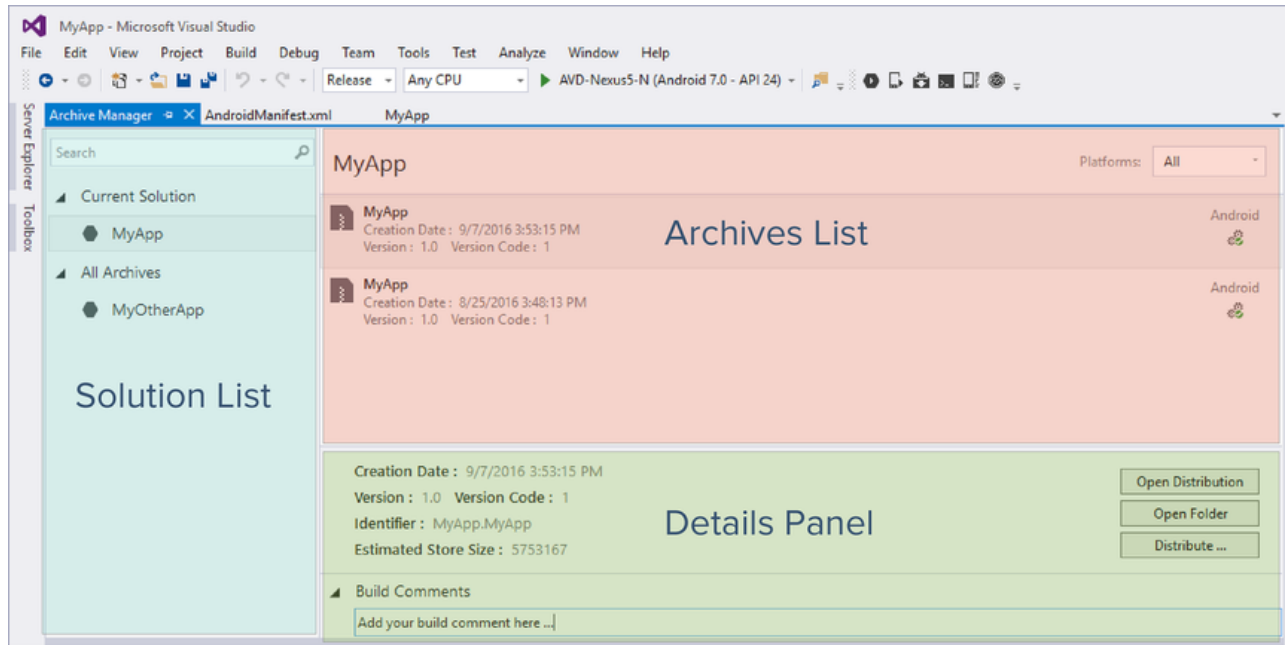
1 - Archive for Publishing

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



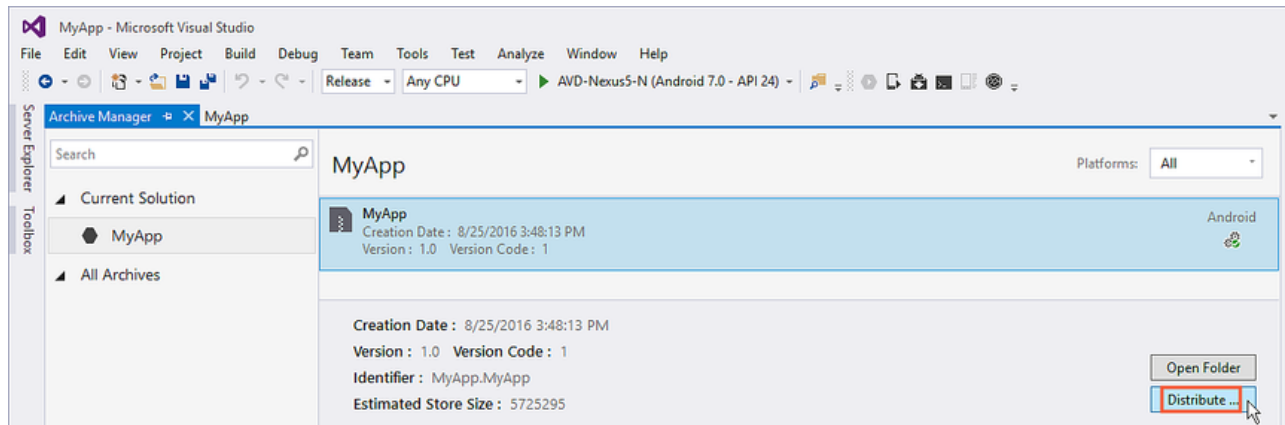
Archive... launches the Archive Manager and begins the process of archiving the App bundle as shown in this screenshot:



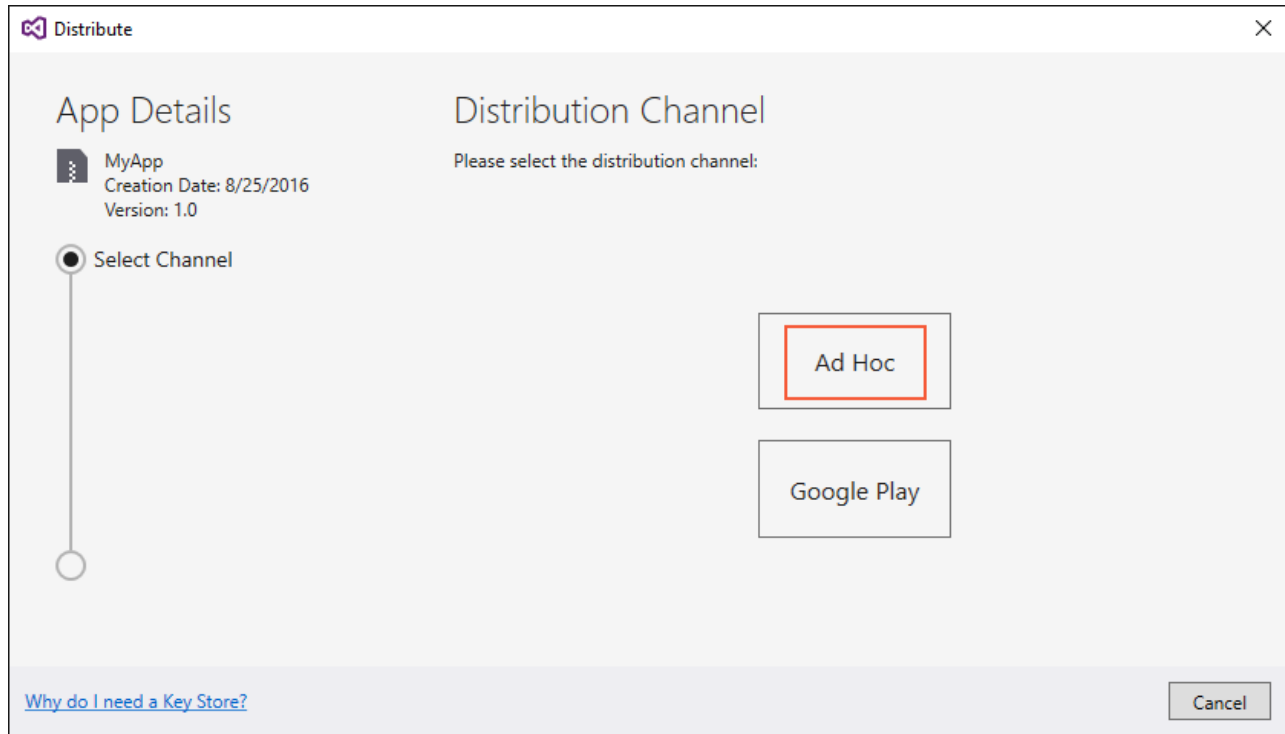


2 - Distribution:

