QuickDate Android Application

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

Created: 1/3/2019
Latest update: 24/08/2022
By: DoughouzLight
Support Platform : **https://wowonderapplications.ticksy.com**

https://youtu.be/OTfBh3Ru68I

Best hosting 100% for your script

Installation Guide

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

- **QuickDate** PHP Script, you can get it from Here
- Download Visual Studio With Xamarin 2022 Download Here
- Unzip the **QuickDateApp** archive, extract it to new folder, and then open the folder.
- In the main folder you will find the solution (Name: **QuickDate** 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:
2) Select This 3 check boxes as the image bellow and then press install
for (Visual studio on Windows)
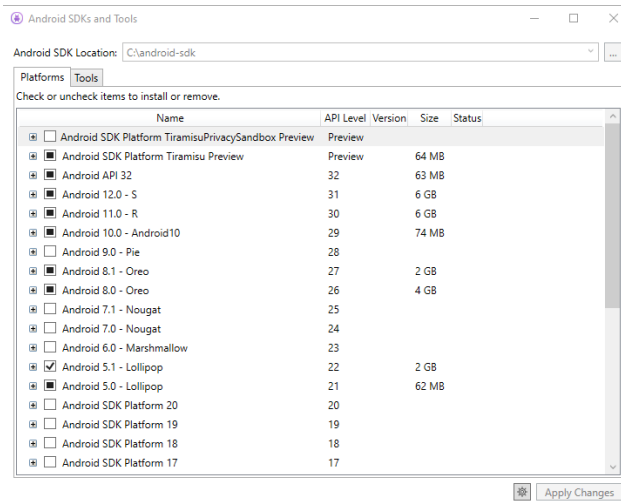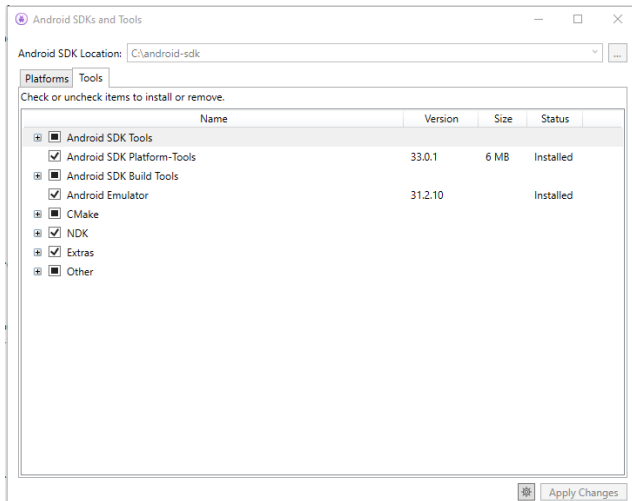
https://youtu.be/PHk7HWG4jc8
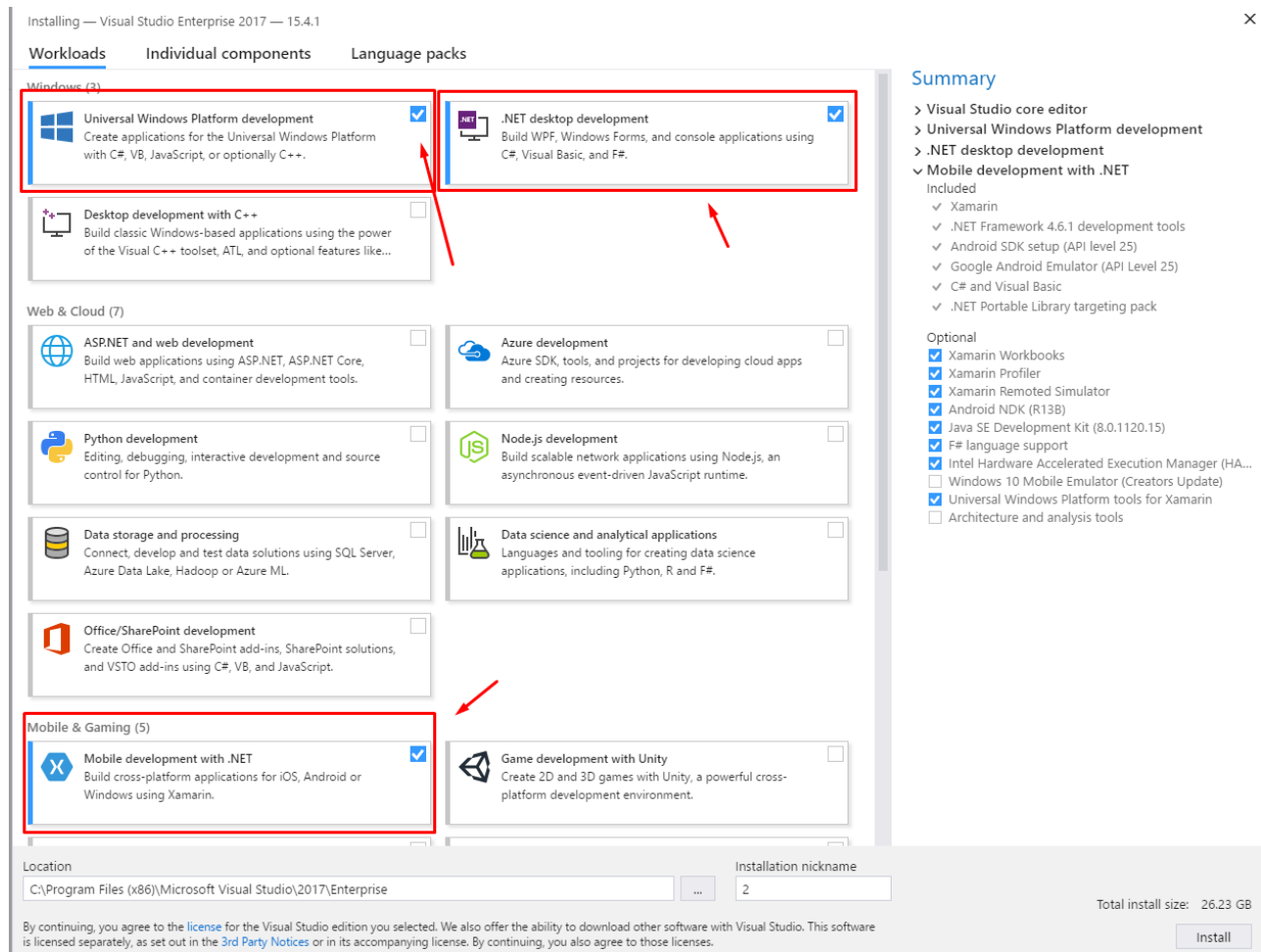
3) Install all Android SDKs in your system.
From your Visual studio go to tools menu >> Android >>Sdk Manager
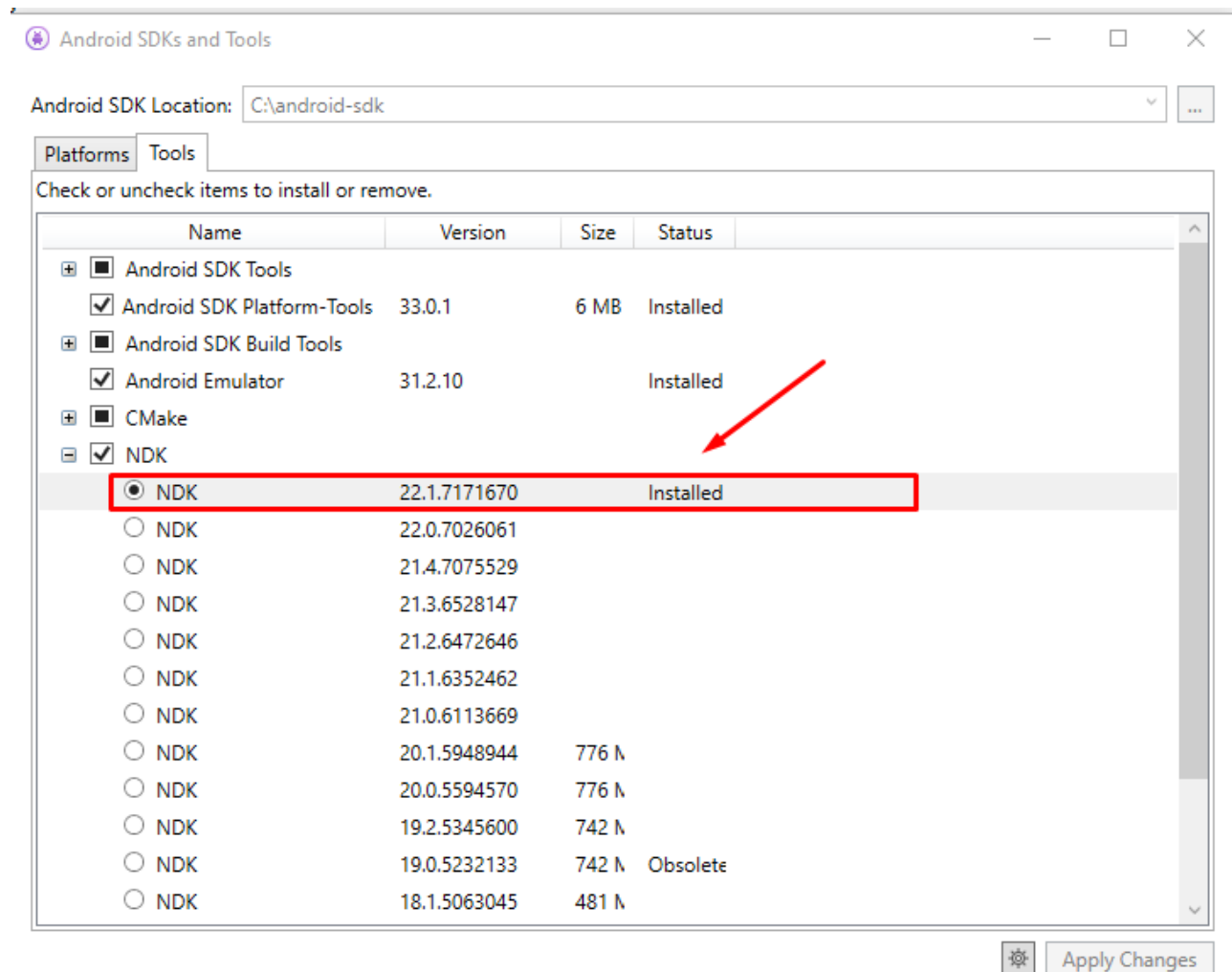Select the SDK 9.0 and 8.1 and version 5.0 as images bellow

Sdks Versions which should be selected

Build tools which should be selected

if you have error when make build "**NDK compiler exited with an error exit code 0**" so you should update to lateast version NDK in your PC

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

- Follow step 4.

4) open the Android Manifest in the Properties Folder and check if this line exists

```
<meta-data android:name="com.google.android.gms.wallet.api.ena
bled" android:value="true" />
```

if this line exists remove it in order to submit it correctly on the store .

5) Build Your Solution > Clean Solution, click on it and wait till it finish.
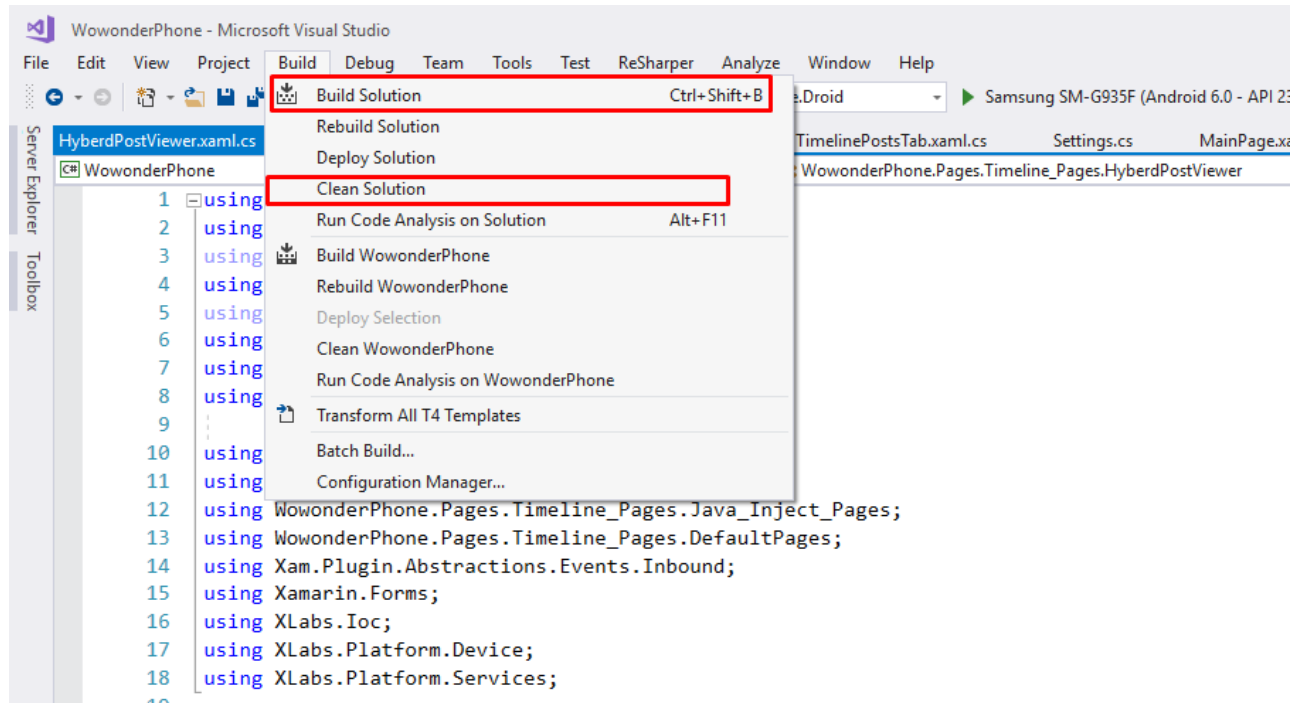
Now you are done If you are facing some errors read the Error Guide

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Customization Guide

Follow the steps bellow to customize your application as you want

QuickDate 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.

Go to http://doughouzlight-license.com to get the CERT **encryption key** once you have the key you will be able to add the key to your **Settings.cs** class as the image bellow

Server key >> is Here ex www.testwebsite.com**/admin-panel/site-settings**
Purchase code >> is Here

Your server key in your PHP website

The **encryption** key includes all your domain information, you don't need to add your website or server-key or anything else on the settings class, but sure you get the key on each new update we release to avoid any issues.

Also you should add same **Package Name** in AndroidManifest.xml

Also For **Deep Links To App Content :** you should add your website without http in the analytic.xml file >> ../values/analytic.xml .. line 5

```
<string name="ApplicationUrlWeb">quickdatescript.com</string>
```

0-Change Logos & Icons and images

In your main solution you will find 4 main folders by the following names
- **drawable >>** for all android screen sizes by default
- **drawable-hdpi** >>for small devices screen
- **drawable-xhdpi >>** for normal devices screen
- **drawable-xxhdpi >>** for High HD screens such as Samsung s8 and s7

Replace the icons and the images which you want and add them as the same name don't change the names of your pictures

EX >> You want to replace the icon of your app add an image by name **icon.png** on your **drawable folder** and your icon will be changed.

