SPRYLAB | Purple DS

Purple DS® Handbook, Version 3.1

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1 GENERAL

This handbook provides an overview of Purple DS® Publishing Suite (https://www.purplemanager.com/). You can find additional information in our support forum (https://support.sprylab.com) or in our technical documentation as well (https://docs.sprylab.com/).

1.1 Purple DS Overview

With Purple DS® Publishing Suite, you can quickly and easily create your own apps and interactive content: Purple DS® Publishing Suite offers everything you need to create, manage, and publish high-quality, mobile content.

1.1.1 Purple DS® Tools

Our three key products are fully interconnected with each other and offer a seamless user experience for maximum freedom and creativity:

Purple DS® Composer

Purple DS® Composer is our innovative and yet easy design environment that you can use to create interactive and animated content. Convert your existing content into digitally optimised and attractive formats, or simply create new, inspiring, native content. Everything is possible: from simple interactions to sophisticated animations with a fully integrated keyframe amination tool.

Purple DS® Templating Client

Purple DS® Templating Client is our revolutionary tool that you can use to effortlessly convert InDesign® print layouts into mobile-optimised layouts for tablets and phones. Furthermore, the Templating Client structures your InDesign® content during the transformation. Once structured, the content can be re-used as an XML file in any third-party system.

Purple DS® Manager

Purple DS® Manager is our intuitive web management tool, with which you can create native apps and manage its content, users, payments, advertising, and much more. Create single-issue, newsstand, or newsfeed apps in only four steps. If you use existing systems for user management, ad servers, or analysis tools, they can be fully integrated.

1.1.2 Purple DS® Workflows

With Purple DS®, you can use a multitude of production processes: from manual, pixel-accurate creation to fully-automatic production directly from your CMS or digital asset management system. All workflows are designed to create efficient, superb content.

To offer you maximum flexibility, all our workflows can be easily combined with each other.

Purple DS® Pixel Perfect Workflow

Create mobile content using Purple DS Composer. Either you import your project directly into the composer or you import existing content from InDesign or other sources.

This workflow offers personalised design options with the highest quality standards. More information on the Pixel Perfect workflow

Purple DS® Semi-Automated Workflow

Purple DS Templating Client and Purple DS templates make it easy and efficient to convert InDesign (print layouts) to mobile-optimised layouts for phones and tablets, incl. any interactions such as image galleries and videos. More information on the semi-automated workflow.

Purple DS® Automated Workflow

Connect CMS or DAM systems directly to Purple DS to allow for continuous and automatic article/content publishing directly in your app. More information on the automated workflow.

1.2 Creating a Purple DS Account

Before you can begin your first project with Purple DS, you will need a free user account. You can build as many test apps as you wish for free, and install and extensively test them on your device. Only the creation of a live app, e.g. to be published in the Apple App store or Google Play, will incur a fee.

To create a user account, please register on the website https://www.purplemanager.com.

After registration, you will receive a confirmation e-mail. Please activate your account by clicking on the button in the e-mail. Should this e-mail not arrive, please check your SPAM folder. You can also have the e-mail resent to you via Purple DS Manager.

After the initial login in the Manager, you will be guided by the App Wizard and create your first test app in four easy steps.

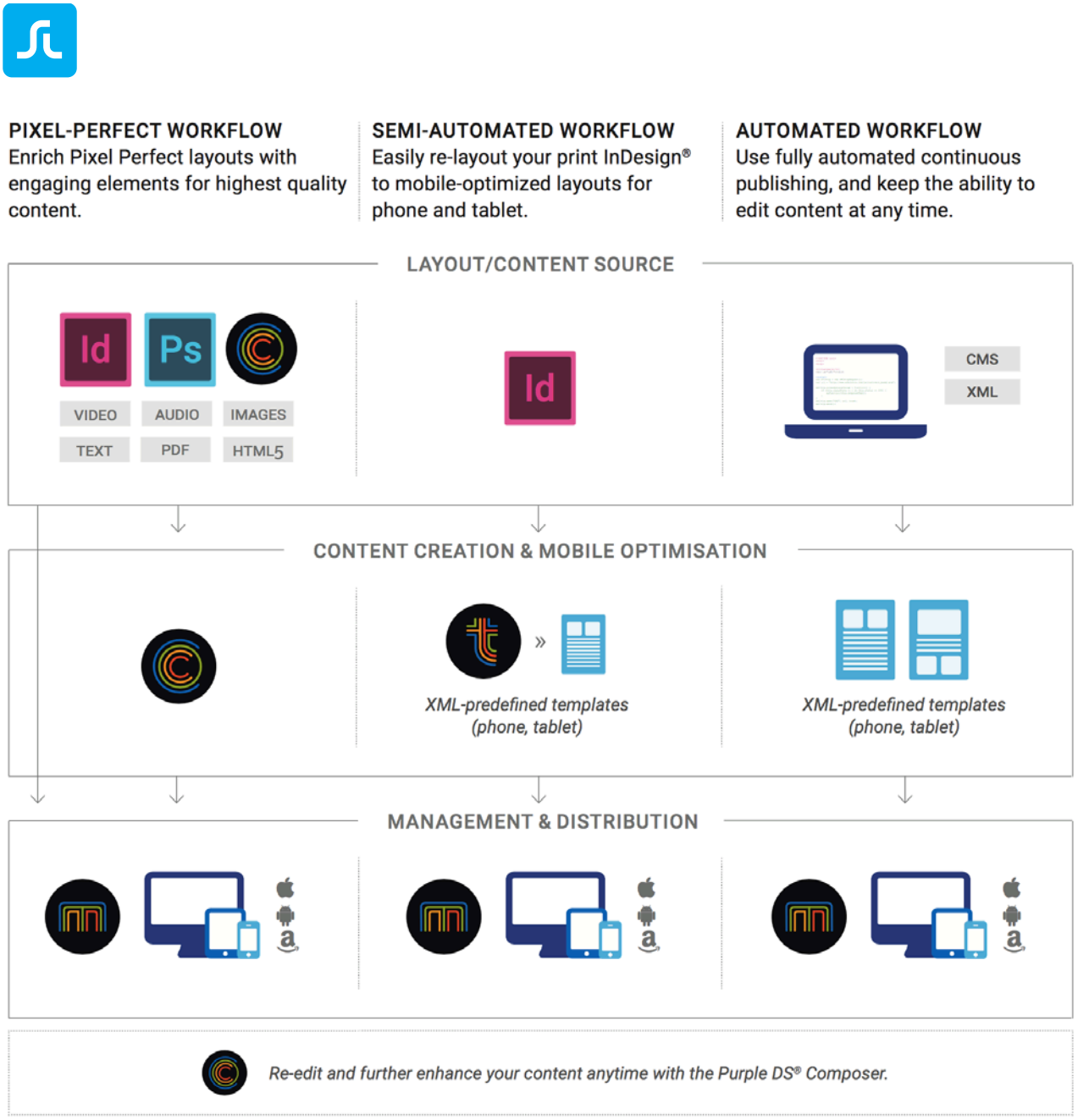
Next, we recommend that you download Purple DS starter kit (https://purplemanager.com/#composer), which contains Purple DS Composer for creating interactive content and the InDesign Plug-In to accept data directly from InDesign®.

1.3 Purple DS Workflows

The following will provide an overview of the various workflows that Purple DS supports. A distinction will be made between the pixel-perfect, semi-automated, and automated workflows.

Workflows can be combined with each other: An often-used combination is using the semi-automated workflow to transform print issues and simultaneously using the automated workflow to display the newsfeed in the same app (example: Auto Bild).

Another frequently used method is using the semi-automated workflows to efficiently convert print issues for the phone and tablet while simultaneously using the pixel-perfect workflows to individually design special articles.



1.3.1 Purple DS Workflows: Pixel-Perfect

The individual pixel-perfect workflow gives you full control: You can create your individual layout directly in the composer or import existing layouts and continue working while using this as a basis. All content can be expanded with interactive elements and animations, which lead to a very appealing and entertaining product.

By using Content Fit Strategies , pixel-perfect content can also be displayed on other screen sizes. When supporting various screen sizes (e.g. tablet and phone), the content should still be manually adjusted to various device classes. It is recommended that a layout for phones and an additional layout for tablets be created, if both device classes are to be supported. The semi-automated and automated workflow offer automatic creation of layouts for various device classes.

Examples of apps that were implemented using the pixel-perfect workflow:

- EPOS: Complex themes prepared with various interactive elements. (iTunes)

- Rolling Stone: Music magazine and topics such as literature, internet, and film in detailed, interactive stories (iTunes and Google Play)
- Empire: English magazine on films, bonus content, and star interviews with lots of prepared interactive elements. (iTunes and Google Play)

1.3.2 Purple DS Workflows: Semi-Automated

If you publish on a regular basis, it is often advisable to automate the process to the greatest extent possible.

If there is content in structured form, then full automation can be achieved using automated workflow. What if the content is only available unstructured, such as in an Adobe InDesign® document?

With Purple DS® Templating Client , you can quickly and efficiently structure data from InDesign®. Using individual templates for tablet and telephone, you can automatically generate a perfect layout for all device classes. The result: Significant cost optimisation and a perfect reading experience on all devices.

Examples of apps that were implemented using the semi-automated workflow:

- AutoBILD (Newsstand): The automotive magazine publishes issues of the print version in mobile-compatible layouts for smartphones and tablets in the app's newsstand. (iTunes and Google Play)
- Procurement Leaders: An English magazine about procurement (iTunes and Google Play)

1.3.3 Purple DS Workflows: Automated

With this option, you can publish content directly from any CMS, irrespective of whether it is a few articles or several articles per day. Perfect layouts for tablet and phone are automatically created for your content thanks to individual templates including every type of interaction or animation.

This high-frequency publishing process can be combined with a classic newsstand/a library. Although you are using templates, Purple DS® allows you to edit and expand the content using the composer at any time. Efficiency meets creativity.

Examples of apps that were implemented using the automated workflow:

- AutoBILD (Newsfeed): The automotive magazine publishes several articles per day in mobile-compatible layouts for smartphones and tablets in its app newsfeed. (iTunes and Google Play)
- SchauHin!: This app about online media and children publishes articles whose content is taken from the Typo3 content management system and automatically converted into mobile-compatible layouts for smartphones and tablets. (iTunes and Google Play)

2 Purple DS® Composer

2.1 Purple DS Composer: Installation and Update

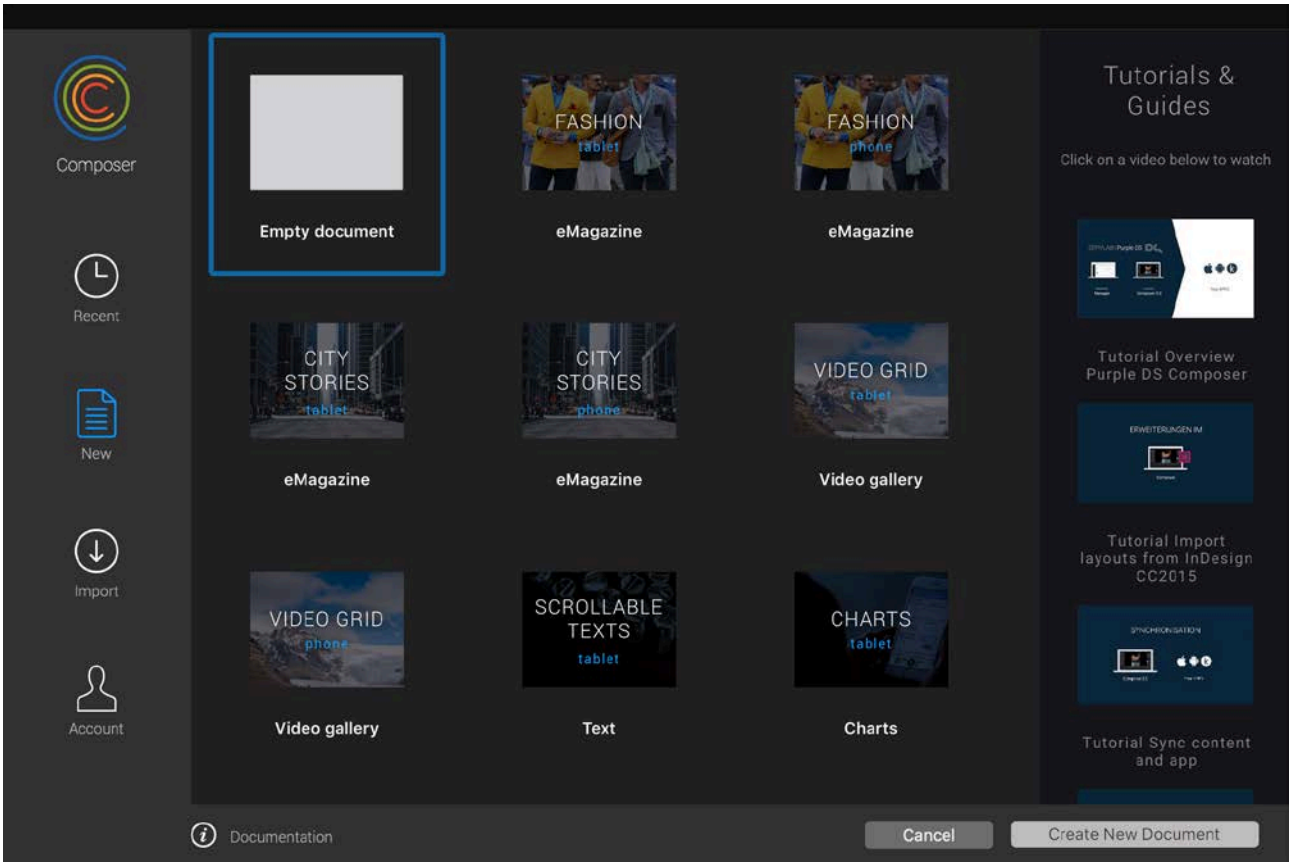
To install, download Purple DS Composer at https://purplemanager.com/ - composer . You will require an active Purple DS user account to do so. After downloading, open the ZIP file and begin the installation by opening the installation programme (Purple DS Composer-xxx.dmg).

Afterwards, you can start the composer and log in with your Purple DS user account.

Upon starting, the composer checks whether updates are available and then offers to install them. You can also manually check whether updates are available. To do so, simply open the composer and perform the “Search for Updates ...” function in the window menu under “Composer”.

2.2 Purple DS Composer: Start

Upon starting the composer, the following start dialog will be displayed:



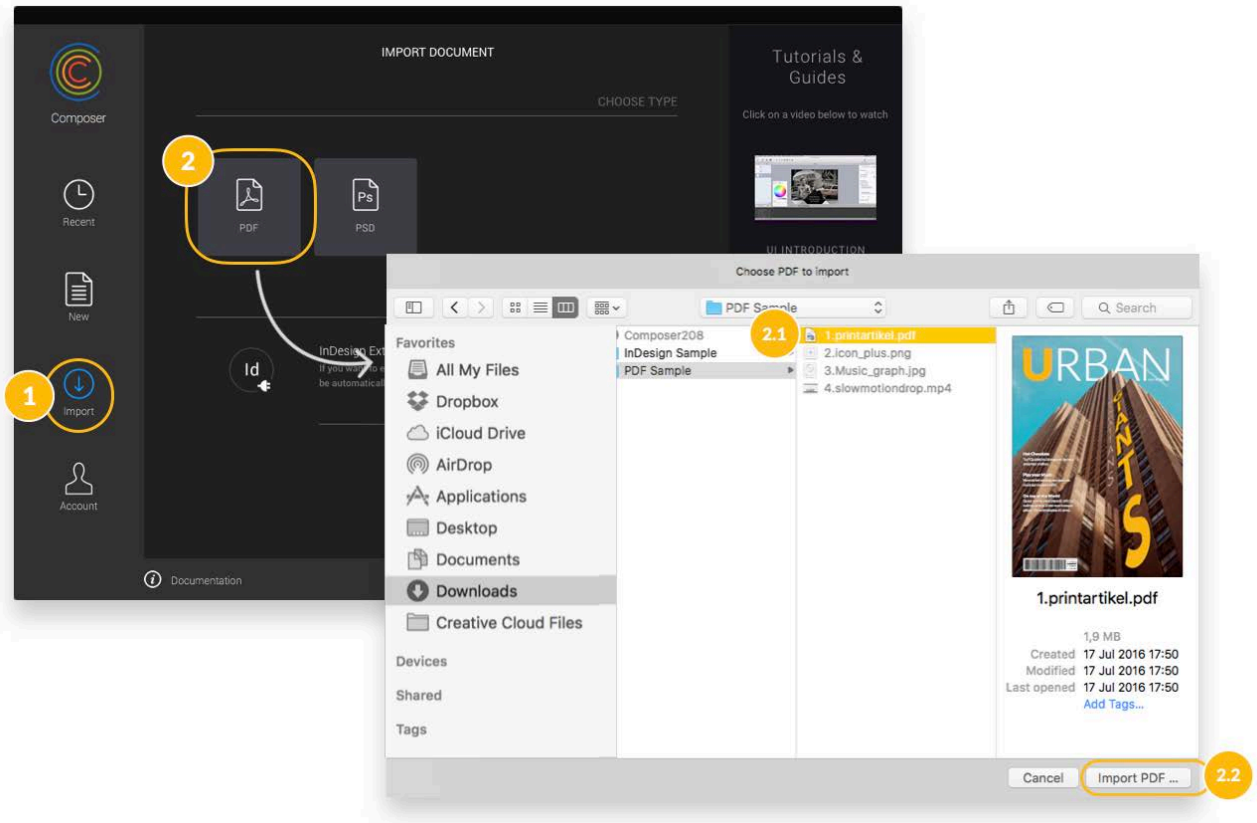
1. Used documents: Quickly access recently opened composer projects.
2. New: Create a new composer project (“Empty document”) or open one of the provided example projects (samples).

3. Import
    a. PDF: Select the PDF document that will be imported into your new project. Import settings (e.g. single pages or double page, zoom) can also be set. More information on PDF import
    b. Photoshop® (PSD): Import an Adobe Photoshop® file using this option. More information on PSD import
    c. InDesign® (INDD): Please use Purple DS InDesign® plug-in to import InDesign® files. It offers you extensive options for accepting InDesign® files.
4. Furthermore, the start dialog contains links to online documentation and video tutorials that will make it easier for you to get started with Purple DS.

2.3 Purple DS Composer: PDF Import

To import a PDF document, proceed as follows:

- Open the composer, select “Import” in the start dialog (1) and click on the “PDF” button (2).
- Select the PDF project to be imported (2.1) and confirm with “Import PDF” (2.2).

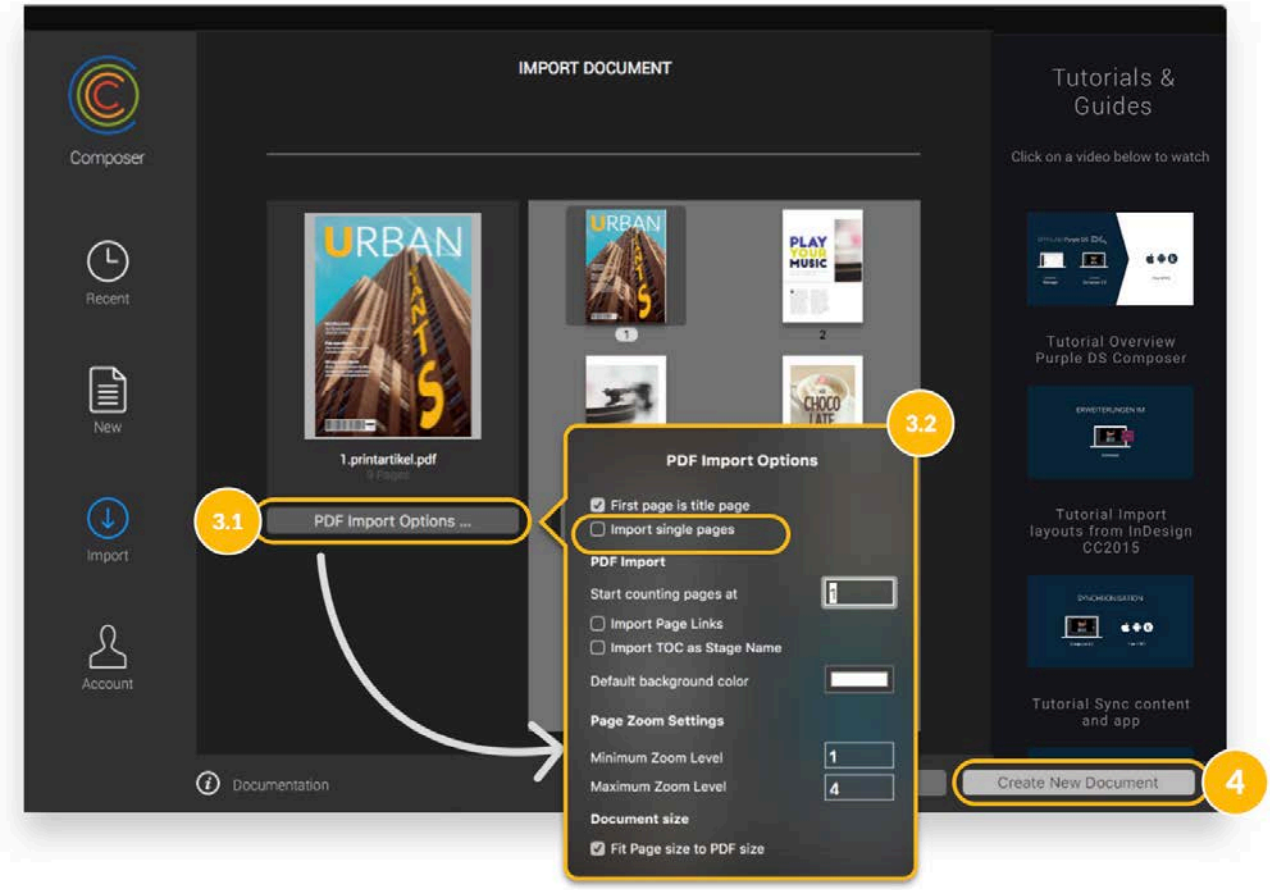


Set the import options according to your project requirements. The following options must notably be taken into consideration:

a. First Page is Title Page
   If double pages are imported, the first option will treat the first page of the PDF as a title page and import it as a single page.

b. Import Single Pages
If you do not wish to import double pages, you may import every page in the PDF as a single page by activating this option. This can be desirable, for instance, when importing a presentation or app that has only been created in portrait format.

c. Page Zoom Settings
Here you can specify the permissible zoom levels. If you wish to activate zooming, we recommend values 1 (=100%) and 4 (=400%). This means that you cannot shrink below the initial size and only zoom up to fourfold.



- "Create New Document" (4) allows you to set up a new Purple DS project. Please save your project before you continue to work on it.

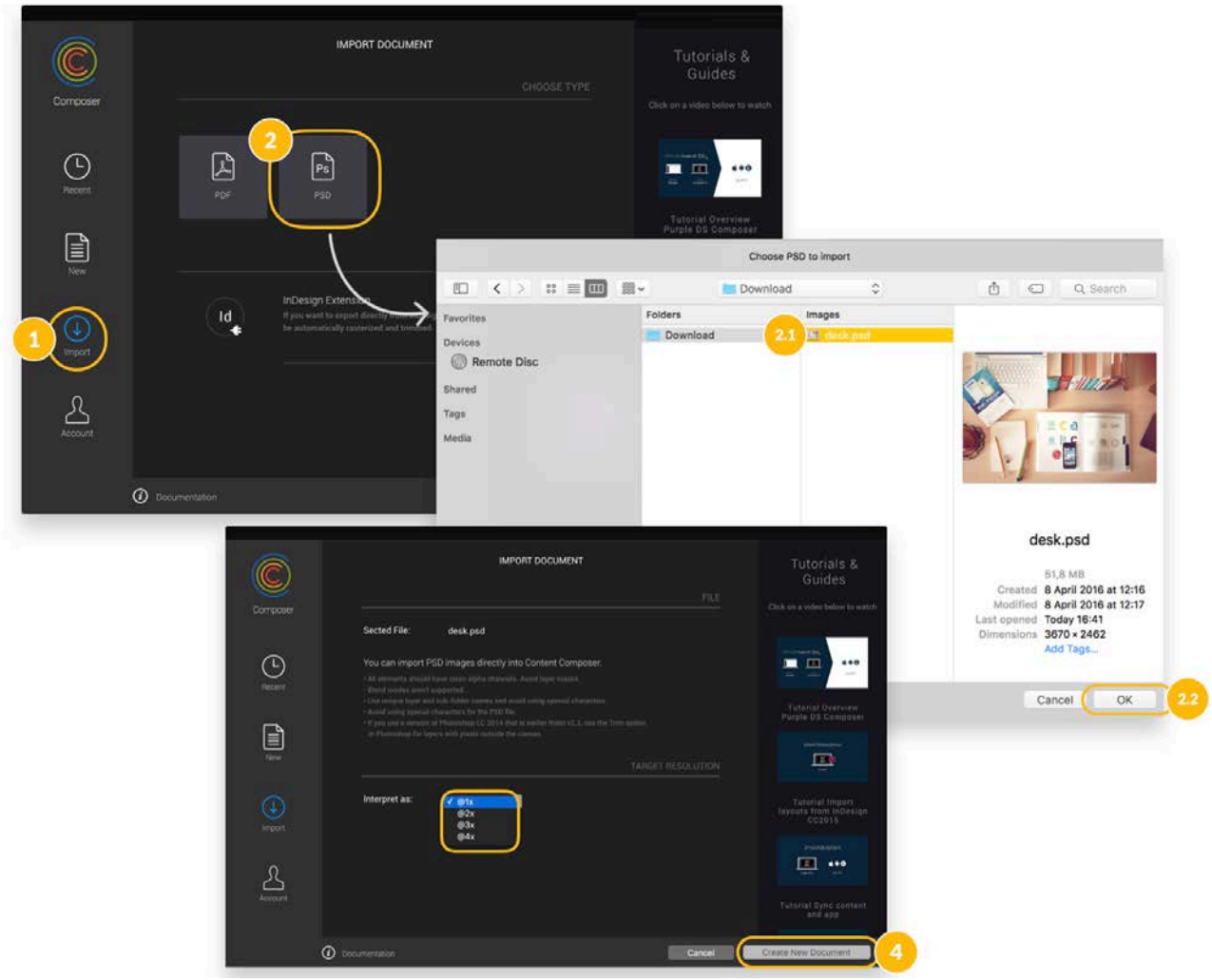
Note: Please note that the PDF files must have the following properties in order that perfect results can be achieved:

- Colour system: RGB
- Recommended resolution of embedded images: 144dpi

Alternatively, you can convert the PDF document into a PostScript document using Adobe Acrobat and its export function and then simply convert it into a Purple DS-optimised PDF document using Acrobat Distiller and the export job we prepared.

2.4 Purple DS Composer: Photoshop® Import

- Open the composer, select “Import” (1.1) and click on the “PSD” button (1.2).
- Select the desired PSD file (2.1) in the Finder and confirm with “OK” (2.2).
- Specify the target resolution (3) in which the PSD file is to be imported.
- “Neues Dokument anlegen” (4) sets up a new Purple DS project. Please save your project before you continue to work on it.



Note: Please note that the PSD files must have the following properties in order that perfect results can be achieved:

- All elements should have clean alpha channels. Avoid layer masks.
- Blending options are not supported. Please rasterise elements using the blend filters.
- Label your layers, folders, and Photoshop files with clear names.
- Avoid using special characters in your Photoshop file’s name.
- If you use Adobe Photoshop® CC2014 or older, please use the crop or trim tool to remove the pixel and layer outside the stage.

2.5 Purple DS Composer: InDesign® Export

See InDesign Export Plug-In

2.6 Purple DS Composer: User Interface Overview

The following graphic provides an initial overview of the various sections in the composer user interface:

1. You can directly review your content using the *preview feature.* To that end, various preview options are available, which you can select by long-pressing the buttons:

   - Preview
     A quick preview in which the composer of a native device is simulated.
   - Device
     This is a developer option that requires special settings in the app.
   - Web
     The composer can also export your content as HTML5. This option allows you to view your content as an HTML5 export in any browser.

2. Using the *Sync button*, you can upload content directly to Purple DS Manager. The content will be enabled for the selected test app. You can give the final approval for content for the respective live app directly in Purple DS Manager. More information on sync workflow

3. The *tool list* with the following tools:
    - Select Elements
    - Create Text Element
    - Create Rect Element
    - Create Image Element
    - Create Video Element (see video files)
    - Create Web-View Element (see Embedding HTML)
    - Create Touch Area Element (see Touch area)
4. The *Inspector* is used to display and edit element properties such as position, size, colour, rotation, etc. Furthermore, interactions (Events) and extended properties such as pop-up, video controls, etc. are configured here. You must select an element on the stage to display all the options for this element in the inspector.
5. The *page list* provides an overview of all the pages in your document. In the page info, you can perform the settings for the table of contents. In the page settings (gearwheel icon), you can define the page and content size, content fit strategies, scrolling, zooming, and background colour for these pages. On the lower end of the page list, you can delete the selected page using the "-" icon and add new pages using the "+" icon. The last symbol with the double pages creates a copy of the currently selected page with all its content.
6. On the *stage*, the workplace, you can place elements and define interactions and animations.
7. All elements placed on the stage will be show in the *layer list* (bottom left). Elements that are further up on the list cover elements that are further down on the list (z-axis).
8. The *timeline* is used for keyframe animations, the animation of elements with the help of keyframes.

You can find our video tutorials for the composer on YouTube:

Tutorial I Purple DS - Overview Purple DS Composer

Tutorial | Purple DS Composer - Animations with Compositions

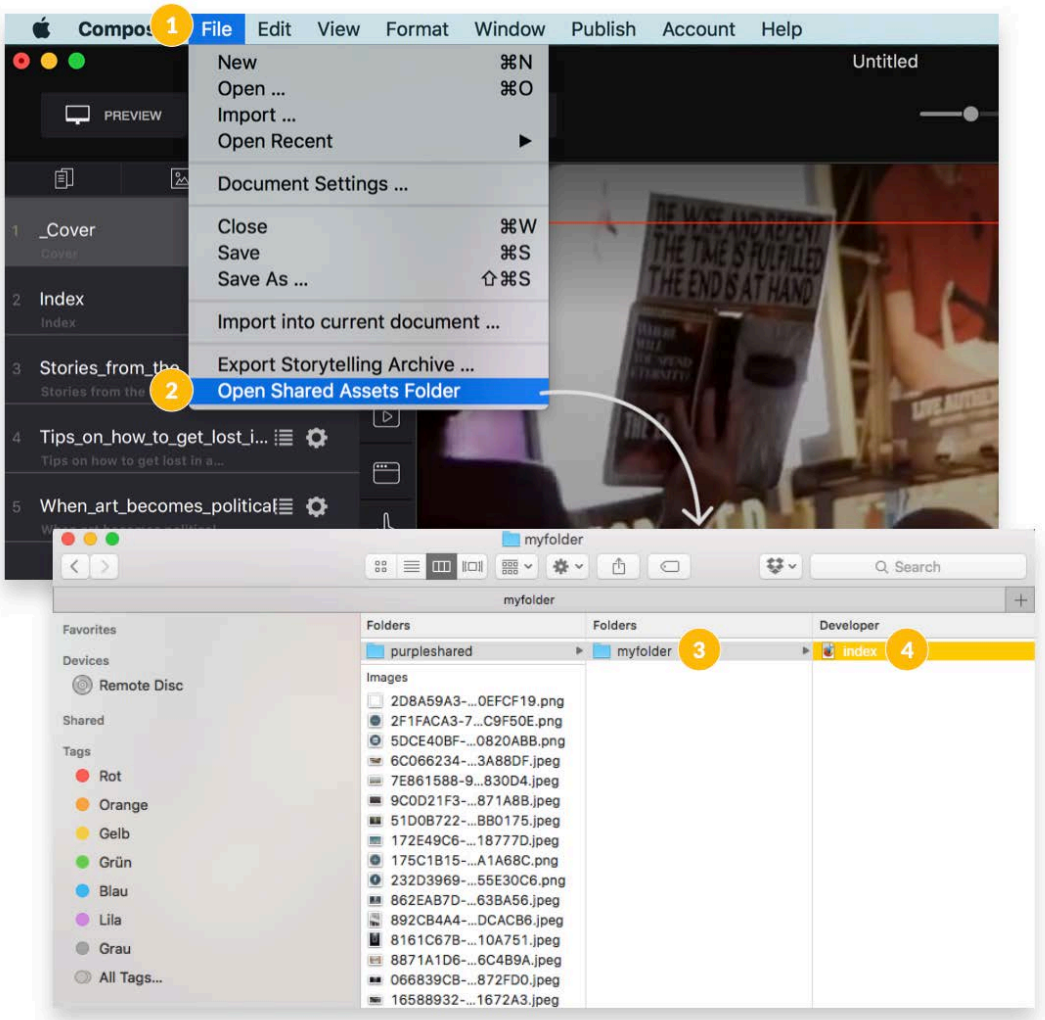
2.7 Purple DS Composer: Shared Assets

The shared asset folder allows you to integrate data in your project that you can reference from any section in the project. This is useful, e.g. for HTML data that is used several times or offline videos that are used several times.

To place data in the shared asset folder, proceed as follows:

1. Open the shared asset folder via the "File -> Open Shared Assets Folder" window menu (top left) (1 and 2). This will open a Finder window with the shared asset folder of the current project.
2. Copy this HTML content to this folder. You can create as many folders as you wish (3 and 4).
3. Close the folder and save Purple DS project.

4. The content can now be referenced from as many places as you wish using URLs. The URLs must comply with the following scheme “/purpleshared/subfolder/content”, e.g. “purpleshared/myfolder/index.html”.



2.8 Purple DS Composer: Table of Contents

You can find the page settings to the left of the stage. Here you can adjust the table of contents (list icon) and the page settings (gearwheel icon).

Open the menu for the table of contents by clicking on the list icon.

(1) “Page name”
Name that will be displayed in the page list; intended for internal use only.

(2) “Table of contents”
The displayed folders will be shown in the app’s table of contents. This eliminates the need to have a full content overview on one page.

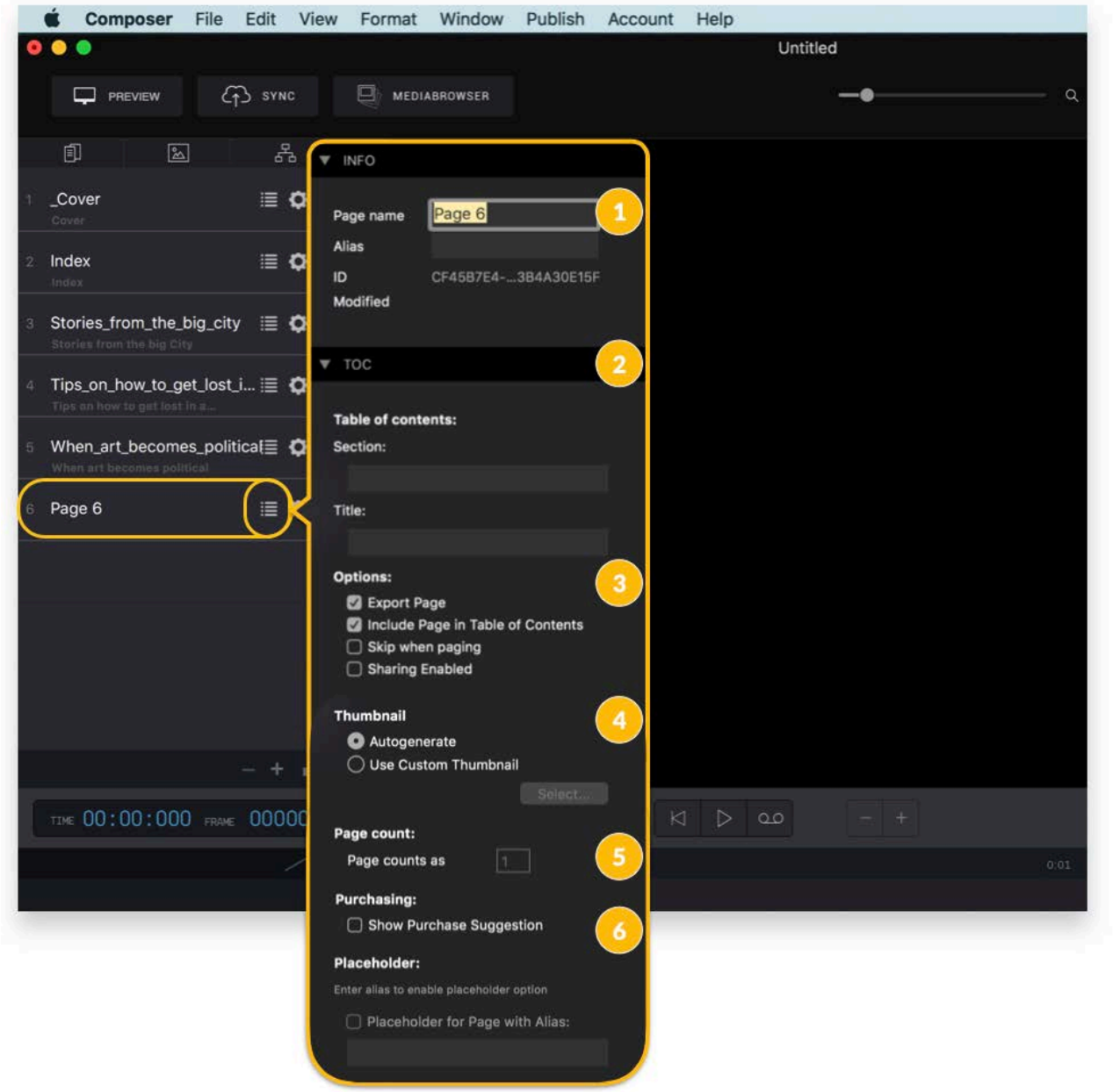
- “Section” denotes the section for the article in question on this page.
- “Title” is the page or article title.
- “Summary” can contain an article teaser or a brief overview.