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

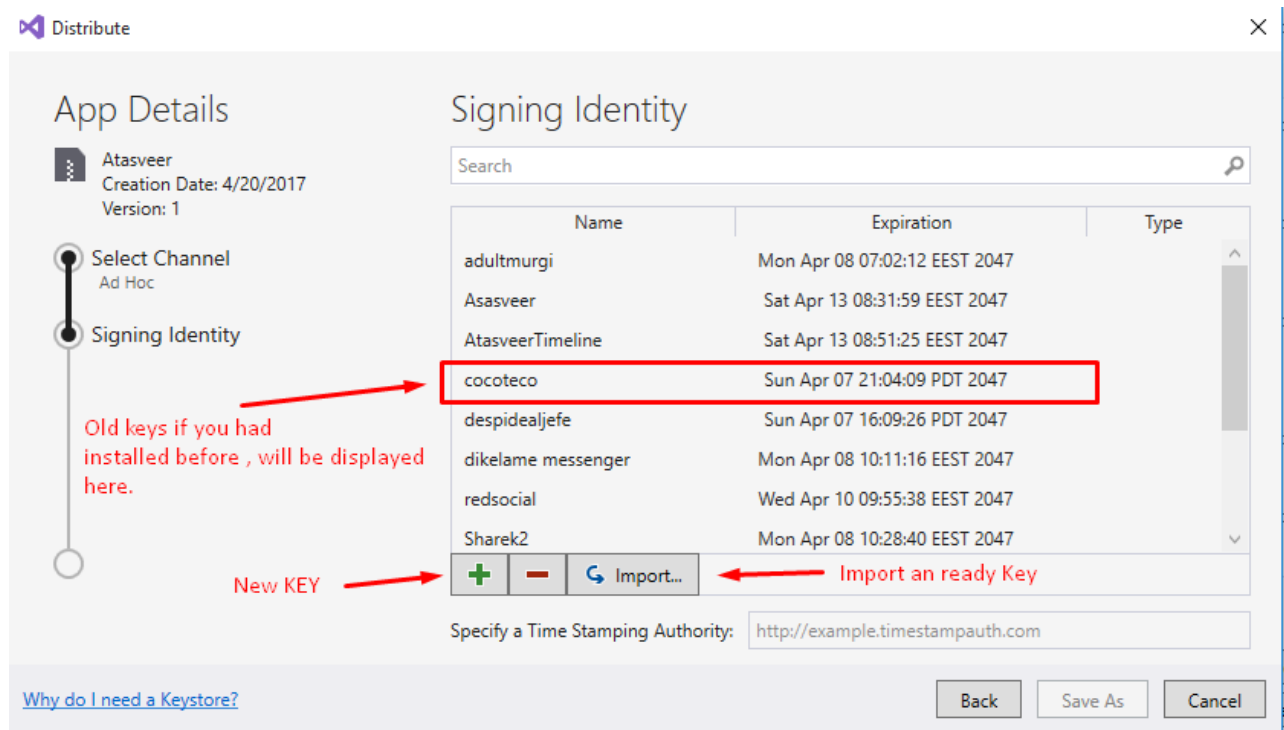


The Distribution Channel dialog presented two choices for distribution. Select Ad-Hoc:



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)

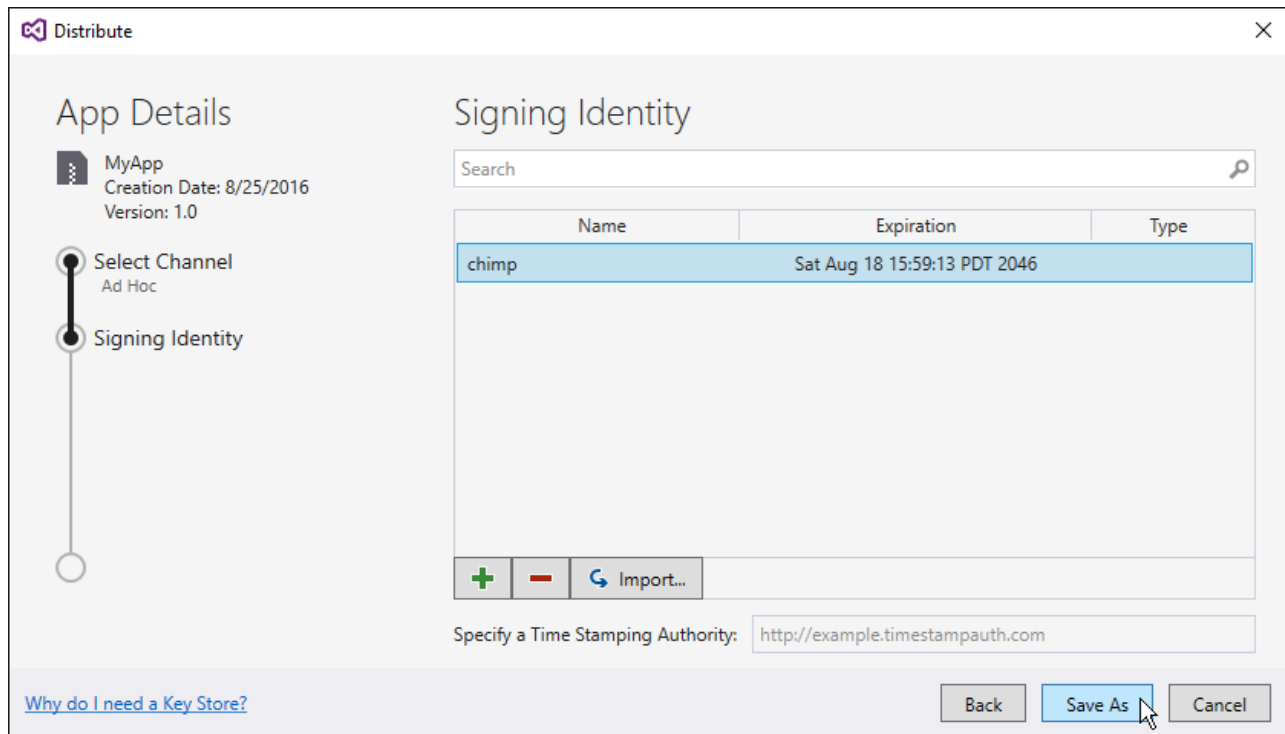
(C:\Users\USERNAME\AppData\Local\Xamarin\Mono for Android\alias\alias.keystore)

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

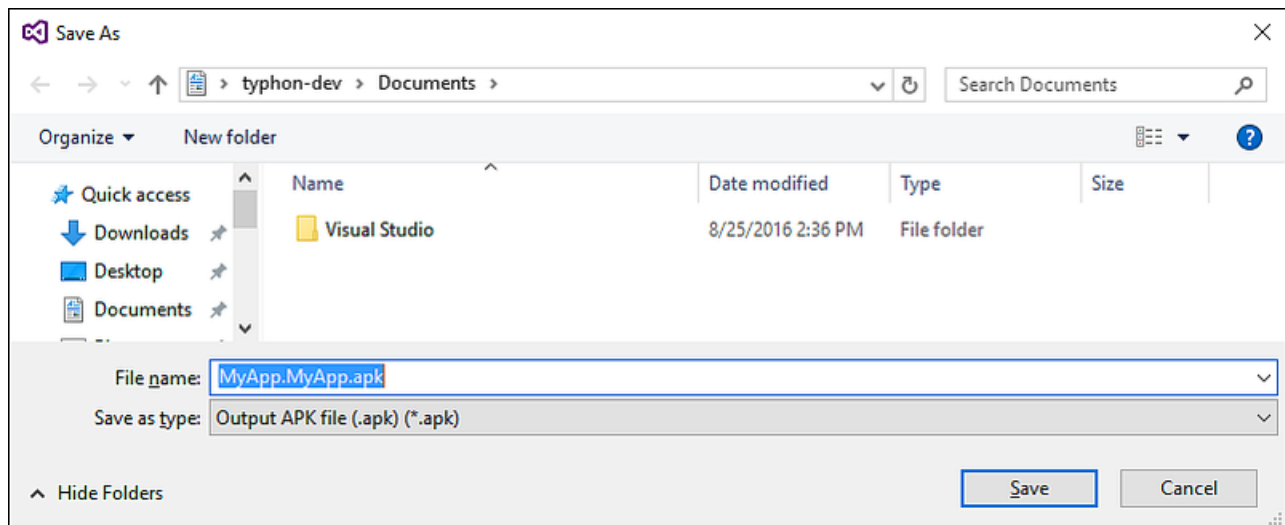
(C:\Users\USERNAME\AppData\Local\Xamarin\Mono for Android\chimp\chimp.keystore)

