

# Club-92 Documentation

## Club92- Audio Spaces App

Where Every Connection Counts

Club92 app is a dynamic platform that allows users to create and join live audio conversations. Whether hosting a discussion or participating as a listener, users can engage in real-time voice chats on various topics. The app features user-friendly tools for managing spaces, including co-hosting options, interactive listeners, and seamless moderation controls. Ideal for spontaneous discussions or scheduled talks, the Club92 app provides an inclusive space for meaningful conversations, networking, and community building through the power of voice.

**Current Version: 1.0.0**

**Author: DigitalU**

## 1. Admin Setup

### Requirements

Before installing LinkOn Admin, ensure your server meets the following requirements. This is crucial for the smooth operation and performance of the platform.

- **PHP Version:** 8.0 or greater is required to ensure compatibility and security.
- **PHP Extensions:**
  - **OpenSSL:** Necessary for secure data transmission.
  - **Tokenizer:** Essential for parsing PHP scripts.
  - **XML:** Used for XML parsing and web services.
  - **Ctype:** Needed for character handling in PHP.
  - **JSON:** Required for handling JSON data formats.
  - **GD:** Supports image processing. Alternatively, the Imagick PHP Extension can be used for advanced image manipulations.
  - **Fileinfo:** Helps in determining file types for uploaded files.

# 1.1 Deploying Code

## 1.1.1 Basic Server Setup

Follow these steps to deploy the LinkOn project on your server effectively:

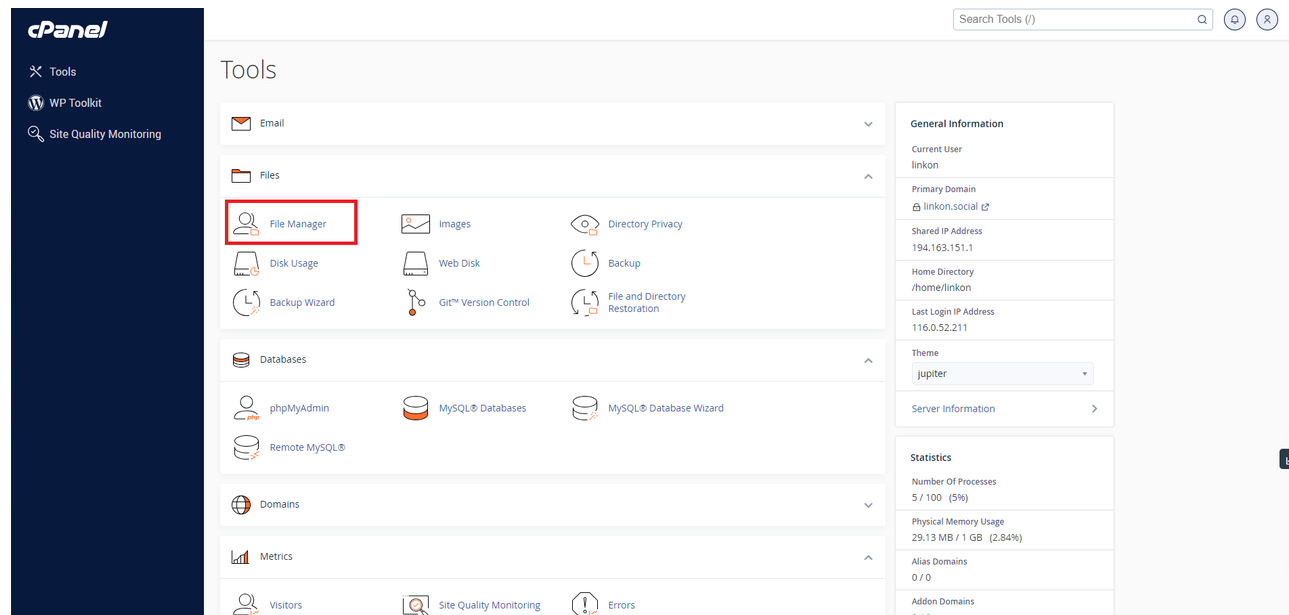
### Step 1: Obtain and Prepare the Project Files

#### 1. Download the Project:

- Purchase and download the **club92.zip** file from CodeCanyon.

#### 2. Upload Files:

- Log in to your cPanel account.
- Navigate to the **File Manager**, and open the **public\_html** directory where you want the LinkOn to be installed.
- Click on the **Upload** button and select the downloaded **Club92.zip** file.



- Open **public\_html** folder & click on **Upload** button

+ File + Folder Copy Move Upload Download Delete Restore Rename Edit HTML Editor Permissions View Extract Compress									
Collapse All									
- (/home/linkon)									
+ .cagefs									
+ .cpanel									
+ .cphorde									
+ .gnupg									
+ .htpasswd									
+ .ipki									
+ .putty									
+ .spamassassin									
+ .ssh									
+ .trash									
+ .etc									
+ .logs									
+ .mail									
+ .old									
+ .publicftp									
+ .publichtml									
+ .ssl									
+ .tmp									
Name Size Last Modified Type Permissions									
.cagefs	4 KB	Mar 5, 2024, 9:07 AM	http/unix-directory	0771					
.ct.selector	4 KB	Mar 4, 2024, 7:35 PM	http/unix-directory	0755					
.chvpos	4 KB	Mar 26, 2024, 1:45 PM	http/unix-directory	0700					
.cpanel	4 KB	Today, 11:04 AM	http/unix-directory	0700					
.cphorde	4 KB	Mar 4, 2024, 12:17 PM	http/unix-directory	0700					
.gnupg	4 KB	Mar 25, 2024, 10:21 AM	http/unix-directory	0700					
.htpasswd	4 KB	Mar 4, 2024, 12:17 PM	http/unix-directory	0755					
.ipki	4 KB	Mar 5, 2024, 5:54 PM	http/unix-directory	0740					
.putty	4 KB	Mar 5, 2024, 5:58 PM	http/unix-directory	0700					
.spamassassin	4 KB	Mar 4, 2024, 12:17 PM	http/unix-directory	0700					
.ssh	4 KB	Mar 5, 2024, 6:32 PM	http/unix-directory	0700					
.trash	4 KB	Mar 14, 2024, 1:12 PM	http/unix-directory	0700					
.etc	4 KB	Mar 4, 2024, 12:17 PM	http/unix-directory	0750					
.logs	4 KB	Yesterday, 3:28 PM	http/unix-directory	0700					
.mail	4 KB	Mar 16, 2024, 11:50 AM	mail	0751					
.old	4 KB	Mar 8, 2024, 12:15 PM	http/unix-directory	0755					
.publicftp	4 KB	Mar 4, 2024, 12:17 PM	publicftp	0750					
.publichtml	4 KB	Mar 25, 2024, 10:16 AM	publichtml	0755					
.ssl	4 KB	Mar 4, 2024, 9:30 PM	http/unix-directory	0755					
.tmp	4 KB	Today, 11:04 AM	http/unix-directory	0755					
.bash_history	1.67 KB	Mar 9, 2024, 3:28 PM	text/x-generic	0600					
.bash_logout	18 bytes	Mar 4, 2024, 12:17 PM	text/x-generic	0644					
.bash_profile	193 bytes	Mar 4, 2024, 12:17 PM	text/x-generic	0644					
.bashrc	231 bytes	Mar 4, 2024, 12:17 PM	text/x-generic	0644					

File Upload

Select the file you want to upload to "/home/linkon/public\_html".

Maximum file size allowed for upload: 27.1 GB

☐ Overwrite existing files

Drop files here to start uploading

or

Select File

[Go Back to "/home/linkon/public\\_html"](#)

Select the file you want to upload to "home/linkon/public\_html"

Maximum file size allowed for upload: 14.36 GB

☐ Overwrite existing files

Drop files here to start uploading

or

Select File

I-web.zip

70%

x

49.53 MB / 70.24 MB (70%) complete

[Go Back to "/home/linkon/public\\_html"](#)

Select the file you want to upload to "/home/linkon/public\_html"

Maximum file size allowed for upload: 14.29 GB

☐ Overwrite existing files

Drop files here to start uploading

or

Select File

-web.zip

100%

70.24 MB complete

[Go Back to "/home/linkon/public\\_html"](#)

File Manager

Search All Your Files for Go Settings

File Folder Copy Move Upload Download Delete Restore Rename Edit HTML Editor Permissions View Extract Compress

public\_htmlGo

HomeUp One LevelBackForwardReloadSelect AllUnselect AllView TrashEmpty Trash

Collapse All

(/home/demosocion)

+.cagefs

+.cselector

+.clwpos

+.cpaddons

+.cpanel

+.cphorde

+.htpasswd

+.pki

+.razor

+.spamassassin

+.ssh

+.subaccounts

+.trash

+.backup

+.etc

+.logs

+.mail

+.old

+.public\_ftp

+.public\_html

+.ssl

+.tmp

Name	Size	Last Modified	Type	Permissions
git	4 KB	Today, 5:55 PM	http://unix-directory	0700
app	4 KB	Feb 26, 2024, 5:56 PM	http://unix-directory	0755
modules	4 KB	Feb 26, 2024, 5:56 PM	http://unix-directory	0755
public	4 KB	Feb 26, 2024, 5:56 PM	http://unix-directory	0755
system	4 KB	Feb 26, 2024, 5:56 PM	http://unix-directory	0755
themes	4 KB	Feb 26, 2024, 5:56 PM	http://unix-directory	0755
uploads	4 KB	Feb 26, 2024, 5:56 PM	http://unix-directory	0755
writable	4 KB	Feb 26, 2024, 5:56 PM	http://unix-directory	0755
env	4.03 KB	Feb 26, 2024, 6:26 PM	text/x-generic	0644
gitignore	1.84 KB	Feb 26, 2024, 5:56 PM	text/x-generic	0644
.htaccess	1.62 KB	Feb 26, 2024, 5:56 PM	text/x-generic	0644
composer.json	2.26 KB	Feb 26, 2024, 5:56 PM	text/x-generic	0644
favicon.ico	5.3 KB	Feb 26, 2024, 5:56 PM	image/x-generic	0644
index.php	2.74 KB	Feb 26, 2024, 5:56 PM	text/x-generic	0644
New REquirements.txt	1.42 KB	Feb 26, 2024, 5:56 PM	text/plain	0644
preload.php	3.12 KB	Feb 26, 2024, 5:56 PM	text/x-generic	0644
README.md	2.61 KB	Feb 26, 2024, 5:56 PM	text/x-generic	0644
robots.txt	25 bytes	Feb 26, 2024, 5:56 PM	text/plain	0644
spark	3.17 KB	Feb 26, 2024, 5:56 PM	text/x-generic	0644
test.sql	1.49 KB	Feb 26, 2024, 5:56 PM	text/x-sql	0644

Size

4 KB

4 KB

4 KB

4 KB

4 KB

4 KB

4 KB

4 KB

4 KB

4 KB

276 bytes

1.59 KB

1.06 KB

190 bytes

245 bytes

Preferences

Always open this directory in the future by default:

☒ Home Directory

☐ Web Root (public\_html or www)

☐ Public FTP Root (public\_ftp)

☐ Document Root for:

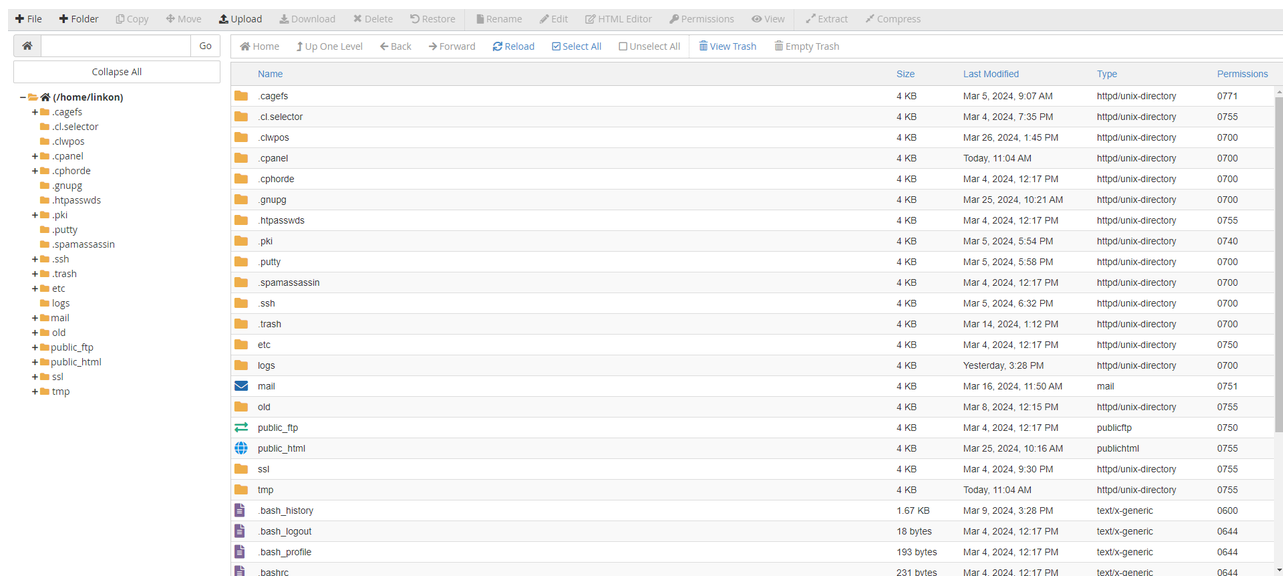
linkon.social

☒ Show Hidden Files (dotfiles)

