

Documentation

HyperGames

Version 4.0

By NativeCode

<https://nativecode.in>

<https://codecanyon.net/nativecode>

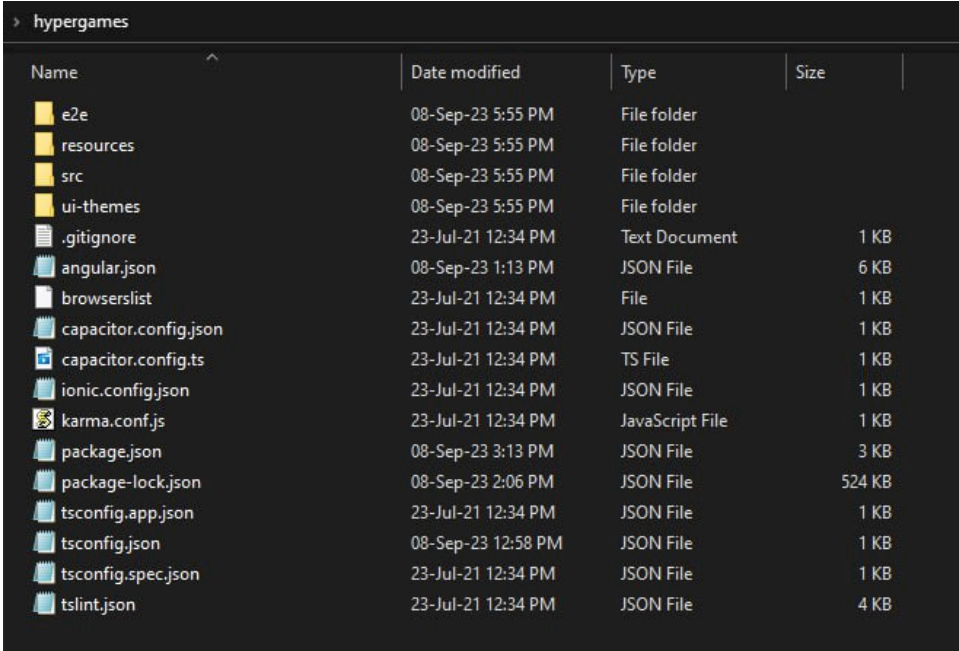
System Requirements

Please make sure these following things on your system.

- Android Studio - Giraffe or Later
- NPM - Version 10.x
- NodeJS - Version 18.x
- Ionic - Version 7.x
- Angular - Version 16.x
- Git bash and Visual Studio Code [If you have any alternatives, skip this]
- If you don't have this setup on your PC, Here is the full environment setup tutorial: <https://www.youtube.com/watch?v=CWOLZBu7ySk>

Application Configuration Steps

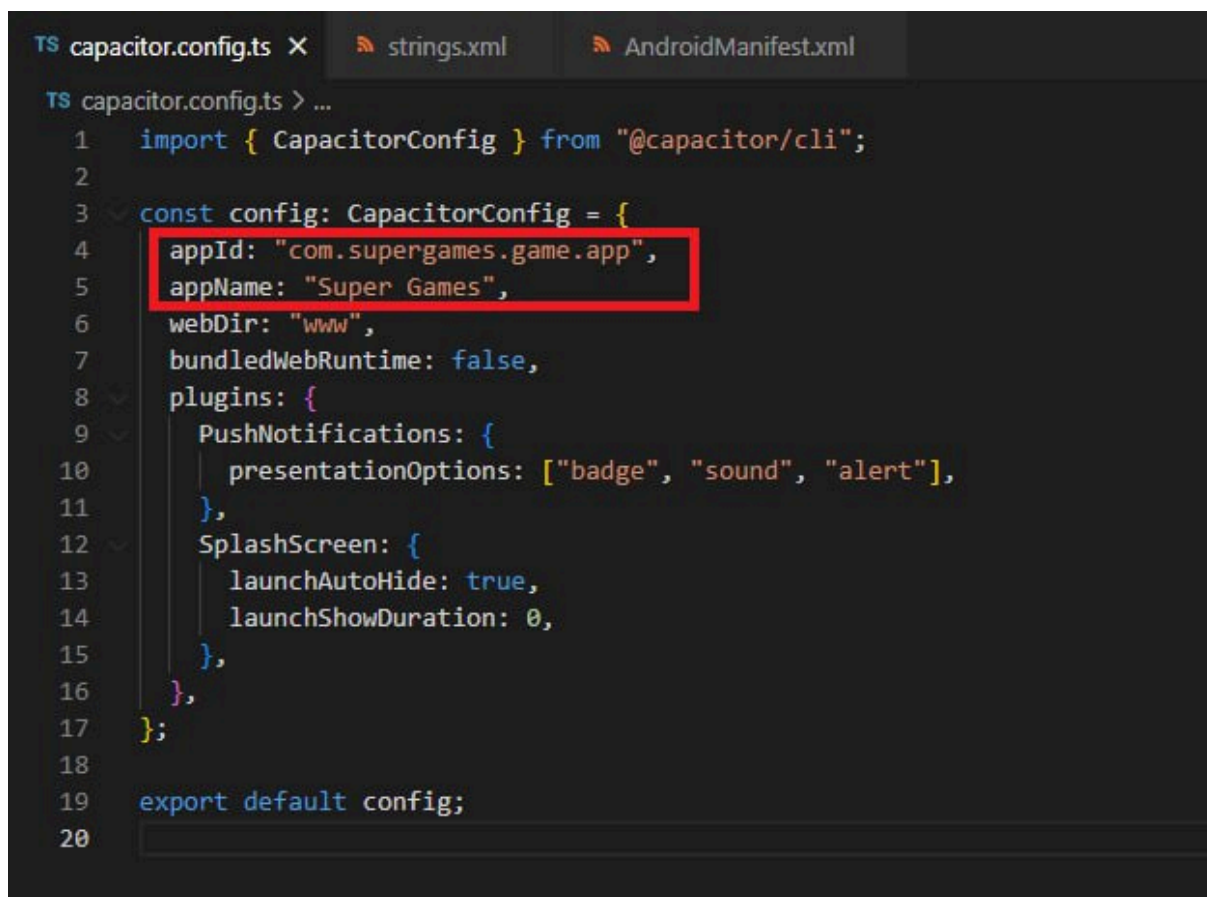
- Extract hyper_games.zip in your Windows PC



