

Remote Json

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Getting started

Remote json is a file with .json extension that is used for main settings within the app such as app settings, ad networks, site url, custom categories and other related settings. The remote json file can be found in the **config_json** folder with the default file name being **config.json**, you can rename the file as needed.



There are two JSON configuration options that can be used in the app: online (highly recommended) or offline. The online JSON option is highly recommended because you can control or update data in real time without having to release an app update once it has been published on Google Play Store. With the offline JSON option, if you want to change data in your app, you must release an app update.

Online JSON

To enable online remote json, make sure **ENABLE_REMOTE_JSON** in the **Config** file is set to **true**.



Upload Json

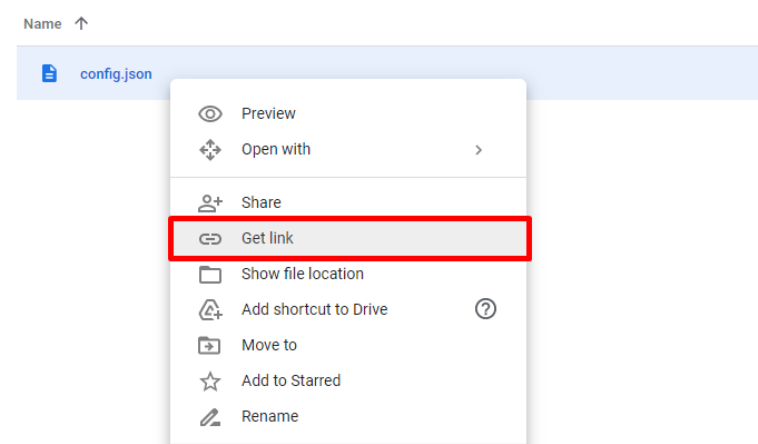
You can upload the **config.json** file on **Hosting, Google Drive account, Firebase Storage, RAW Github** or other online storage and make sure the storage service supports file access via URL directly.

Hosting

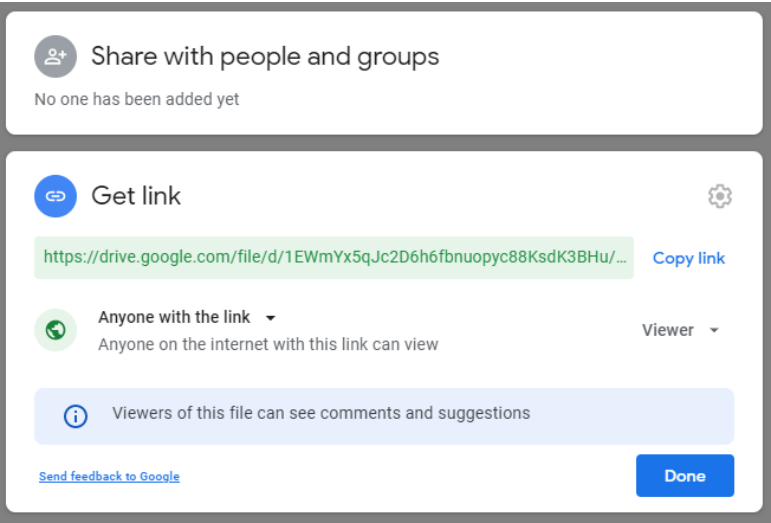
Login to your Hosting account and upload **config.json** file in your hosting via **File Manager** or **FTP Server** and get the json file url.

Google Drive

If you choose to upload the **config.json** file in your **Google Drive account**, you need to do some configuration below :
Login to your Google Drive account and upload **config.json** file in any place or folder, then **Right click** the file and select **Get link**



Change the file access permission from **Restricted** to **Anyone with the link**, then click **Copy link**



If you have got your Google Drive Shared Link or File ID, there is still the next step, which is to get your **Access Key**. It's requires your Item Purchase Code, Google Drive Shared Link or File ID for your JSON file remote configuration and the package name of the application you want to create.

Json structure

Example Url

<https://raw.githubusercontent.com/envato-market/codecanyon/solodroid/the-single-stream/config.json>

Access Key

Access Key is a unique key which is used to allow application to connect with json file for remote configuration.

Why use Access Key?

- Validate that you are an authorized buyer who is entitled to use the application because required Envato Item Purchase Code to generate Access Key
- More secure because json url for remote configuration is encrypted

To generate your Access Key, please click the link here:

[Solodroid – Access Key](#)

Solodroid1/1Buy our products

Generate Access Key

Enter your Envato purchase code here to verify your purchase

Enter your purchase code

JSON Url, Google Drive Shared Link or File ID

Enter your JSON Url, Google Drive Shared Link or File ID

applicationId (Package Name)

com.domain.appname

Generate My Access Key

Success Generate Access Key!

VFZWVldHSlidRfJPV0VaTFdYcEtSVTV0WnpKYWJvcDFArmMIZDJWVFRUUIBSWF12V2tWemVsRnJhREZlTWtaMkwZDRjRmt5UmpCaFZ6bDFVMWRTWmxreU9YUklVVoZWtBNMWFXSkhPVzVhTWxaNVltMvNmkl5Um5kalixSnNZbGM0UFE9PQ==

Copy your generated Access Key > open Android Studio project and navigate to **res/values/config.xml** file and put your Access Key to the **acess_key** string tag.

