



# Frontend Setup Guide

## for Android Version

*(Single App License)*

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# Android Studio Installation

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If you don't have Android Studio installed on your computer visit:

<https://developer.android.com/studio>

**Install latest Android Studio. There should not be any problem with the version above 4.2.1**

**This app was created on:**

Android studio v4.2.1

Gradle v6.7.1

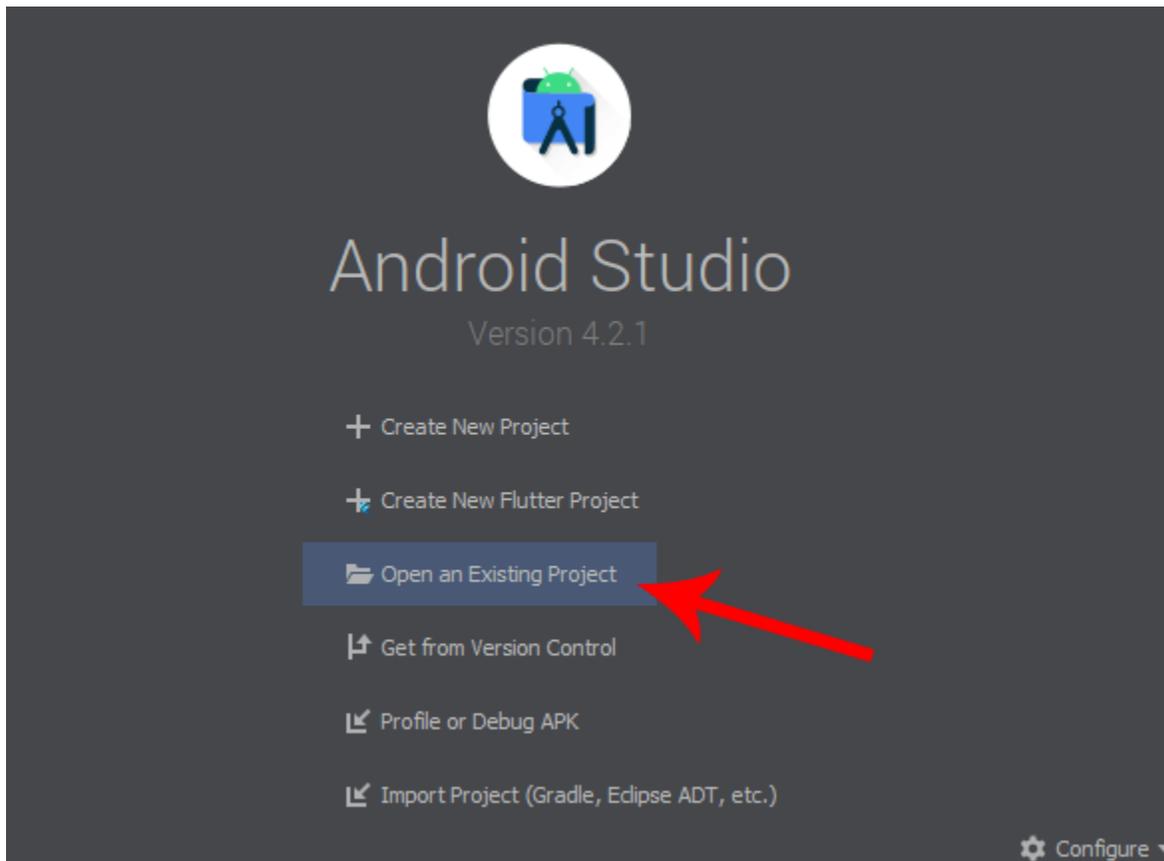
GS v4.3.8

JDK 11

# Android Project Setup

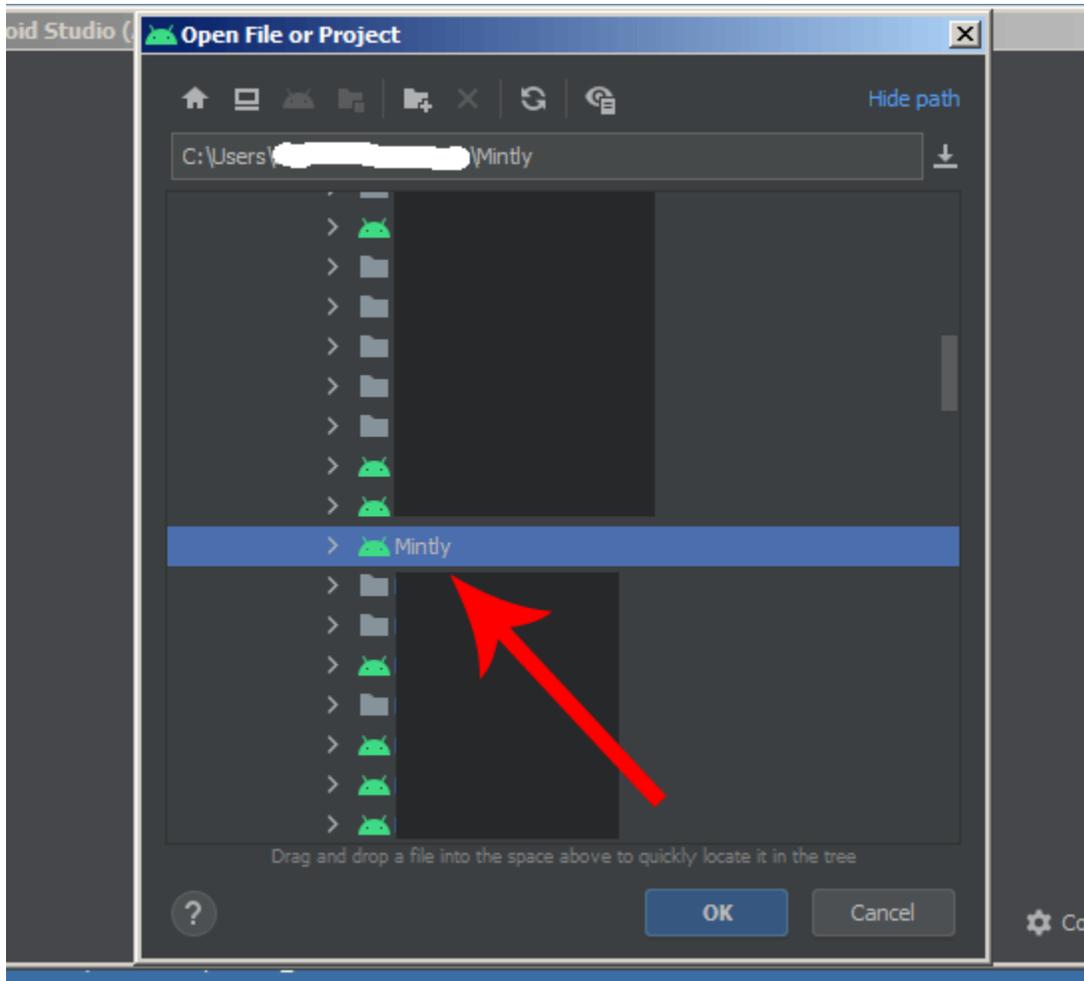
---

- 1) Extract Zip file
- 2) Start **Android Studio**
- 3) Click on **Open an existing Android Studio project**

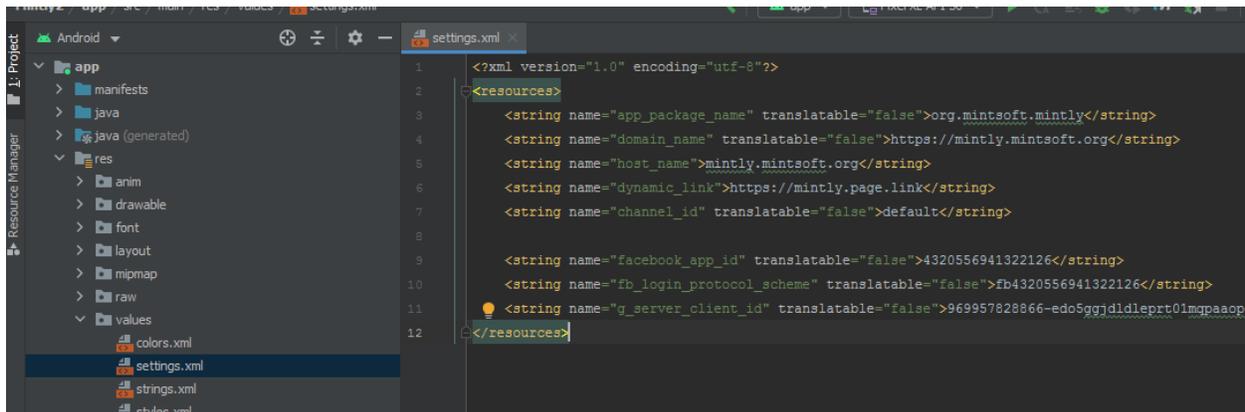


4) Locate your project directory.