☐ Disable Character Encoding Verification Dialogs

Save

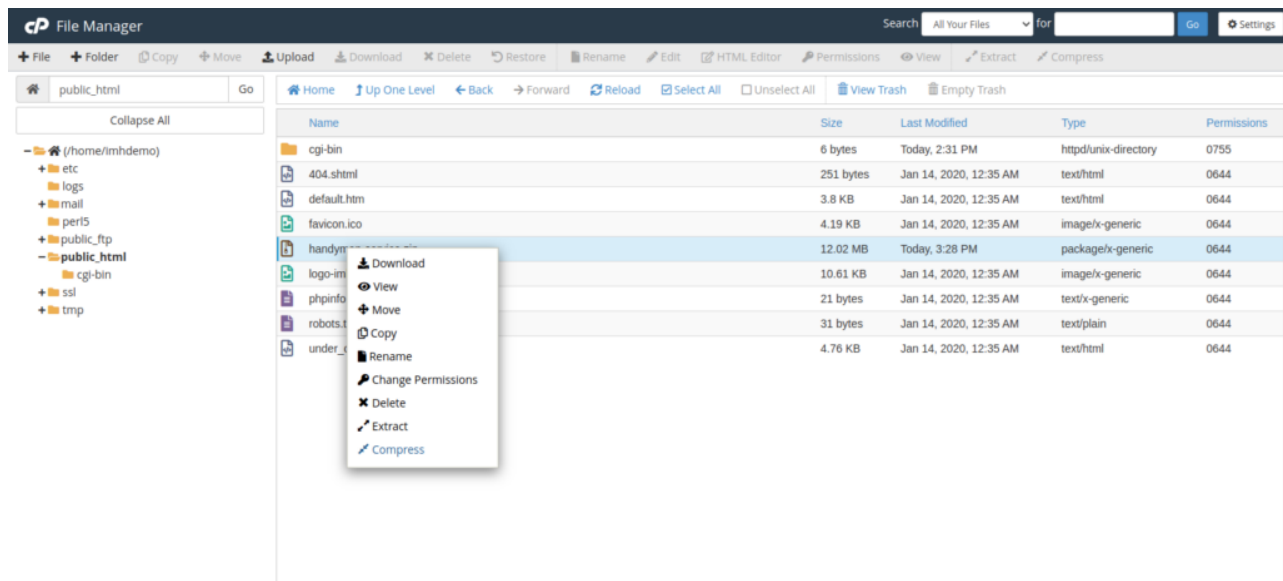
Cancel



## Upload Files

### 1. Extract Files:

- Once the upload is complete, locate the **club92.zip** file in the **public\_html** directory.
- Click on the file to select it, then use the **Extract** option to unpack the contents.

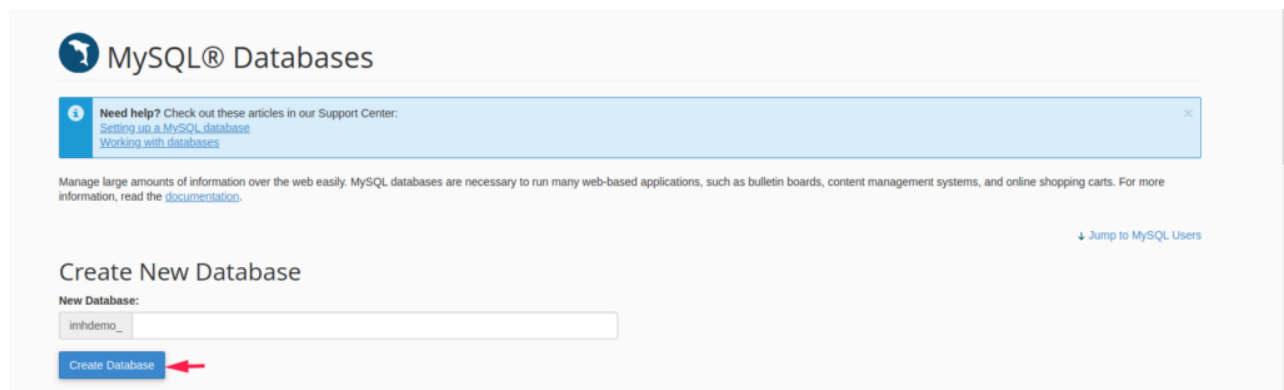


## Extract Files

## Step 2: Set Up the Database

### 1. Create a Database:

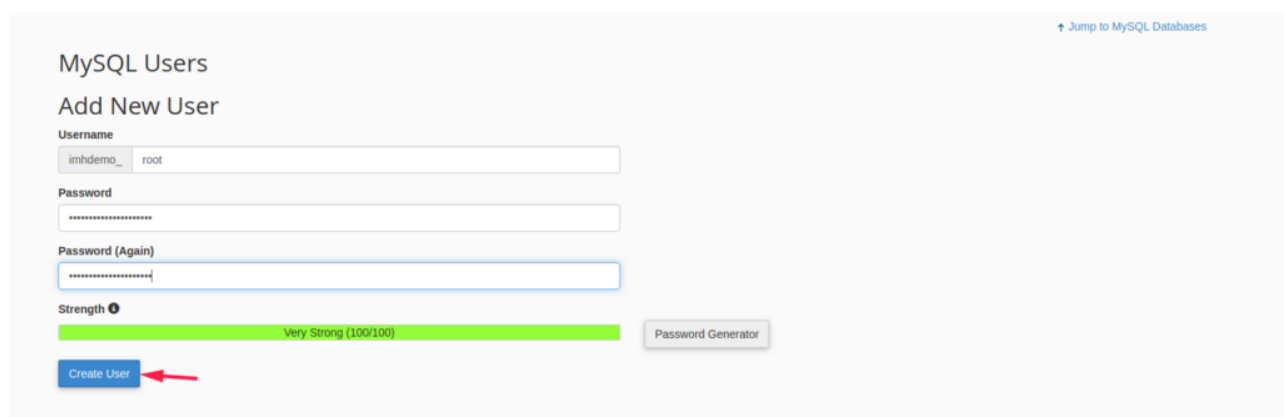
- From the cPanel dashboard, navigate to the **MySQL Databases** section.
- Create a new database. Note the database name for later use.



### Create Database

## 2. Create Database User:

- Still in the **MySQL Databases** section, create a new user.
- Assign this user to your new database and ensure to grant all necessary permissions for operation.



### Create User

## Step 3: Finalize Installation

### 1. Launch the Application:

- Open your web browser and navigate to your domain (e.g., **http://yourdomain.com**).
- This should automatically redirect you to the installation wizard of the club92 platform. Follow the on-screen instructions to complete the setup.

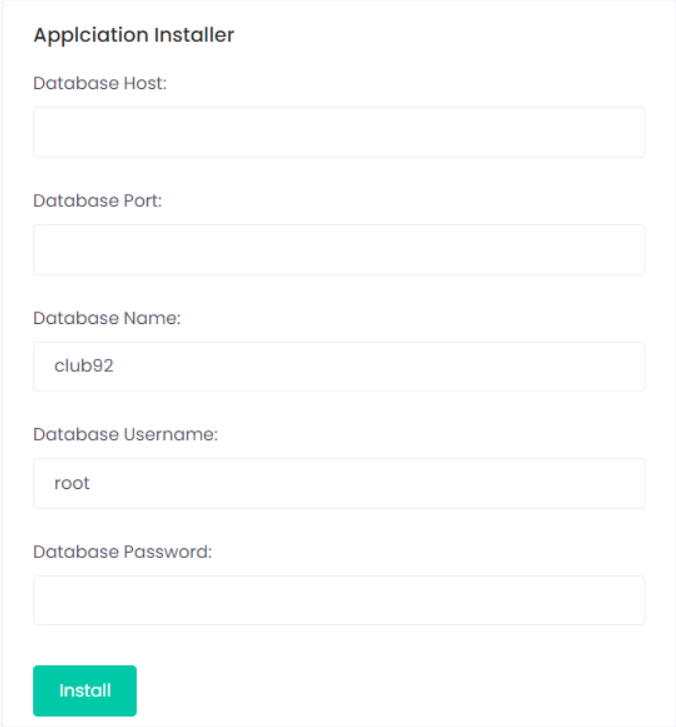
By following these steps, you will have successfully set up the club92 project on your server, ready for further configuration and use.

# 1.2 Installation

After deploying your code, the next step is to install the LinkOn platform using the installation wizard. Here's how you can set it up:

### Visit Your Installation URL

- **Navigate to Your Site:** Enter your website's URL (e.g., `yoursite.com`). This will automatically redirect you to the installation wizard.



The image shows a screenshot of the 'Club-92' application installer. At the top, there is a purple logo consisting of a stylized 'C' with a play button inside, followed by the text 'Club-92'. Below the logo is a white form titled 'Appciation Installer' (note the typo). The form contains five input fields with labels: 'Database Host:', 'Database Port:', 'Database Name:', 'Database Username:', and 'Database Password:'. The 'Database Name' field is pre-filled with 'club92' and the 'Database Username' field is pre-filled with 'root'. At the bottom of the form is a green button labeled 'Install'.

### Follow the Steps Below to Set Up Your Site:

#### Step 1: Pre-Installation

- **Check Settings:** The wizard will initially display the pre-installation environment check. Carefully review all settings to ensure your server meets all the necessary



requirements.

- **Proceed:**

## Step 2: Configuration

- **Database Details:** Enter the database connection details (database name, username, password, and host).
- **Finalize Installation:** After entering your database details, click "Finish" to complete the setup.



**Application Installer**

Database Host:

Database Port:

Database Name:

Database Username:

Database Password:

### Step 3: Finished

- **Successful Installation:** A confirmation message will appear indicating that you have successfully installed the admin setup of your club92.
- **Go to Login Page:** Navigate to the login page to start using your new social network platform.
- 

By following these detailed steps, your LinkOn platform will be properly installed and ready for you to customize and launch. Remember, securing your installation by removing the install directory is crucial to prevent unauthorized reinstallation attempts.

## 1.3 Manual Installation

If you choose to install LinkOn manually, follow these detailed instructions to ensure a smooth setup:

### 1. Step 1: Upload Files

- **Upload Process:** Transfer all LinkOn files to the `public_html` directory on your server. You can use an FTP client or your hosting control panel's file manager for this step.

### 2. Step 2: Database Setup

- **Create Database and User:** Follow the steps previously outlined in the deployment section to create a new database and a user with full permissions to that database.

### 3. Step 3: Import Database Structure

- **Locate SQL File:** In the 'install' folder of the uploaded files, find the `club92.sql` file. This file contains the necessary database structure for LinkOn.
- **Import SQL File:** Use a tool like phpMyAdmin to import `club92.sql` into the database you created earlier. This will set up the required tables and initial data.

### Database Configurations

#### Step 4: Configure Database Connection

- **Edit Configuration File:** Navigate to the `.env` file in project root directory and open the file.
- **Enter Database Details:** Replace the placeholder values in the file with your actual database details:

```
'DB_HOST' => 'localhost', // Generally 'localhost' but can vary depending on hosting
'DB_PORT' => 'db_port' // It is basically 3306 generally write according your server
'DB_DATABASE' => 'database_name', // The username you created for your database
'DB_PASSWORD' => 'your_password', // The password you set for the database user
'DB_USERNAME' => 'your_db_username', // The name of the database you created
```

- **Save Changes:** After entering your details, save the file and ensure it is correctly uploaded to your server.
  -
1. By completing these steps, you will have manually installed and configured the LinkOn platform on your server. Make sure to verify that all settings are correct and that the site is functioning as expected before going live.

## 1.4 General Setup

### Configuring Email

Setting up SMTP (Simple Mail Transfer Protocol) is crucial for enabling your website to send emails effectively. This can be done via your hosting provider's cPanel or through third-party email services like Mailchimp or SendGrid.

#### Step 1: Create an Email Account

- **Create Email via cPanel:**

- **For cPanel Users:** Log into your hosting package's cPanel and create a new email account. This account will be used for SMTP configuration to handle all outgoing emails from your website.
- **For Third-Party Services:**
  - If you opt for a third-party email service, obtain the SMTP settings directly from these services, which often provide enhanced deliverability and features like email tracking.

