

CS-Cart Mobikul Application



Prerequisite

Basic Details To Configure Application

These details are required to check the synchronization between web-store and Mobile Application.

01. **Root Admin Credential**

02. **FTP Details**

03. **Key Store Credentials** (Credentials required for signing the application)

- **First Name And Last Name**
- **Organization Unit**
- **Organization Name**
- **City or Locality**
- **State or Province**
- **Country Code (XX)**

This information is required to provide you ownership of the application. A digital certificate which proves that you will have the right on the application.

04. String file in .XML format for language translation

Our mobile app supports RTL languages. The app can set up to be your desired language. For that, we will provide you .xml file in the English language. After that, you need to translate the right side keywords of the XML file in your desired language. With the help of that, we can translate the application in your desired language.

Note: Please ignore this point if you want to keep only the English language for the mobile app.

```
<!-->
<string name="msg_are_you_sure">Are you sure ?</string>
<string name="account_created_successfully">Account created.</string>
<string name="msg_want_to_delete_this_address">You want to delete this address ?</string>
<string name="question_want_to_empty_bag">You want to empty your bag?</string>
<string name="question_add_new_address_to_place_order">Add a new address to place order ?</string>
<string name="message_yes_delete_it">Yes, Delete it</string>
<string name="message_deleted">Deleted</string>
<string name="ques_want_to_delete_this_product">Do you want to delete this product?</string>
<!--SPLASH SCREEN-->
<string name="this_is_a_demo_store">This is a demo store.</string>
<string name="any_orders_placed_from_this_store_will_not_be_honored_or_fullfilled">Any orders placed from this store will
<string name="odeo">Odeo</string>
<string name="title_update_app">Update Available !</string>
<string name="new_version_available_X">There is a newer version of %s application available, click OK to upgrade now ?</string>
<string name="remind_later">Remind Later</string>
<!-->
<!-->
<!--SIGN IN AND SIGN UP-->
<string name="sign_in">Sign In</string>
<string name="sign_up">Sign Up</string>
<string name="email">Email</string>
<string name="email_or_username">Email/Username</string>
<string name="write_your_email_here">Write your email here</string>
<string name="write_your_email_or_username_here">Write your email or username here</string>
<string name="password">Password</string>
<string name="write_your_password_here">Write your password here</string>
```

Change the right side keywords in your desired language (i.e. which has red dotted underline in the image)

Required Images and Resources

These details are required to personalise your Mobile Application.

01. Title of the Application

02. Theme selection

Please follow the link to more details-

For Android-

<https://mobikul.com/interactive-theme/mobikul-retail-theme/>

For iOS-

<https://mobikul.com/mobikul-ios-gradient/>

You will get the color gradient for iOS application in this format-

First Color - #B3315F | Second Color - #FFAA85 (example).

03. Email Id to which customers can contact owner of application.

04. Launcher icon for application

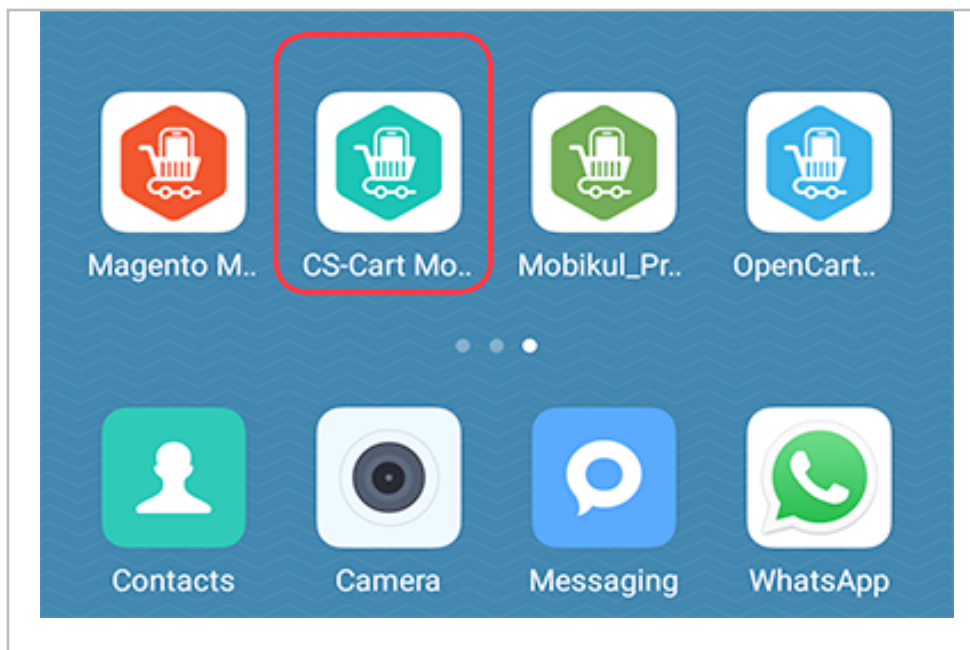
In size of 500x500 (in pixels).