(3) “Options”
Here you can specify whether the page is exported with the project (“Export Page”) and whether the page is also listed in the table of contents (“Include Page in Table of Contents”). The “Skip when paging” setting “hides” the page when browsing through it by skipping the page when swiping from one page to the next. As a result, this hidden page is only accessible if reference is made to it with an events or if it is listed in the table of contents.

(4) “Thumbnail”
This specifies the page’s preview image (also known as thumbnails) for the table of contents, and it can be automatically generated (“Autogenerate”). If the preview image needs to be individually adjusted, it can be done using the “Use custom thumbnail” option. “Select…”,” opens a Finder window and you can select the desired thumbnail. With “View” you can then review the selected image.

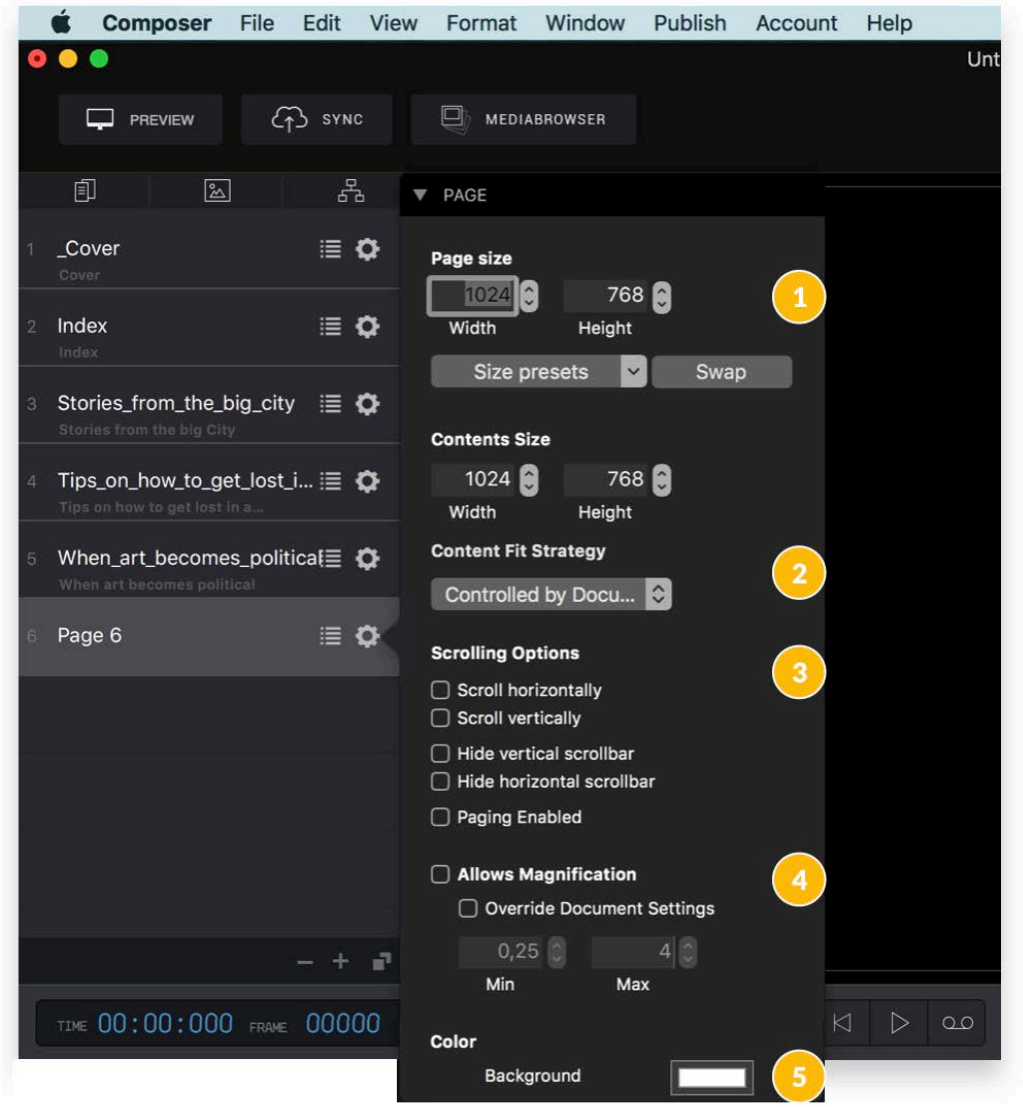
(5) “Page count”
Here you can configure how the pages are calculated in the pagination. This option is particularly intended for double pages, since they should count as two pages in the pagination.

(6) “Purchasing”
If the “Show purchase suggestion“ option is activated, a purchase suggestion will be displayed in the app on the bottom page margin when browsing through the issue. This is recommendable when you are selling issues and yet wish to provide your customers with a “Preview Version” (a truncated issue).



2.9 Purple DS Composer: Page Settings

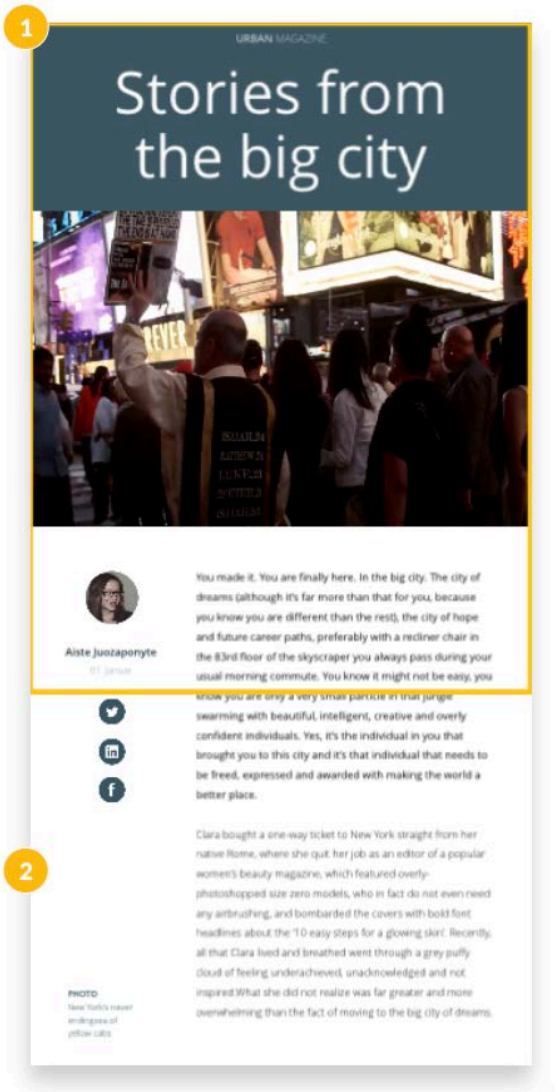
Use the gearwheel icon to open the menu to configure the page and content size (1), content fit strategies (2), scrolling (3), zooming (4), and background colour (5).



2.9.1 Page and Content Size

There are two sizes that are important for the page layout.

- Page size (1 in the image below)
  The page size refers to the visible area of the content, which is also used for the content fit strategies. Think of a mobile device's display as a reference.
  Whenever you create device-optimised layouts for tablets and smartphones, we recommend the following settings:
  - Tablet layouts should be designed for a 4:3 aspect ratio.
  - Phone layouts should be designed for a 16:9 aspect ratio.
- Content size (2 in the image below)
  The content size refers to the total size of the content and can therefore be greater than the page size. To see the content that is outside of the visible area, scrolling must be activated.



2.9.2 Scrolling

Scrolling means that the user can move the displayed content with a finger swipe and therefore view content outside of the visible area. This lets you configure vertical and horizontal scrolling in Purple DS apps.

The basic requirement for this is that the page size be *smaller* than the content size. If there is no difference between these settings, then scrolling cannot be enabled.

You can activate scrolling in the side menu (gearwheel) with “Scroll horizontally” or “Scroll vertically”.

Furthermore, you can hide the scrollbar on devices by using the “Hide vertical scrollbar” and “Hide horizontal scrollbar” settings.

The “Paging Enabled” function causes the page on a mobile device to “snap into place” after browsing or scrolling through it one page height or width at a time. This function, for instance, is helpful in an image gallery with images of the same size. The user can horizontally scroll through the image gallery and the page always snaps into place at the end of the image, allowing for the

entire image to be viewed at each position in the gallery and preventing half images from being shown.

2.9.3 Zooming

You can activate zooming for your content. This can be activated in the side menu for the page in question. To do so, activate zooming via “Allows Magnification” and then check the document settings (“File” window menu -> “Document Settings...”) and the “Page Zoom Settings”. The zoom levels for all pages can be specified here. We recommend values 1 (=100%) and 4 (=400%). This means that you cannot shrink below the initial size and only zoom up to fourfold. You can also set other zoom levels for individual pages by activating “Override Document Settings” and then entering the desired values.

2.10 Purple DS Composer: Content Fit Strategies

One great challenge for content layout for mobile devices are the different display sizes and the option to rotate the device page orientation (reading/page orientation). Because of this, pages must adapt to various aspect rations and furthermore be perfectly legible in both portrait and landscape format.

As a result, Purple DS apps have various content fit strategies. Each of these settings optimises your content for various use cases.

You can choose between the following content fit settings when creating your app or your content:

- Content Fit Magazine
- Content Fit PDF
- Content Fit Inside
- Content Fit Device

2.10.1 Content Fit Magazine

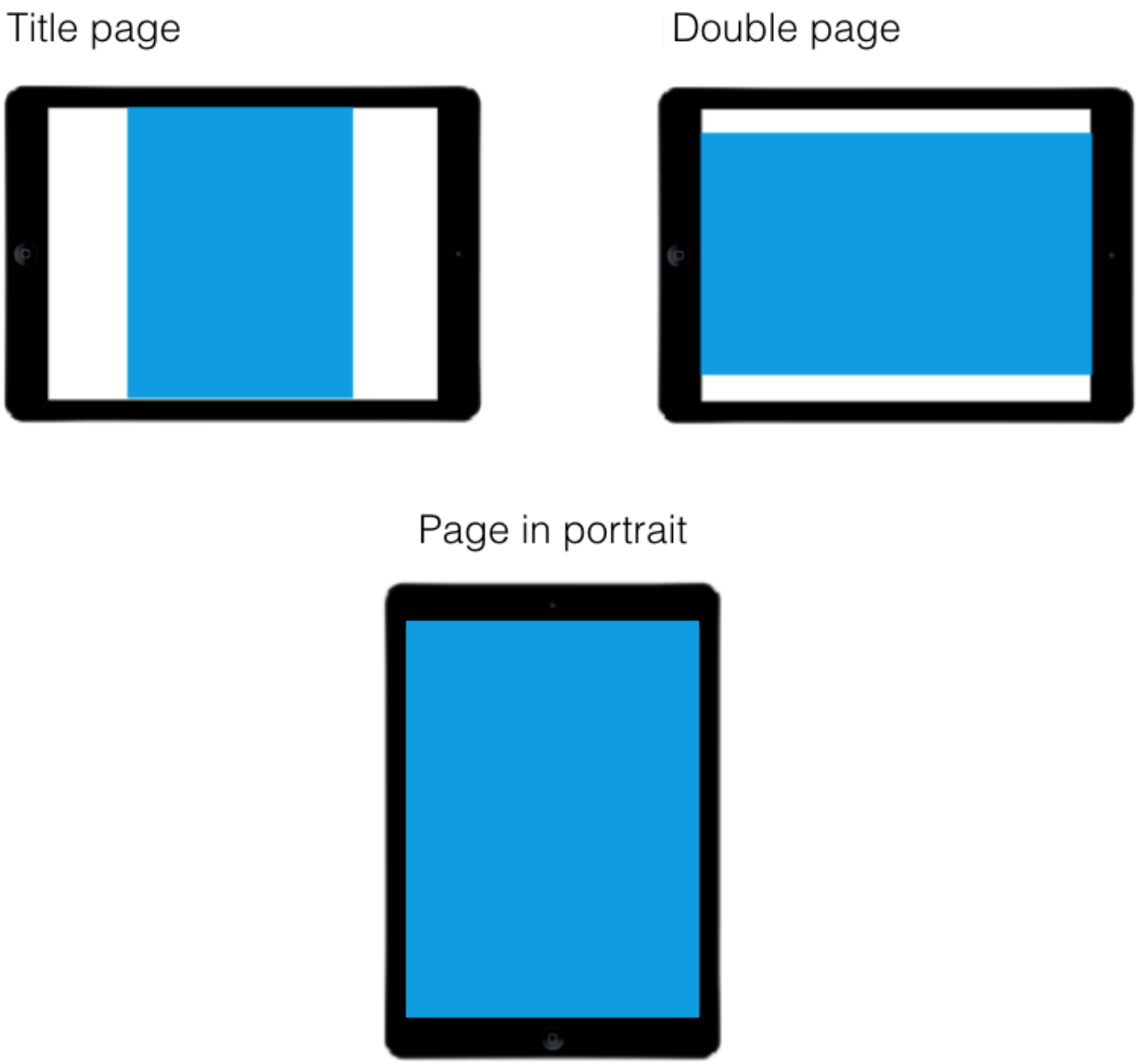
With Content Fit Magazine, all content (including animations) are proportionally scaled up to 100% of the display or browser’s page width. Should content fall out of sight due to proportional scaling, it can be reached and displayed by scrolling.

This content fit strategy is ideal for pages that are designed as long wallpapers and therefore use scrolling anyway.

If you only wish to create *one* layout that is for the portrait and landscape formats and is intended to be displayed on the tablet and phone, the page's design should be in portrait format. As a result, the layout will be the most flexible and independent from the aspect ratio of various displays.

2.10.2 Content Fit PDF

All content (including animations) scale proportionally up to 100% of the page width; the title page is excluded.
If the mobile device is turned to portrait format, the view adapts and shows one page only (proportional to 100%-page width), and the left page appears first. In landscape format, both sides show a double page.

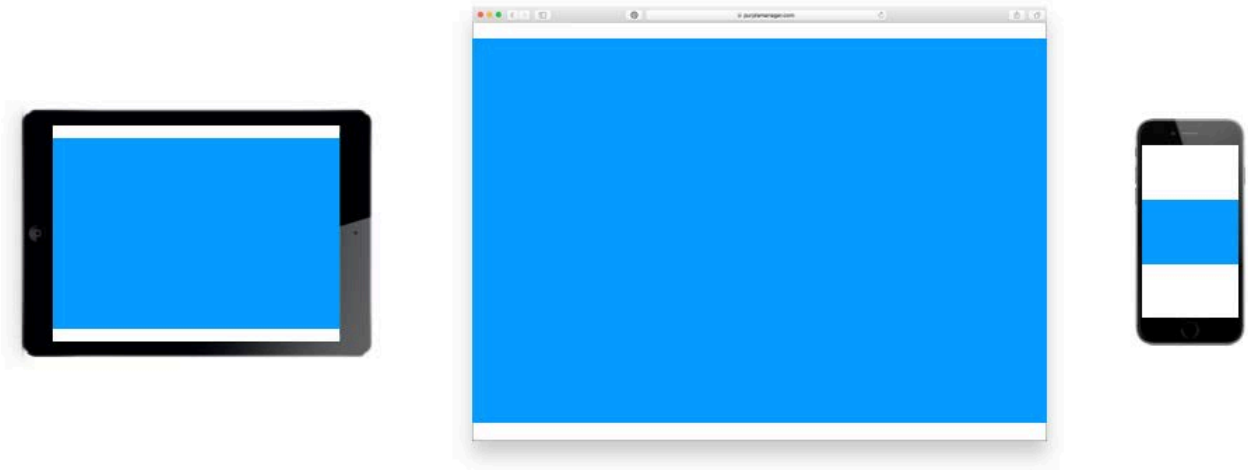


This content fit strategy is best suited for print layouts (DIN A4 or letter format, 2:3 aspect ratio) with double pages that are provided as a PDF. The content in both page orientations is especially displayed in a reader-friendly manner on tablets. To do so, page rotation must be enabled in the app. Zooming (up to 400%) should be enabled on mobile phones; otherwise, text in particular will not always be displayed in a reader-friendly manner.

During a PDF import into Purple DS Composer, this content fit strategy is automatically applied, and the zoom can be adapted accordingly.

2.10.3 Content Fit Inside

All content (including animations) scale proportionally in order to be displayed on the screen as a whole. The content is displayed centred, and scrolling is not possible.



This content fit strategy is best suited for layouts that have been designed for a certain page orientation, e.g. landscape format for tablet and desktop screens. Rotation should be disabled in the app.

2.10.4 Content Fit Device

This strategy is for using responsive HTML, which is intended to scale to a device's entire display size. You can find more information in the HTML chapter.

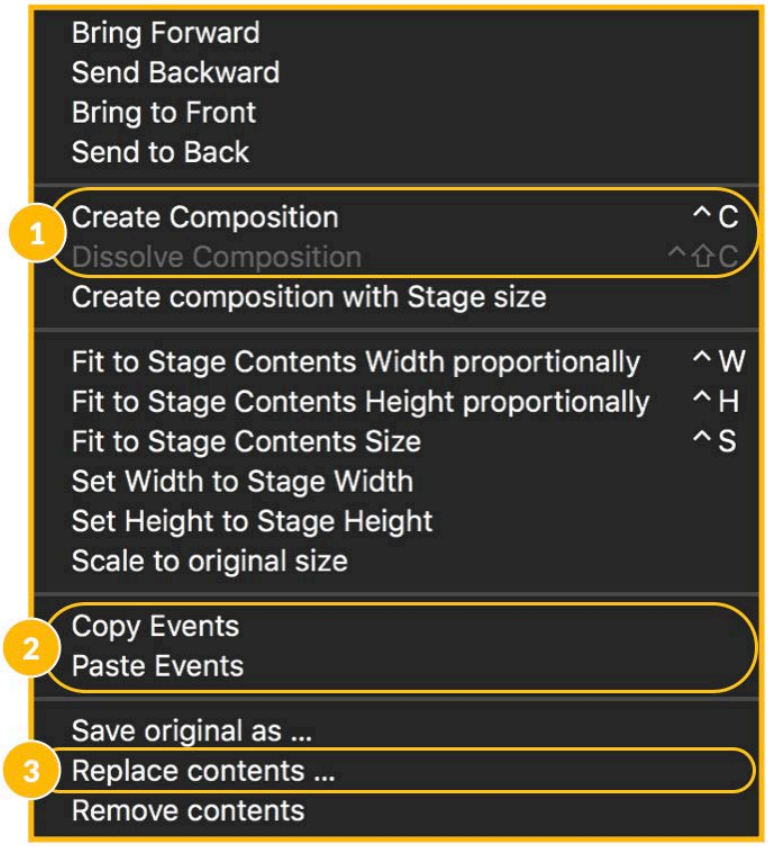
2.10.5 Content Fit Strategies at Various Layers

Content fit strategies can be configured at various layers.

1. App
   You can configure the content fit strategies in the basic settings in Purple DS Manager. As a result, it applies to the entire app and all content.
2. Project
   You can specify the content fit strategy in the composer in the window menu under "File" -> "Document Settings..." This will then apply to all the pages of a document. If you have selected the "Controlled by App" setting, the content fit strategy created in the app is automatically applied.
   If you choose a different setting than the one in the app, the document setting will apply before the app's general setting. Therefore, the content of this projects will be displayed in the app with the content fit strategy from the document settings.
3. Page
   You can configure the content fit strategy on the side bar (on the left, gearwheel symbol) on every page of a project. If you have selected the "Controlled by Document" setting, the content fit strategy created in the document settings is automatically applied.
   If you choose a different setting than document setting, the page setting will apply before the general configuration of the document settings or the app.

2.11 Purple DS Composer: Context Menu (Ctrl-Click)

As soon as an element is selected on the stage, you can open the context menu by right-clicking (alternatively, with Ctrl+Click on Touchpad on your Mac). This provides extensive options to further modify the element:



The following functions of the context menu should be especially noted:

1. Create / Dissolve Composition
   This function is used to create and eliminate compositions. See compositions.
2. Copy / Paste Events
   This lets you transfer events from one element to another element. See events.
3. Replace contents …
   This function is used to quickly exchange elements without losing the events defined for the element and, primarily, the keyframe animations. This allows for e.g. an image to be exchanged, for which an animation was defined without having to create the animation a second time.

2.12 Purple DS Composer: Videos and Audio Files

You can also use multimedia files, such as video and audio files, in Purple DS projects.

2.12.1 Embedding Videos Online

You can integrate Vimeo and YouTube videos that are retrieved and displayed online.

These videos can be incorporated in the issues in Purple DS Composer using a web container.
1. Create a web container.
2. Switch to the inspector on the right to the “Widget Properties” menu (circle icon).
3. Enter the URL in the following format: https://youtu.be/CKjmqx8kF18 or https://player.vimeo.com/video/xyz

You can find a brief video tutorial on integrating videos on YouTube:
Purple DS Composer - Video Integration

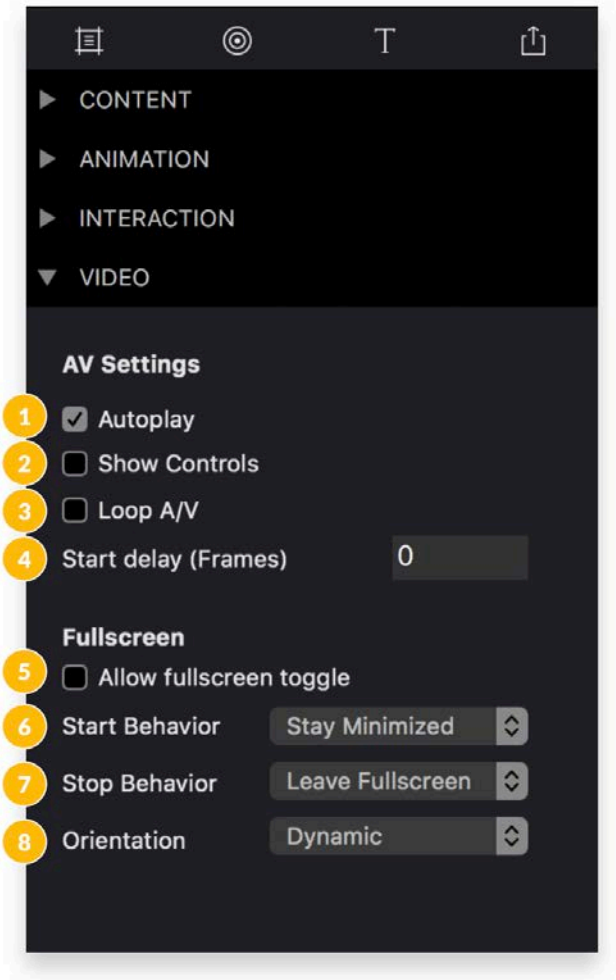
2.12.2 Embedding Videos Directly in the Project (Offline)

Purple DS supports the embedding of files in MP4 and MP3 format.

You can easily embed a video directly into the project by dragging it directly to Purple DS Composer’s stage from the Finder and save it there. Alternative, you can insert a placeholder (“Video Element”) from the toolbar (left) and place it in the desired size. Double-clicking on the element opens the Finder, and you can select the corresponding file.

In the inspector (right), you can make additional settings in the “Widget Properties” (circle icon) menu.

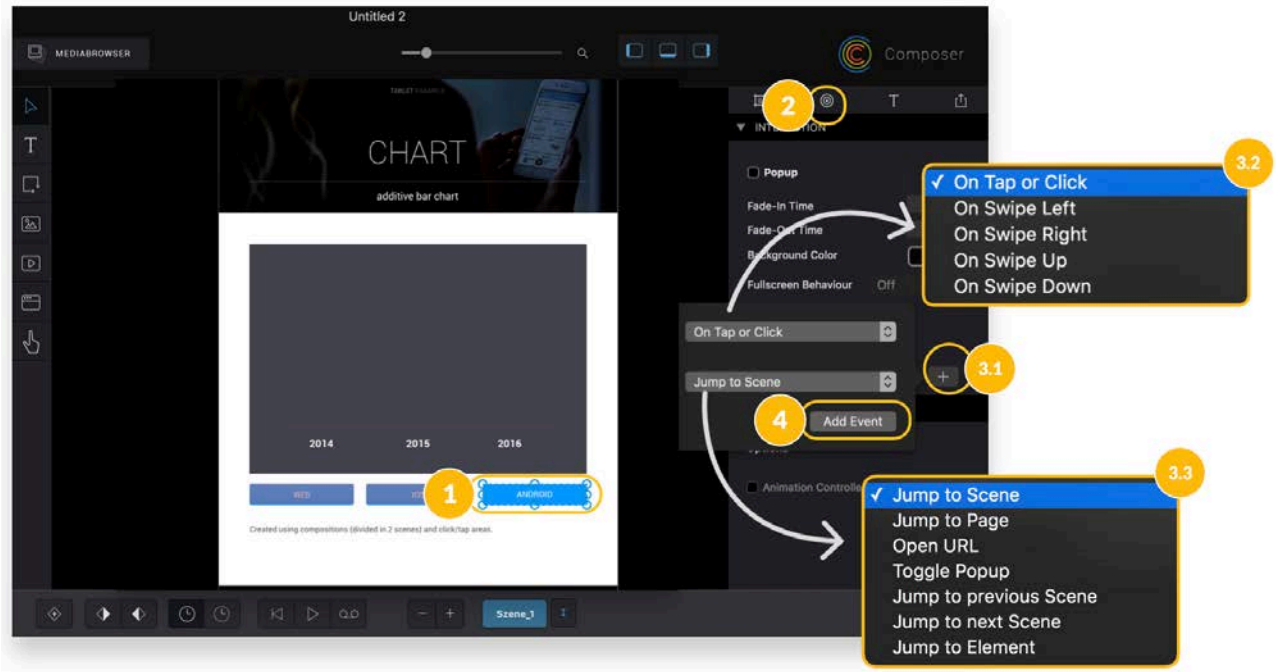
- *“Autoplay”*: This makes the video start automatically when the user opens the page.
- *“Show controls”*: If you activate this option, the video player’s control elements will be displayed.
- *“Loop A/V”*: With this option, the video is played in an endless loop.
- *“Start delay (Frames*)”: Here you can configure the delay for video start. Enter the desired number of frames.
- “*Fullscreen: Allow fullscreen toggle”:* This lets the user switch between a fullscreen display and reduced display.
- “*Start Behavior”:* Define here whether the video directly switches to fullscreen mode from reduced display.
- “*Stop Behavior”:* Define here whether the video directly switches from full screen mode to a reduced display at the end.
- “*Orientation”*: With this option, you can specify whether the video rotates with the device rotation (“Dynamic”) or only in portrait format (“Portrait”) or in landscape format (“Landscape”).



2.13Purple DS Composer: Events

You can assign events to all elements so that these elements respond to user actions and perform a certain action.
To assign an event to an element, please proceed as follows.

1. On the stage, select the element for which one or several events are to be added (1).
2. In the inspector widget properties (circle symbol) (2), you can add an event to the selected element using the plus sign icon on the right next to “Events” (3.1).
3. Next, define the type of trigger for the event. A trigger is a user action with/on this element: a tap or click or swipe gesture (On Tap or Click / On Swipe Left / On Swipe Right / On Swipe Up / On Swipe Down).



4. One of the listed options can be selected for the following action:

   a. Jump to scene
   Links to a scene in the page (even to scenes within existing compositions). More information on scenes

   b. Jump to page
   Links to a page within the project.

   c. Open URL
   Links to a website (HTML online in the in-app browser) or to HTML offline content. Furthermore, a “mailto:” link can be used (the following format is supported “mailto:support@sprylab.com?subject=App%20Recommendation &body=Hello%20world“).

   d. Toggle pop-up
   Opens a pop-up inside the same scene or composition.

   e. Jump to previous scene
   Links to the previous scene.

   f. Jump to next scene
   Links to the next scene.

   g. Jump to element
   Links to any object in the project. This can also be located on other pages/scenes.

Tip: An element can contain several events, so that various actions can be triggered with different gestures on the same element, e.g. “swipe up” and “swipe down”.

2.14 Purple DS Composer: Touch Area

The touch area is a transparent element to which events can be assigned. It works similar to a hotspot in InDesign; in other words, an event is assigned to a touch area instead of an element directly. The touch area is situated over elements or compositions and can therefore comprehensively assign an event to allow for imprecise tapping as well e.g. in a group of elements or small elements. It is depicted as a red interface for easy editing on the stage of Purple DS Composer.

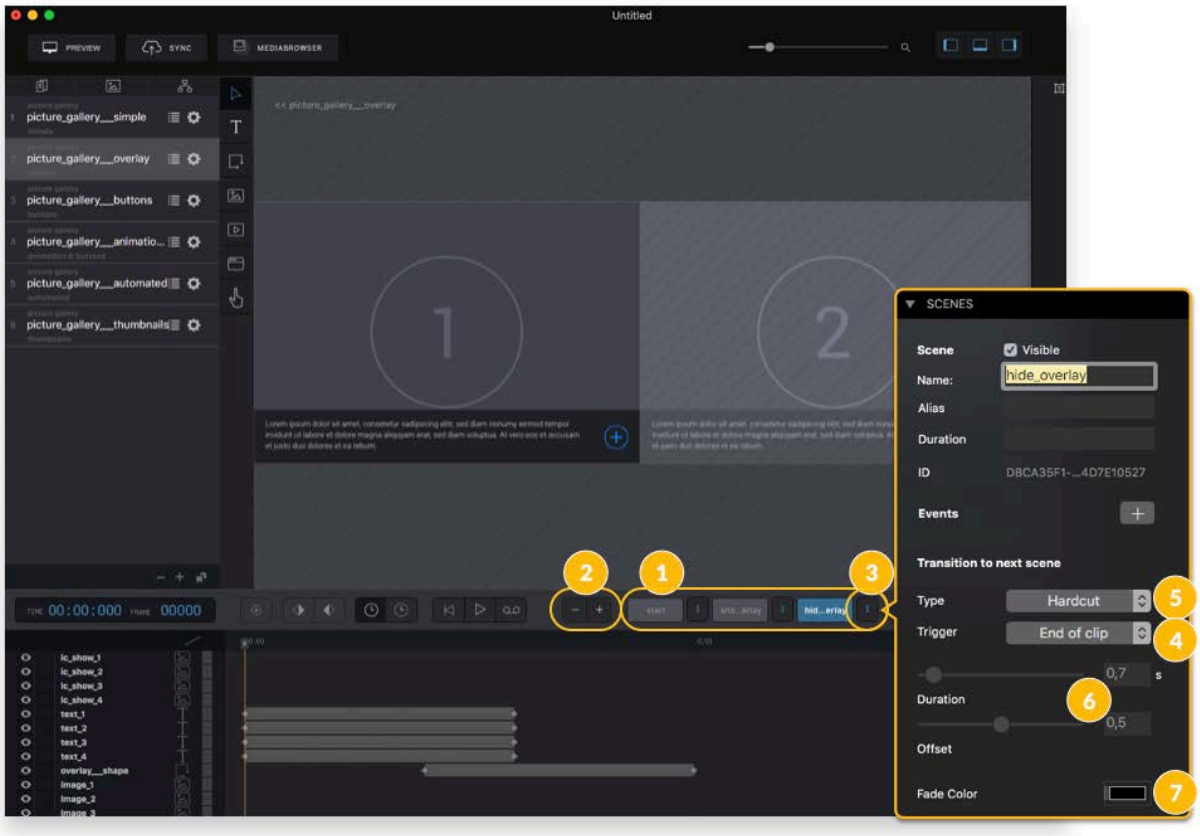
The touch area is particularly helpful for editing PDF documents, since it can be used to quickly amend interactive elements. This allows you to place a touch area in the text using a link and forward to the corresponding website using the "open URL" event.

2.15 Purple DS Composer: Scenes

At the beginning, each page has exactly one scene, also known as a "clip". This allows you to add as many additional scenes to one page as you wish. Scenes can be understood as "sub"-pages; they have the same size as the original page ("root page"). For instance, scenes are used to depict more complex animations or display various versions of a page.

Each scene contains its own elements, animations, and events. You can define scene transitions between scenes.

Below the stage is a list of scenes, e.g. the overview (1) for all scenes in a page or composition. Scenes run in succession (from left to right) by default. However, by using events (e.g. jumps to certain scenes) or adjustments to scene transitions, as many jumps and paths as you wish can be described.



2.15.1 Managing Scenes

- Creating and deleting (2)
  Using the plus and minus buttons next to the list of scenes, you can add additional scenes (“+”) or remove existing ones again (“-”). The currently displayed scene is marked with a blue background.
- Rename
  You can rename a scene to a name of your choosing by double-clicking on it. It is recommended to use descriptive names for scenes, especially for larger projects.
- Move
  Just like with pages, you can also move scenes within the scene control bar by dragging & dropping and arranging them to your liking.
- Copy
  Scenes can be copied along with the included objects. This works similar to moving scenes, except that, while doing so, the “Alt” button is pressed until a plus sign appears.

2.15.2 Transition Between Scenes

When you click on the button between two scenes, the inspector for triggers and transitions between the scenes opens. There are two possible triggers (see 4 above) for a scene change – “Transition to next scene”:

- End of Clip
  Automatic transition to the next scene, as soon as all animations and videos have been played in full.

  ATTENTION:

  - If repeated animations (“Loop A/V”) are used, the end of the scene will never be reached and the scene change will never be triggered with the “End of Clip” setting.
  - If a scene contains no animations or playable media, the scene duration will amount to 0:00 seconds. As a result, the transition to the next clip takes place immediately with the “End of Clip” setting.

- Wait for Button
  The scene is not changed automatically; rather, it waits for an event triggered by the user (e.g. a tap on a button).

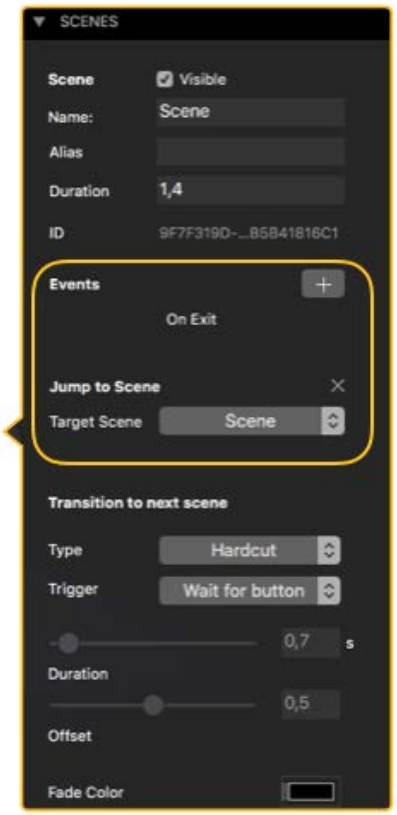
The type of scene change can be defined in the transitions (“Type”) area (see 5 above):

- Hardcut
  The next scene is shown with a hard cut without delay or fading in/out.
- Crossfade
  The current scene fades out while the next scene fades in. To do so, use the “Duration” and “Offset” functions (duration and time of transition).
- Colour blend
  The current scene fades out, followed by a colour transition to a specified colour, and then the next scene fades in. To do so, define the transition colour.
- Parallax
  With the parallax effect, the current scene segues into the following scene.

2.15.3 Defining Jumps to Scenes

Events can be used to jump to any scenes and additional elements. Thus, the structure of scenes, linear at first glance, can be broken up. There are generally two methods for controlling a scene change using events:

- User-Events
  Any events can be linked to elements on the stage (see events). As a result, a button can be defined that triggers a “Jump to Scene” for “On Tap or Click” and switches to a scene of your choice. The scene transition defined for the current scene is carried out when switching to the target scene (defined in the event).
- “On Exit” Events
  Scenes can be allocated an “On Exit” Event. This event is automatically triggered at the end of the scene and can be combined with the “End of Clip” scene transitions. As a result, a scene can automatically jump to any scene/element of your choice at the end of a scene.



