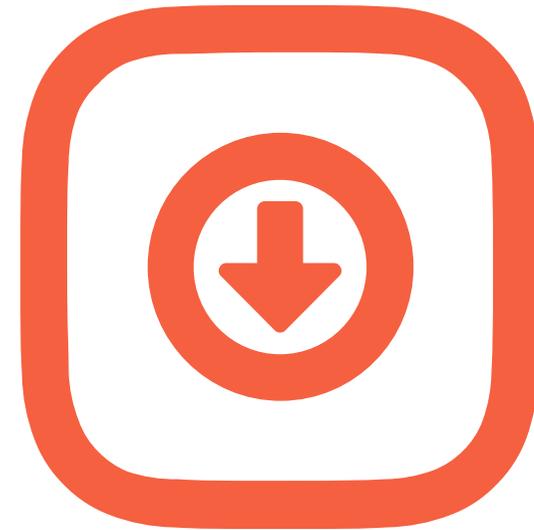


upscapesoft

# Insta Saver

Hello! Thank you for purchasing this Insta Saver App source code and for becoming our customer.  
**Your Awesome!**

This documentation is to help you regarding each step of installation and integration. Please go through the documentation carefully to understand how to setup the app. Basic Android app programming & development skills are required to modify the source code.



# OVERVIEW

The documentation comprises of the following sections:

1. Details section
2. Requirements section
3. Which Android Studio version is required section
4. How to open the project in Android Studio section
5. How to change the package name section
6. How to change app name section
7. How to change app icon section
8. How to change AdMob IDs section
9. How to setup OneSignal & Firebase section
10. How to change privacy policy URL section
11. How to change app Download Path & File Name section

## DETAILS

**Item Name:** Insta Saver

**Item Version:** v1.0.0

**Author:** [upscapesoft](#)

**Support Forum:** <https://codecanyon.net/user/upscapesoft>

**Note:** Please do not upload application directly without any change in code or package name. It might increase the chance of policy violation. That will also cause your Google Playstore account suspension.

The following are the software's & consoles you need to customize the source code template;

1. Android Studio (Android Studio Arctic Fox is recommended)
2. Firebase account & google-services.json file
3. OneSignal account

### **Note:**

1. When configuring the OneSignal account, you must also have a Firebase account already setup.
2. Be careful while editing the code. If not edited properly, the code & design layout may break completely and end up in errors. No support is provided for faulty customization.

# Which Android Studio version is required?

Latest Android Studio version is recommended, which can be downloaded from here: <https://developer.android.com/studio>



Android Studio provides the fastest tools for building apps on every type of Android device.

[Download Android Studio](#)

2020.3.1 for Windows 64-bit (914 MiB)

← Click here to download Android Studio

[Download options](#)

[Release notes](#)

## 14. General Legal Terms

14.1 The License Agreement constitutes the whole legal agreement between you and Google and governs your use of the SDK (excluding any services which Google may provide to you under a separate written agreement), and completely replaces any prior agreements between you and Google in relation to the SDK. 14.2 You agree that if Google does not exercise or enforce any legal right or remedy which is contained in the License Agreement (or which Google has the benefit of under any applicable law), this will not be taken to be a formal waiver of Google's rights and that those rights or remedies will still be available to Google. 14.3 If any court of law, having the jurisdiction to decide on this matter, rules that any provision of the License Agreement is invalid, then that provision will be removed from the License Agreement without affecting the rest of the License Agreement. The remaining provisions of the License Agreement will continue to be valid and enforceable. 14.4 You acknowledge and agree that each member of the group of companies of which Google is the parent shall be third party beneficiaries to the License Agreement and that such other companies shall be entitled to directly enforce, and rely upon, any provision of the License Agreement that confers a benefit on (or rights in favor of) them. Other than this, no other person or company shall be third party beneficiaries to the License Agreement. 14.5 EXPORT RESTRICTIONS. THE SDK IS SUBJECT TO UNITED STATES EXPORT LAWS AND REGULATIONS. YOU MUST COMPLY WITH ALL DOMESTIC AND INTERNATIONAL EXPORT LAWS AND REGULATIONS THAT APPLY TO THE SDK. THESE LAWS INCLUDE RESTRICTIONS ON DESTINATIONS, END USERS AND END USE. 14.6 The rights granted in the License Agreement may not be assigned or transferred by either you or Google without the prior written approval of the other party. Neither you nor Google shall be permitted to delegate their responsibilities or obligations under the License Agreement without the prior written approval of the other party. 14.7 The License Agreement, and your relationship with Google under the License Agreement, shall be governed by the laws of the State of California without regard to its conflict of laws provisions. You and Google agree to submit to the exclusive jurisdiction of the courts located within the county of Santa Clara, California to resolve any legal matter arising from the License Agreement. Notwithstanding this, you agree that Google shall still be allowed to apply for injunctive remedies (or an equivalent type of urgent legal relief) in any jurisdiction. *July 27, 2021*