(For Andorid image could be in .PNG or .SVG format)

In size of 1536 x1536 (in pixels).

(For iOS image should be in .PNG format and square in shape.)

A launcher icon is a graphic icon that represents your application. App launcher icons are an opportunity to showcase the brand and hint at the story of what your app is about. App launcher icon is the first look that prospective users will get of your app on Google Play and App Store.



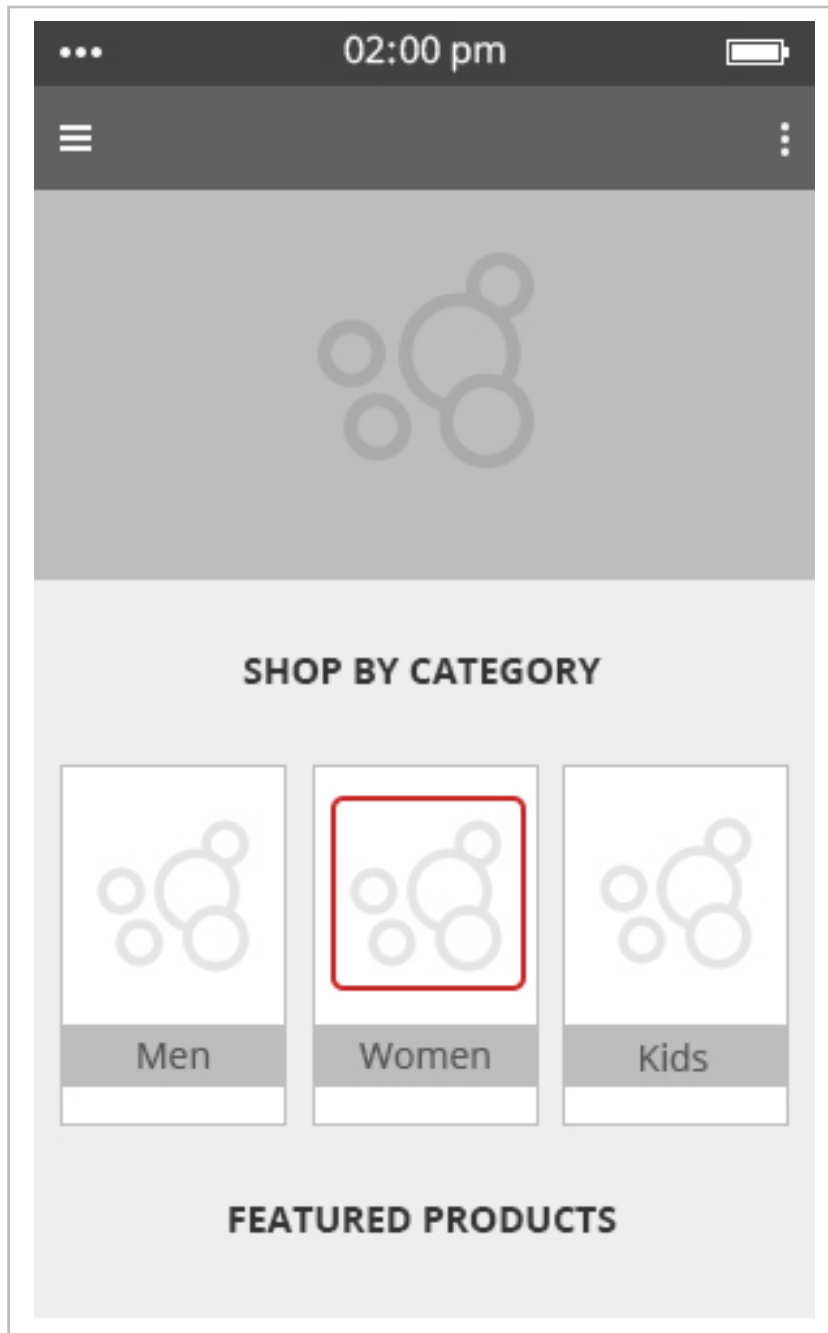
05. Image for place-holder

In size of 500x500 (in pixels).