## Step 2: Configure SMTP in Club92

- **Edit .env:**
  - **Protocol (MAIL\_MAILER):** Select **SMTP** from the drop-down menu.
  - **SMTP Host:** Enter **mail.yourdomain.com** for cPanel or the host provided by your third-party service.
  - **SMTP Port:** Typically, **465** for SSL encryption, but **587** for TLS is also common.
  - **SMTP Username:** The email address you created or provided by your third-party service.
  - **SMTP Password:** The password associated with the SMTP email account.
  - **SMTP Encryption:** Choose **TLS** or **SSL** based on your email provider's recommendations.
  - **From Address:** Enter a default sender email address like **info@linkon.social**.
  - **From Name:** This is the display name that will appear on emails sent from your site (e.g., LinkOn Support).

```
'MAIL_MASTER' => 'smtp', //
'MAIL_HOST' => 'youremailhost' // Host to send mail from your website and app
'MAIL_PORT' => '465','587' // 465 and 587 port for email
'MAIL_USERNAME' => 'mail username'
'MAIL_PASSWORD' => 'your_password', // The password you set for the database user
'MAIL_ENCRYPTION' => '', // tls and ssl
'MAIL_FROM_ADDRESS' => 'mail for address'
```

## Troubleshooting Email Issues

- **Test SMTP Configuration:** Use tools such as SMTPER to check your SMTP settings. This can help pinpoint issues with the setup.
- **Contact Support:** If your SMTP settings are correct and the test is successful but emails are still not being sent, seek further assistance.

By carefully following these steps and choosing the appropriate email service, you can ensure reliable email functionality on your LinkOn platform, enhancing communication with your users.

## Application Push Notification

For enable the push notification in application to inform the users if the user is not using the application he would informed about the application notification  
Create the project on firebase and get all the credentials get all the data from the firebase put data according to the following data

### Step 1: Edit .env

```
FIREBASE_SERVERKEY = "your firebase server key"
FIREBASE_DATABASE_URL= "firebase database url "
FIREBASE_CREDENTIALS = "configfirbase_credentials.json"
```

### After editing the .config/firebase\_credentials.json and

```
{
  "type": "service_account",
  "project_id": "club92",
  "private_key_id": "",
  "private_key": "your firebase private key",
  "client_email": "firebase_client_email",
  "client_id": "firebase_client_id",
  "auth_uri": "",
  "token_uri": "",
  "auth_provider_x509_cert_url": "",
  "client_x509_cert_url": "",
```

```
"universe_domain": "googleapis.com"
}
```

Put all details in the file exist in config/firebase\_credentials.json

## Payment Method Intigration

### Stripe

For enable the stripe payment method Add the following keys in .env file

```
STRIPE_SECRET_KEY =
STRIPE_PUBLIC_KEY =
```

- **Commission-Based Earnings**
- The default earning mode for providers on the club92 platform is commission-based. This mode allows users to earn money based on their interactions within the network, such as likes, shares, and comments.

## Earning Configurations

- **Commission-Based Earnings**
- The default earning mode for providers on the LinkOn platform is commission-based. This mode allows users to earn money based on their interactions within the network, such as likes, shares, and comments.
- **Configuring Commission-Based Earnings**
- **Step 1: Understanding Earnings**
  - **User Earnings:** Set a specific dollar amount that users will earn for different types of interactions. For example, you might decide to user get amount if he created the paid space and the user who join will pay for listening that space he would join .
  - **Send Gift:** Set a specific dollar amount that users will earn for different types of interactions. For example, when user join space and listner send gift. The website admin set the specific amount against every gift and the user who receieve the gift can withdraw the amount .

## Source & Credits

This section details the sources of various assets and scripts used within the club92 platform. Please note the following important considerations regarding the included materials:

### Images and Videos

- **Usage Note:** All images provided in the previews of club92 are solely for demonstration purposes. They are not included in the final product available for download after purchase.
- **Copyright Information:** Most of the images are sourced under the Creative Commons CC0 license, which permits unrestricted use, sharing, and modification.

### Admin Scripts and Technologies

**Club92** utilizes a variety of robust technologies and scripts to ensure a high-quality user experience and streamlined performance for admin:

- **Jquery:** A fast, small, and feature-rich JavaScript library.
- **JavaScript:** The programming language used to implement complex features on web pages.
- **Laravel 9:** A powerful PHP framework with a very small footprint, built for developers who need a simple and elegant toolkit to create full-featured web applications.
- **Bootstrap 5:** The latest major version of Bootstrap, the world's most popular front-end open source toolkit, featuring Sass variables and mixins, responsive grid system, extensive prebuilt components, and powerful JavaScript plugins.

### CSS & Fonts

The aesthetic and design elements of LinkOn are supported by several CSS and font resources:

- **Bootstrap:** Used for crafting responsive layouts and components.
- **Font Awesome:** A popular icon toolkit used for designing features with scalable vector icons that can instantly be customized — size, color, drop shadow, and anything that can be done with the power of CSS.

### Acknowledgements

We acknowledge and thank all the creators and maintainers of the technologies and resources that have made LinkOn possible. Your contributions towards open source and creative communities are immensely valued.

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# Mobile Application (Flutter) Configuration

## Flutter Setup

### Prerequisites

Before starting, ensure you have the following installed and configured on your development machine:

- **Flutter & Dart SDK:** Necessary for Flutter development.
- **IDE:** Android Studio (recommended), Visual Studio Code, or IntelliJ IDEA.  
Install the Flutter and Dart plugins in your chosen IDE.
- **Android SDK:** Required for building apps for Android devices.

### Installation Steps:

- Download the Flutter SDK** from the [official website](#).
- Extract the SDK** to a known directory.
- Update your PATH** environment variable to include the path to the Flutter SDK.
- Run `flutter doctor` in the terminal to verify the installation.



## Basic Installation


### Platform Selection

Choose your platform (Windows, macOS, Linux, Chrome OS) and follow the corresponding steps detailed in the Flutter documentation to configure your environment for building and running applications.

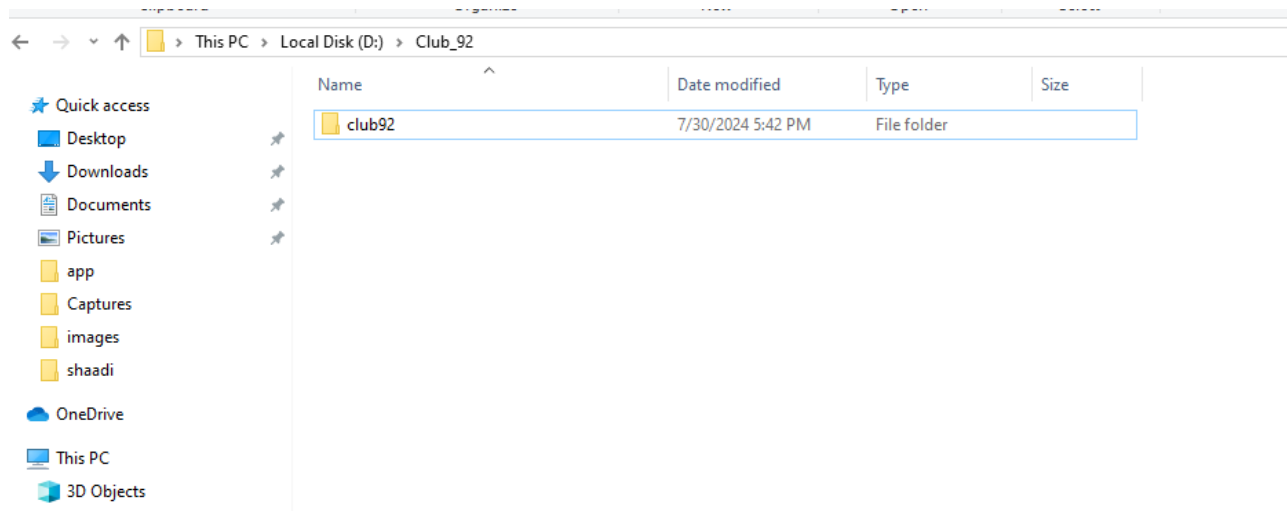
### Getting Started with Your Application

#### Step 1: Download and Prepare the Project

- Download the project ZIP file from CodeCanyon.

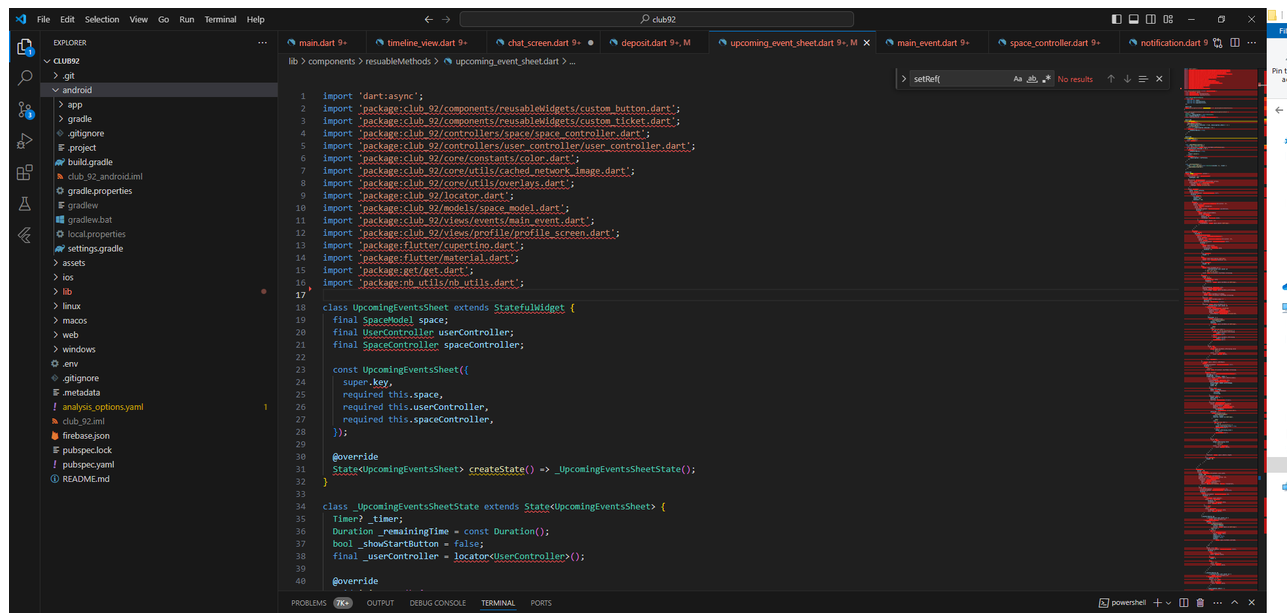
Name	Date modified	Type	Size
 club92.zip	7/30/2024 5:40 PM	WinRAR ZIP archive	8,921 KB

- Unzip the project file to your desired location.



## Step 2: Project Setup in IDE

- Open the project in your IDE (VS Code or Android Studio).
- Run `flutter pub get` in the terminal to fetch the project dependencies.



## Please Note :

When working on a Flutter project, you might encounter package version conflicts. These occur when different packages require incompatible versions of the same dependency. To resolve these conflicts, you can manually adjust the package versions. Here's a detailed explanation:

### 1. Identify the Conflict:

- When you run your project, Flutter will notify you of any package version conflicts in the terminal or console output.

### 2. Navigate to Pub Cache:

- The pub cache is a local directory where Flutter stores downloaded packages.
- You can find it in your system's home directory:

- macOS and Linux: `~/ .pub-cache`

- Windows:

`C:\Users\YourUsername\AppData\Local\Pub\Cache\hosted\pub.dev`

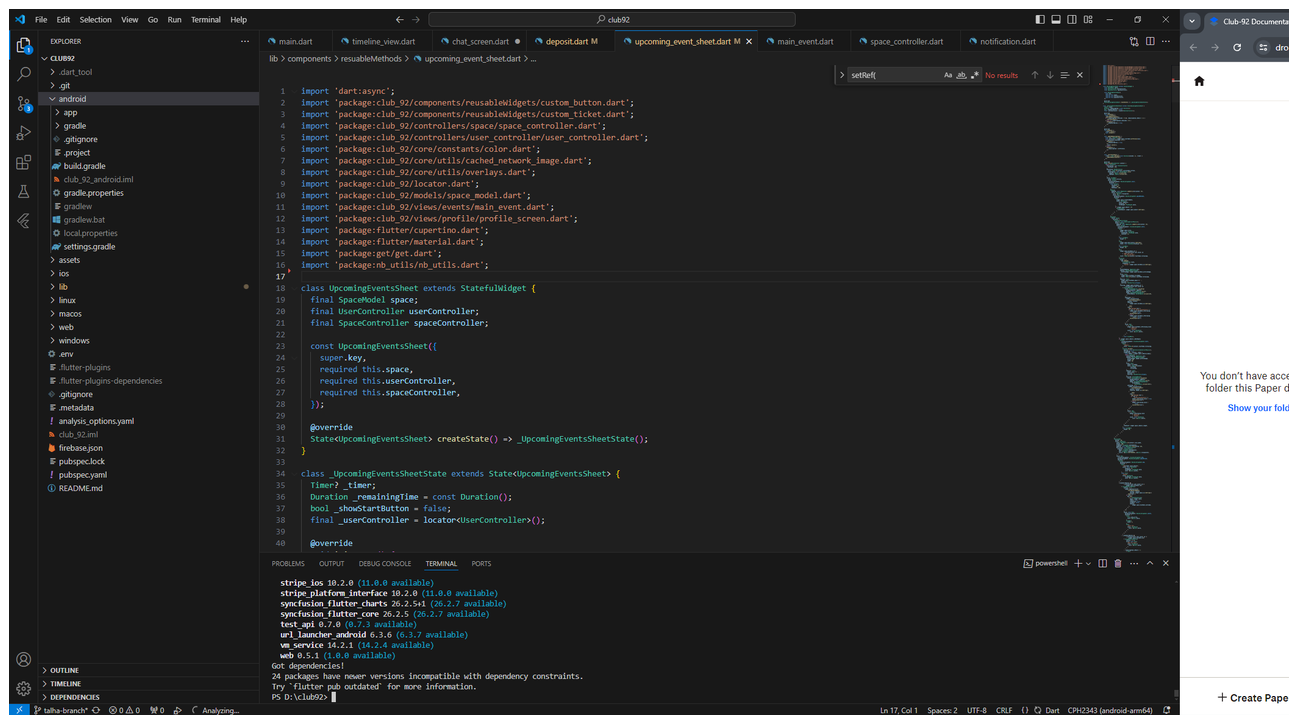
### 3. Update Package Versions:

- In the pub cache, locate the conflicting packages and update their versions according to your project's needs.
- This may involve editing the `pubspec.yaml` file to specify compatible versions or resolving conflicts manually.

