



Create your own Comic Book

Application for Android.

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Comic Book Reader

1. Create files.
2. Add files to project.
3. Configure Application.
4. Test and Create apk.

Create Files:

Create the pages of a comic book as images in JPEG format with 1024 x 768 resolution. The following format should be strictly followed.

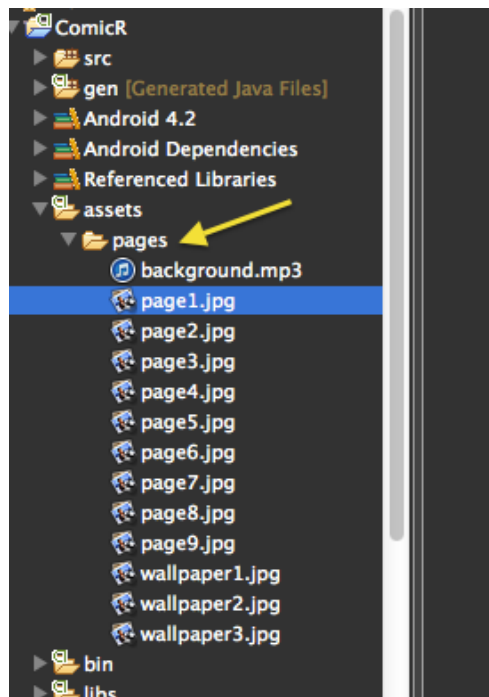
Description	Filename
Comic book pages in JPEG format	pageX.jpg
Optional Wallpaper pages	wallpaperX.jpg
Background mp3 file	background.mp3

(Where X is the number of the page, or activity sheet)

NOTE: Filenames are case-sensitive. All filenames must be lowercase. Also, don't include leading zeros in your page numbers – page1.jpg is correct, page01.jpg is not correct. If for any reason your files are not loading, please check the filenames.

Add files to project:

1. Download and open the project in Eclipse.
2. Drag and Drop files in /assets/pages folder.

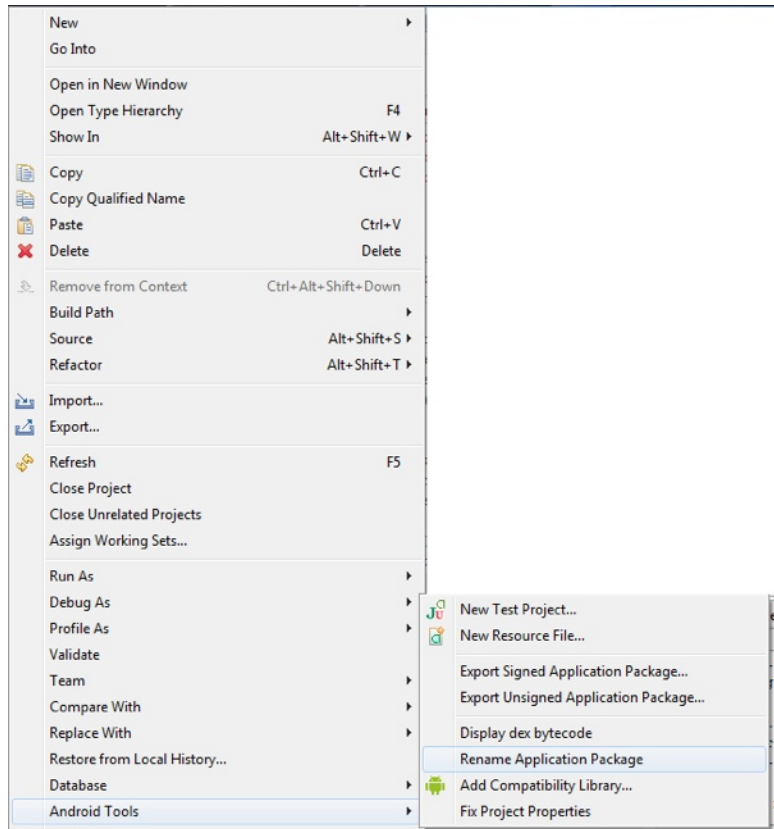


Configure Application:

1. Change package name.

Google play store recognizes each application with its unique package name.

- Right-Click on the project named ComicR.
- Go to Android tools.
- Click on Rename Application Package.
- Create your own package name.



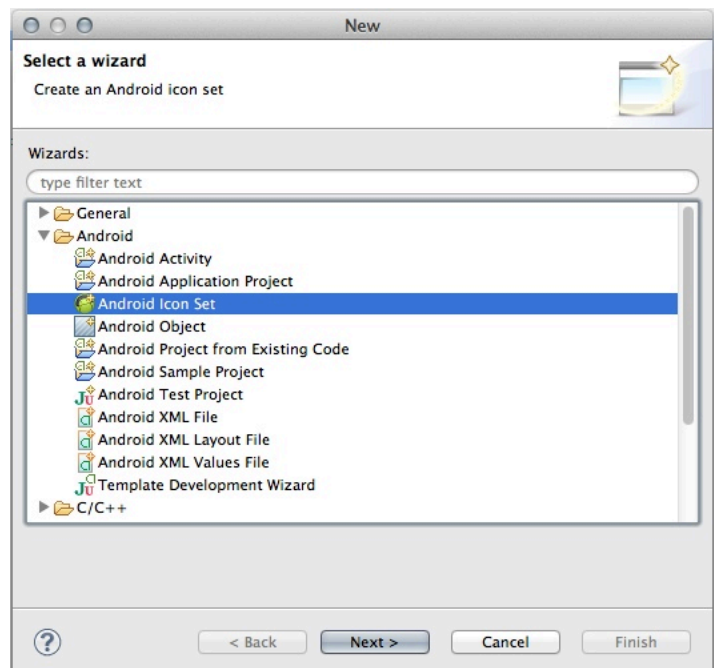
2. Change Application name.

