

Bagisto[®] Mobikul Mobile Application



Prerequisite

Pre-Requisite Form

Congratulation for the Purchase!

Now let us know your preference for the creation of the app. Kindly fill in, the Prerequisite form to share the details according to which the personalized app will be created for you- <https://mobikul.com/prerequisite-form-builder/>

Do remember, that you need to submit the details using this form only. No text file or ticket with details will be accepted. However, if you are having any query with regard to the form you can share it on support@webkul.com.

Basic Details To Configure Application

These details are required to check the synchronization between web store and mobile application.

1. Admin Details

- [Admin Login URL](#)
- [Admin Username](#)
- [Admin Password](#)

2. Website URL

3. Initialization Details

- [SFTP/SSH Details](#)
- [SSH Host](#)
- [SSH Port](#)
- [SSH username](#)
- [SSH Password or Private Key and it's Passphrase](#)
(To install server end plugin)

Make sure our IP's are whitelisted else SFTP and SSH connection will not take place (IP's are-115.113.191.18, 103.80.65.178 , 122.184.75.2)

4. Key Store Credentials

- [First Name And Last Name](#)
- [Organization Unit](#)
- [Organization Name](#)
- [City or Locality](#)
- [Country Code \(XX\)](#)
- [State or Province](#)

This information is required to generate a digital certificate that provides you ownership and right on the application.

For clarification, please refer: <https://mobikul.com/knowledgebase/key-store-credentials-pre-requisite-pdf/>

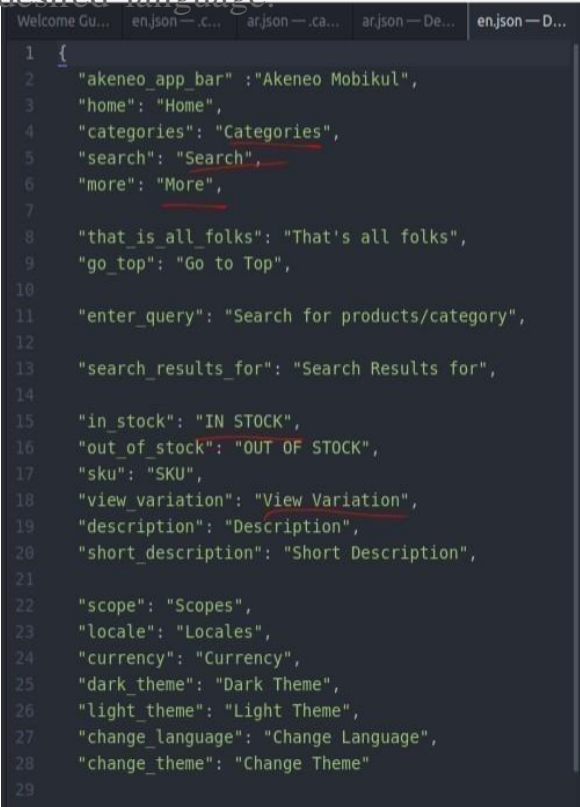
5. String files for language translation

Our mobile app supports RTL languages. The app can set up to be your desired language.

Translation-

For this, we will provide you .json file in the English language. After that, you need to translate the right side keywords of the .json file in your desired language. With the help of that, we can translate the application in your

desired language.



```
1 {
2   "akeneo_app_bar" : "Akeneo Mobikul",
3   "home": "Home",
4   "categories": "Categories",
5   "search": "Search",
6   "more": "More",
7
8   "that_is_all_folks": "That's all folks",
9   "go_top": "Go to Top",
10
11   "enter_query": "Search for products/category",
12
13   "search_results_for": "Search Results for",
14
15   "in_stock": "IN STOCK",
16   "out_of_stock": "OUT OF STOCK",
17   "sku": "SKU",
18   "view_variation": "View Variation",
19   "description": "Description",
20   "short_description": "Short Description",
21
22   "scope": "Scopes",
23   "locale": "Locales",
24   "currency": "Currency",
25   "dark_theme": "Dark Theme",
26   "light_theme": "Light Theme",
27   "change_language": "Change Language",
28   "change_theme": "Change Theme"
29 }
```

You need to translate keywords which are on right side(underline)

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

Required Images and Resources

These details are required to personalize your mobile application.