### 4. Run Flutter Commands:

- After updating the versions, run `flutter pub get` to fetch the updated packages and ensure all dependencies are correctly resolved.
- By following these steps, you can resolve package version conflicts and ensure your project runs smoothly.

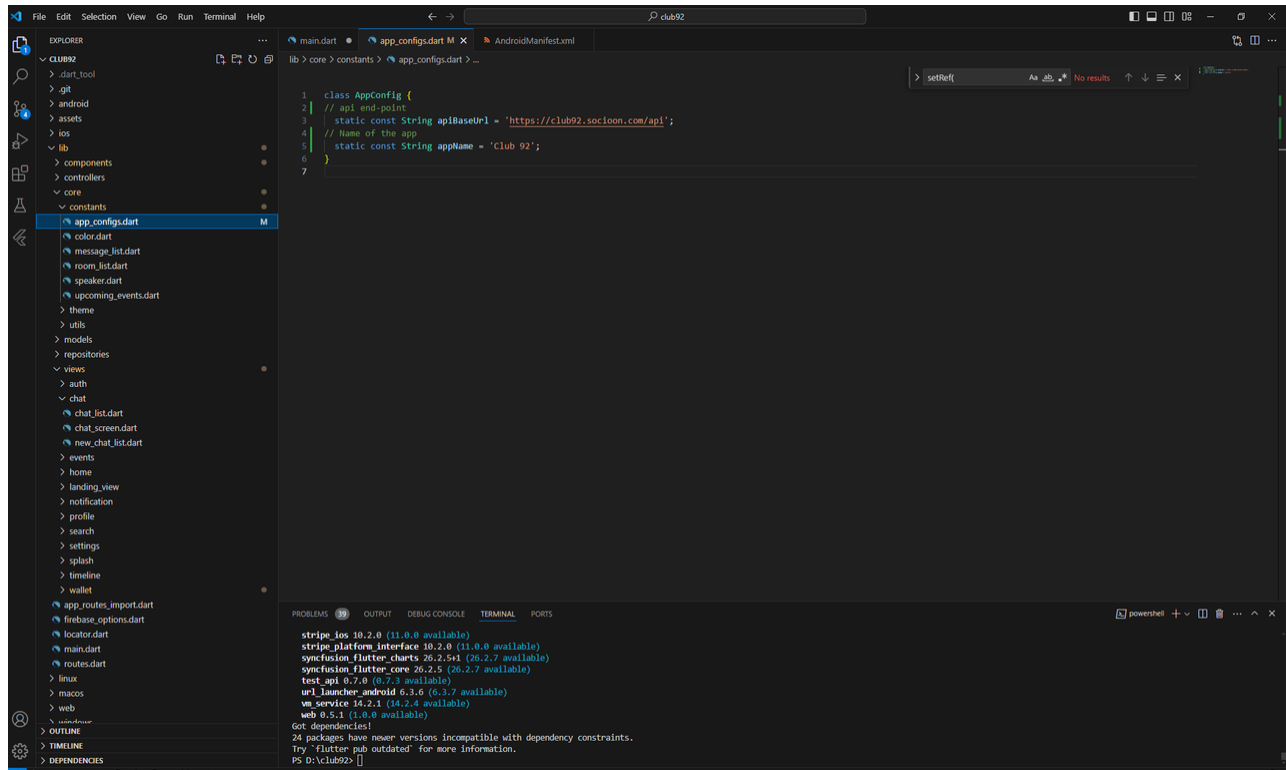
- 
- 
- Connect your device to the computer or set up an emulator, then run the project (select 'run without debugging').



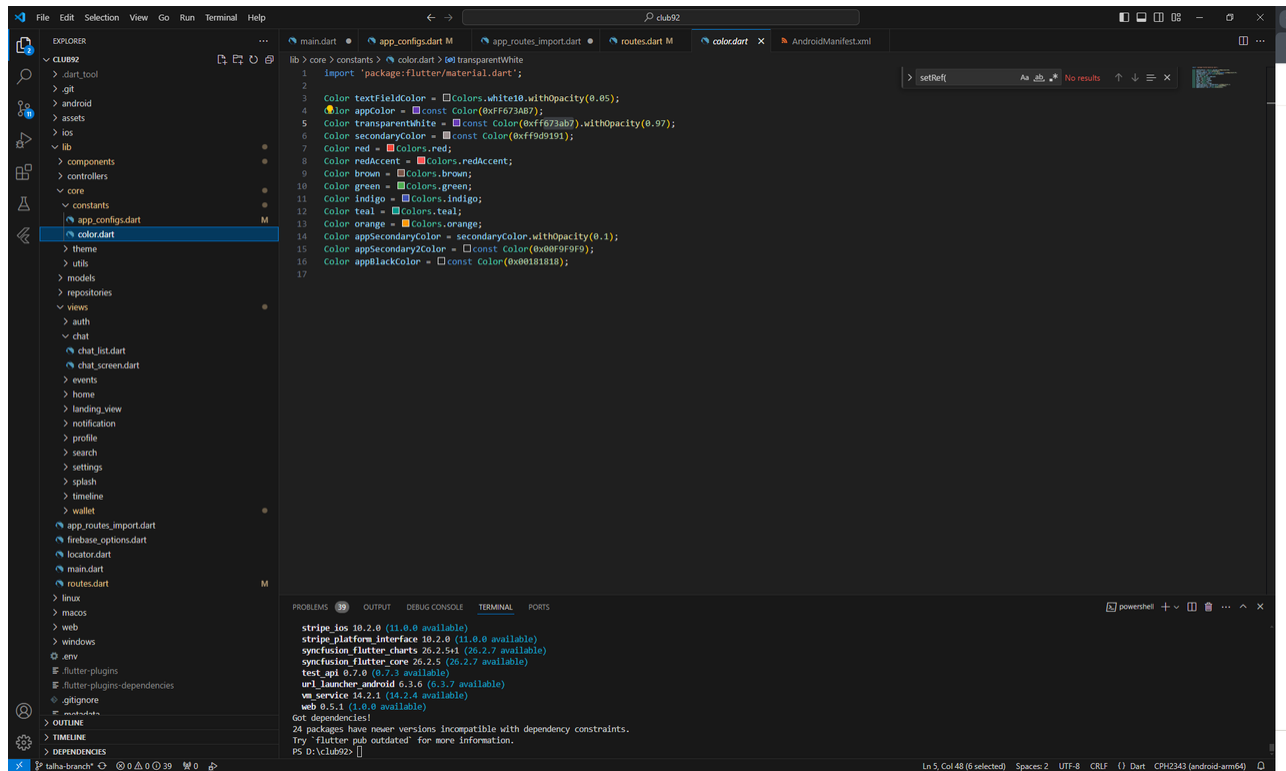
# Customizing Your Application

## Change the App's Identity and Appearance

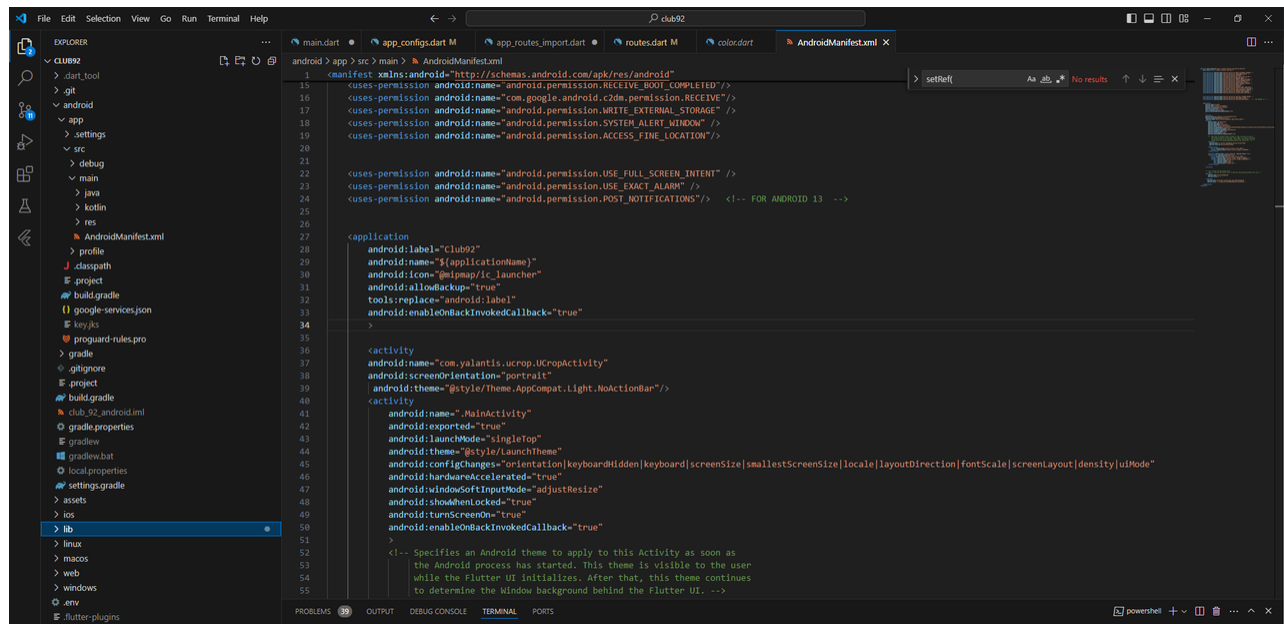
- **App Name and URLs:** Modify the application's name, api end-point, and color scheme settings as needed.