Sign the APK

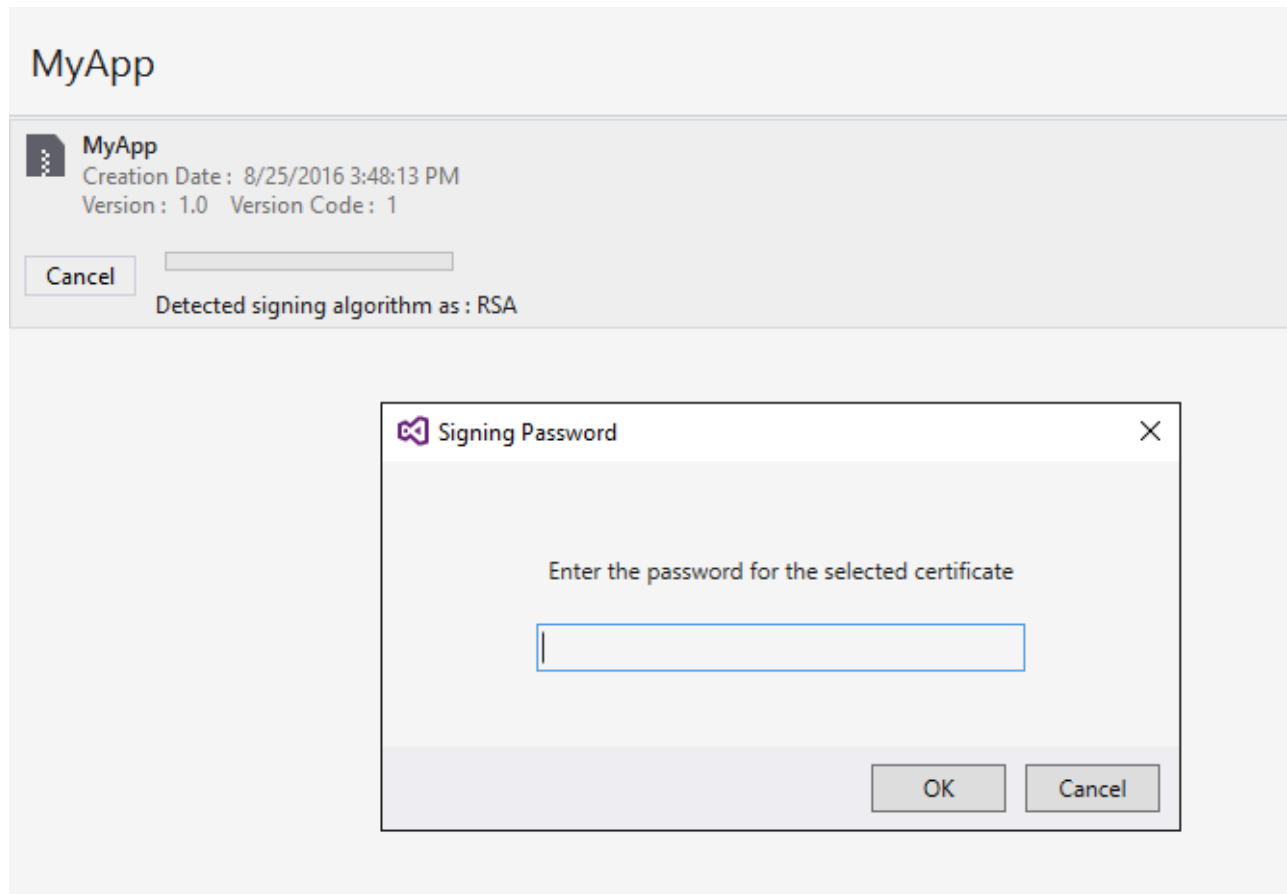
When Create is clicked, a new key store (containing a new certificate) will be saved and listed under Signing Identity as shown in the next screenshot. To publish an app on Google Play, click Cancel and go to Part 3. To publish ad-hoc, select the signing identity to use for signing and click Save As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



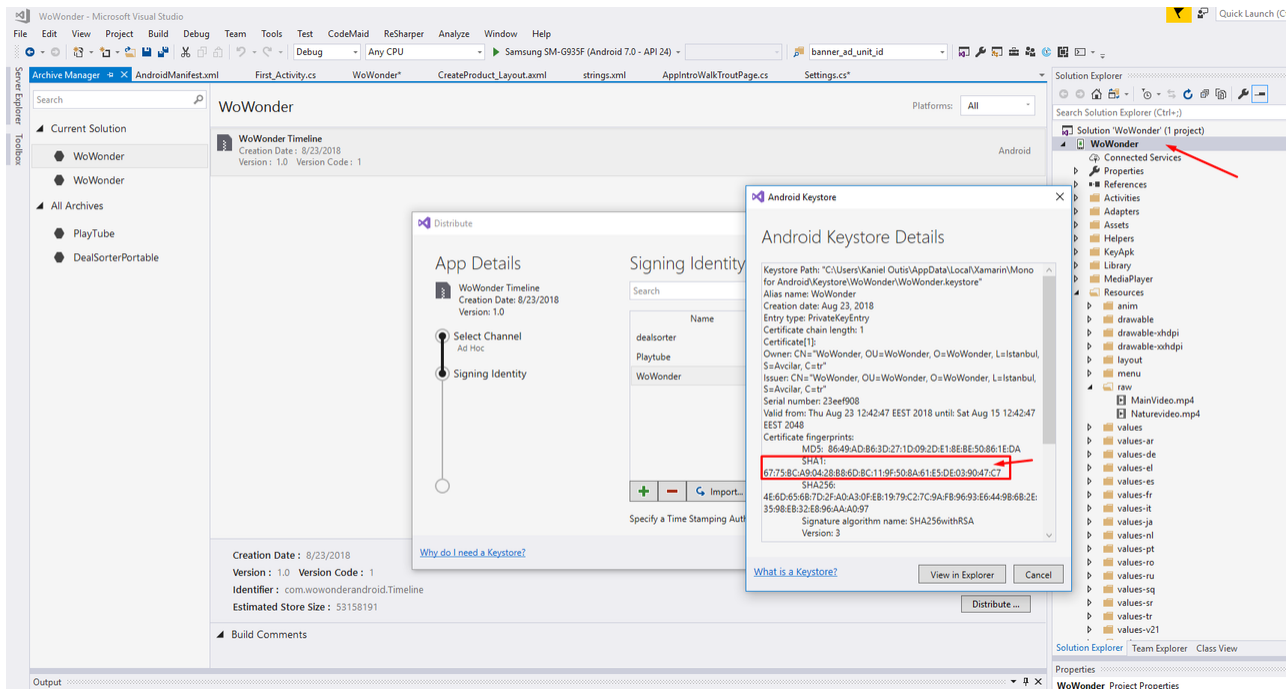
Navigate to the desired location and click Save. If the key password is unknown, the Signing Password dialog will appear to prompt for the password for the selected certificate:



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



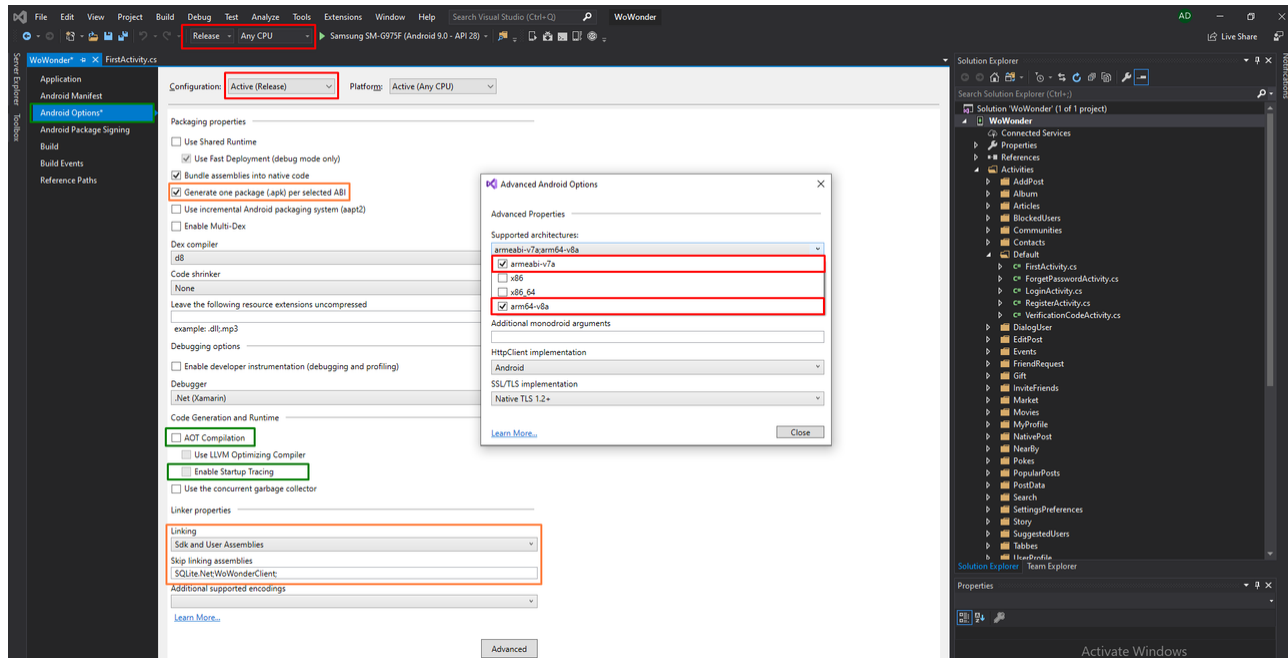
To create the **SHA-1** Key read the [Article](#) below