1. Title of the Application

2. Logo for Application

In size of **256x256**(in pixels).

Image should be in .PNG format

The application logo represents your brand or company. It will be visible at top of the home screen of your app.



3. Theme selection

Please follow the link to submit your details-

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

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

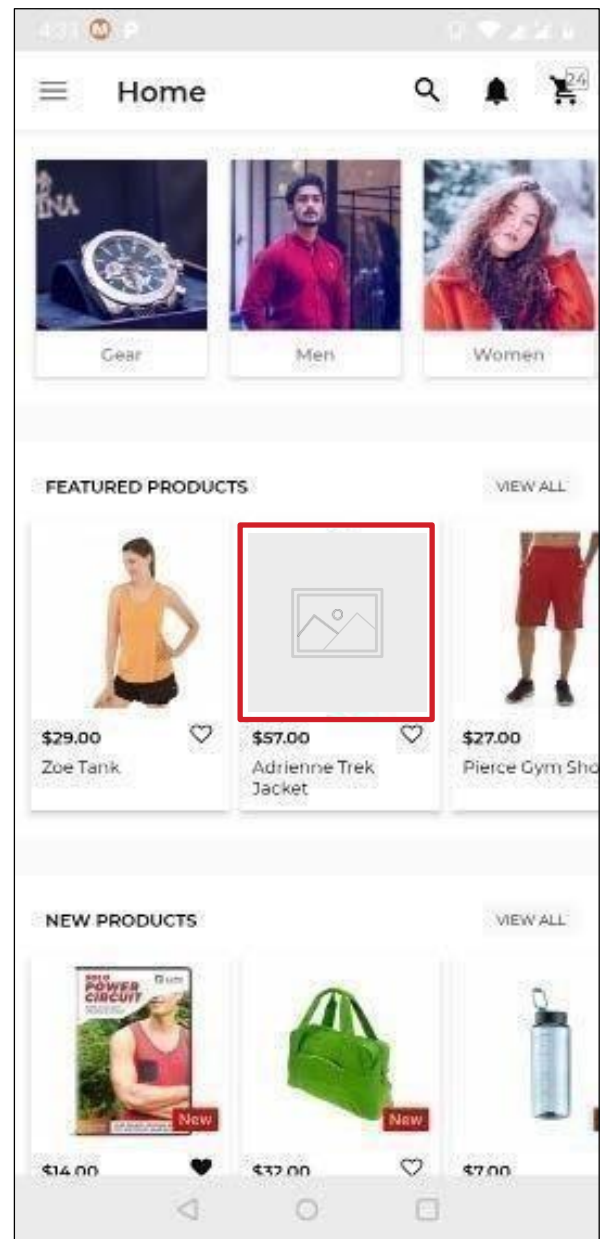
5. Image for placeholder

In size of **500x500** (in pixels).

(Image should be in .PNG format)

An image placeholder is a dummy image designed to draw attention to the need for an actual image.

A placeholder acts as a temporary image until the permanent image is available.



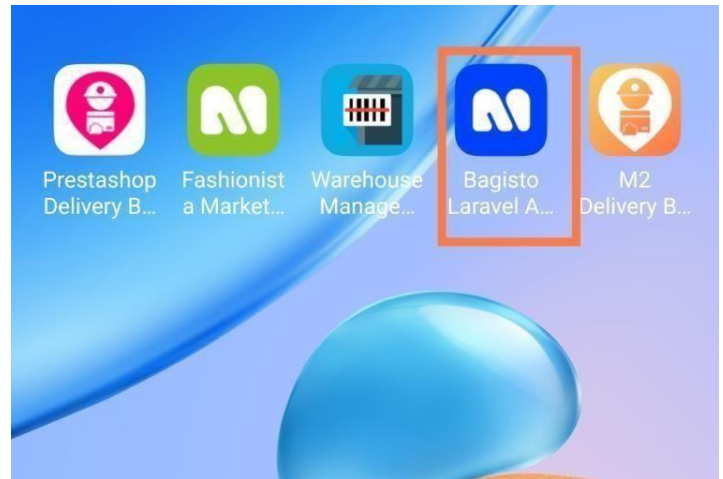
6. Launcher icon for application

In size of 500x500(in pixels).
Image should be in .PNG format

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.