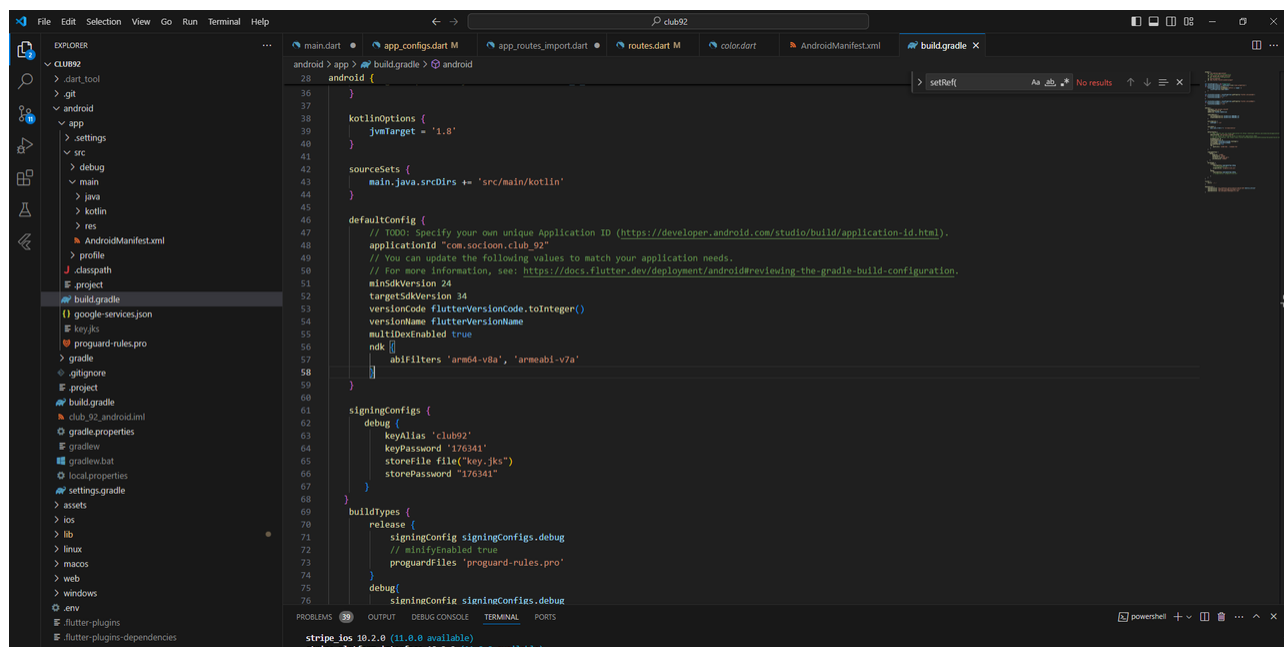
○



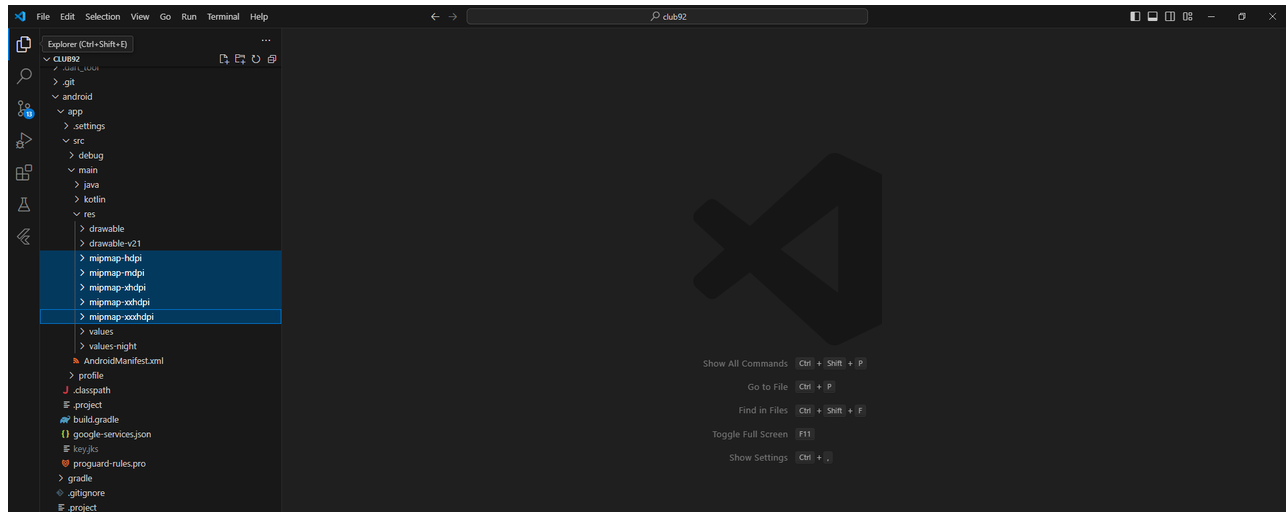
- **App Label and Package Name:** Adjust the label and package name to reflect your branding.



- 



- **App Icons:** Update the app icons to customize the visual identity of your app.



## App Configuration (Signing Config etc.)

Ensure your app is properly configured for release:

- [Android App Configuration](#)
- iOS App Configuration

By following these guidelines, developers can effectively set up and customize the mobile application for LinkOn, ensuring it aligns with the specific needs and standards of the platform.

## App Configuration(Signing config etc)

Following are the Links for Configuration -->

### For Android app:

<https://docs.flutter.dev/deployment/android>



Build and release an Android app • docs.flutter.dev

### For iOS app:

<https://docs.flutter.dev/deployment/ios>



Build and release an iOS app • docs.flutter.dev

## Vertex Ai :

# Enable Vertex Ai Api in your Google cloud console.

The screenshot shows the Google Cloud console interface for the Vertex AI API. At the top, there's a navigation bar with the Google Cloud logo and a dropdown menu showing 'club-92'. Below this, the 'Product details' section for 'Vertex AI API' is displayed. It includes a description: 'Train high-quality custom machine learning models with minimal machine learning expertise and...'. There are two buttons: 'MANAGE' and 'TRY THIS API'. A status indicator shows 'API Enabled'. Below the main content, there are tabs for 'OVERVIEW', 'DOCUMENTATION', and 'RELATED PRODUCTS'. The 'OVERVIEW' tab is active, showing an 'Overview' section with a description and a 'Learn more' link. To the right, there's an 'Additional details' section with information about the API type, last product update, category, and service name. Below this, there are sections for 'Tutorials and documentation', 'Terms of Service', and 'Related Products'.

<https://youtu.be/ebYDOadpPcl>

<https://youtu.be/ebYDOadpPcl>



# Firestore Configuration :

## Firestore (Push Notification) :

<https://youtu.be/JwFiALyfD-0>

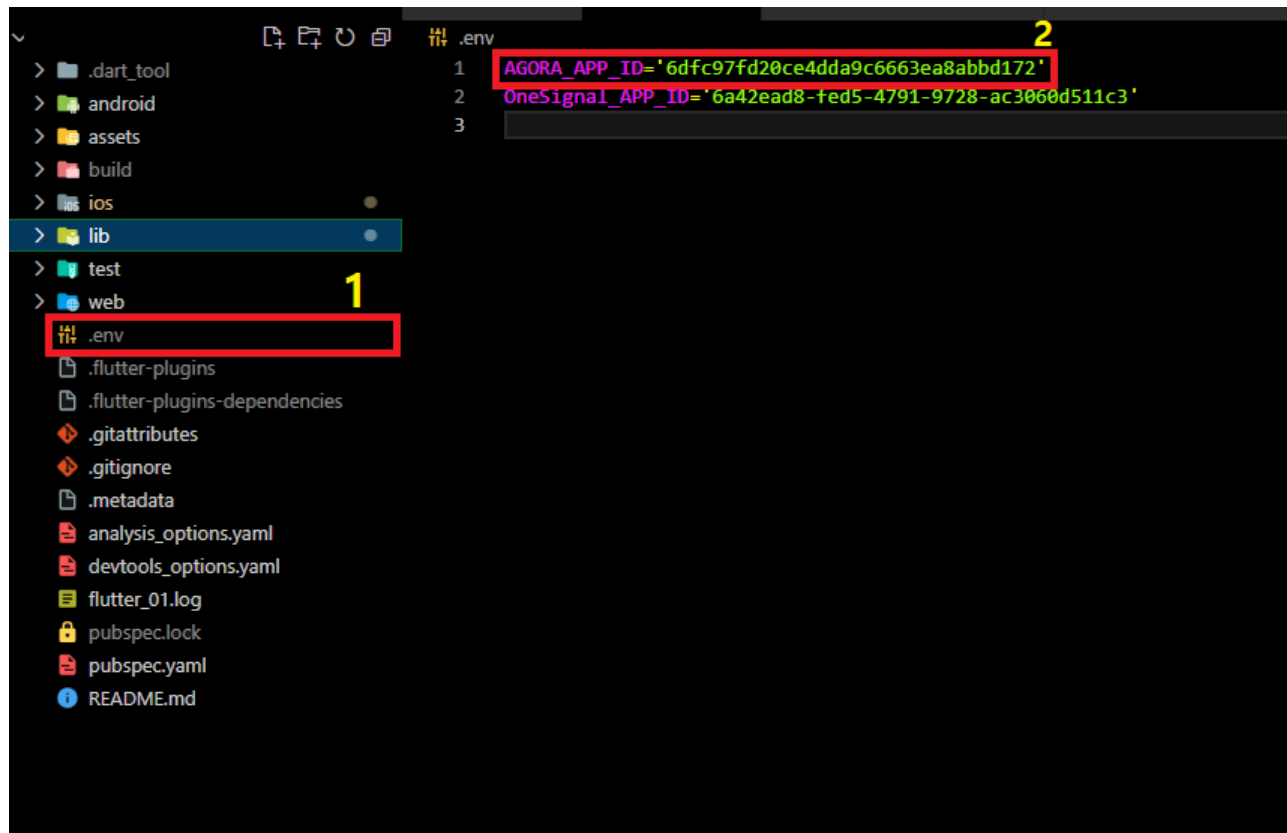
<https://youtu.be/JwFiALyfD-0?t=2666s>

# Agora Configuration :

## Create an Account and Obtain an App ID

To build and run the sample application, first obtain an app ID:

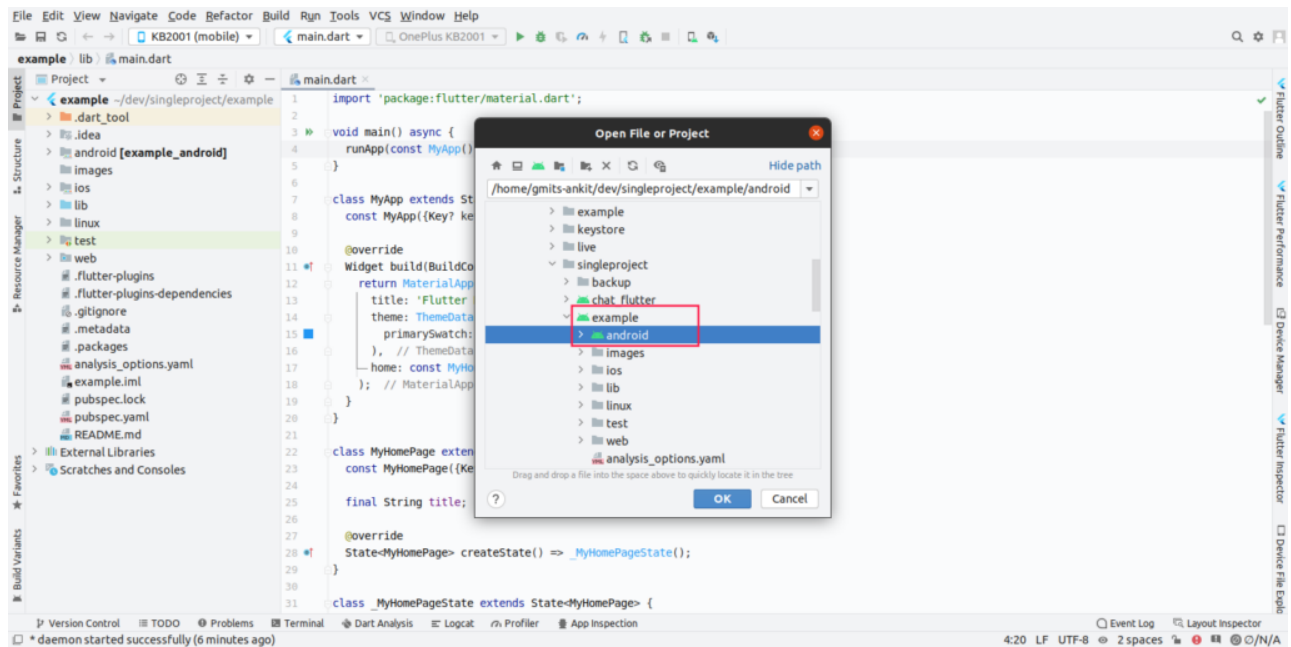
1. Create a developer account at [agora.io](https://agora.io). Once you finish the sign-up process, you are redirected to the dashboard.
2. Navigate in the dashboard tree on the left to **Projects > Project List**.
3. Copy the app ID that you obtain from the dashboard into a text file. You will use this when you launch the app.