4 - Reduce the APK size

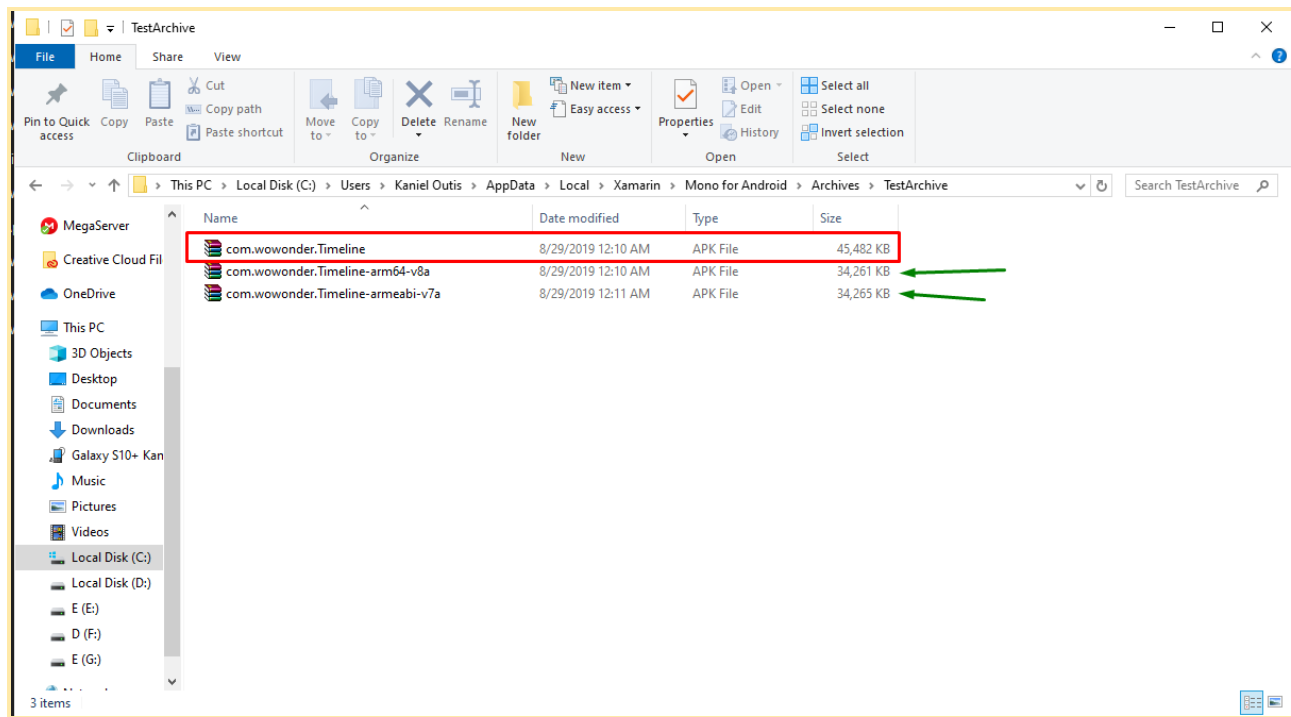
Users often avoid downloading apps that seem too large, This article describes how to reduce your APK size, which enables more users to download your app.

Step 1 Follow the picture bellow and your Android option should be same as the image bellow

Dont select the green color frame leave it unchecked



After selecting Generate Package Per ABI and after archive process is done open your Installed APK folder and you will see as below



(Generate Package Per ABI) Install type

Now Your APK is about 45 MB without the Google compressor once you submit it to the google play console it will be 30 MB till 35 MB.

Step 2 Still you want Smaller ? 😊

After you open your archive folder you will see the following archives if you selected **(Generate Package Per ABI)**

Usually you submit the red framed archive as the image bellow which is 45MB instead of submitting it you can submit 2 APKs to google play by uploading the Archives which are pointed by the green arrow which are 34MB size.

Now your APK file will be from 20 to 25 MB in Google play

5-Improving Startup Times (Splash Screen Loading)

If you use AOT today, it improves startup times drastically, but you suffer in APK size bloat. This, unfortunately, is not a bargain that most Android applications can take in this modern-day as we must keep our users at the forefront of our decisions. They also ensure that they don't have to download a large APK just to use our services. There must be a better way forward we thought.

We wanted to make sure we address this problem head-on by giving you the best of both worlds; a Performance startup experience, and minimal increase to APK size. Starting today, we're announcing faster starter times using Startup Tracing on Android for all versions of Visual Studio 2019.

What is Android AOT?

The Android runtime(ART) is a managed runtime used by applications and system services on Android. ART as the runtime executes Dalvik Executables (.dex files – Dalvik EXecutable) which is a compact format to store Dalvik bytecode.

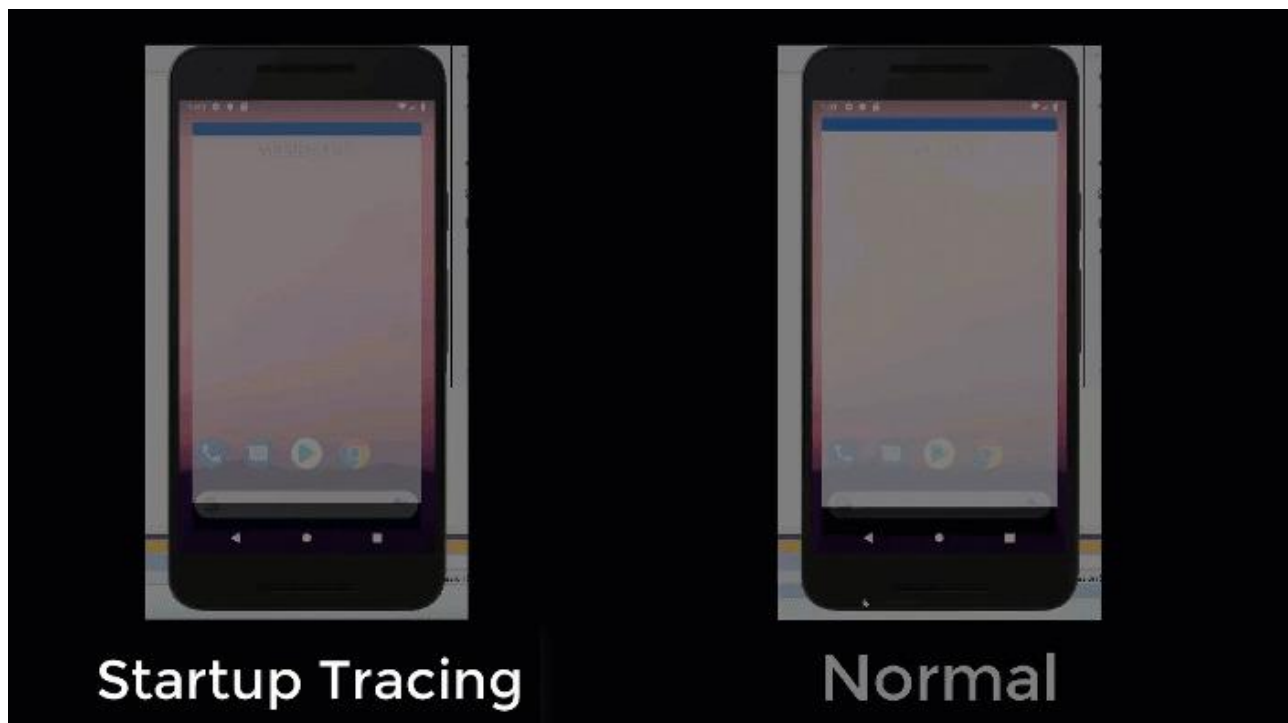
ART introduced the use of ahead-of-time (AOT) compilation by compiling entire applications into native machine code upon the installation of the application. This brings faster execution of applications and improved memory allocation. As well as garbage collection mechanisms, more accurate profiling, and much more.

