

EvoChat User Guide

Thanks for purchasing EvoChat Android app template! If you have any questions that are beyond the scope of this help file, please feel free to submit your question [here](#). Thanks so much!

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USEFUL TUTORIALS

How to Publish an App to The Play Store?

If you need to learn the process of publishing apps on the Google Play Store, read this tutorial:

<https://evoapp.freshdesk.com/solution/articles/43000009505-android-how-to-publish-an-app-to-the-play-store>

How to Rename an App Package Name?

If you need to learn how to rename a package name, read this:

<https://evoapp.freshdesk.com/support/solutions/articles/43000016520-android-how-to-rename-an-app-package-name>

About Parse SDK and Back4App

Want to get more info about Parse SDK and its Dashboard on Back4App? Check this out:

<https://evoapp.freshdesk.com/support/solutions/articles/43000016514-parse-is-alive-and-kicking-thanks-to-back4app-and-parse-server>

Host Parse Server and Dashboard on Heroku

Want to host Parse Server on Heroku? Check this out:

<https://hubpages.com/technology/How-to-host-Parse-Server-and-its-Dashboard-on-Heroku>

CUSTOMIZATION

User Interface

If you want to edit the User Interface of this app, you can do so by editing the `xml` files included in the `res/layout` folder in the Android Studio's Design tab.

Please always use the latest version of Android Studio.

Images

You can easily change App icons, logo, buttons and other images by accessing `drawable` folder, its path is `app/src/main/res/drawable`.

For the App icons, you have to replace the png images included into all the `mipmaps` folders.

CONFIGURATION

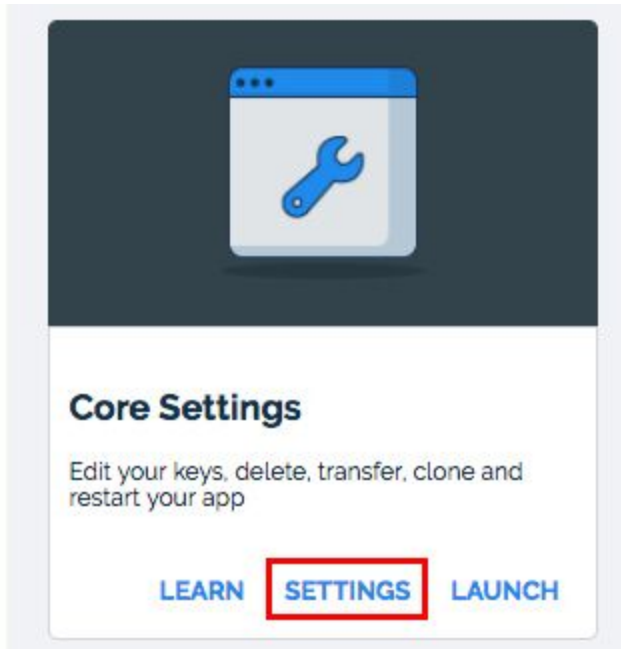
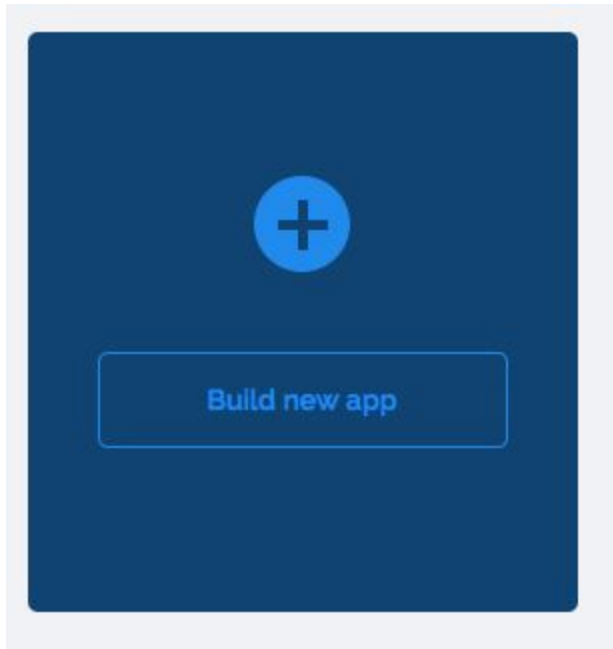
Head over `res/values/strings.xml` file and check out the comments in such file which will help you editing this template.