I have read and agree with the above terms and conditions

← Check the box to accept the terms and conditions

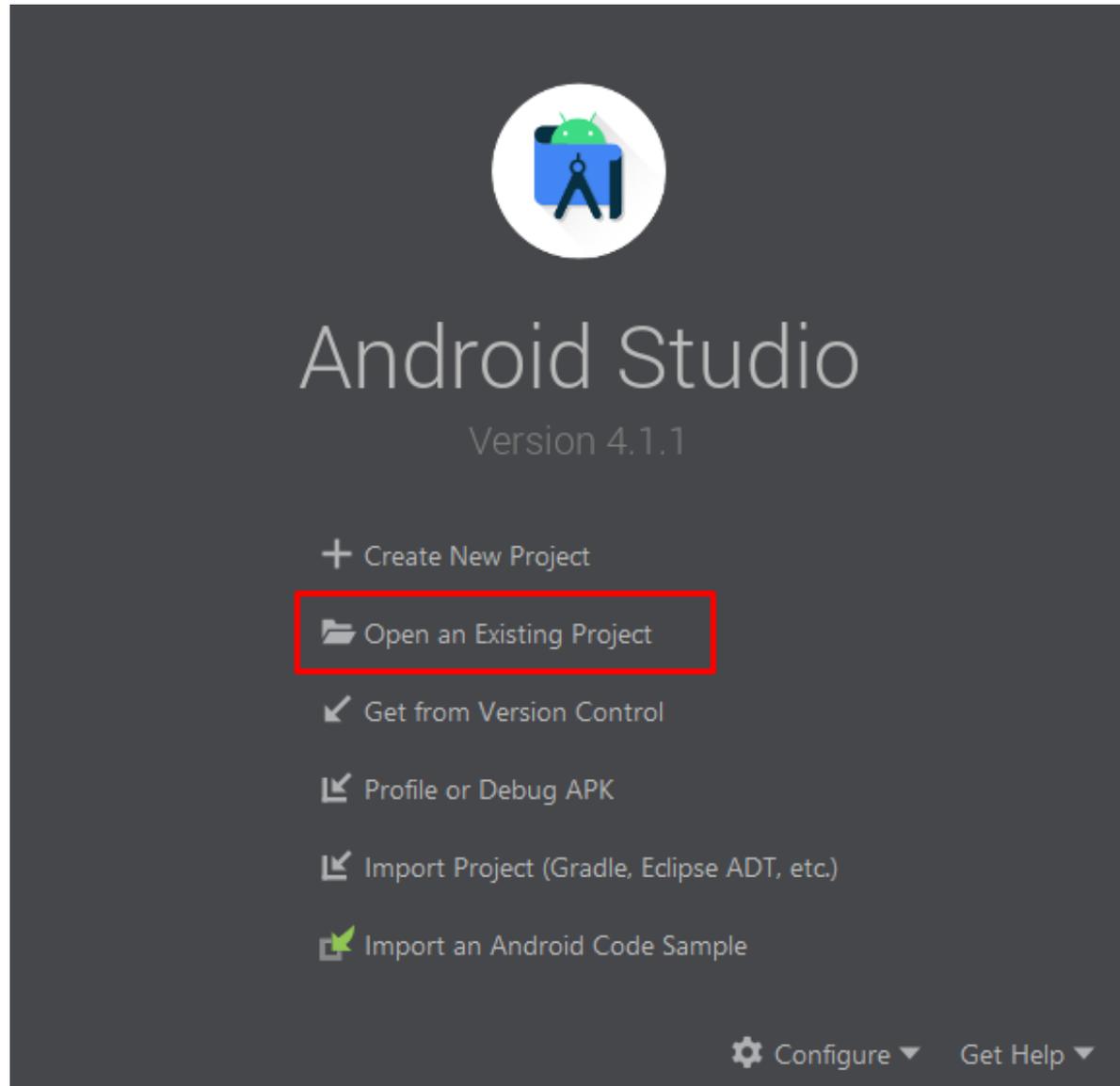
Download Android Studio 2020.3.1 for Windows

← Click the button to start the download

android-studio-2020.3.1.26-windows.exe

# How to open the project in Android Studio?

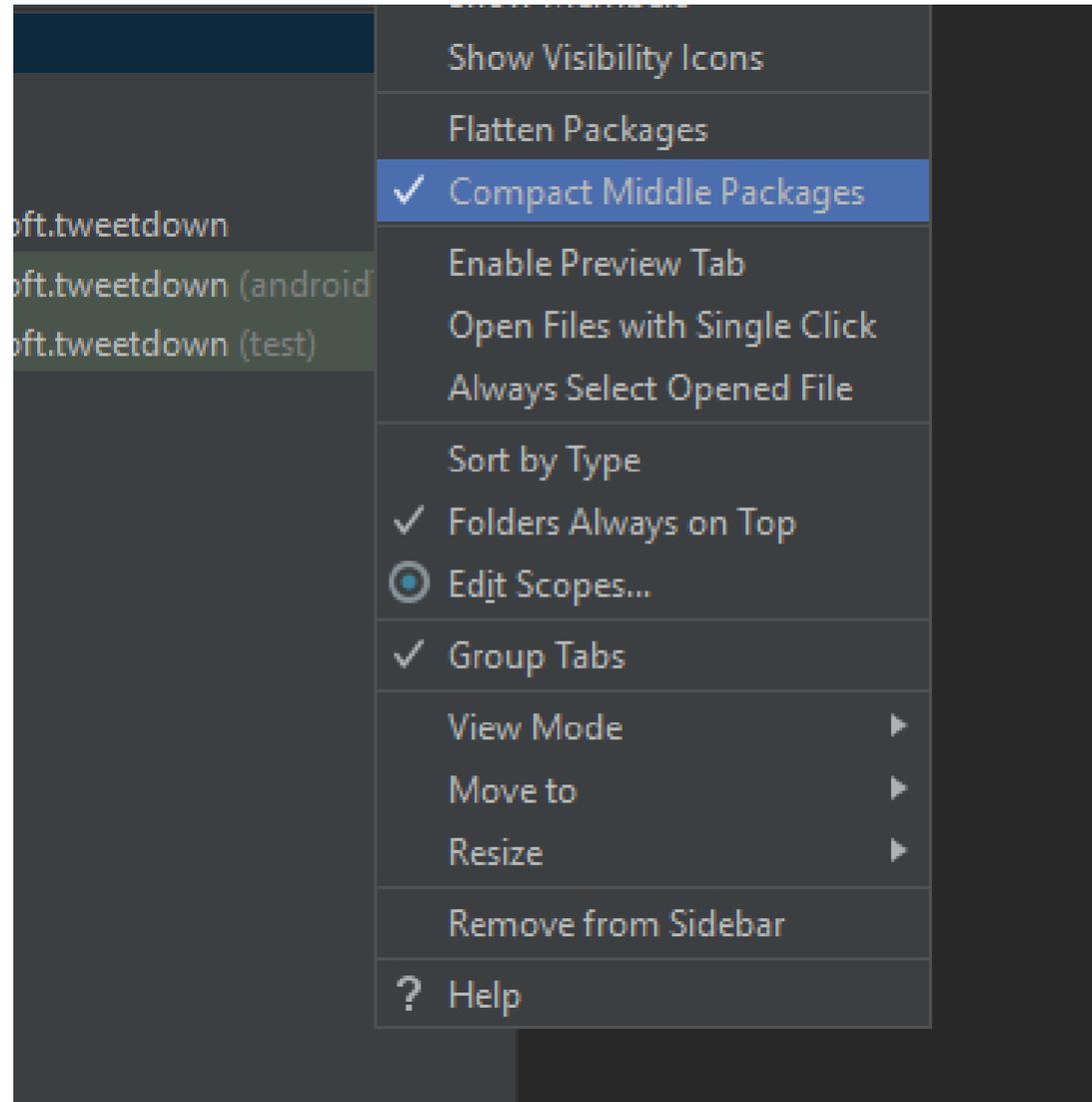
1. After downloading the project, unzip the Project Folder
2. Open Android Studio > Open an Existing Android Studio Project > Select Your Project > Ok