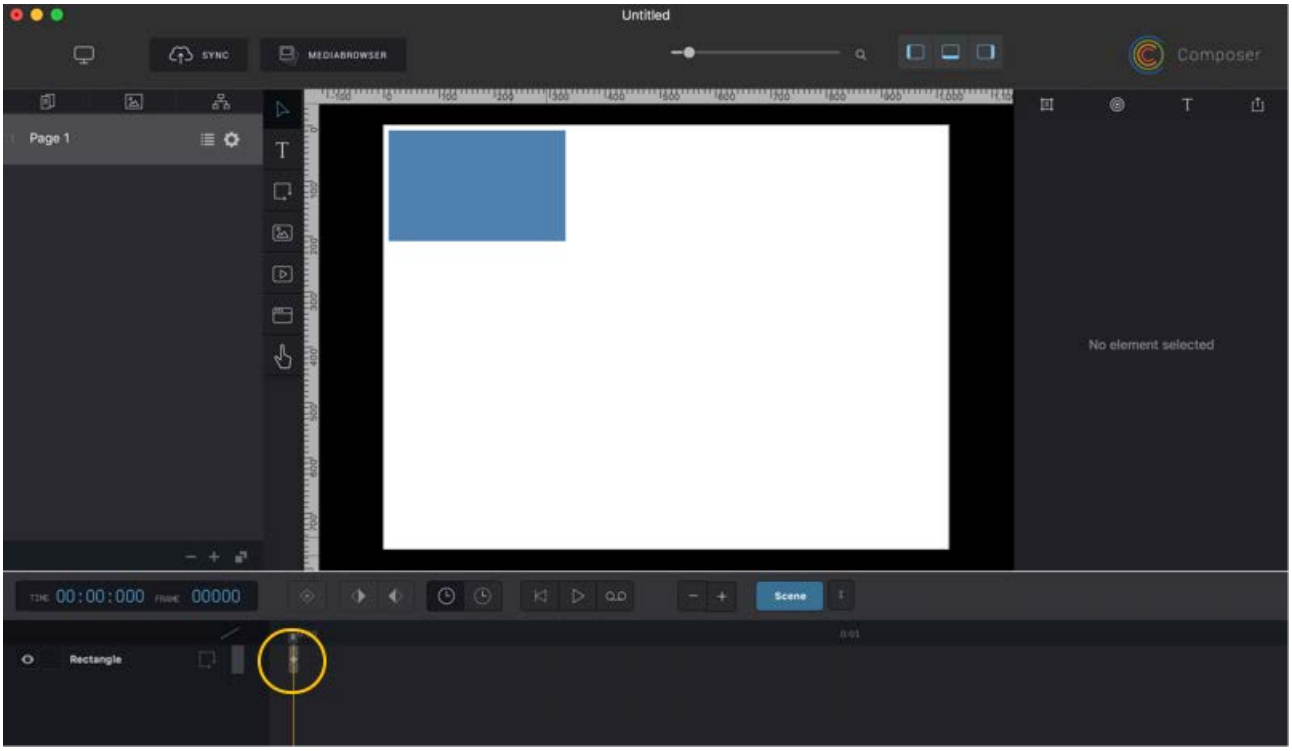
You can find examples of various uses for scenes in the “Video Grid”, “Audio Player”, and “Picture gallery” samples, which are provided upon starting the composer.

2.16Purple DS Composer: Keyframe Animations

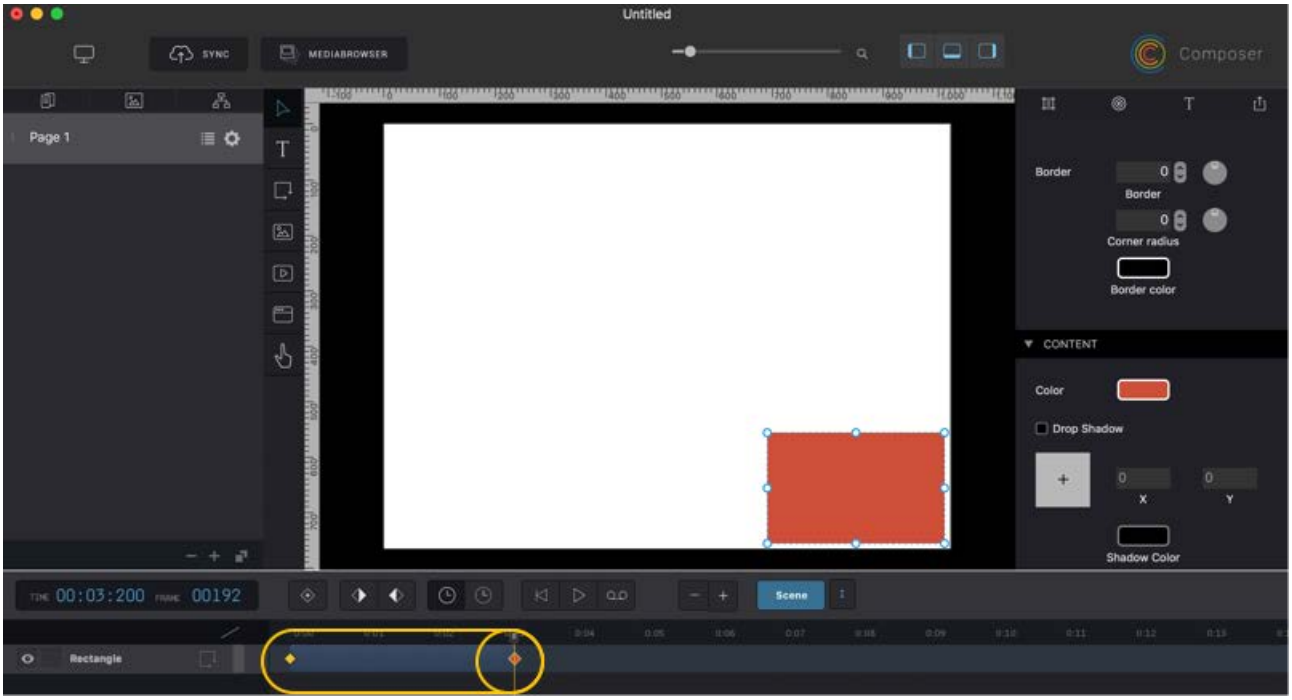
The composer contains a full-fledged animation tool. It can be used to freely animate all elements on the stage. Keyframe animations mainly consists of two key frames: a keyframe that describes the state at the beginning and a keyframe that describes the state at the end of the animation. The composer automatically calculates all states between the defines keyframes, the in-betweens, and therefore creates fluid animation.

2.16.1Keyframe Animation Example

The objective is to animate a rectangle moving down from the top-left corner to the bottom-right corner while it changes colour. To that end, the rectangle is placed on the upper-left corner of the stage and a keyframe is defined at second 0.

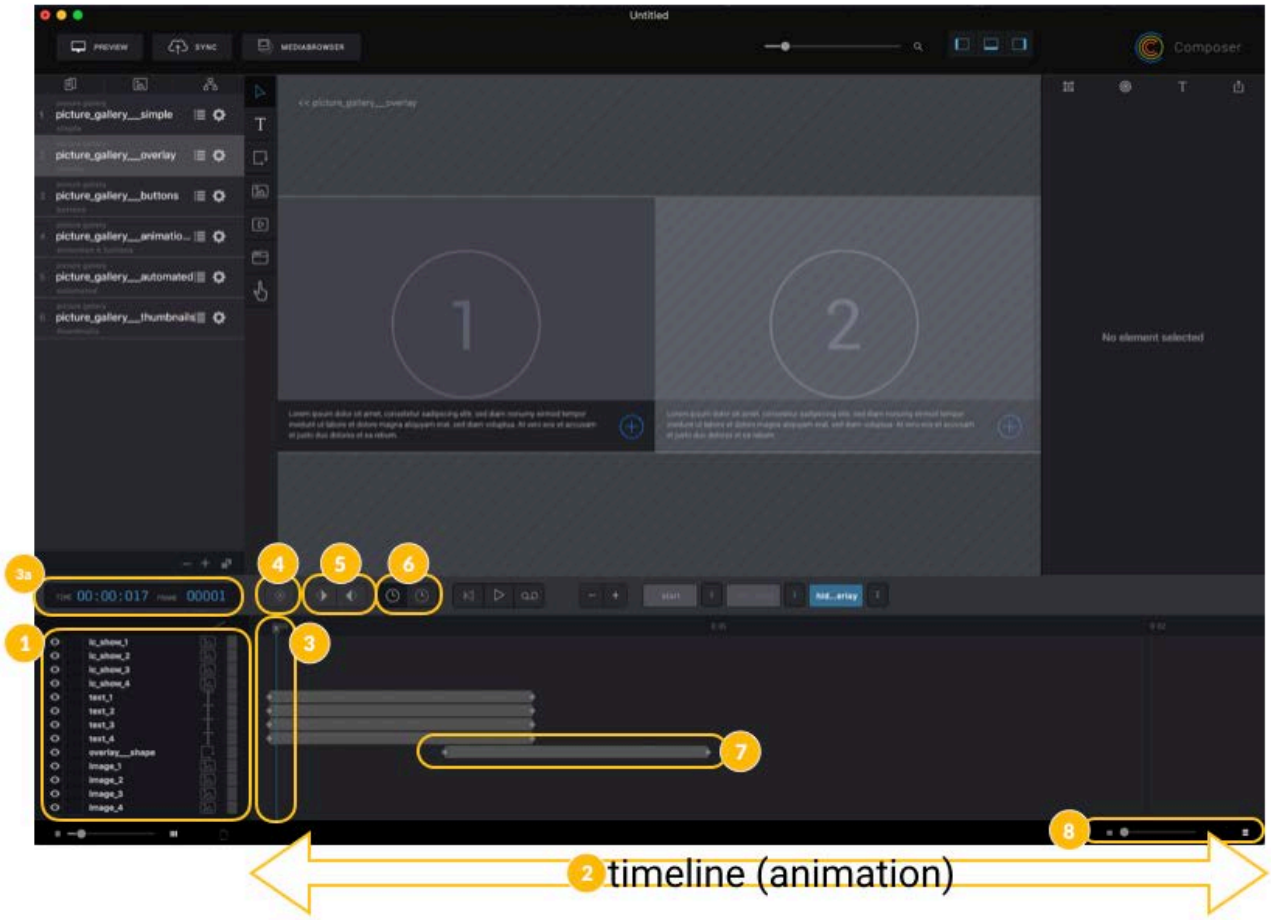


This specifies the starting point of the animation. At second 3, a second keyframe is created. The state of the rectangle is adjusted in the second keyframe by positioning it in the bottom-right corner and setting the colour to red.



The composer automatically calculates the animation between the created keyframes. That is to say, the rectangle automatically moves from the upper-left to the bottom-right corner of the stage and, while doing so, continuously changes colour from blue to red. The animation can be played on the stage or in the preview.

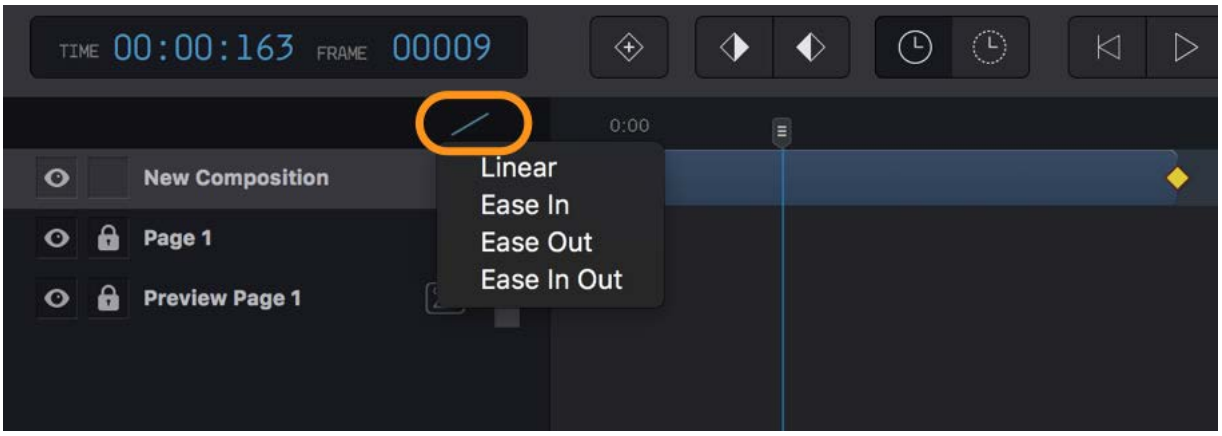
2.16.2 Functions for Creating Animations



1. Layer List
   All elements placed on the stage will be show in the layer list. Elements that are further up on the list cover elements that are further down on the list (z-axis).
2. Timeline
   You can place keyframes for the corresponding elements on the time list. Keyframes define the characteristics of these elements at this point in time.
3. Scrubber/Time Slider
   The scrubber defines the point in time currently displayed on the stage. The exact time of the actual scrubber position in minutes:seconds:hundredths and frames is shown via the layer list (3a).
4. Create a New Keyframe
   Creates a keyframe for the selected element at the scrubber's current position. Alternative, a keyframe can be created by double-clicking on the time bar.
5. Navigation between Keyframes
   With this button, you can switch between the previous or next keyframe of the selected element.

6. Apply changes to keyframes or elements
   Elements with keyframes can only be changed if a keyframe is selected. Otherwise, the “no keyframe” error is displayed. If, regardless of keyframes, you would like to make changes that apply to the entire animation, you can use this option to “turn off” the time and make the corresponding changes.
   Example: An animation of a blue rectangle is defined across ten keyframes. In order that the rectangle consistently changes to green, you can select each keyframe and make the colour change in each keyframe. Alternative, turn off the time and change the colour for all the keyframes together.
7. With this button, you can select the keyframe animation with two defined keyframes.
8. This ruler allows you to adjust the scale of the time bar.

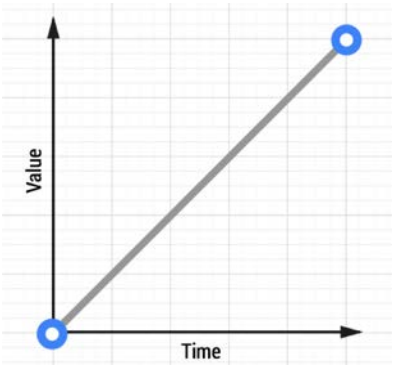
2.16.3 Specifying Animation Properties (Easings)



If an element is selected with an existing animation, you can further adjust the animation using the highlighted button. Easing options make the animations feel more natural.

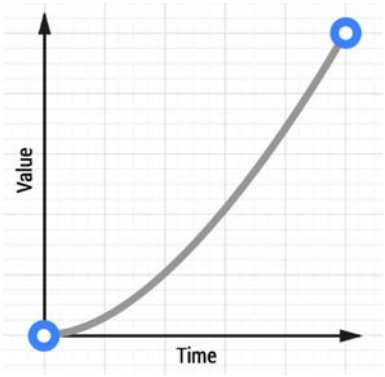
Linear (Standard)

Linear animations often feel unnatural, which is why it is not the best option most of the time.



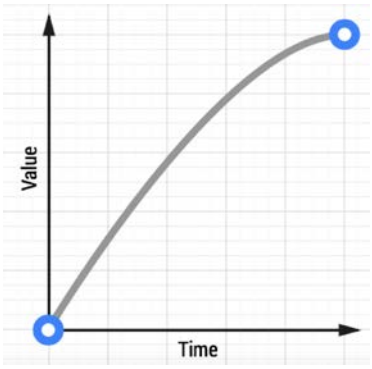
Ease In

Animations with ease in begin slow and end fast. A stone that falls to the Earth from a great height behaves according to this pattern.



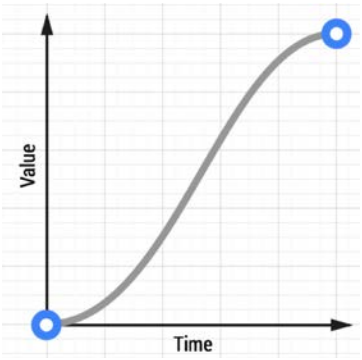
Ease Out

Animations with ease out begin quicker and become slower by the end.
Ease out is often used in interface design, since the quick start creates a feeling of “responsiveness”.



Ease In Out

Animations with ease in out begin slow, are quick in the middle, and end slowly, like an automobile that accelerates and afterwards brakes again.



2.16.4 Keyframe Animation Samples and Video Tutorial

The “Charts” sample, which is provided upon starting the composer, contains examples for using keyframe animations.

You can find our video tutorial on keyframe animations on YouTube:

Tutorial I Purple DS Composer - Create Simple Animations

Tutorial | Purple DS Composer - Animations with Compositions

2.17 Purple DS Composer: Compositions

Compositions are comparable to groups in Photoshop or similar programmes. A composition, however, goes beyond a mere group and can be imagined as a stage within a stage:

All stage functions are available inside a composition, meaning it has its own list of elements, its own scenes, and its own keyframe animations.

2.17.1 What Are Compositions Used For?

You can use a composition in many use cases. The following are the most common ones:

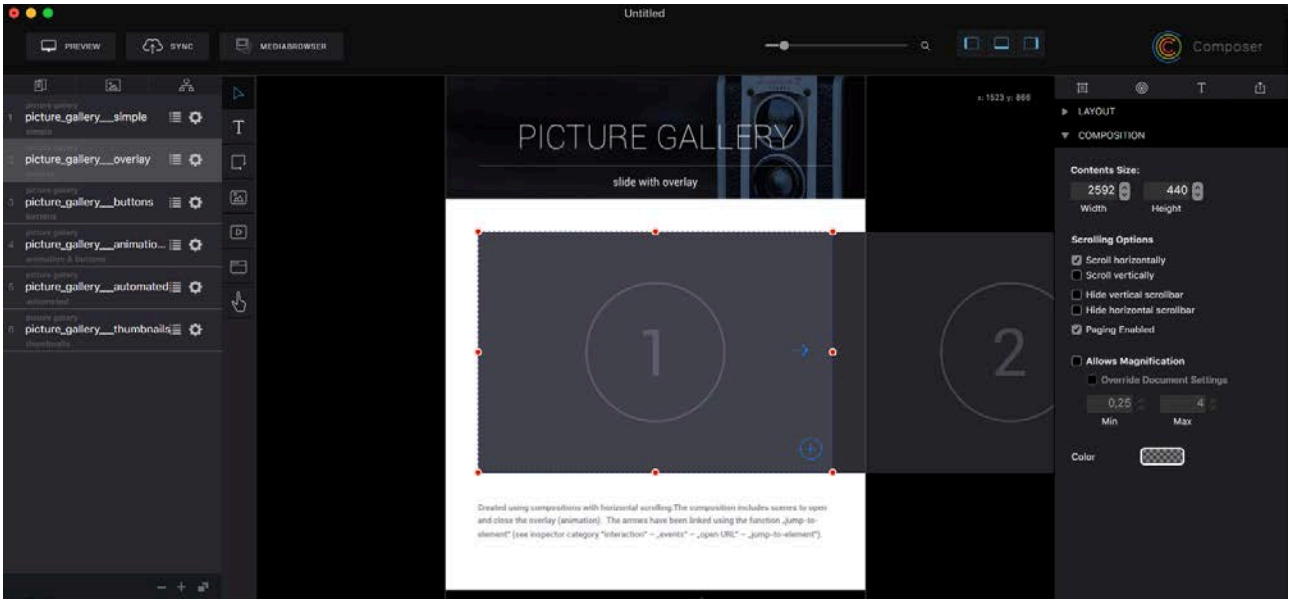
- Groups
  In the simplest case, a composition is only used to group several elements in order to e.g. display them together as a pop-up.
- Enhanced Interactions
  Interaction options on a page can be significantly increased with compositions. For instance, you can easily use a composition to create a scrollable image gallery on a page. (see video tutorial "Purple DS - Swipe Image Galleries")
- Nested Animations
  Since compositions have their own timeline, complex animations can be implemented with compositions. For instance, this allows for the creation of a flying butterfly that flaps its wings. The butterfly consists of an exterior composition that contains the body of the butterfly and an interior composition with the wings. The butterfly's flight curve is animated on the outer stage. In the inner composition, the butterfly's flapping wings are animated. (see video tutorial "Purple DS Composer - Animations with Compositions")

2.17.2 Creating a Composition

As soon as one or several elements are selected, you can create a composition as follows:

- Using the context menu (Ctrl-Click) – "Create Composition"
- Using the "Edit" window menu – " Create Composition "
- Using the "Ctrl+C" keyboard shortcut

You can tell if it is a composition if the previously selected elements are only shown with one red frame if selected. The selected elements are summarised in the layer list and moved to the newly created composition. The new composition is called "New Composition".

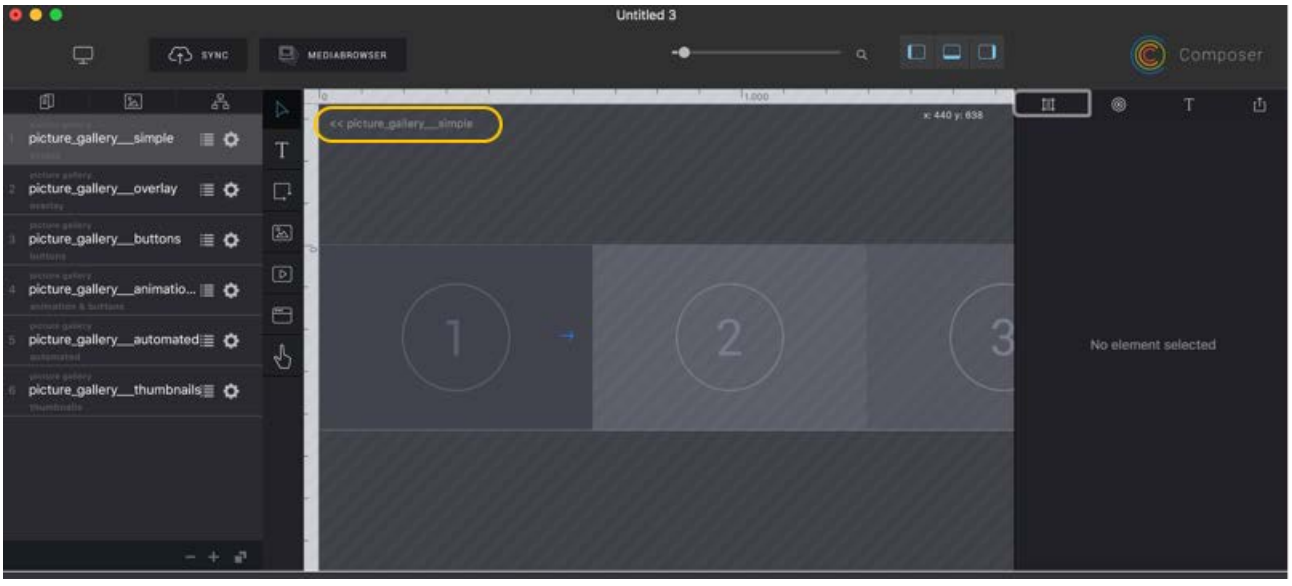


2.17.3Editing a Composition

Double-clicking on a composition will take you to the composition's editing mode. You will now see your own composition stage, and the object list will only display the composition's objects.

On this stage, you can also edit and animate objects as usual. It is also possible to use scenes inside this composition.

To finish editing the composition, click on the button with the double arrow and the name of the page on the left above the stage. This will take you to the surrounding stage again.



2.17.4 Copying Compositions

You can copy compositions as a whole and insert them into other scenes, pages, projects, and therefore easily re-use them.

2.17.5 Eliminating Compositions

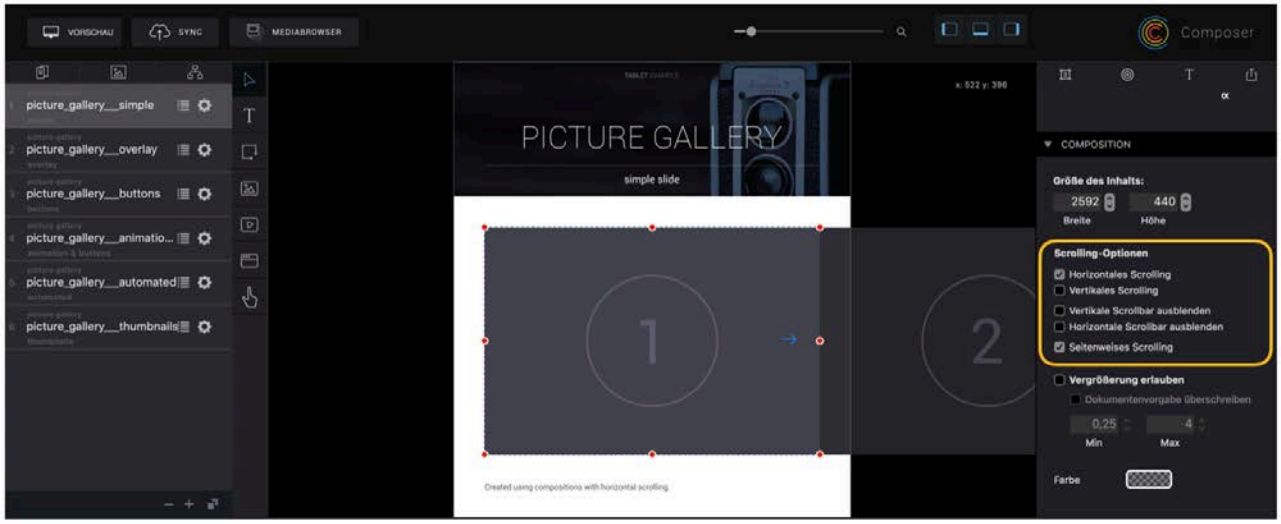
You can eliminate a composition by selecting it selecting it and selecting the “Dissolve Composition” option in the context menu.

If you only wish to eliminate individual layers of the composition, you can simply copy or cut them out of the composition and insert them again outside the composition.

2.17.6 Scrollable Compositions

In compositions, a distinction is made between inner and outer size. The outer size is the part of the composition that is visible on the main stage or the frame, so to speak. This is specified in the layout inspector on the main stage.

The inner size is specified in the composition through the page properties inside the composition. Furthermore, you can also specify here whether the composition may be scrolled vertically or horizontally.
This can also be accomplished using the inspector of the composition on the main stage.



If scrolling is activated for a composition, it can scroll if the interior size of the composition is greater than the exterior size. (See Page and Content Size)

2.17.7 Composition Samples and Video Tutorial

You can find examples on using a composition in the “Picture Gallery” sample, which is provided upon starting the composer.

You can find our video tutorial on compositions on YouTube:

Tutorial I Purple DS Composer - Swipe Image Galleries

2.18 Purple DS Composer: Pop-ups

A pop-up consists of the pop-up itself and the trigger that opens the pop-up. Each element, including compositions, can be defined as a pop-up.

2.18.1 Creating a Pop-Up

1. Defining a Pop-Up

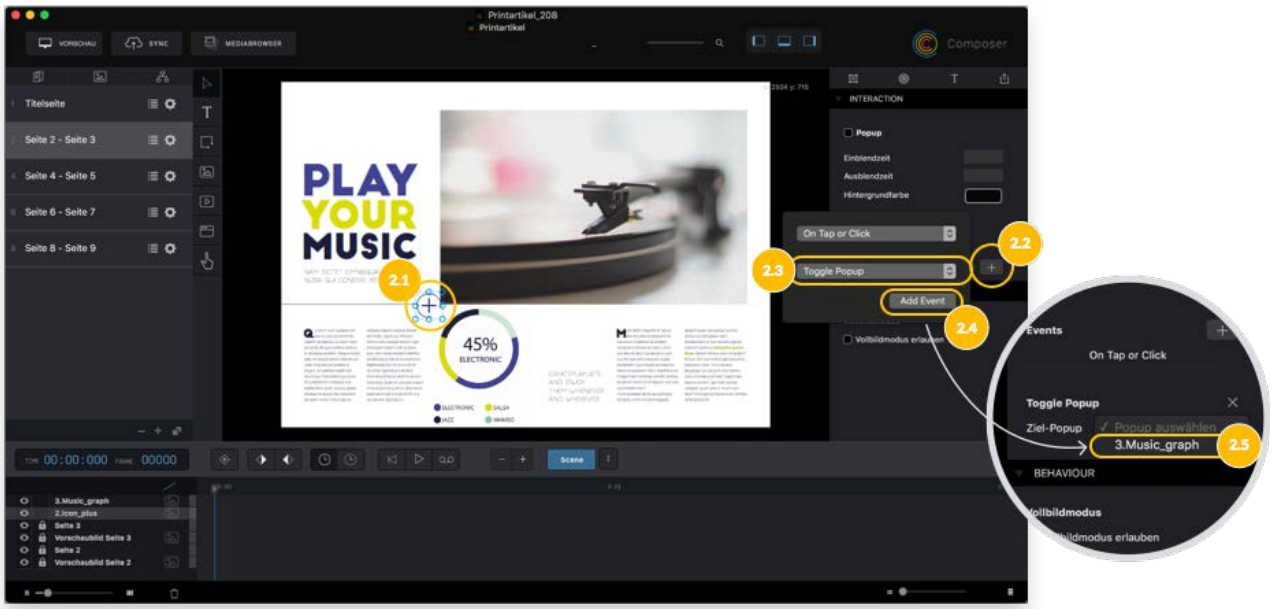
   - Select the element that is intended to serve as a pop-up.
   - In the inspector, open the widget properties (circle symbol). There, activate the “Pop-up” option. You can specify background colours (white surface with red bars means a transparent background) and fade-in/fade-out. Furthermore, you can specify fullscreen behaviour.

     Note: The pop-up is always visible on the stage in the composer. However, it is only visible in the preview and in the app when the trigger opens the pop-up.

2. Defining the Trigger for Opening the Pop-Up

   - Select the element that is intended to trigger the pop-up.
   - Use the inspector to add the “On Tap or Click” - “Toggle Popup” event to this element. In the following list, select the pop-up created in step 1.

     Note: Opened pop-ups can be closed using a tab next to the opened pop-up. However, there should always be an additional closing event for pop-ups. Otherwise, fullscreen pop-ups cannot be closed, and the user is “trapped”.



3. Defining the Trigger for Closing the Pop-Up

   - Add the “On Tap or Click” - “Toggle Pop-up” event to an element inside the pop-up. In the following list, select the pop-up created in step 1.

     Note: Where applicable, it is useful to place a touch area over the pop-up or integrating the button and making the pop-up a composition so that it can contain the touch area or the close button.

2.18.2 Pop-up Samples und Video Tutorial

The “Pop-Ups” sample, which is provided upon starting the composer, is an example of using a pop-up.

You can find our video tutorial on compositions on YouTube:

Tutorial I Purple DS Composer - Create Pop-Ups

2.19 Purple DS Composer: Embedding HTML

HTML content can be integrated in three different ways:

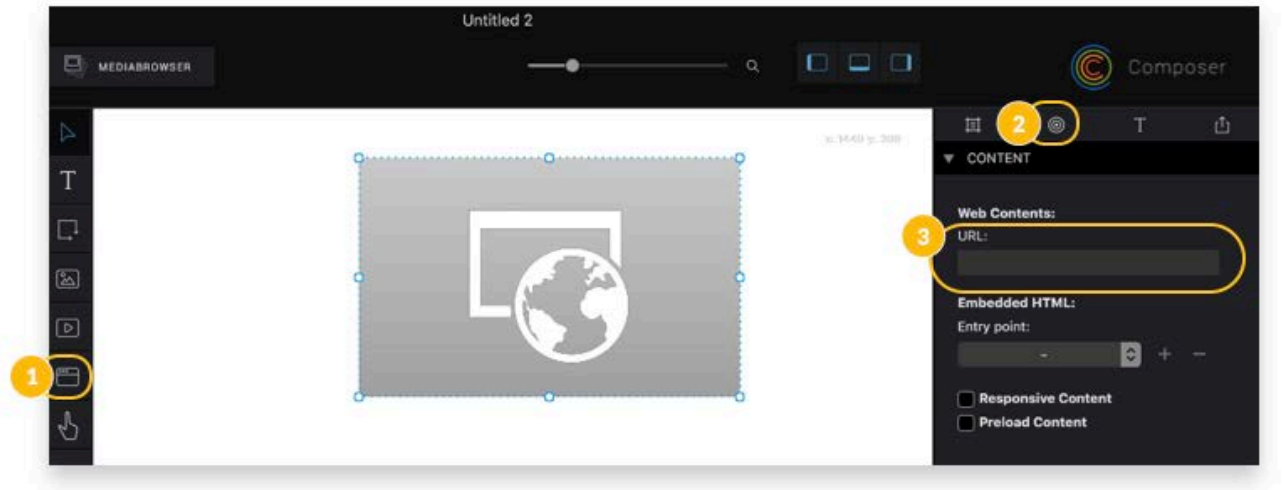
- Embedding HTML Online
  Direct integration in a website, e.g. the website https://www.sprylab.com. This type of integration does not work if the tablet or smartphone does not have internet access.
- Embedding HTML Offline
  Integrating an HTML file that contains all the necessary data for display. Advertisements, graphs, or even HTML animations are often integrated in this manner.
- Embedding HTML via Shared Assets
  If you wish to use an HTML asset in several areas, e.g. a note function that will be integrated into every page, then it is recommended that you use the shared assets function.

As a result, only one copy of the HTML data is in the project and does not unnecessarily enlarge the project.

2.19.1 Embedding HTML Online

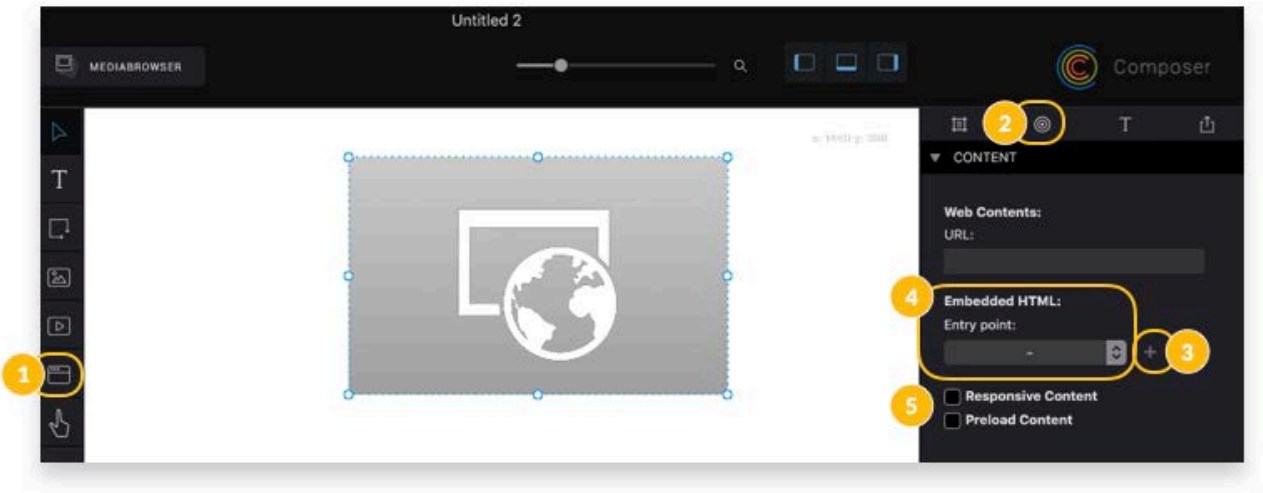
1. First, place an HTML container on the stage (1).
2. Select the web container on the stage and, using the inspector in the widget properties (circle symbol) (2), enter the desired URL (3).

ATTENTION: You must always enter URLs including http:// or https://.



2.19.2 Embedding HTML Offline

- First, place an HTML container on the stage (1).
- Select the web container on the stage and, using the inspector in the widget properties (circle symbol) (2), add the desired HTML file using the “+” button (3).
  Note: The HTML file must be a zip file. It should contain all the data required for proper HTML function, including the appropriate JavaScript and CSS files and all integrated media data (images, etc.).
- In the list, select the HTML page that is intended to be displayed as the homepage in the web container (4).
  Note: With the “Preload Content” option, the web container’s content is pre-loaded as part of page pre-loading. This is useful if the webview constitutes a large part of the page. Otherwise, webview’s content will be loaded as soon as it enters the area visible to the user.