Parse database setup on Back4App

Before using the app, you must create your own App on your [Back4App Dashboard](#). The link we've provided above points already to the Back4App's Dashboard, but in case you don't have an account on back4app.com yet, you'll be redirected to the **Sign Up** page.

Once you'll be signed in on back4app, enter your Dashboard and simply click on the **Build new app** button, give your app a name and a brief description (optional), click **Next** and you'll be redirected to the settings page.

Click on **SETTINGS** in the **Core Settings box**, copy the **App ID** and **Client Key** strings and replace the existing ones into `res/values/strings.xml`.





Below you can find the details of your Parse app.

App Id

JThF5X0qmRQ8mWmjYjMgp2Qu0VEdYIXPevEEZAYp

parse_app_id

App Name

App Description

...

Public API

This API is PRIVATE

Parse API Address

<https://parseapi.back4app.com/>

parse_server_url

Parse Version

2.7.1

[Change Version](#)

MongoDB Database URI

Client Key

FyqySHthFXGFVfv8CAsE3Xsg1aJoSgdTb5LBIPx6

parse_client_id

* GET Parse_live_query_url:

1. Connect "<https://dashboard.back4app.com>"
2. Login with admin
3. Choose Server Settings > Web Hosting & Live Query > Settings



Web Host + Live Query

☒ Activate Hosting

Subdomain name

evochat

.back4app.io

☒ Activate Live Query

☒ blockmessage

☒ message

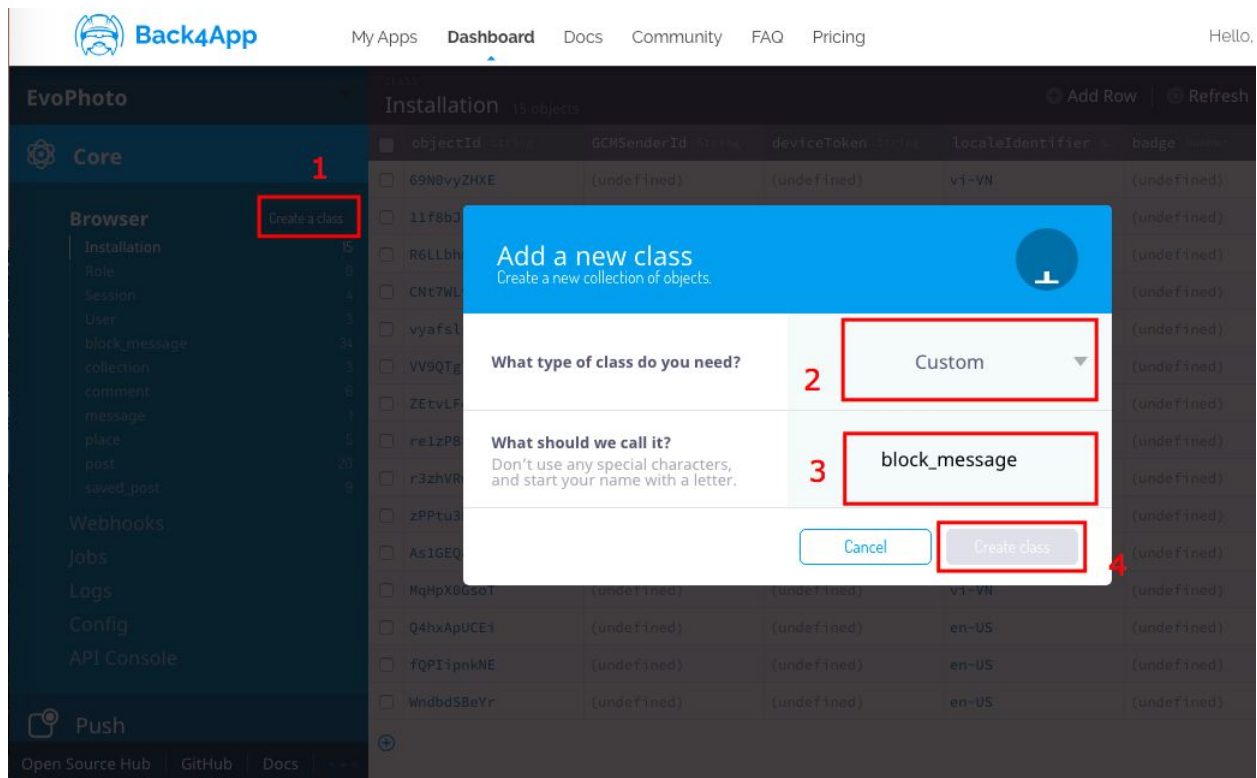
BACK

SAVE

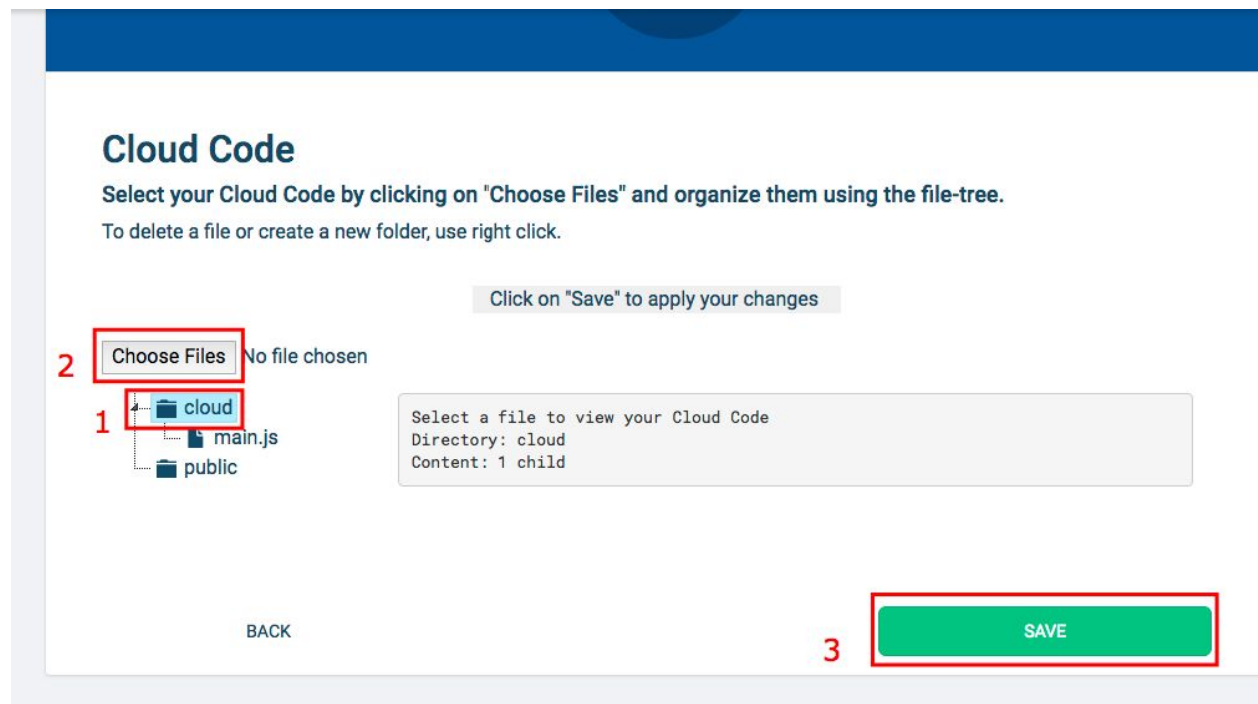
Strings to replace in the Configs file in the app's project:

```
<!-- PARSE CONFIGURATION -->
<string name="parse_server_url">your_parse_server_url</string>
<string name="parse_app_id">your_parse_app_id</string>
<string name="parse_client_id">your_parse_client_key</string>
<string name="parse_live_query_url">your_parse_live_query_url</string>
```

Now to go Back4App dashboard and add these classes: `block_message`.