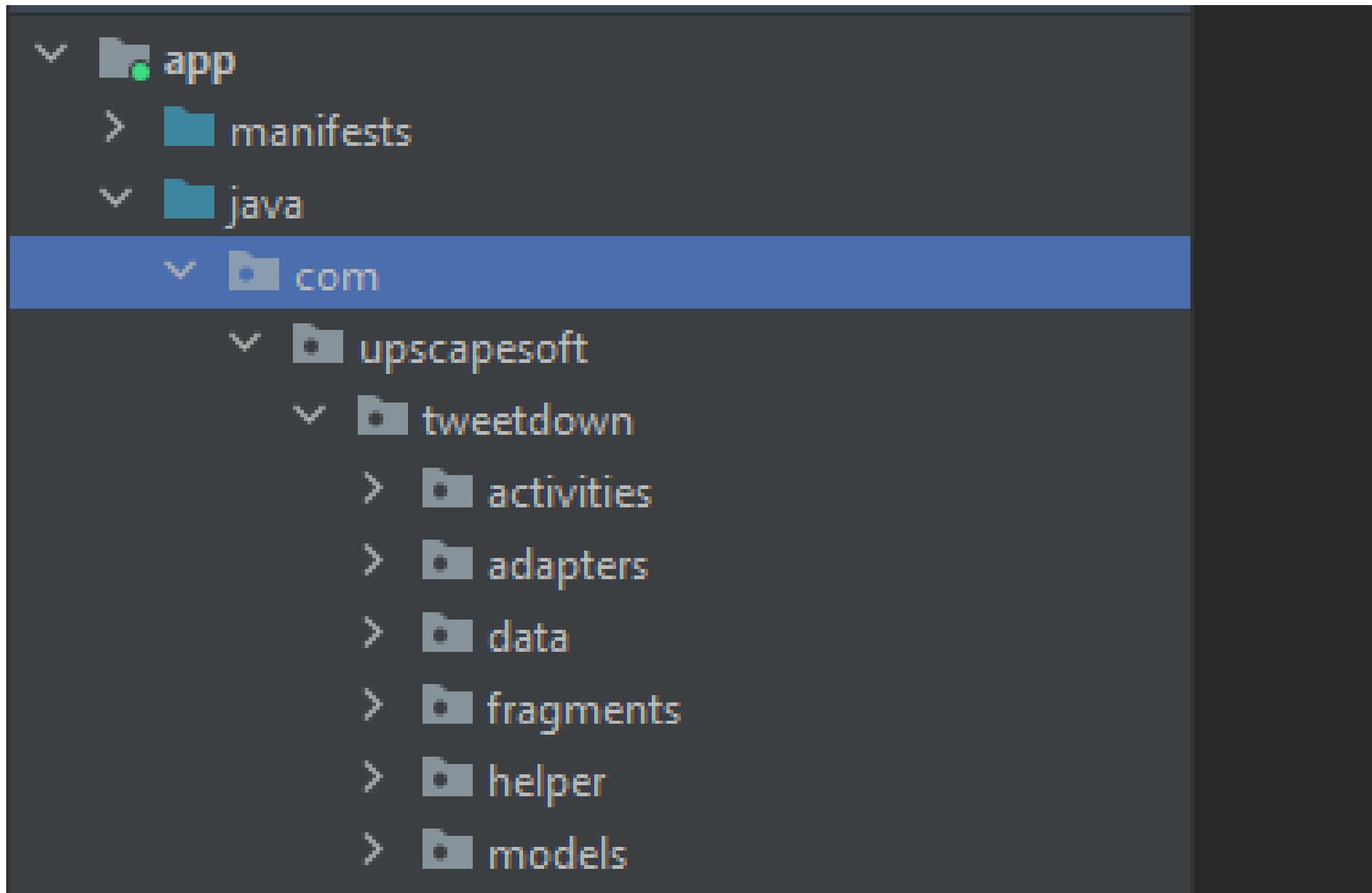
3. Wait for Gradle Process
4. Click on Run and install