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
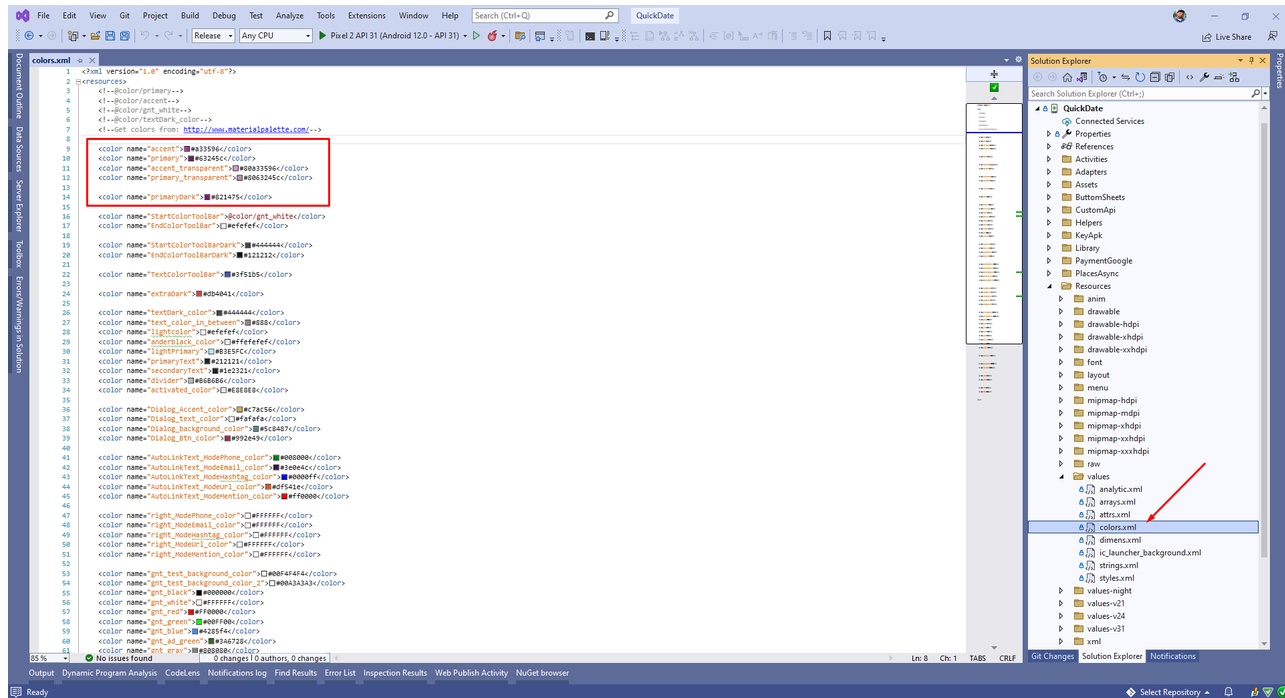
Also the file includes secondary colors for links and buttons and etc ..
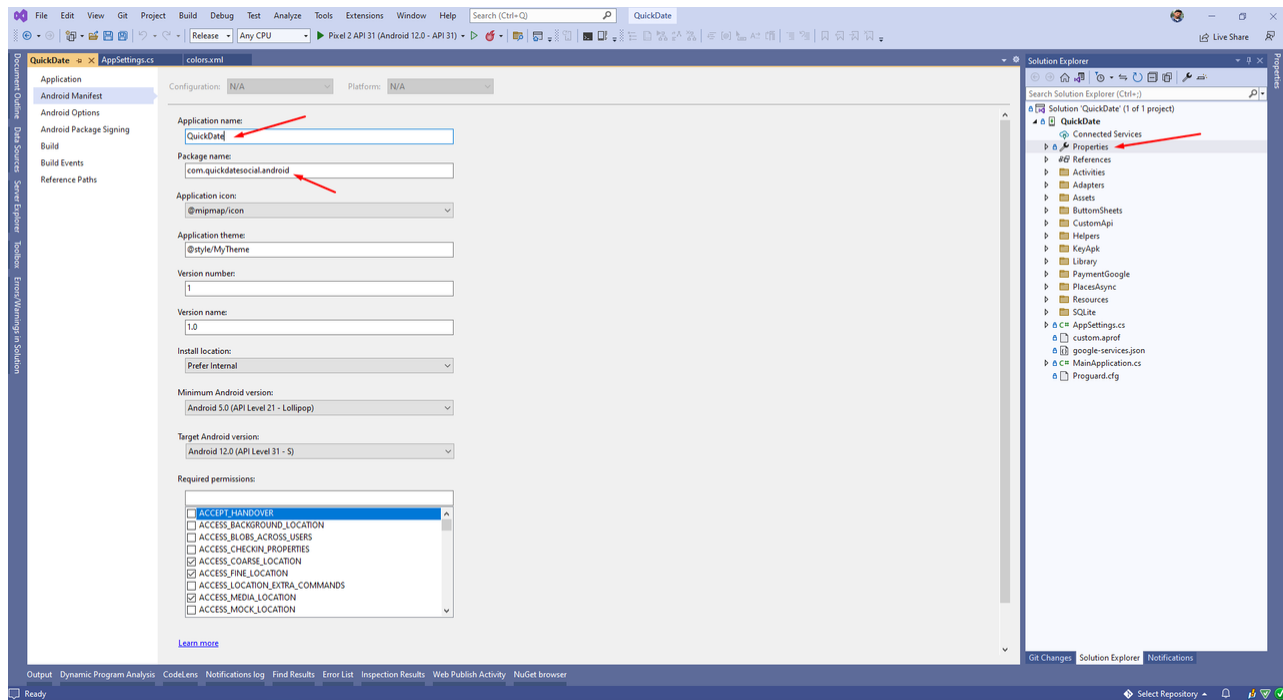1-Go to **AppSettings.cs** class and change the colors bellow to your own colors

```
//Main Colors >>
```

```
//*********************************************************
```
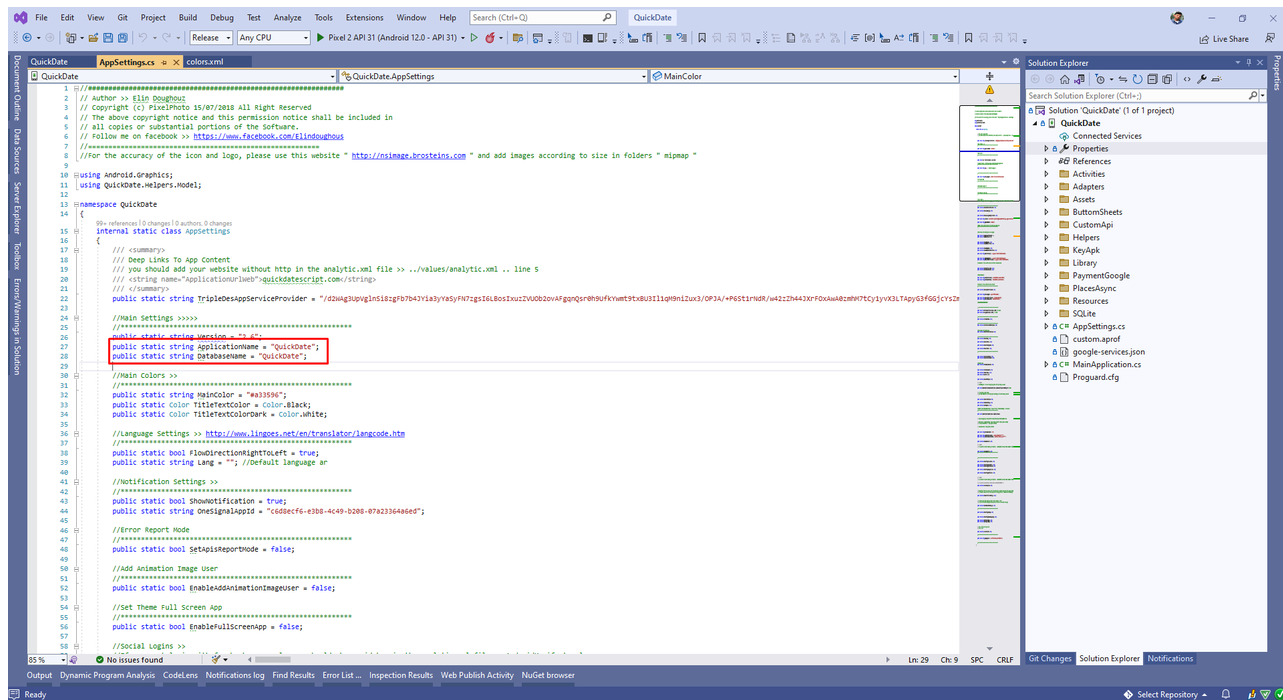
```
public static string MainColor = "#a33596";
```
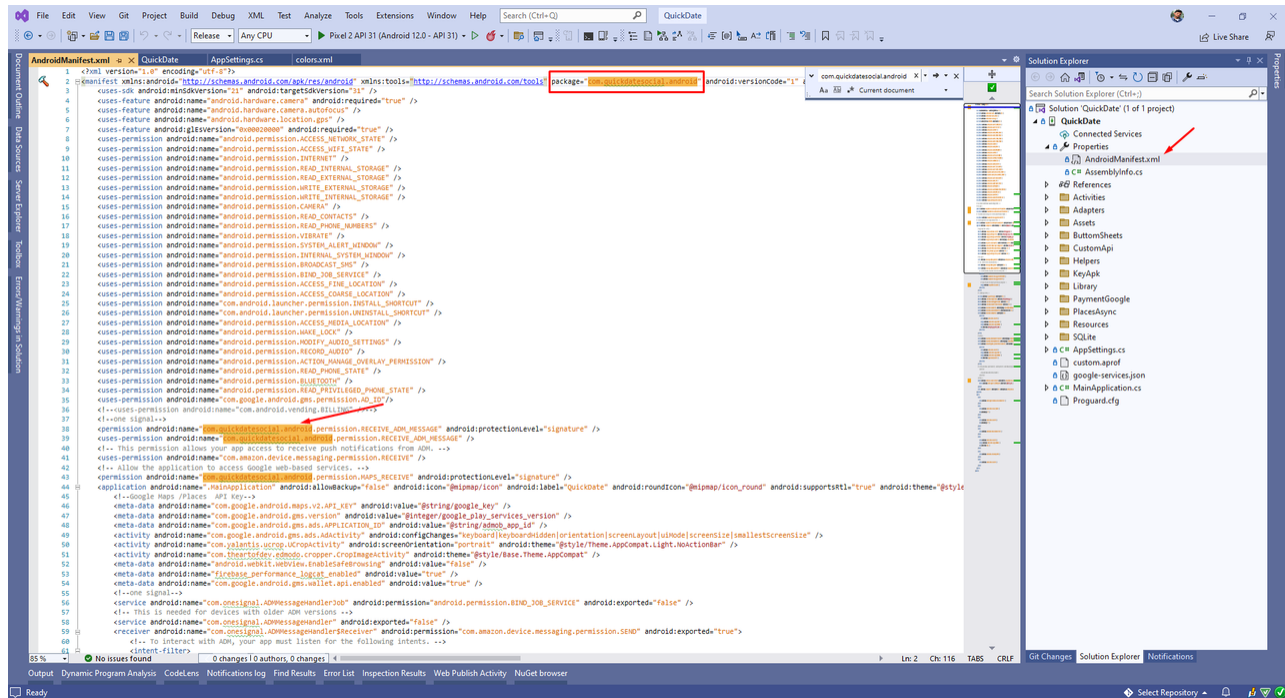
2-Change Application Name.

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

-From **AppSettings** class change the name as bellow

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

3-Change Lang & Words and Translate

QuickDate Team made it for you easy to translate your own words in your app and change the labels as you want, so lets start.

- By default the folder **Values** >> **String.xml** contains all the English words in the app which is the default language in your mobile application

- The text strings in `res/values/strings.xml` should use the default language, which is the language that you expect most of your app's users to speak.

The green colored border on the image contains another translations , each folder has a **string.xml** file which contains same words but translated to **Turkish** or **Russian** or **Arabic and etc..**
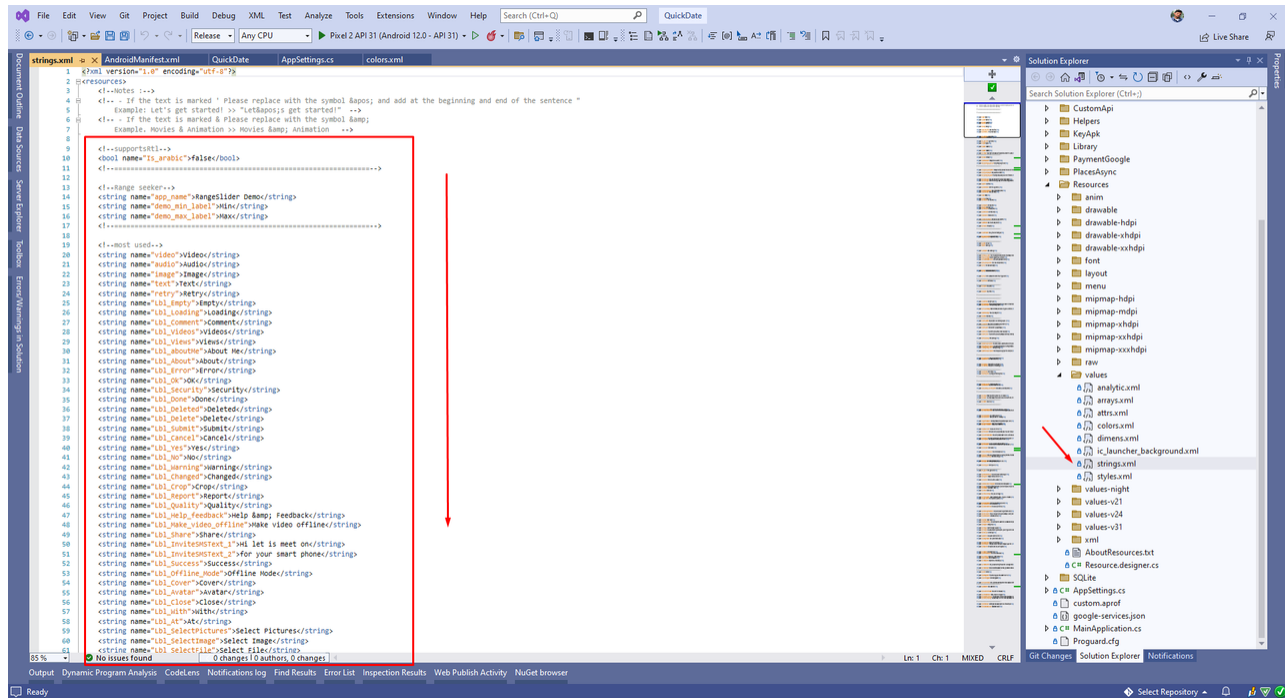
- You can find your language shortcut from [here](#)
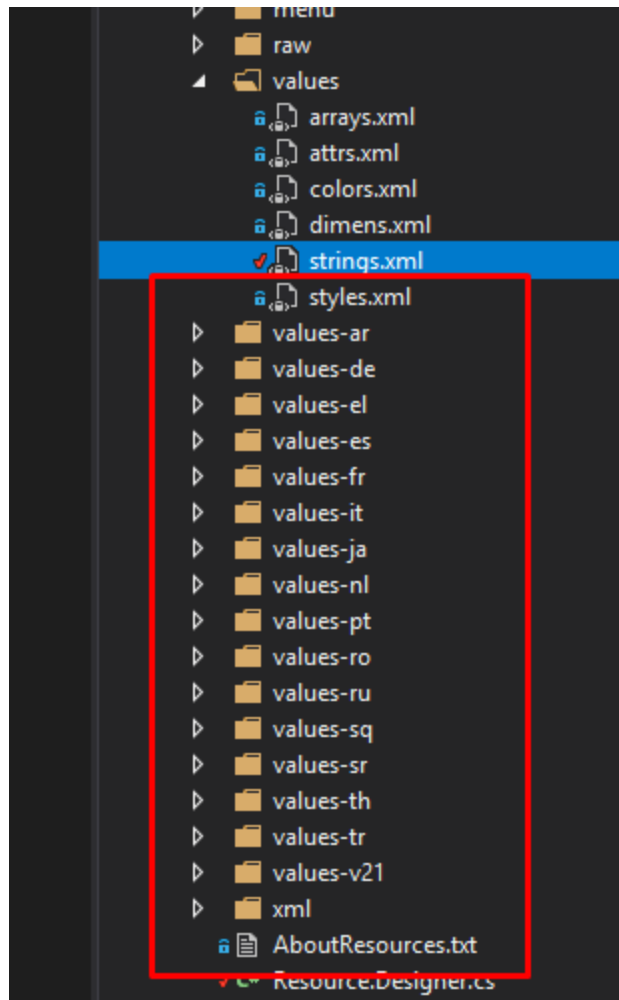
- From your **AppSettings.cs** class you can set your own default language which the app will open first time

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

as ADS Image 2
2-(Interstitial , Rewarded , Native , AppOpen) on **AppSettings.cs** class as image bellow
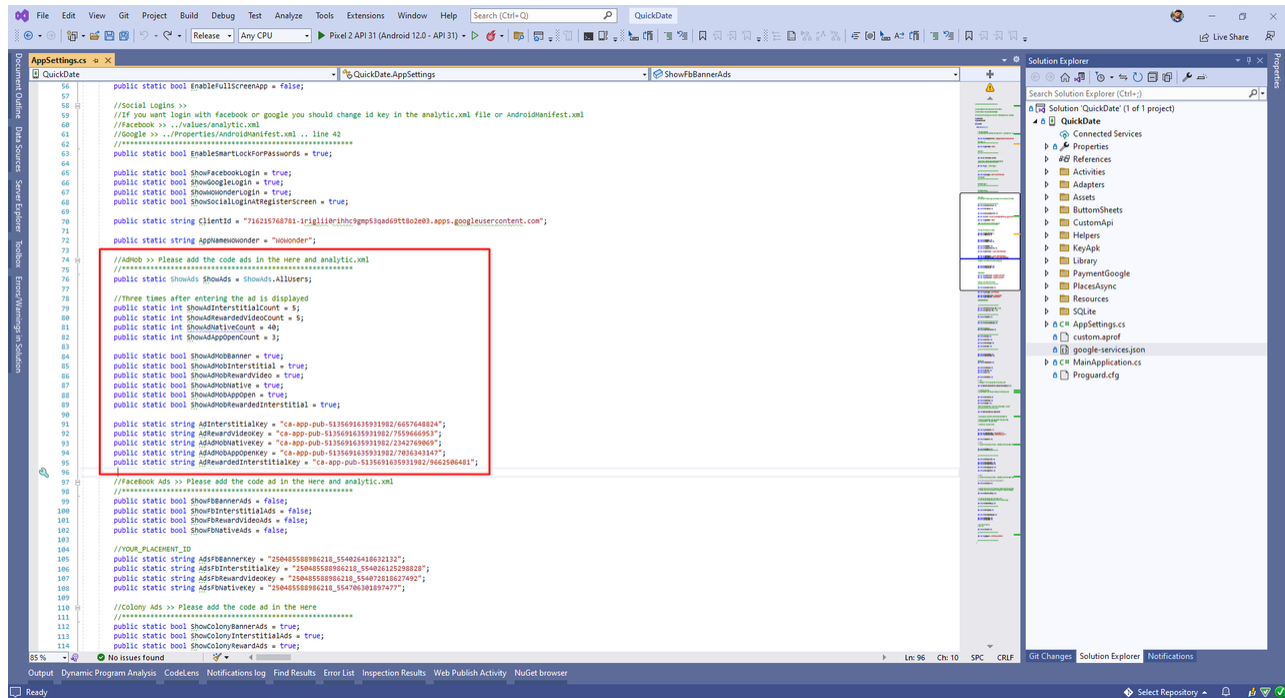
Warning about new privacy on google admob.. when user contact with you on support .. should the user add app-ads.txt in the server ..
Should this content file text https://prnt.sc/vm086w
and the link should https://www.demo.com/app-ads.txt