2.19.3 Embedding HTML via Shared Assets

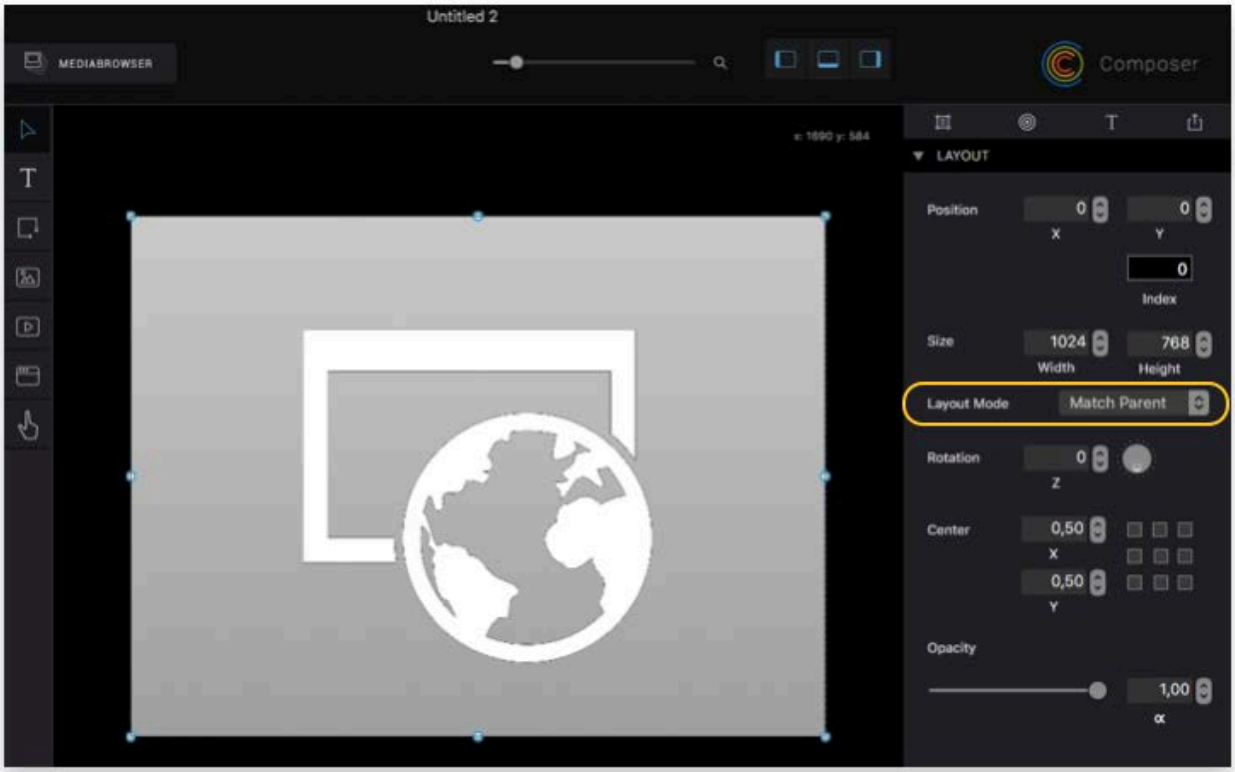
If you wish to use HTML content in several parts of the project, it is recommended that you integrate it using the composer's shared asset function. These assets are also available offline. More information on shared assets

1. Open the shared assets folder via the "File -> Open Shared Assets Folder" window menu (top left). This opens a Finder window where the shared assets folder is opened.
2. Copy this HTML content to this folder. You can create as many folders as you wish.
3. Close the folder and save Purple DS project.
4. Place a web container on the stage.
5. Select the web container on the stage and, using the inspector in the widget properties (circle symbol), enter the desired URL to for the shared assets. Use the following scheme "purpleshared/subfolder/index.html".

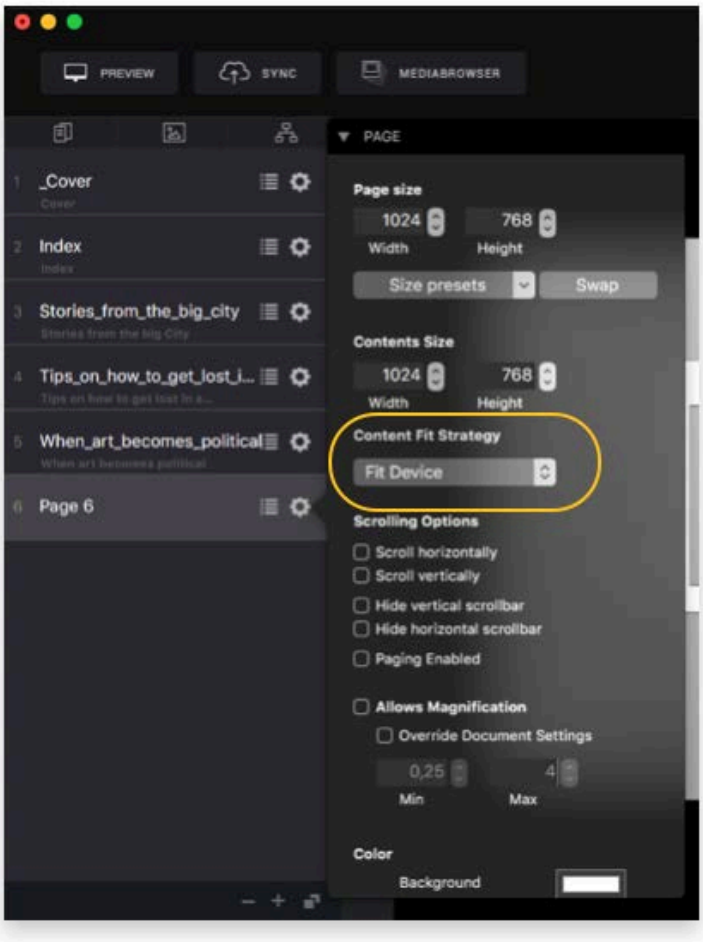
2.19.4 Responsive HTML Across the Entire Device Resolution

If you wish for the web container to always adjust itself to the device resolution (always fill the entire screen), you can easily set this up using the following steps.

1. Place a web container on the stage as described above and allocate the desired content.
2. For the web container, select the "Match Parent" layout mode in the layout inspector.



3. Set the content fit strategy to “Fit Device” in the page settings.



2.19.5 Purple DS JavaScript API

Websites in Purple DS can access Purple DS JavaScript API and use it to retrieve and use information on the app, publication, pages, etc.

Example:

```
function onPurpleLoad() {
    purple.metadata.getMetadata("app_id", function (value) {
        …
    });
}
```

You can find information on Purple DS JavaScript API in the technical documentation.

2.19.6 Integrating HTML and Purple DS HTML Export

If you also wish to use Purple DS content as an HTML5 export (e.g. for integration in a website), please note that a lot of online web content prohibit integration via iFrames (X-Frame-Options). In this case, the embedded web container does not show any data when presented on the web. This limitation does not apply to the use of content in Purple DS apps.

2.19.7 Testing HTML Content

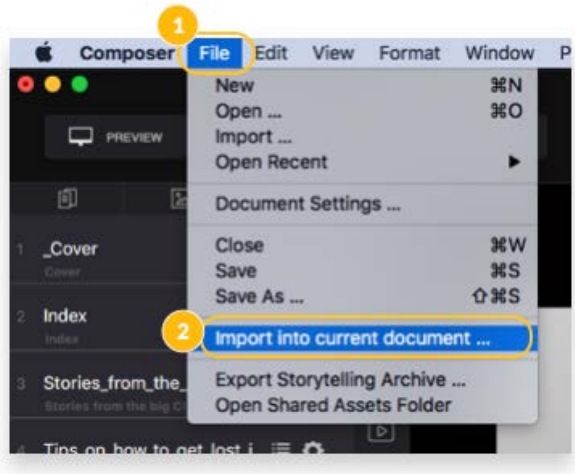
The HTML content in Purple DS must generally be able to run on the target devices. You can directly verify this by testing Purple DS content. Another option is running the HTML content on a web server (e.g. https://www.apachefriends.org/de/index.html) and loading the content on the mobile devices' system browser. If this content works on the system browser, they will also work in a Purple DS app.

You can find our video tutorial on HTML integration on YouTube:

Tutorial I Purple DS Composer- HTML Integration

2.20 Purple DS Composer: Merging Composer Projects

If you need to work on various parts of a project in parallel, you need to transfer all parts into a joint Purple DS project before publishing (sync with Purple DS Manager). The merge function in Purple DS Composer serves this purpose:



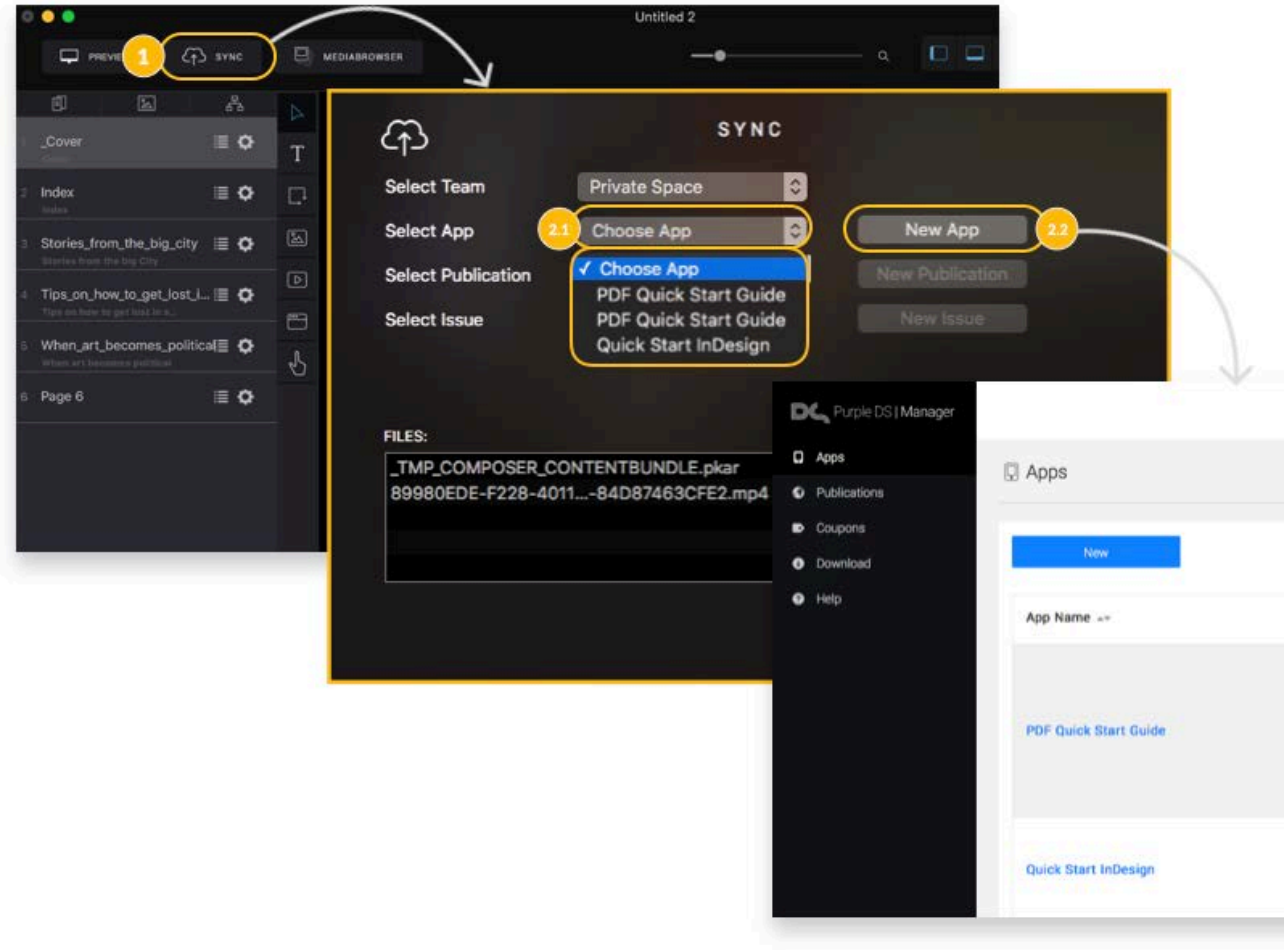
After merging all the parts of a project, you can edit the links and the table of contents.

2.21 Purple DS Composer: Manager Synchronisation

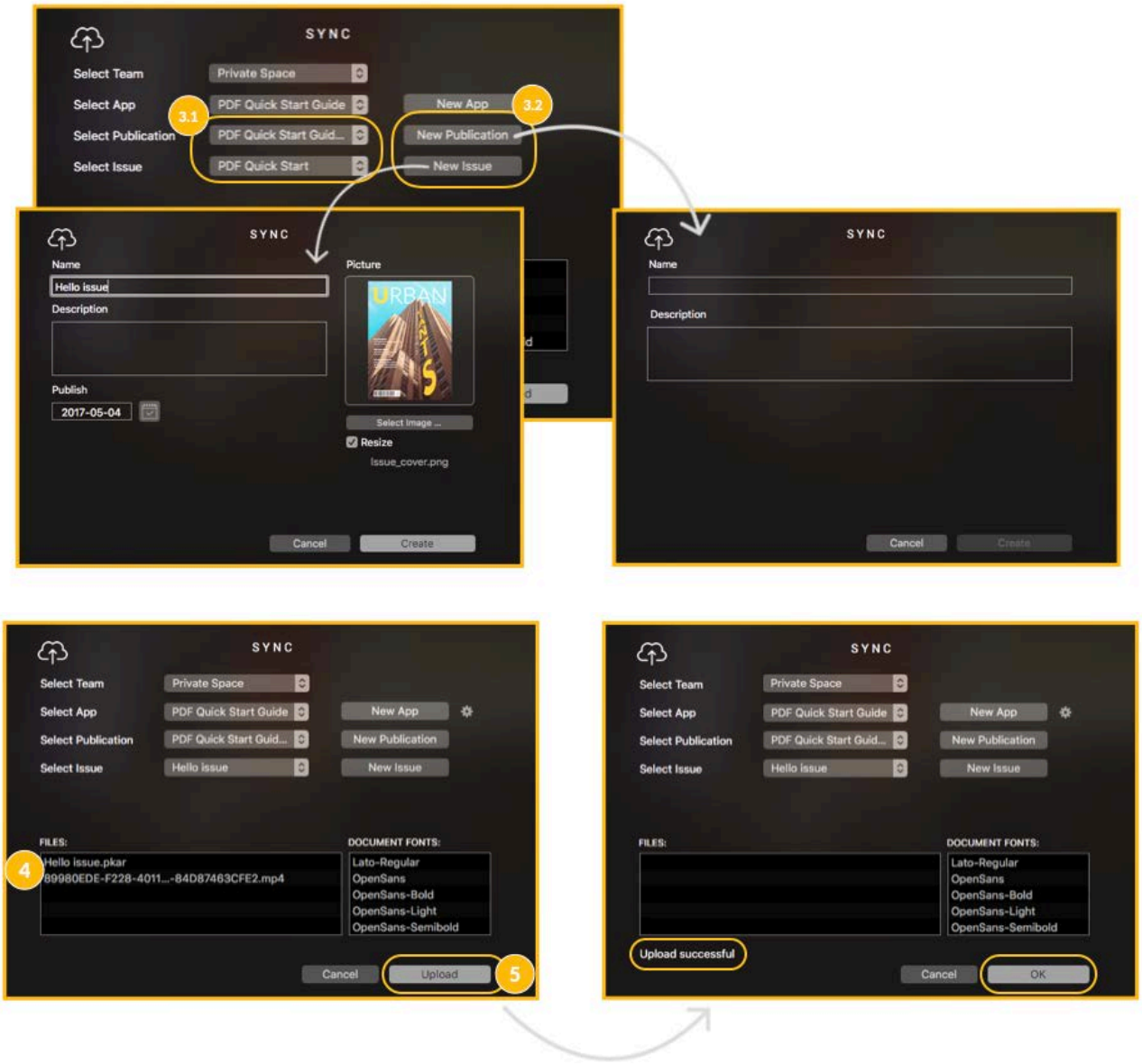
2.21.1 Automatic Synchronisation

With the Sync Workflow, you can synchronise your content directly from the composer to Purple DS Manager. Content is automatically approved for “Preview” (Test) and can be verified with test apps. You can issue the final approval for live (release) apps directly in the Manager.

1. Click on “Sync” on the top left in the composer. A sync dialog opens,
2. and your account or team in Purple DS Manager is automatically selected. If you are a member of several teams, you can select the desired team here. Afterwards, select the app in which the content is intended to be loaded (2.1). Or you can create a new app in Purple DS Manager (2.2).



3. If the app already contains publications and issues, you can select the desired publication and issue here (3.1). Or you can create a new publication and/or issue (3.2).
    - New Publication
        a. Create a new publication by clicking on “New Publication”.
        b. Fill out the appropriate fields. Click on “Create”.
    - New Issue
        a. Create a new publication by clicking on “New Issue”.
        b. Fill out the appropriate fields. At least a name and a cover image must be specified. Click on “Create”.
4. Click on “Upload” to load your project files to the selected app. This project’s files are already selected and contain all relevant assets (MP3 and MP4).



Notes:

- For the existing issue, a new version will be automatically created and made visible in the preview mode. However, Purple DS Composer has no option for commenting the new issue. If you have created tablet and phone variants of an issue, please load it using manual synchronisation in Purple DS Manager, since the composer would create a new version, as previously described.
- All issues and publications can be reworked via the Manager later on, e.g. launched live for the live (release) app.
- You must upload personalised font styles separately in Purple DS Manager. Learn more about personalised font styles.
- Alternatively, you can use manual synchronisation.

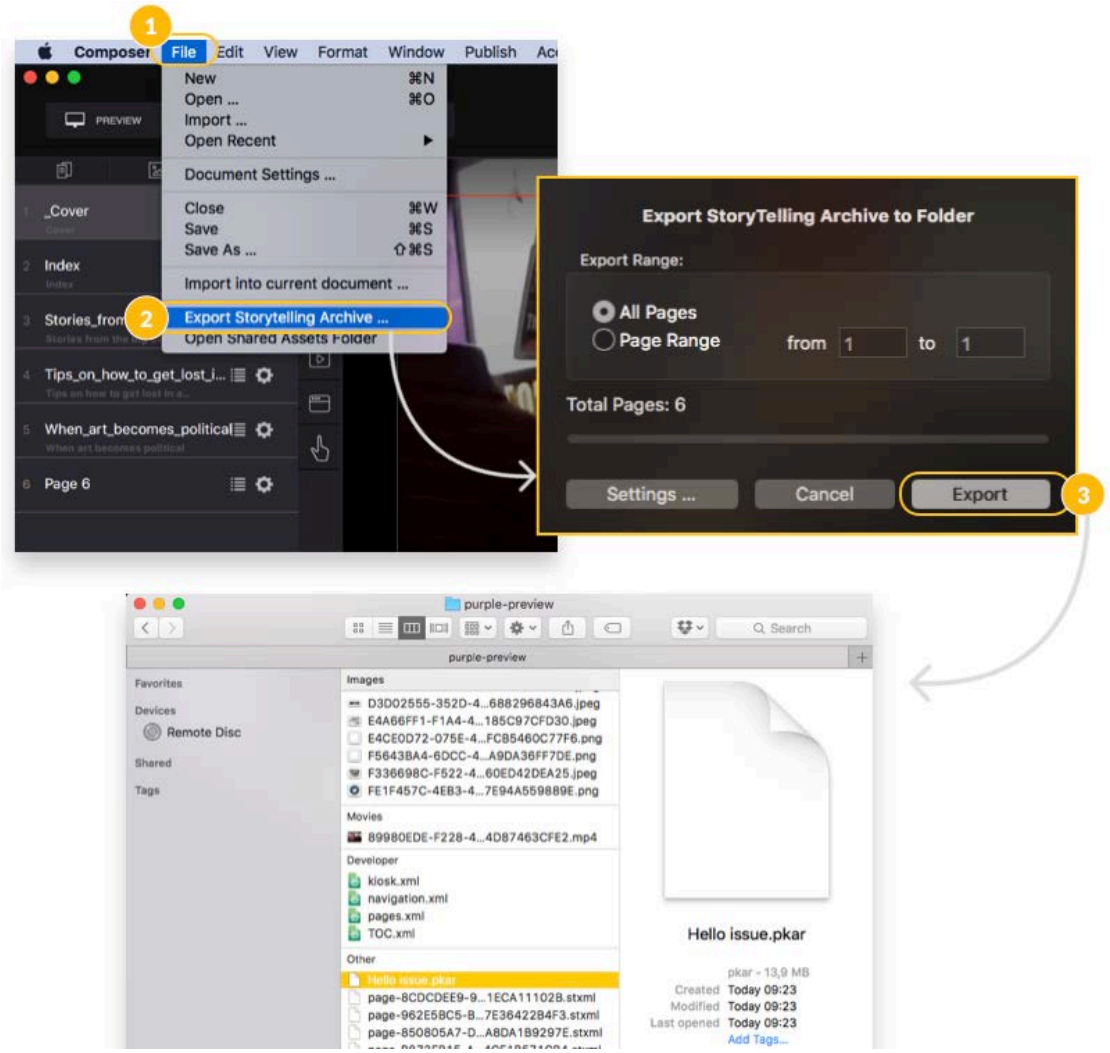
2.21.2 Manual Synchronisation

If you have completed a project in Purple DS Composer, you can export it using the following steps and save it locally as a PKAR file. Afterwards, you can upload the data to the desired app in Purple DS.

Tip: In addition to exporting content, this workflow is also used for exporting ad banners, for instance.

1. Click on “File” (1) on top on the window’s menu bar and select “Export Storytelling Archive” (2).
2. In the following step, you can define the export settings and begin exporting the storytelling file (PKAR) (3).
3. As soon as exporting is complete, the Finder window opens and displays the export data. The folder is a temporary file. Therefore, it is recommended that you temporarily save the data in a project folder. You only need to save Purple DS file (*.pkar). You do not need the other files for uploading into the Manager.

Afterwards, you can upload this PKAR file to Purple DS Manager. More information on Uploading a PKAR File.



3 Purple DS InDesign® Plug-In

You can use your content created in Adobe® InDesign® in Purple DS.

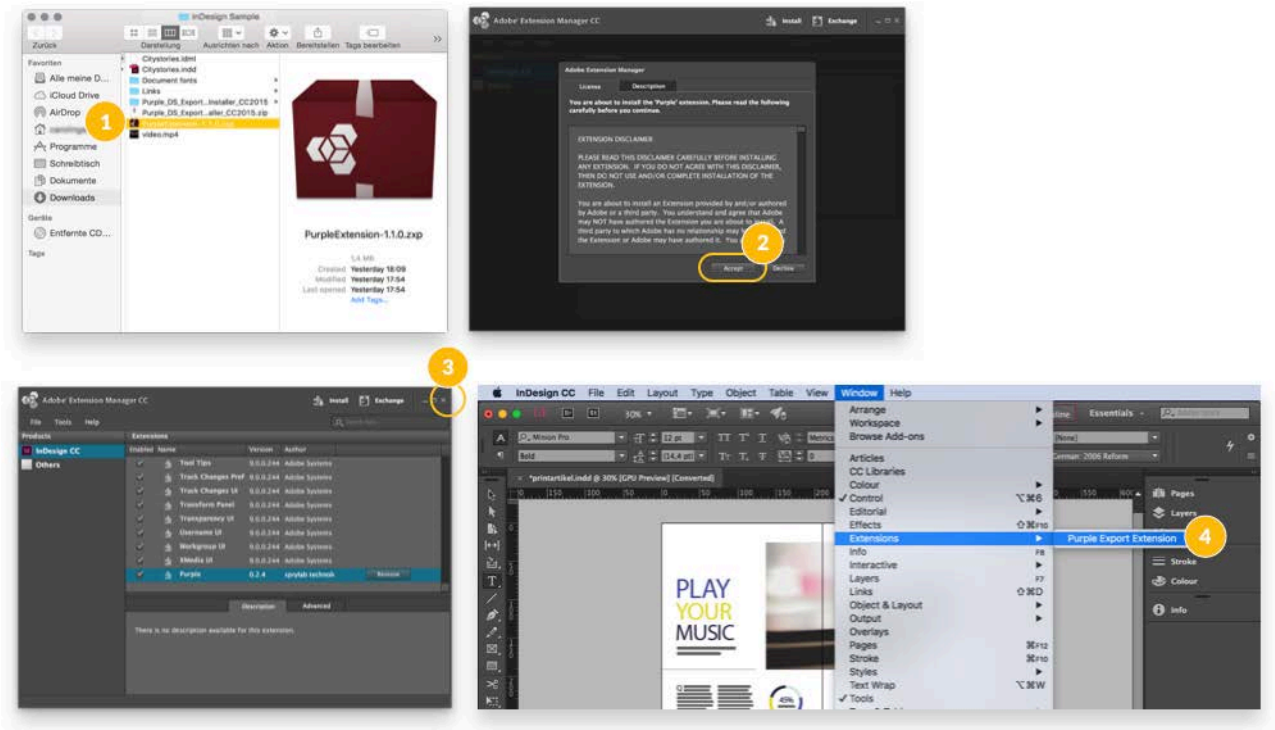
To do so, you can export it from InDesign® using Purple DS plug-in and further process it in the composer. In the composer, you can give the content animations and interactions.

3.1 Purple DS InDesign® Plug-In: Installation CS6 – CC

You can download the latest version of the plug-in here: https://purplemanager.com/#composer

After unzipping the ZIP file, you can begin installation by double-clicking on the "PurpleDSExtension_CS6-CC_X.X.X.zxp" (1 and 2) file.

After installation using the Adobe® Extension Manager for CS6 or for CC (3) and restarting InDesign, the "Purple Export Extension" will be available under the "Window" -> "Extensions" menu (4).

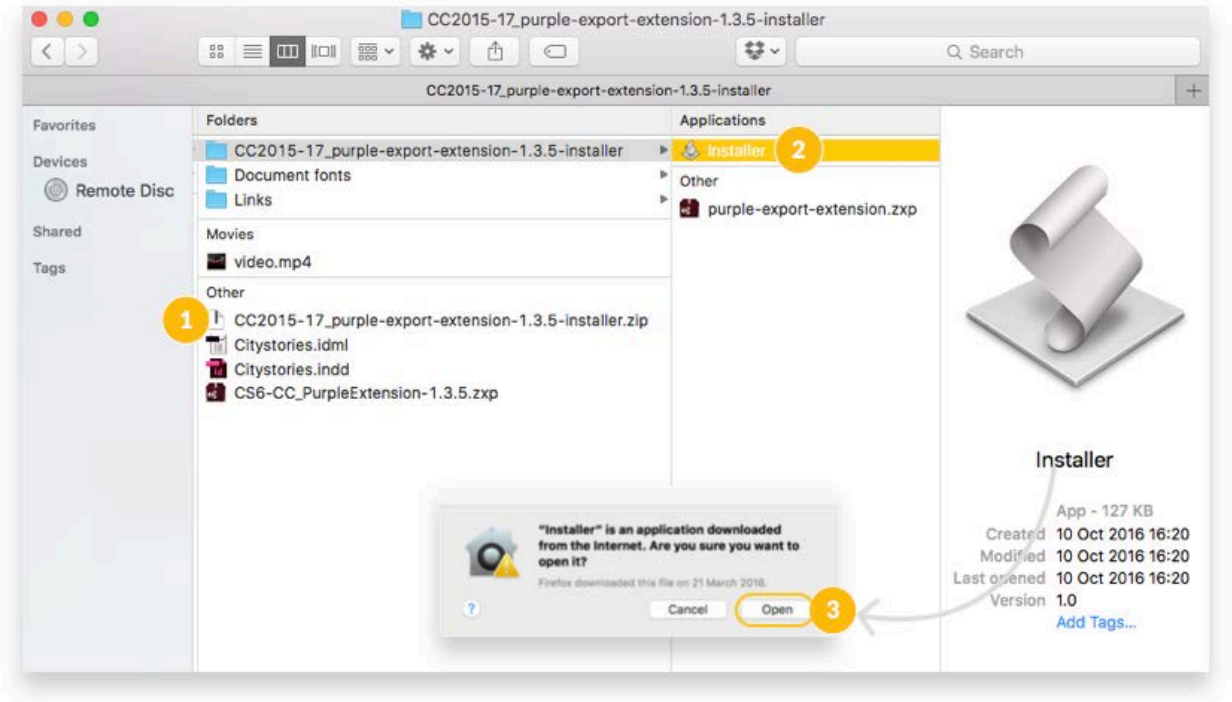


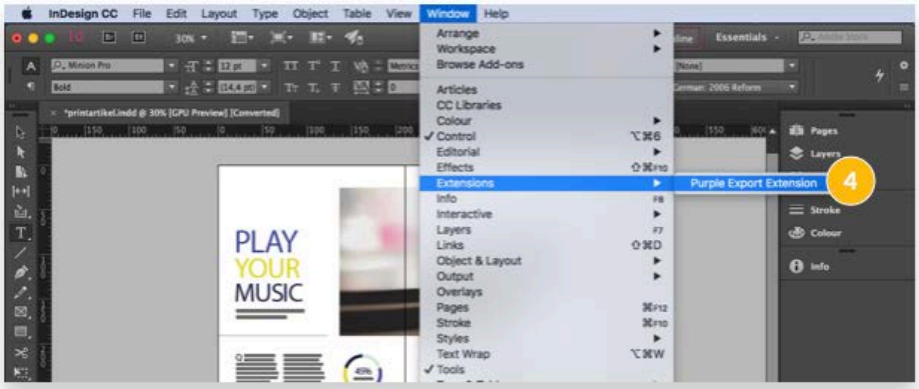
3.2 Purple DS InDesign® Plug-In: Installation for CC 2014 and Later

You can download the latest version of the plug-in here: https://purplemanager.com/#composer

After unzipping the ZIP file, also unzip the included file, "PurpleDSExtension_CC2014-CC20XX_X.X.X.zip" (1). Open the included "Installer" file by right-clicking (Crtl+click) (2). If you see the following pop-up (3), please confirm with "Open".

Note: If you receive the "Open an app from an unidentified developer" notification, please follow the installation instructions provided by Apple: https://support.apple.com/kb/PH21769?locale=en_US.





After installation and restarting InDesign, the “Purple Export Extension” will be available under the “Window” -> “Extension” menu.

3.3 Purple DS InDesign® Plug-In: Importing Data to the Composer

3.3.1 InDesign Export

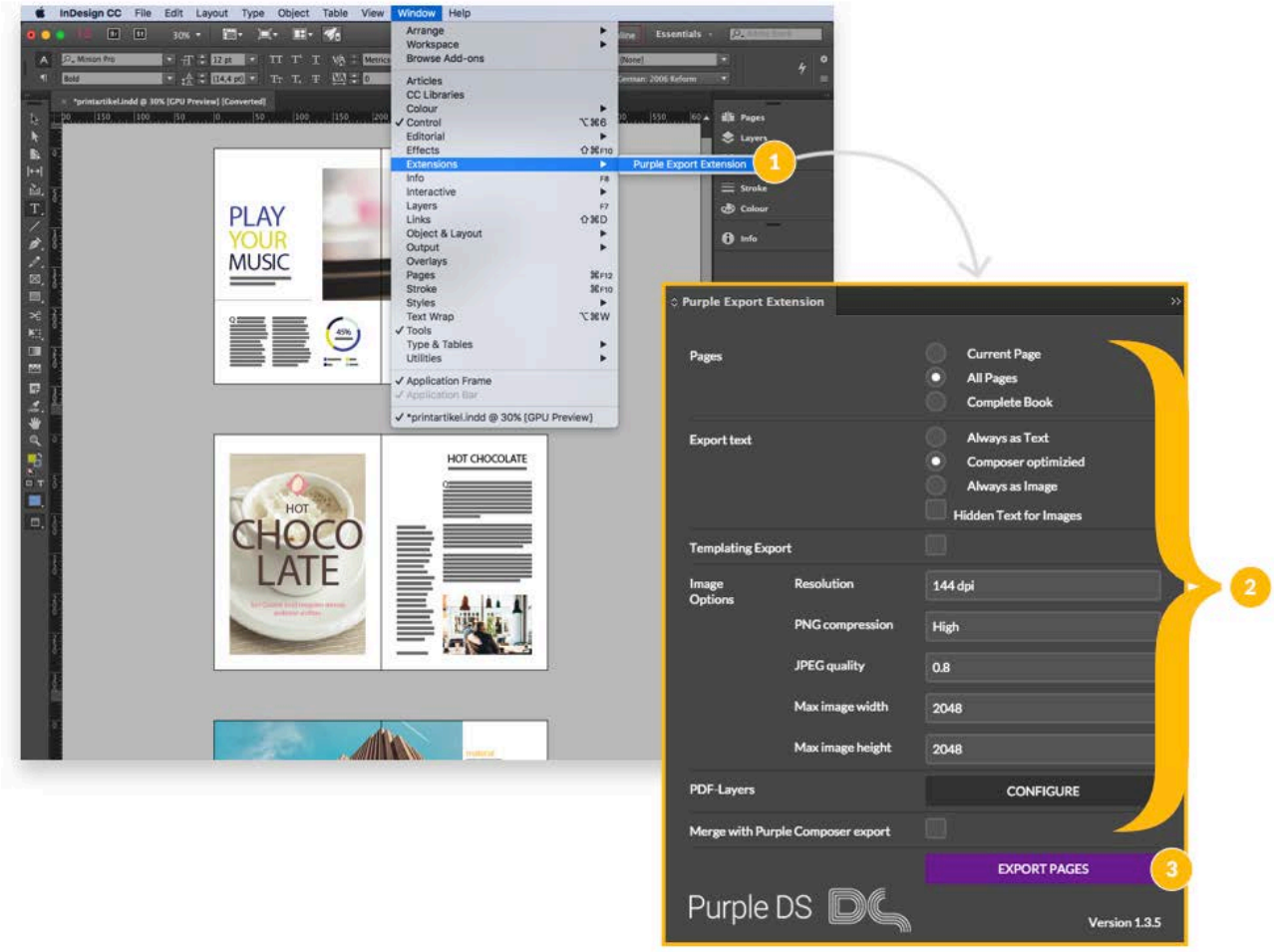
Open your project in Adobe® InDesign®. All included layers will be exported in their respective image format, meaning images will be exported as PNG or JPG and text as a textbox with the configured font.

Notes:

- Please note that image files with transparencies will always be converted to PNG files.
- Not all InDesign options (e.g. continuous text around an object) are available on mobile devices. In such case, an image or PDF export can be used.

- InDesign groups are always exported as a PNG image. If you wish to use individual elements in the composer you should delete the groups before export. Otherwise, a group can be used for complex elements (e.g. elements with gradients and texts with complex designs) to export the elements as an image and ensure an 100%-identical layout, even for complex elements.
- Please place images that are suitable for export as a JPG file (e.g. photos) on a separate layer called “JPG” or “JPEG”. The plug-in will export the images on this layer as a JPG file.

1. Open Purple DS extension under Window/Extensions (1).

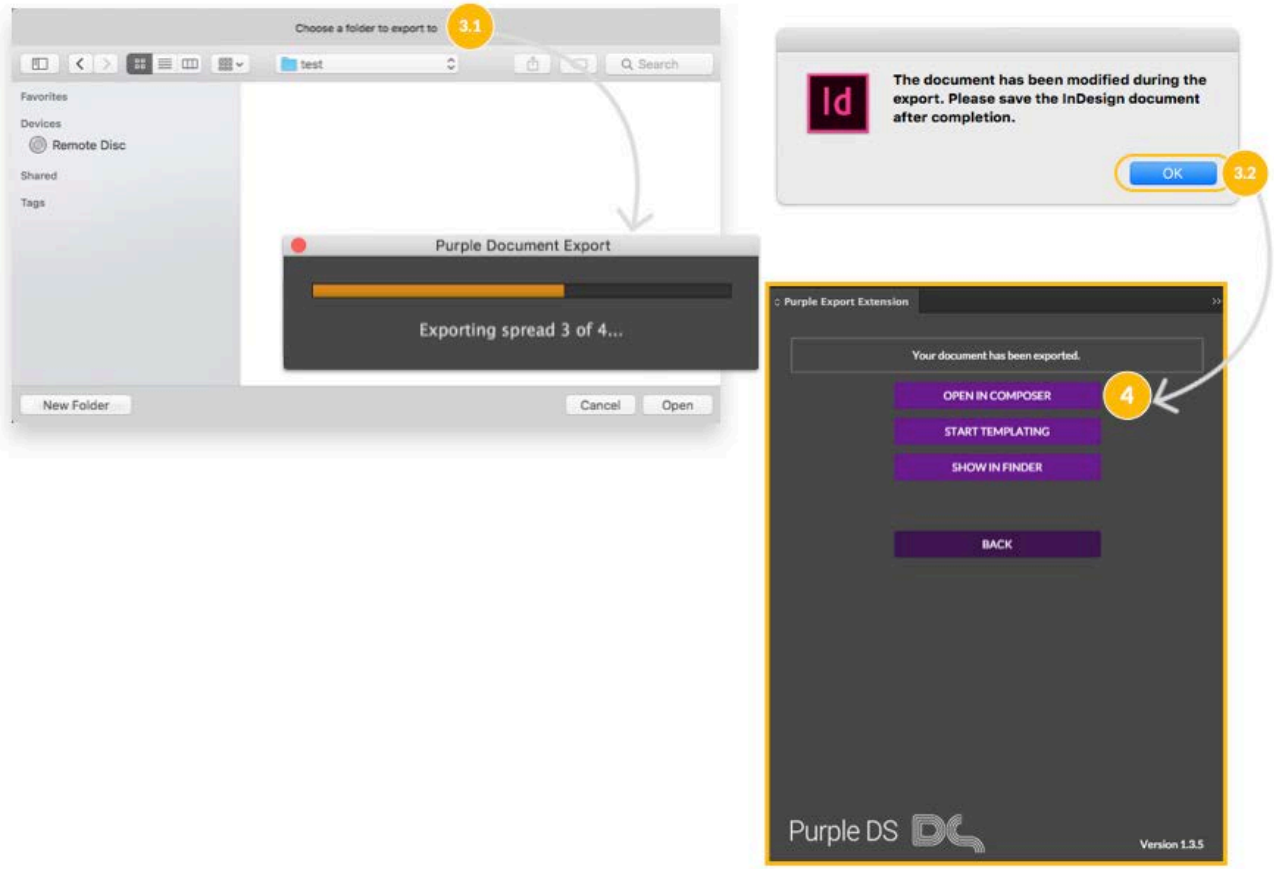


2. Configure the export settings to your preferences.

   - Templating Export
     Activate this option if you wish to continue working with Purple DS® Templating Client after exporting.
   - Image Options:
     The suggested options offer a good compromise between image quality and file size.
   - PDF Layers
     Here you can define whether and which layers are to be converted into a PDF. PDF layer guarantees a 100% depiction of the layout, although the individual elements can no longer be edited further in the composer. Only the text layers are often exported as PDF.