To accomplish this, ART uses a utility known as `dex2oat` (Dalvik Executable to Ahead Time) to create an ELF (Executable and Linkable Format) executable. The

downside requires additional time to compile. Additionally, applications take up larger amounts of disk memory to store the compiled code.

What is Startup Tracing?

Mono introduced a feature which allows one to use a built-in AOT profiler on an application to generate an AOT profile. The profiler conducts memory profiling, execution time profiling, and even a statistical-based sampling for profiling. This generates an AOT profile that can be used to optimize your application when using Mono's AOT feature with a profile.



Type Build	Startup Speed	APK Size (Without ABI)
Normal	2s914ms	45.1 MB
AOT	1s18ms	70.6 MB
Startup Tracing	1s518ms	55.1 MB

Push Notification Install

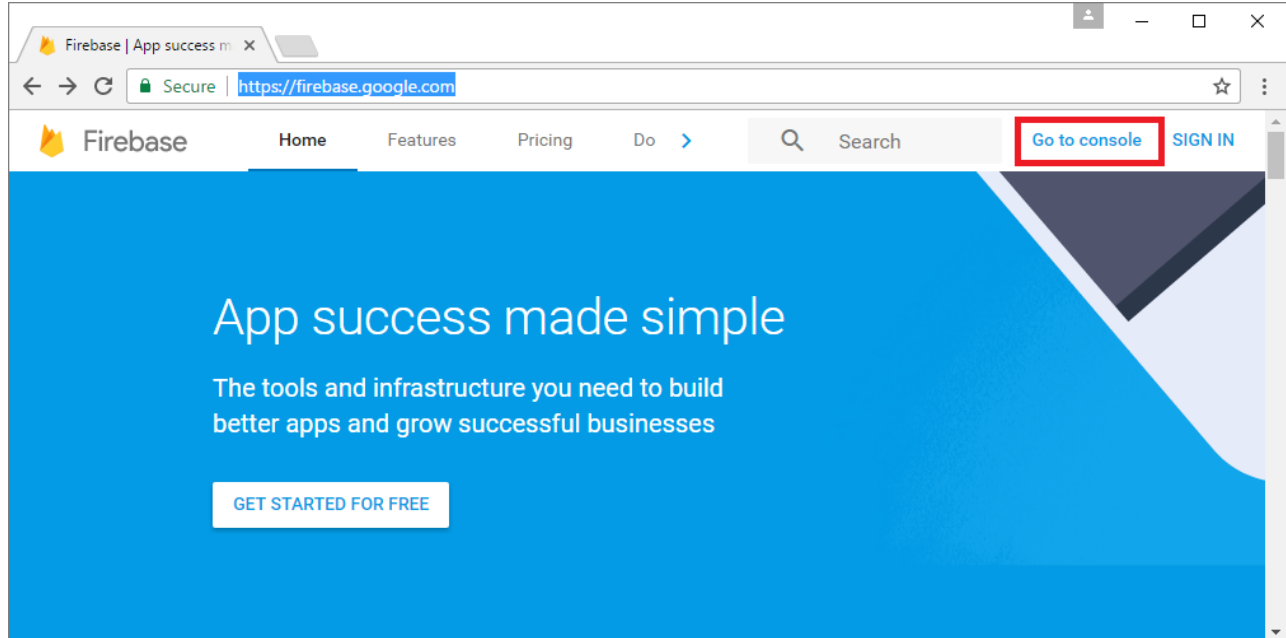
WoWonder Products are using **OneSignal** for push notification service.

What is OneSignal?

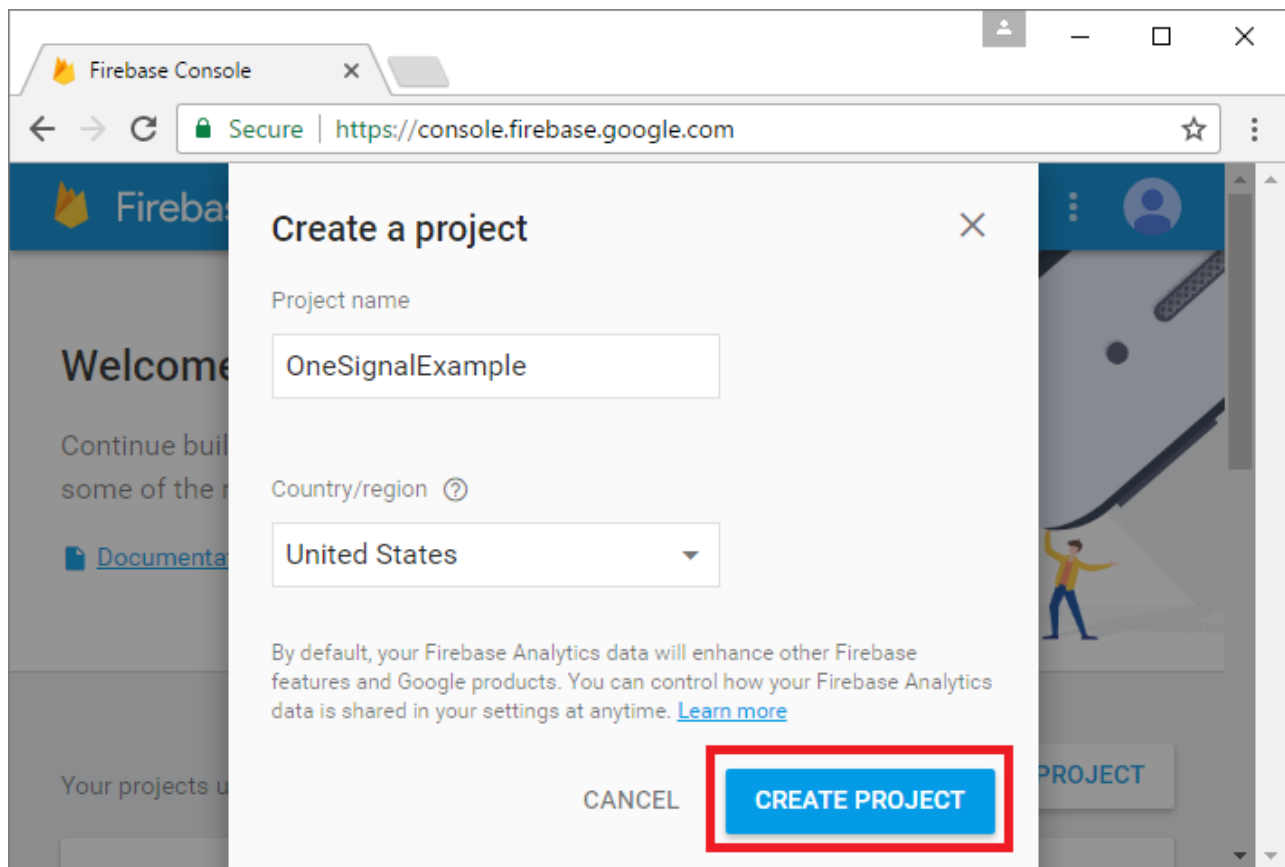
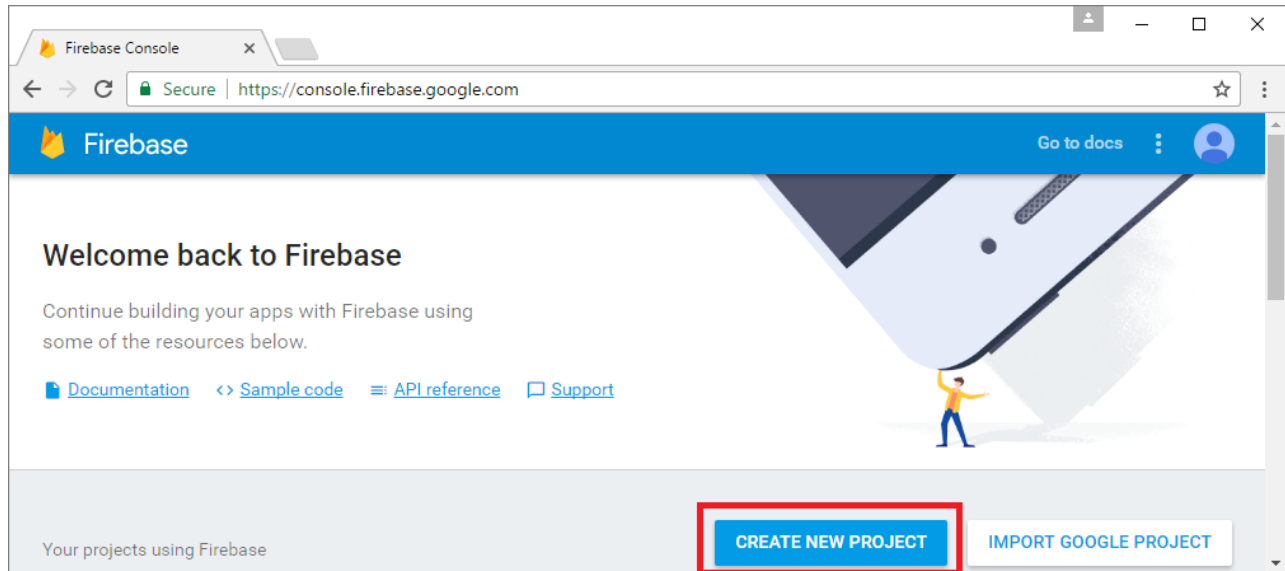
OneSignal is a high volume and reliable push notification service for websites and mobile applications. They support all major native and mobile platforms by providing dedicated SDKs for each platform, a Restful server API, and an online dashboard for marketers to design and send push notifications.