The folder should be named with **Mintly**



5) Change **Settings** xml according to your app and SDK based ad network configuration (Most of the configurations are in your backend):



```
1 <?xml version="1.0" encoding="utf-8"?>
2 <resources>
3   <string name="app_package_name" translatable="false">org.mintsoft.mintly</string>
4   <string name="domain_name" translatable="false">https://mintly.mintsoft.org</string>
5   <string name="host_name">mintly.mintsoft.org</string>
6   <string name="dynamic_link">https://mintly.page.link</string>
7   <string name="channel_id" translatable="false">default</string>
8
9   <string name="facebook_app_id" translatable="false">4320556941322126</string>
10  <string name="fb_login_protocol_scheme" translatable="false">fb4320556941322126</string>
11  <string name="g_server_client_id" translatable="false">969957828866-ed05ggjldleprt01mqpaop</string>
12 </resources>
```

- \* Change the value of **app\_package\_name**
- \* Change domain name
- \* Change host name (it's your domain name without **https://**)

6) Then change the default package name *org.mintsoft.mintly* with your own package name. There is a tutorial on YouTube how to change package name: <https://www.youtube.com/watch?v=IFOKc4gUHcs>

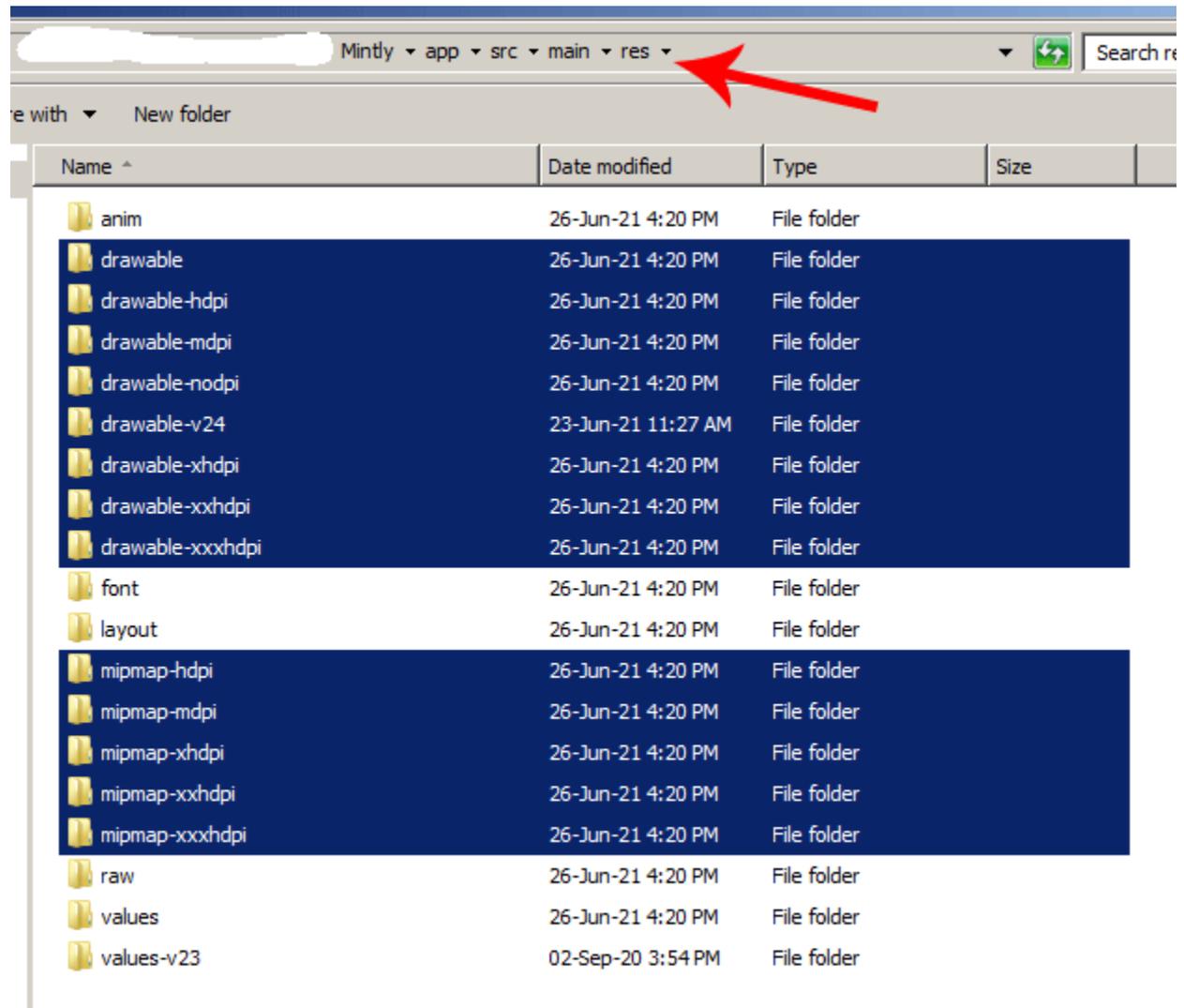
7) As for signing your application for the **release version** follow the procedure: <https://developer.android.com/studio/publish/app-signing>

Or look at the YouTube video:

<https://www.youtube.com/watch?v=DkIUUp1UMfk0>

## Customization / Editing

You can find our logo in these marked folders to change Splash logo, App icon, Push message icon etc:

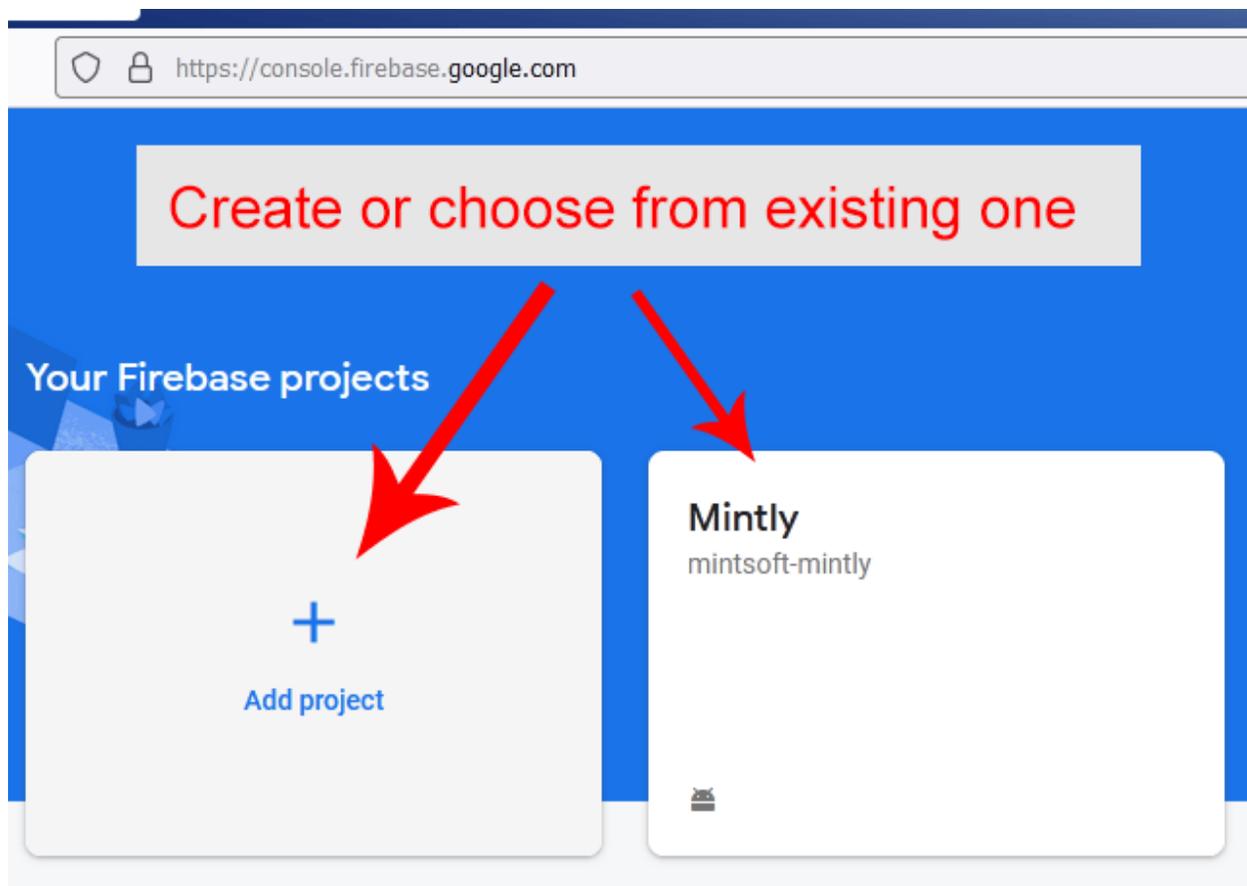


## Create Firebase project

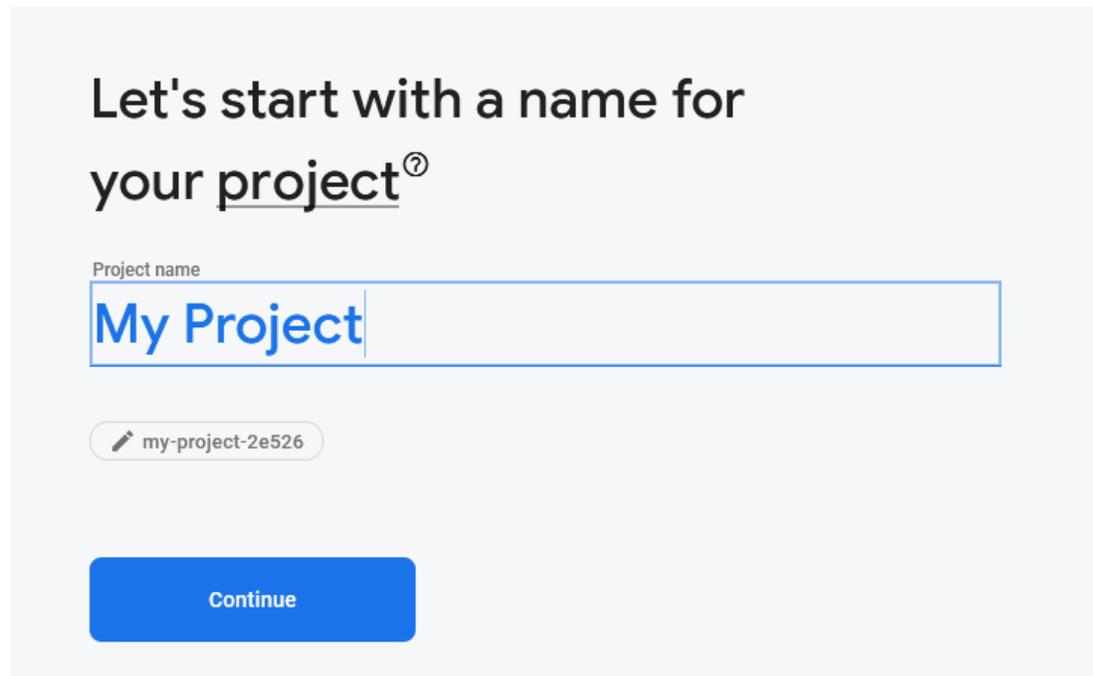
---

You need to create Firebase project for your application for multi-purpose operations such as FCM, Referral link, Google login, SMS verification system etc.

1) Go to <https://console.firebase.google.com> and create or select your existing project or create one if there is none associated with your project.



2) Enter a project name you like then follow Google's step-by-step procedure:



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

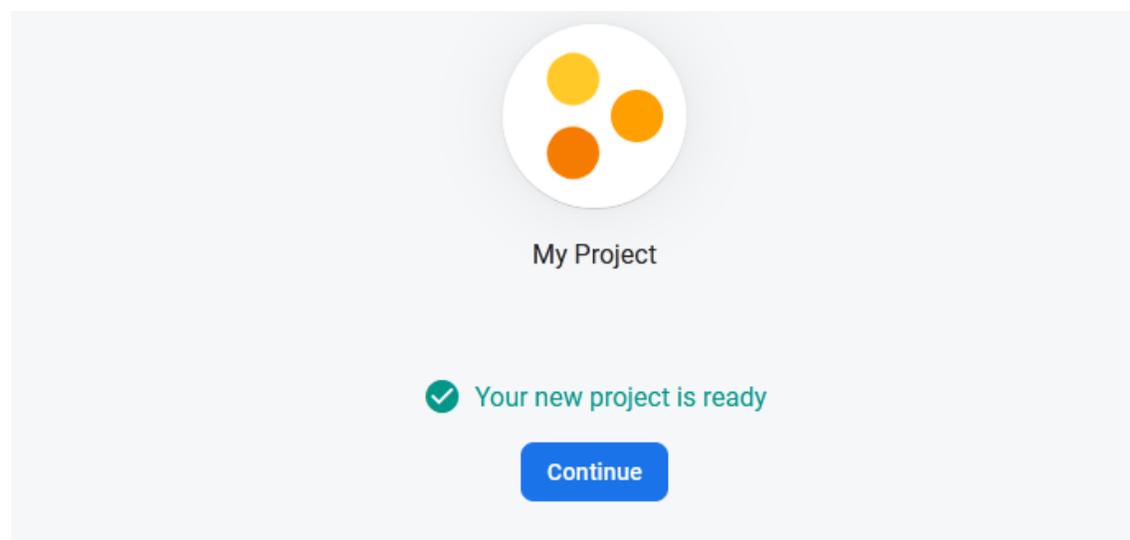
Project name

My Project

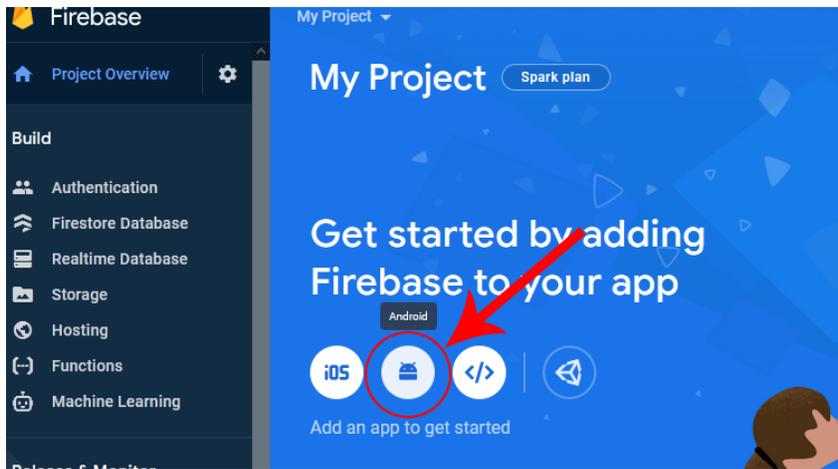
my-project-2e526

Continue

3) After you done creating Firebase project a window will appear like:



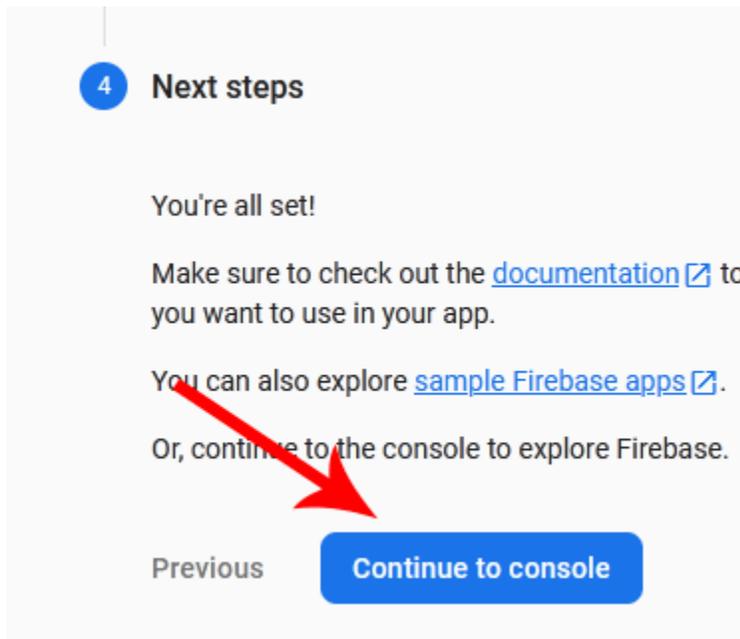
4) After clicking on continue button a window will appear like below. Then click on android icon that pointed below:



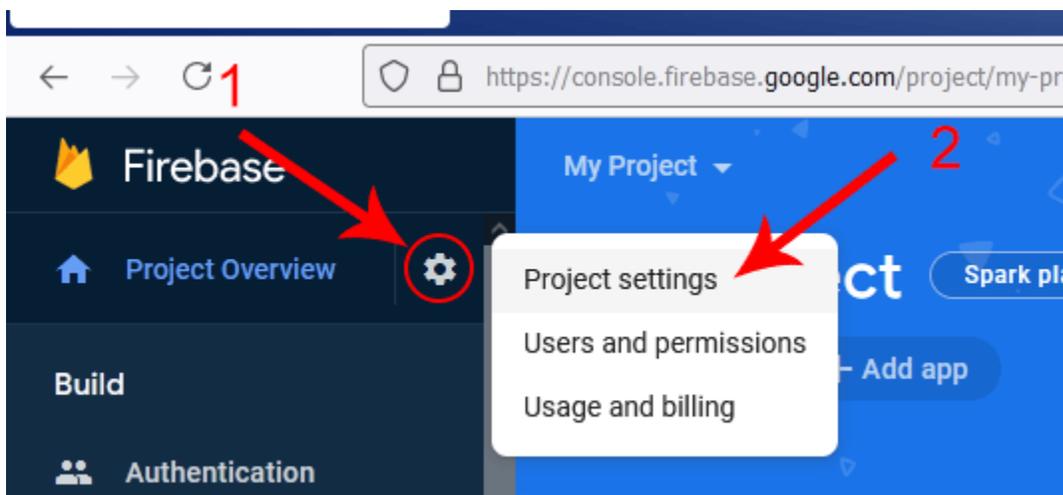
5) Fill the app registration form.

A screenshot of the 'Add Firebase to your Android app' registration form. The form is titled 'Add Firebase to your Android app' and has a close button (X). It is divided into sections. The first section is '1 Register app'. It contains three input fields: 'Android package name' with the value 'com.myapp.name', 'App nickname (optional)' with the value 'MyApp', and 'Debug signing certificate SHA-1 (optional)' with a long string of zeros. A red box highlights the SHA-1 field, and a red arrow points to it with the text 'keep this blank for now'. At the bottom, there is a blue 'Register app' button.

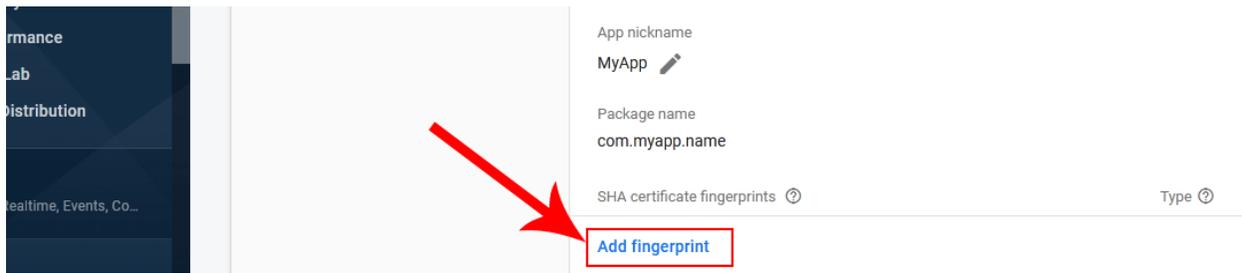
## 6) Continue to console



## 7) Click on Project Settings



## 8) Click on Add Fingerprint



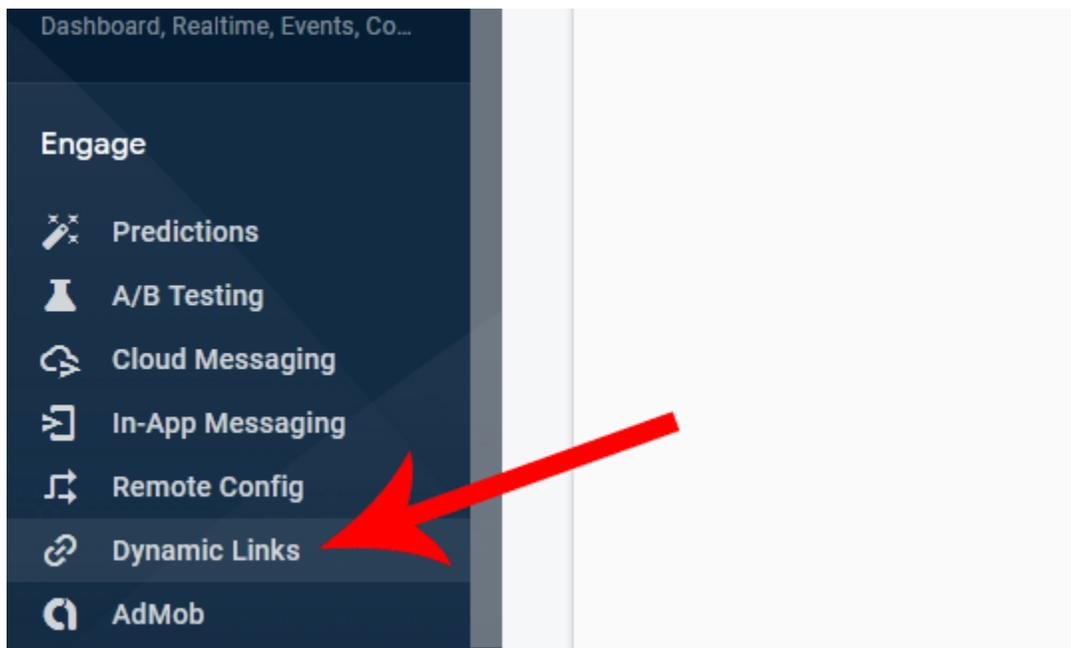
9) Add both **SHA1** and **SHA256** fingerprints for release key by using this method: <https://www.youtube.com/watch?v=Fv3LRhDPIms>

# Integrate Firebase Dynamic link

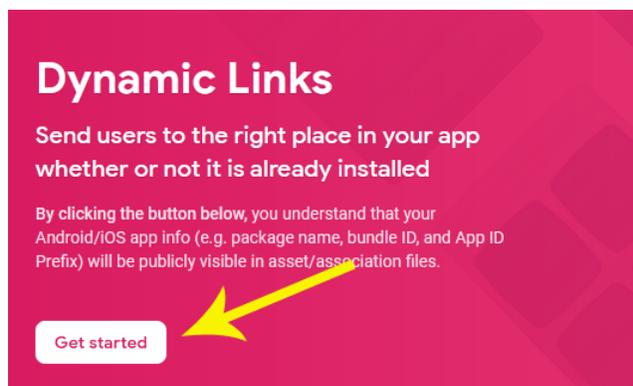
---

Make sure you added SHA256 fingerprint in your Firebase project settings.