2-Create Firebase account
After creating firbase 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
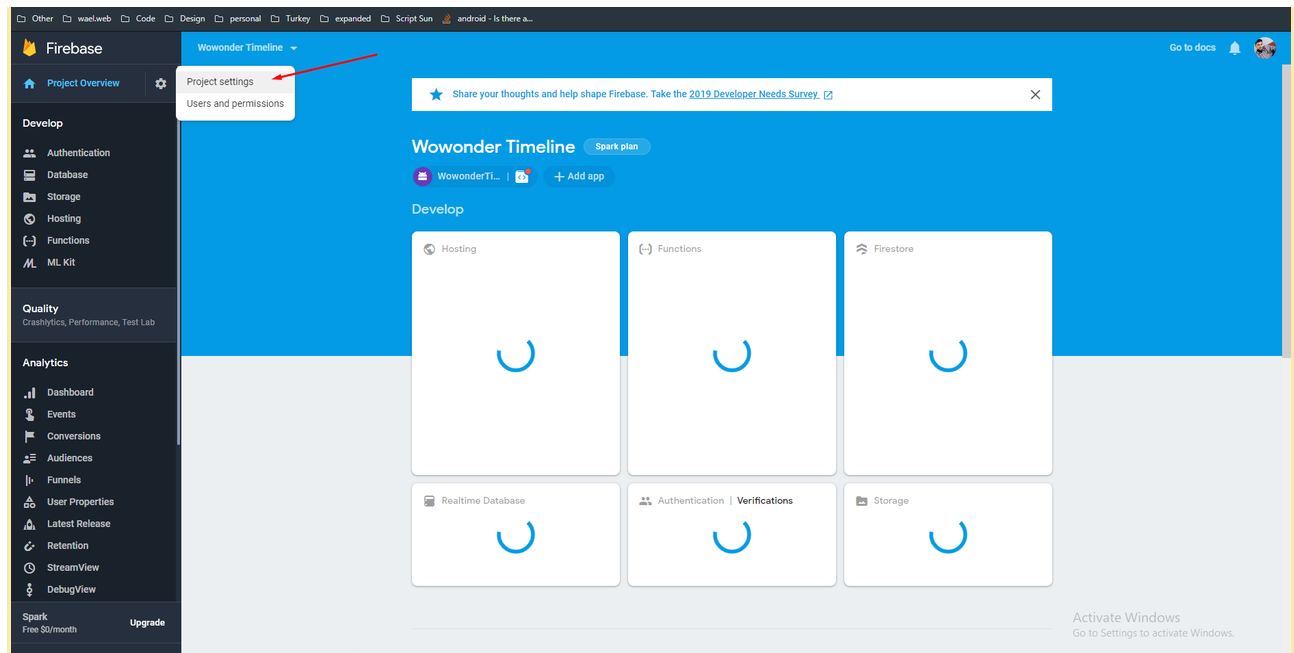
Go to integration tab and select the item bellow as the screenshot
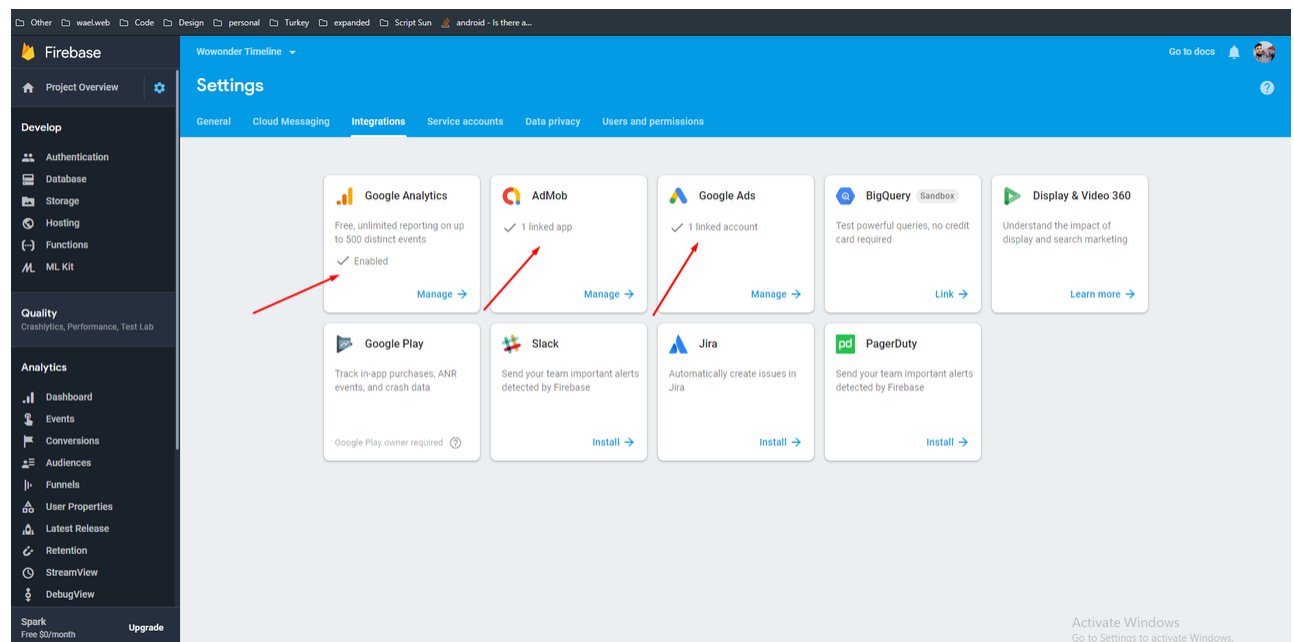
Then go and set connection as image bellow :
Add your Package android app name and press the link icon as image bellow
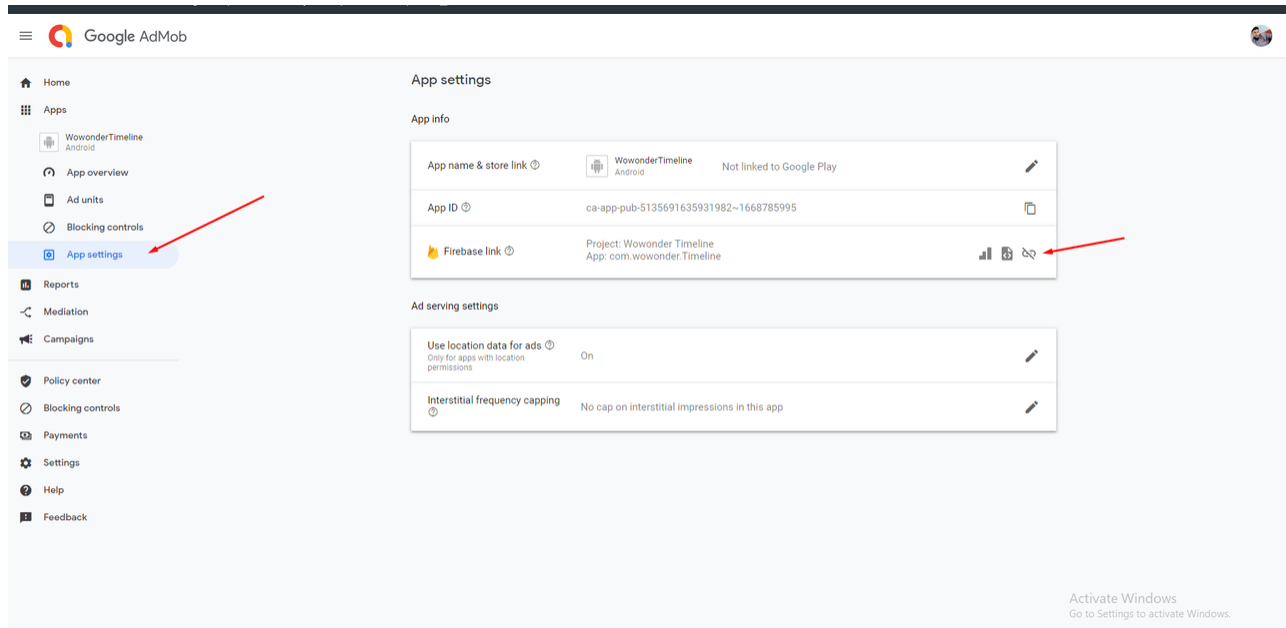
Download file JSON as bellow and add it to your project code:
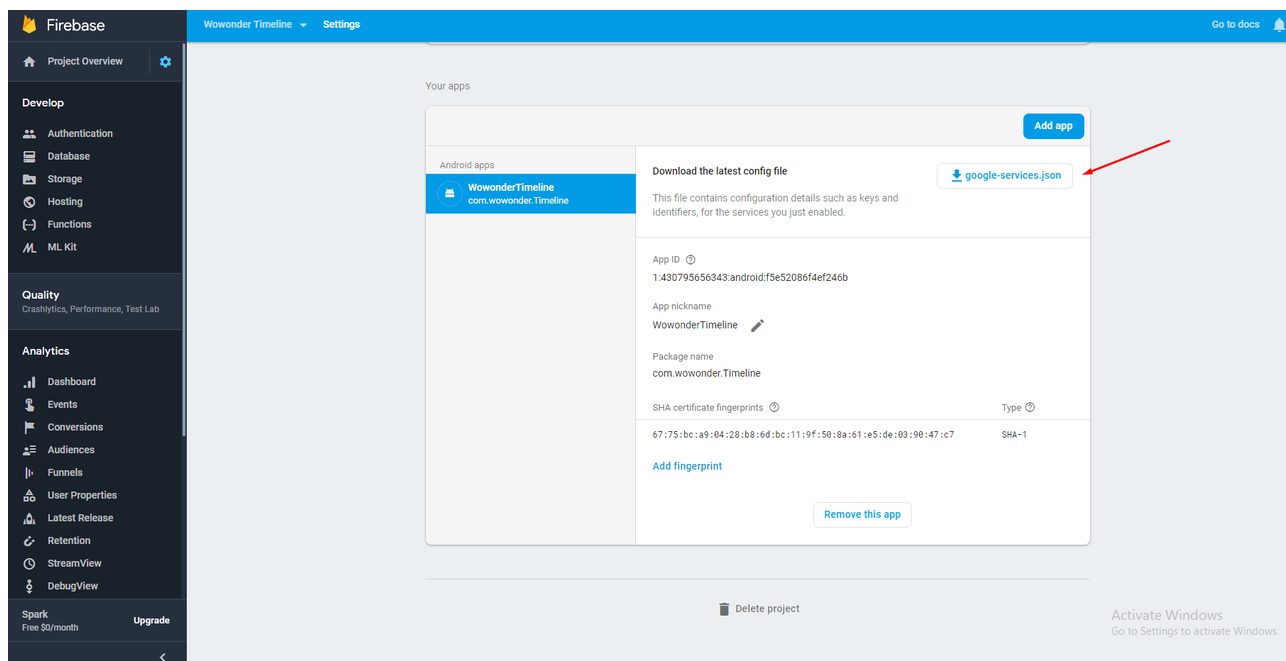
Right click on WoWonder solution code then press on add new item, and add it to the project as the screenshot bellow
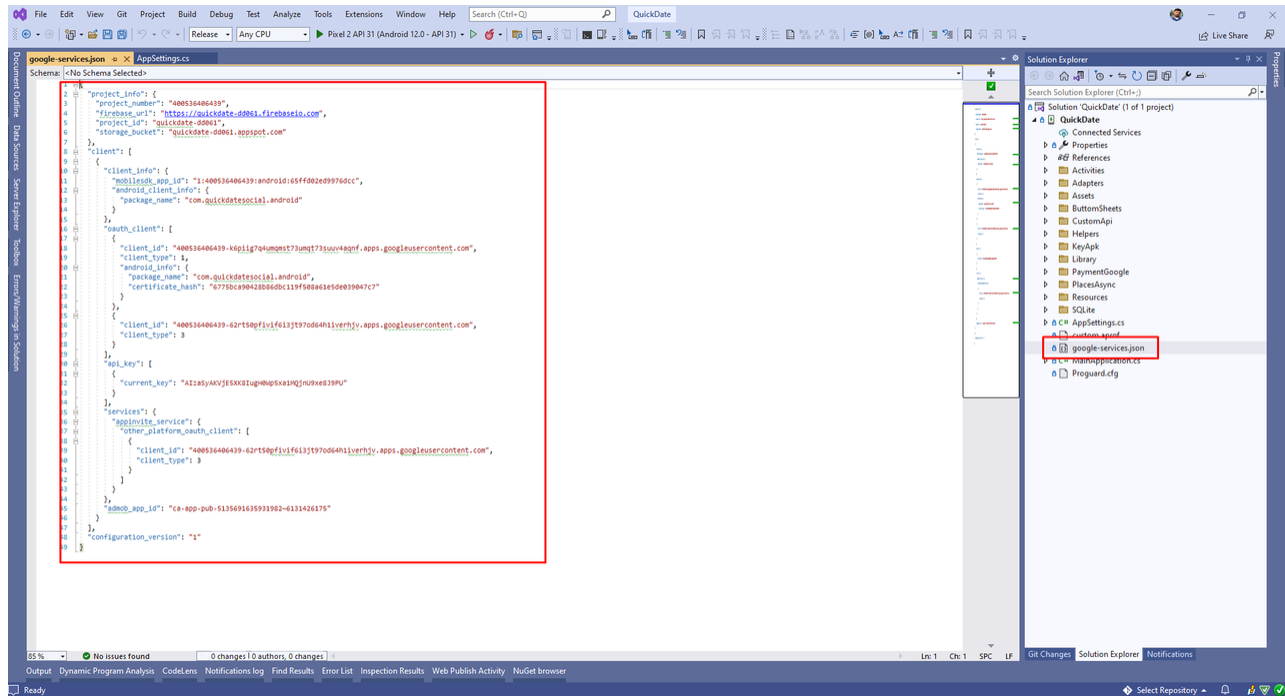
Sign your application with a sign key you have already so the ADMob system will
start to work , Our own demo keys are located here >> **WoWonder\KeyApk**
Now you are done happy earning !

7-Integrate Facebook ADS (Facebook Audience Network)

From Your Facebook audience network Dashboard , choose to add new Android
Application (for android)
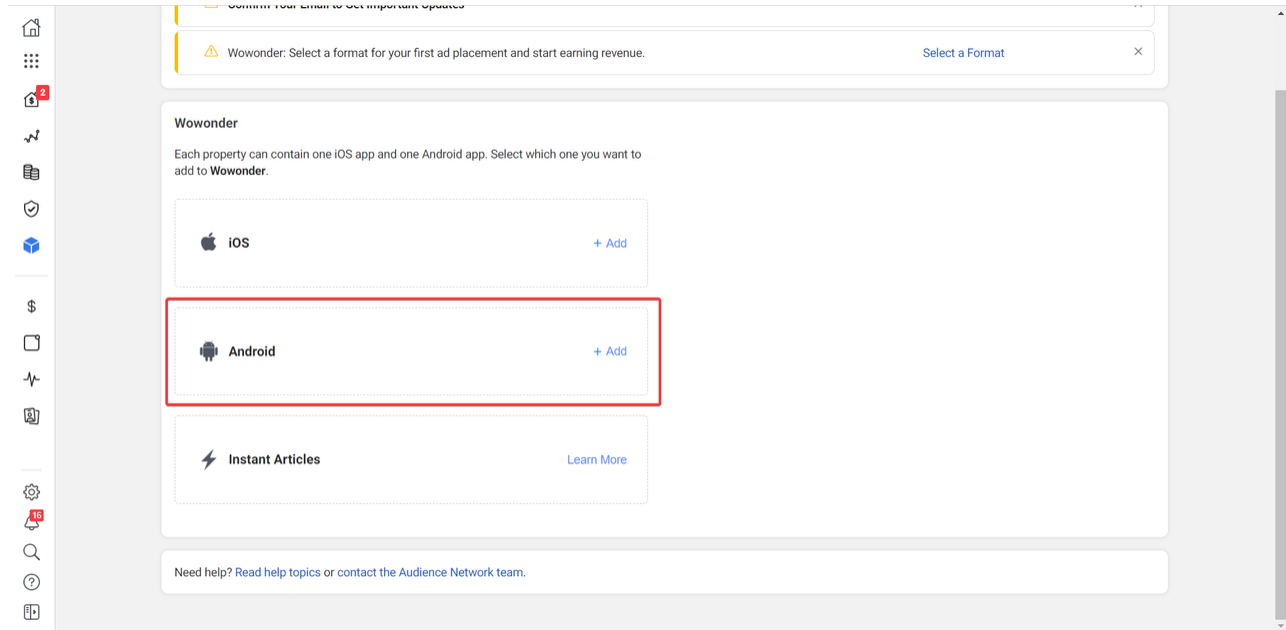
In order to get your first ad placements , be sure to set the app as not live . so we can continue to get the placements ids
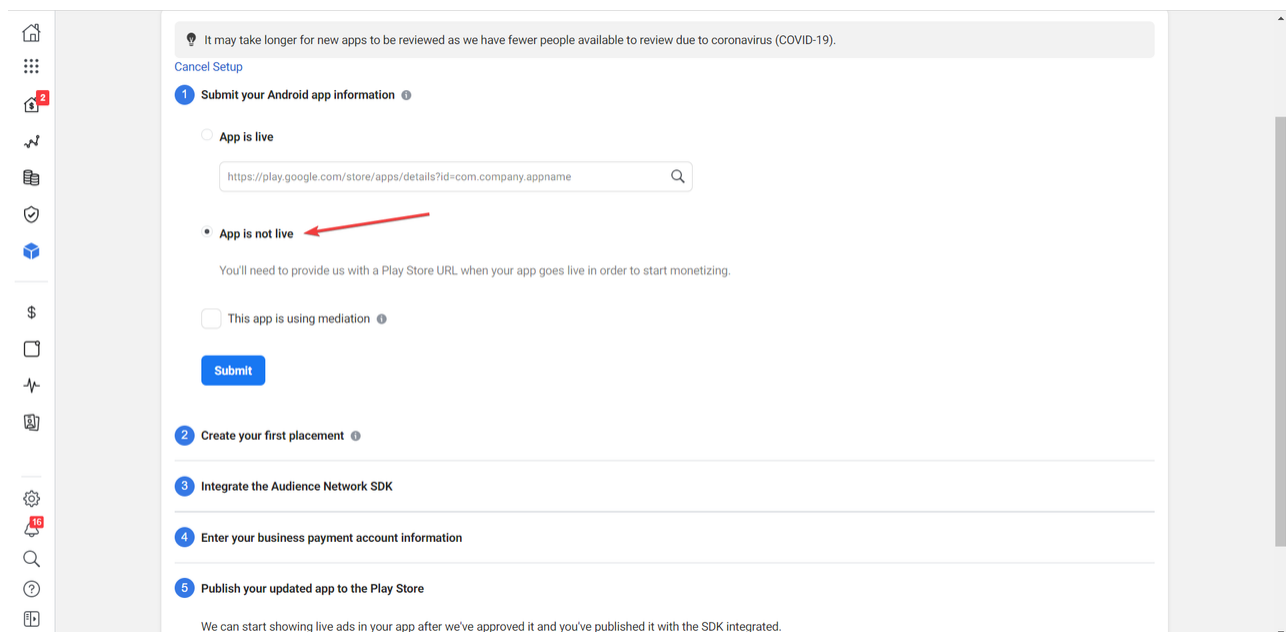
From the list of placement types below , choose the one you want to create and use in your app.

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.
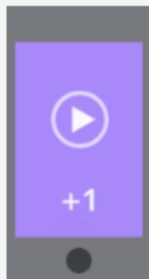
Gaming apps only

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

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**

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 .