1. Create a Firebase project

1.1 Visit the Firebase Console and sign in with your Google account.



1.2 Press "CREATE NEW PROJECT" or select an existing one below.

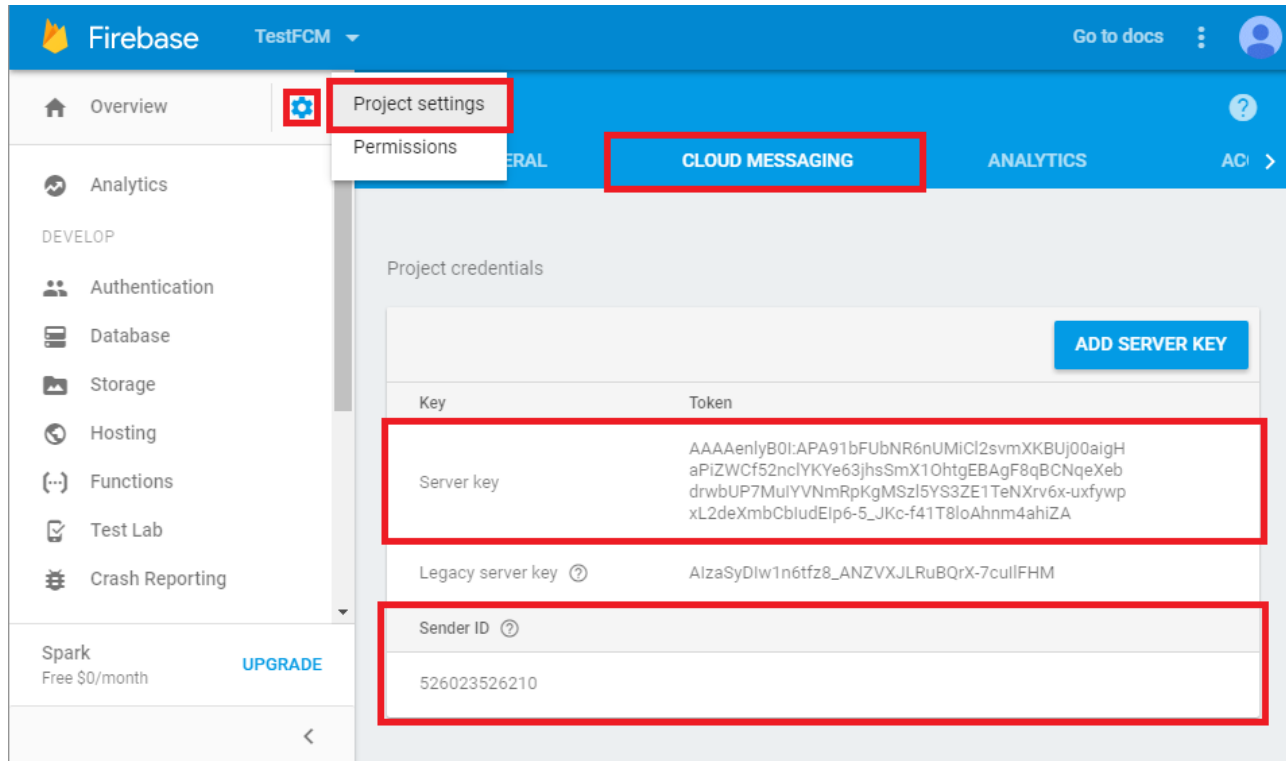


2. Getting your Firebase Cloud Messaging token and Sender ID:

- 1 Click the Gear icon in the top left and select "Project settings".
- 2 Select the "CLOUD MESSAGING" tab..

3 Save the two values listed:

- You'll need your **Server key**, also known as the **Google Server API key**.
- You'll need your **Sender ID**, also known as the **Google Project Number**, later as well



3. Configure your OneSignal app's settings

1- Go to App Settings and press the *Configure* button to the right of *Apple IOS*.

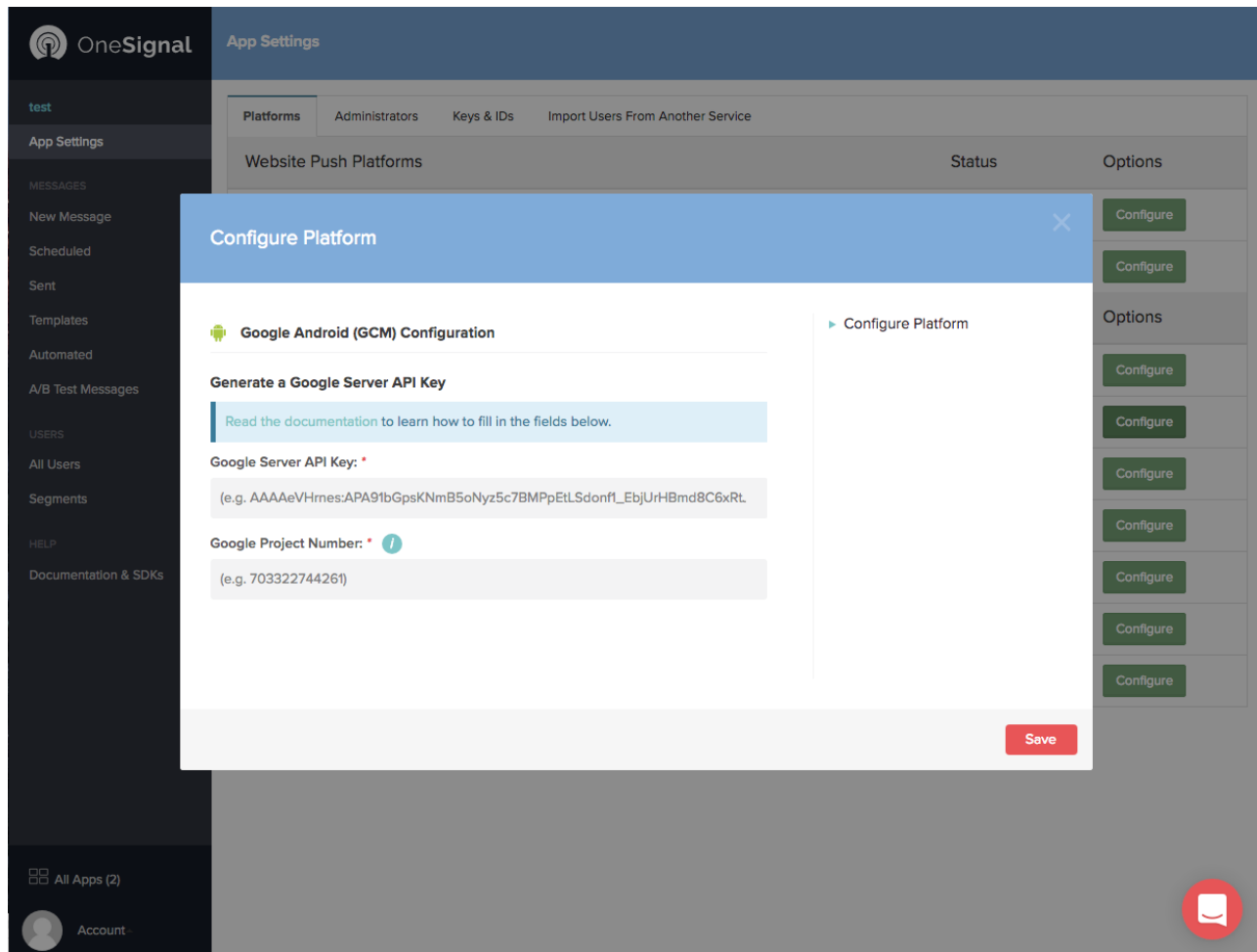
Read the full Doc here <https://documentation.onesignal.com/v3.0/docs/generate-an-ios-push-certificate>