Now go to `Server Settings` > `Cloud Code` and upload the `main.js` file included in the source (in `cloudcode/main.js`) into the folder called `cloud`.



And finally, go to [Server Settings](#) > [Web Hosting And Live Query](#) and setup like this (don't worry about another class, it will be generate when you using the app:



Web Host + Live Query

1

☒ Activate Hosting

2

Subdomain name

evochat

Change your app name

.back4app.io

3

☒ Activate Live Query

☒ blockmessage

☒ message

4

BACK

SAVE

TIP: If you want to try a brand new Admin Panel to add/edit records in your Parse Dashboard you may try Adminca, it's FREE and EASY to use: create a free account on adminca.com and create a new Panel, choose **self-hosted Parse server** and paste your **Host** (it's your Parse API address), **Application ID** and **Master Key** in the relative fields (you can find them into **Core Settings** of your back4app panel).

Admob Banners Setup

You must create a Banner Unit ID on apps.admob.com in order to get its Unit ID and replace the string in res/strings.xml with your own ID, in order to make your AdMob banners be displayed in the app.

```
<string name="admob_app_id">ca-app-pub-XXXXXXXXXXXXXXXXXX~XXXXXXXXXX</string>
<string
name="admob_banner_unit_id">ca-app-pub-XXXXXXXXXXXXXXXXXX/XXXXXXXXXX</string>
```

FAQ

About Parse SDK and back4app

Read this article for more info about back4app and Parse SDK:

<https://hubpages.com/technology/Parse-SDK-will-not-shutdown-in-thanks-to-back4app>

Can I host Parse Server on my own server?

Yes, although I don't provide support for the setup process, you can read the official Guide here:

<http://parseplatform.org>

What about free support for this template?

I can offer free support for bugs encountered in the original code. Instead, if you've edited the code and messed something up with it, I may apply some fee to fix it either via TeamViewer or by checking your app project files directly on my computer.

How do I rename the app's package name?

Read this tutorial to learn how to rename a package name:

<https://hubpages.com/technology/Android-How-to-rename-an-app-package>

Should I use the latest version of Android Studio to edit this template?

Yes, I usually update all my apps to the latest version of their IDE and you also should make sure you've updated the Android Tools to their latest version by the Android SDK manager.

How do I remove AdMob banner ads?

1. Enter the .xml files where there's an `com.google.android.gms.ads.AdView` and remove its code:

```
<com.google.android.gms.ads.AdView
android:id="@+id/admobBanner"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
ads:adSize="BANNER"
ads:adUnitId="@string/ADMOB_BANNER_UNIT_ID"
android:layout_alignParentBottom="true"
android:layout_centerHorizontal="true">
</com.google.android.gms.ads.AdView>
```

2. Enter the .java files where there's an `AdRequest` instance into its `onCreate()` method and remove its code:

```
// Init AdMob banner
AdView mAdView = (AdView) findViewById(R.id.admobBanner);
AdRequest adRequest = new AdRequest.Builder().build();
mAdView.loadAd(adRequest);
```

3. Lastly, remove the `play-services-ads` compile reference in the `build.gradle` file:

```
compile 'com.google.android.gms:play-services-ads:+'
```

Once again, thank you so much for purchasing this product. As I said at the beginning, I'd be glad to help you if you have any questions relating to this product. No guarantees, but I'll do my best to assist. If you have a more general question relating to the product, you might consider visiting our help center and asking your question by clicking "New support ticket" button:

<https://evoapp.freshdesk.com/>