Name	Date modified	Type	Size
e2e	08-Sep-23 5:55 PM	File folder	
resources	08-Sep-23 5:55 PM	File folder	
src	08-Sep-23 5:55 PM	File folder	
ui-themes	08-Sep-23 5:55 PM	File folder	
.gitignore	23-Jul-21 12:34 PM	Text Document	1 KB
angular.json	08-Sep-23 1:13 PM	JSON File	6 KB
browserslist	23-Jul-21 12:34 PM	File	1 KB
capacitor.config.json	23-Jul-21 12:34 PM	JSON File	1 KB
capacitor.config.ts	23-Jul-21 12:34 PM	TS File	1 KB
ionic.config.json	23-Jul-21 12:34 PM	JSON File	1 KB
karma.conf.js	23-Jul-21 12:34 PM	JavaScript File	1 KB
package.json	08-Sep-23 3:13 PM	JSON File	3 KB
package-lock.json	08-Sep-23 2:06 PM	JSON File	524 KB
tsconfig.app.json	23-Jul-21 12:34 PM	JSON File	1 KB
tsconfig.json	08-Sep-23 12:58 PM	JSON File	1 KB
tsconfig.spec.json	23-Jul-21 12:34 PM	JSON File	1 KB
tslint.json	23-Jul-21 12:34 PM	JSON File	4 KB

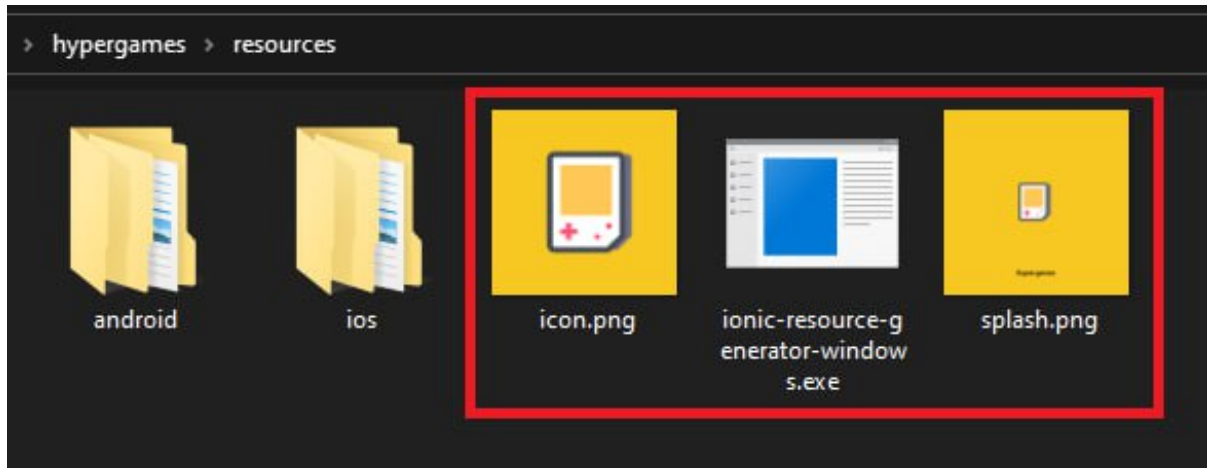
Pic: Project Root Folder

- Open Gitbash / Terminal on the project root folder
- Type **npm i** to install the dependencies
- Open the project folder in Visual Studio Code (*Recommended*) or Any Text Editor
- Open **capacitor.config.ts** from project root and update your App ID and App Name



```
TS capacitor.config.ts X strings.xml AndroidManifest.xml
TS capacitor.config.ts > ...
1 import { CapacitorConfig } from "@capacitor/cli";
2
3 const config: CapacitorConfig = {
4   appId: "com.supergames.game.app",
5   appName: "Super Games",
6   webDir: "www",
7   bundledWebRuntime: false,
8   plugins: {
9     PushNotifications: {
10       presentationOptions: ["badge", "sound", "alert"],
11     },
12     SplashScreen: {
13       launchAutoHide: true,
14       launchShowDuration: 0,
15     },
16   },
17 };
18
19 export default config;
20
```

- Open **resources** folder from project root, Edit **icon.png** (for app icon) and **splash.png** (for splash screen) using any image editing tool or create your logo with the same size and format of the default image.