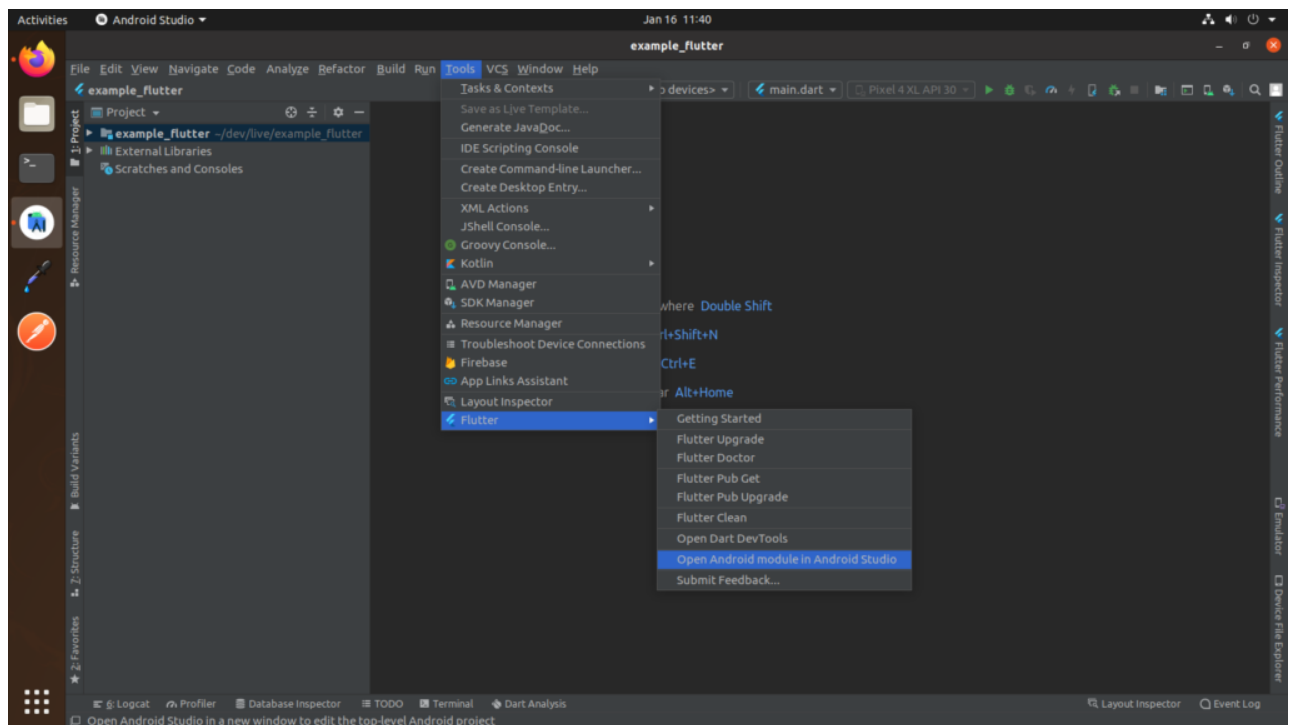
# Android Configuration

## Opening Android Module

- The Android module can be accessed in **Two ways**
1. Select the **Android Module** from the same project you're attempting to open by going to **File -> Open**



## 2. Navigate to Tools -> Flutter -> Android Studio-> Open Android Module



## Changing The Application Id IMPORTANT

Every Android app has a unique application ID that looks like a Java package name, such as **com.example.myapp**. This ID uniquely identifies your app on the device and

in Google Play Store. Once you publish your app, you should never change the **Application ID**

- For **Application ID** just change in **build.gradle** at app level only
- You can locate the build.gradle file on this path **android/app/build.gradle**
- This **Application Id** will be used in firebase to setting up the firebase

```
defaultConfig {  
    applicationId "YOUR_PACKAGE_NAME"  
    minSdkVersion 21  
    targetSdkVersion 31  
    versionCode 1  
    versionName "1.0"  
    testInstrumentationRunner "android.support.test.runner.AndroidJUnitRunner"  
}
```

## Changing The Version Name

### IMPORTANT

The version name is a string value that represents the “friendly” version name displayed to the users. Version name is displayed to the user.

- For **Version Name** just change in **build.gradle** at app level only
- You can locate the build.gradle file on this path **android/app/build.gradle**

```
defaultConfig defaultConfig {  
    applicationId "com.igonic.example"  
    minSdkVersion 21  
    targetSdkVersion 31  
    versionCode 1  
    versionName "CHANGE_THE_VERSION_NAME"  
    testInstrumentationRunner "android.support.test.runner.AndroidJUnitRunner"  
}
```

## Changing The Version Code

### IMPORTANT

The version code is an incremental integer value that represents the version of the application code. Version code is used by Google Play Store for new update. If you have increased version code then update will be visible to all user.

- For **Version Code** just change in **build.gradle** at app level only
- You can locate the build.gradle file on this path **android/app/build.gradle**

```
defaultConfig {
    applicationId "com.iqonic.example"
    minSdkVersion 21
    targetSdkVersion 31
    versionCode "CHANGE_THE_VERSION_CODE"
    versionName "1.0.0"
    testInstrumentationRunner "android.support.test.runner.AndroidJUnitRunner"
}
```

## Changing The Appname From Manifest File

### IMPORTANT

Whenever you make a project in Android Studios you give a project name, your app's name is derived from that. The user will know your app with this name on **Google PlayStore**.

- To change the name of your Android application in Android Studio, you have to change the value of the property **android:label** defined inside the **Application node** in **AndroidManifest.xml**

```
android:label="YOUR_APP_NAME"
```

## Changing The App Icon

### IMPORTANT

Android Studio includes Image Asset Studio, which **helps you generate your app icons** from material icons, custom images, and text strings. It generates a set of icons at the appropriate resolution for each pixel density that your app supports. Image Asset Studio places the newly generated icons in density-specific folders under the **res/** directory in your project. At runtime, Android uses the appropriate resource based on the screen density of the device your app is running on.

**Image Asset Studio** helps you generate the following icon types:

- Launcher icons

- Action bar
- tab icons Notification icons
- Go to **android/app/src/main/res** then right-click on the res folder and **New -> Image Asset** then the dialog will open.
- Then Select the Image and then click on Next and then finish

#### **NOTE**

To Publish the app in Google Play Store, you will need the **AAB(Android App Bundle)**, So to create the AAB, you have to follow the same steps, just that you have to select the **AAB** option in step 2 instead of **APK**

**Great! You Have Successfully Configured Android Module!**

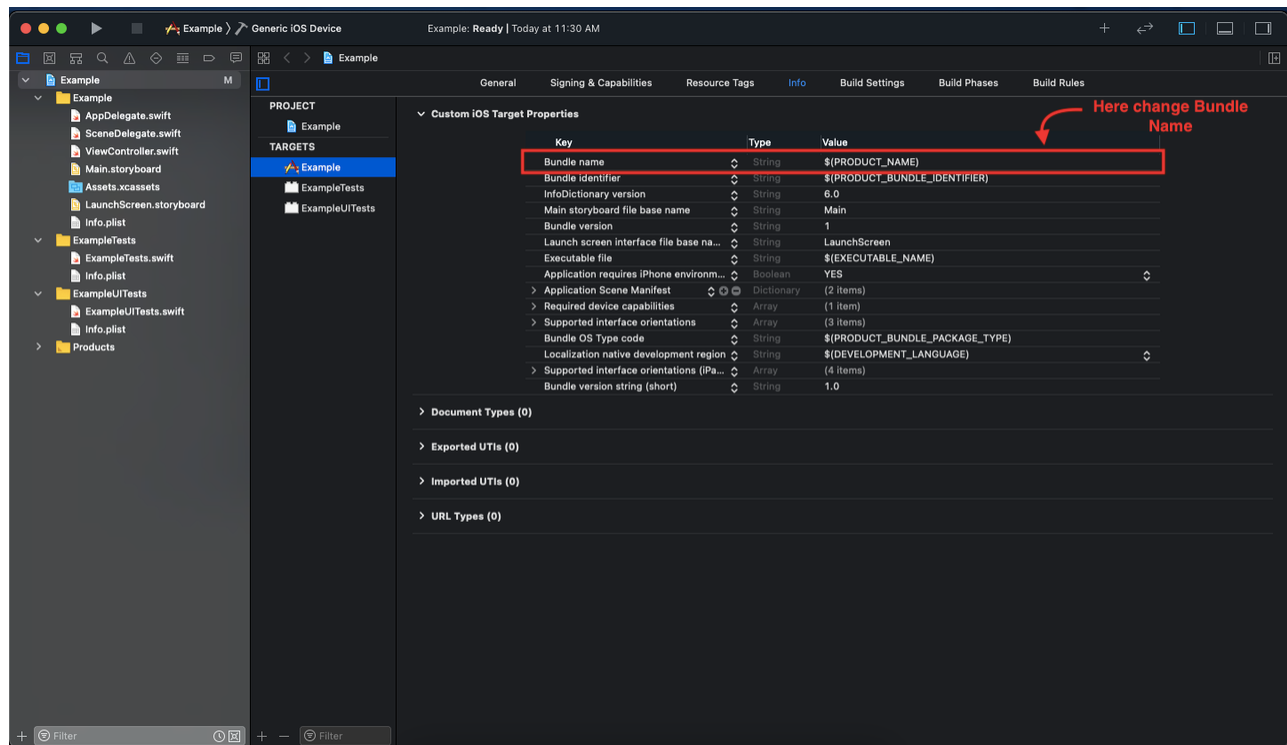
## **iOS Configuration**

### **Open Project in Xcode**

1. Open Xcode.
2. Select Open another Project.
3. Open the iOS directory within your app.
4. Now, click on Done button.

### **Change Bundle Name**

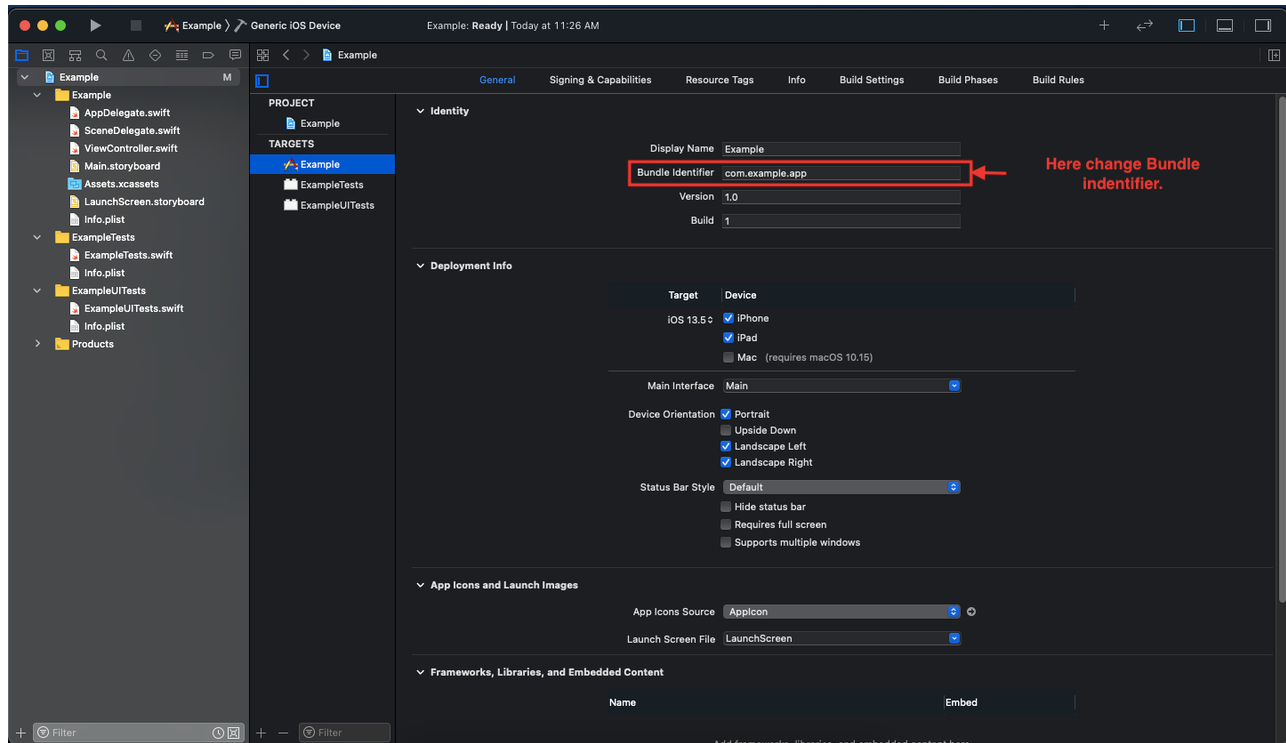
5. Select your project file icon in Group and files panel.
6. Then Select Target -> Info Tab.
7. At last change Bundle Name.



## Change Bundle Identifier.

Bundle Id is a unique Identifier of your app on iOS and MacOS. iOS and MacOS use it to recognise updates to your app. The identifier must be unique for your app.

1. Select your project file icon in Group and files panel.
2. Select General Tab.
3. After Select General tab you can see the details of your application.
4. In Identity section, rename your Bundle identifier.



## Change App Icons

1. see [How to Generate App Icons?](#)
2. In Group and files panel find "Assets.xcassets" folder.
3. In Assets.xcassets folder replace AppIcon.