- In the project go to folder /res/values.
- Open file strings.xml
- Change the value of app_name to your own application name.

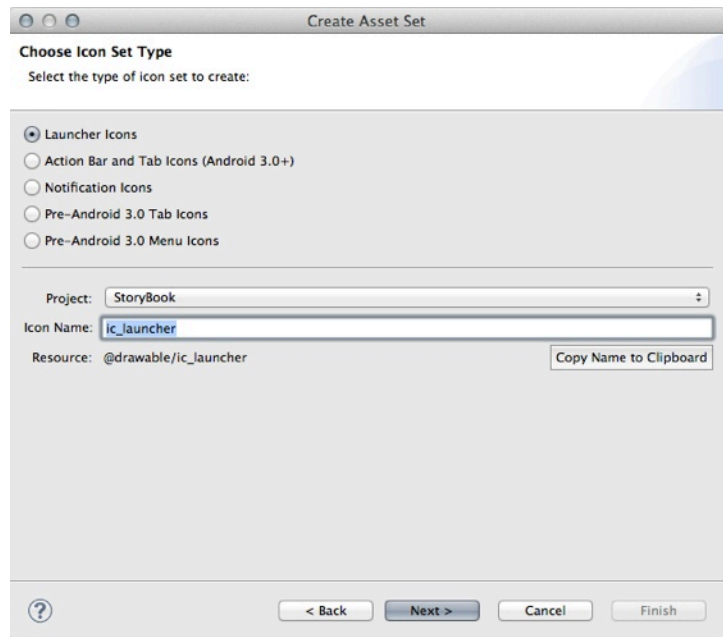
```
<string name="app_name">your_application_name</string>
```

3. Add Icon.

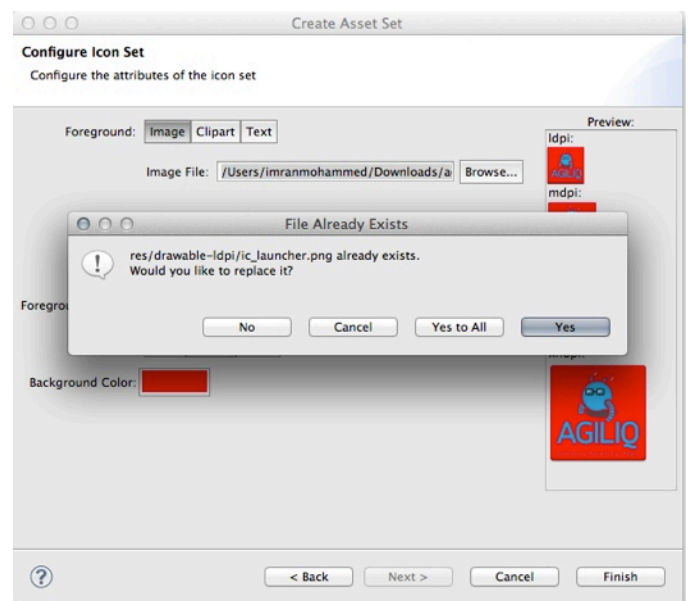
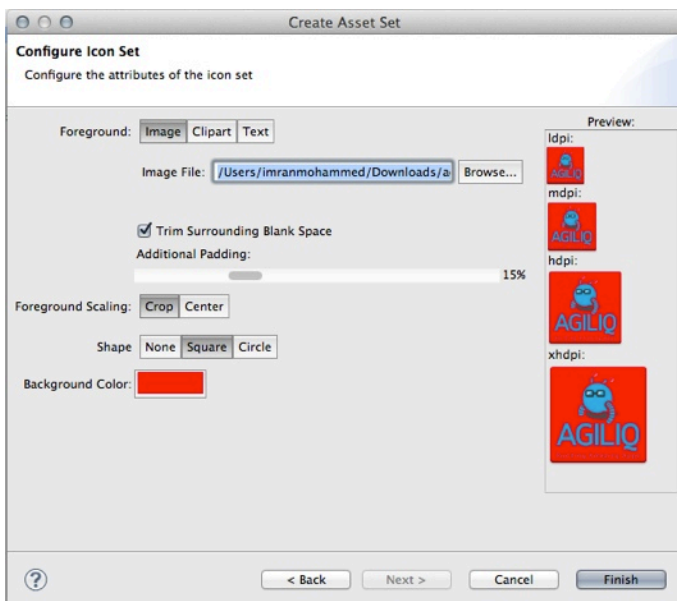
- Right-Click on the project ComicR.
- Go to New -> Other
- Choose Android Icon set from the wizard.
- Click Next.