For Android >> Go to App Settings and press the *Configure* button to the right of Google Android

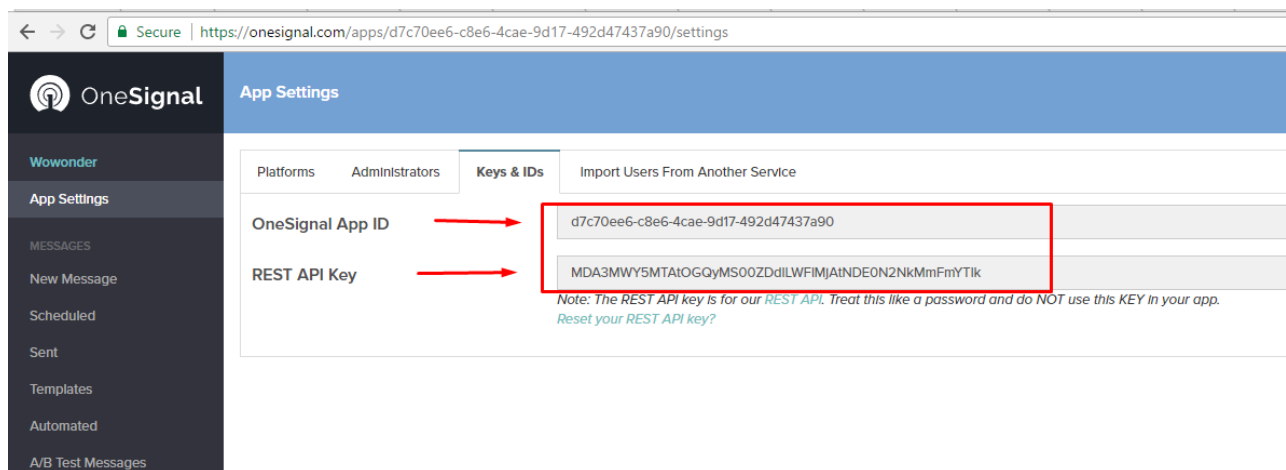
The screenshot shows the OneSignal App Settings page. The left sidebar contains navigation options: test, App Settings, MESSAGES (New Message, Scheduled, Sent, Templates, Automated, A/B Test Messages), USERS (All Users, Segments), and HELP (Documentation & SDKs). The main content area is titled 'App Settings' and has tabs for Platforms, Administrators, Keys & IDs, and Import Users From Another Service. The 'Platforms' tab is active, showing a list of platforms. The 'Google Android' platform is highlighted with a red box. The table below shows the status and configuration options for various platforms.

Website Push Platforms		Status	Options
Google Chrome and Mozilla Firefox	Inactive	Configure	
Apple Safari	Inactive	Configure	
Native App Platforms		Status	Options
Apple iOS	Inactive	Configure	
Google Android	Inactive	Configure	
Windows Phone 8.0	Inactive	Configure	
Windows Phone 8.1+	Inactive	Configure	
Amazon Fire	Inactive	Configure	
Mac OS X	Inactive	Configure	
Google Chrome Apps & Extensions	Inactive	Configure	

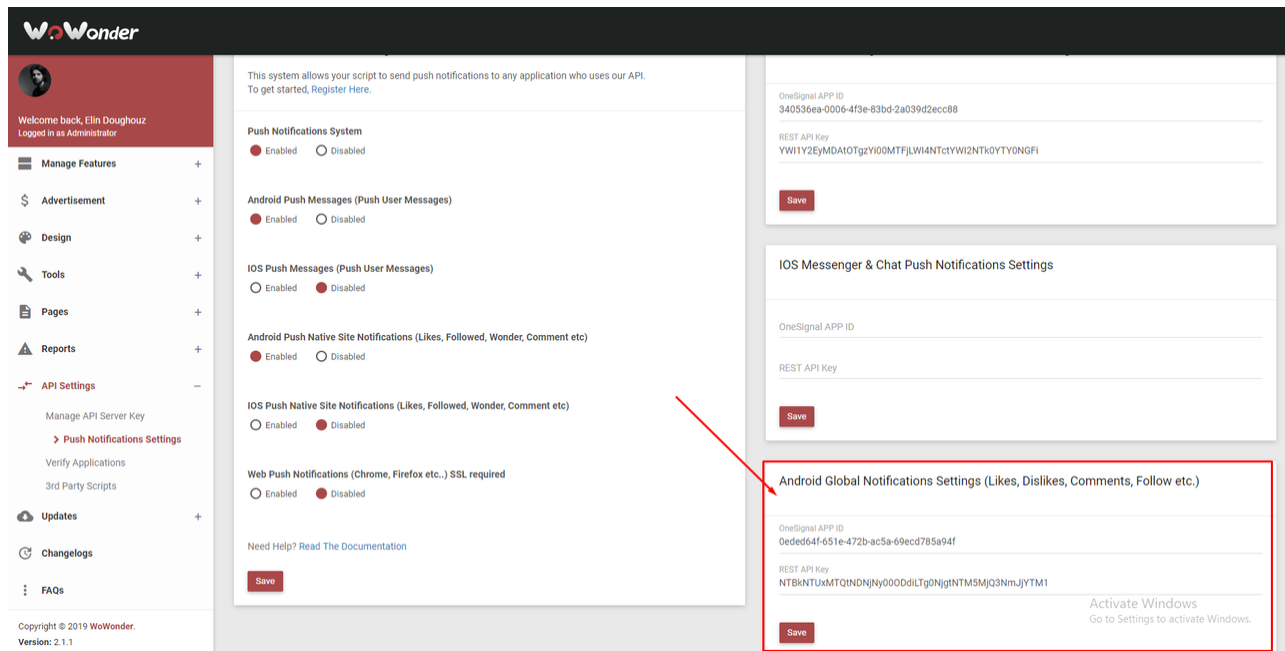
2-Paste your Google Server API Key and Google Project Number in here and press Save.



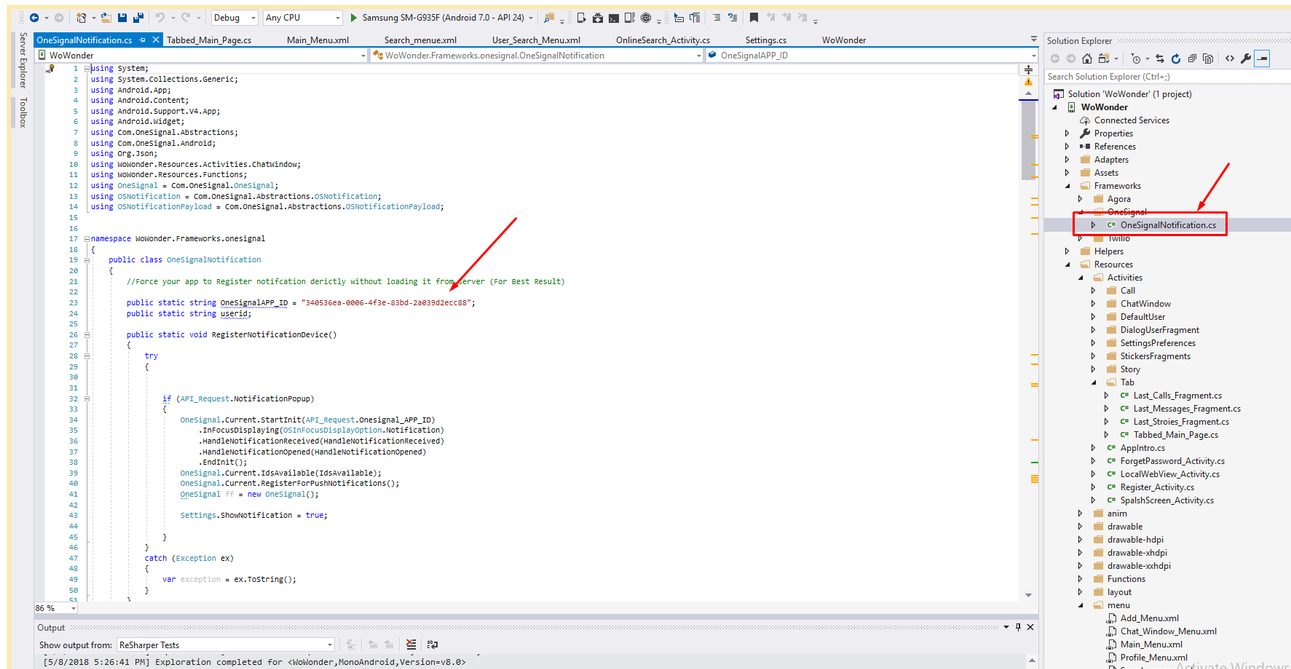
3-Copy your keys from App Settings >> Keys& ids TAB.