# How to change the package name?

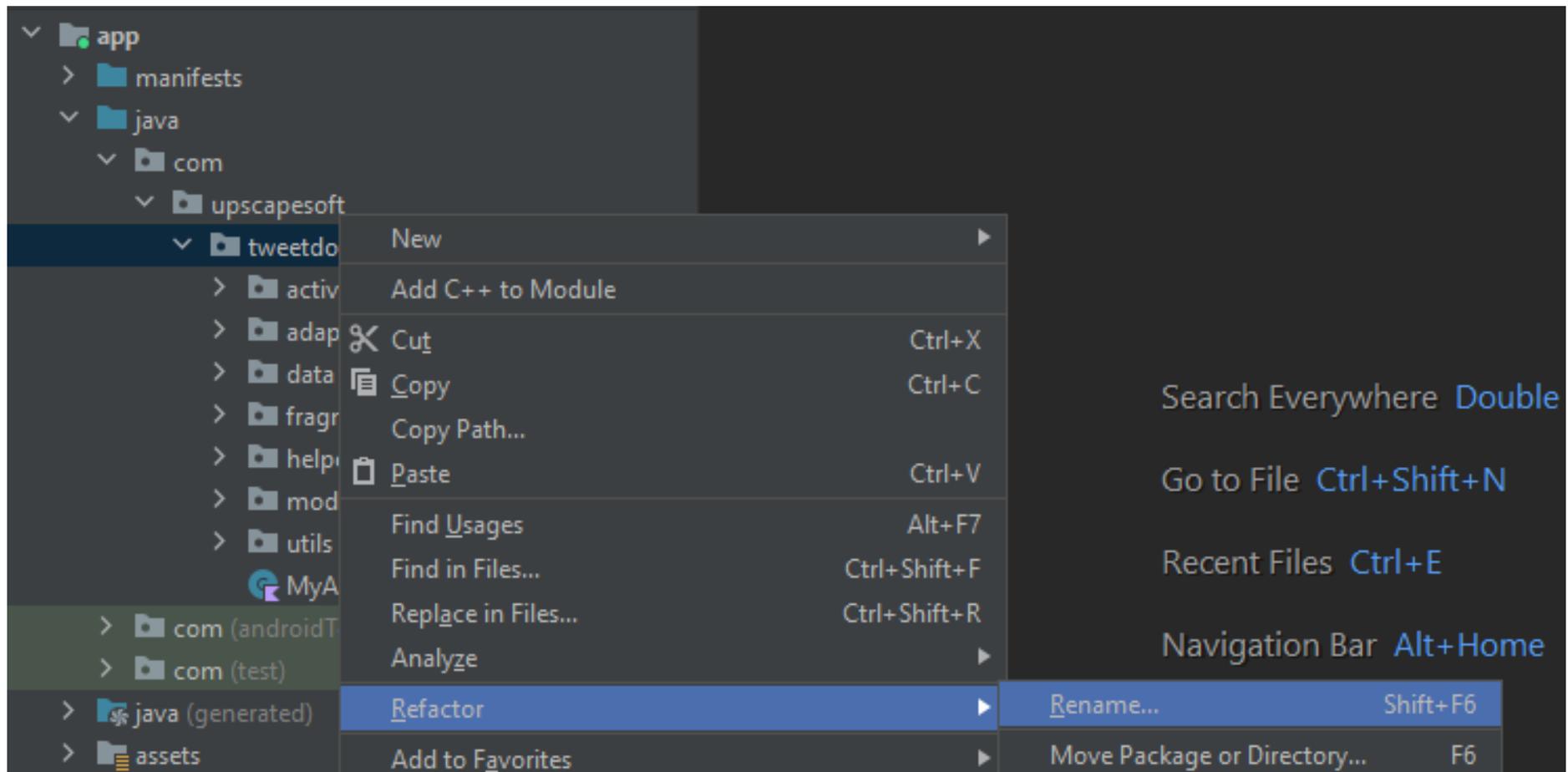
1. In the Project pane, click on the little gear icon. Uncheck/Deselect the Compact Middle Packages option.



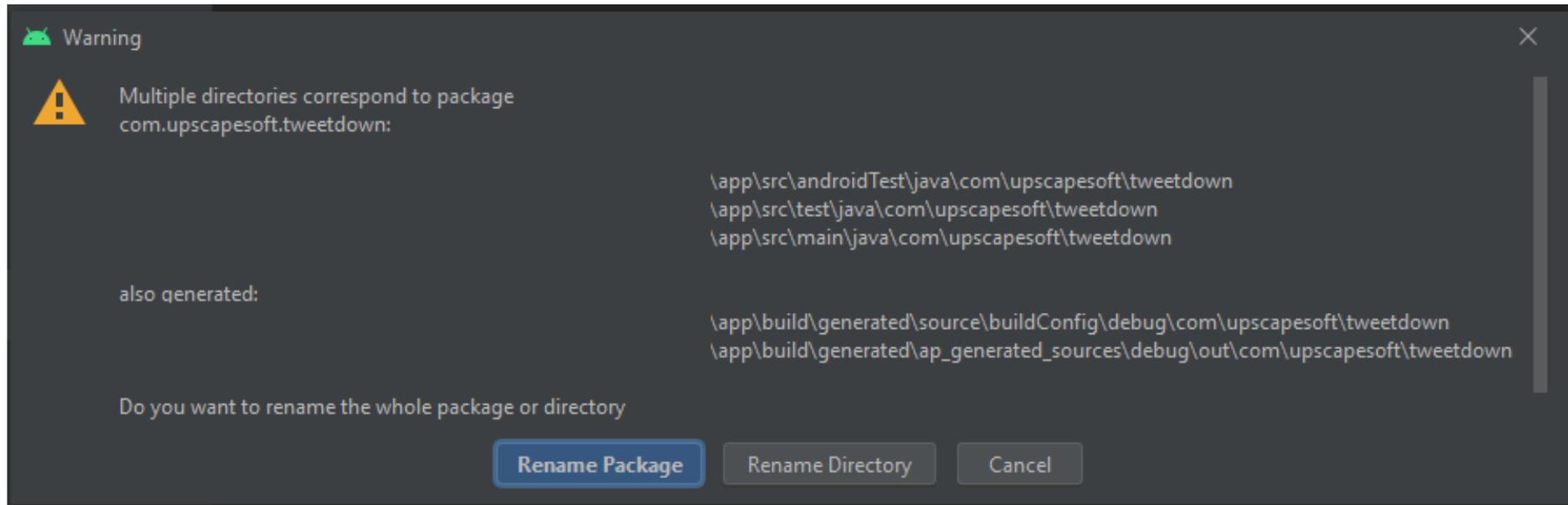
2. Your package directory will now be broken up into individual directories.