8-Integrate AdsColony

From Your AdsColony Dashboard , choose to **Create New App** (for android)

After create add new ad zone (Interstitial , Rewarded , Banner)

Than add keys on **AppSettings.cs** class as image bellow
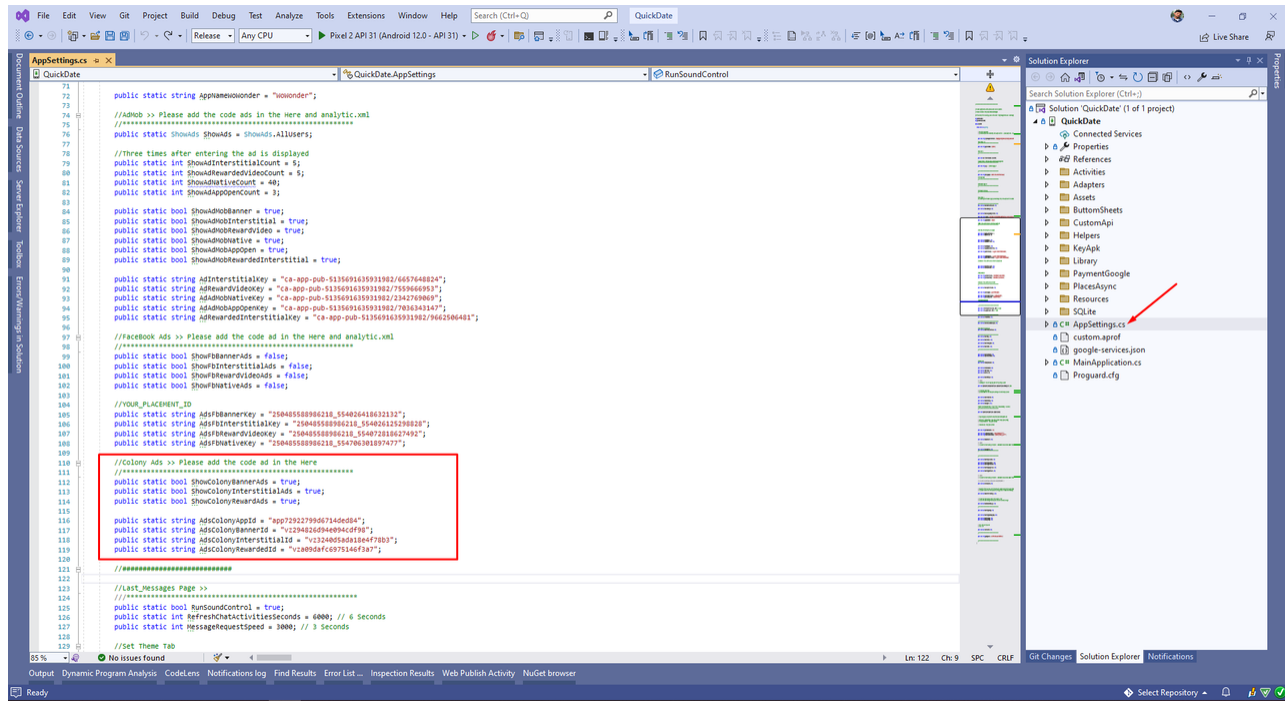
9-Control Application Settings

From your settings class on your WoWonder project you will be able to control most of your Android App settings.
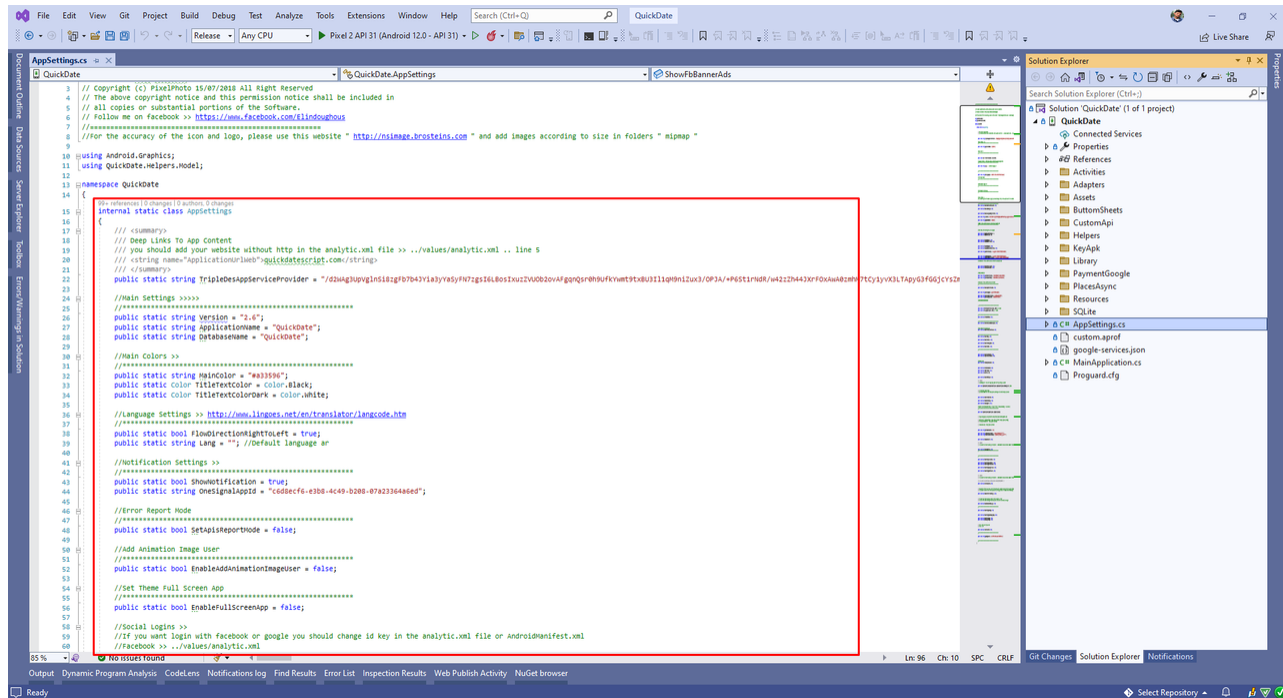
1-Enable/Disable Social Logins

Set the variables bellow 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.googleusercontent.com";
```

2-Switch between Follow System / Friend System

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

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

3-Show /Hide Ads on your

Set the variables bellow to True or False to hide the Banners or Reward Video Ads or Interstitial Ads

For more info about Google AdMob

- We Recommend: Create a Google AdMob account and register an app.

```
<!-- #warning about new privacy on google AdMob...
should add file app-ads.txt in the server >>this content file
text https://prnt.sc/vm086w
and the link should example: https://www.demo.com/app-ads.txt
-->
<!--ADMOB APPLICATION_ID >> ca-app-pub-xxxxxxxxxxxxxxxx~yyyyyy
yyyy-->
<string name="admob_app_id">ca-app-pub-5135691635931982~166878
5995</string>
<string name="banner_ad_unit_id">ca-app-pub-5135691635931982/6
967393171</string>
<string name="banner_multiple_ad_sizes_id">ca-app-pub-51356916
35931982/9873764329</string>
```

```
public static bool ShowAdMobBanner = true;
public static bool ShowAdMobInterstitial = true;
public static bool ShowAdMobRewardVideo = true;
public static bool ShowAdMobNative = true;
public static bool ShowAdMobNativePost = true;
public static bool ShowAdMobAppOpen = true;
public static bool ShowAdMobRewardedInterstitial = true;

public static string AdInterstitialKey = "ca-app-pub-513569163
5931982/3584502890";
public static string AdRewardVideoKey = "ca-app-pub-5135691635
931982/2518408206";
public static string AdAdMobNativeKey = "ca-app-pub-5135691635
931982/2280543246";
```

```
public static string AdAdMobAppOpenKey = "ca-app-pub-513569163
5931982/2813560515";

public static string AdRewardedInterstitialKey = "ca-app-pub-5
135691635931982/7842669101";


//Three times after entering the ad is displayed
public static int ShowAdMobInterstitialCount = 3;

public static int ShowAdMobRewardedVideoCount = 3;

public static int ShowAdMobNativeCount = 40;

public static int ShowAdMobAppOpenCount = 2;

public static int ShowAdMobRewardedInterstitialCount = 3;
```

- FaceBook Ads

```
//FaceBook Ads >> Please add the code ad in the Here and analy
tic.xml
//**************************************************
public static bool ShowFbBannerAds = false;

public static bool ShowFbInterstitialAds = false;

public static bool ShowFbRewardVideoAds = false;

public static bool ShowFbNativeAds = false;


//YOUR_PLACEMENT_ID
public static string AdsFbBannerKey = "250485588986218_5540264
18632132";

public static string AdsFbInterstitialKey = "250485588986218_5
54026125298828";

public static string AdsFbRewardVideoKey = "250485588986218_55
4072818627492";

public static string AdsFbNativeKey = "250485588986218_5547063
01897477";
```

```
//Three times after entering the ad is displayed
public static int ShowFbNativeAdsCount = 40;
```

- Colony Ads

```
public static bool ShowColonyBannerAds = true;
public static bool ShowColonyInterstitialAds = true;
public static bool ShowColonyRewardAds = true;


public static string AdsColonyAppId = "appff22269a7a0a4be8a
a";
public static string AdsColonyBannerId = "vz85ed7ae2d631414fb
d";
public static string AdsColonyInterstitialId = "vz39712462b863
4df4a8";
public static string AdsColonyRewardedId = "vz32ceec7a84aa4d71
9a";
```

WoWonder Timeline Login

- From your **Quickdate** website's **Admin panel** (Social login section), ensure that you have setup you **Wowonder** timeline Website **API Key** , **API Secret** and the website's **Domain** name .

QuickDate Admin panel (Social login section)

From the **AppSettings.cs** (Class/File) , change **ShowWoWonderLogin** to **true**.
Besides Changing the **AppNameWowonder** to your Applicaton name .

AppSettings.cs

To change the **Wowonder** Login **Button** and **Window Logo** images change these images from the project and replace it with your **App icon** and **Logo.W**
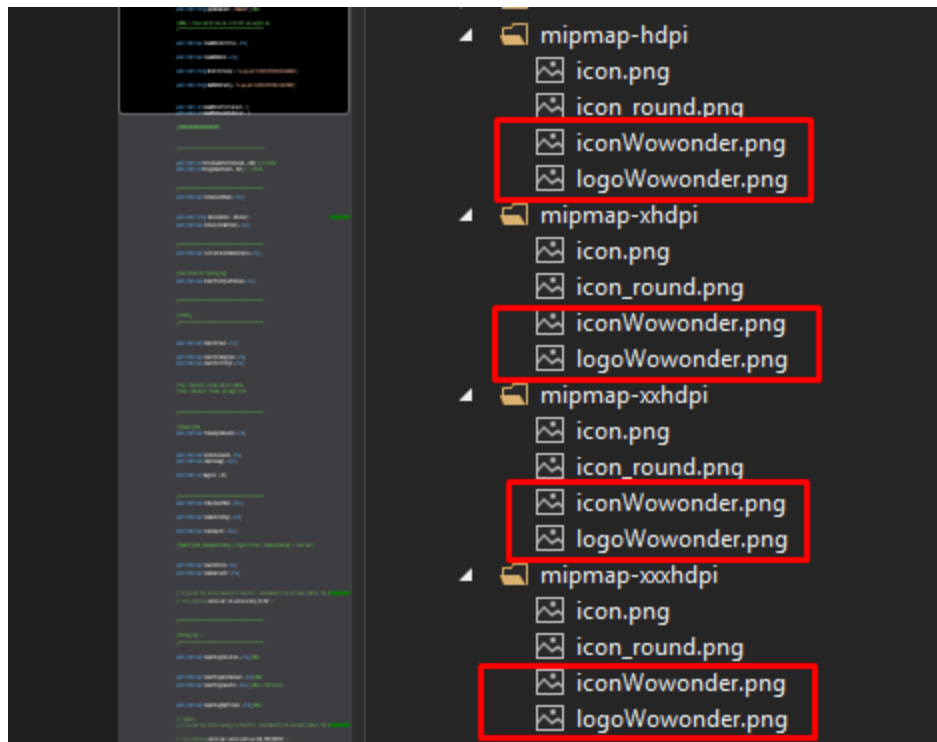
7-Control Application Settings

From your **AppSettings.cs** class on your **QuickDate** project you will be able to control most of your Android App settings
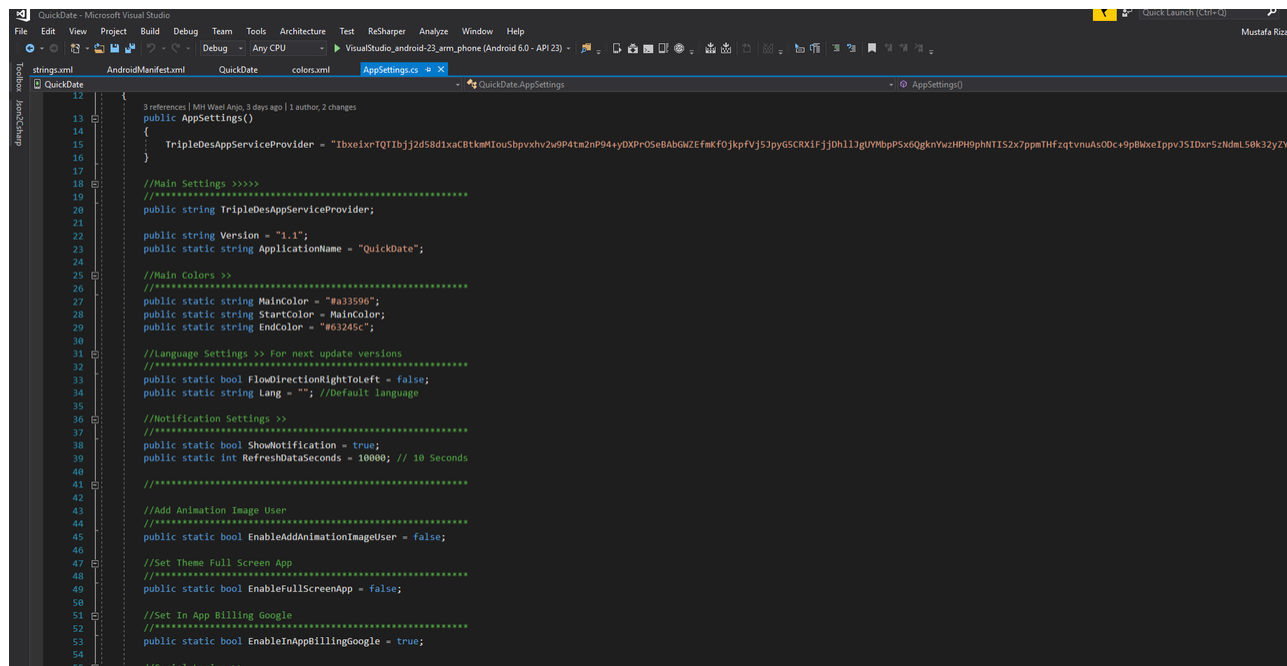
1-Enable/Disable Social Logins

Set the variables bellow to True or false to show or hide social login ability on the application

be sure if you set to true to read this section.

```
//Social Logins
//If you want login with facebook or google you should change
id key in the analytic.xml file or AndroidManifest.xml
//Facebook >> ../values/analytic.xml
//Google >> ../Properties/AndroidManifest.xml .. line 42
//*******************************************************
    public static bool ShowFacebookLogin = true;
    public static bool ShowGoogleLogin = true; //#New
    public static bool ShowWoWonderLogin = true; //#New
    public static string ClientId = "716215768781-1riglii0rihh
c9gmp53qad69tt8o2e03.apps.googleusercontent.com";
    public static string AppNameWoWonder = "WoWonder";//#New
```

2-Switch between Full/Normal screen display

Set the variables bellow to True or False

```
public static bool EnableFullScreenApp = false;
```

3-Show /Hide AdMob on your

Set the variables bellow 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 ads in the Here and analytic.xml
//**********************************************************
public static ShowAds ShowAds = ShowAds.AllUsers;


//Three times after entering the ad is displayed
public static int ShowAdInterstitialCount = 5;
public static int ShowAdRewardedVideoCount = 5;
public static int ShowAdNativeCount = 40;
public static int ShowAdAppOpenCount = 3;


public static bool ShowAdMobBanner = true;
public static bool ShowAdMobInterstitial = true;
public static bool ShowAdMobRewardVideo = true;
public static bool ShowAdMobNative = true;
public static bool ShowAdMobAppOpen = true;
public static bool ShowAdMobRewardedInterstitial = true;


public static string AdInterstitialKey = "ca-app-pub-5135691635931982/6657648824";
```

```
public static string AdRewardVideoKey = "ca-app-pub-5135691635
931982/7559666953";
public static string AdAdMobNativeKey = "ca-app-pub-5135691635
931982/2342769069";
public static string AdAdMobAppOpenKey = "ca-app-pub-513569163
5931982/7036343147";
public static string AdRewardedInterstitialKey = "ca-app-pub-5
135691635931982/9662506481";
```

Also go to values>> Strings.xml and change the string bellow to your own Key

```
<!-- #warning about new privacy on google AdMob...
should add file app-ads.txt in the server >>this content file
text https://prnt.sc/vm086w
and the link should example: https://www.demo.com/app-ads.txt
-->
<!--ADMOB APPLICATION_ID >> ca-app-pub-xxxxxxxxxxxxxxxx~yyyyyy
yyyy-->
<string name="admob_app_id">ca-app-pub-5135691635931982~613142
6175</string>
<string name="banner_ad_unit_id">ca-app-pub-5135691635931982/3
760130541</string>
<string name="banner_multiple_ad_sizes_id">ca-app-pub-51356916
35931982/3760130541</string>
<string name="ad_attribution">Ad</string>
  <!--=========================================================
======-->
```

4-Control Chat System Settings

- **RunSoundControl** Set the variable bellow to True or False to display sound during send and receive of messages
- **RefreshChatActivitiesSeconds** set speed of synchronized messages between your app and your server do not set less then 6000 for shared host
- **MessageRequestSpeed** set speed of API Get message between 2 users in main chat activity do not set less then 3000 for shared host

```
public static bool RunSoundControl = true;
public static int RefreshChatActivitiesSeconds = 6000; // 6
Seconds
public static int MessageRequestSpeed = 3000; // 3 Seconds
```

5-Disable/Enable Notification System

- If You want to Disable Notification and Onesignal on your app set the variable bellow to False

- **RefreshDataSeconds:** sets the speed of API Get Notification do not set less then 7000 for shared host

```
//Notification Settings >>
//***********************************************************
public static bool ShowNotification = true;
public static int RefreshDataSeconds = 8000; // 8 Seconds
```

6-Set Your Application for 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 in google play market

```
//Error Report Mode

//****************************************************

public static bool SetApisReportMode = true;
```

7- Set The Required Payment Method

By changing the variables below to true or false you can set the desired payment method in your application

```
public static PaymentsSystem PaymentsSystem = PaymentsSystem.All;


/// <summary>
/// Paypal and google pay using Braintree Gateway https://www.braintreepayments.com/
///
/// Add info keys in Payment Methods : https://prnt.sc/1z5bffc & https://prnt.sc/1z5b0yj
/// To find your merchant ID :  https://prnt.sc/1z59dy8
///
/// Tokenization Keys : https://prnt.sc/1z59smv
/// </summary>
public static bool ShowPaypal = true;
public static string MerchantAccountId = "test";


public static string SandboxTokenizationKey = "sandbox_kt2f6mdh_hf4c*****";
public static string ProductionTokenizationKey = "production_t2wns2y2_dfy45*****";


public static bool ShowCreditCard = true;
public static bool ShowBankTransfer = true;
```

```
/// <summary>
/// if you want this feature enabled go to Properties -> Andro
idManefist.xml and remove comments from below code
/// <uses-permission android:name="com.android.vending.BILLIN
G" />
/// </summary>
public static bool ShowInAppBilling = true;
```

8-Enable Premium Account

By setting this value to true you can add the premium account system to your app

```
//Premium system
public static bool PremiumSystemEnabled = true;
```
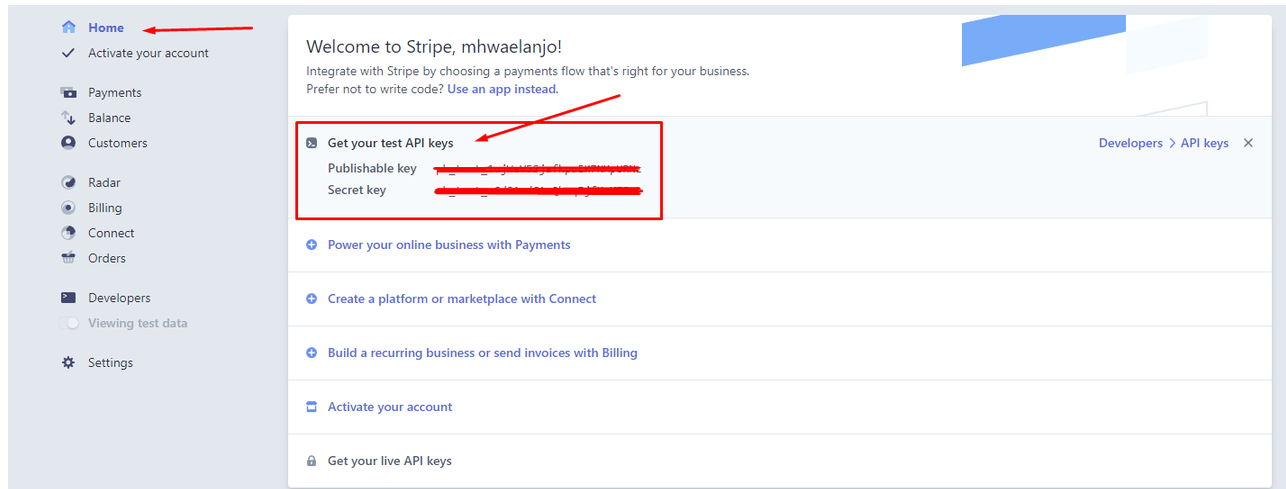
9- Show /UnShow Trending

