



MultiLeagues Android App

# Installation & Customization

## Documentation History

Revision No.	Revision Date	Summary of Changes
1	22/08/2015	First created
2	23/01/2016	Edit Config
3	05/09/2016	Update season 2016-2017

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# I. Android

## 1.1. Project Information:

- This app supports android 4.4 or higher.
- This app uses Android Studio IDE.

## 1.2. Installation

- Import the Android source code to Android Studio IDE.

## 1.3. Customization

### ❖ How to edit app name?

Go to “res/values/main\_config.xml” file then change value of “app\_name” key.



```
<?xml version="1.0" encoding="utf-8"?>
<resources>
  <!-- application name-->
  <string name="app_name">Multi Leagues</string>

  <!-- google key config-->
  <string name="key_google_admob_banner">ca-app-pub-3940256099942544/6300978111</string>
</resources>
```

### ❖ How to edit app Icon?

You need to search “ic\_launcher.png” files in “app/res/mipmap-xxxx” folders and replace them by your app icon.

### ❖ How to edit images?

You can find and edit any images in all “app/res/drawable-xxxx” folders.

### ❖ How to edit layouts?

You can find and edit any layouts in “app/res/layouts” folder.

### ❖ How to edit current language by your language?

You can open “app/res/values/string.xml” file, then edit all texts by your language.

### ❖ How to edit the current Backenlink by your Backen link?

Change API link: Go to

Go to “[app/java/com.hcpt.multileagues/configs/WebservicesConfigs.java](#)” file then change value of “**APP\_DOMAIN**”.

```
WebServicesConfigs.java ×
package com.hcpt.multileagues.configs;

public class WebservicesConfigs {

    public static final int REQUEST_TIME_OUT = 30000;

    // Protocol
    public static final String PROTOCOL_HTTP = "http://";
    public static final String PROTOCOL_HTTPS = "https://";

    // Url services.
    public static final String APP_DOMAIN = "108.167.172.166/~projectempla/leagues/backend/web/index.php/api/";
```

#### ❖ How to edit Admob ID

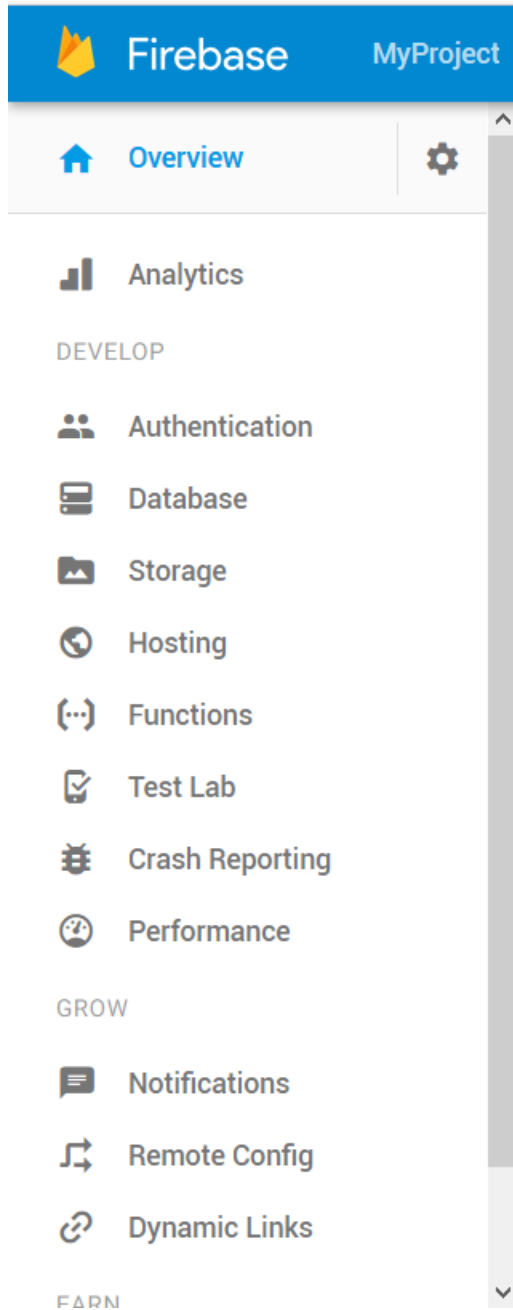
- Find “**main\_config.xml**” in [app/res/values](#) you will see a key name: “**key\_google\_admob\_bnner**”

```
main_config.xml ×
resources string
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <!-- application name-->
    <string name="app_name">Multi Leagues</string>

    <!-- google key config-->
    <string name="key google admob banner">ca-app-pub-3940256099942544/6300978111</string>
</resources>
```