(for Adnroid image could be in .PNG or .SVG format)

(for iOS image should be in .PNG format)

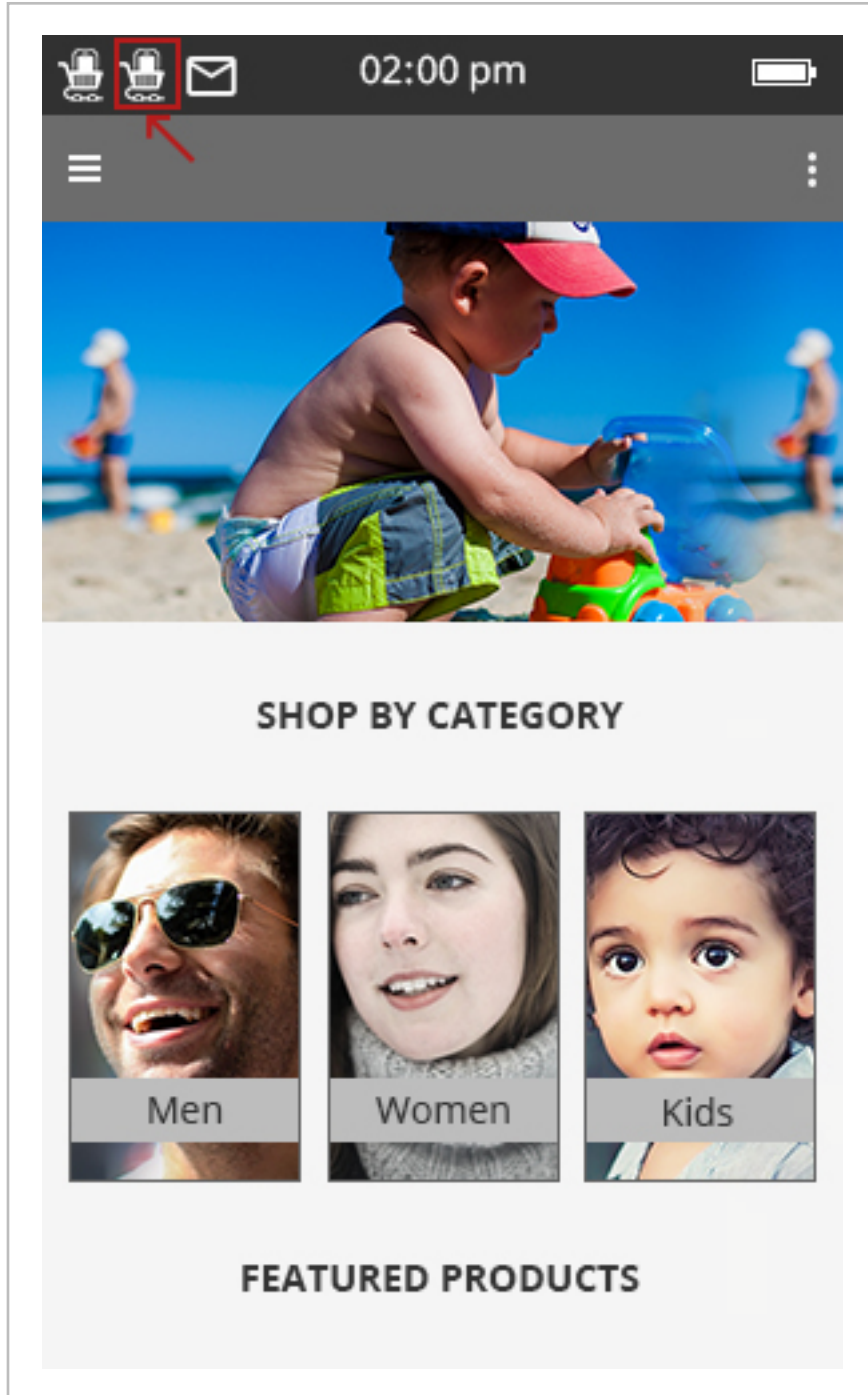
An image place-holder is a dummy image designed to draw attention to the need for an actual image. A placeholder as a temporary image until the permanent image is not available.



