

Changing package name & exporting

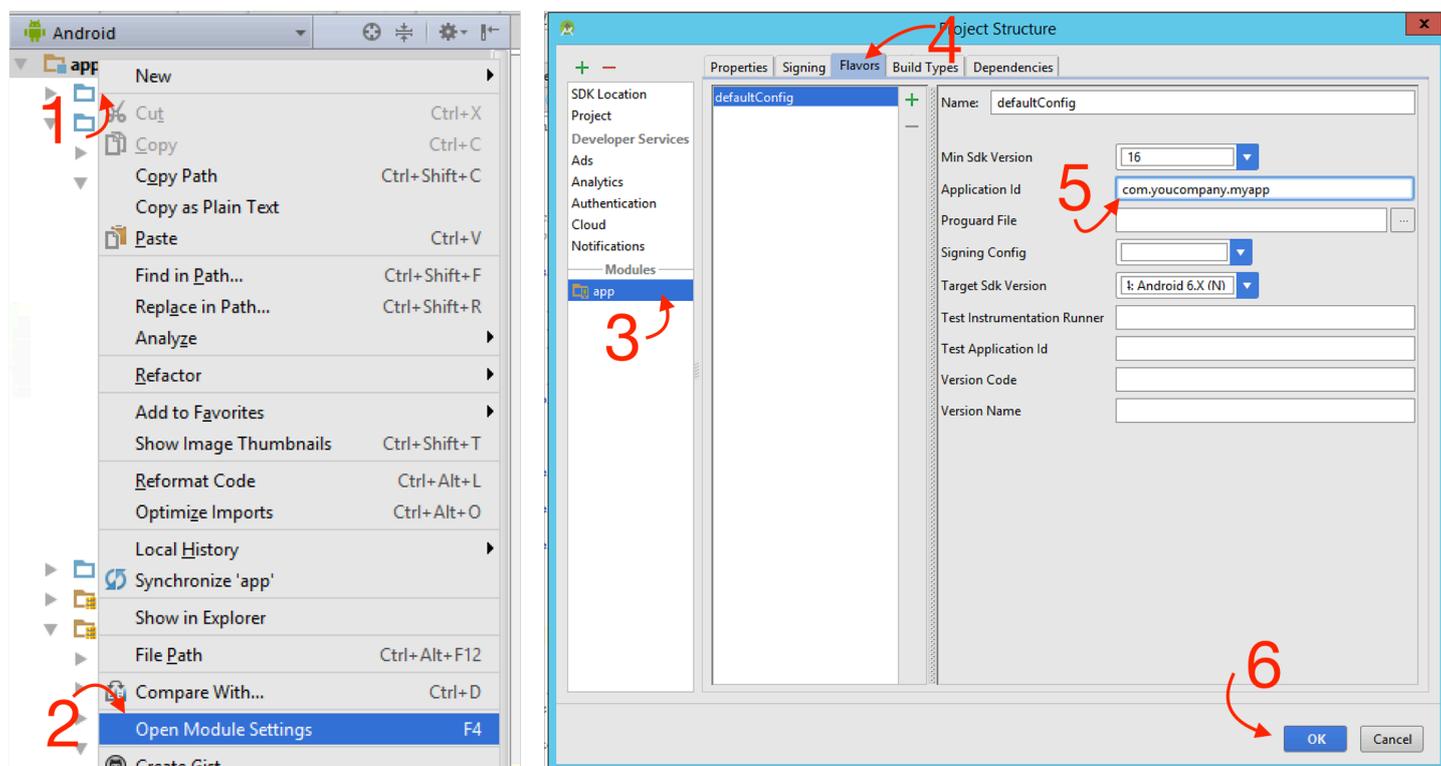
(/support/documentation/index.php/universal/6-changing-package-name-exporting)

Before we can submit our app to the play store, you have to change your package name and compile your application.

Changing the package name

The package name is you apps unique identifier. The package name of your app is usually formatted like a reverse domain name and should always be unique to your app. E.g. com.yourcompany.yourappname.

1. Right click on the root folder of your project.
2. Click "Open Module Setting".
3. Select the module 'App' if it is not already selected
4. Go to the 'Flavours' tab.
5. Change the applicationID to whatever package name you want. Press OK.
6. Press OK.



Translating If you would like to translate your app, you can do this in Strings.xml

Removing permissions

If you don't use the In-App purchase functionality of Universal, open up Manifest.xml and remove the line below:

```
1 | <uses-permission android:name="com.android.vending.BILLING" />
```

Compiling our app

Exporting



In this step we are going to create an apk, and you can run it on your phone!

1. Make sure your project is selected.
2. Click Build > Generate Signed APK.
3. Follow the onscreen instructions to create a keystore, this is only required once. Save the keystore on a safe place, otherwise you won't be able to update your app.
4. Export the android application to a location (desktop for example).

You can now put this file: Xxx.apk on your phone, you will be prompted to check the unknown sources checkbox if you have not checked it already, you users won't have to do this if they download the app from the google play store.

Run directly You can also connect your phone to your PC and run the app directly using Run > Run "App" (you can also debug using Run & Logcat).