- Merge with Purple DS Composer Export
  You can use this option to update a previously exported project. More information on InDesign Update.

3. Begin export via “Export Pages”. Please choose a folder to export to (3.1). During export, invisible information is written to the elements to allow for a subsequent project update. Therefore, please save the InDesign project after export (3.2).
4. During the last step, open the exported file, depending on the desired workflow, in the composer or Purple DS® Templating Client to optimise it for mobile presentation.



3.3.2 InDesign Update

If you process the InDesign document further after export, you can afterwards apply these changes to the existing Purple DS project. This use case often emerges in different book editions.

Attention: The original InDesign document must have been saved after the first export. The InDesign changes must have been made to this saved document.

To update a Purple DS project using InDesign, proceed as follows:

Use the composer to export a storytelling file (PKAR) of the current project under the “File -> Export Storytelling Archive ...” window menu. Save the PKAR file in a folder of your choice.

5. Call up the updated document in InDesign and make the following settings during export:
   - Activate “Merge with Purple DS Composer Export”.

- In the subsequent dialog, select the PKAR exported in step 1.
- Adjust the update settings.

6. Perform the InDesign Export and open the result in the composer. Save the export as a new composer project.

4 Purple DS® Templating Client

Purple DS Templating Client allows you to convert InDesign files that were created for print into mobile layouts with little effort.

The Templating Client can be fully adapted to the customer's needs: both the underlying XML structure and the templates (design) can be customised.

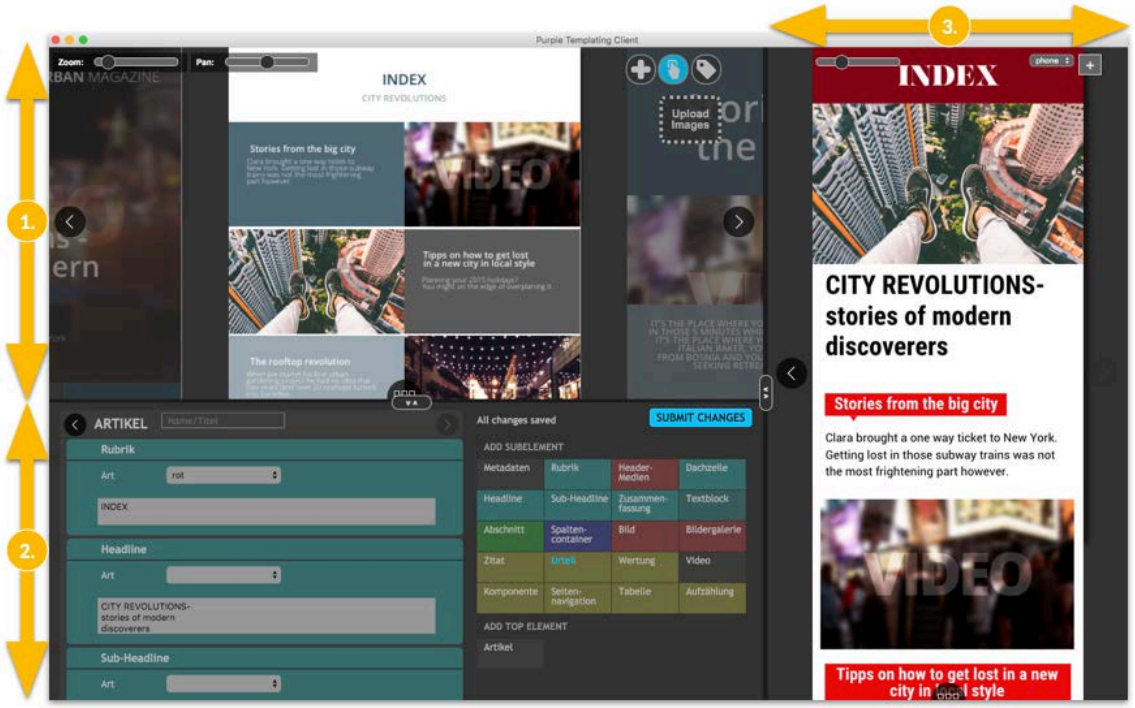
At the beginning of the Templating Client, the desired InDesign file is exported using Purple DS InDesign® Plug-In and then opened with the Templating Client. Using drag & drop, the individual InDesign elements are dragged to the previously defined structure elements and thus "tagged", or assigned the respective XML element.

The right side of the preview displays the new layout that was created by the template used. The display can be switched between the defined layout variants (e.g. phone, tablet, desktop). Furthermore, there is always the option of seamlessly applying the layouts to the composer and editing or changing them there. As a result, you are not solely dependent on the programmed part of the design templates; rather, you can take advantage of all the options of the composer and expand the project.

Lastly, the result can be exported and uploaded to the Manager.

The Templating Client is structured as follows:

1. View of the imported InDesign file
2. Tagging area for structuring the individual elements (images or text)
3. Preview of the adjusted template layout



You can find our video tutorial for Templating Client on YouTube:

Tutorial I Purple DS - Templating Client

5 Purple DS® Manager

Purple DS Manager assumes a multitude of tasks. This particularly includes creating and managing apps along with managing content:

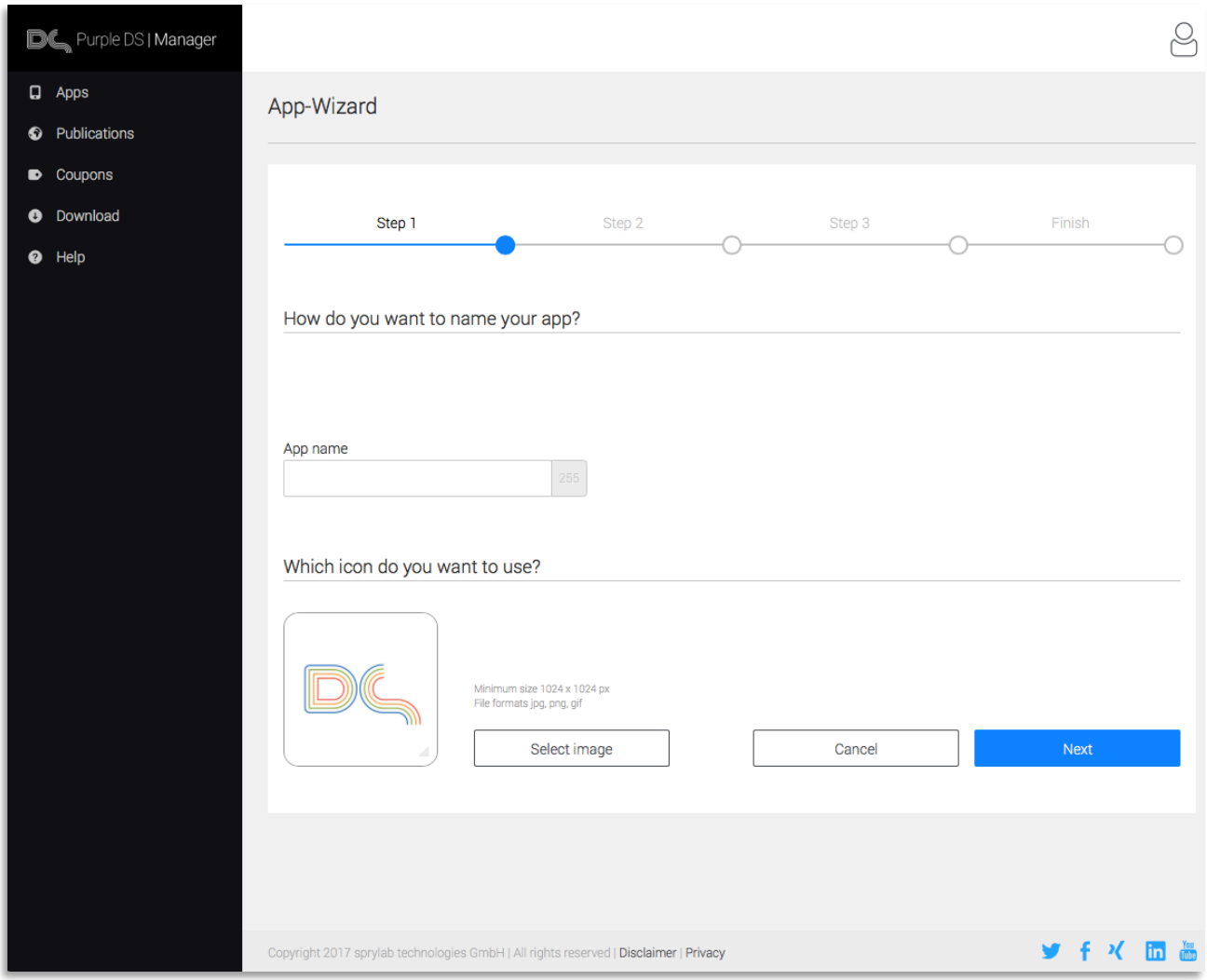
- Creating and managing apps (test and release apps)
- Adjusting app design (colours, text, home screen, menu)
- Managing content and presenting it in apps (your publications and issues)
- Integrating analytics tools such as Appboy, Google Analytics, Flurry
- Integrating entitlement tools (Purple DS Entitlement or third-party providers)
- Linking content management systems, e.g. Drupal
- Managing content templates for semi-automatic and automatic creation of app content (see Purple DS Workflows)
- Administrating team members
- Downloading the starter kid, the current Purple DS Composer, and the Adobe InDesign plug-ins

Note: If you adjust content or dynamic content (e.g. app menu), you do not need to re-build the app. These changes are automatically accepted by the app. For all other changes (app icon, app colours, font files, 3rd-party integrations, ...), you need to re-build and install the app (update).

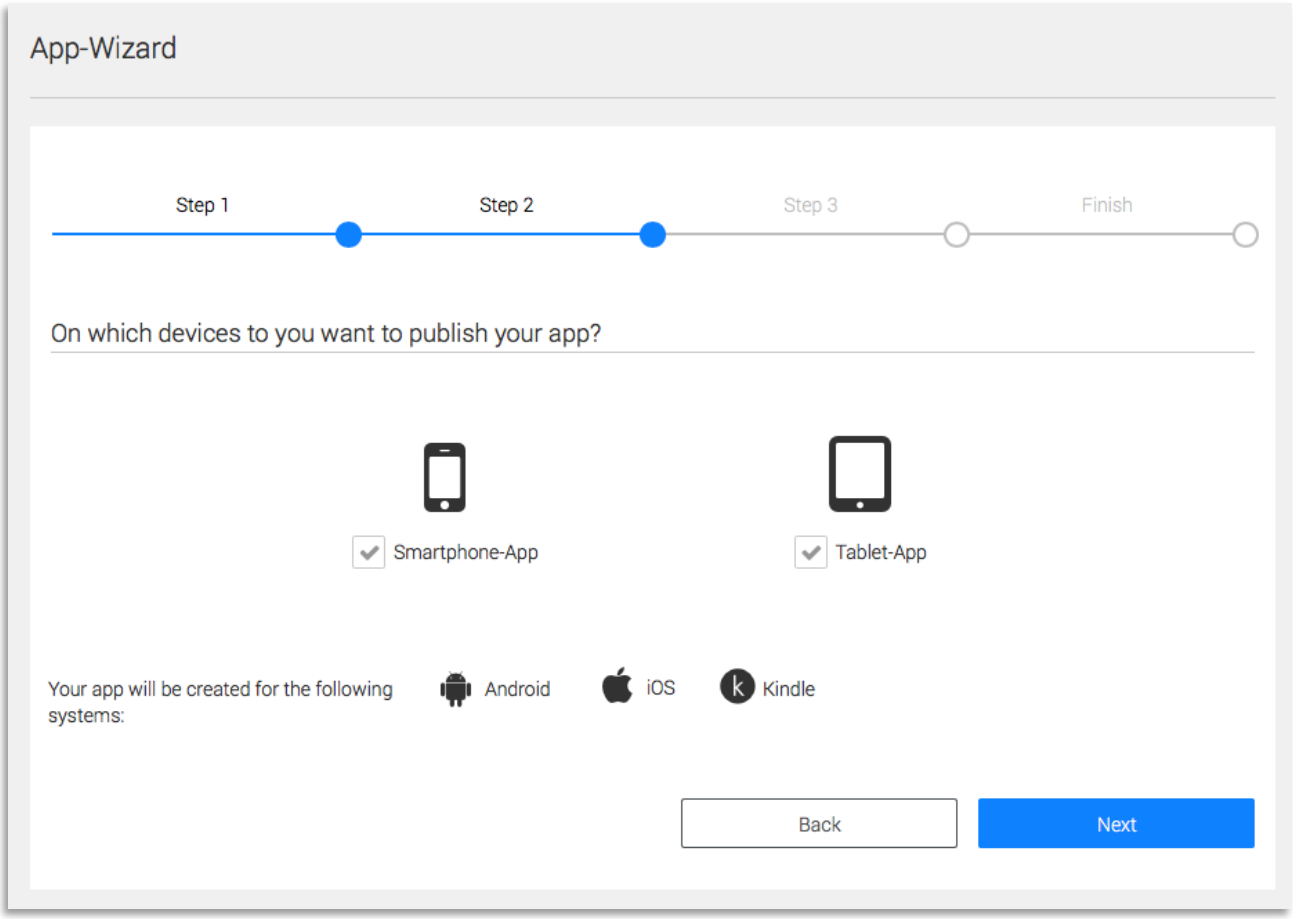
5.1 Purple DS® Manager: App Wizard

The app wizard will be launched when initially logging into the Manager and creating new apps. This allows for the configuration of new apps in four easy steps:

1. In the first step, you will provide a name for your app and select an app icon or upload your own app icon. The app icon must be 1024x1024 pixels in size, since it is also used for the splash screen. The icon can be adjusted afterwards at any time.



2. In the second step, you will choose the devices for which the app is intended to be built. An app is created for phones and tablets by default.



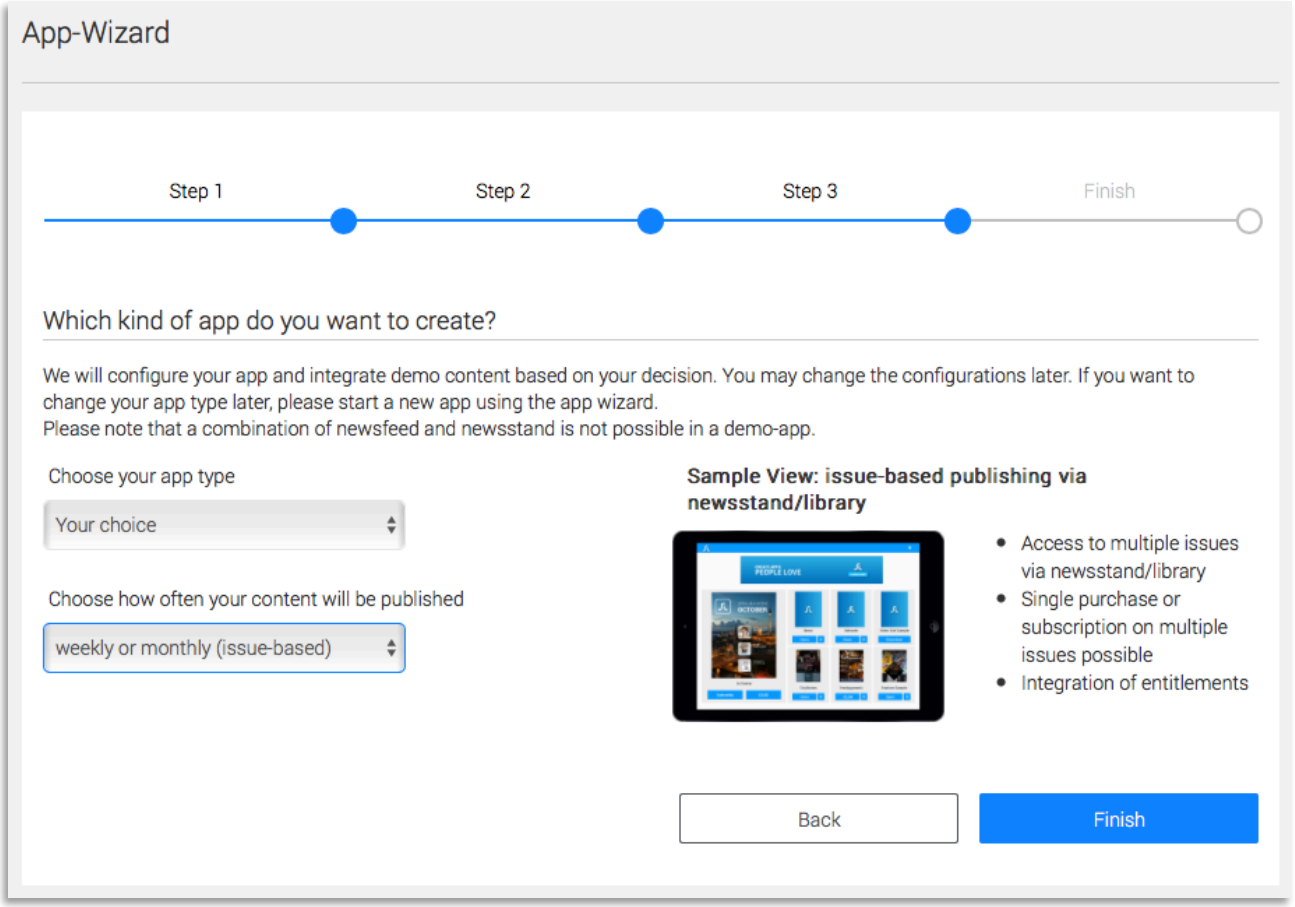
3. In the third step, you will specify the type of app you wish to build. The frequency with which you wish to publish new content furthermore differentiates the app types. App types can also be combined with each other.

    - Issue-based (weekly or monthly)
      The home screen of your app is a newsstand or library of various issues. The issues are managed in the Manager. (Newsstand)
      This is mainly suited for a weekly or monthly publication schedule.
    - Article-based (regular/continuous)
      Your app's home screen is a newsfeed that provides direct access to your articles. The articles are managed using the Manager or linked CMS. Furthermore, the app has a newsstand, in which issue-based content can also be published. (Newsfeed with newsstand)
    - Topic-based (one-time)
      The home screen of your app is your content, and you offer one issue only. You can manage and update the content using the Manager. (Single issue)

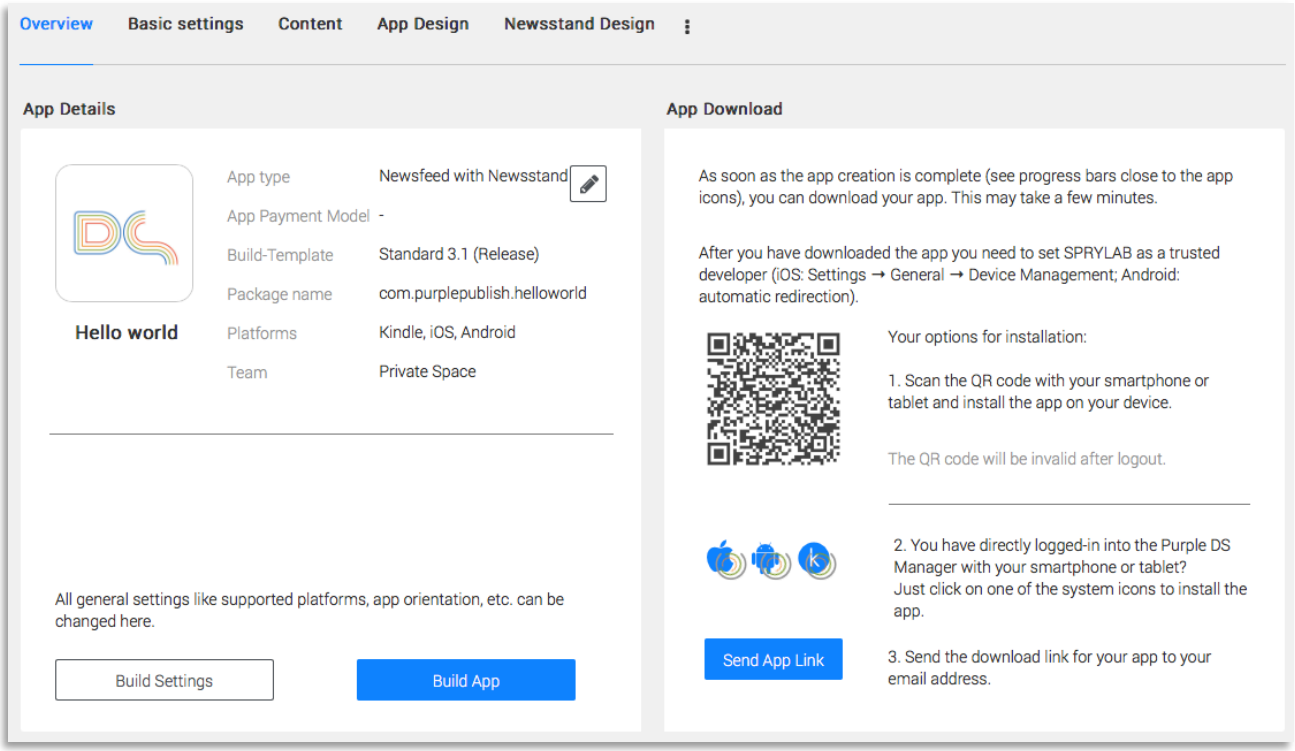
    Note:

    - A single-issue app cannot be subsequently re-built into an app with a newsstand or newsfeed.

- You can subsequently activate the “Newsfeed” feature in a newsstand app. If a newsfeed is present, the app will always start in the newsfeed before you can switch to the newsstand.
- You can obtain a pure newsfeed app by first building an app with a newsstand and then removing the newsstand entry from the app menu.



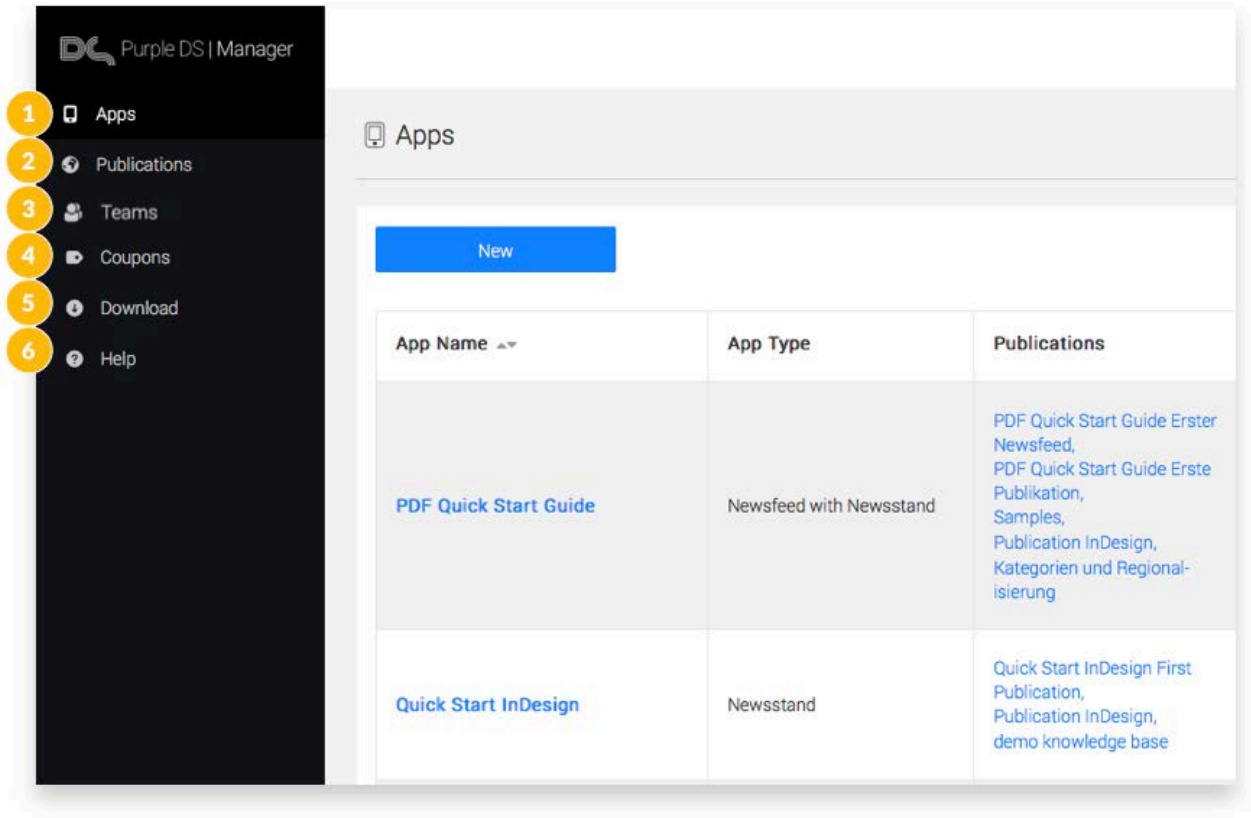
4. After closing the wizard, you will be directed to the overview for your new app. This first app is a test app and cannot be published in an app store yet. If the Manager has finished building the test app, you can install it on your device by scanning the QR code or by using the “app link“ functionality on your device.



The app contains demo content after the initial build. You can delete them from the app and insert your own content in the “Content” menu (see editing publications).

5.2 Purple DS® Manager: Overview

The Manager’s user interface is structured as shown in the image below. Please note that more or less options may be visible to you in the Manager depending on the assigned user roles.

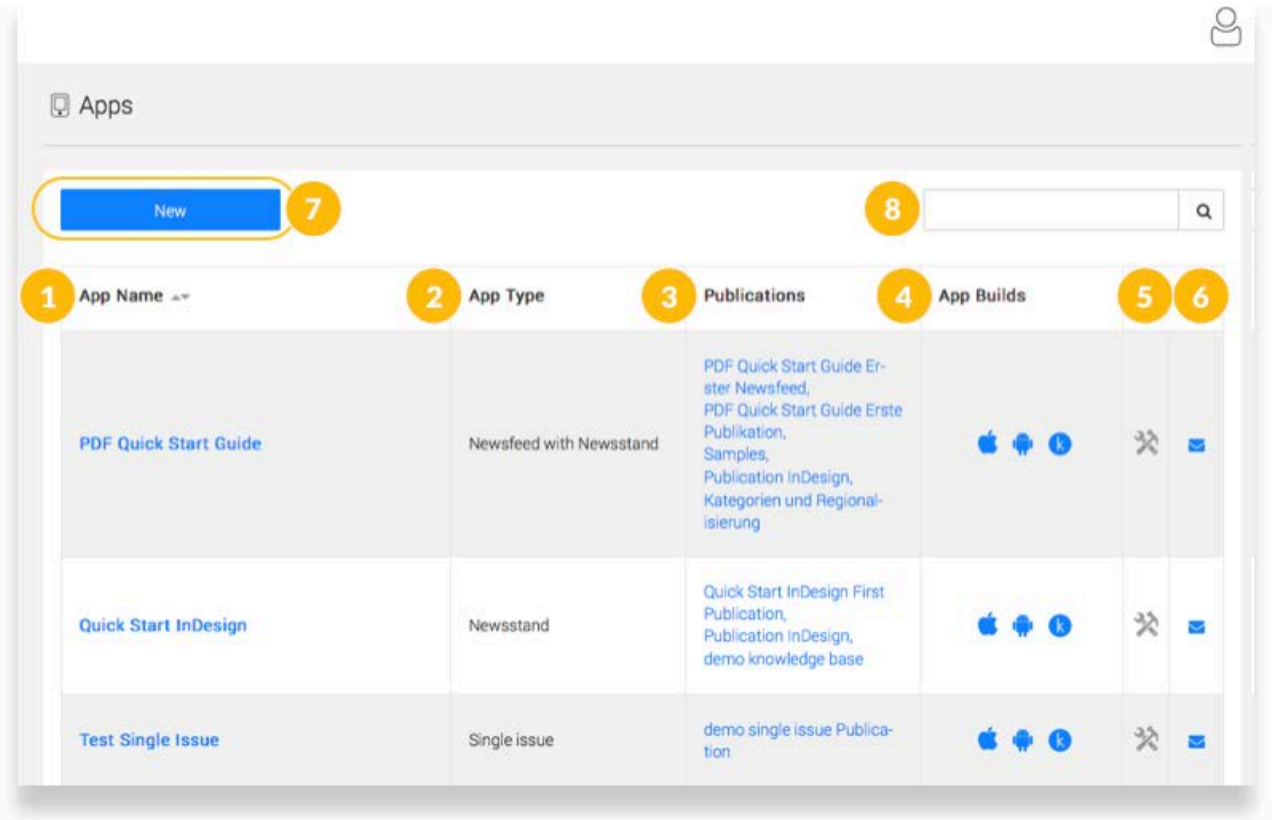


The Manager menu on the left side consists of the following entries:

1. Apps
   App overview, area for creating, modifying, and managing your apps. Learn more about apps.
2. Publications
   Area for managing your content. Learn more about publications
3. Teams
   Area for managing your team members including their rights. Learn more about teams.
4. Coupons
   Area for creating and managing coupons for your content.
5. Downloads
   Download options for the latest composer, the starter kit, and the latest Adobe plug-ins.
6. Help
   Link to Purple DS support page.

5.3 Purple DS® Manager: Apps and App Overview

5.3.1 App List

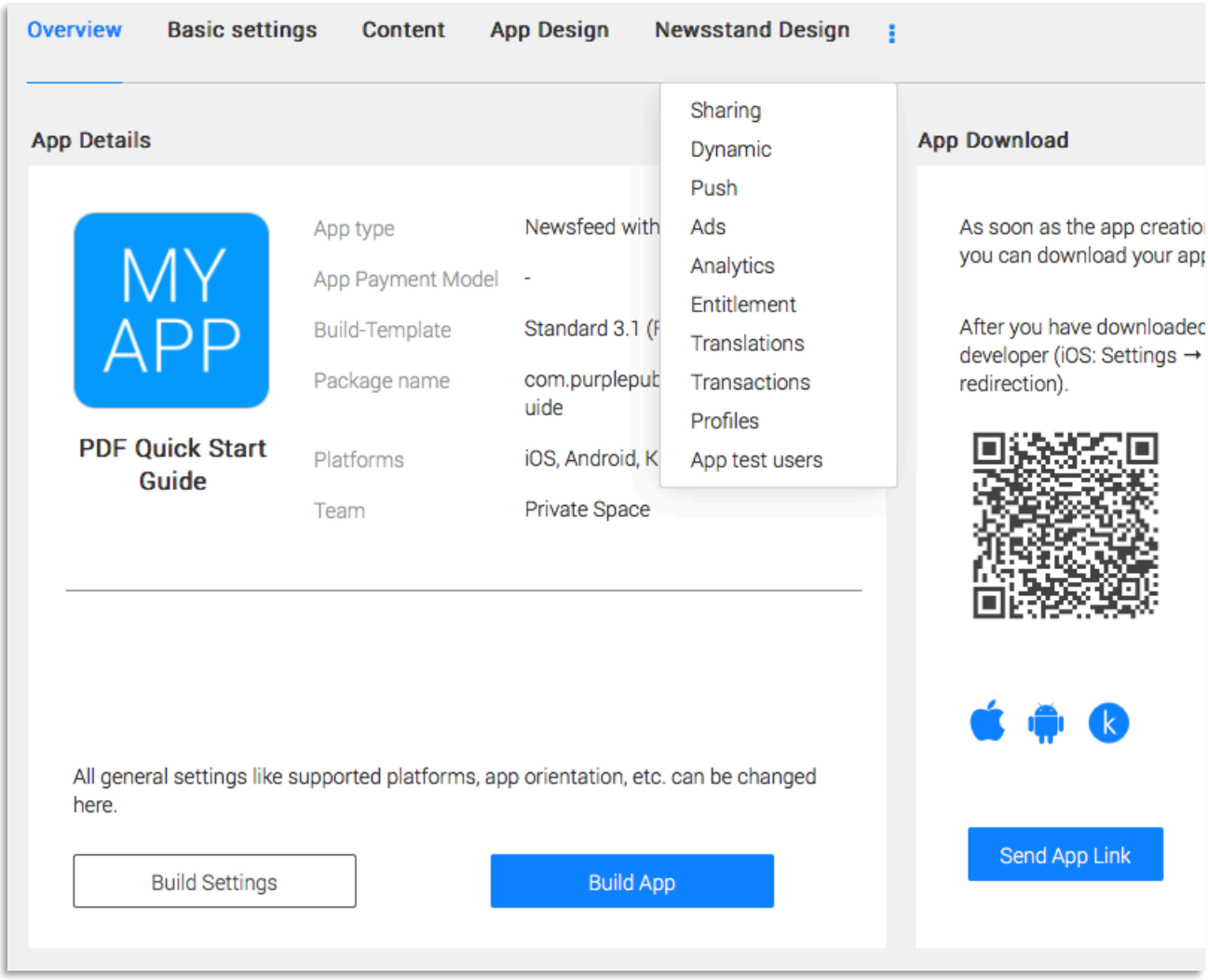


When you open this area, you will first see a list of apps you created.

Clicking on the App Name (1) will take you to the app overview. Here you can configure the app according to your preferences and assign the appropriate content. In the second column, you will see the App Type (2). In the third column, you will see the Publications (3) that are assigned to an app. Under “App Builds”, you will see the platforms for which the app in question is available (4). With the tool icon (5), you can initiate a new app build (“Build App“). The letter icon (6) takes you to the push menu.

With the “New” button (7), you can start the App Wizard and therefore build a new test app. You can build as many free test apps as you wish with your Purple DS account. The top-right search field (8) allows you to search through the list or app names.

5.3.2 App Overview



In the app overview, you can configure the app according to your preferences and assign the appropriate content:

- Overview
  Here you can view your app's technical framework data at a glance and you can share it via the QR code or "Send App Link". Furthermore, you can initiate the construction of your app using "Build App".
- "Build Settings" Button
  The certificates for building the test or app are saved in this menu. Learn more about "Build Settings" Button.
- Basic Settings
  Basic settings for the app such as app name and package name, definitions for platforms and device classes, content orientation, etc. Learn more about Basic Settings.
- Content
  Overview of your newsfeeds (channel feeds) and newsstand content (publications) along with the included articles and issues. Learn more about managing content.

- App Design
  The app icon, fonts, main colours, and splash screens are specified here. Learn more about app design.
- Newsstand Design
  The parameters for search, displaying the issues in the newsstand, and the colour settings for these views are specified in this menu. The app's colour scheme also defines these areas, so you only need to make changes here if you wish to adjust single colours. Learn more about newsstand design.
- Sharing
  As soon as the sharing feature is available, you can define additional settings for sharing content from your app.
- Dynamic
  Here you can upload the app's custom-designed content. Dynamic content is e.g. the menu structure in the app (left menu), menu icons and HTML content that are intended to be available in this menu. Learn more about dynamic content.
- Push
  In this menu, your app's push certificates are saved, and it can send push notifications. Learn more about push.
- Ads
  In the app newsstand, you can use your own area for a banner advertisement in the header. You can also create these banners using Purple DS Composer as you do your content. In this menu, you will find templates for download and the option to upload and publish banners. Learn more about ads (advertising banners).
- Analytics
  Here you can activate various analytic tools such as Google Analytics, AppBoy, or Adjust and save your user data to learn more about how your app is used. Learn more about analytics.
- Entitlement
  Thanks to entitlement (conditional access system), you can authenticate your users and provide content, such as to company employees, association members, or training participants. You can link this system to Purple DS Manager via an interface. However, no payment interface is available. Entitlement is appropriate when you do not wish to sell content and this content is nonetheless intended to be available for a certain circle of users, such as training material for employees. Learn more about entitlement.
- Translations
  You can individually adjust any text in Purple DS app, meaning you can translate it into any language and use it in your app. Here you can download, edit, and upload the text file and publish it in your app. Learn more about translation.
- App Test Users
  This menu will provide you with an overview of the recipients to whom the app link was

sent per e-mail, how long this download link is valid, and how often the test version of the app was downloaded. Learn more about app test users.