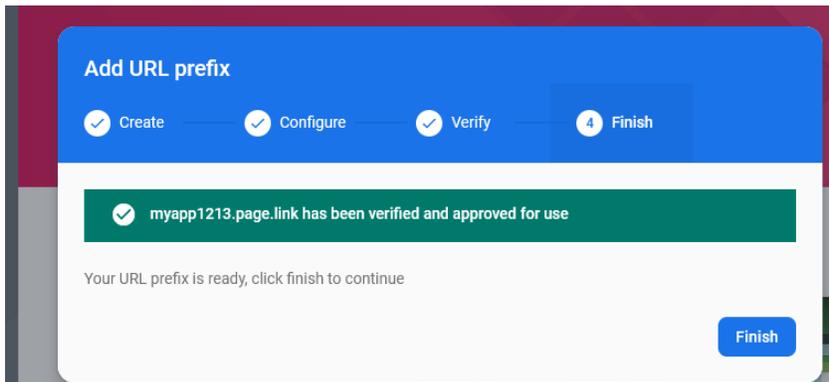
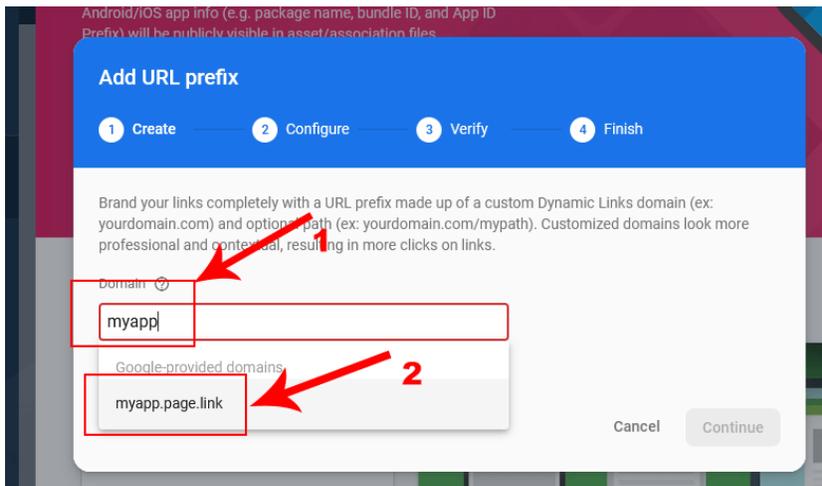
1) Scroll down in your Firebase project menu and click on Dynamic Links option.



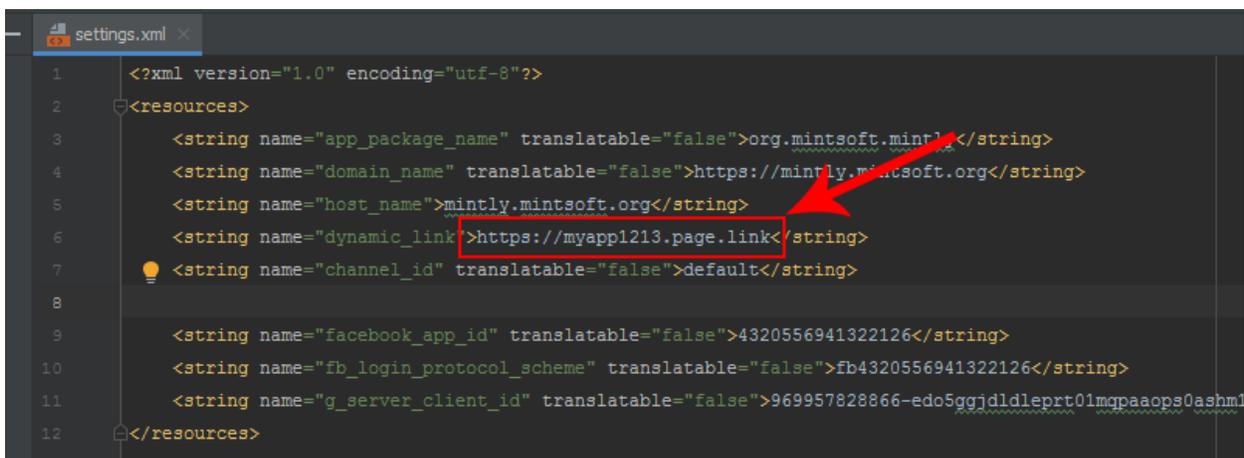
2) Click on Get Started button



### 3) Add any URL prefix (like first word of your subdomain):

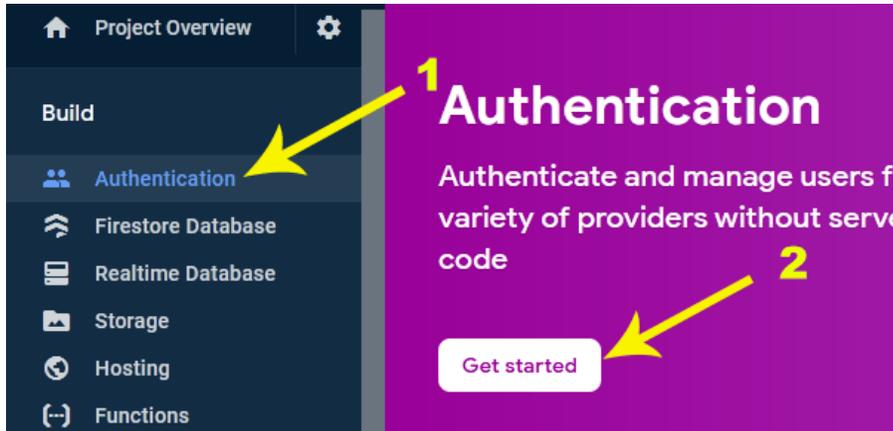


### 4) Update your settings.xml from Android Studio:



# Login by SMS verification setup

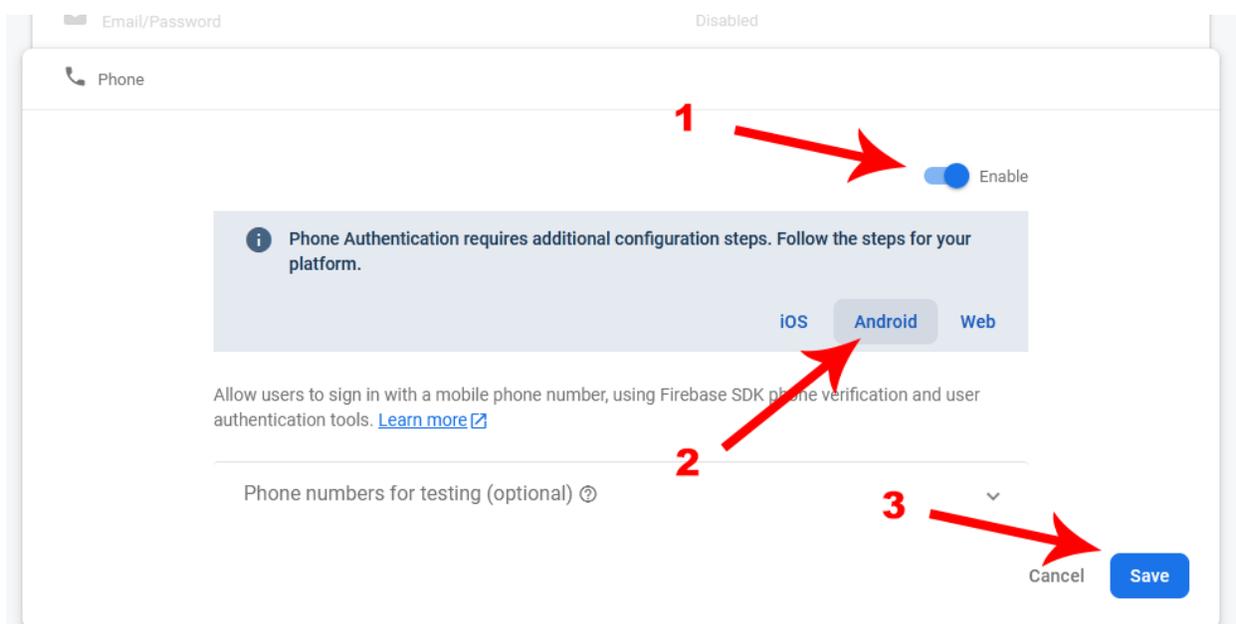
1) In Firebase project click on **Authentication** option. Then **Get Started**:



2) Enable **Phone** provider:



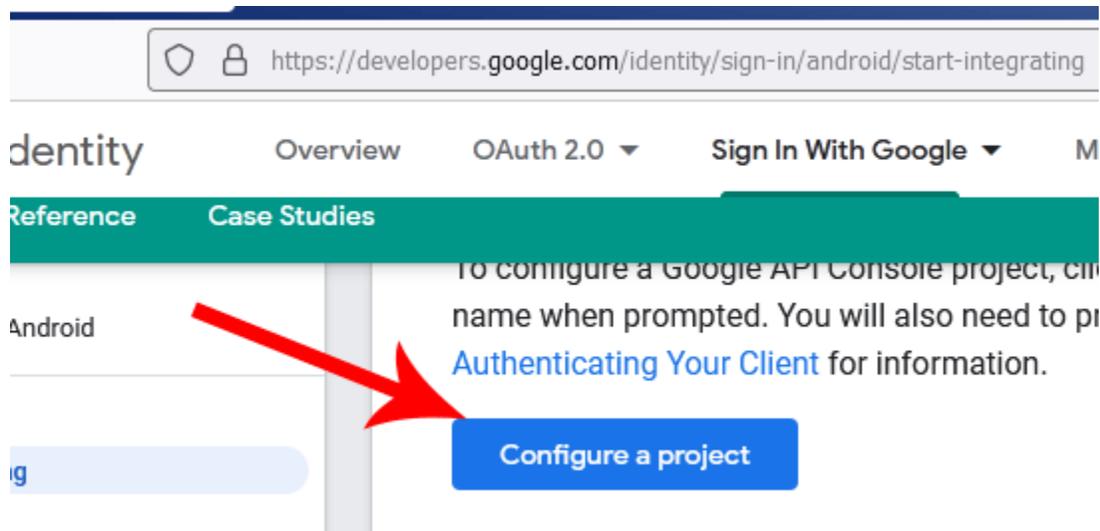
Then:



# Google Login setup

1) Go to: <https://developers.google.com/identity/sign-in/android/start-integrating>

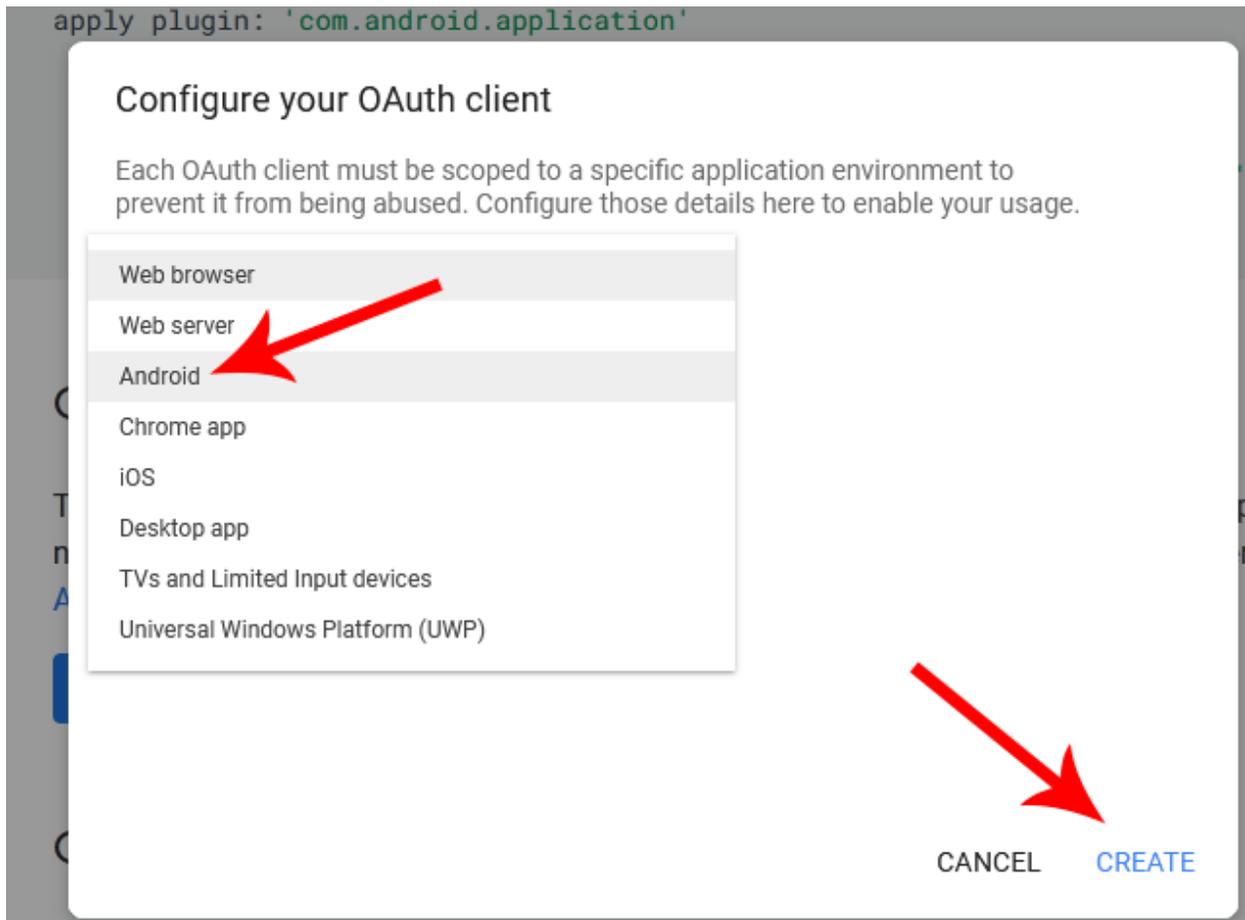
2) Click on configure project:



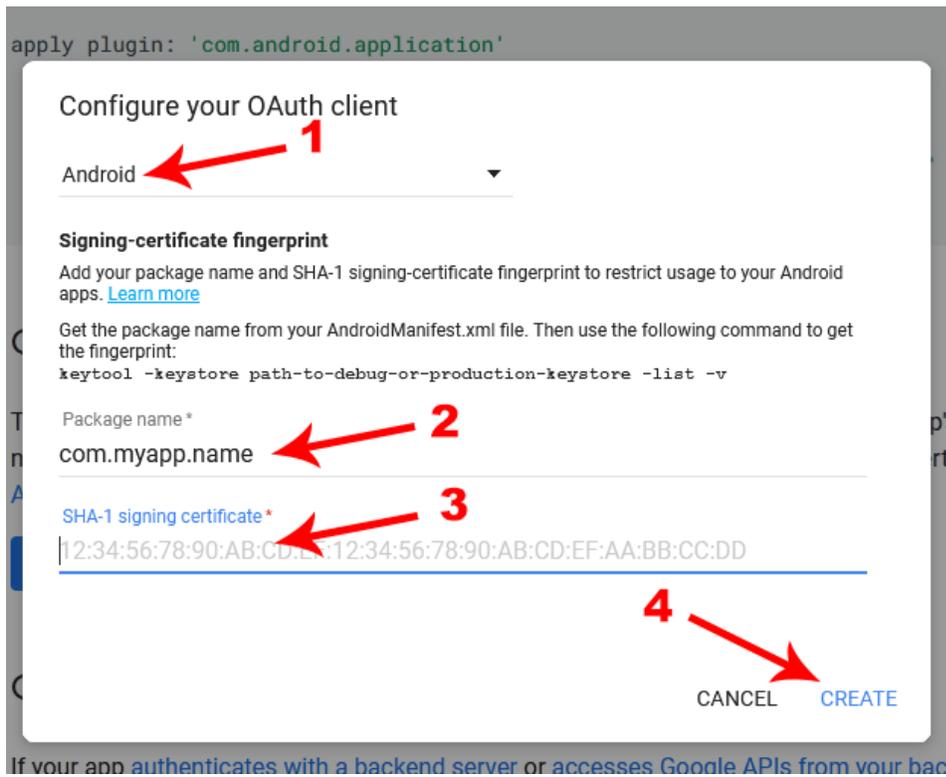
3) Select your current Firebase project then click next:



4) Select **Android** then click on **Next**:



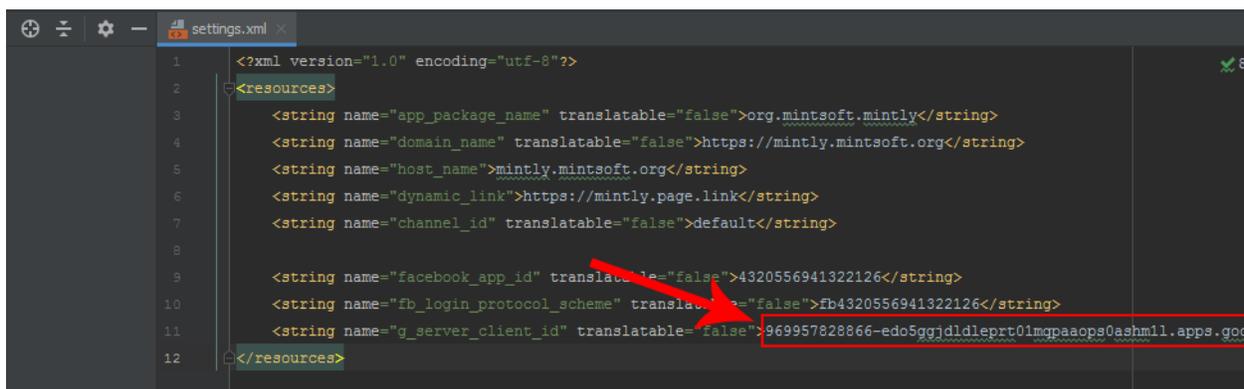
## 5) Check this screenshot:



If your app authenticates with a backend server or accesses Google APIs from your back

- 1) Choose **Android** from dropdown menu.
- 2) Enter your app package name.
- 3) Enter SHA1. Video tutorial here:  
<https://www.youtube.com/watch?v=Fv3LRhDPIms>
- 4) Click on Create.

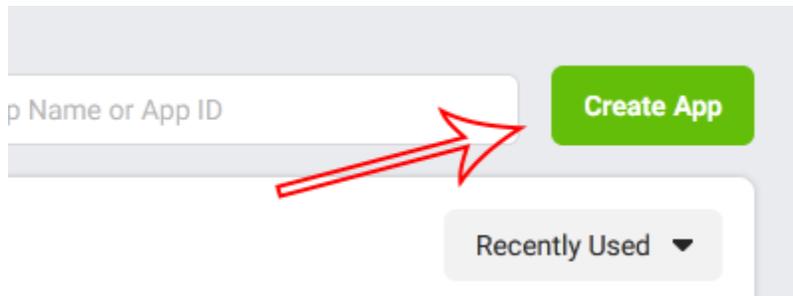
## 6) From the next page, copy **Client ID** and paste it in settings.xml from Android Studio:



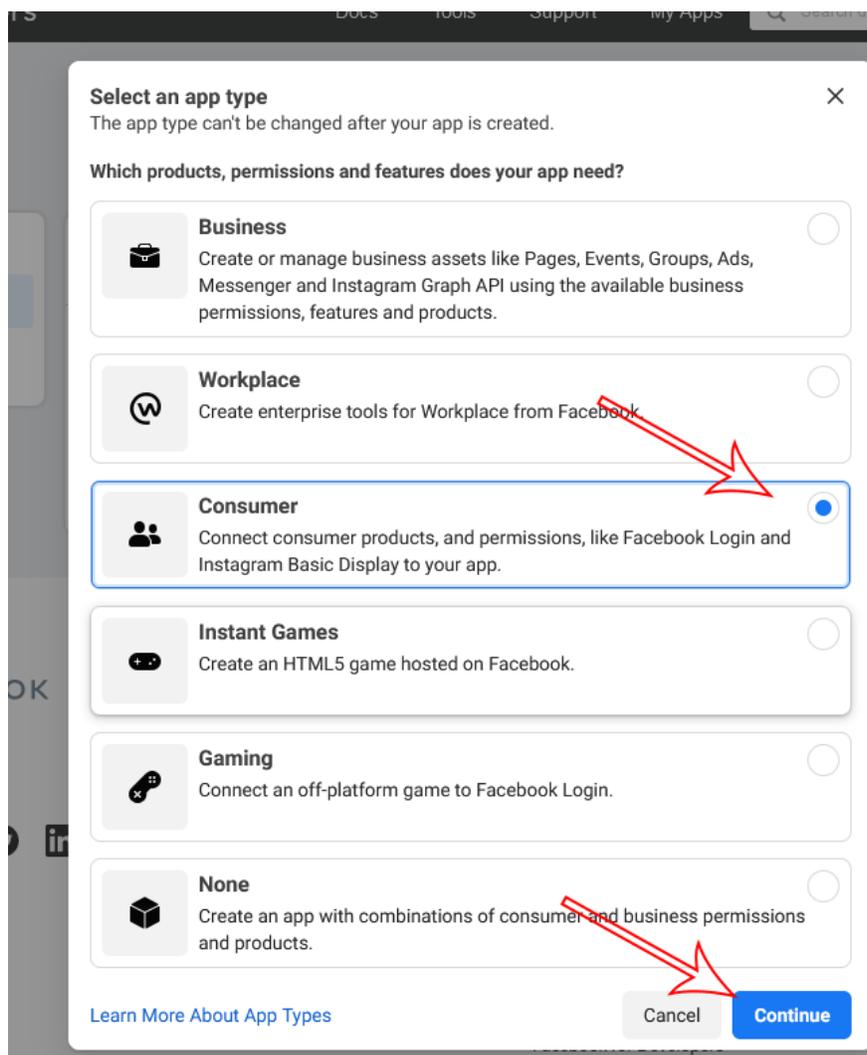
# Facebook Login setup

---

1) Go to <https://developers.facebook.com/apps>



2) Select **Consumer** and **Continue**:



3) Enter your app name, contact email. Then click on Create App:

Search by App Name or App ID

### Create an App

**App Display Name**  
This is the app name associated with your app ID.

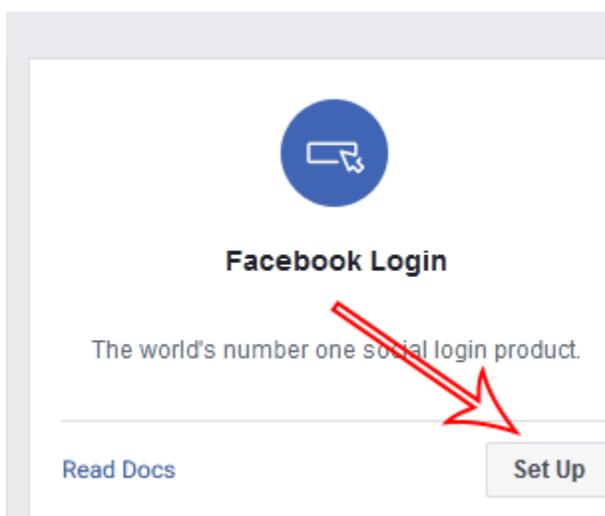
**App Contact Email**  
This email address is used to contact you about potential policy violations, app restrictions or steps to recover the app if it's been deleted or compromised.

**Do you have a Business Manager account? · Optional**  
In order to access certain aspects of the Facebook platform, apps may need to be connected to a verified Business Manager account. If you haven't yet set up an account, you can create one now or later in the process.

By proceeding, you agree to the [Facebook Platform Terms](#) and [Developer Policies](#).

[Back](#) [Create App](#)

4) The from **Add Product** click on Facebook Login setup button:



## 5) Choose Android:

ickstart to add Facebook Login to your app. To get star



## 6) Keep clicking on next button till the option 3:

3. Tell Us about Your Android Project

**Package Name**  
Your package name uniquely identifies your Android app. We use this to let people download your app from Google Play if they don't have it installed. You can find this in your Android Manifest or your app's build.gradle file.

  
**Default Activity Class Name**  
This is the fully qualified class name of the activity that handles deep linking such as com.example.app.DeepLinkingActivity. We use this when we deep link into your app from the Facebook app. You can also find this in your Android Manifest.  
  
 

- 1) Enter your package name
- 2) Enter default activity class name. Just add (.Splash) after entering your package name.
- 3) Click on Save. If popup appears click on **Use this package name**.
- 4) Click Continue button.