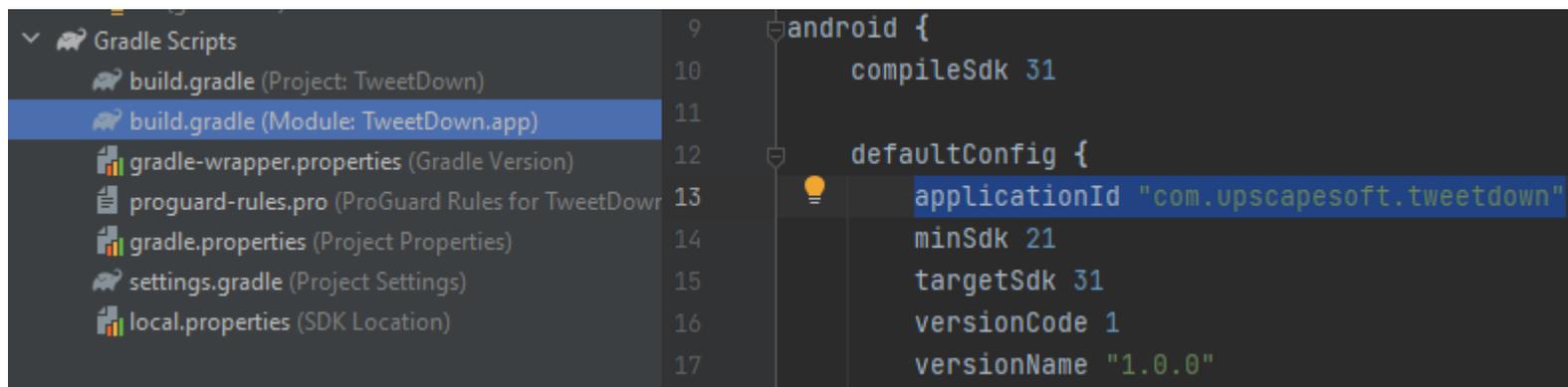
3. Individually select each directory you want to rename, and: Right-click it, Select Refactor > Click on Rename in the Pop-up dialog.



- Click on Rename Package instead of Rename Directory Enter the new name and hit Refactor. Allow a minute to let Android Studio update all the changes.



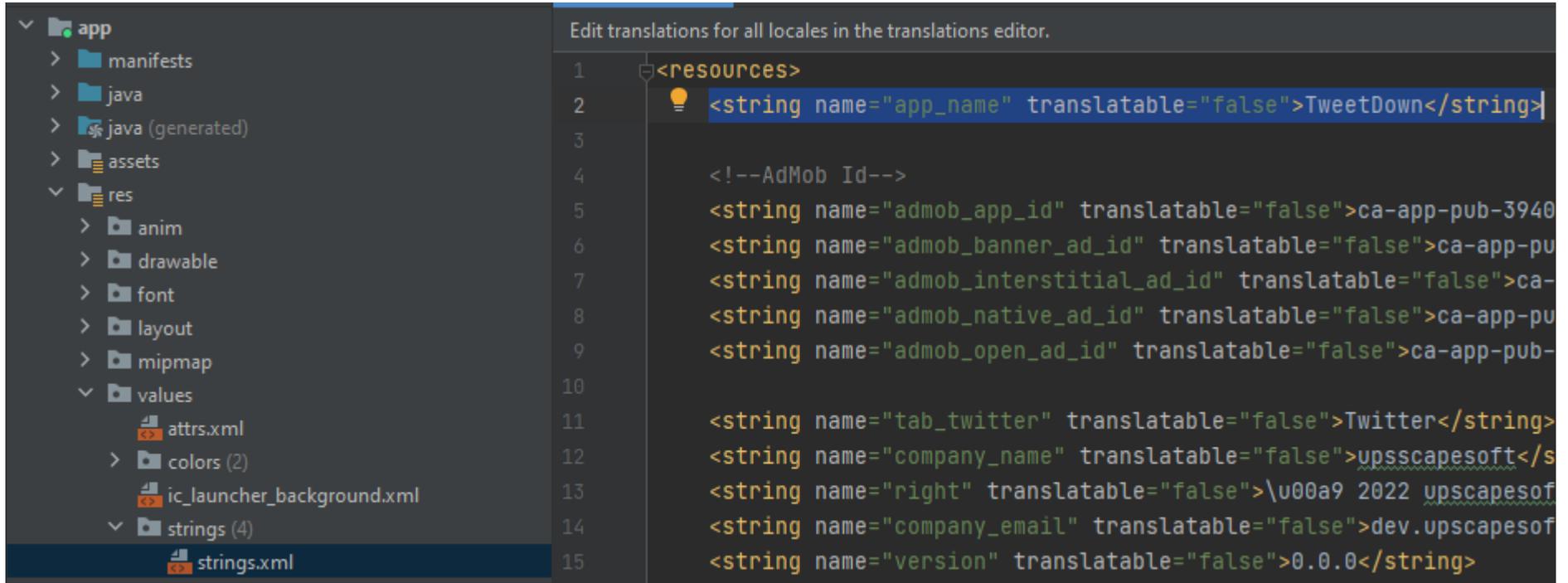
- Now open your build.gradle (Usually 'app' or 'mobile'). Update the applicationId to your Package Name and Sync Gradle, if it hasn't already been updated automatically.