By setting the variable below to true you can add the trending concept to your app
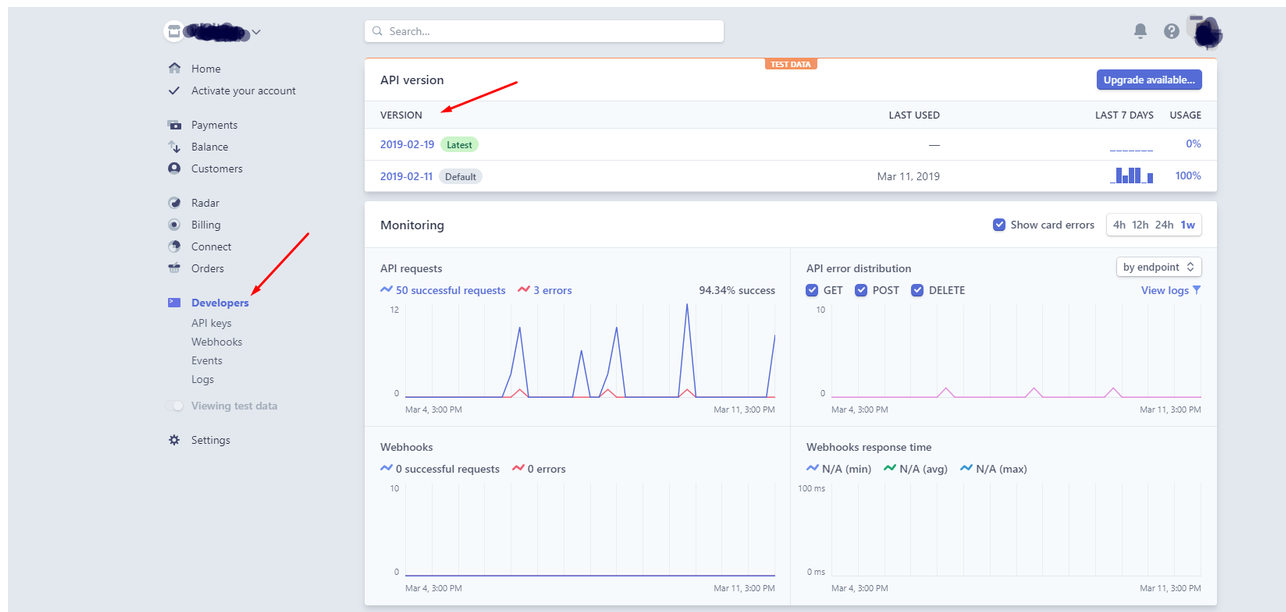
```
  public static bool ShowTrending = true;//#New
```

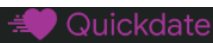# Payment Gateways Setup

1-Stripe Setup

You need to register account on https://dashboard.stripe.com website .
After that you get **Publishable** Key and **Secret** Key :

Note that you need to use the **last version** of API :

After you finish you integrate it with QuickDate in Admin Panel :

Click **Save.**

2-PayPal Setup

You need to login or create account in https://www.paypal.com/en/signin webiste.

After that go to Applications (Developers) Page. Click on **Create App** button :

Give your App a Name.We name it PaypalIntergration just as an example .

Create New App

Create an app to receive REST API credentials for testing and live transactions.

Application Details

App Name

PaypalIntegration

Sandbox developer account

gas.applicationdev01-facilitator@gmail.com

As a reminder, all apps created under your account should be related to your business and the type of business it conducts.

By clicking the button below, you agree to **PayPal Developer Agreement** ⧉.

Create App

Click on Create App button to finish .After that you will see below :

PaypalIntegration

Sandbox | Live

App display name: PaypalIntegration ✎

SANDBOX API CREDENTIALS

Sandbox account

gas.applicationdev01-facilitator@gmail.com

Client ID

AcXTw6q-DC_Sbgu2LJn6ESXAe1ZAwpbjkq9dCWN-3lHPikqW3zZaxBMbTNLZAPmJ_ngWlH7ZVrmZ67oZ

Secret

Show

SANDBOX WEBHOOKS

Go to Admin Panel in QuickDate and integrate your API credentials :

Click Save to Finish.

3-Google in-app purchase (Extended License)

in order to use the Google in-app purchase payment system in your mobile application you will need to follow few steps in google play console as there is few rules you should know

- You cannot use third part payments system such as PayPal SDK as we mentioned on payment Gateways section 2 with Google in-app purchase

- There should be a temporary APK file Uploaded to the Google play in order to fetch the ProductID(In app License code) so you can proceed with your Build and packages prices

1-Go to google play console and copy from there your own In app billing license
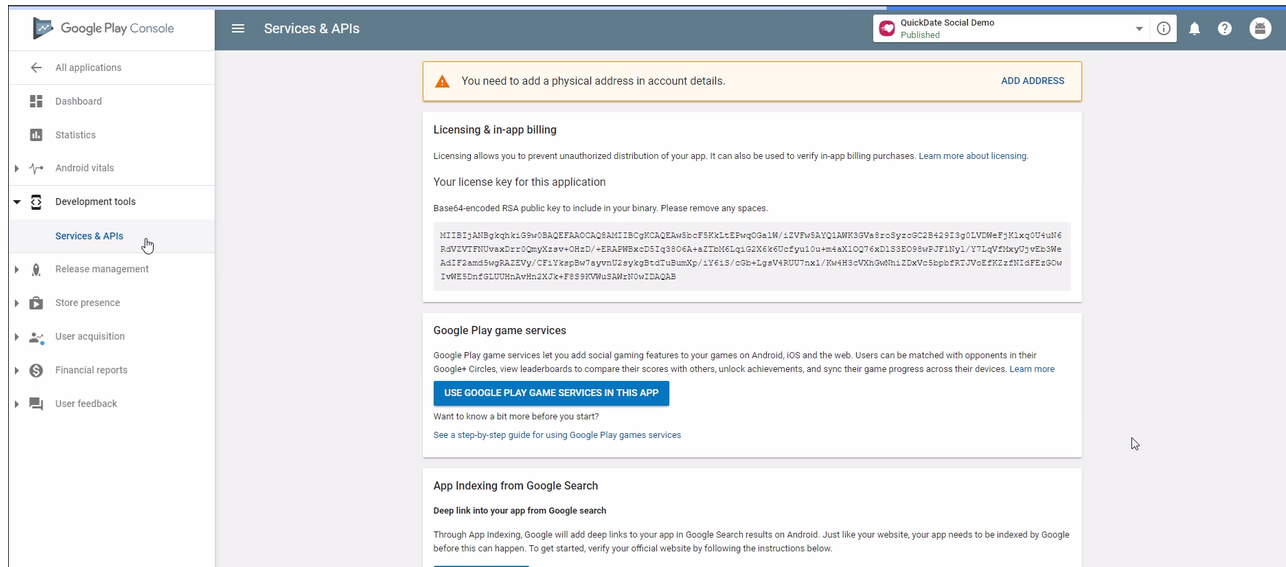
Services & API Page in google play console

2-Copy the ProductID (In app License code) and paste it as the image bellow
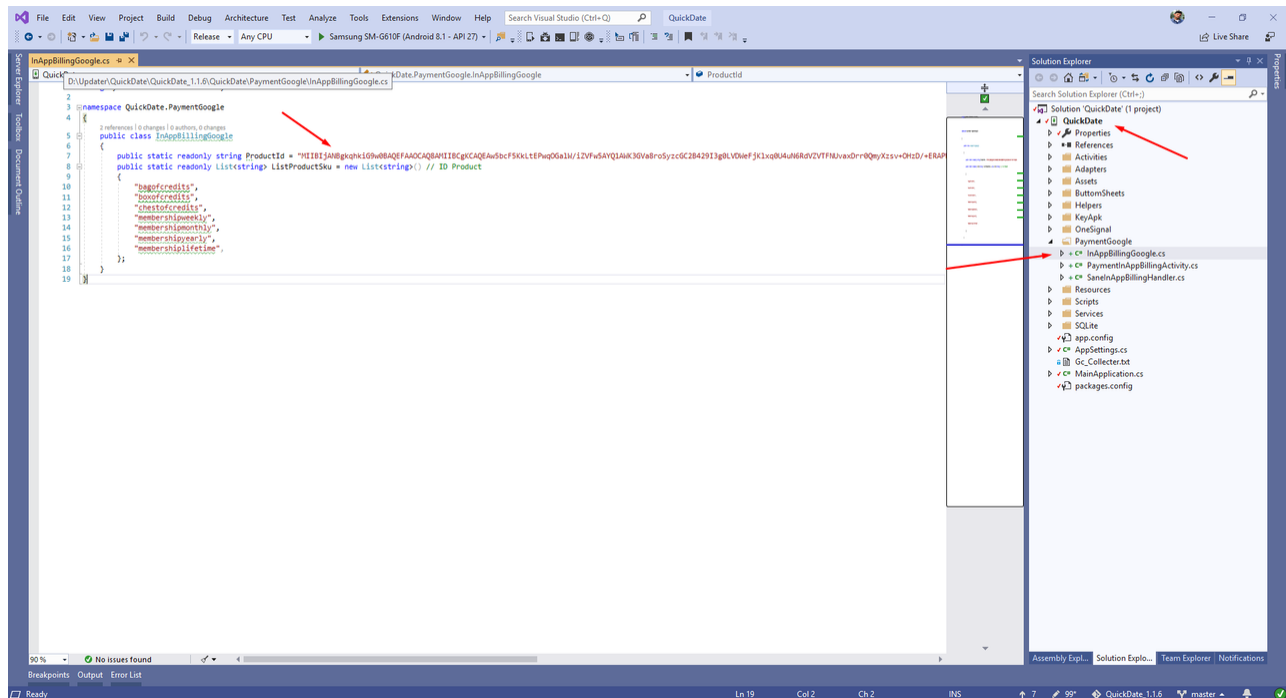
From your own Extended license Project (Solution)

3- Set your own prices and packages names and currency from your own google play console
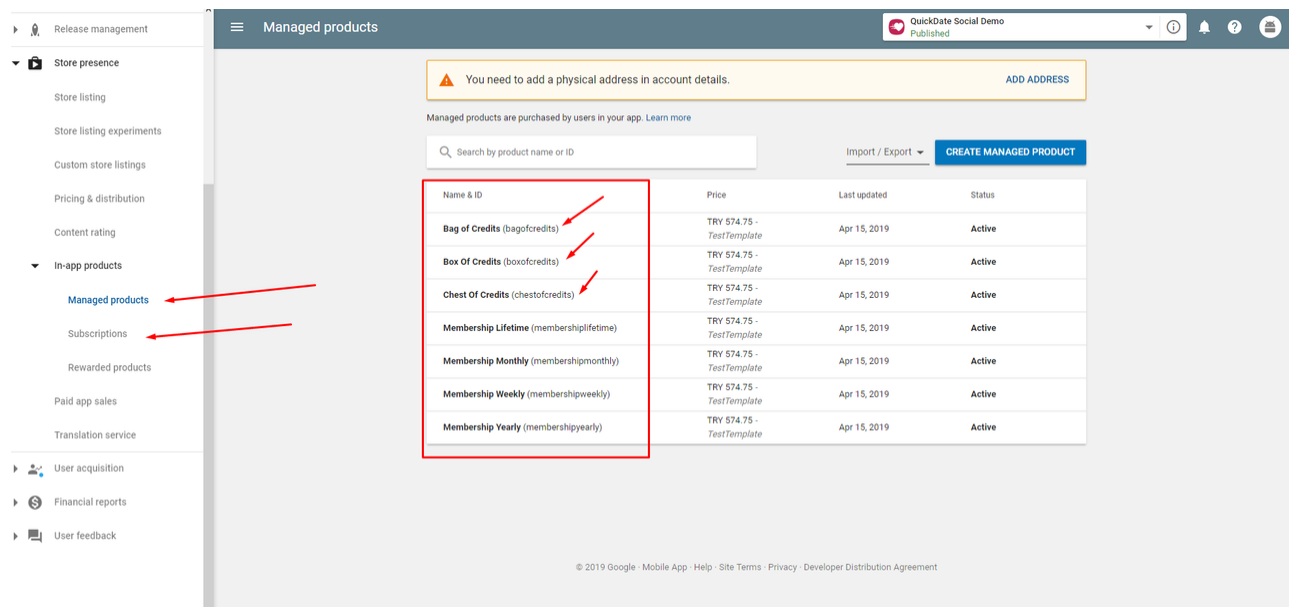
In-app products page from google play console

4- Add your products name to your solution code by same order and same name
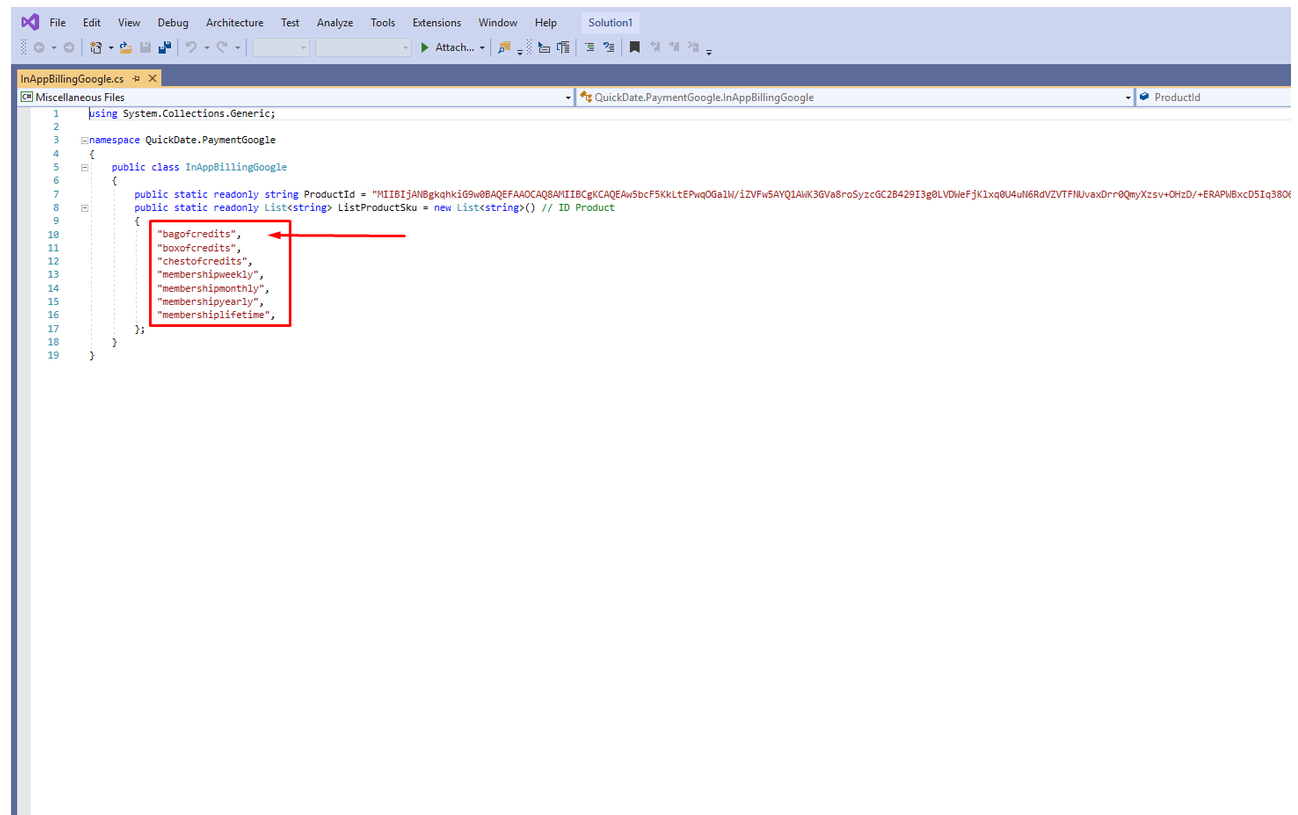
On Release Mode your config should like this add this text as bellow
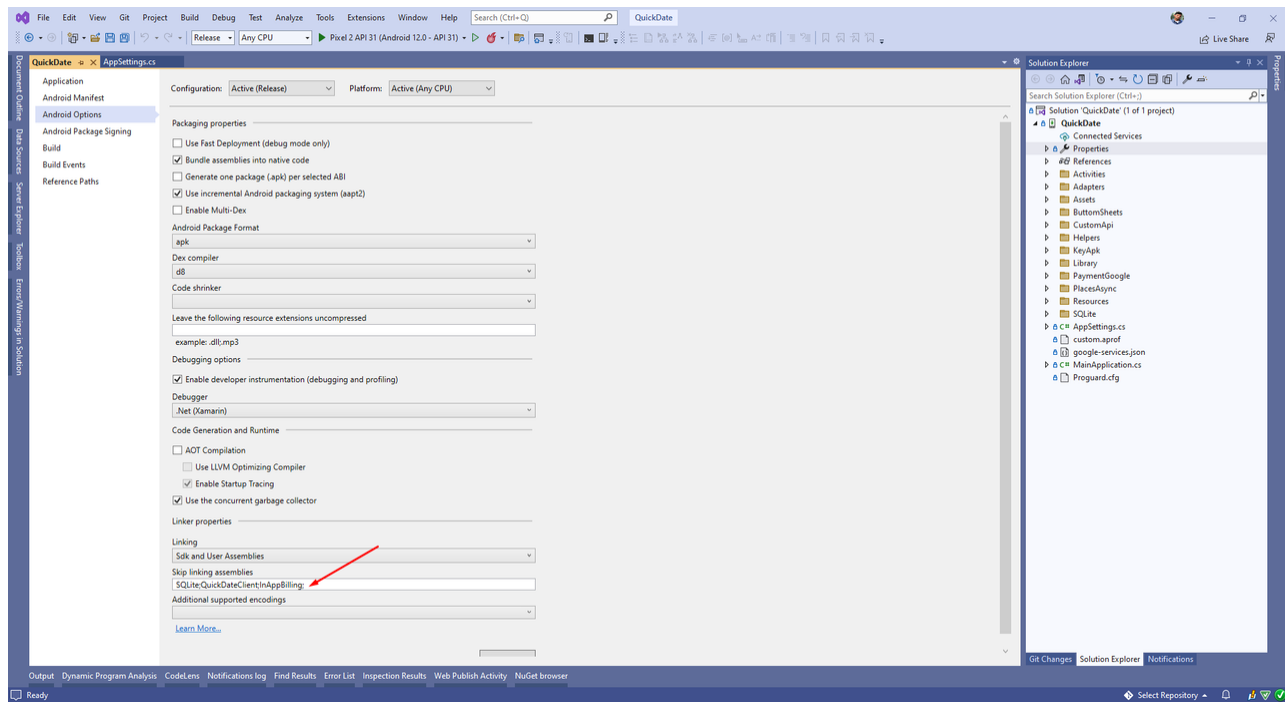
5-If everything is done correctly you will see the in app billing screen as screenshot bellow
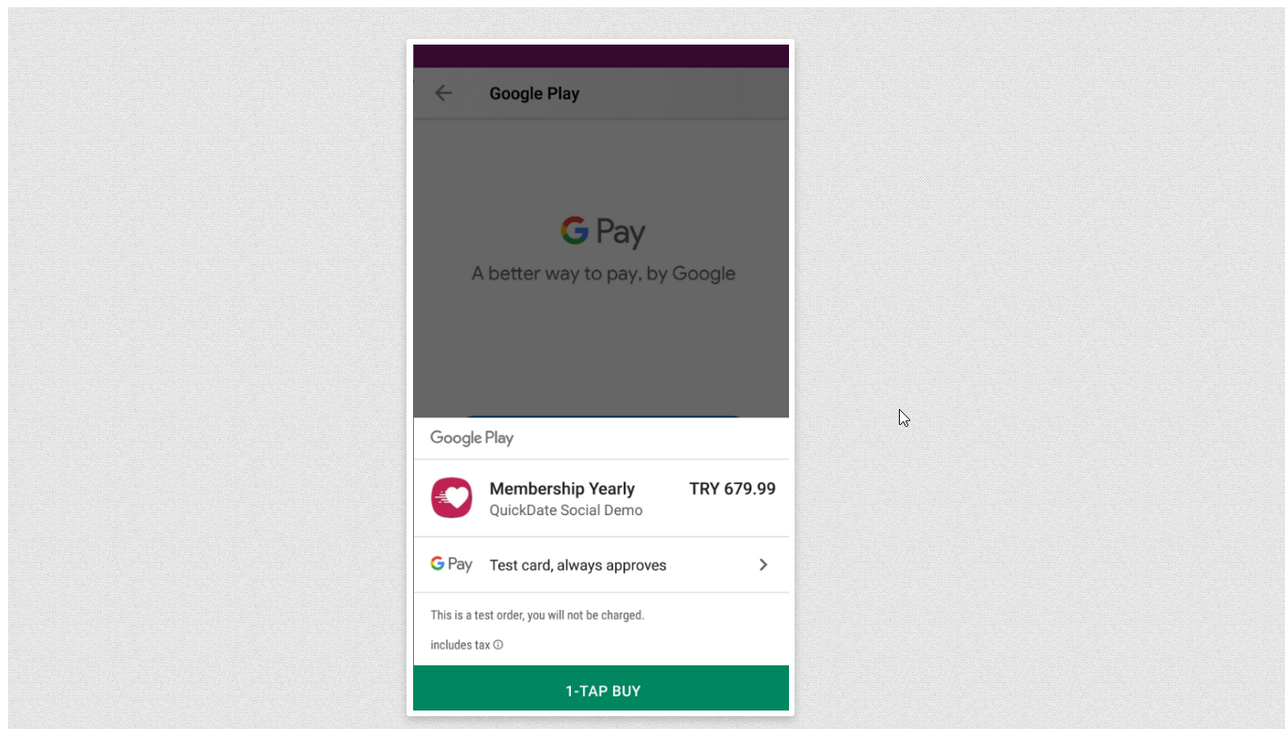
Errors Guide