- Select Launcher Icons
- Project = ComicR
- Icon Name = ic_launcher
- Click Next



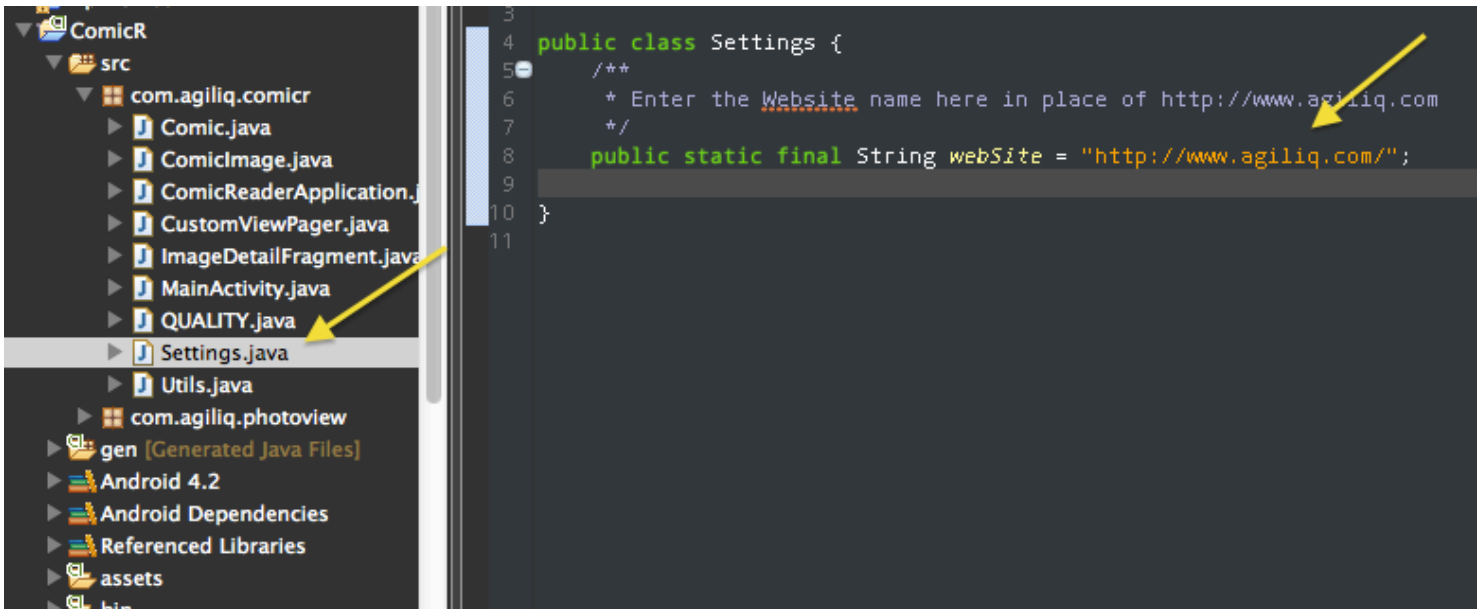
- Go-to Image and choose your icon from the path.
- Click on finish and Yes to all.



- In Eclipse menu go to Project -> Click on clean. Cleans the projects loads new values. Removes any errors due to changes in Icon.

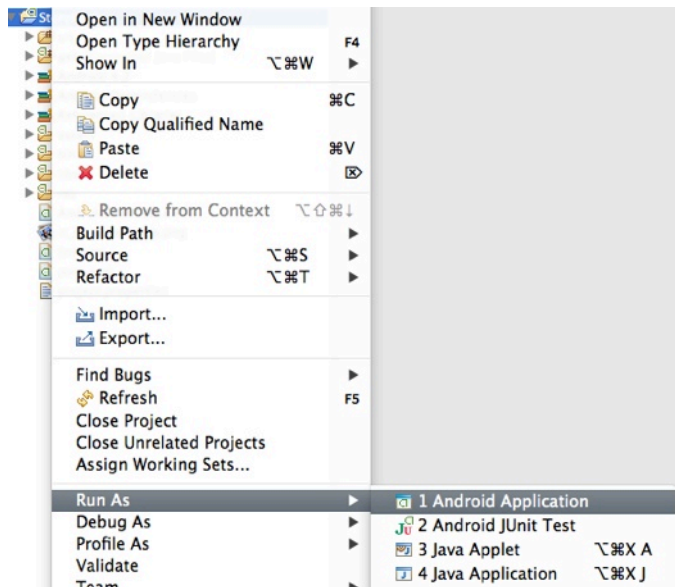
4. Rename Website:

- Open file Settings.java
- Enter your website in format. http://www.your_website.com



Test and Create apk:

1. Right-Click on the project.
2. Go to Run As -> Android Application.
3. Test the application.



4. Sign the application to publish in Google Play.