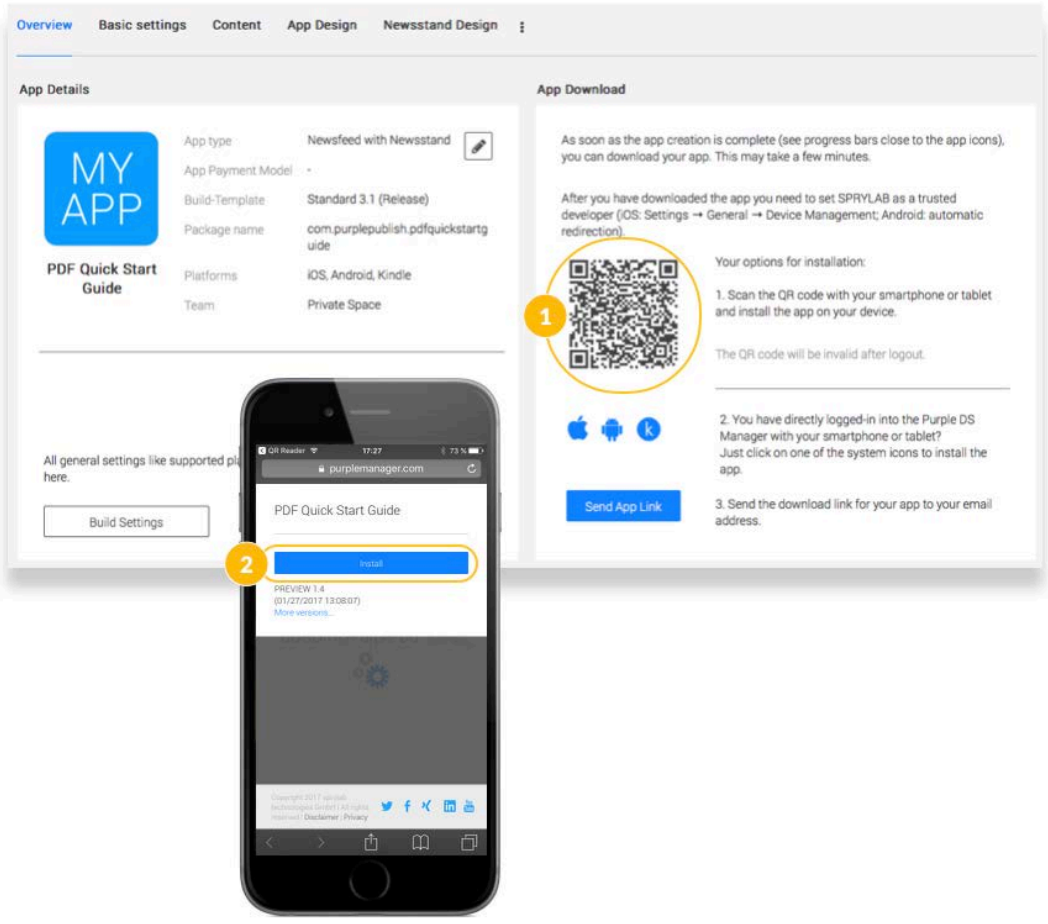
5.3.3 QR Code

You can install a completed app on a smartphone or tablet using a QR code.

Note: To do so you need a QR code reader on your smartphone or tablet.

Open the QR code scanner on your device and

1. Scan the QR code on your computer screen. Afterwards, the QR code reader should display a link that you will select. You will automatically be directed to the mobile browser.
2. Tap on “Install” and follow the download instructions. You may need to trust “sprylab technologies” as a developer. You can read more information about this at Apple’s website: https://support.apple.com/en-us/HT204460.



5.3.4 “Build Settings” Button

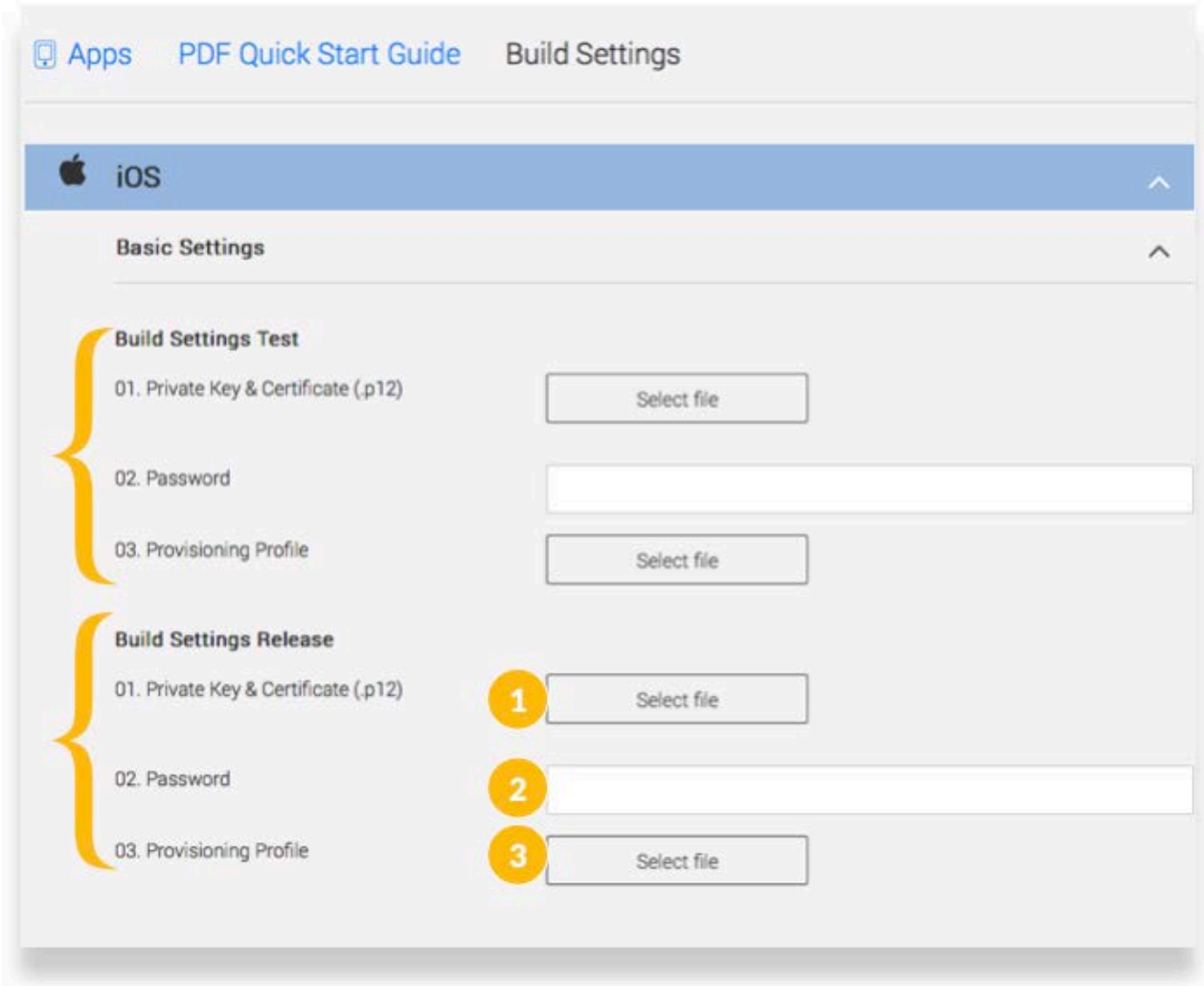
If you wish to publish your app in an app store, such as iTunes or Google Play, you will require the necessary developer and store accounts from the service provider, and certain certificate information depending on the platform. These certificates sign the app, give it a unique name, and link the app to your developer account. Learn more about creating certificates.

All platforms that are activated in the basic settings can be immediately created in a preview version without certificates. After saving the certificate, you can also create versions for various stores (release version).

Note:

Should you wish to limit preview versions to select devices, you can also create test certificates that make such a limitation.

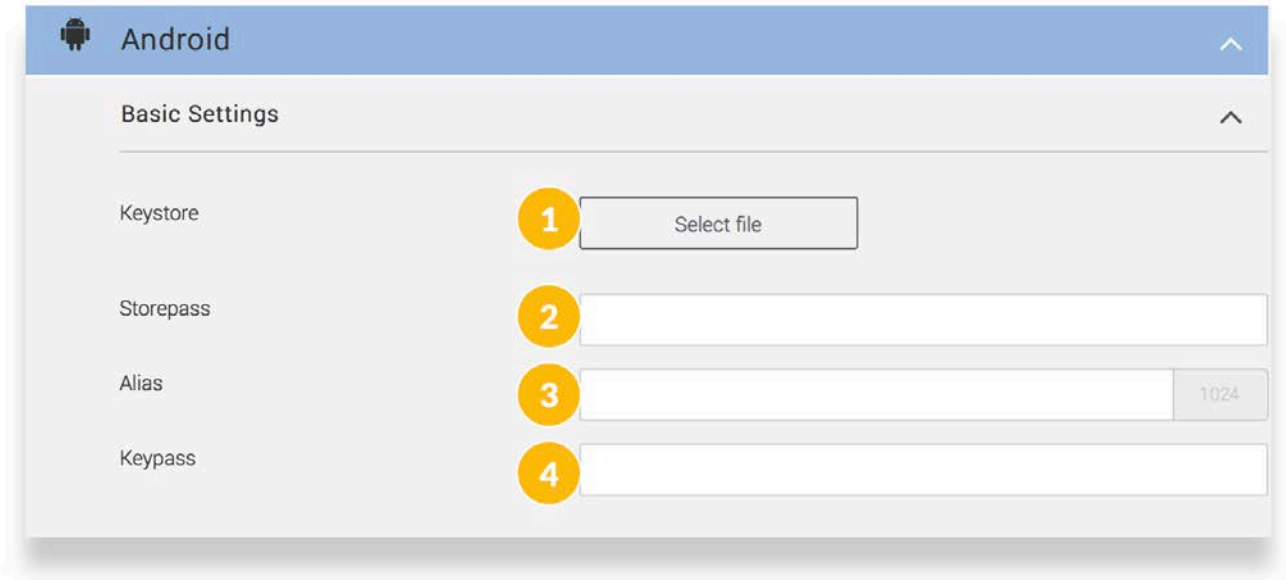
- iOS Certificates
  1. “Private key & Certificates”
     This is where you upload the app build certificate that you have created in the Apple Developer Account. The certificate file ends with “.p12”.
  2. “Password”
     In the password field, please enter the password that you have entered when creating the P12 file
  3. “Provisioning Profile”
     Here you can upload the certificate for in-app purchases. The file ends with “.mobileprovision”.



There is one peculiarity when it comes to building iOS apps: You can already upload your own certificate for building a test/preview app (above).

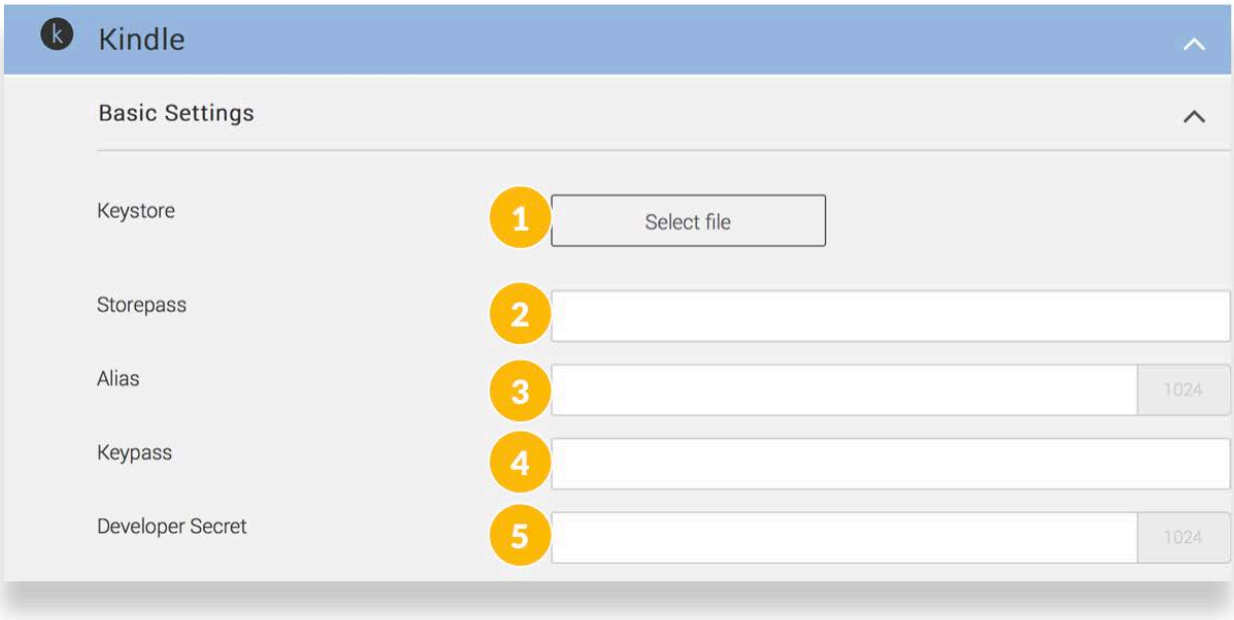
- Android Certificates

1. “Keystore”
   This is where you upload the app build certificate that you have created in Google Developer Console. The certificate file ends with “.keystore”.
2. “Storepass”
   Enter the password for the aforementioned certificate here. You have created it when setting up the keystore certificate.
3. “Alias”
   Enter the key alias that you have created as you were setting up the keystore certificate.
4. “Keypass”
   Enter the password to the key pass that you have created as you were setting up the keystore certificate.



- Kindle Certificates

1. “Keystore”
   This is where you upload the app build certificate that you have created in Google Developer Console. The certificate file ends with “.keystore”.
2. “Storepass”
   Enter the password for the aforementioned certificate here. You have created it when setting up the keystore certificate.
3. “Alias”
   Enter the key alias that you have created as you were setting up the keystore certificate.
4. “Keypass”
   Enter the password to the key pass that you have created as you were setting up the keystore certificate.
5. “Developer Secret”
   Enter the password.



5.3.5 Build App

After your app was initially built using the app wizard, you can now configure your app yourself and design it according to your preferences, e.g. in the basic settings or in app design and newsstand design.

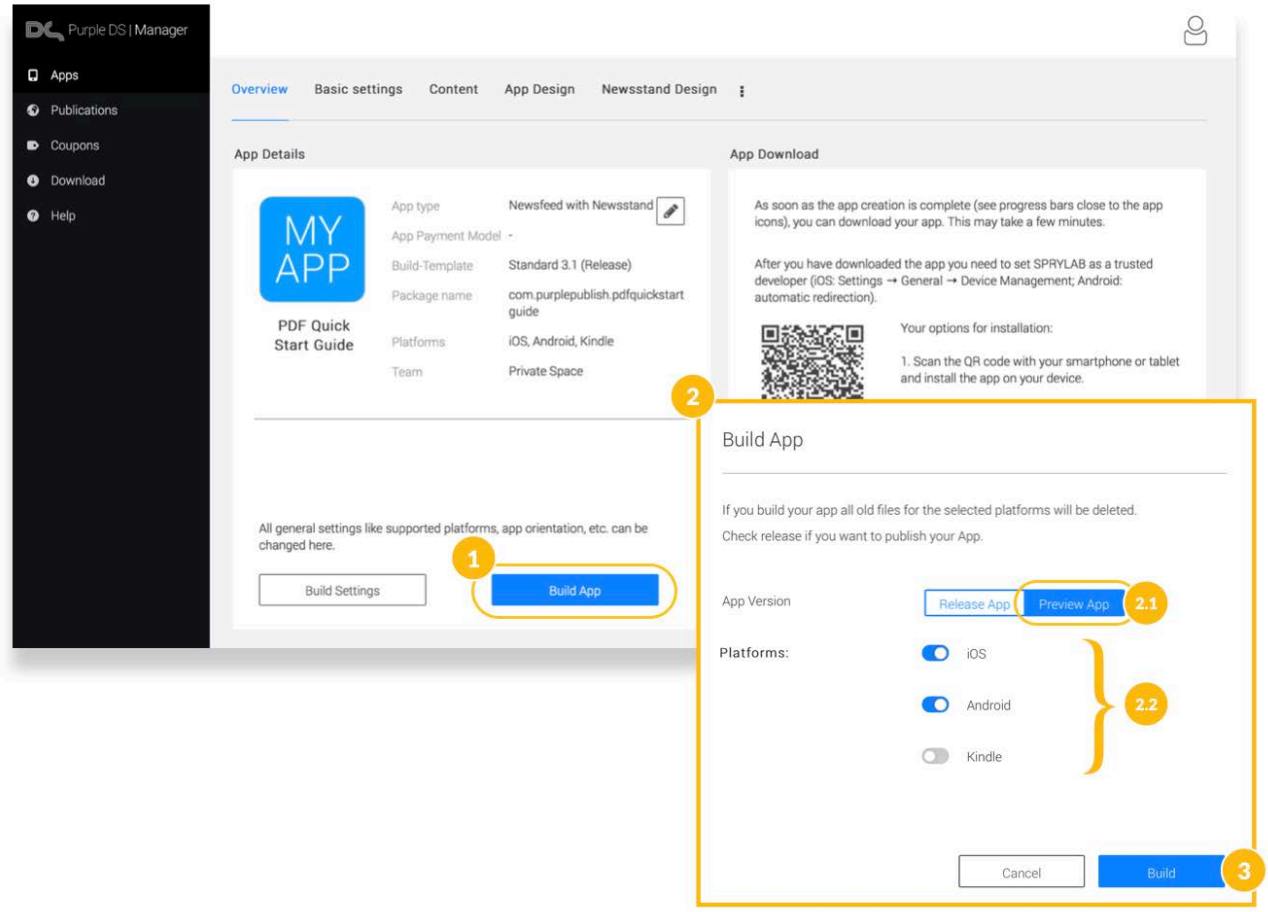
However, changes to the app will only take effect as soon as the app has been built one more time.

Do you wish to test your app on a tablet or smartphone before going live? In this case, create a preview app and test whether the app is up to your requirements.

5.3.5.1 Creating a Preview App (=Test or Preview App)

1. Click on the “Build App” button.

In the following dialog, first select whether you wish to build a preview app (2.1) or create a release app.
If you build a preview app, you only need to specify the platforms for which it is intended to be built (2.2). This selection also depends on the settings in the basic settings under “Select your target platforms for your app.”

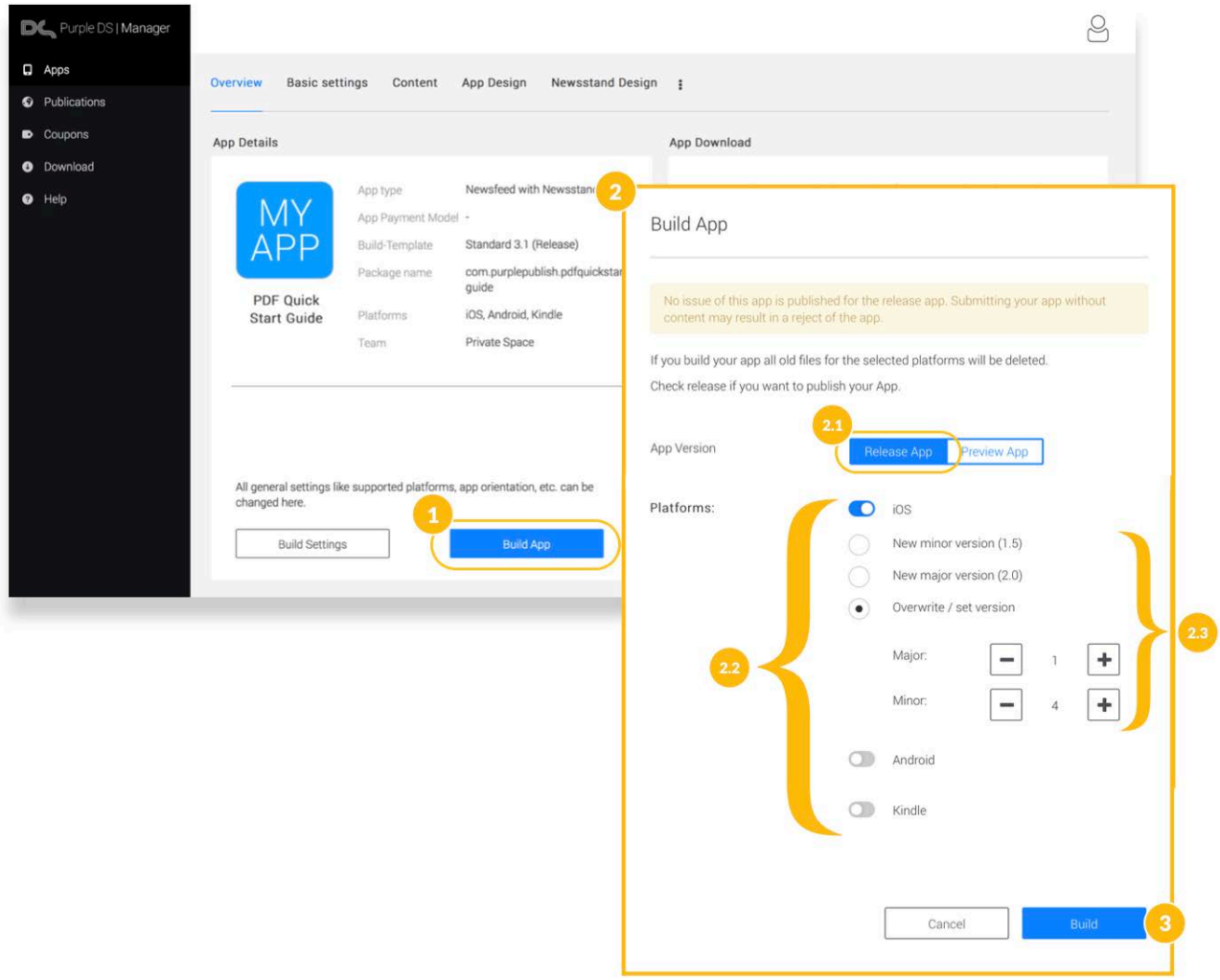


Note: The earlier versions of the app are overwritten.

2. Finally, click on “build” to begin building the new app version. It lasts a few minutes. Afterwards, you can install the new version on your mobile devices.

5.3.5.2 Creating a Release App (=App Store App)

1. Click on the “Build App” button.
2. In the following dialog, first select whether you wish to build a preview app or a release app (2.1).
   If you build a release app, you first need to specify the platforms for which it is intended to be built (2.2). This selection also depends on the settings in the basic settings under “Select your target platforms for your app.”
   Furthermore, for the release version, you must set the appropriate version number for the App Store, Google Play, and Amazon Store (2.3).
   Note: These numbers may be sequenced in parallel to the numbering in Purple DS Manager. For that, you can use the “New minor version” and “New major version” options. If you do not wish for this or move your app to Purple DS and already use a different numbering, you can overwrite the version number with “Overwrite / set version” and set a numbering. Please note that the earlier versions of the app will be overwritten.



3. Finally, click on “build” to begin building the new app version. It lasts a few minutes. Afterwards, you can install the new version on your mobile devices.

5.4 Purple DS® Manager: Basic Settings

The basic settings for the app framework are entered here, which is why changes will only take effect when you re-build the app (“build app“) and install it on your device.

5.4.1 App Name

Specify the app name here, which will also be shown in the store and on the device.

5.4.2 App Package Name

Specify the unique, technical name of the app, which will be used, among others, in the app certificate (see creating certificates) in order to link your app to your developer account in various stores. The package name is freely selectable, but it is generally issued like a web address in reverse. Instead of “meineapp.sprylab.com”, “com.sprylab.myapp” is used for the package name according to the scheme. At best, you should use the same package name for all platforms.

5.4.3 App Build Template

Make sure that you always build your apps with the latest build template. This allows you to benefit from ongoing new features and improvements (e.g. bug fixes).
You can find information regarding this in our release notes.

- Select the latest version – the highest version number is the most up-to-date – in the “Basic settings” menu item in the “Build Template” sub-item.
- Please save your settings.
- Afterwards, you must click on “Build App” to re-build your app.

After a few minutes, the new app is built with the new build template.

We recommend that you first build a test version of the app with the new build template version. This allows you to extensively test the new functions. For submission, you will require a release app, which you can then upload to the app store as usual (“re-submit”).

5.4.4 Using Quick Colouring

Activate the use of quick colouring here: With a maximum of seven colours, you can colour the entire app in your colour scheme. Learn more about quick colouring.

5.4.5 Activating the Web Newsstand

You also have the option of displaying your content via a web newsstand. As a result, your content will be displayed in a similar manner to the app, although it only applies to issues in the newsstand area. Newsfeed articles cannot be published in the web newsstand.

In order that this feature can be used, sprylab must first configure a Purple DS URL. It will subsequently be entered under “Web Newsstand URL”.
Your issues will automatically be published in the web newsstand when at least one issue version is available for tablets.

5.4.6 Select your target platforms for your app

Select the platform on which you wish to publish your app. iOS (Apple), Android (Google), and Kindle (Amazon) are available for selection. Only the platforms selected here will be subsequently available for building the app (“build app“).

- Store URL
  You can add a link to your app in the app store for each platform. This link will be used for sharing the app (see sharing the app or issue).

5.4.7 Reading/ Page Orientation

This feature specifies whether the content also rotates if the device is rotated.

- Dynamic
  This option enables content rotation. Particularly for PDF content, the display is adjusted as follows: one page is displayed in portrait format, and in landscape format, two pages are displayed as a double page.

- Landscape
  This option sets the content display to landscape format. However, if a device is set to portrait format, the content will automatically be displayed in landscape format.
- Portrait
  This option sets the content display to portrait format. However, if a device is set to landscape format, the content will automatically be displayed in portrait format.

In this feature, you can also configure the behaviour differently depending on the device class (phone or tablet). For instance, many smartphone users hold their devices in portrait format. If you offer the corresponding versions of issues, you can disable rotation for phones and thus, specify the "Portrait" setting for phones for the portrait format. This ensures that your content will be displayed in an ideal manner.

5.4.8 Device and Content Settings

- Supported devices
  Set the supported device classes here. If an app is intended to be available for the smartphone and tablet, select "universal". If the app is only for smartphones, select "smartphone". For tablets, select "tablet".
- Content Fit strategy
  Here you can specify how your content should be displayed to respond to various display sizes.
  Learn more about content fit strategies.
- Print subscription activation (Entitlement)
  If you have connected an entitlement system to Purple DS Manager via an interface, you must activate the integration, among other things, for the app.
  Learn more about entitlement.
  Learn more in the technical documentation.
- Lazy loading of images
  This feature activates piecemeal loading of images. As a result, the reading experience is optimised, since the user does not need to wait until all the images of a page are loaded to view them.

All changes in this menu area must be saved and are only available after re-building the app ("build app").

5.4.9 Channel Settings

Here you can activate the newsfeeds ("kiosk channels") in addition to the newsstand. If you have already selected the app with newsfeed in the app wizard, you do not need to make any additional settings here. Please ensure that you have made an entry to the newsfeeds in the app menu.

5.4.10 Customer Feedback

If you wish to give your customers the ability to provide feedback, you can activate the entry in the app menu and enter an e-mail address. Some technical information is sent along with the e-mail,

which allows us to process possible error messages more quickly. Thus, we recommend this function.

5.5 Purple DS® Manager: Managing Content

Content is created and managed regardless of the app framework. Content is arranged into several layers so that the content can afterwards be separately displayed or filtered accordingly.

You can view an overview of all created publications and newsfeeds in the Manager menu (left) under “Publications” (1).

Publications or newsfeeds exist independently of an app.

(2) “PublicationTtitle”: name of a publication or newsfeed

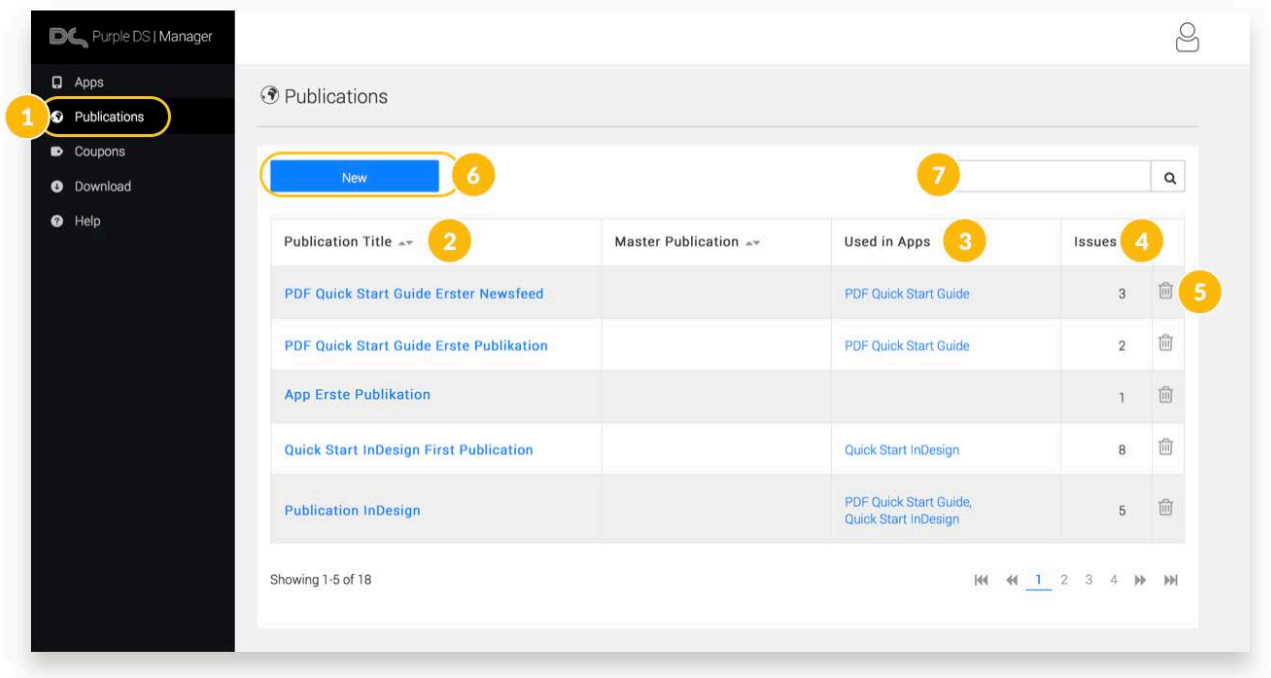
(3) “Used in Apps”: A publication or newsfeed can be assigned to several apps. If something in this publication or newsfeed is changed, then it takes effect in all apps that contain them.

(4) “Issues”: This number shows the number of many issues the publication in question contains or how many articles the newsfeed contains.

(5) “Trash” icon: This icon can be used to delete publications.

(6) “New”: With this button, you can create a new publication (!).

(7) The search field allows you to search through the list or publications.



There is a subdivision into a newsfeed and newsstand. Both categories are displayed differently in the app.

- The **NEWSFEED** is for article-based content. A newsfeed can contain as many ARTICLES as you wish. Several newsfeeds can exist in parallel in an app. The division and size of the tiles can be specified in dynamic content.

- The **NEWSSTAND** is in turn divided into publications that contain issue-based content such as magazines or brochures. A PUBLICATION can have as many ISSUES as you wish.

Several publications can exist in parallel in a newsstand.

NOTE:

- An app with newsstand and newsfeed will always start in the newsfeed first.
- At least one publication and issue will always be required before you can add projects from the composer. This also applies to “single-issue” apps (one-time publication).
- If you upload content via the Sync Workflow from Purple DS Composer (tutorial video https://youtu.be/I_PoaU-0PHg), you can create the correct structure there.

5.5.1 Content Design and Structure in Purple DS Apps

At first, a new Purple DS app only has sprylab demo content. You can add some content provided that the required “layers” have been created.

There are two overlying layers in every Purple DS app. There are

- PUBLICATIONS, such as magazine titles like “Rolling Stone Magazine”
- ISSUES, such as Rolling Stone issue 250, issue 251, etc.

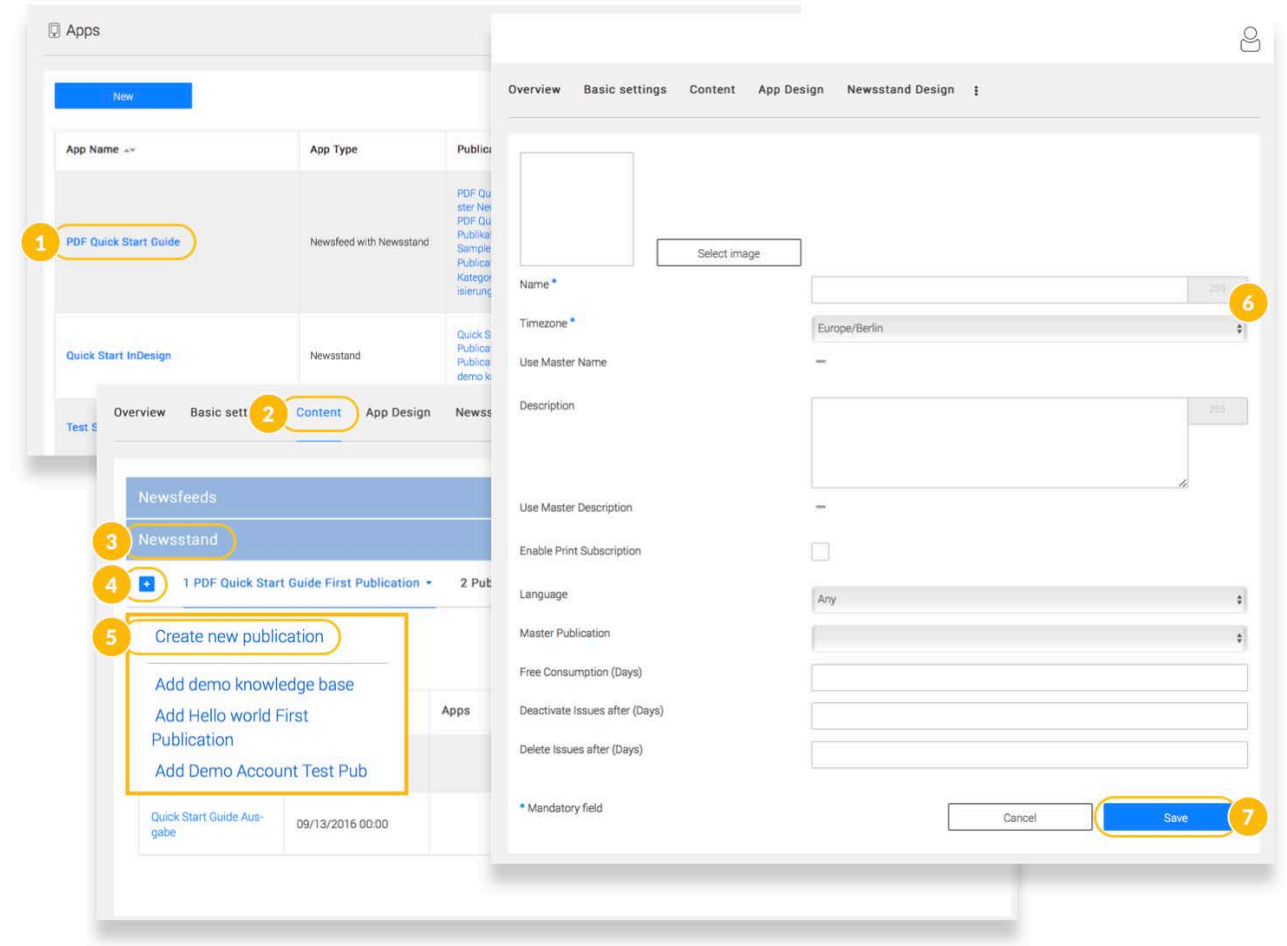
5.5.2 Creating a Publication or Newsfeed

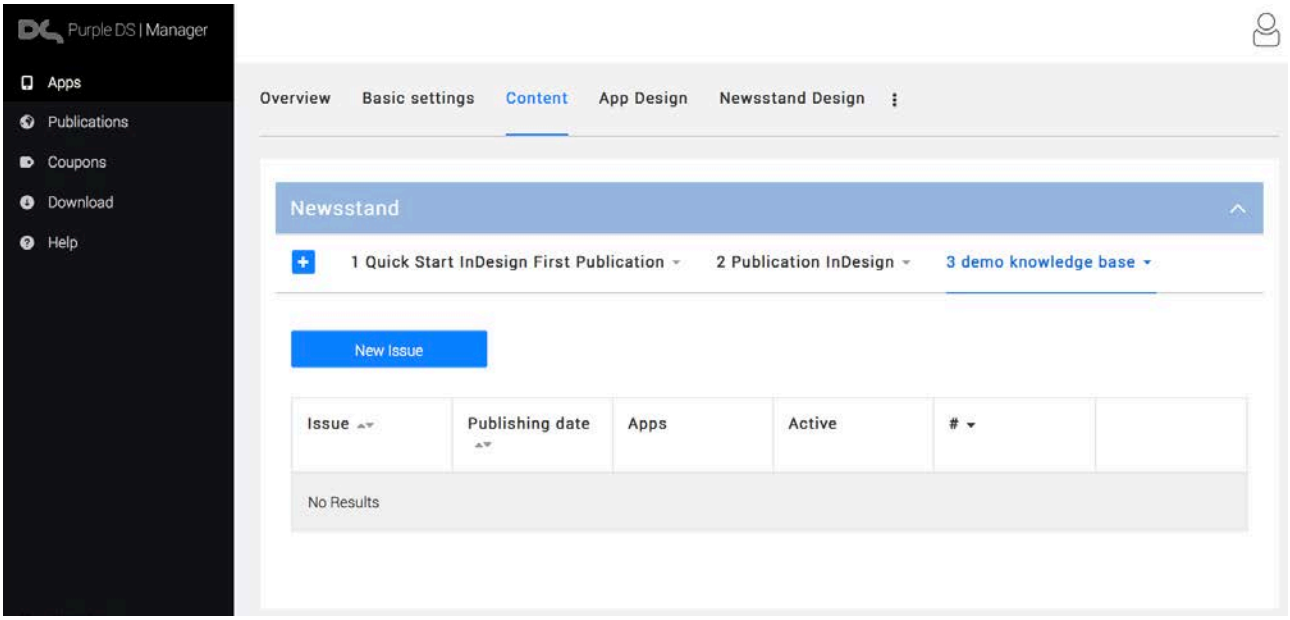
In Purple DS Manager, create a new publication as follows:

1. Select the desired app and go to the “Content” tab (1 and 2).
2. Click on “Newsstand” (3).
3. Click on the plus sign (4). A field will open with an overview of all publications of your account that are not yet a part of your app.
    - If you wish to add an *existing publication*, you only need to select it in the list. It will then immediately appear in the overview.
    - If you wish to create a *new publication*, you can do this by selecting “Create new publication” (5). You can only specify and save the *name*.
      You can specify the time zone for the publishing deadline.
      You can add a description for the publication, which will be displayed in the web newsstand, but not in the apps.
      With “Enable Print Subscription”, you can link to an individual entitlement system.
      “Language” is one setting for filtering the same content in various languages and displaying on devices with the corresponding device language. It does not refer to the app’s language settings (see Translation). It is recommended that the “Any” setting be used for content in only one language. This ensures that the content will be displayed irrespective of the device language.
      With the “Free Consumption”, “Deactivate Issues after”, and “Delete Issues after” settings, you can make a publication or newsfeed, including all content, freely available for a certain number of days and then subsequently convert it to paid content again.
4. Afterwards, save the data (6 and 7). Publication data can be amended or changed at a later

time.