- After edit / replace the default image, Run the **ionic-resource-generator.exe** It will generate the required files.
- Open **android/app/src/main/res/values/strings.xml** file in your text editor and add the following line.

<string name="admob_app_id">YOUR ADMOB ID</string>

```

TS capacitor.config.ts X  strings.xml X  AndroidManifest.xml
android > app > src > main > res > values > strings.xml
1  <?xml version='1.0' encoding='utf-8'?>
2  <resources>
3      <string name="app_name">Super Games</string>
4      <string name="title_activity_main">Super Games</string>
5      <string name="package_name">com.supergames.game.app</string>
6      <string name="custom_url_scheme">com.supergames.game.app</string>
7      <string name="admob_app_id">ca-app-pub-8822167997200000~0000000000</string>
8  </resources>
9

```

- Open `android/app/src/main/AndroidManifest.xml` file in your and add the following line on the correct place.

```
<meta-data
    android:name="com.google.android.gms.ads.APPLICATION_ID"
    android:value="@string/admob_app_id"/>
```

```
TS capacitor.config.ts X strings.xml X AndroidManifest.xml X
android > app > src > main > AndroidManifest.xml
1  <?xml version="1.0" encoding="utf-8"?>
2  <manifest xmlns:android="http://schemas.android.com/apk/res/android">
3
4      <application
5          android:allowBackup="true"
6          android:icon="@mipmap/ic_launcher"
7          android:label="@string/app_name"
8          android:roundIcon="@mipmap/ic_launcher_round"
9          android:supportsRtl="true"
10         android:theme="@style/AppTheme">
11
12         <meta-data android:name="com.google.android.gms.ads.APPLICATION_ID" android:value="@string/admob_app_id"/>
13
14
15         <activity
16             android:configChanges="orientation|keyboardHidden|keyboard|screenSize|locale|smallestScreenSize|screenLayout|uiMode"
17             android:name=".MainActivity"
18             android:label="@string/title_activity_main"
19             android:theme="@style/AppTheme.NoActionBarLaunch"
20             android:launchMode="singleTask"
21             android:exported="true">
22
23             <intent-filter>
24                 <action android:name="android.intent.action.MAIN" />
25                 <category android:name="android.intent.category.LAUNCHER" />
26             </intent-filter>
27
28         </activity>
29
30         <provider
31             android:name="androidx.core.content.FileProvider"
32             android:authorities="${applicationId}.fileprovider"
33             android:exported="false"
34             android:grantUriPermissions="true">
35             <meta-data
36                 android:name="android.support.FILE_PROVIDER_PATHS"
37                 android:resource="@xml/file_paths"/></meta-data>
38         </provider>
39     </application>
40
41     <!-- Permissions -->
42
43     <uses-permission android:name="android.permission.INTERNET" />
44 </manifest>
45
```

- Open `enviroidment.prod.ts` in `src/enviroidment` folder. Change all app informations and Interstitial AD ID from AdMob. `about_app` is for change about content. If you don't have Admob Account, follow this tutorial : <https://www.youtube.com/watch?v=zC075pcM7rc>

- **Remember:** Change “testing_ad” to false when you go live and Please change "enableapi" to true - If you’ve purchased an admin panel from us for managing all the games.
- Finally, open Gitbash / Terminal on the project root folder and Run the following commands
 - `npx cap add android`
 - `ionic build`
 - `npx cap sync`

Open your Android Studio and click open folder and choose android folder from our project wait for while. Once the all process is done then you can build it.

If you don’t know how to take signed build and publish the app on play store, <https://www.joshmorony.com/deploying-capacitor-applications-to-android-development-distribution/> This tutorial will help you.

What's New

Updated: Updated to the Latest Version of Capacitor 5.x

Updated: Updated to the Latest Version of Angular 16.x

Updated: Ionic Version - 7.x

Updated: Other Binaries and Dependencies

Added: Android API Level 33 Support

Quick Tips!

How to Update App icon manually from android studio:

Sometimes app icon may not update. In that case, you can add app icon manually by following

this steps: <https://www.youtube.com/watch?v=SDKwNh0TioE>

How to change app theme:

You can change the app theme before doing the *10th step*.

Its very simple, just find the *ui-themes* folder in project root. Open that, you can see the theme files that ends with .scss format. If you want to see the preview screens that will be found on *screens* folder.

Just pick any one theme file. Copy the theme file and replace it with `project_root/src/theme/variable.scss` [Replace the *variable.scss* file with your picked theme file (Rename it as *variable.scss*).]

Give us a **positive** feedback!

Please [give us feedback on this learning guide](#), so we can provide content that's truly useful and helpful. Thanks!