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 tell version 7.2 once you have selected all the APIs press on Install button >> Then accept terms .
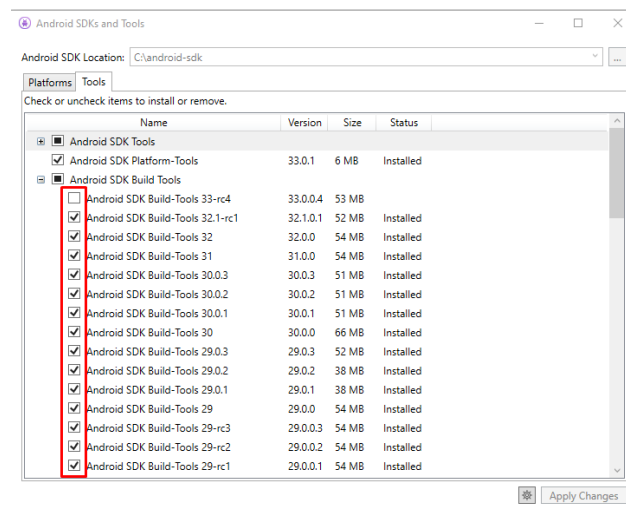
For Visual Studio Version
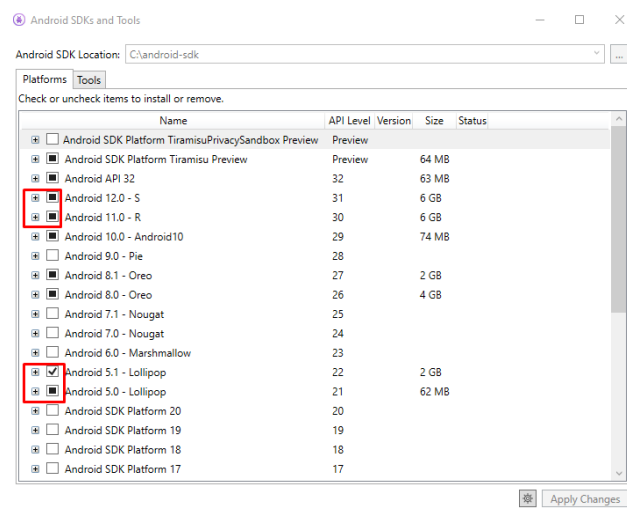
For Xamarin MAC

3)After you are sure that you installed everything what you need and the problem still exits Copy your **PixelPhoto** folder to a small path like **D://PixelPhoto** or **C://PixelPhoto** 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)
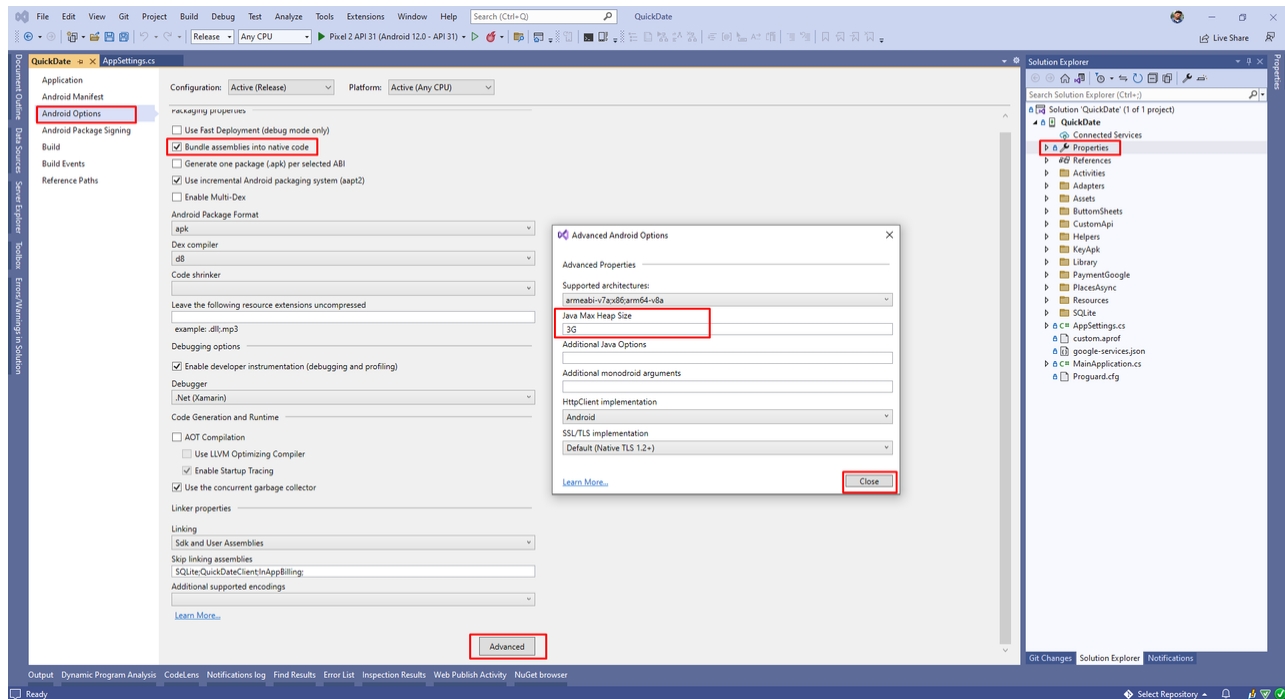
"java.exe" exited with code 2.

Uncheck the checkbox from your project properties page and rebuild your
application
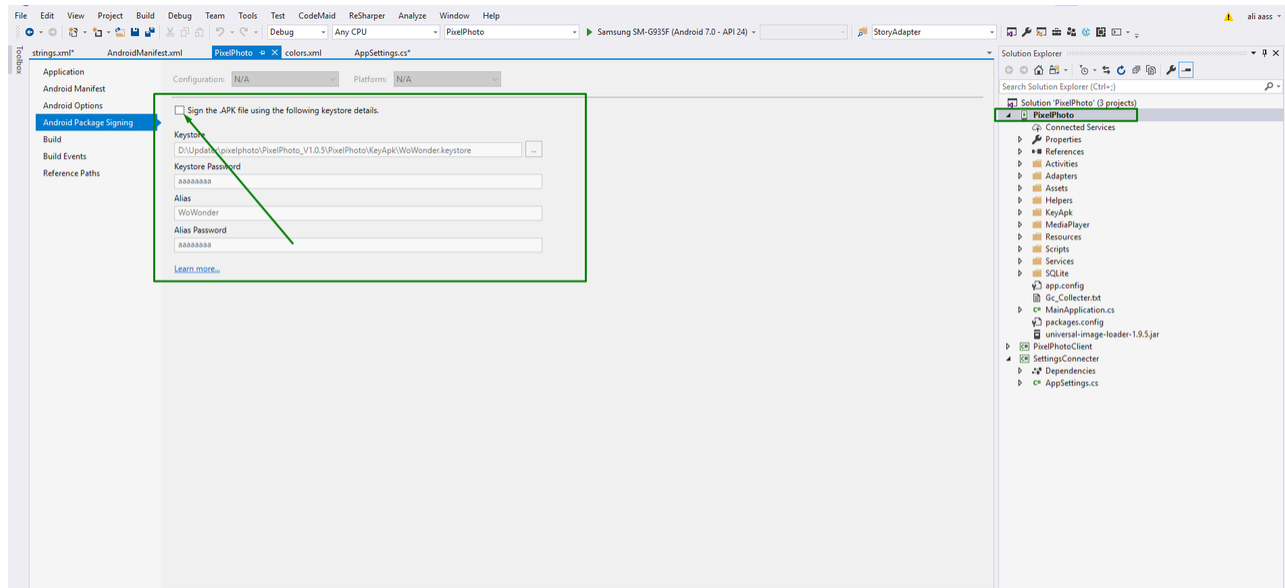
Application Crash/Error On Login First Page

1-Right-click on Project >> Click on Android properties >> Click on Android Option

2-On the **Linking** section, Set the **Linking** to "Sdk And User Assemblies" as the image bellow
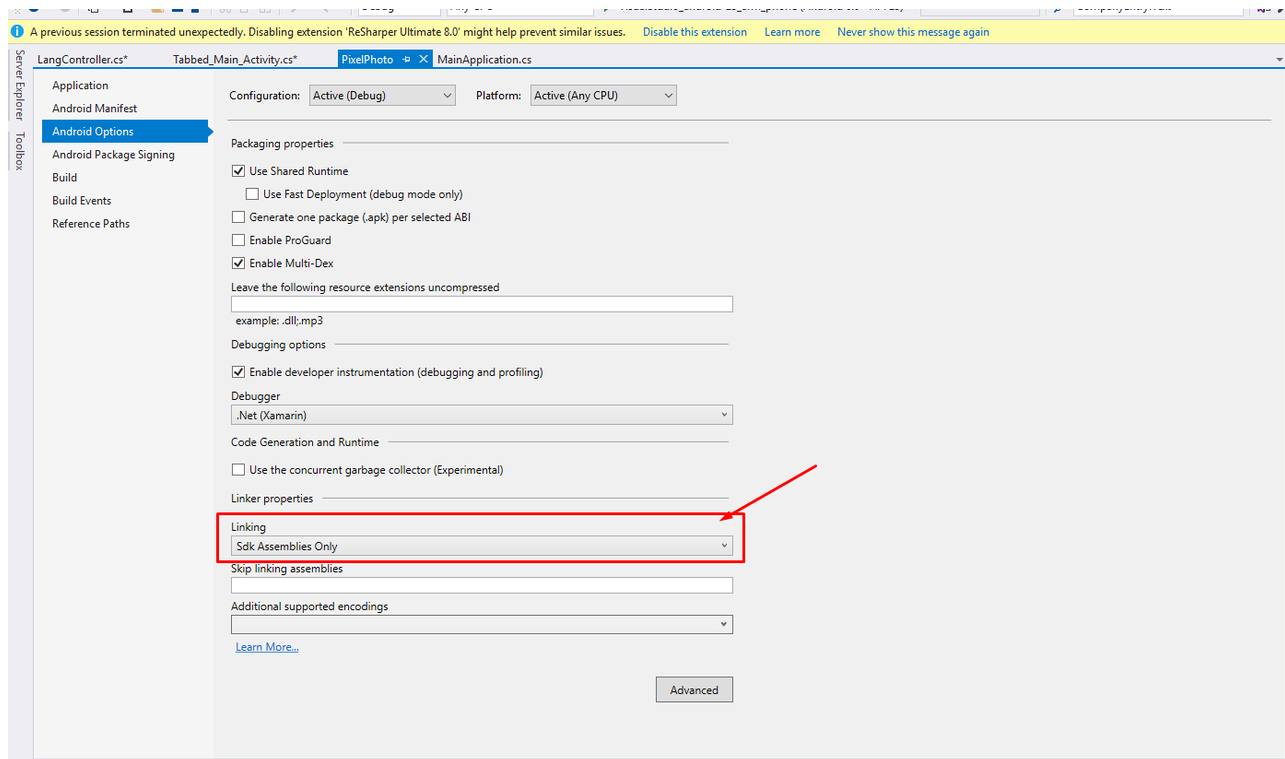
Solution (1) Bypass the SSL Error

Go To PixelPhoto >> Settings >> AppSettings.cs

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

```
public static bool TurnTrustFailureOn_WebException = true;

public static bool TurnSecurityProtocolType3072On = true;
```

Solution (2) Change Connection Type

Right-click on Project >> Click on Android properties >> Click on Android Option >>
Select Advanced Button >>
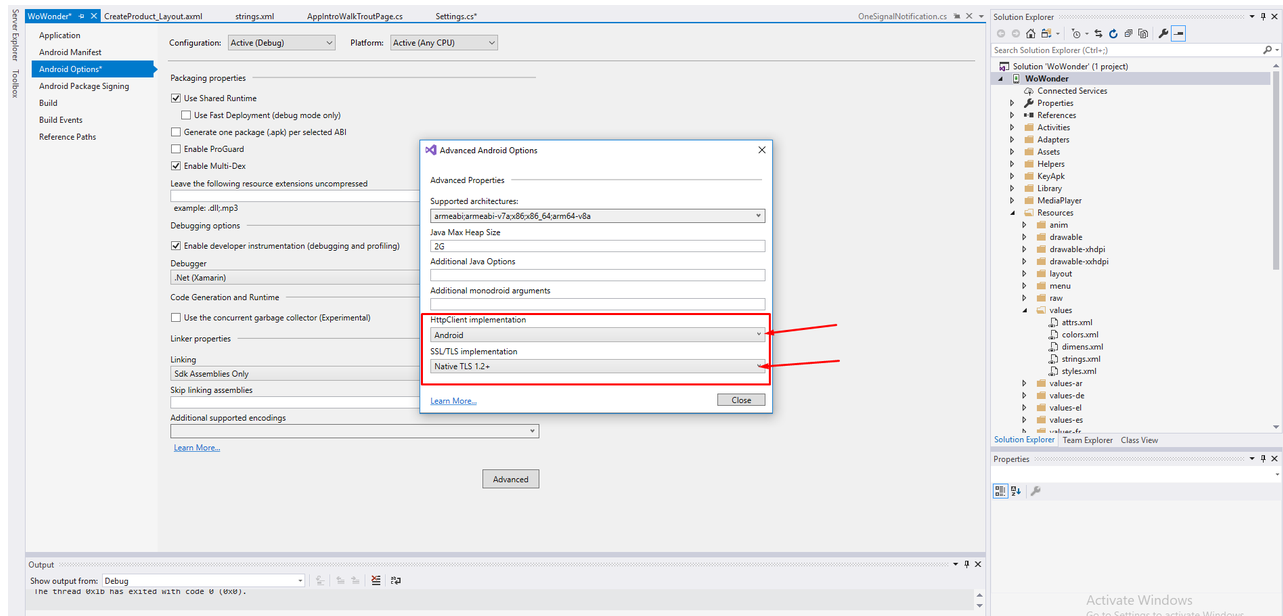
Set the connection type as bellow .