06. Icon set for Status Bar

In size 48x48 (in pixels).

Status bar icon is used to represent notifications from your application in the status bar. Status bar icon is flat, pictured face on, and must be white on a transparent background. It appears at the top of the home screen.



07. Image for splash screen

In size of 1280x1920 (in pixels) for **Andorid**.

(Image could be in .PNG)

In size of 1536x2048 (in pixels) for **iPad**.

In size of 1125x2436 (in pixels) for **iPhoneX**.

In size of 1242x2208 (in pixels) for **iPhone5**.

In size of 640x960 (in pixels) for **iPhone4**.

(Image should be in .PNG / JPEG)

The splash screen is an activity that will show for a set time when your app is starting and after set time period redirect to application home screen. It is used so that apps can show their brand icons before showing the content of the app.



08. FCM Configuration

Firebase Cloud Messaging (FCM) is a cross-platform messaging solution that lets you reliably deliver messages at no cost. There are 3 requirements to configure FCM.

- **google-server.json file:** It's the file generated while you add the android application in your project. For more information, please check below link for Android.
- **GoogleService-info.plist:** It's the file generated while you add the iOS application in your project. For more information, please check below link for iOS.
- **Server key and sender ID:** Please follow the below links to get server key and Sender ID respectively for Android and iOS.

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For complete details about the FCM for Android, [Click here](#).

For complete details about the FCM for iOS, [Click here](#).

Note: Otherwise, Please provide your Gmail account and password so that we can integrate it for you.

Please remove two-way authentication before providing credentials.

09. Image for 'Network Error' and 'Under Maintenance' for application

In size of 500x500 (in pixels)

(Image should be in .PNG).

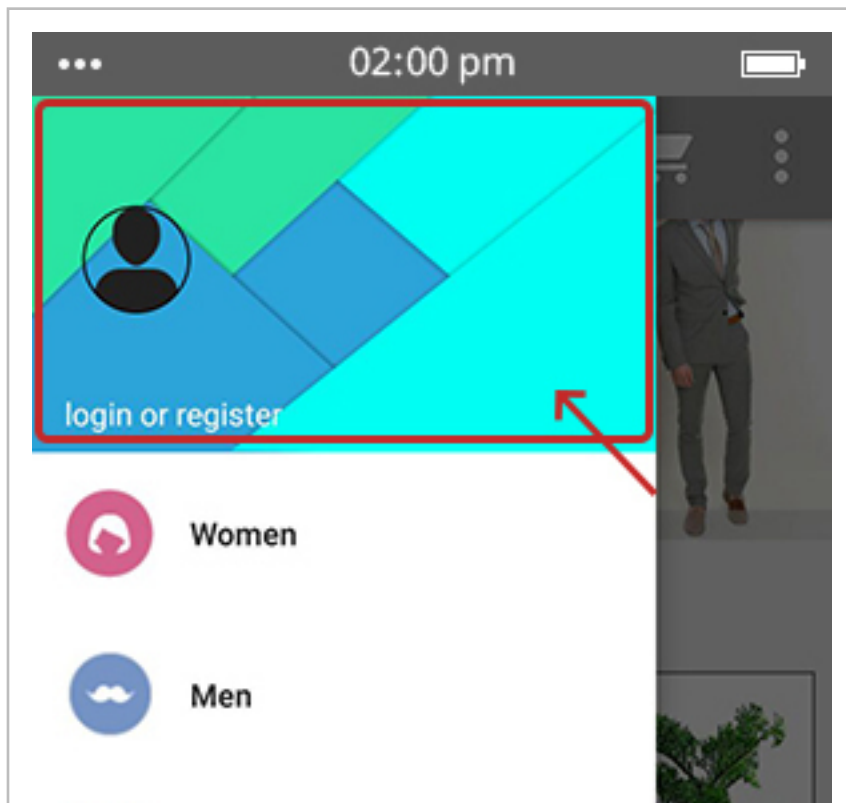


10. Banner for Navigation Drawer

In size of 800x400 (in pixels)

(Image should be in .PNG)

The navigation drawer is a panel that displays the app's main navigation options on the left edge of the screen and this navigation panel contains a banner a top of the panel.