## Open Info.plist file in Xcode.

```
<key>CFBundleURLTypes</key>
<array>
  <dict>
    <key>CFBundleTypeRole</key>
    <string>Editor</string>
    <key>CFBundleURLSchemes</key>
    <array>
      < TODO Replace this value:>
      < Copied from GoogleService-Info.plist key REVERSE
D_CLIENT_ID>
      <string>"Enter your REVERSED_CLIENT_ID"</string>
```



```
</array>
</dict>
</array>
```

# App Payment Gateway

## PayPal Payment

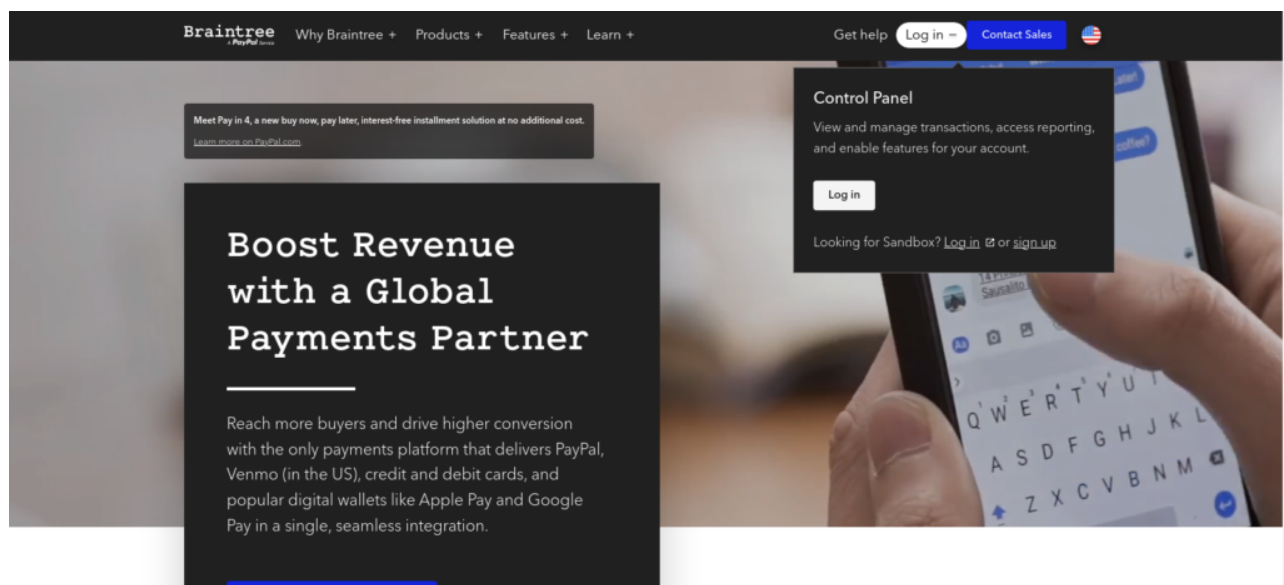


**PayPal** is one of the largest online payment processors in the world. Sign Up Now! Secure all your Transactions with our 24×7 Fraud Prevention. Sign Up Now! No Top Up Needed. Free Return shipping. Buyer Protection. B2B Payments. 180-days Buyer Protection.

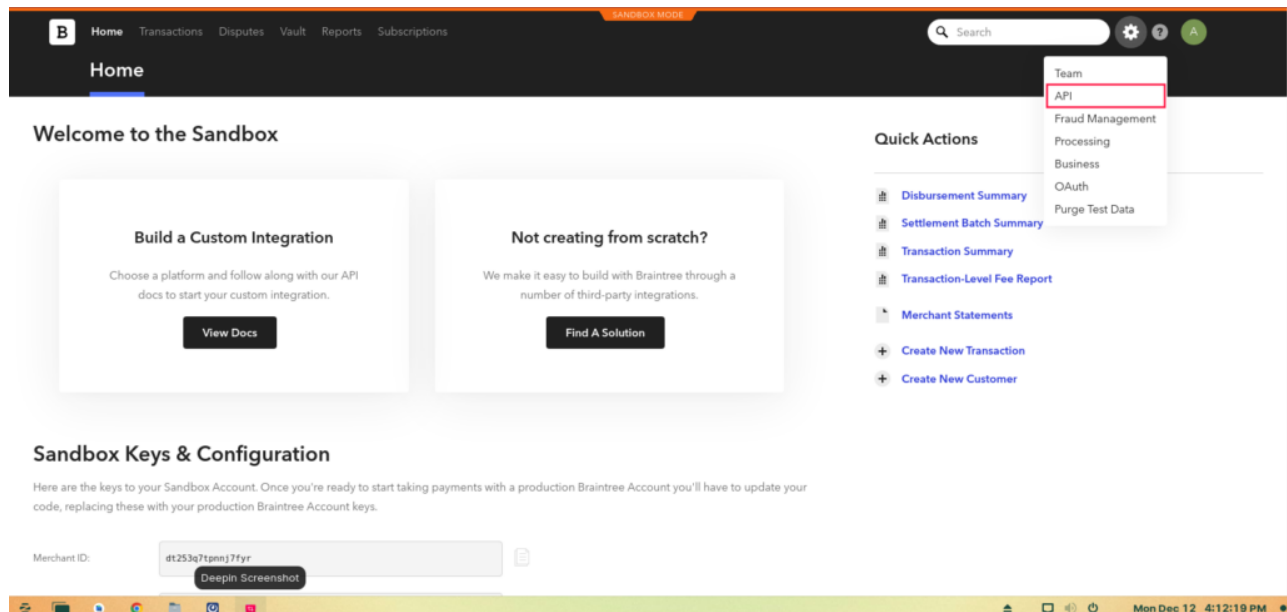
For more info please visit website  
<https://www.paypal.com/>

## How to get the Paypal URL Tokenizations

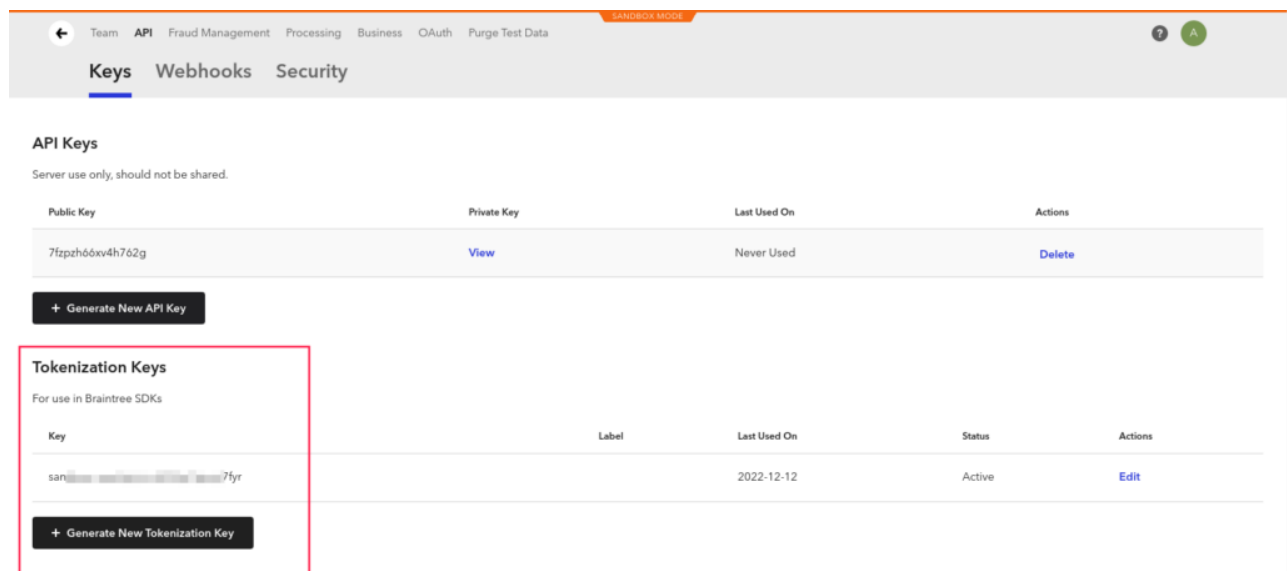
- Go to <https://www.braintreepayments.com/> and register yourself



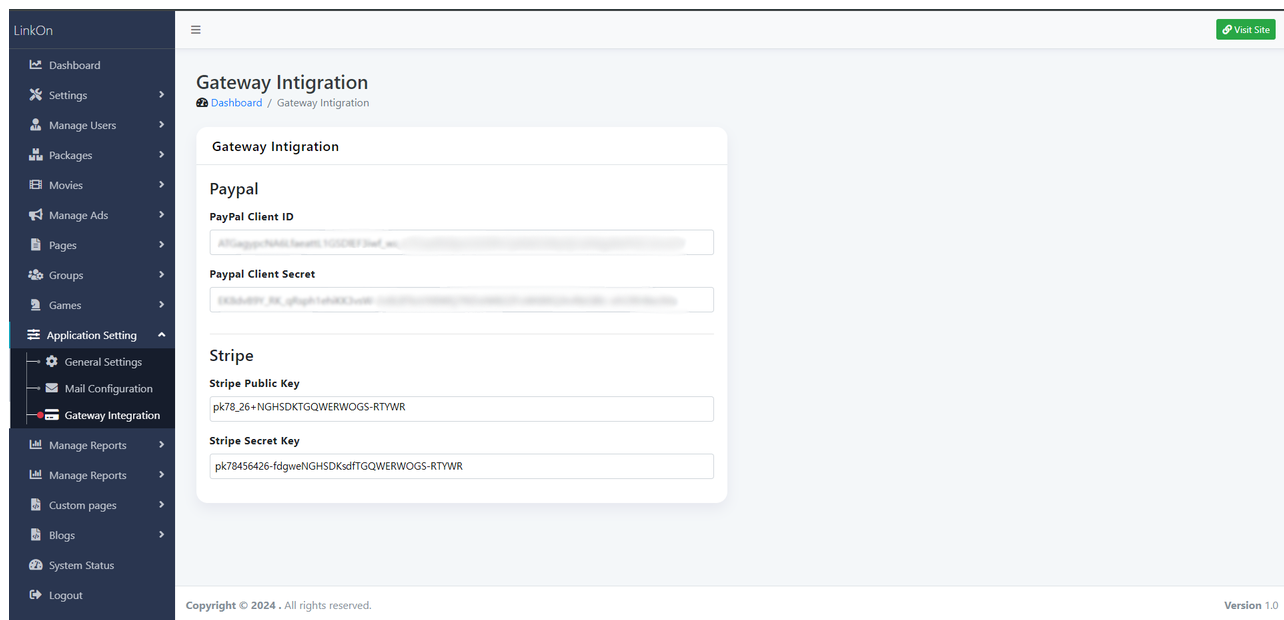
- After logging in, you will see the following dashboard then, in the right corner, go to the settings next to the help icon and click on API option



- As you will scroll down you will the **Tokenization keys** option and then click on **Generate Tokenization Key**
- **Copy** this key and paste it in the admin panel



- **Copy** this key and paste it in the admin panel
- Go to **Settings -> Payment Settings -> Paypal** tab



## Configure The Manifest File

- Go to `android/app/src/main/AndroidManifest.xml`
- Copy the below code and paste it after the first activity tag

```
<activity android:name="com.braintreepayments.api.BraintreeBrowserSwitchActivity"
    android:exported="false"
    android:launchMode="singleTask">
    <intent-filter>
        <action android:name="android.intent.action.VIEW" />
        <category android:name="android.intent.category.DEFAULT" />
        <category android:name="android.intent.category.BROWSABLE" />
        <data android:scheme="${applicationId}.braintree" />
    </intent-filter>
</activity>
```

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

# Stripe Payment

Stripe is the best software platform for running an internet business. We handle billions of dollars every year for forward-thinking businesses around the world.[Click here](#) For more details about the Stripe payment gateway.

## Stripe Payment gateway

- Here we have provided some of testing credentials for app
- If you want to add your new payment gateway then buy our paid support for the same.
- **Use Only in Test Mode:** You can use these test cards to make payments in test mode only. Using these for live mode payments will throw card issuer is invalid or invalid card input error.

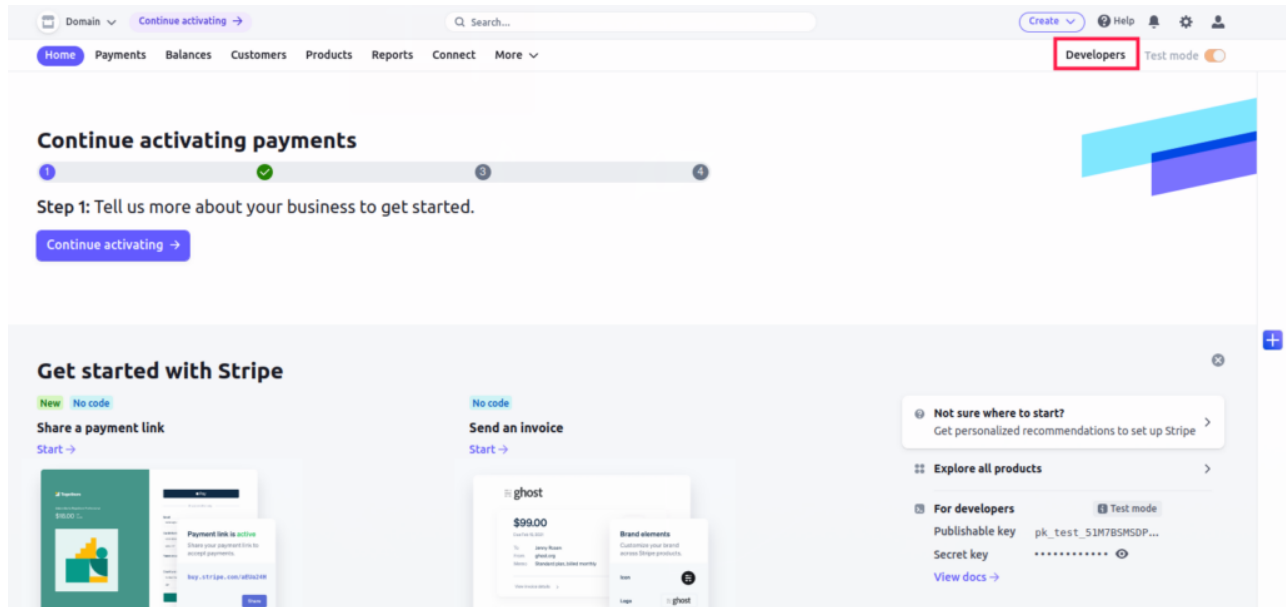
## Test Cards Details for stripe payment

- There are several test cards you can use in test mode to make sure this integration is ready. Use them with any CVC, postal code, and future expiration date.