#### ❖ How to config chat room database and Push notification.

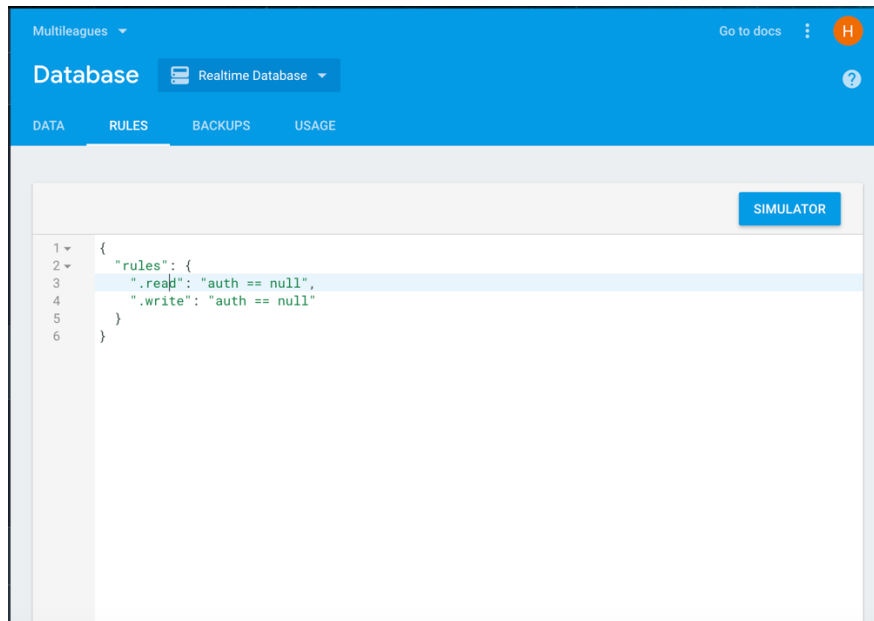
- Note: if you also bought the android version, make sure iOS and Android version implement the same Firebase account & app. So that when Android chats, the iOS will receive the message also.
- Go to <https://console.firebase.google.com/> then login and create project.
  - ❖ [Config Chat Room Database](#)
- Choose “**Database**” in Menu Left in your project.



- Save your urllink for Android and iOS app. For example :

 <https://myproject-ce9ca.firebaseio.com/>

- Click on Rules Tab and change `.read` and `.write` like this screenshot :



- Go to `app/src/main/java/com/hcpt/multileagues/configs/Constants.java` file then change value of `FIREBASE_URL` to your firebase database url.

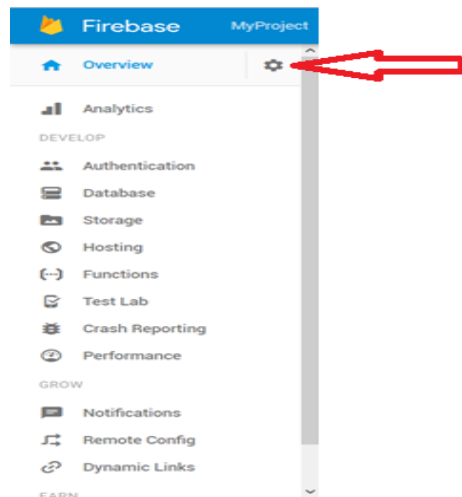
```

22
23
24
25
26 //Firebase
27 public static final String FIREBASE_URL = "https://multileagues-7c7c1.firebaseio.com/";
28
29

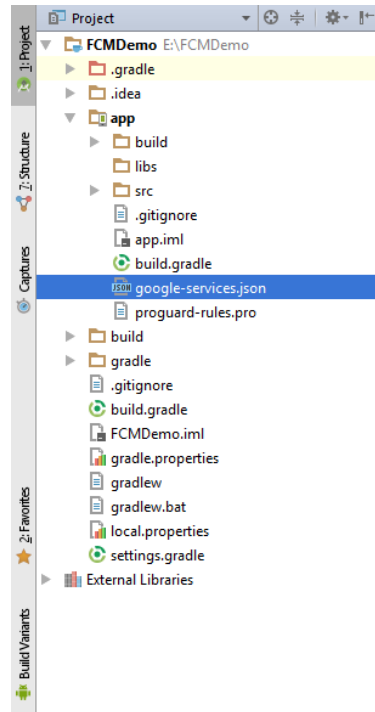
```

❖ **Config Push notification.**

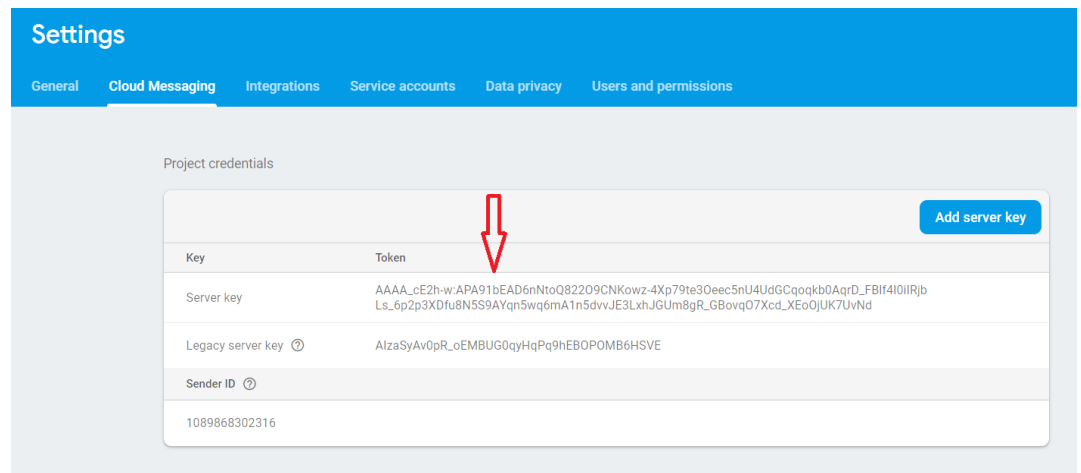
- Choose Project Settings



- **At General Tab:** Download **google-services.json** then Copy **google-services.json** file, go to your Android Project and paste it in **app** folder.



- **At Cloud Messaging Tab:** You will get Server Key, Server Key will be inserted at the backend (Settings > Google API key)



➤ **How to enable chat room**

- Go to "**app\src\main\java\com\hcpt\multileagues\configs\Constants.java**" file then change value of "**chatRoom**" to **true** (to enable) or **false** (to disable);



```
Constants.java x
Constants chatRoom
1 package com.hcpt.multileagues.configs;
2
3 public class Constants {
4
5     // boolean config chat room.
6     public static final boolean chatRoom = false;
7
8
```