4-Pasta all the keys on the (Push Notifications System) Tab on Your Admin Panel ,and select Enable for Push notifications as image bellow and press save .



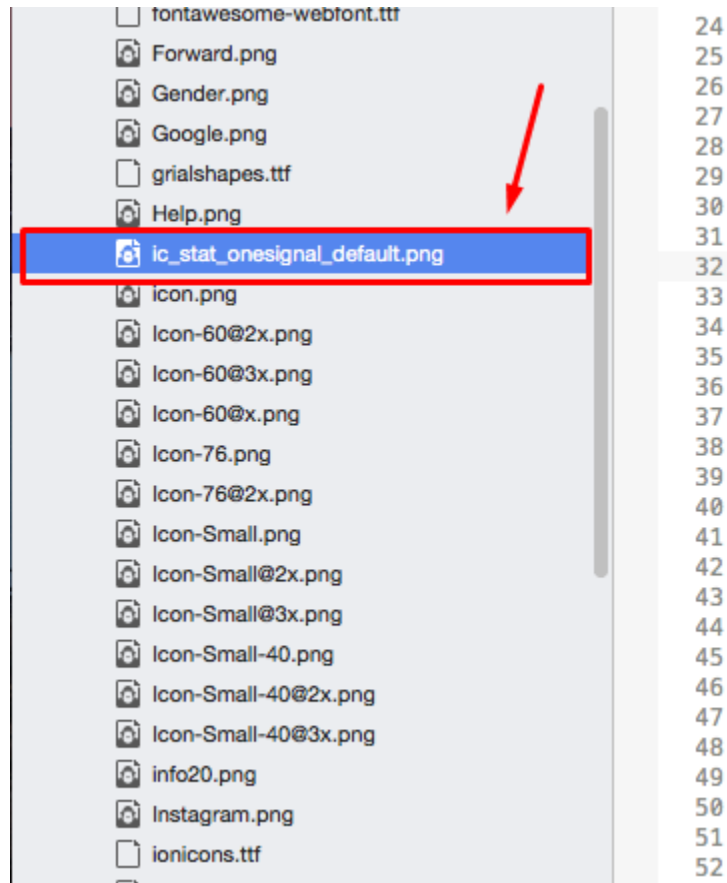
5. Then Add the keys on Wowonder >>> OneSignal>> OneSignal_Notficiation.cs



4-Change Your Push Notification Icon

1-From the Solution Explorer go to
Wowonder >> Resources >> Drawable.

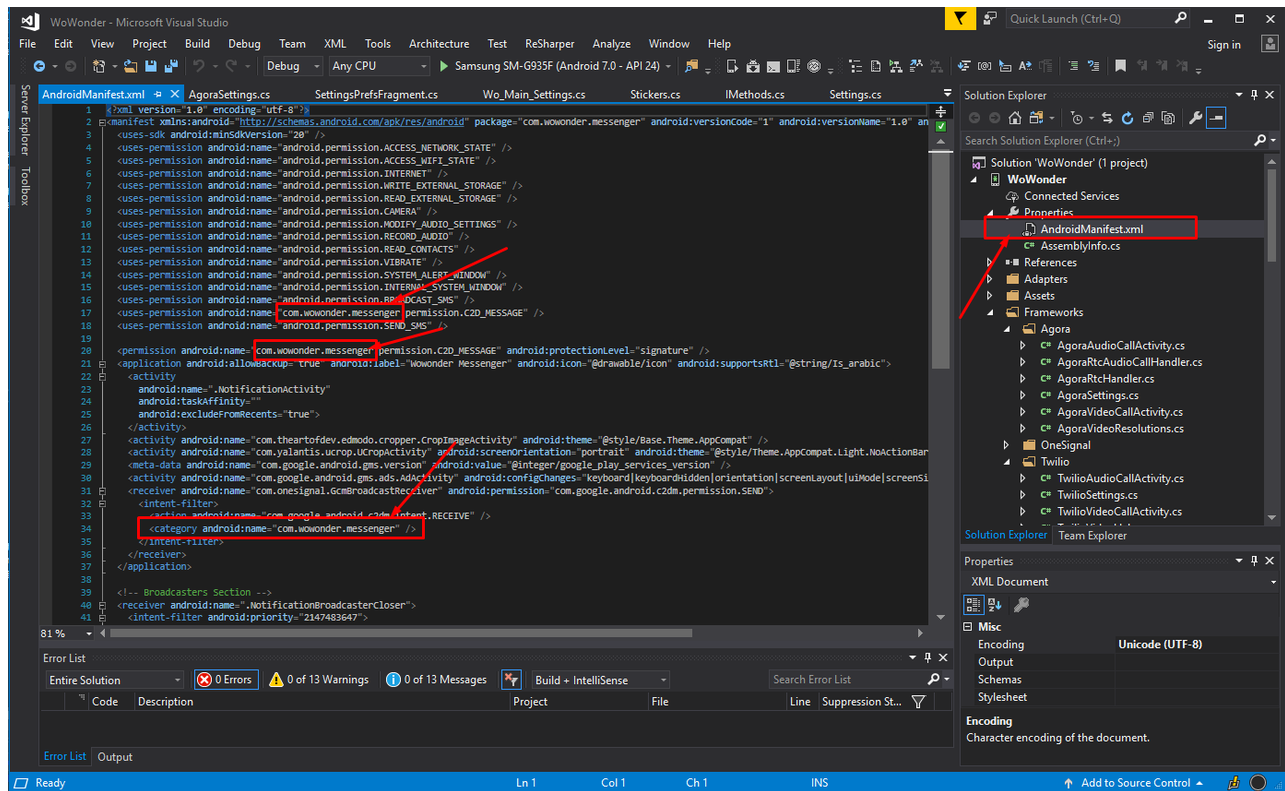
2-Add your image as the same name, it must be >> "ic_stat_onesignal_default.png"



5-Change your package name to start getting notifications.

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

This will activate your One-signal account on your device and you are done.



Frequently Asked Questions (FAQ)

How can i use the API DLL class and write my own code

We made for our developer few classes which can be accessed anywhere in your project and your own solution

Our APIs depends on this 3 variables always

```
1 using System;
2 using Android;
3 using Android.App;
4 using Android.Content;
5 using Android.Content.PM;
6 using Android.OS;
7 using Android.Support.V7.App;
8 using Android.Views;
9 using Android.Widget;
10 using WoWonder.Helpers.Utils;
11 using Uri = Android.Net.Uri;
12
13 namespace WoWonder.Activities.Default
14 {
15     [Activity(Icon = "@drawable/icon", Theme = "@style/ProfileTheme",
16         ConfigurationChanges = ConfigChanges.Locale | ConfigChanges.Orientation)]
17     public class FirstActivity : AppCompatActivity
18     {
19         private View IncludeLayout;
20         private RelativeLayout LayoutBase;
21         private Button LoginButton;
22         private Button RegisterButton;
23
24         private VideoView VideoViewer;
25
26         protected override void onCreate(Bundle savedInstanceState)
27         {
28             try
29             {
30                 base.onCreate(savedInstanceState);
31                 Methods.App.FullScreenApp(this);
32
33                 var token = WoWonderClient.Current.AccessToken;
34                 var serverKey = WoWonderClient.Client.ServerKey;
35                 var website = WoWonderClient.Client.WebsiteUrl;
36
37                 SetContentView(Resource.Layout.First_Layout);
38
39                 LoginButton = FindViewById<Button>(Resource.Id.LoginButton);
40                 RegisterButton = FindViewById<Button>(Resource.Id.RegisterButton);
41
42                 IncludeLayout = FindViewById<View>(Resource.Id.IncludeLayout);
43                 VideoViewer = FindViewById<VideoView>(Resource.Id.videoView);
44
45                 LayoutBase = FindViewById<RelativeLayout>(Resource.Id.Layout_Base);
46
47                 //Set Theme
48                 if (AppSettings.BackgroundScreenWelcomeType == "Image")
49
50
51
52
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59
60
61
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```

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 API key and Secret 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 can have a custom work for this application ?

- Once You decide to customize your application an change many things or add something new

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