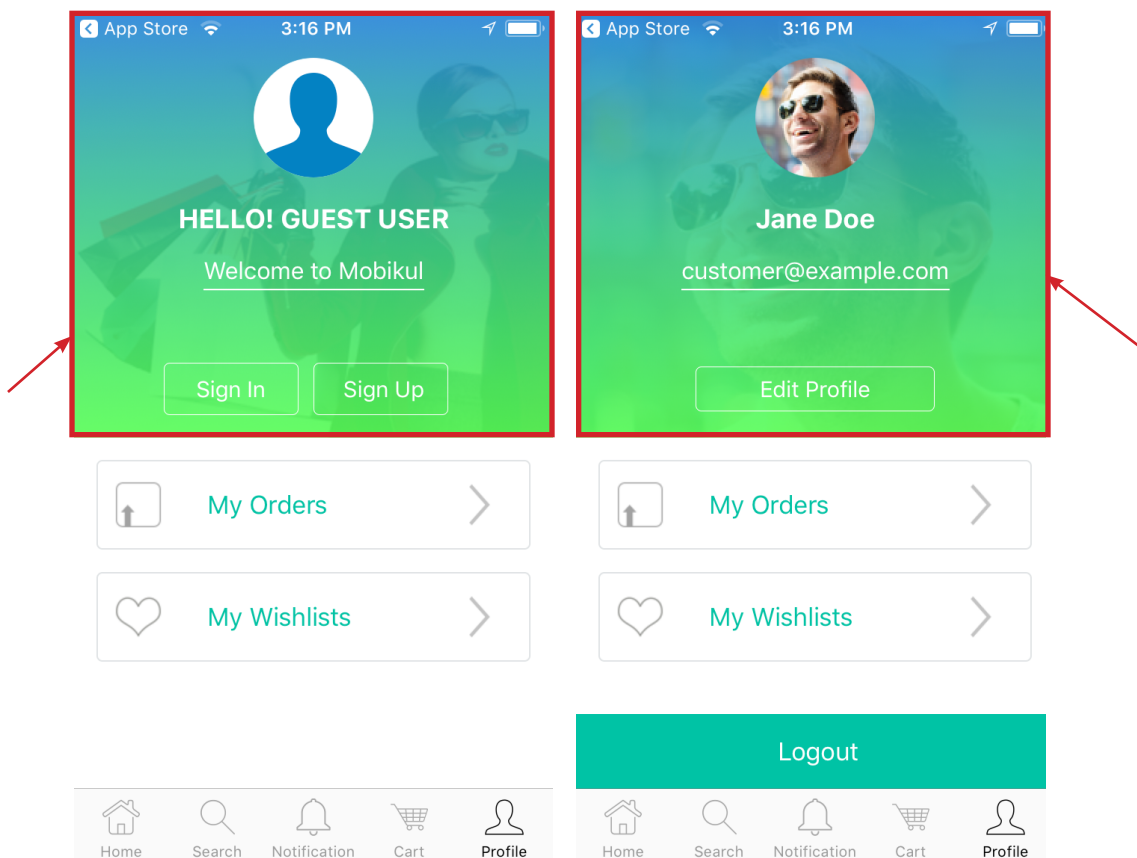
11. Profile banner image at Login & Logout page

In size of 700x700 (in pixels)

(Image should be in .PNG)

These images are used at Login and Logout page as per the screenshots or demo design. (This is only for iOS Application).

Make sure that the images will not include any name like screenshots: Hello! Guest User, Welcome to Mobikul, SIGN IN or SIGNUP etc. These are text content here which are not the part of images.



Note : Please [click here](#) to know more the additional information of the Mobikul Mobile App builder

Required iOS Resources

These details are required to provide you the iOS test application.

01. iOS UDID

Each iPhone or iPod Touch has a Unique Device Identifier (UDID), which is a sequence of 40 letters and numbers that is specific to your device. It's like a serial number but much harder to guess. It will look something like this: 2b6f-0cc904d137be2e1730235f5664094b831186.

When you will provide UDID of your iOS device so that we can send to you the test application. From the test application, you can test your application before published to the public.

You can visit this link to understand more about UDID - <http://whatsmyudid.com/>

02. Developer Account

For iOS Application, it is mandatory to provide the Apple Developer account. If you don't have developer account yet then please visit the following link to know more - [By Clicking Here](#)

Please remove two-way authentication before providing credentials.

Publish Through Webkul Google Play Account

These details are required - when customer select 'Publish Through Webkul Google Play Store Account' from 'Publishing Information'.

Note: Make sure your app is compliant with the [Impersonation and Intellectual Property policy](#) and all other policies listed in the [Developer Program Policies](#). Remember additional enforcement could occur if there are further policy issues with your apps.