**Note:** When renaming com in Android Studio, it might give a warning. In such a case, select Rename All.

# How to change app name?

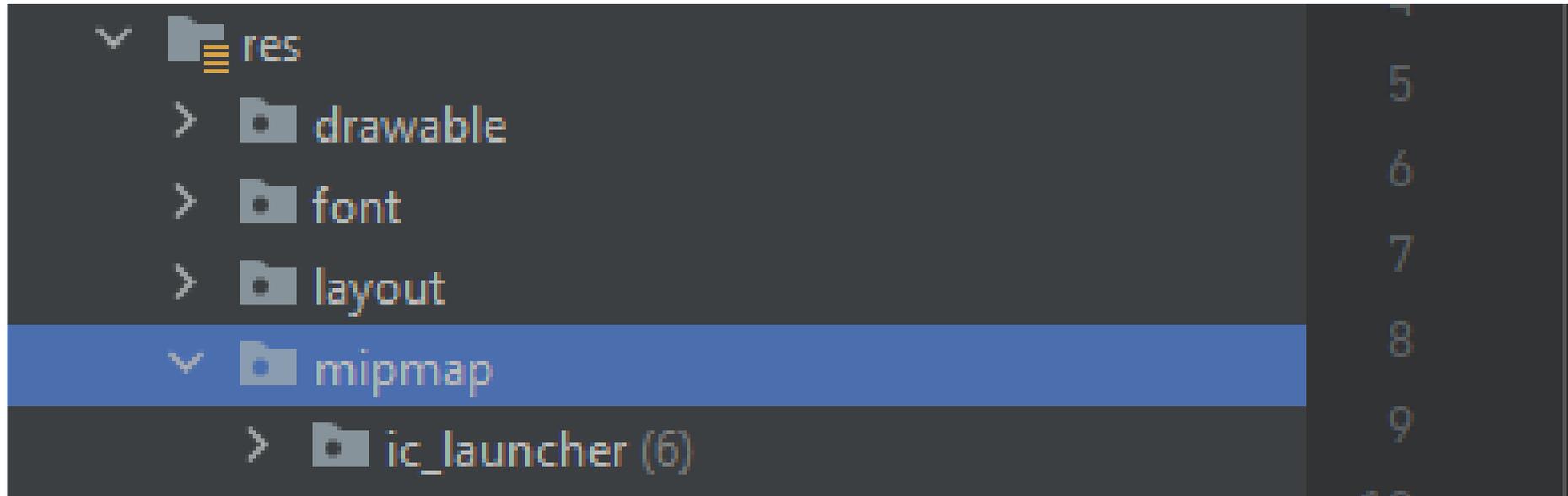
1. Open Android Studio > Insta Saver > res > values > strings.xml.
2. Enter your app name inside "app\_name" **string tag**: `<string name="app_name">Insta Saver</string>`



```
1 <resources>
2 <string name="app_name" translatable="false">TweetDown</string>
3
4 <!--AdMob Id-->
5 <string name="admob_app_id" translatable="false">ca-app-pub-3940
6 <string name="admob_banner_ad_id" translatable="false">ca-app-pu
7 <string name="admob_interstitial_ad_id" translatable="false">ca-
8 <string name="admob_native_ad_id" translatable="false">ca-app-pu
9 <string name="admob_open_ad_id" translatable="false">ca-app-pub-
10
11 <string name="tab_twitter" translatable="false">Twitter</string>
12 <string name="company_name" translatable="false">upsscapessoft</s
13 <string name="right" translatable="false">\u00a9 2022 upscapesof
14 <string name="company_email" translatable="false">dev.upscapesof
15 <string name="version" translatable="false">0.0.0</string>
```

# How to change app icon?

1. Open Android Studio > app > res >.
2. Replace your icon with ***ic\_launcher.png*** and paste in all mipmap folders.



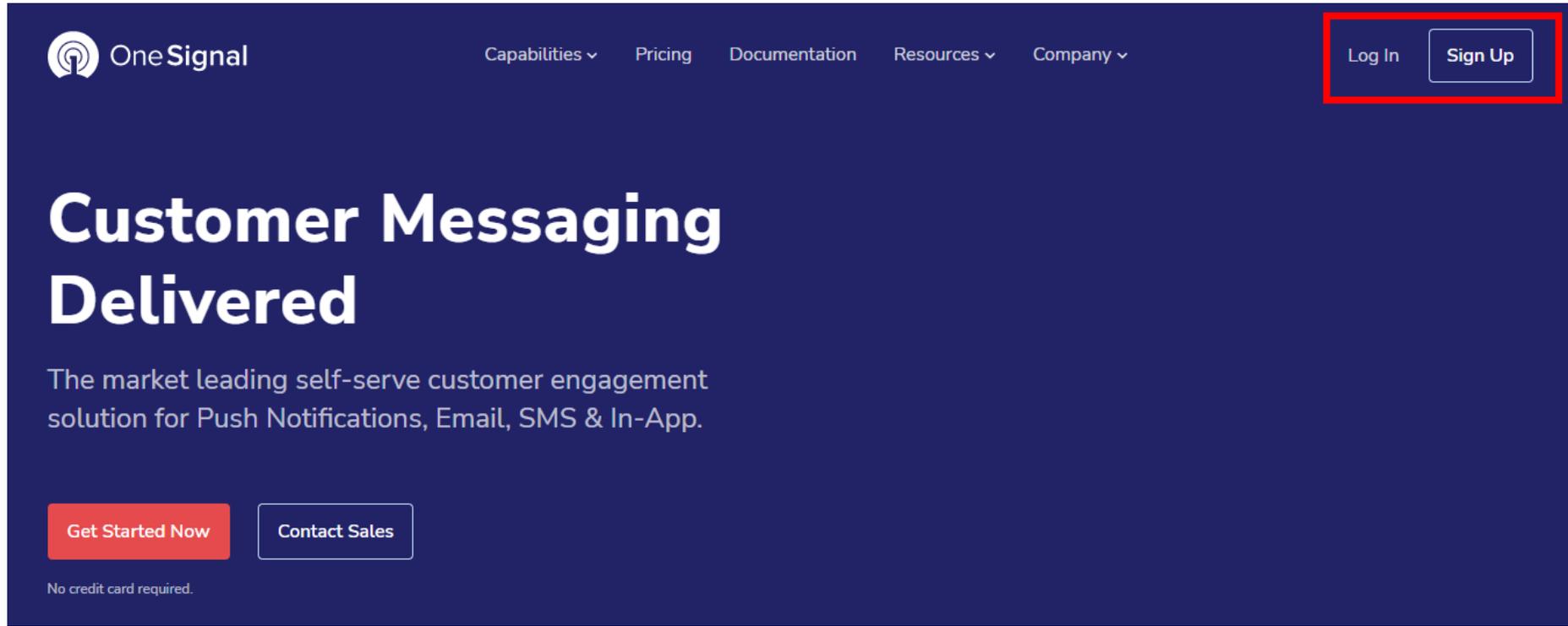
# How to change AdMob IDs?