You will then see an overview of new publications that do not yet have any issues. As a result, they will not be displayed in the app either. Afterwards, add issues (see issue).





5.5.3 Editing Publications

You can subsequently edit the properties of a publication by clicking on the arrow to the right of the publication's name. The dropdown menu provides you with the following options:

- Edit
  This allows you to edit an existing publication. It is the same menu as create new publication. Please save any changes. They will be visible after app restart. You do not need to re-build the app for this adjustment!
- Edit subscription
  Here you will obtain an overview of created subscriptions can also create new app store subscriptions. Learn more about subscriptions.
- Edit properties
  This area is used for technical settings. If you wish to make settings here, please contact sprylab first.
- Import issues
  With this option, you can automatically create issues (without a PKAR file) per CSV. This is particularly useful when moving your app to our system if you wish to import old issues (back issues) to Purple DS app.
- "Shift right" and "Shift left"
  Here you can specify the order of newsfeeds or publications for the app, meaning you can move a newsfeed or publication right and left. The newsfeeds are displayed in the app in the same order. The further to the left the publication is displayed the further up in the list the publication will be in the app filter.
- Remove from app
  With this setting, the publication is removed from the app. The publication, however, retains all the issues in the Manager. It can be found under "Publication" in the Manager menu (left).

5.5.4 Creating Issues or Articles in the Newsfeed

Using the following steps, you can create an issue and load content (PKAR and media files such as MP3 and MP4) into it. If the corresponding app is already installed on your mobile device, the issue is immediately ready for download in the app after activating the content with the toggle buttons. The app may need to be restarted to send a new request to the Manager.

Switch to the content view of the desired app (1.1). Select the desired publication (1.2). Click on the "New Issues" (1.3) button.

The dialog for the new issue will open (2). Please enter the desired properties here.

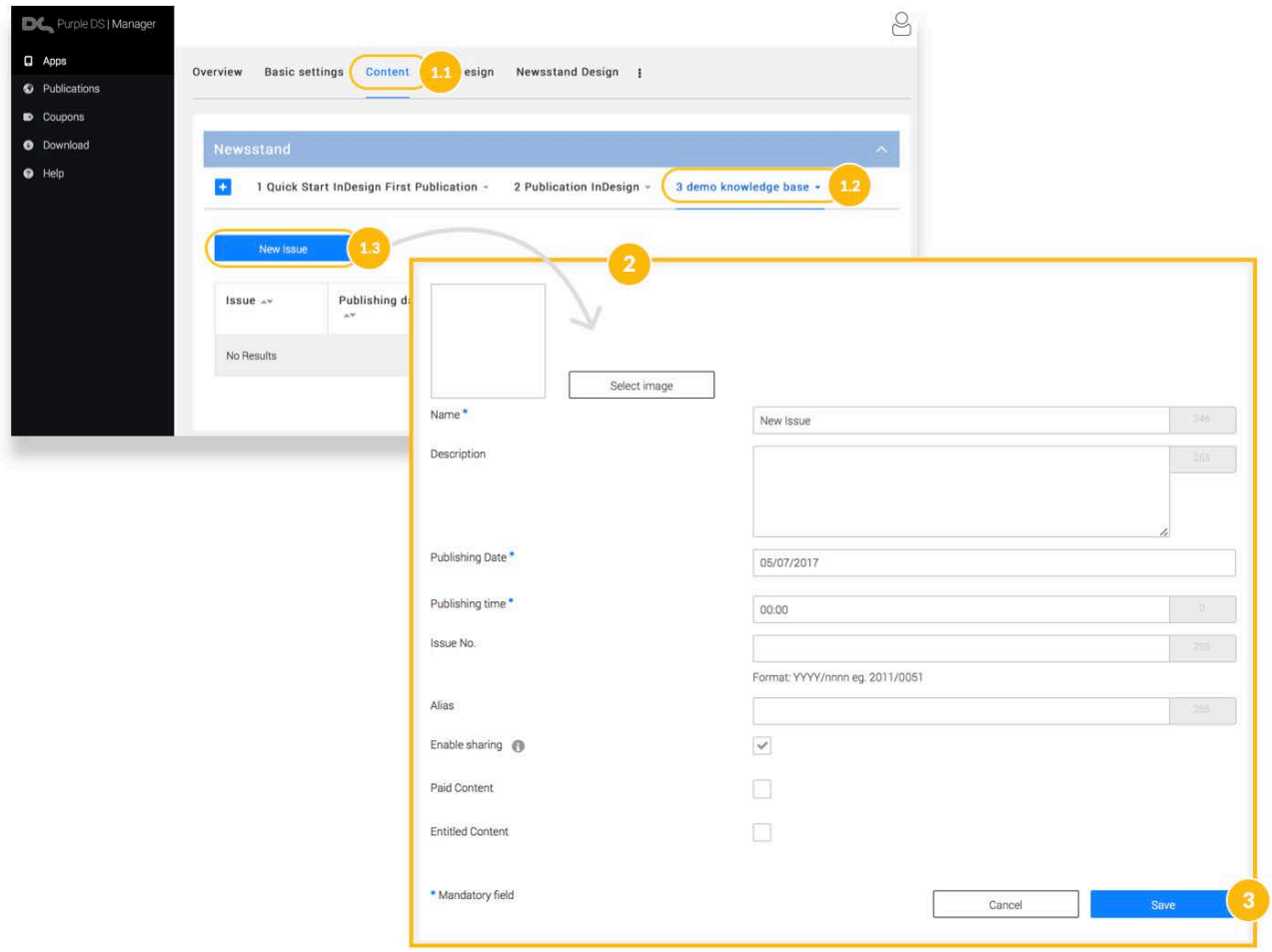
- Select image (optional)
  Here you can upload an image that will be displayed as a cover for the issue.
- Name (mandatory)
  The entry will be shown in the newsstand or newsfeed as the title of the issue.

- Description
  Here you can enter additional information on the issue, such as title stories or important articles. This information will be displayed when you have configured it in the “Newsstand Design/General/Basic Settings/Kiosk Issue Description: Description only” menu.
- Publishing Date
  This is where you specify when your issue is available in the release app (live app). The issue will be displayed in the test app (preview app) irrespective of the publishing date.
- Publishing time
  Specify the publishing time on the publishing day. The valid time zone is specified in the publication’s properties.
- Issue No.
  This option can be used to operated linked subscription interfaces.
- Enable sharing
  This option activates the “Teilen” function in the app menu (left). This allows readers to send one of your pre-packaged notifications via installed messaging services, such as mail, WhatsApp, SMS, etc.
- Paid Content
  When this option is selected, you can enter the product IDs that you have created for paid issues (in-app purchases) for Google Play or the Apple App Store.

- Entitled content
  This option can only be used when your app is connected to an entitlement server (authentication of subscribers outside the app stores, e.g. company employees or association members, without a payment connection). SPRYLAB offers you an entitlement server that you can use as an additional feature. Alternatively, your existing entitlement server can also be connected.

Click on “Save” to create a new issue with the selected properties (3). Naturally, you can amend or change the issue date at a later point in time.

To do so, click on the desired issue in the issue list and click on “Edit Issue”.



5.5.5 Uploading a PKAR File

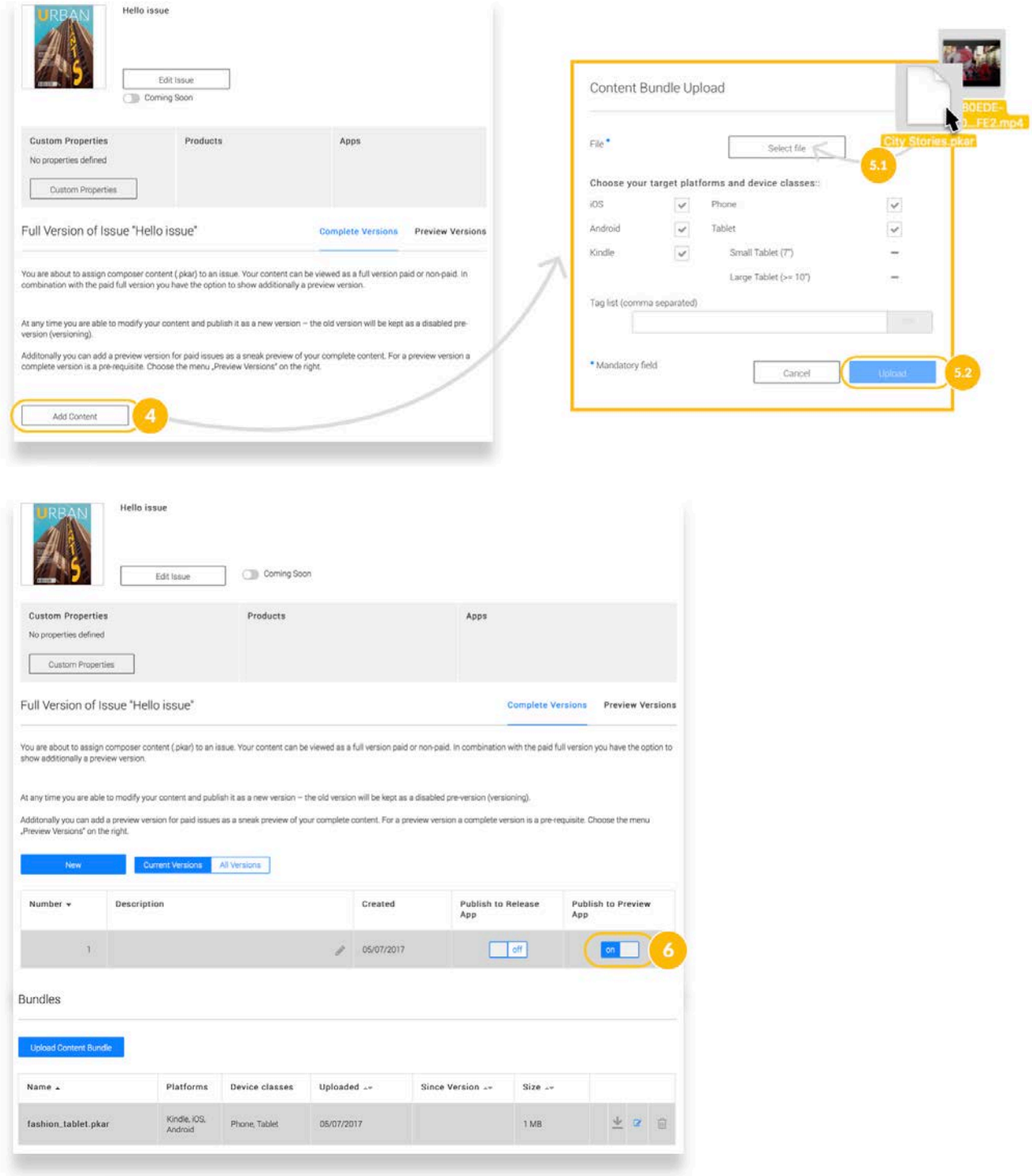
After you have created a publication or a newsfeed and the accompanying issue or article, you can now add content (=PKAR files)

Click on “Add content” to arrive at the following dialog (4). Drag and drop the files (PKAR and media files such as MP4 and MP3) to the “Datei auswählen” (5) area. Alternatively, click on “Datei auswählen” and look for the PKAR file you created and exported on your computer (manual synchronisation). Check the desired target platforms and devices (layout versions). Please note the different versions of issues. Click on “Hochladen”.

NOTE:

- You can select and upload several PKAR and media files at once. However, only one file will always be displayed in this dialog field.
- If you wish to use multimedia files (MP4 and MP3) in your project, you will probably receive a message stating that missing additional files must be uploaded. In this case, click on “Zusatzdatei hochladen”.

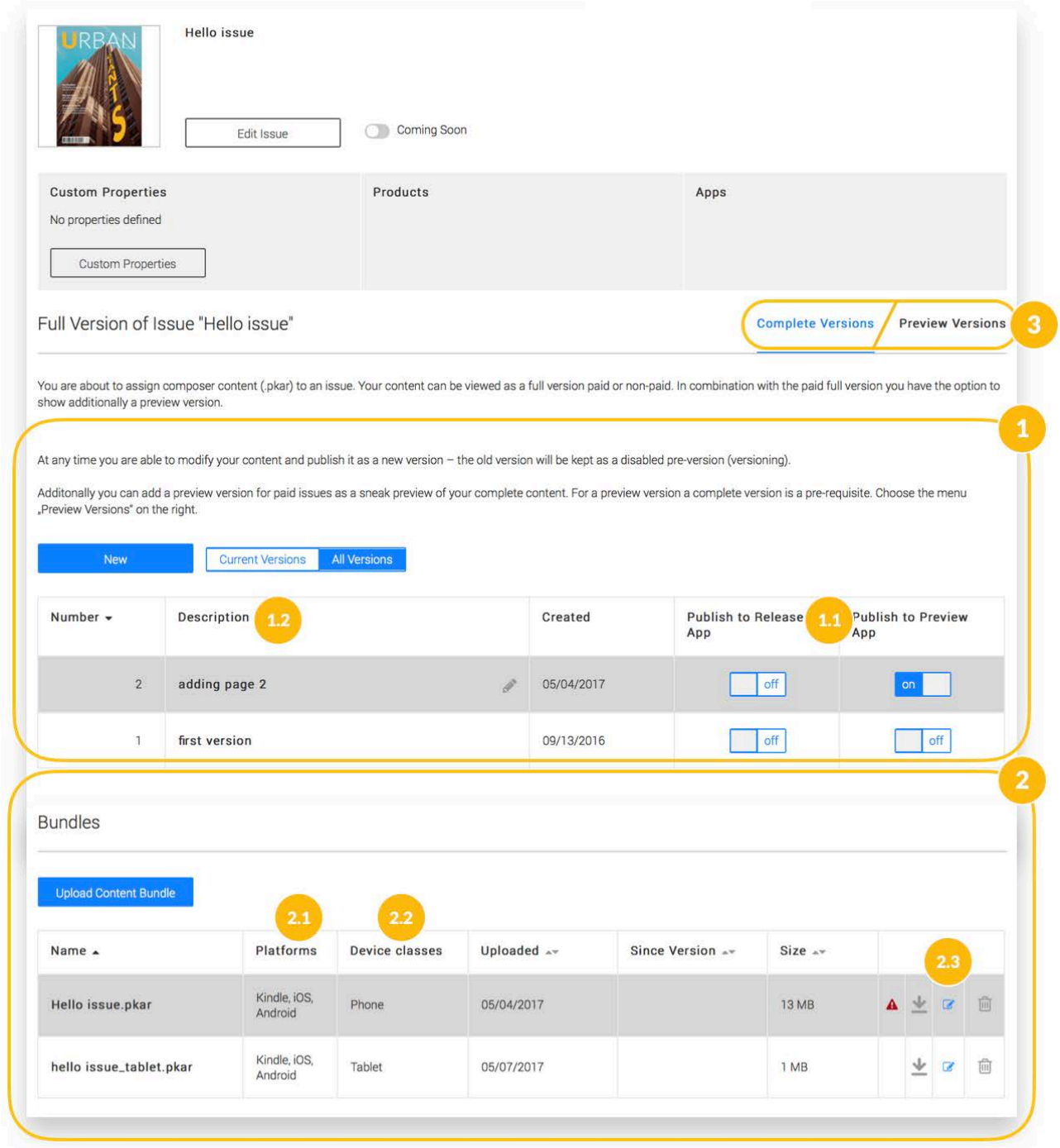
If all files have been uploaded and the settings are as desired, publish the issue in the “Test- oder Vorschau-App”. Once you confirm this, “On” will subsequently be displayed (6). However, the issue will *not* be shown in the “Release-App”.



5.5.6 Versions of Issues

Issues can be uploaded in various versions (see image below).

- Work revisions (area 1)
- Layouts for various devices (area 2)
- Complete version and preview version with reduced page count (area 3)



5.5.6.1 Work Version

On the one hand, various work versions can be uploaded in the Manager (area 1) and you can decide which revision should be displayed in the app (1.1. “Publish to App”). Furthermore, you can comment the revisions in the Manager to document the progress (1.2. “Description”). If you use automatic synchronisation via Purple DS Composer, a new version of the selected issue will automatically be created and made visible for the test app. However, no comment can be entered in the composer.

5.5.6.2 Layout Version

You can create an issue in various layouts for different device classes and platforms (area 2) to better display your content. An iPad display has an aspect ratio of 3:4 and an iPhone or various Android displays have an aspect ratio of 16:9. To better take into consideration this requirement and the entire display size, you can create several layout versions of the same issue. The Manager will then display the layout version that you have defined for your device.

The following options are available (see 4):

2.1 Platforms: iOS, Android, Kindle

2.2 Device class: Phone, Tablet

The display mode, that is, the settings for the respective issue can be set using the blue pen (2.3 and area 4).

5.5.6.3 Preview Version

In area 3, you can offer a preview version along with the paid full version, which contains a lower number of pages (e.g. the first five pages) and display purchase suggestions on the lower border of the page (see Display purchasing information). You can use this feature if you offer your issue for sale and at the same time wish to give your users an initial impression of the booklet.

In area 4, you will see the change menu for the content package settings. Here you can edit and specify the device classes and platforms for which the file in question is supposed to be available (4.1). Afterwards, you must save for the settings to take effect (4.2). The settings for tablets make a distinction between tablets that are 7 inches and tablets that are 10 inches or greater.

If no specifications are made, then the file will be offered on all platforms and devices.

5.6 Purple DS® Manager: Subscriptions and In-App Purchases

5.6.1 In-App Purchases

In-app purchases are individual purchases that are made within the app, although the app itself can be free. You can specify the price for a single issue in your iTunes connect, Google Play, or Amazon Store account. At the same time, you can specify a product ID with the price.

The product ID is a freely selectable identifier (e.g. IssueMay2017) that you can enter for the respective app store when creating an issue under “paid content“.

5.6.2 Subscriptions

In addition to setting up individual purchases, you also have the option of offering your readers subscriptions and saving the price information created with Apple or Google in Purple DS Manager for your apps’ publications.

iOS Subscriptions
Apple’s iTunes store allows you to create subscriptions for content that are used in a publication in

your iOS app. Please consult the knowledgebase for information on how to create subscriptions for iOS apps in iTunes Connect.

Android/Kindle Subscriptions
Google's Play Store and Amazon allow you to create subscriptions for content that are used in a publication in your Android and Kindle apps. Please consult the knowledgebase for information on how to create subscriptions for Android and Kindle apps.

5.6.3 Creating a Subscription in Purple DS Manager

If you have successfully created your subscriptions in the service provider's websites such as iTunes Connect, you can save them in Purple DS Manager for your app as follows.

(1) Open the context menu for the desired publication for which you have set up the subscription.

(2) Click on the "Edit subscription" item on the context menu and then on "New"

(3) Select the platform for which you have created the subscription (iOS, Android, or Kindle)

(4) Give it a detailed name. This will also be displayed later in the subscription area in the app. Do the same for the description of the subscription.

(5) The product ID links the app store's payment data to Purple DS Manager and therefore, to the presentation in your app.

(6) Furthermore, you can specify the type of subscription for iOS, whether it is free of charge, or is automatically or manually renewed.

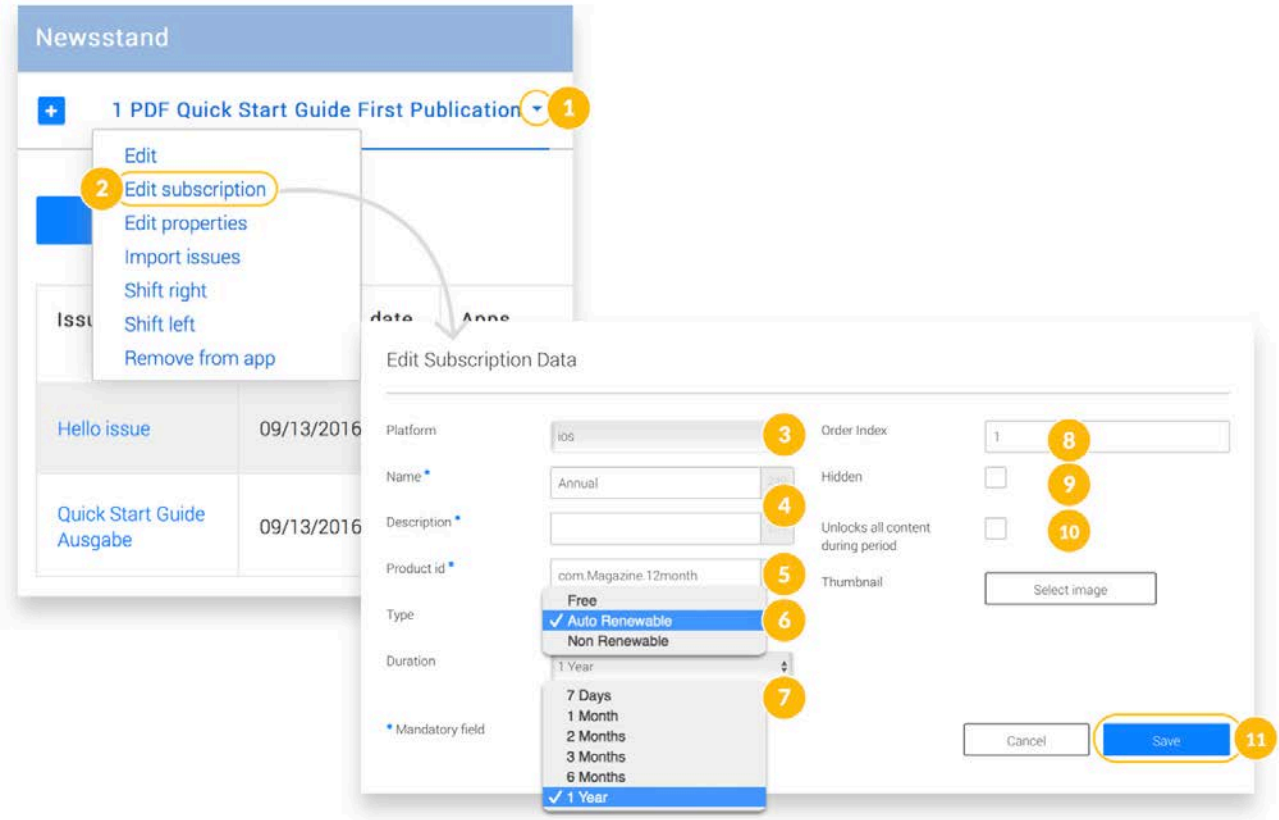
(7) In the "Duration" pull-down menu, you can specify the duration of the subscription that you have already specified in the stores; 7 days, 1, 2, 3, or 6 months, or 1 year.

(8) The "Order Index" specifies the display order of the various subscription offers of a platform in the app's subscription area.

(9) The "Hidden" option is appropriate when you wish to offer a new subscription, but old subscriptions still need to continue and are no longer intended to be shown as an offering.

(10) The "Unlock all contents during period" checkbox is used to authorise all issues, including older issues of a publication, not only from the beginning of a completed subscription.

- For Android, there is the option of displaying your own thumbnail as an icon in the app's subscription area for the respective subscription. Otherwise, an automatically generated icon (a circle that fills depending on the duration) will be displayed.



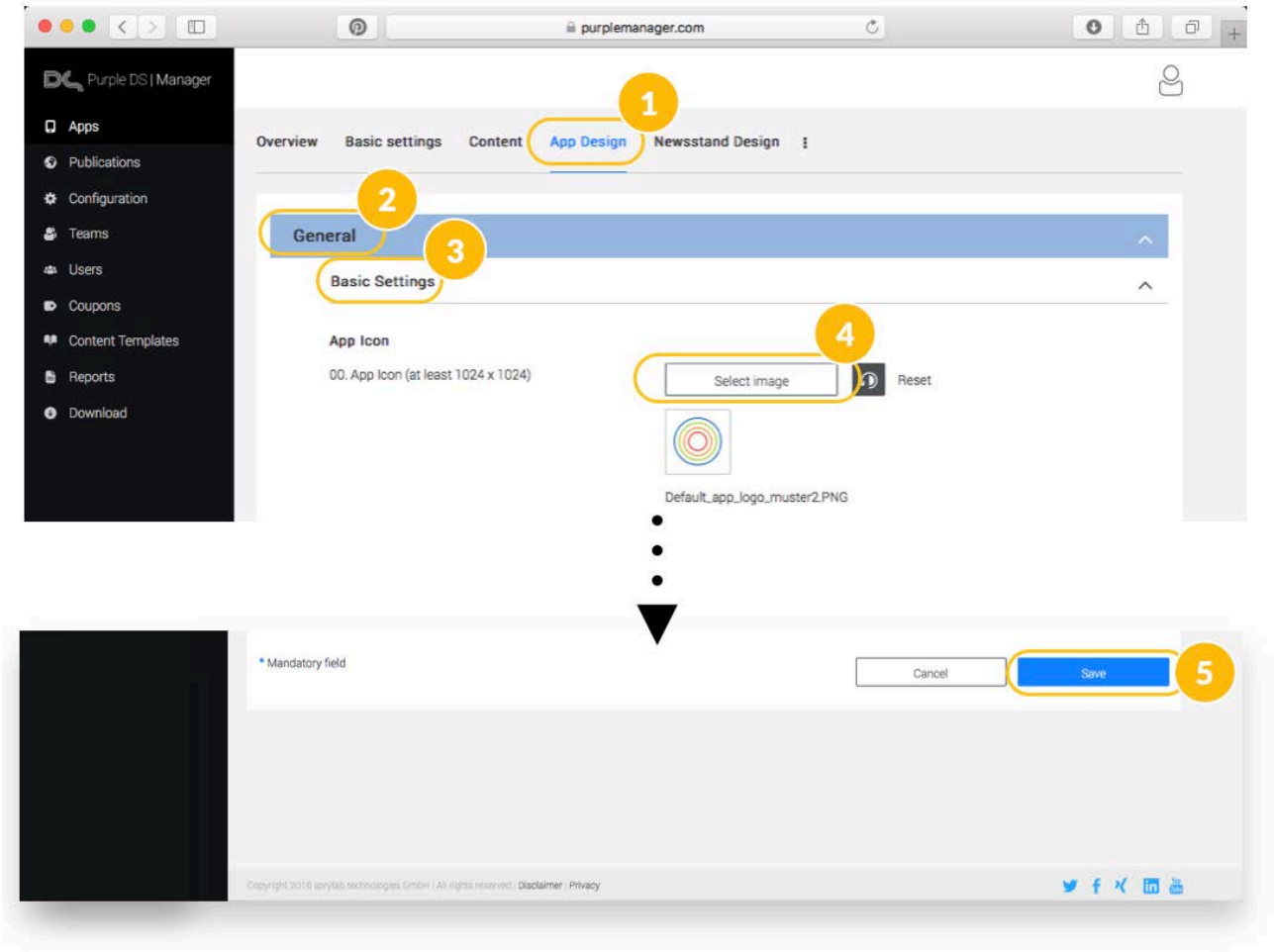
5.7 Purple DS® Manager: App Design

The “App Design“ menu allows for various settings for an app’s appearance and colour scheme. These settings affect the basic design of the app, which is why changes will only take effect when you re-build the app (“build app“) and install it on your device.

5.7.1 Changing the App Icon

The app icon is shown in the app store on the homescreen of the mobile devices.

1. Go to the “App Design” menu and open the “General” and “Basic Settings” lists (1 + 2 + 3).
2. In this menu, you will see the currently selected icon. You can change it under “00. App Icon”. It can be uploaded in the PNG and JPG formats. The icon must at least have a resolution of 1024x1024 pixels (4).
   The “Reset” option sets Purple DS standard app icon.
3. Afterwards, save the changes; otherwise, they will be lost (5).
4. Re-build the app and re-load it onto your device so that the changes take effect.



5.7.2 Using Personalised Fonts in Apps

You can use personalised fonts in a Purple DS app. Make sure that you have the proper licence rights for use on the web and app.
We recommend Google Fonts (https://www.google.com/fonts). This gives you access to a database with over 700 licence-free fonts in TrueType format.

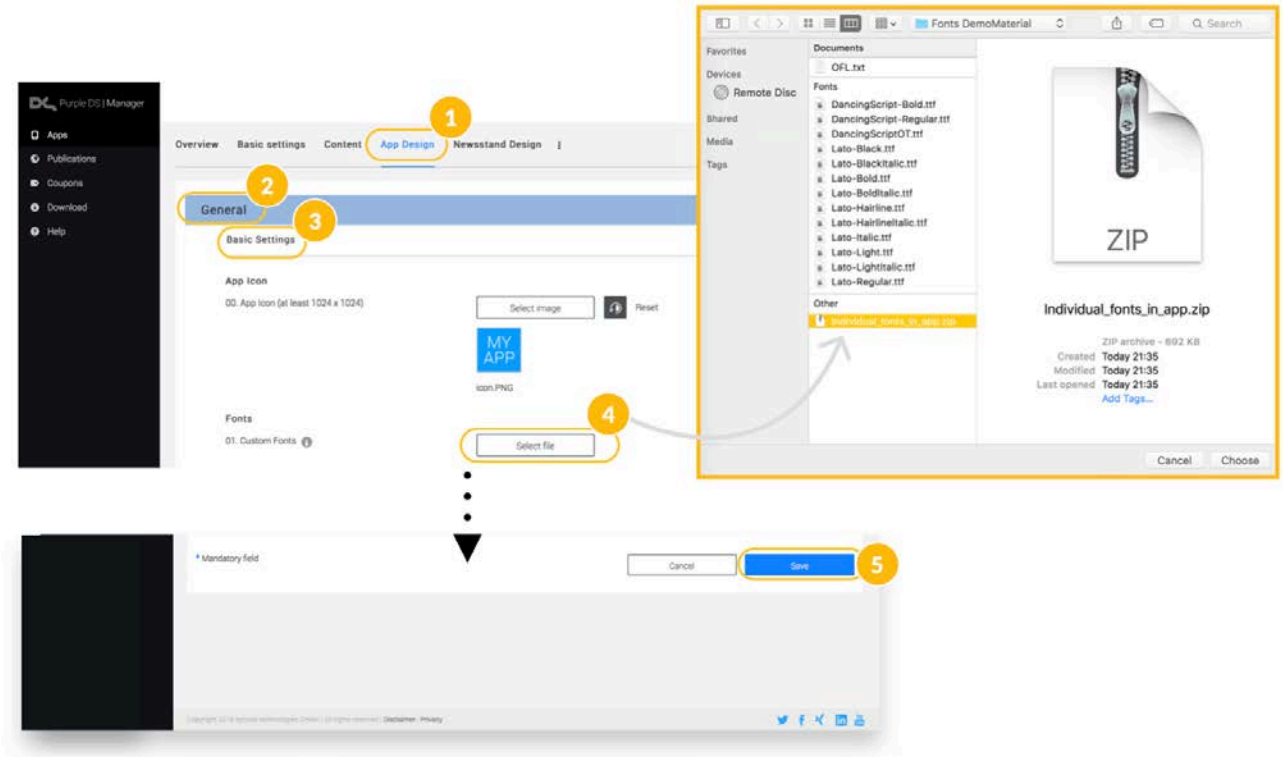
The fonts used must be uploaded to Purple DS Manager before building an app, so that the design and layout can be displayed properly in the app. At the same time, please be mindful of the following points:

- Fonts have to be in TrueType or in Open Type format (e.g. OpenSans.ttf or OpenSans.otf).
- All fonts must be provided in a ZIP file and may not be in a sub-directory in the ZIP file. Therefore, select the TTF or OTF files directly and compress them.
- The spelling of the individual TTF or OTF files must exactly match the fonts used.
- Using the preview app, you can verify whether all fonts were properly imported into the app. Upon opening a document or a page, a pop-up window will appear that will inform you which fonts are still missing. The file name of the font will be displayed in the error notification. Please compare the displayed font with the one you use and the one in the ZIP file. The spelling, including special characters and spaces, must match exactly; otherwise, it cannot be assigned to the app.

If all fonts are completed as a ZIP file according to the points described above, this ZIP file must be uploaded to Purple DS Manager for the app in question.

- After logging into Purple DS Manager, please click on your app and switch to the “App Design” tab (1).
- Open the “General” menu and then “Basic Settings” (2 + 3).
- Upload the ZIP file by clicking on the “Select” button and selecting the appropriate ZIP file (4).
- Afterwards, save the changes; otherwise, they will be lost (5).

The requested fonts are available after re-building the app (build).



5.7.3 Activating Sharing

Your users can recommend the app or send the link to the App Store (“Store URL“). If you check the “App Share enabled” option, the “Share” entry will appear in the app menu. This function invokes the apps in the share dialog that provide the share function and are installed on the device in question, such as SMS, e-mail, WhatsApp, etc.

5.7.4 Color scheme

With “Color scheme”, you can quickly and easily craft the app in your colours. There are seven colours for highlights, backgrounds, and texts, which colour the app with a consistent design for all platforms. Alternatively, you can also make all settings separately in the additional settings for app and newsstand design (“Advanced Settings”).

Make sure that you have activated the “Color scheme” option in the Basic Settings.

5.7.5 Advanced Settings

- Menu Button
  Here you can integrate your own icon for displaying menu buttons (top left in the app) (“Use custom Menu Icon”). Or you can fully deactivate the display option by unchecking the “Show Menu Button” option. The app menu can no longer be invoked via this button. However, users can pull up the menu by swiping from the left edge of the device. Furthermore, you can open the menu from the content (article or issue) using an action URL.
- Table of Contents Button
  Here you can integrate your own icon for displaying the table of contents button (top right in an issue or article) (“Use custom Table of Contents Icon”). Of course, you can also fully deactivate its presentation by unchecking the “Show Table of Contents Button” button. The menu can no longer be invoked via this button. However, you can open the menu from the content (article or issue) using an action URL.
- Colour Settings
  The easiest way to make settings regarding colours is via Color scheme. However, you have the option of separately overwriting all options as well. The screenshots on the right next to the colour options display the view and element for which the respective colour settings are valid.
- Actionbar
  You can activate the actionbar in the app, particularly to be displayed in the issue or article, and furthermore integrate an icon for it. Deactivate the “Actionbar invisible” option so that the transparent action bar that contains icons for app menu and table of contents becomes visible.
- iOS, Android and Kindle
  In these platform-specific menus, you can configure or adjust splashscreens for the different platforms. Furthermore, platform-specific colour settings are provided here.
  Note: When starting the app, it is automatically created from the app icon.

5.8 Purple DS® Manager: Newsstand Design

The “Newsstand Design” menu allows for various settings for the appearance and colour scheme of the newsstand in the app. These settings affect the basic design of the app, which is why changes will only take effect when you re-build the app (“build app“) and install it on your device.

5.8.1 Settings for the Publication Menu

In this area, you can define the entries in the publication menu (top-right icon in the app newsstand).

- Show publication tabs
  This setting activates the button for a list of all publications included in this app.
- Show “My issues” tab
  This setting activates the “My issues” entry adding to the list of all publications.

- Show “All issues” tab
  This setting activates the “All issues” entry adding to the list of all publications.

5.8.2 Kiosk Issue Description

Some additional information on an issue is displayed here

- Date, Pages, and Content Size
  The issue’s publishing date, the automatically calculated number of pages, and the file size are displayed.
- Description Only
  The description that is entered in the issue’s settings is displayed.
- Pages and Content Size
  The issue’s automatically calculated number of pages and the file size are displayed.
- Content Size Only
  Only the issue’s automatically calculated file size is displayed.
- None
  No additional information on an issue is displayed.