7) Obtain Hash key:

### **Key hash creation for Facebook (*Release hash only*)**

- \* Download openssl <https://code.google.com/archive/p/openssl-for-windows/downloads>
- \* Extract somewhere
- \* Start command prompt
- \* Locate your JDK bin directory and change path to that directory by **cd** command.
- \* For example if your JDK path is **c:\Program Files\Java\jdk-xx.x.x\bin\** then in command prompt write **cd c:\Program Files\Java\jdk-xx.x.x\bin\**
- \* The use this command tool in your command prompt:  
**keytool -exportcert -alias YOUR\_RELEASE\_KEY\_ALIAS -keystore YOUR\_RELEASE\_KEY\_PATH | openssl\_full\_path sha1 -binary | openssl\_full\_path base64**  
[**example:** **keytool -exportcert -alias key0 -keystore C:\Users\Profilename \keystore\_backup\ myproject.jks | C:\Users\Profilename \Desktop\openssl-0.9.8k\_X64\bin\openssl sha1 -binary | C:\Users\Profilename \Desktop\openssl-0.9.8k\_X64\bin\openssl base64**]
- \* Enter your keystore password (*if it's default **debug.keystore** then password probably **android***)
- \* Get the release key hash

```
Warning:
The JKS keystore uses a proprietary format. It is recommended to migrate to PKCS
12 which is an industry standard format using "keytool -importkeystore -srckeyst
ore C:\Users\
.jks -destkeystore C:\Users\Evo
X9o.jzTXyAm3R3iUfc0gFymq+hkw=" ←
```

8) In option 4 put the key here in Facebook login setup page:

Key Hashes

V7as8A8da982173932743289hsd= x |

Save

Back Continue

9) Now keep clicking on next button till the end.

10) Then add/edit according to the screenshots:

Dashboard

Settings

Basic

Advanced

Roles

Alerts

App Review

Products Add Product

Facebook Login

Activity Log

Activity Log

App ID: 4320556941322126

App Secret: [masked] Show

Display Name: Mintly

Namespace:

App Domains:

Contact Email: support@mintsoft.org

Privacy Policy URL: https://mintly.mintsoft.org/privacy

Terms of Service URL: https://mintly.mintsoft.org/terms

User Data Deletion: Data Deletion Callback URL: https://mintsoft.org/contact

App Icon (1024 x 1024): [Image]

Category: Games Sub-Category: Puzzle

App Purpose: Yourself or your own business

Discard Save Changes

- Dashboard
- Settings** ^
- Basic
- Advanced
- Roles v
- Alerts v
- App Review v
- Jucts [Add Product](#)
- ebook Login v
- vity Log
- Activity Log

**Android**
Quick Start x

Google Play Package Name

Class Name

Key Hashes

Amazon Appstore URL (Optional)

**Single Sign On**  
Will launch from Android Notifications

**Deep Linking**  
News Feed links launch this app

**Log In-App Events Automatically (Recommended)**  
Turning this toggle on automatically logs in-app events, including Purchase, Start Trial and Subscribe, that are processed through the GooglePlay store. To automatically log Purchase events, use Facebook SDK for Android v4.36 or higher. For Subscribe and Start Trial events, use Facebook SDK for Android v5.1. **Note:** When this toggle is turned on, you should stop manually logging in-app Purchase, StartTrial, and Subscribe events on Android, otherwise you will see duplicate reporting. [Learn More](#)

**Google Play Credentials**  
Use your Google Developers credentials to reduce fraudulent in-app purchases.

+ Add Platform

Discard
Save Changes

- Dashboard
- Settings** ^
- Basic
- Advanced** ←
- Roles v
- Alerts v
- App Review v
- Products [Add Product](#)
- Facebook Login v
- Activity Log
- Activity Log

**Native or desktop app?**  
Enable if your app is a native or desktop app

**Check Your SDK Version** [?]

**Android v5.0.0**  
The latest version is 7.1.0

Upgrade

**Upgrade API Version** [?]

**Upgrade All Calls**  
Change the API version your app calls for all users [?]

**Upgrade Calls for App Roles**  
Change the API version your app calls for developers [?]

**App Restrictions**

**References Alcohol**  
Restricts age in some locations [?]

**Social Discovery**  
App usage stories can appear in Ticker or News Feed

**Age Restriction**

**Country Restricted**  
Restrict app to users in selected countries [?]

Discard
Save Changes

**Permissions and Features**

Filter Access Levels | Search Permissions and Features

Permissions and Features 14 | Access... 14 | API... 14 | App Review... 14 | Action 14

**email**  
The email permission allows your app to read a person's primary email address.  
Advanced Access | Active (6) | Auto Granted | Return to Standard Access

**public\_profile**  
Allows apps to read the Default Public Profile Fields on the User node. This permission is automatically granted to all apps.  
Advanced Access | Active (4) | Auto Granted | Return to Standard Access

**Client OAuth Settings**

Client OAuth Login  
Enables the standard OAuth client token flow. Secure your application and prevent abuse by locking down which token redirect URIs are allowed with the options below. Disable globally if not used. [?]

Web OAuth Login  
Enables web-based Client OAuth Login. [?]

Enforce HTTPS  
Enforce the use of HTTPS for Redirect URIs and the JavaScript SDK. Strongly recommended. [?]

Force Web OAuth Reauthentication  
When on, prompts people to enter their Facebook password in order to log in on the web. [?]

Embedded Browser OAuth Login  
Enable webview Redirect URIs for Client OAuth Login. [?]

Use Strict Mode for Redirect URIs  
Only allow redirects that use the Facebook SDK or that exactly match the Valid OAuth Redirect URIs. Strongly recommended. [?]

Valid OAuth Redirect URIs  
Valid OAuth redirect URIs.

Login from Devices  
Enables the OAuth client login flow for devices like a smart TV [?]

**Deauthorize**

Deauthorize Callback URL  
What should we ping when a user deauthorizes your app?

Discard | Save Changes

11) Now get the Facebook App ID:

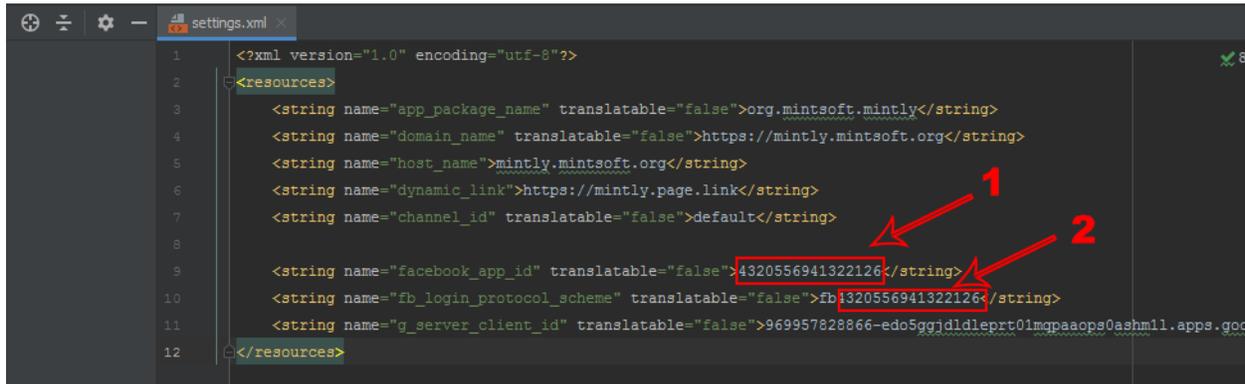
**FACEBOOK** for Developers | Docs | T

MyApp | App ID: 819663352014065 | App Type: Consumer

Facebook Analytics will no longer be available after June 30

Dashboard

## 12) Update your settings.xml from Android Studio:



```
1 <?xml version="1.0" encoding="utf-8"?>
2 <resources>
3   <string name="app_package_name" translatable="false">org.mintsoft.mintly</string>
4   <string name="domain_name" translatable="false">https://mintly.mintsoft.org</string>
5   <string name="host_name">mintly.mintsoft.org</string>
6   <string name="dynamic_link">https://mintly.page.link</string>
7   <string name="channel_id" translatable="false">default</string>
8
9   <string name="facebook_app_id" translatable="false">4320556941322126</string>
10  <string name="fb_login_protocol_scheme" translatable="false">fb4320556941322126</string>
11  <string name="g_server_client_id" translatable="false">969957828866-edo5ggjddleprt01mgpaops0ashm11.apps.goc
12 </resources>
```

Note: value of **facebook\_app\_id** is your actual Facebook App ID and **fb\_login\_protocol\_scheme** will be fb prefixed APP ID like: fb[**your\_app\_id**]

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## That's All for the basic Guidelines.

You can check out our up-to-date online guidelines here:

<https://kb.mintsoft.org/mintly>

Or for customization, queries or any other support service you can reach us by this [contact form](#).