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 Secondery
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 exits thats means your main host is using cloud system whitch 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 UltaHost.com Server which is 100% compatible with our application >> UltaHost

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:
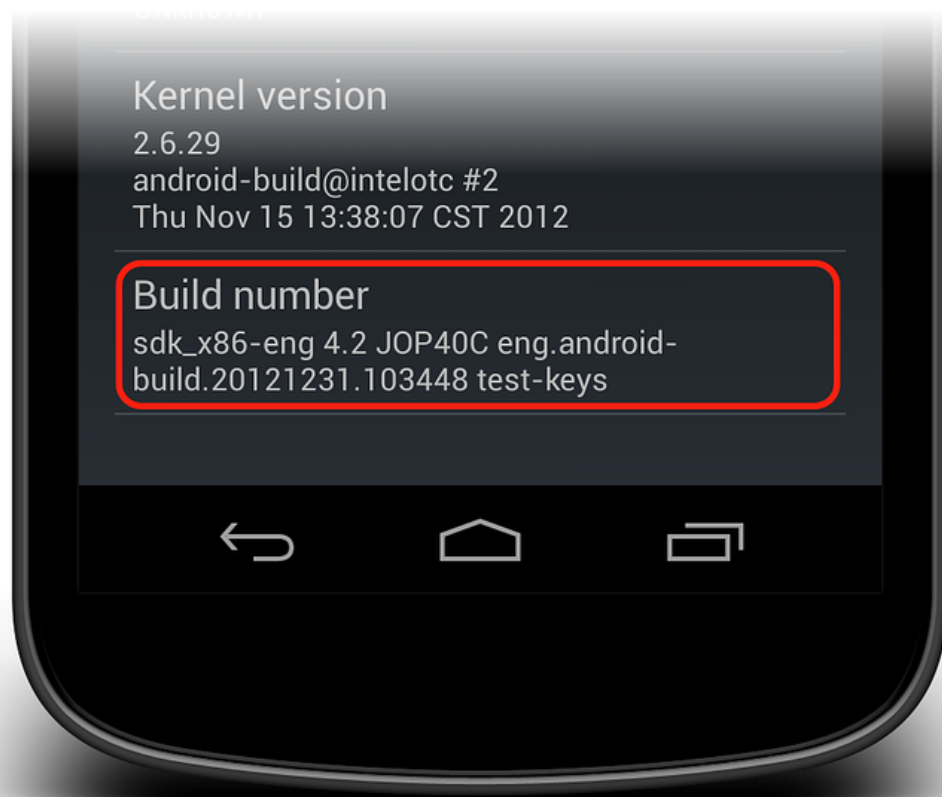
Once the **Developer Options** tab is available under **Settings** > System, open it to reveal developer settings:

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:
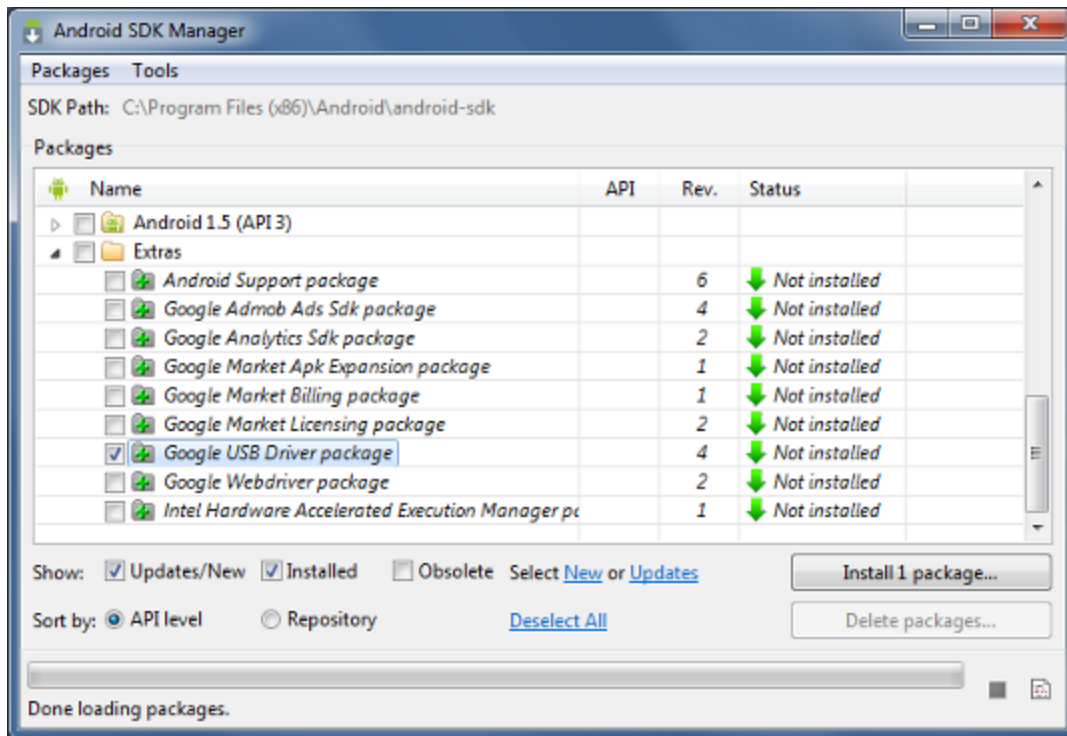
Check the **Google USB Driver** box, and click the **Install** button.

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 to 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 you own test
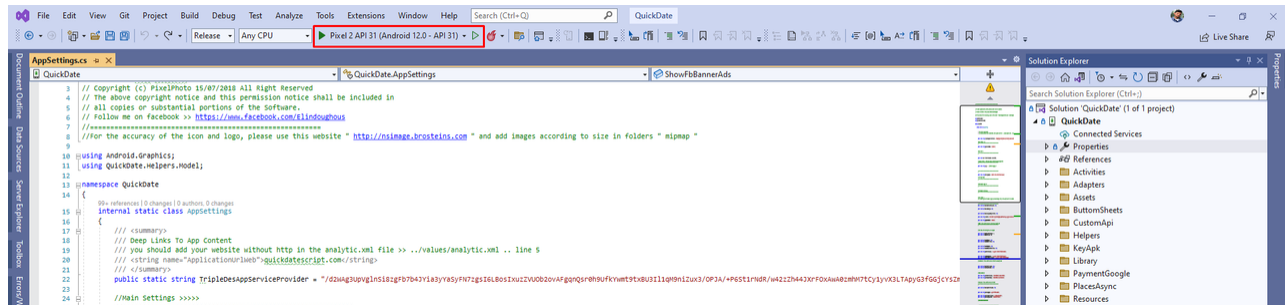
Publishing Application

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**
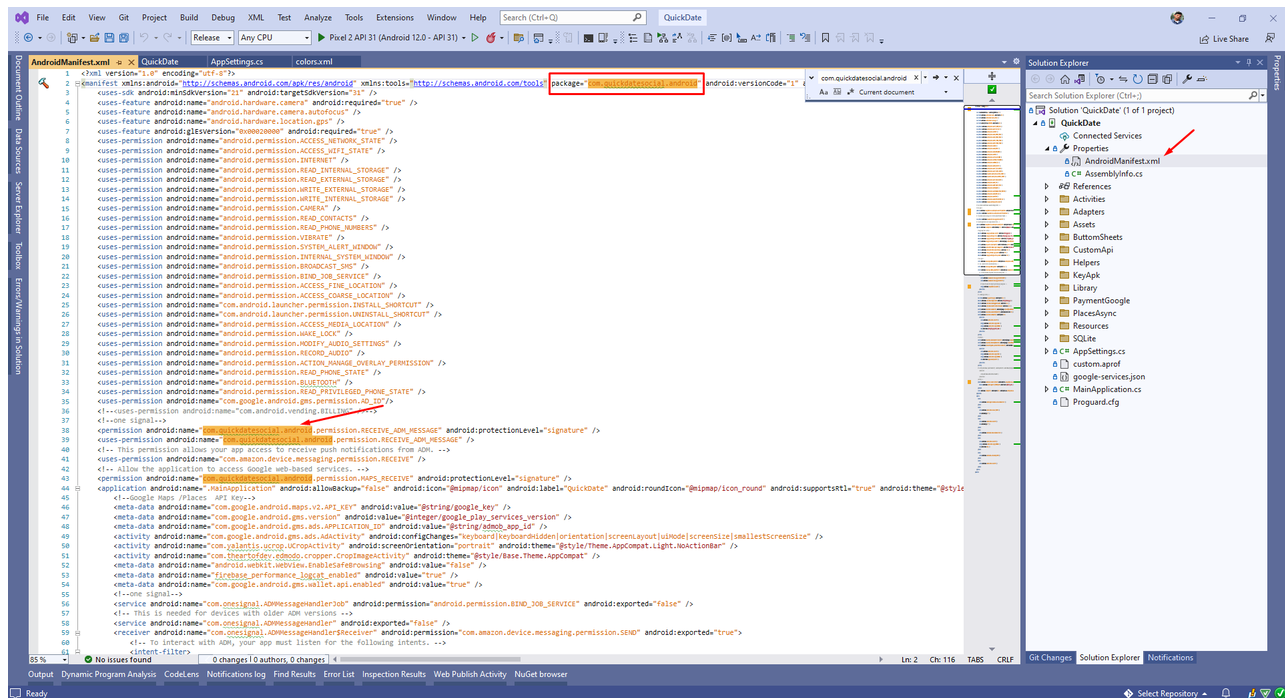
1 - Archive for Publishing
To begin the publishing process, right-click the project in Solution Explorer and select the Archive... context menu item:
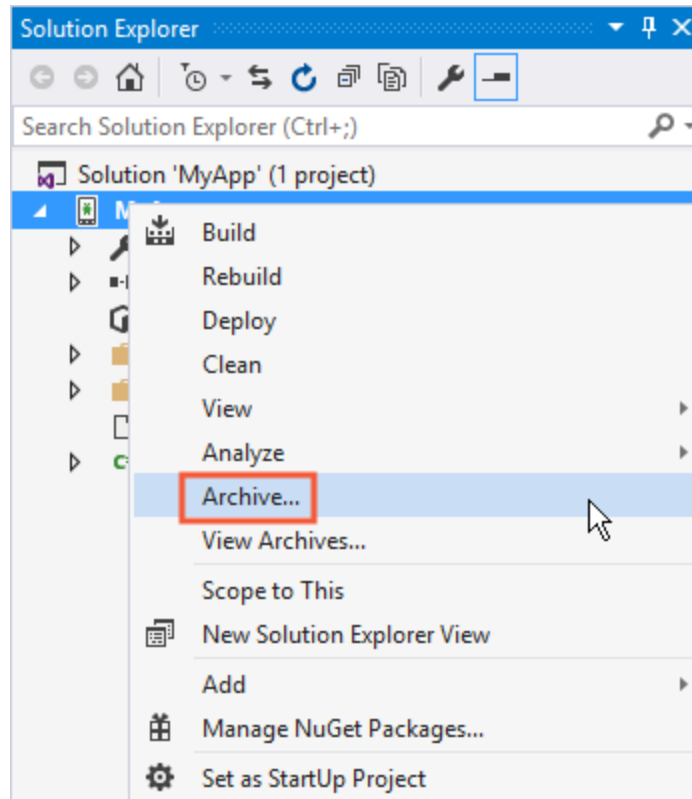
Archive... launches the Archive Manager and begins the process of archiving the App bundle as shown in this screenshot:
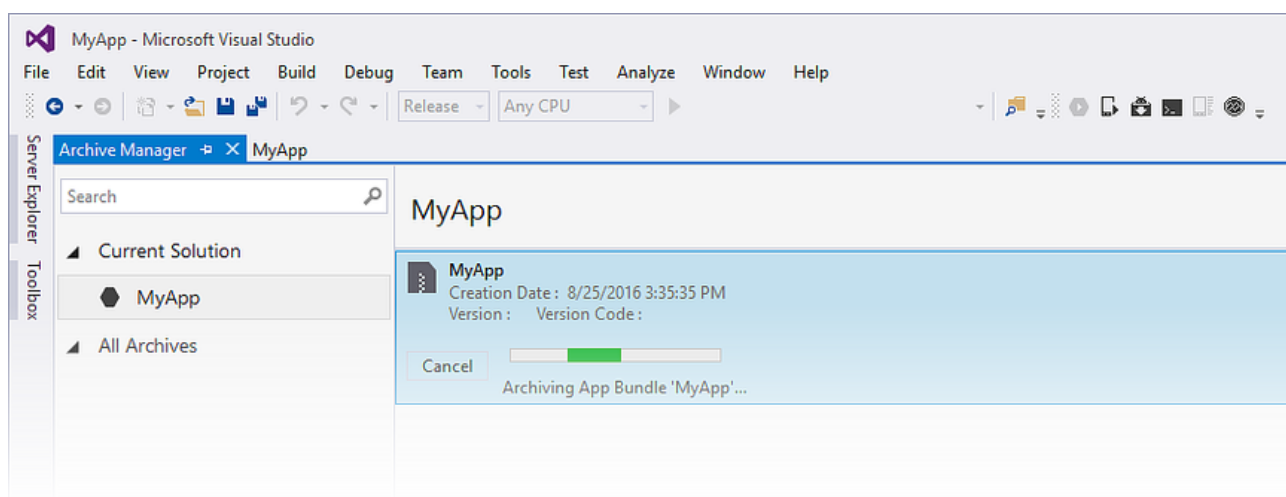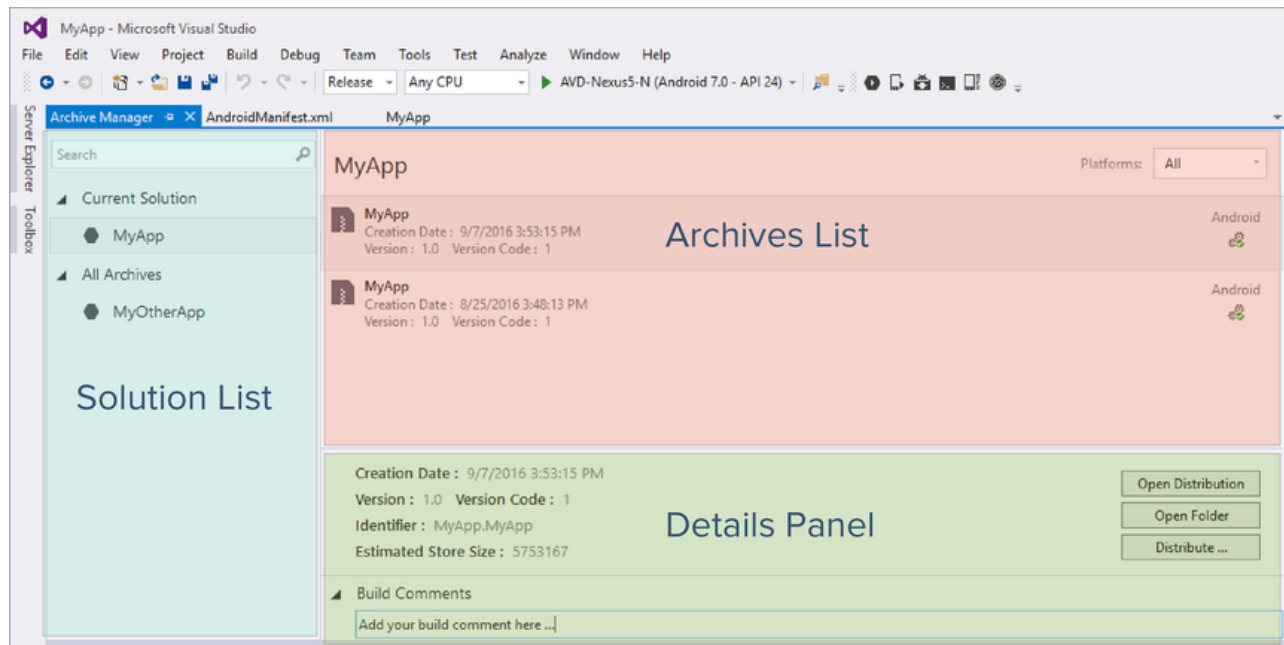
2 - Distribution:

When an archived version of the application is ready to publish, select the archive in the Archive Manager and click the Distribute... button:
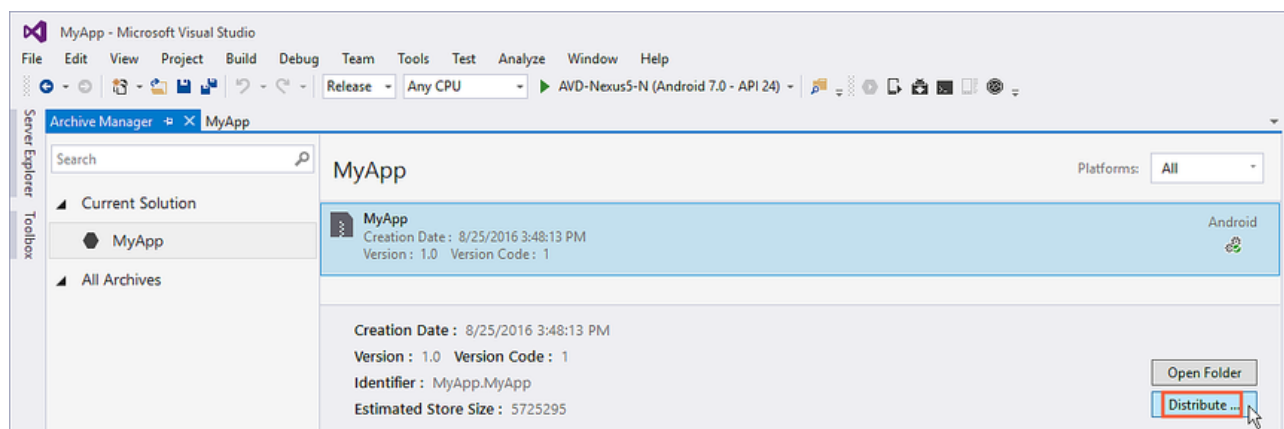
The Distribution Channel dialog presented two choices for distribution. Select Ad-Hoc:
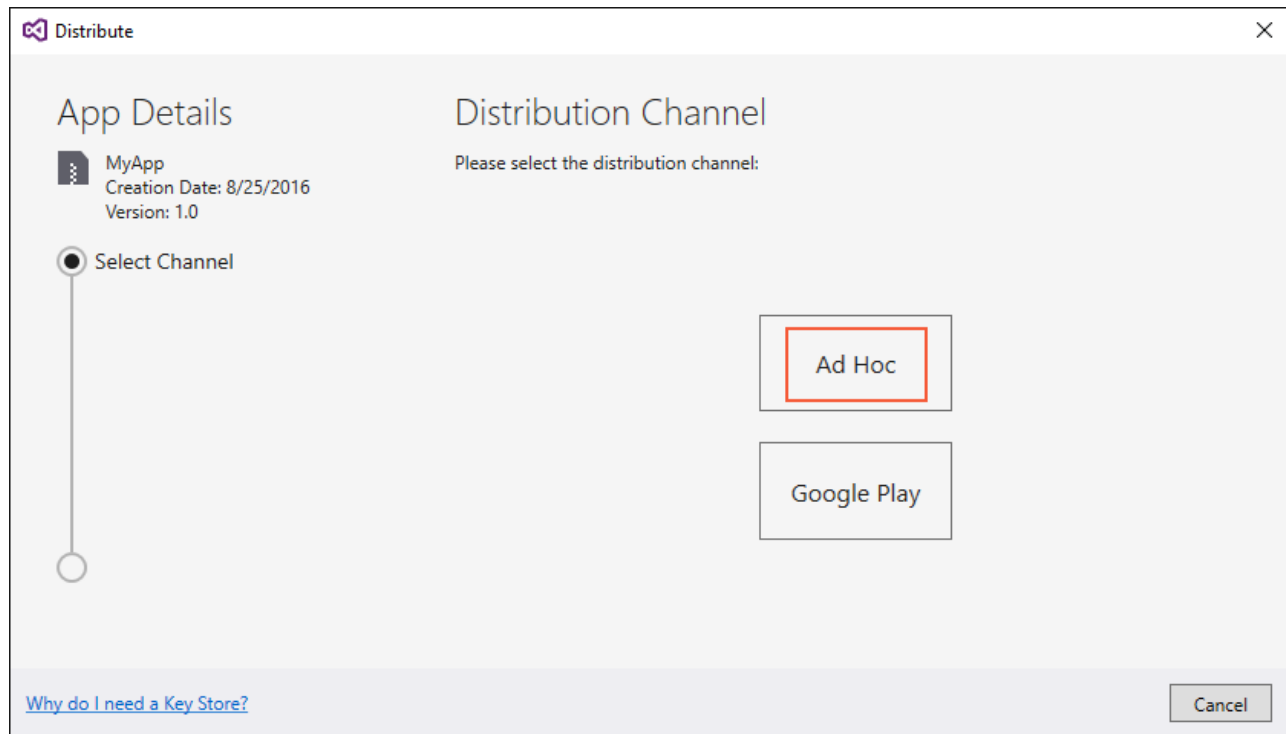
Create a New Certificate