Number	Description
4242 4242 4242 4242	Succeeds and immediately processes the payment.
4000 0025 0000 3155	Requires authentication. Stripe will trigger a modal asking for the customer to authenticate.
4000 0000 0000 9995	Always fails with a decline code of insufficient_funds.

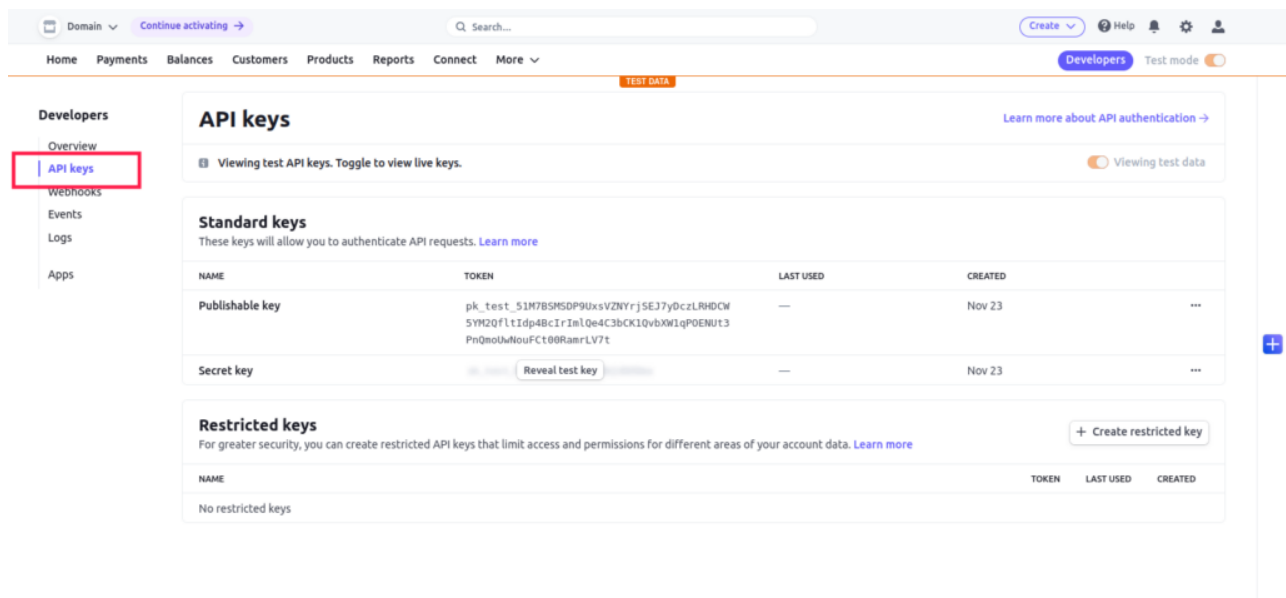
### Step:1

If your login is successful then you need to click on developer options. We've included a screenshot below.



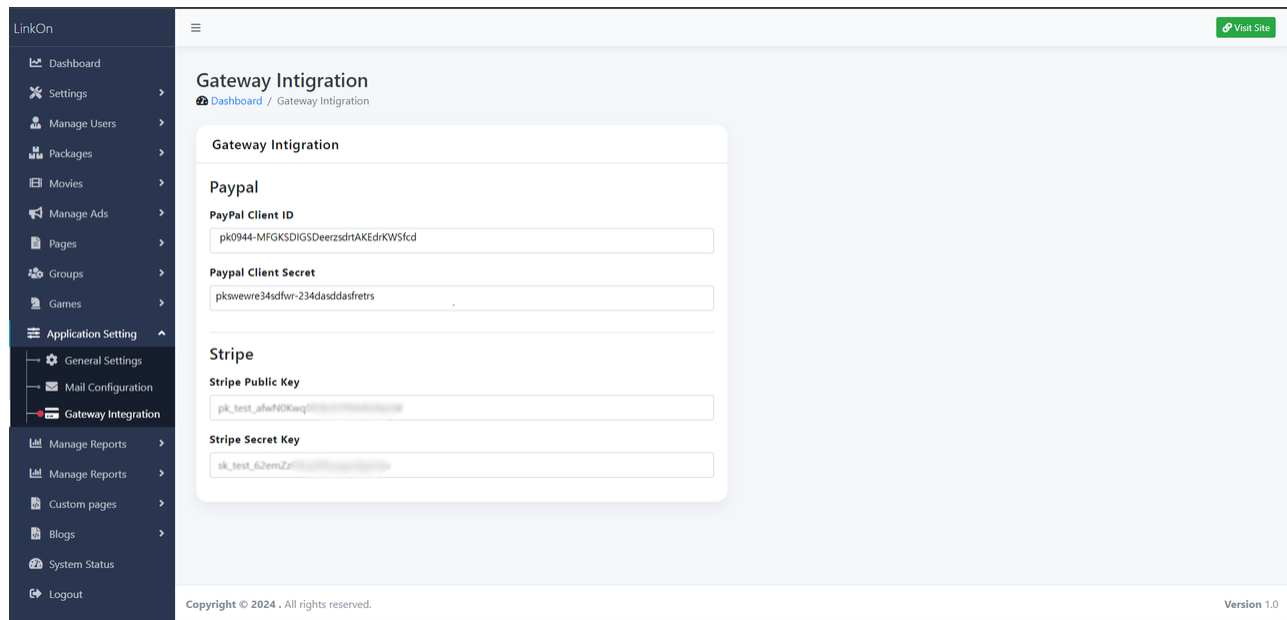
## Step:2

After that you have to click on the API Keys option. We've included a screenshot below.



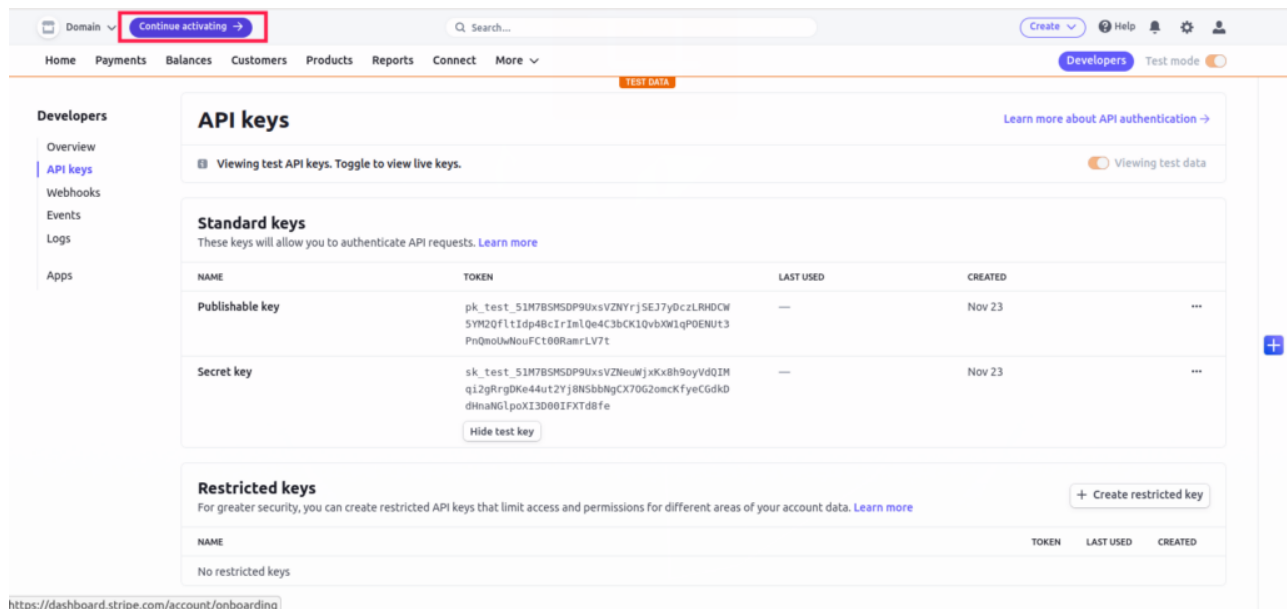
## Step:3

Here the publishable key and secret key will be generated for testing. We've included a screenshot below.



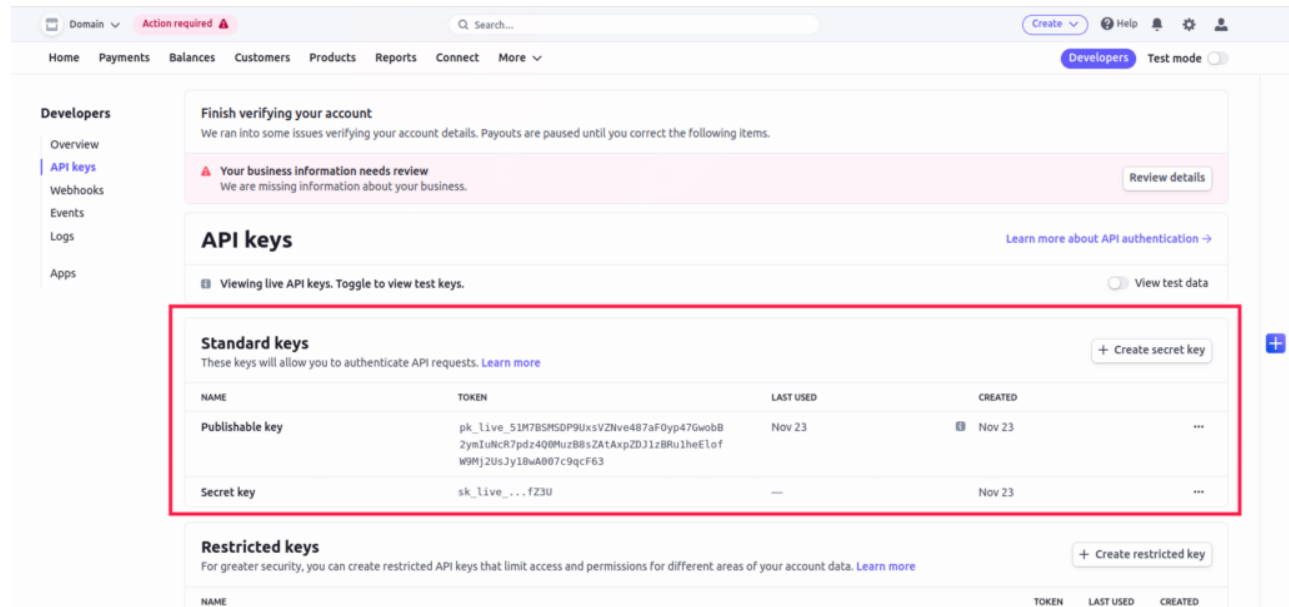
## Step:4

If you click Continue Activate, you have generated a publishable key and secret key for Live. We've included a screenshot below.



## Step:5

Here the publishable key and secret key will be generated for live. We've included a screenshot below.



## Step:6

Then you go to the admin panel and follow this step **Setting => Payment Settings => Select Stripe Tab** and After that turn on the switch and then enter the generated public key and secret key for test/live credential. We've included a screenshot below.

## NOTE

Now you have to enter this URL in the Stripe URL filed=>

[https://api.stripe.com/v1/payment\\_intents](https://api.stripe.com/v1/payment_intents)

## Stripe Payment gateway

- Stripe is the best software platform for running an internet business. We handle billions of dollars every year for forward-thinking businesses around the world.[Click here](#) For more details about the Stripe payment gateway.

## Remove Stripe Payment Key

- Step 1 – Goto pubspec.yaml and remove the '**flutter\_stripe: 1.2.0**' from the file

```
flutter_stripe: 1.2.0
```

## NOTE

If you have to remove dependency from pubspec.yaml then hit the pub get command. now, remove the code related to stripe\_payment.

If `stripe_android` gives any version related issue then:

1. Open the `stripe_android` project in your cache.
2. In the `build.gradle` file, update the compile options as follows:

```
gradle
Copy code
compileOptions {
    targetCompatibility JavaVersion.VERSION_1_8
    sourceCompatibility JavaVersion.VERSION_1_8
}
```

1. Also, update the Kotlin options to:

```
gradle
Copy code
kotlinOptions {
    jvmTarget = '1.8'
}
```

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- **Regular License:** Allows you to use LinkOn for a single domain/project. This is the standard option for websites or projects that will be accessible without any charge to the users.
- **Extended License:** Required if you intend to charge users for access to the end product. If your platform or its core functionalities are behind a paywall, you need an Extended License. Like the Regular License, it is valid for one domain only.

### Key Points:

- **Functionality and Features:** Both licenses grant access to the same features, updates, and support services provided by our team.
- **Domain Restrictions:** Whether you purchase a Regular or an Extended license, each license is valid for one domain only. You need to purchase additional



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