The app launcher icon is the first look that prospective users will get of your app on Google Play and App Store.

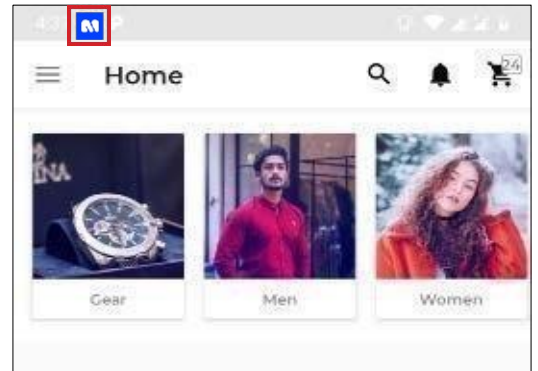


7. Icon for Status Bar

In size of 256 x 256 (in pixels).

Image should be in .PNG format.

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.



8. Image for splash screen

For Android

In size of 1280x1920 (in pixels)

Image should be in .PNG format

For iOS

In size of 640x1136(in pixels).

In size of 750x1334 (in pixels).

In size of 768x 1024(in pixels).

In size of 1125x2436(in pixels).

In size of 1242x2208(in pixels).

In size of 1536x2048(in pixels).

In size of 1242x2688(in pixels).

Image should be in .PNG format



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

9. FCM Configuration

Firebase Cloud Messaging (FCM) is a cross platform messaging solution that lets you reliably deliver message. There are 3 requirements to configure FCM.

- **Google-Services.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.

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.

10. Google Map API

Please provide the Google Map API. The Google Maps API is a powerful, popular mapping API.

If you don't know how to get Google Map API please click on the following link - <http://mobikul.com/knowledgebase/get-create-google-map-api-key/>

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

11. Tester Policy for Google Play

Requirement - You need to share 20 email ids of Android users with us. This is needed due to the Google Play policy.

Users who created personal accounts after November 2023, will need to comply with certain testing requirements before they can release their app on Google Play. Before submitting an application to be published to production, we need to conduct a closed test. Your closed test needs to have at least 20 testers/persons opted in. 20 tester means 20 users using Android, you will share their emails to us and then they will get a link to opt for closed testing of the app. They must remain opted-in for 14 days continuously.

Then only you can apply for production access to publish the app on play store. For more details please check - <https://support.google.com/googleplay/android-developer/answer/14151465>

Note: If you order app publishing from us then only you need to provide us the email ids otherwise you can follow the same thing by yourself while publishing your app.

12. Payment Method

As per our policy, we provide one payment gateway integration in mobile applications. Please let us know which one you want but the same payment gateway must be working on your website.

Do provide us the updated SDK link and proper documentation for both the platforms Android (if you don't have one you can ask support they will provide you). If the SDK is not available for any one platform, then we will implement the payment method by web view.

To know more about Payment Gateway Integration using SDK or Web view refer here - <https://mobikul.com/knowledgebase/webview-vs-sdk/>

Note- At the time of implementation if we will face any issue regarding SDK we will need to contact with the support team of payment gateway and in this case, the delivery time will extend as per the responses from the support team.

The time taken for the integration of a Payment Gateway is not the part other basic configuration of the application.

13. Developer Account

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

For the configuration of your iOS Application, we need the following login details of your own Apple Developer Account.

- 1) Apple Developer Account Username
- 2) Apple Developer Account Password

OR

Please send an invitation to our Apple Developer account with account holder access social.mobikul@webkul.com

To accept the invitation we would like to know below details

1. Your organization name
2. Your account name

Note: Without these details, we cannot configure your iOS application and share the iOS build with you.