1. Sign into your AdMob account.
2. Create a new App by giving the package name of the app you want to integrate AdMob. Once the App is created, you can find the APP ID on the dashboard which looks like **ca-app-pub-XXXXXXXXXX~XXXXXXXXXX**
3. Select the ad format(s) and give the ad unit a name
4. Once the ad unit is created, you can notice the Ad unit ID on the dashboard. An example of an ad unit id looks like **ca-app-pub-10XXXXXXXXX/XXXXXXXXXXXX**. Here you need to create **Banner ads, Interstitial ads, Native ads, & App Open ads**.
5. Enter your AdMob app id inside "admob\_app\_id" **string tag: <string name="admob\_app\_id" translatable="false">ca-app-pub-3940256099942544~3347511713</string>**
6. Enter your AdMob banner id inside "admob\_banner\_ad\_id" **string tag: <string name="admob\_banner\_ad\_id" translatable="false">ca-app-pub-3940256099942544/6300978111</string>**
7. Enter your AdMob interstitial id inside "admob\_interstitial\_ad\_id" **string tag: <string name="admob\_interstitial\_ad\_id" translatable="false">ca-app-pub-3940256099942544/1033173712</string>**
8. Enter your AdMob open Ads id inside "admob\_open\_ad\_id" **string tag: <string name="admob\_open\_ad\_id" translatable="false">ca-app-pub-3940256099942544/3419835294</string>**
9. Enter your AdMob open Ads id inside "admob\_native\_ad\_id" **string tag: <string name="admob\_native\_ad\_id" translatable="false">ca-app-pub-3940256099942544/2247696110</string>**

```
<!--admob ids-->
<string name="admob_app_id" translatable="false">ca-app-pub-3940256099942544~3347511713</string>
<string name="admob_banner_ad_id" translatable="false">ca-app-pub-3940256099942544/6300978111</string>
<string name="admob_interstitial_ad_id" translatable="false">ca-app-pub-3940256099942544/1033173712</string>
<string name="admob_open_ad_id" translatable="false">ca-app-pub-3940256099942544/3419835294</string>
<string name="admob_native_ad_id" translatable="false">ca-app-pub-3940256099942544/2247696110</string>
```

# How to setup OneSignal & Firebase?

1. Open OneSignal website from here & login/sign up. <https://onesignal.com/>



2. Click on NEW APP/WEBSITE button.

Name of your app or website

TweetDown

What platform do you wish to use for this app? You can set up more later.



Apple iOS



Google Android



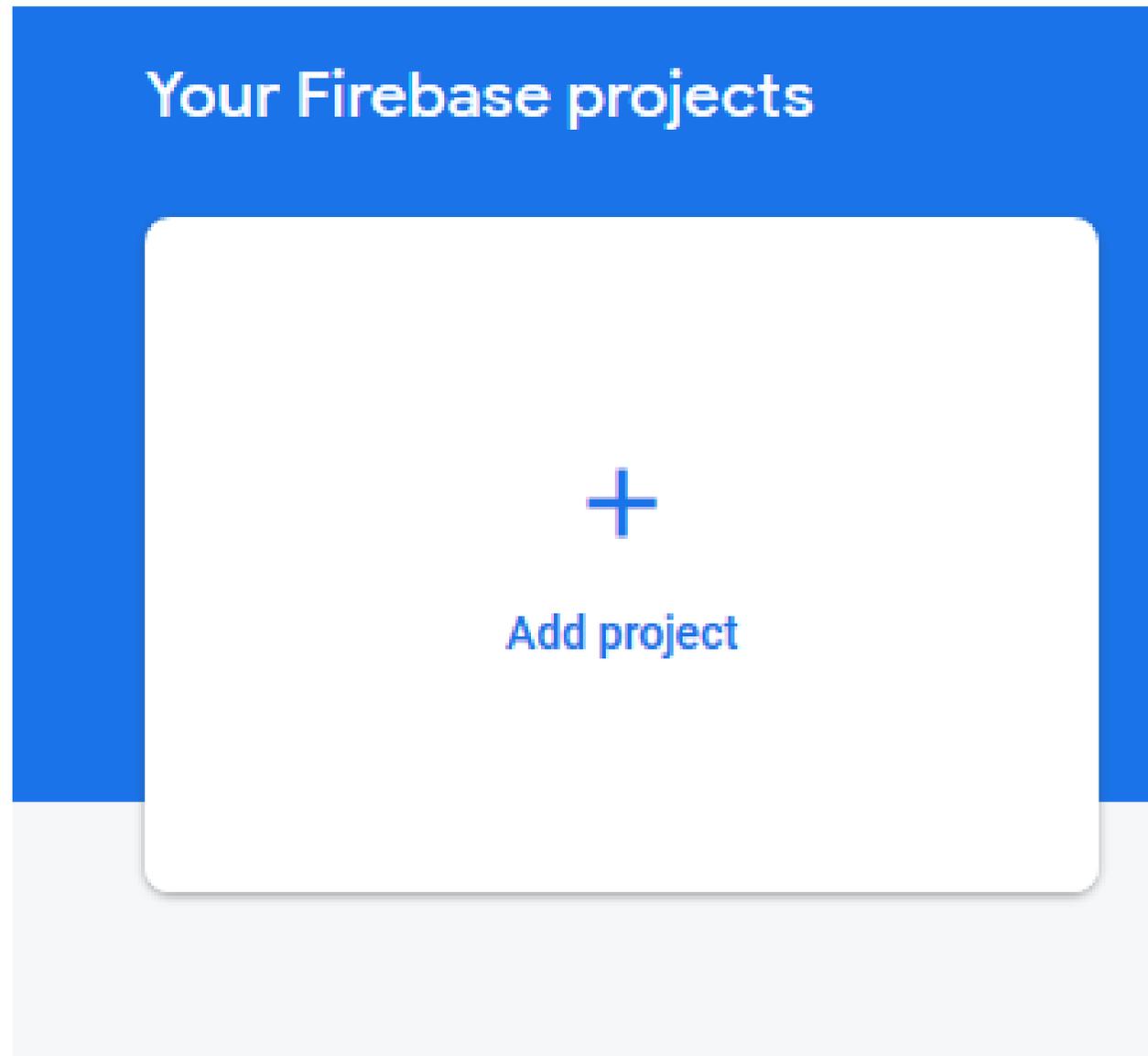
Web Push

> More Options

Next: Configure Your Platform

3. Insert app name, select google android and click on next button.
4. Now open firebase console website from here. <https://console.firebase.google.com/>