01. Application Title for Play Store

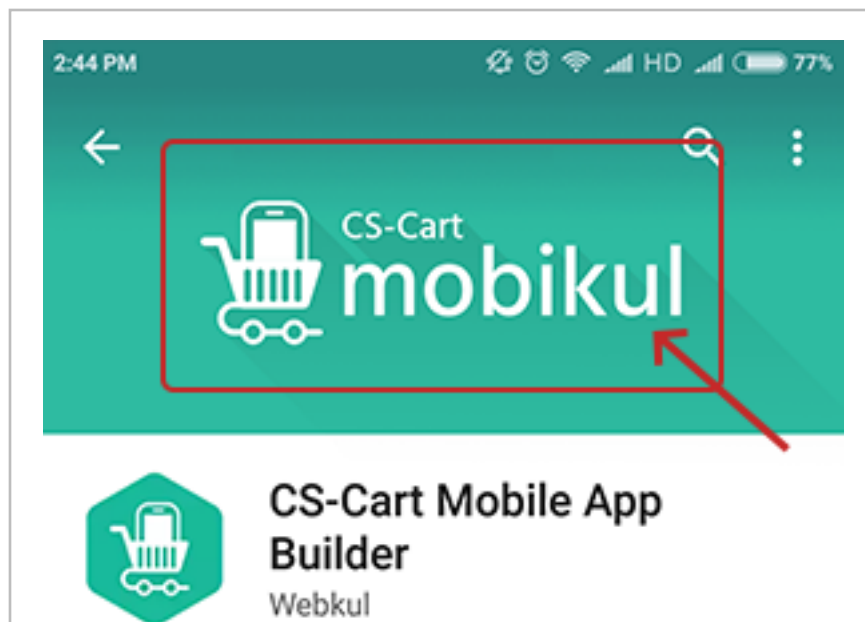
Example : CS-Cart Mobikul Mobile App

02. Short Description maximum in 80 characters for Play Store

03. Full Description maximum in 4000 characters for Play Store

04. Feature Graphic Banner for Play Store

In size of 1024x500 (24 bit / .PNG or with no alpha).



05. Application Screenshot images maximum 8

(after configuration of app, including both Mobile and tablet for Play store).

06. Icon Image for Play Store

In size of 512x512 (32 bit / .PNG with alpha).



Publish Through iTunes Store Account

These details are required - when customer select 'Publish Through iTunes Store Account' from 'Publishing Information'.

Note :

(1). In regards to section 2.3.10, we also understand your app is selling third-party product, however, imagery of these third-party products should not be included in your screenshots displayed on the App Store. Please revise your screenshots to remove the third-party products imagery.

(2). If you have chosen the Publishing Information - "Publish Through Webkul Google Play Store Account" then we will also publish the iOS App under the section 1.2 of Program License Agreement (PLA). The PLA is updated agreement of the Apple to publish the iOS App to App Store account. Please visit the following link to know more about this updated policy - <https://mobikul.com/apple-updated-policy-itune-store-publish-app/>

(3). For those who chosen **Publish through self account** please provide the iTunes Store credentials or add mobikul account (mobikul@webkul.com) as team in your **Organization account**. It is required to configure the FCM to the App, and also to run the source code in your Xcode environment (if you have purchased the app with source code).

01. Five screen shots of application for each screen size mentioned below:

- 5.5" (1242x2208)
- iPhone X 5.8" (1125x2436)
- iPad Pro 12.9" (2048x2732)

Please provide the required screenshots in each screen size to publish your application.

NOTE: You need to provide these images after we will you the application for testing purpose.

02. Description

Please provide a description of your application or Store and the description of what your app is about.

03. Keywords

Please provide useful search engine keywords which can help your customers to find the application over the different search engines like Google, iTunes Store, Safari etc.

04. Support URL

Support URL which helps your customers to reach you and your Store regarding any queries. It can be your Store URL and any other URL so that customer can report or can generate any query for the application.

05. Privacy policy

Please provide the privacy policy regarding the application or your Store.

06. Copyright

Please provide the copyright details of your application or store.

07. Contact Information

(required for publishing your application)

- [First name.](#)
- [Last name.](#)
- [Phone number](#) (a valid phone no. with the country code).
- [Support email](#) (a valid email ID so that customers can contact you regarding any support or query).
- [City, State, Zip, and Country.](#)