Android

app

manifests

java

com.app.thesinglestream

activities

adapters

callbacks

database

fragments

listener

metadata

models

notification

rests

services

utils

webview

Config

java (generated)

assets

res

Config.java

1package com.app.thesinglestream;

2

3import com.app.thesinglestream.utils.Constant;

4

5public class Config { 27 usages

6

7//set true to enable json remote configuration with access key

8//set false for offline json configuration from assets folder

9public static final boolean ENABLE_REMOTE_JSON = false; 1 usage

10

11//only used when remote json is enabled

12//generate your access key using the link below or check the documentation for more detailed instructions

13//https://github.com/envato-market/codecanyon/solodroid/the-single-stream

14public static final String ACCESS_KEY = "WVVoU01HTkLUVFPnZVRsNVdWapKvm95YkRcaFNGWnBaRmhPYkdOdFruWmLibEpzWW01UmRwa3LPWFJNTWxaMVPpHHUdNR0o1TVhSldFi

15

16//radio streaming timeout connection, in milliseconds

17public static final boolean ENABLE_RADIO_TIMEOUT = true; 3 usages

18public static final int RADIO_TIMEOUT_CONNECTION = 30000; 1 usage

19

20//display album art metadata with parameter : Constant.CIRCLE or Constant.SQUARE

21public static final boolean CIRCULAR_RADIO_IMAGE_ALBUM_ART = Constant.SQUARE; 1 usage

22

23//radio will stop when receiving a phone call and will resume when the call ends

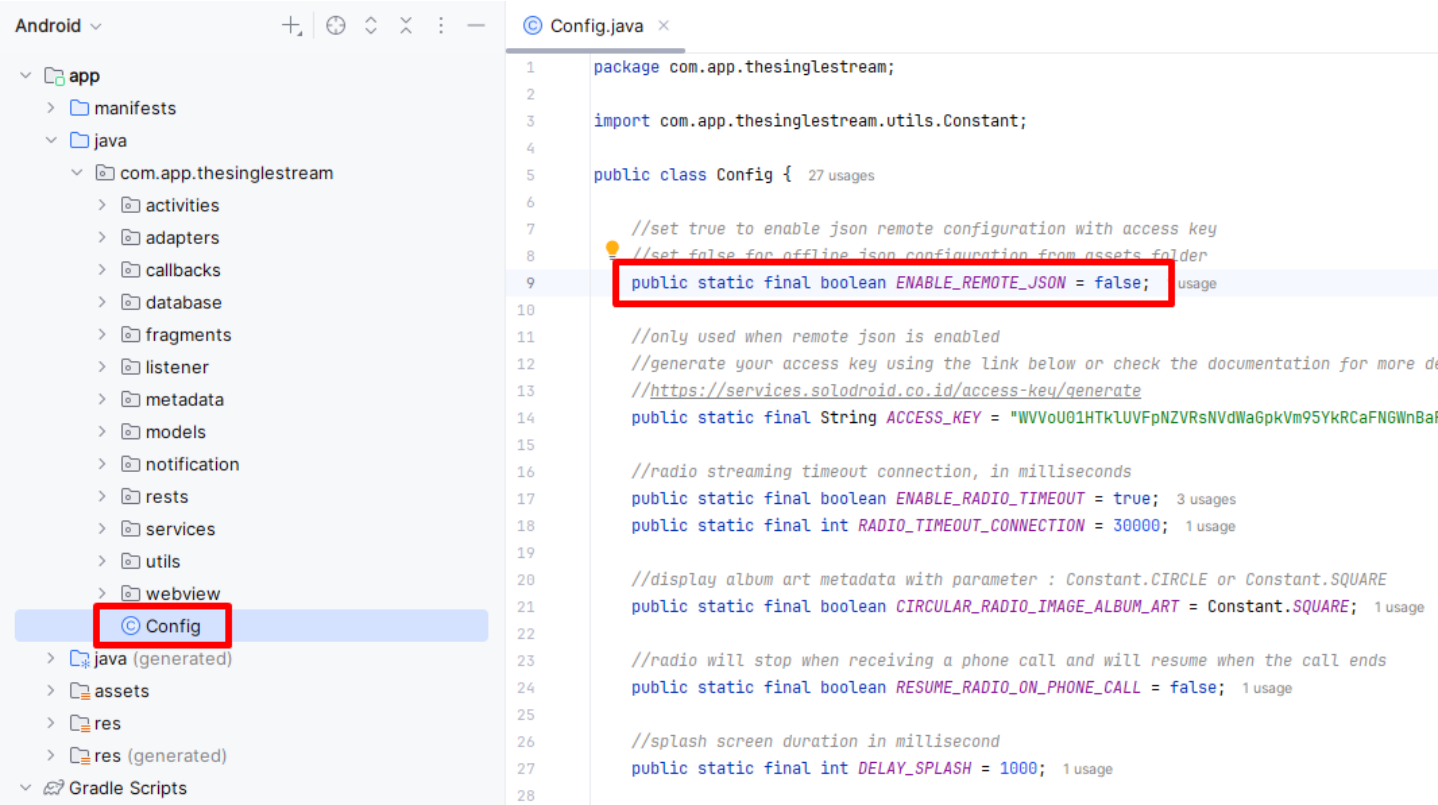
24public static final boolean RESUME_RADIO_ON_PHONE_CALL = false; 1 usage

25

26//enlash screen duration in millisecond

Offline JSON

To enable online remote json, make sure **ENABLE_REMOTE_JSON** in the **Config** file is set to **false**



Then open the **assets/config.json** and adjust the app settings in the **config.json** file according to the data requirements of the app you want to create.