5. Click on "Add Project" button.



6. Enter project name & Click on "Continue" button.

X Create a project(Step 1 of 3)

# Let's start with a name for your project<sup>®</sup>

Project name

# TweetDown

---

 allinonestatessaver-c14a7

Continue

7. Again, click on "Continue" button.

✕ Create a project(Step 2 of 3)

## Google Analytics for your Firebase project

Google Analytics is a free and unlimited analytics solution that enables targeting, reporting and more in Firebase Crashlytics, Cloud Messaging, In-App Messaging, Remote Config, A/B Testing, Predictions and Cloud Functions.

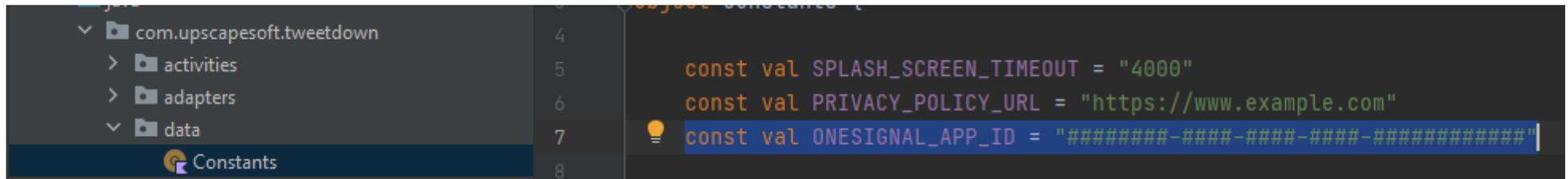
Google Analytics enables:

-  A/B testing [?](#)
-  User segmentation and targeting across Firebase products [?](#)
-  Predicting user behaviour [?](#)
-  Crash-free users [?](#)
-  Event-based Cloud Functions triggers [?](#)
-  Free unlimited reporting [?](#)

Enable Google Analytics for this project  
Recommended

[Previous](#) [Continue](#)

8. Select location and check mark all options then Click on "Create Project" button.
9. Click on "Continue" button.
10. Click on "Settings/Project settings" button.
11. Navigate to "**Cloud messaging**" & copy **Server key** & **Sender ID** One by One.
12. Come back to the Onesignal.com and paste Server key & Sender ID here and click on "Next" button.
13. Select your target SDK as "**Native Android**" and Click on "Next" button
14. Click on "SAVE" button.
15. Go to Settings/Keys & IDs and copy "**ONESIGNAL APP ID**"
16. Open Android Studio Insta Saver, go to data > Constants.kt and then paste your "ONESIGNAL APP ID" here. `ONESIGNAL_APP_ID = "#####-####-####-####-#####"`



The screenshot shows the Android Studio IDE. On the left, the Project Explorer displays the package structure for 'com.upscapesoft.tweetdown', with the 'data' folder expanded to show 'Constants.kt'. The main editor window shows the content of 'Constants.kt' with the following code:

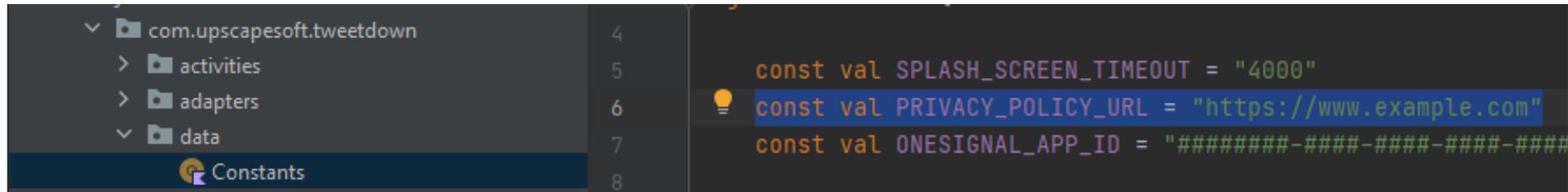
```
4  
5  
6  
7  
8  
const val SPLASH_SCREEN_TIMEOUT = "4000"  
const val PRIVACY_POLICY_URL = "https://www.example.com"  
const val ONESIGNAL_APP_ID = "#####-####-####-####-#####"
```

The line for `ONESIGNAL_APP_ID` is highlighted in blue, and a lightbulb icon is visible to its left, indicating a suggestion or warning.

# How to change the Privacy Policy URL?

1. Open Android Studio Insta Saver, go to data > Constants.kt and then paste your "PRIVACY POLICY URL" here.

PRIVACY\_POLICY\_URL = <https://www.example.com>



```
4  
5  
6 const val PRIVACY_POLICY_URL = "https://www.example.com"  
7  
8 const val ONESIGNAL_APP_ID = "#####-####-####-####-####"
```

## Application showcase in Google Play Store Market

Once you publish your app to the Google Play Store market or any other Android store, send us your app link. We will be happy to showcase your app on our CodeCanyon page.

## Support Desk

We always try to provide support with our best. Please notice that due to different time zones and government holidays, you can get a late response. If there are any issues that you've encountered, please contact us at [dev.upscapesoft@gmail.com](mailto:dev.upscapesoft@gmail.com) with the below information:

1. Details of your issue.
2. Full page screenshot.
3. Your purchase code of CodeCanyon.

**Remember, we do not provide support for faulty customization of the source code template.**