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:
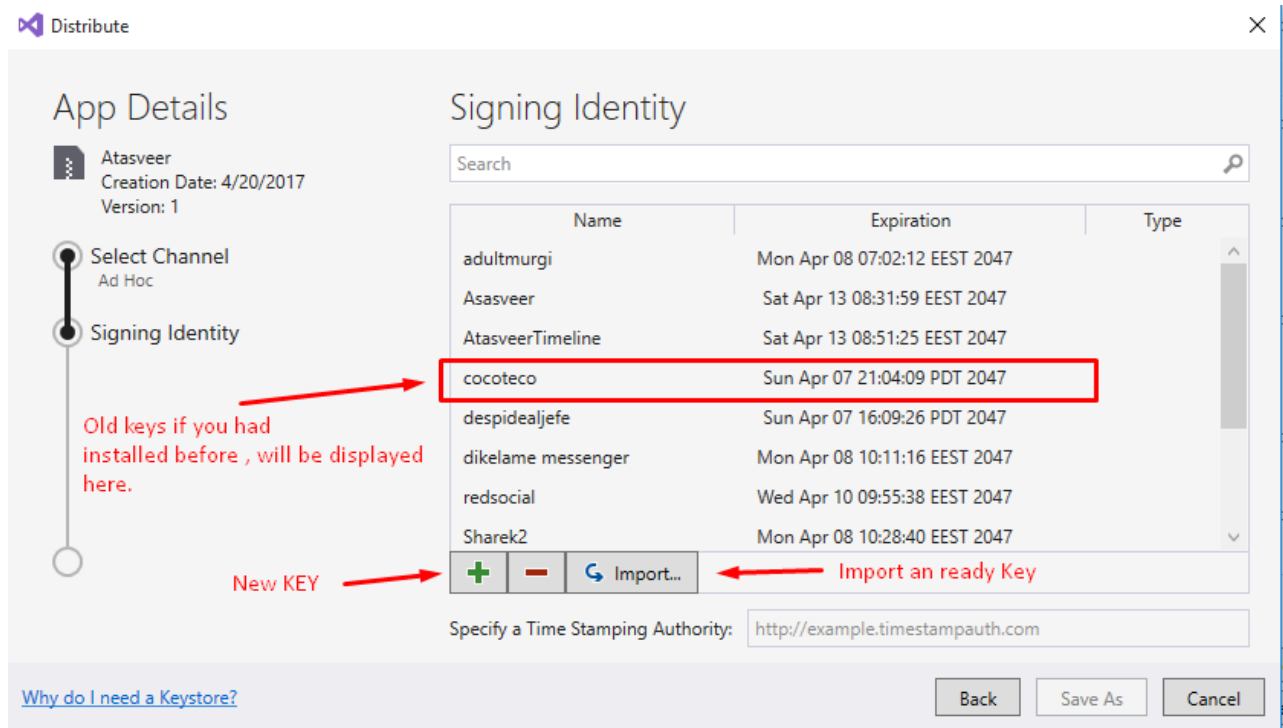
The Create Android Key Store dialog is displayed; use this dialog to create a new signing certificate that can use for signing Android applications. Enter the required information (outlined in red) as shown in this dialog:

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:
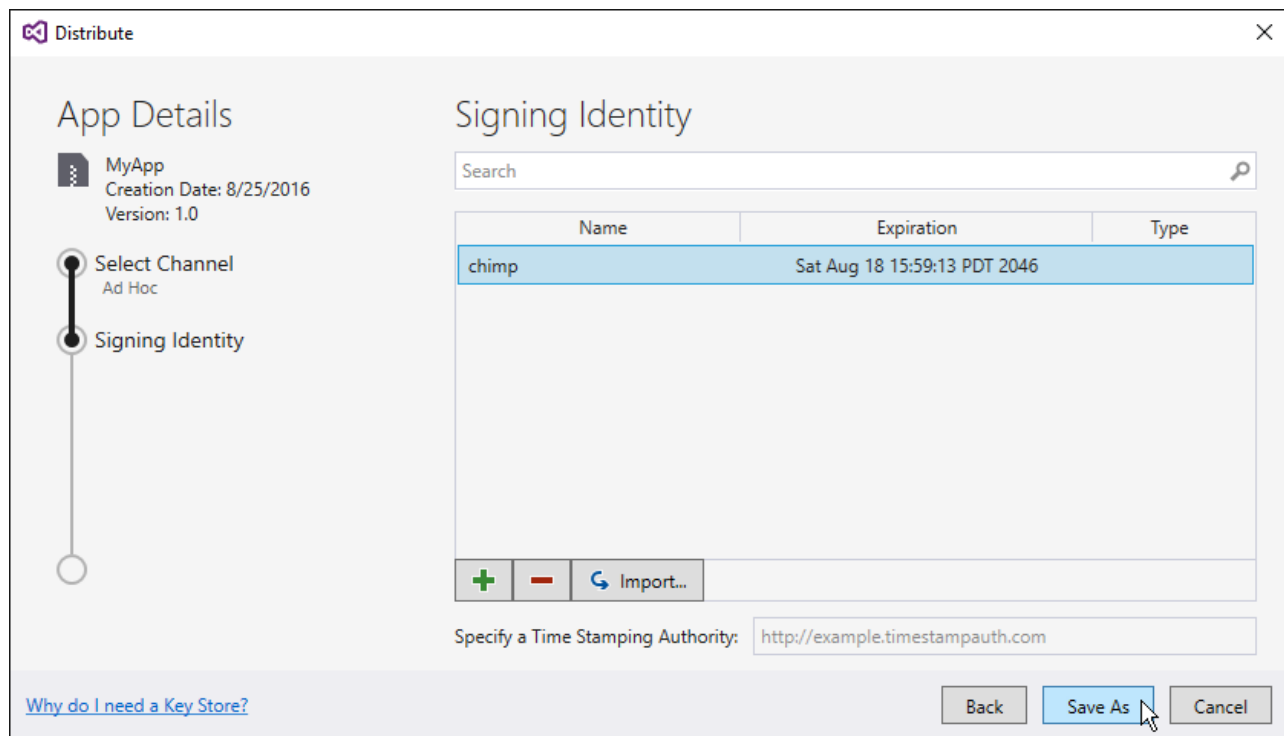
Next, the Archive Manager displays the publishing progress. When the publishing process completes, the Save As dialog opens to ask for a location where the generated .APK file is to be stored:
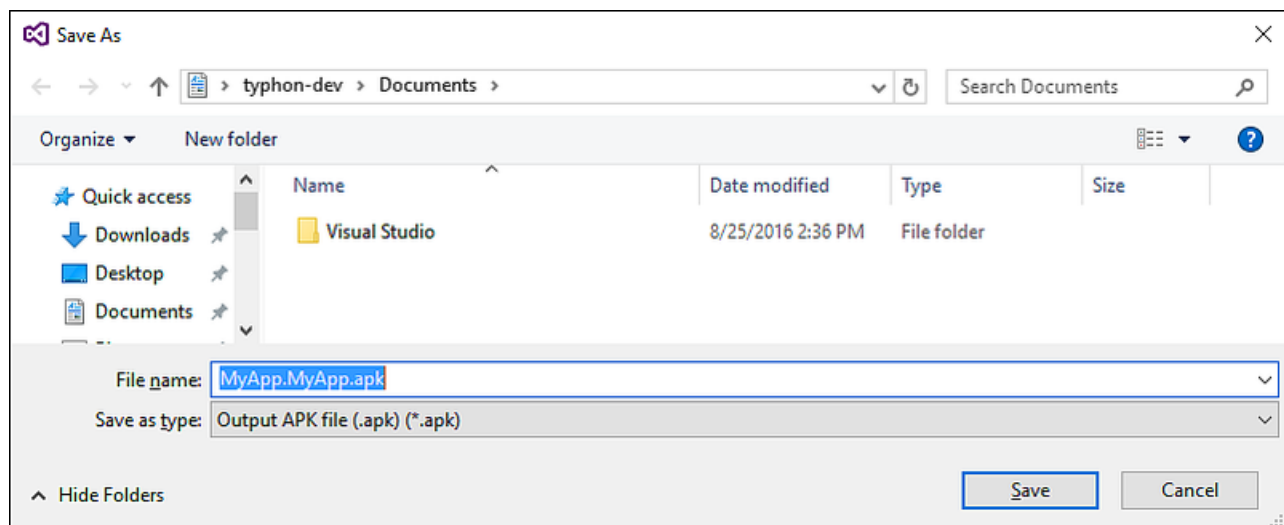
Navigate to the desired location and click Save. If the key password is unknown, the Signing Password dialog will appear to prompt for the password for the selected certificate:

MyApp

MyApp
Creation Date : 8/25/2016 3:48:13 PM
Version : 1.0   Version Code : 1

Cancel

Detected signing algorithm as : RSA

Signing Password   ✕

Enter the password for the selected certificate

[   ]

OK   Cancel
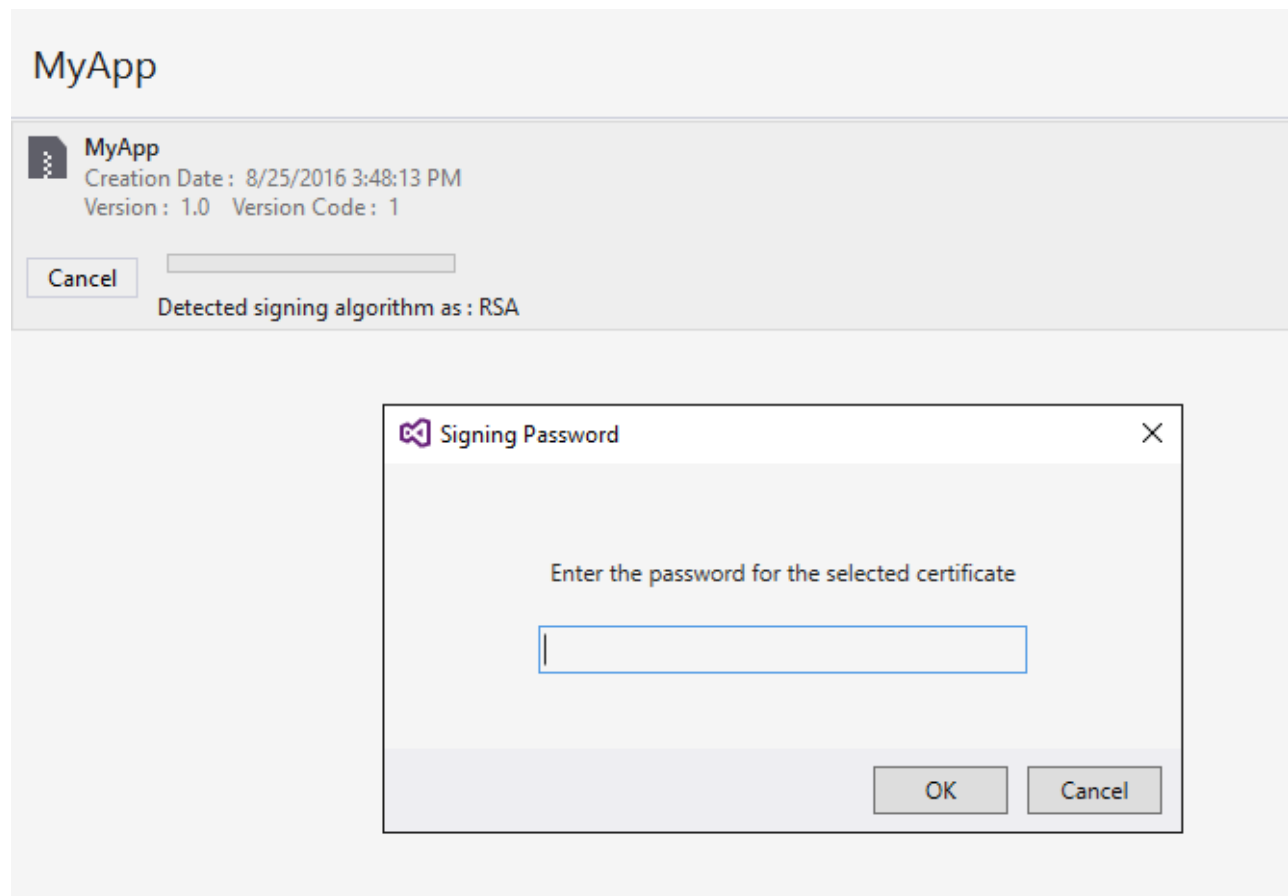
Now you are ready to submit your application to Google Play

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
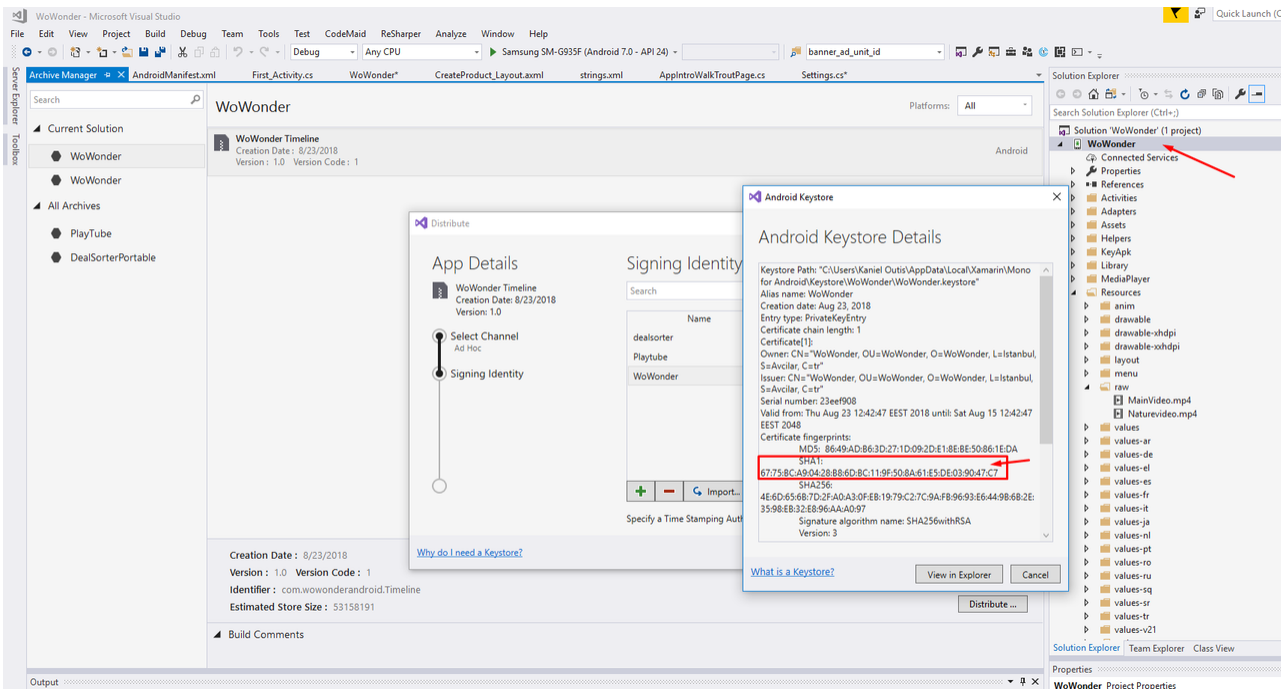
Frequently Asked Questions (FAQ)

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 Server-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 will know if there is new update for this Application ?

- Once there is an new update you will get an email send by us with the new update url so you can download and update your app as you like.

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
  #ScriptSun is your best Freelancing opportunity , Turn Your ideas into reality.

Open a custom work ticket Here
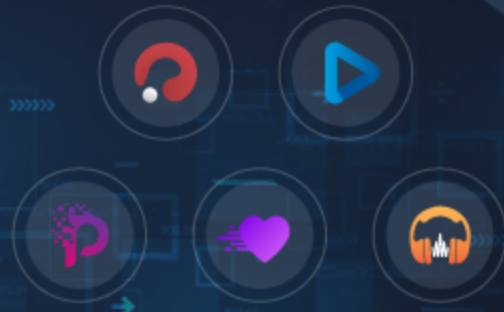Website: https://scriptsun.com/
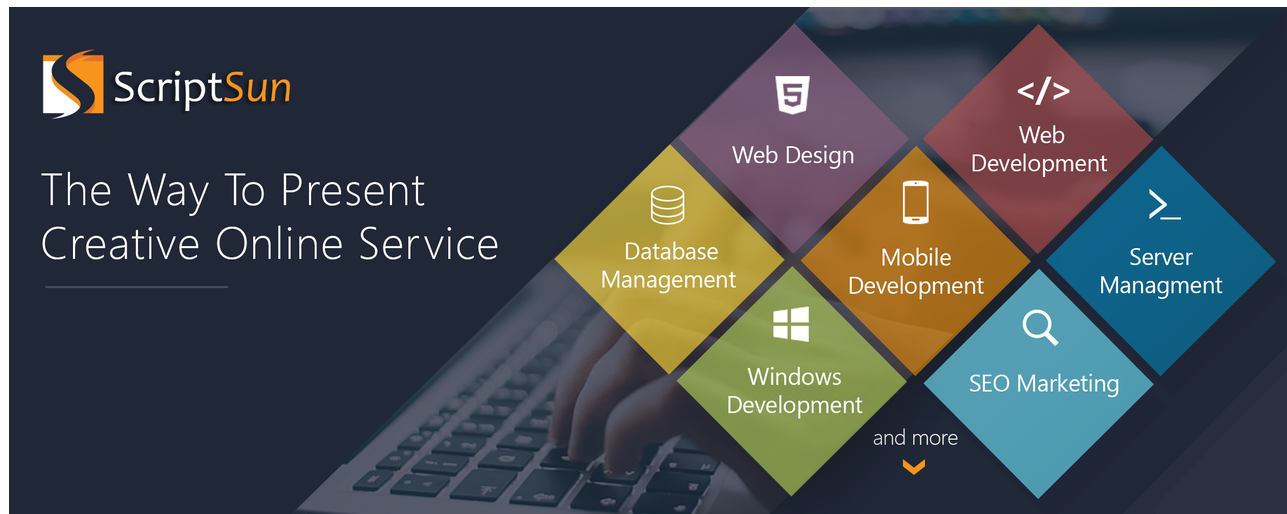
Can you recommend a hosting company for your scripts ?

If you need a hosting for your item Ultahost.com is the best hosting for your own script

Do you need a hosting for

Our Items?

ULTAHOST SUPPORTS OUR SCRIPTS AND APPS, FROM THE MINIMUMREQUIREMENTS TO THE MAXIMUM PERFORMANCE!

Why UltaHost?

1. High performance.

2. Easy installation, get your site up and ready without creating any DB, without uploading any files, and without waiting!

3. FFMPEG, PHP 7.2 FPM, OPCACHE, Apache 2.4, and all other extensions are included automatically, without any installation or headache!