5.8.3 Purchase Button Text

Here you can specify which information is displayed on the button for purchasing an issue.

- Show price if direct purchase
  The price for the individual purchase of the respective issue is displayed. If no price is entered, only “Buy” will be displayed. If the issues are freely available, “Download” will be immediately displayed.
- Show price except for current issue
  The price for the individual purchase of the respective issue is displayed, except for the current issue. In this case, a click on the purchase button would link to a subscription.
- Always show price
  The price is always displayed.

5.8.4 Search Settings

Search in Purple DS apps is always carried out online in Purple DS Manager. To do so, the user must be connected to the internet. This makes the search significantly faster and searches through all issues that are assigned to the app in the Manager. Results are also provided for issues that are not installed on the device in question.

- Enable Kiosk Search
  This is where you activate the search function.
- Enable Fuzzy Search
  Here you can activate fuzzy search, meaning results are also provided that do not exactly match the search term.

- Search Hits Must Contain All Words
  Here you can narrow down the search function, meaning only results are provided that contain all the words in the search query.
- Sort Search Hits By Page Number
  With this option, the search results are sorted in an issue according to page number. Results are always sorted according to articles in the newsfeed or issues, irrespective of this option.
- Show Pages in Search Result
  If you activate this option, the page number is also displayed in addition to the page title and a possible description.

5.8.5 Advanced Settings

- Colour settings
  The easiest way to make settings regarding colours is via color scheme. However, you can also overwrite all settings separately. The screenshots on the right next to the colour options display the view and element for which the respective colour settings are valid.
- Display Subscription Button
  Upon activating this option, you can also display a button that links to the subscription page, in addition to the purchase button.
- Custom UI Enabled
  Many areas have the option of creating your own HTML page and thus, introducing your own design. HTML assets are stored in dynamic content. Learn more about proprietary HTML content.
    - Custom Subscription UI Enabled
      A checkmark activates this option. In the “Custom Subscription UI URL” field, link to the dynamic resources: “resource://dynamic/subscriptions/index.html”.
      In the folder for dynamic resources, create a folder called “subscriptions” and save all HTML data there, including CSS.
    - Custom UI for Entitlement enabled
      You also have the option of integrating your own HTML content, which you can design according to your own ideas, instead of the standard entitlement view. Learn more about entitlement

5.8.6 iOS, Android and Kindle

- In these platform-specific menus, you can make platform-specific colour settings.

5.9 Purple DS® Manager: Dynamic

In a Purple DS app, you can individually design the following parts of the app using dynamic content without re-building the app.

- App Menu (XML)
  Specify the entries and app icons for the app menu (left in the app) here.

- Custom HTML content
  You can link to saved content for the imprint (Legal Notice), FAQ pages, and additional HTML content from the app menu.
- Sharing E-Mail (sharing content)
  Personalise your recommendation e-mail template for your app.
- Newsfeed Configuration (channel_configs.json)
  Adjust the tile and text size along with the background in your newsfeed.
- Individual Tracking events (tracking_config.json)
  In addition to Google Analytics, you can integrate additional tools with a broader palette of tracking events.
- Custom UI for subscription und entitlement login page
  Design your own HTML pages for the entitlement login or the subscription offerings.
- Internationalisation
  Provide the app menu in various languages, since it is not a part of the translation file from the Manager. Do not confuse this option with translation.
- separate Android and iOS Menus
  You can provide separate content for iOS and Android.

You can find a template file in the knowledgebase at support.sprylab.com.

5.9.1 Design and Structure of Dynamic Content

By default, the apps include all dynamic content from the “default” folder, which must be prepared as a ZIP file in Purple DS Manager for test and release apps. Each Purple DS app already has a file for dynamic content by default.

The “default” folder can contain the following elements or files:

- app_menu.xml
- App menu icons in PNG format
- Folder with HTML pages incl. graphics and CSS
- sharing.properties
- channel_configs.json
- tracking_config.json

the following is an example of the folder design and structure for dynamic content.

```
default/ folder
        ├── app_menu.xml
        ├── Icon.png
        ├── Icon@2x.png
        ├── Icon@3x.png
        ├── Imprint/
        │  ├── index.html
        │  └── background.png
```

```
├── subscriptions/
│ └── index.html
├── entitlement/
│ └── index.html
├── channel_configs.json
├── tracking_config.json
└── sharing.properties
```

- Separat Android and iOS menus

You can provide separate content for iOS and Android. For iOS, you can amend an entry for restoring purchases in app_menu, which is not necessary in Android.

1. Create the “android” and “ios” folders.
2. In each folder, create a “default” folder that holds the respective version of app_menu.xml.

```
Folder
├── android/
│   └── default/
│       └── app_menu.xml
└── ios/
    └──default/
       └── app_menu.xml
```

- Internationalisation for dynamic content

You can provide the app menu in various languages. This area is not controlled by the app language file (more information in “translation“).

```
Folder
├── default/ (fallback setting)
│   ├── app_menu.xml
│   └── channel_configs.json (the same in all languages)
├── en/
│   ├── app_menu.xml
│   └── sharing.properties (text in English)
└── de/
    ├── app_menu.xml
    └── sharing.properties (text in German)
```

The language of the displayed menus is selected on the device. Purple DS app recognises the general language settings of the app in question and displays the menu accordingly. Country codes are derived from ISO 3166 (https://en.wikipedia.org/wiki/ISO_3166-1). Should the device be configured to one language that is not explicitly listed, the device falls back to the “default” setting (fallback setting).

5.9.2 App Menu (XML File)

The standard menu in a Purple DS app can be prepared individually. You can amend individual logos or add additional entries to link to your own website, for instance. The app menu is created as an “app_menu.xml” file.

5.9.2.1 Structure of the app_menu.xml file:

```
<?xml version="1.0" encoding="UTF-8"?>
<app_menu>
        <navigation type="app_menu">

                <navigationNode targetURL="purple://kiosk/feed/open">
                        <title>Newsfeed</title>
                        <iconURL>feed.png</iconURL>
                </navigationNode>

                <navigationNode targetURL="purple://kiosk/open">
                        <title>Newsstand</title>
                        <iconURL>kiosk.png</iconURL>
                </navigationNode>

        </navigation>
</app_menu>
```

A single entry in the menu consists of the following parts:

- This *"navigationNode"* (=nodes, entry) contains a targetURL (Purple DS action URL) with which a certain result is triggered. In the example, the first newsfeed of an app is opened: "purple://kiosk/feed/open".
- The "*title*" (=title) contains the text for the displayed entry. In the example above, it is "newsfeed".
- The "*iconURL*" links to the icon for this entry, contained in the ZIP file for dynamic content. This entry can also remain empty and no icon will be displayed.

Possible additional entries in the menu:

- Open Bookmark Menu

```
<navigationNode targetURL="purple://app/bookmarks/open">
        <title>Bookmark</title>
        <iconURL>fav.png</iconURL>
</navigationNode>
```

- Open External Website (The website is opened in the in-app browser.)

  Example:

```
<navigationNode targetURL="https://www.sprylab.com/">
        <title>Website</title>
        <iconURL>web.png</iconURL>
</navigationNode>
```

- Share link to app or issue

```
<navigationNode targetURL="purple://app/share_app_or_issue">
        <title>Teilen</title>
        <iconURL>share.png</iconURL>
</navigationNode>
```

The entries (= "navigationNode") can be written in succession in the app_menu.xml.

- Icon for the App Menu
  Specify individual icons for each entry in the app menu. The icons must be in PNG format

in the following resolutions: 40x40 px, 80x80px, 120x120 px. They are placed in the same folder as app_menu.xml.

5.9.3 Proprietary HTML Content

You can save folders with HTML content in the dynamic content, which would also be available offline in the app. For instance, you can use it to design your legal notice or FAQ page as an HTML page. Furthermore, you can create a folder for the login to entitlement or for the subscription offering page and link to it.

Learn more about Custum UI enabled.

5.9.4 Sharing E-Mail: Personalising Texts

With the “sharing.properties” file, you can make e-mail templates for recommending (sharing) your app or issues. Use the following template. You should adapt the black text parts and amend the link to the app store:

„app.url=https://itunes.apple.com/de/app/sprylab/id1213301474?mt=8
app=Hey, check out "sprylab" app. Purple DS® Publishing Suite offers you everything you need to create, manage and publish engaging, high-quality mobile content. This app features everything around Purple DS® explaining our products and possible workflows. All created using our revolutionary e-publishing suite. Here's a link to download it from the app store: {appUrl}
issue=Hey! Here's an article I'd like to share with you from "sprylab" app: {issueUrl} Here you can download "sprylab" app and view the article: {appUrl}

app.plaintext=Hey, check out "sprylab" app. Purple DS® Publishing Suite offers you everything you need to create, manage and publish engaging, high-quality mobile content. This app features everything around Purple DS® explaining our products and possible workflows. All created using our revolutionary e-publishing suite. Here's a link to download it from the app store: {appUrl}
issue.plaintext=Hey! Here's an article I'd like to share with you from "sprylab" app: {issueUrl} Here you can download "sprylab" app and view the article: {appUrl}“

5.9.5 Newsfeed Layout

In the channel_config.json file, you can configure the size of tiles, font types and sizes. The file offers various display options sorted according to device type, such as tablet and smartphone, and according to orientation, portrait, and landscape format. Furthermore, the first tile can be configured as the top teaser tile. By default, it is oriented on the top left of the display.

The sections are structured as follows:

- Phone
  - Portrait
  - Top Teaser Tile
  - Standard Teaser Tile
- Landscape
  - Top Teaser Tile
  - Standard Teaser Tile
- Tablet

    - Portrait
    - Top Teaser Tile
    - Standard Teaser Tile
- Landscape
    - Top Teaser Tile
    - Standard Teaser Tile

You can specify various options in the individual sections.

- “Teaser width” and “teaser height” describe the minimum size of the respective tile. If the device’s display is wider and cannot accommodate a second tile, the tile will be stretched to the aspect ratio and the image therein will be centred and stretched proportionally.
- “SpanX” and “SpanY“ specify how high and wide the top teaser is in proportion to the standard tile, e.g. “spanX”:2 = two times as wide as the standard tile.
- “Gradient” refers to the colour gradient behind the text of each tile. Each of the numbers are percentages of how high the gradient is over the image and the colour’s transparency at the start and finish.
- “Title“ is the upper text on the tile and matches the title of the issue in Purple DS Manager.
- “Headline” is the lower text on a tile and is taken from the issue description in Purple DS Manager.

Note:

- Tile size is provided in points and not in pixels. 1 px = 0.75 point
- The aspect ratio of tile pages and image pages must match; otherwise, the image will be cut with the “Center crop” setting, meaning the image will be centred and then cut according to the tile’s aspect ratio.
- Whenever this document refers to fonts, make sure that these fonts are available are also available in the app in the exact same spelling. Otherwise, a replacement font will be used.

5.9.6 Tracking

With the tracking_config.json file, you can configure individual tracking events that go beyond Purple DS tracking standard (Google Analytics). For instance, you can configure trackers for Appboy and Adjust. If you have questions about adjusting your tracking template, feel free to contact us via our support forum, for instance.

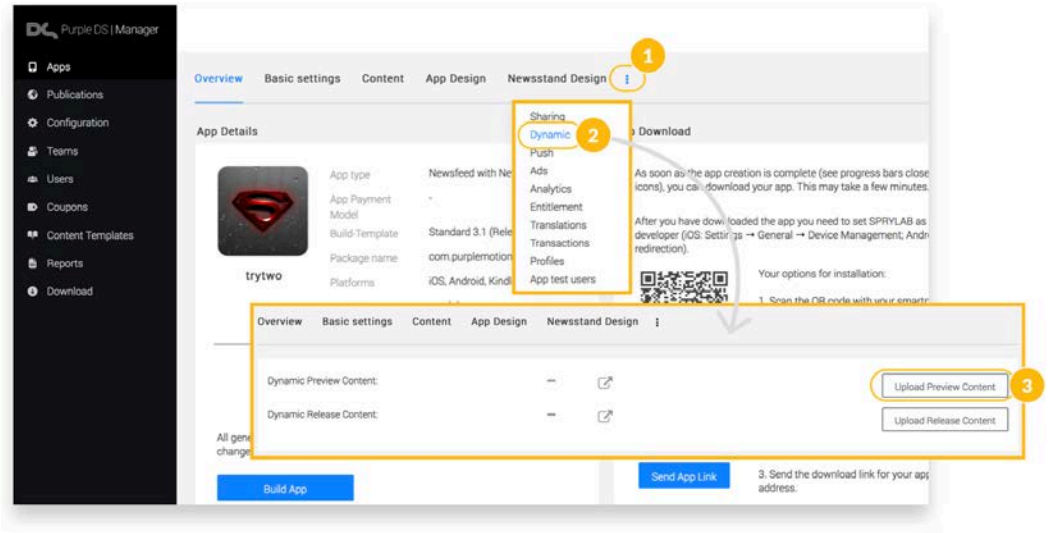
5.9.7 Uploading Dynamic Content

If you wish to adjust and personalise this content, select the “default” folder and compress it into a ZIP file. If you wish to integrate alternative menus or languages in addition to “default”, you must select the folders, e.g. “ios” or “android” and “default”, “de”, and “en” and collectively convert it into a ZIP file.

Afterwards, upload the ZIP file.

- To do so, click on the three dots on the right in the menu above and go to the “Dynamic” entry (1 and 2).

- Click on “Upload Preview Content” and load the ZIP file in the menu for dynamic content (3).



This content will be re-loaded into the app when the app is reset (not just invoking the app from the background).

Note: Always test all entries in a preview app first and check the content of the imprint, etc.!

5.10 Purple DS® Manager: Push

5.10.1 Setting Up the Push Certificate

As a pre-requisite for sending push notifications, you must first configure and save the corresponding push certificate. Learn more about creating certificates.

Like build certificates (“Build Settings” button), you can provide push certificates in this menu for your preview or live app.

5.10.1.1 iOS Push Certificate

- Send Payload Push Notifications
  Please set the checkmark before creating your app so that this function is activated in the app.
- Keystore (.p12) for Push Notifications
  Upload the push certificate here.
- Password for Push Notifications
  Please enter the password that you have set when creating the push certificate.

- Keystore Type for Push Notifications
  For test apps, please select “AD-HOC” and for your live version, “PRODUCTION”, so that push notifications can be sent to the app.

Finally, click on the save button to accept the changes. Afterwards, the app must be re-built so that changes can take effect in the app as well.

5.10.1.2 Android Certificate

Firebase Cloud Messaging (FCM) is the latest version of GCM. Link to Google https://developers.google.com/cloud-messaging/

- Send Payload Push
  Please set the checkmark before creating your app so that this function is activated in the app.
- GCM API Key
  Enter the server key here.
- GCM Sender ID
  Enter your sender ID (a multi-digit numerical value).

Finally, click on the save button to accept the changes. Afterwards, the app must be re-built so that changes can take effect in the app as well.

5.10.2 Sending a Push Notification

You can send push notifications from Purple DS Manager.

In the “Push” menu, click on “Send” to create and send your push notification in three steps.

(1) Choose whether you wish to send a push notification to users of the preview or release app. **Note**: The notification will only be shown if the user has explicitly allowed it, e.g. when installing the app.

(2) Select the platform to which you wish to send the push notification.

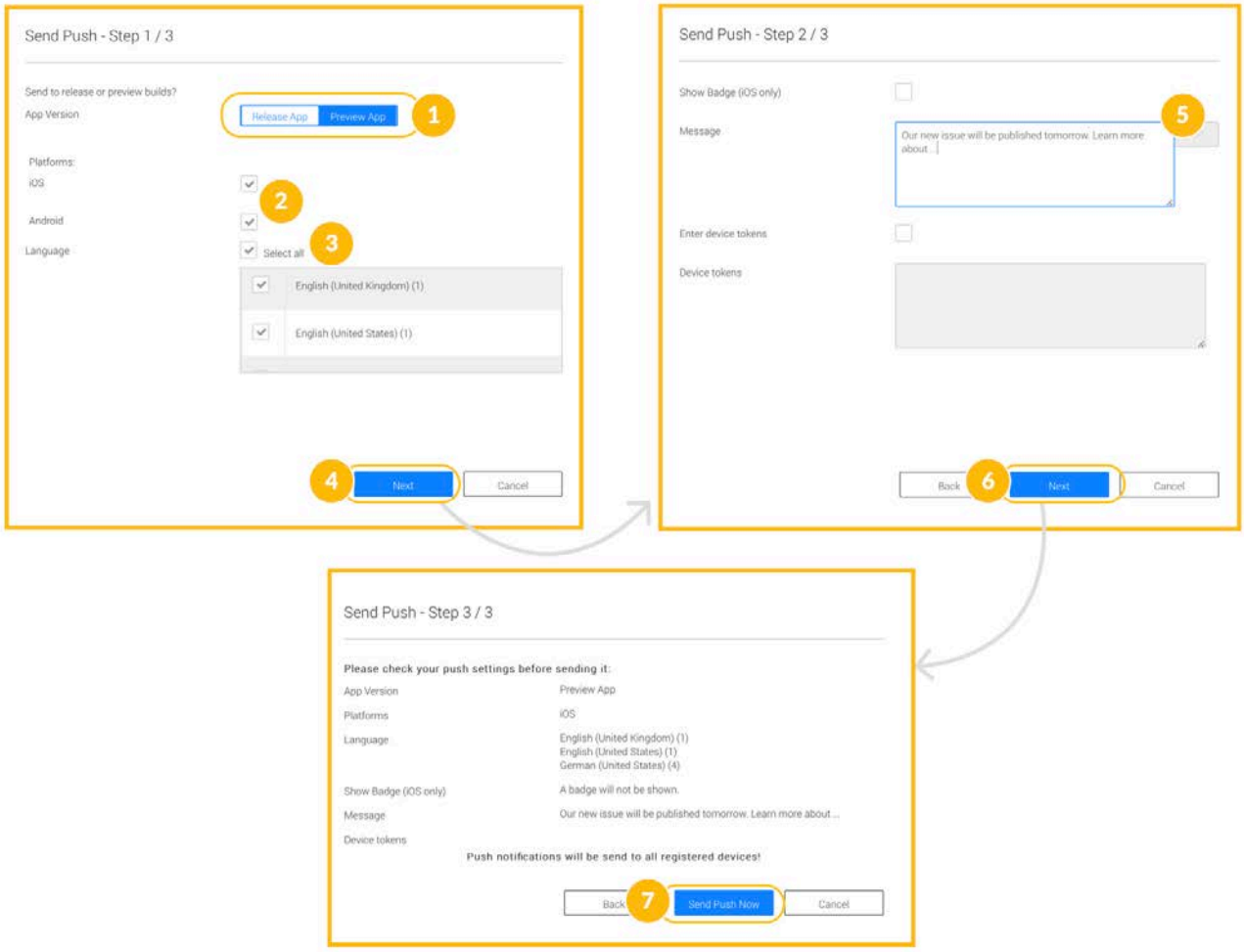
(3) The language option specifies whether your push notification is displayed to devices with a certain system language or for all system languages.

(4) “Next” takes you to the next step.

(5) Enter your message. A total of 215 characters are available to you.

(6) “Next” takes you to the next step.

(7) Here you will once again see the summary of your push notification. Click on “Send Push Now” to send the message to the configured devices.



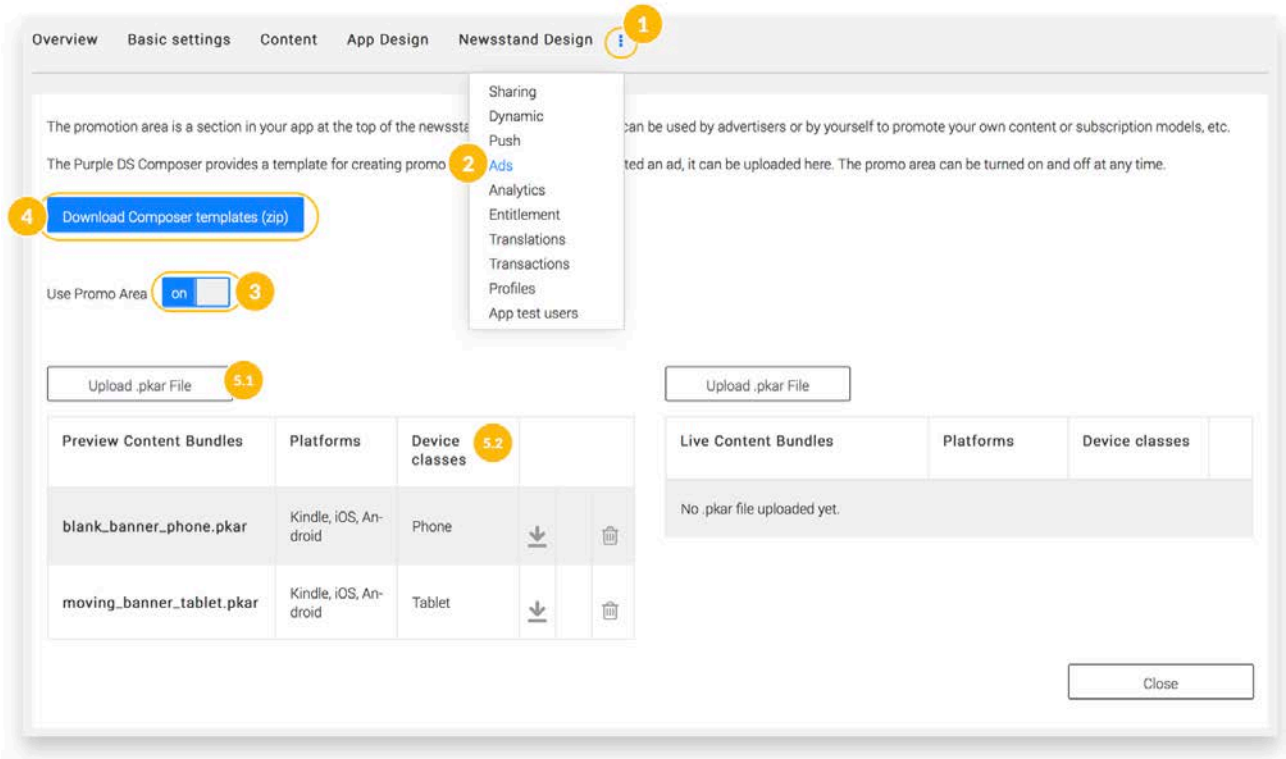
5.11 Purple DS® Manager: Ads (Ad Banner)

In the app newsstand, you can use your own area for an advertisement in the header. This banner can be created using Purple DS Composer.

You must first activate the “Use Promo Area” option in the “Ads” menu (3). In order that this feature appears in the app, the app must be re-built.

In this menu, you will find the templates for creating content in the composer. Download the templates, unzip the file, and open the desired version (phone/tablet) with the composer (4).

In the lower area of the menu, you have the option of uploading and publishing the banner. The banner is managed as shown in the issue area and is independent of the app. The banners for the preview app are uploaded on the left area (5.1 and 5.2). Banners for the live version are uploaded on the right.



5.12 Purple DS® Manager: Analytics

Here you can activate various analytic tools such as Google Analytics, AppBoy, or Adjust and save your user data to learn more about how your app is used.

To integrate Google Analytics, you only need your Google Analytics ID. Activate the option individually per platform (iOS, Android, Kindle) and enter the Google Analytics ID. Save the changes and then re-build the app so that the changes take effect in the app.

To adapt the tracking to your wishes, it is useful to edit the tracking file and prepare it with the app.

5.13 Purple DS® Manager: Entitlement

Thanks to entitlement (conditional access system), you can authenticate your users and provide content, such as company employees, association members, or training participants. It is appropriate when you do not wish to sell content and this content is nonetheless intended to be available for a certain circle of users, such as training material.

Purple DS offers an entitlement system with basic functions (user administration, subscriptions, sending e-mails). Alternatively, you can connect your own system to Purple DS Manager via an interface. You may request the technical documentation for the interface. No payment interface is available.

To activate entitlement for an app, it must first be connected to the Manager via the interface. The sprylab support team will configure the connection to your Purple DS team.

5.14 Purple DS® Manager: Translation

Purple DS apps have two standard translations: German and English.

Using a translation file, you can individually integrate any language of your choice. The language settings affect all buttons and notifications.

Note: This does not include the language settings in the dynamic menu (see Internationalisation). These are separately made and maintained.

5.14.1 Creating Additional Languages in Purple DS Language File

The language file template can be downloaded from Purple DS Manager and edited as an Excel file.

1. To do so, go to the desired app in the Manager and click on the three dots on the top-right part of the menu.
2. Select the item “Translation”.
3. In this overview, you can download and subsequently configure Purple DS language file by clicking on the download arrow.
4. Enter the desired language abbreviation in the column after “EN” and amend all notifications in this language. You can find a list of language abbreviations at https://en.wikipedia.org/wiki/List_of_ISO_639-1_codes .
5. Load the altered Excel file by clicking on “Upload Translation”. Afterwards, the overview will display which languages were detected.
6. Re-build the app; otherwise, the changes will not take effect.

5.14.2 How a Language is Displayed in the App

The displayed language is selected on the device. Purple DS app recognises the general language settings of the app in question and displays all text in this language accordingly, if this language is available. If the configured language is not set up, English will be used as a fallback solution. This also applies if the list of entries of a language was not fully entered or maintained.

Note: iOS has an additional test for displaying a language. You can create a list of preferred languages in iOS devices. If a Purple DS app does not find the configured language as a language file, the app first checks the list of preferred languages. If a language from the language file is selected there, it is displayed as an alternative. Otherwise, the app also reverts to the fallback solution.

ANDROID EXAMPLES:

	Device language	Language file in the app	Presentation in app
The device language is one of the two default languages of Purple DS app.	German (DE) OR English (EN)	DE, EN, IT	German or English is displayed in the app.
The device language is available in Purple DS app’s language file.	Italian (IT)		Italian is displayed in the app.
The device language NOT is available in Purple DS app’s	Spanish (ES)		English will be displayed in the app, since it is used as a fallback

language file.			language if none of the listed languages is available in the app.

iOS EXAMPLES:

	Device language	Language file in the app	Preferred language in iOS	Presentation in app
The device language is one of the two default languages of Purple DS app.	German (DE) OR English (EN)	DE, EN, IT	ES, IT, DE	German or English is displayed in the app.
The device language is available in Purple DS app's language file.	Italian (IT)			Italian is displayed in the app.
The device language NOT is available in Purple DS app's language file, but it is listed in the "list of preferred languages".	Spanish (ES)			Italian is displayed in the app, since it is listed in the list of preferred languages. (Priority is given according to the order in this list. German is not shown, since it is preceded by Italian.)
The device language NOT is available in Purple DS app's language file AND it is listed in the "list of preferred languages".	French (FR)			English will be displayed in the app, since it is used as a fallback language if none of the listed languages is available in the app.

5.15 Purple DS® Manager: App Test Users

This feature makes it easy to send an app's download link to invite e.g. test users and to manage sent invites and their validity duration.

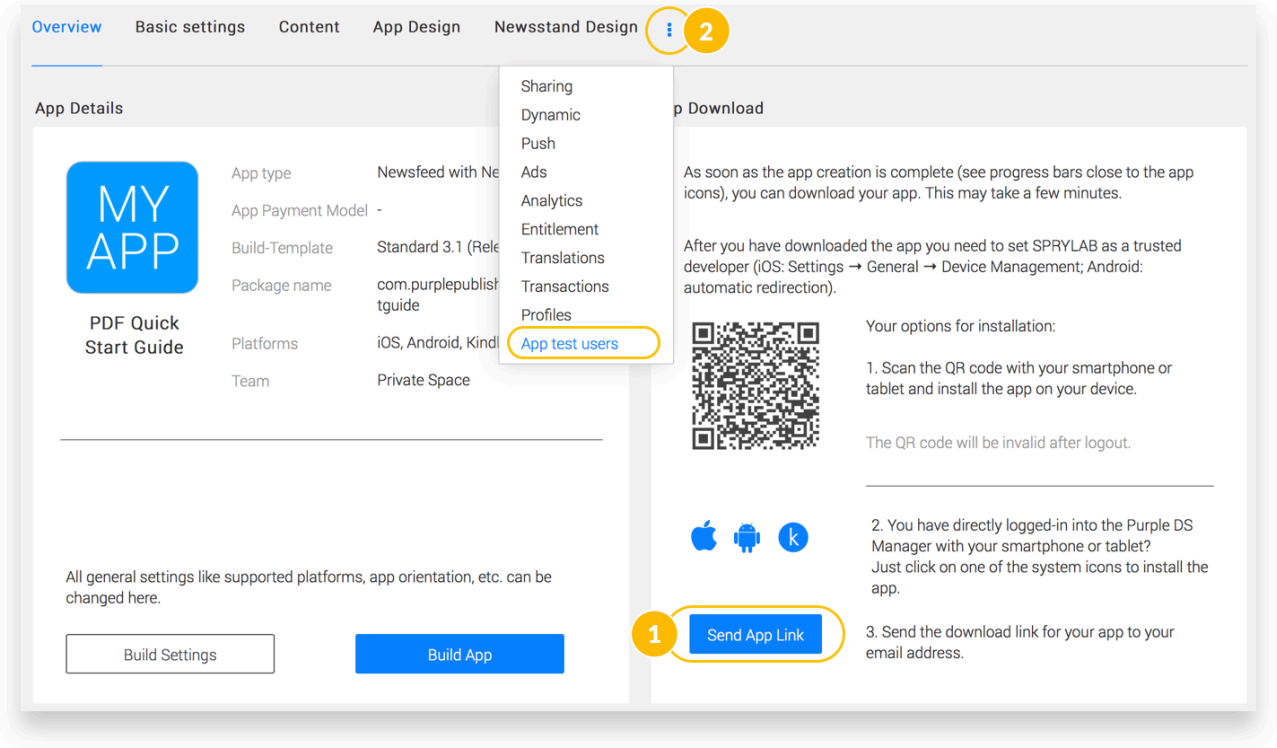
5.15.1 Sending a Download Link

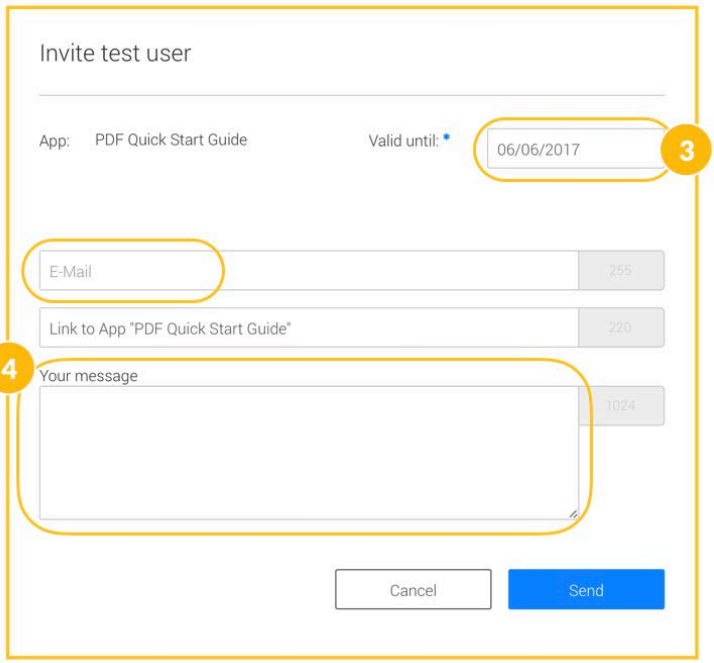
- A link can be sent directly by e-mail from Purple DS Manager: either directly via a "Send App Link" button in the download area (1 in the image below) or via the "App test users" menu item (2).
- You can also specify the duration of the link's validity (3).
- In addition to the link, you can also add a personal message to the e-mail (4).

5.15.2 Managing Test Users

- In Purple DS Manager menu item called "App test users", you can manage everything related to this function. (2).
- You will obtain a full overview of all invited users.

- In addition, the validity can also e.g. be individually edited per test user (even after sending the e-mail).
- Please note that the number of downloads is limited to 50.





5.16 Purple DS® Manager: Team

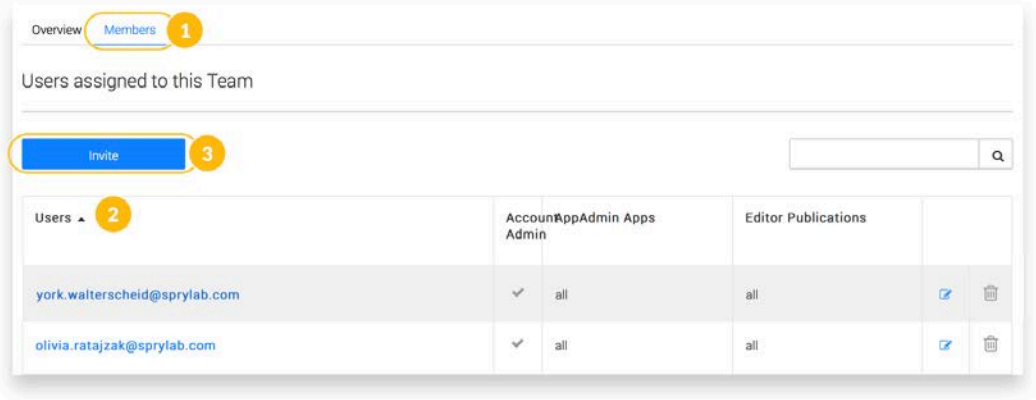
In this area, you can manage your team members incl. their rights. If you do not have a team account, you can have your Purple DS converted into a team account. The sprylab Support Team will be more than glad to assist you with this.

You can collectively work on apps and publish content in a team account. In addition, you can invite and manage team members and assign every team member a user role (right).

5.16.1 Team Menu Overview

If you open the menu using the Manager menu on the left, an overview with contact and invoicing data will first be displayed along with a list of created apps and publications.

In the “Members” menu, you will see a list of your team members (2) and the respective user role. Furthermore, here you can invite additional members to the team (3).



5.16.2 Inviting a Team Member

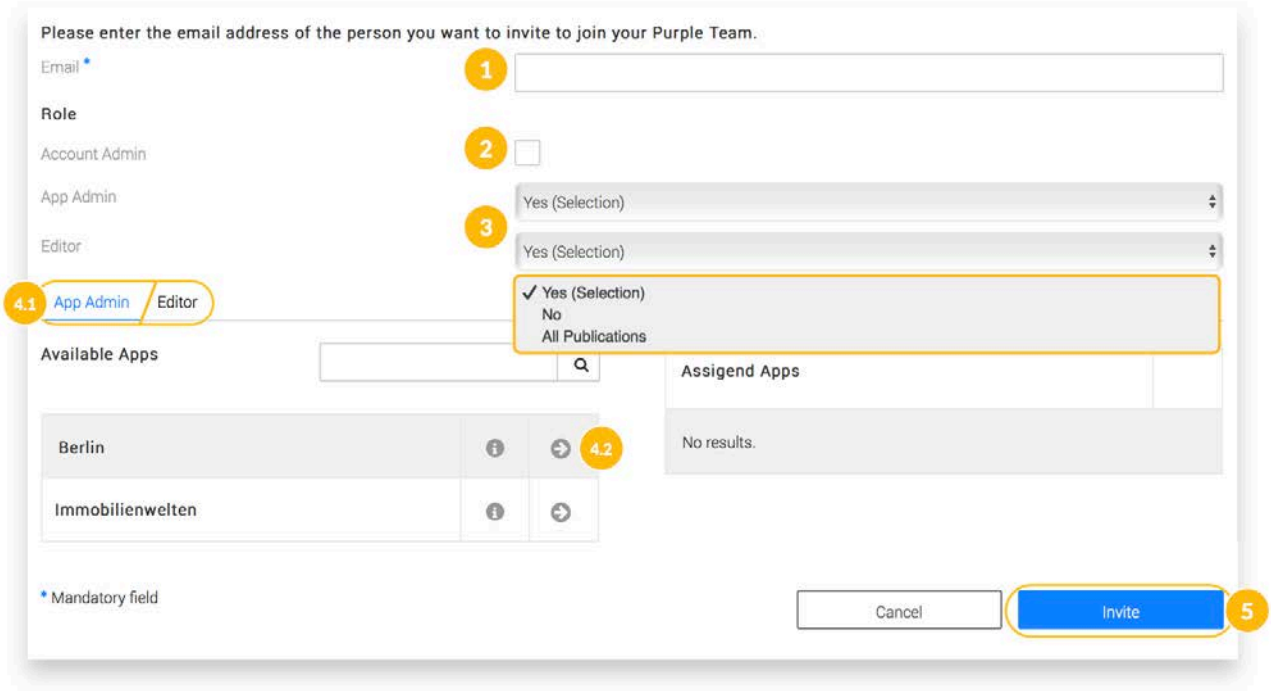
First, enter the e-mail address of the person that you wish to invite (1).

Then define the user roles that this person is intended to have. There are three different roles with varying rights to make changes in Purple DS Manager.

1. Account Admin
   In this role, a user has the most extensive rights. He can create new apps, invite additional members, and make changes to the rights of other team members. Furthermore, this role contains all the rights of the App Admin and Editor.
2. App Admin
   In this role, a user can manage any apps assigned to him, e.g. send push notifications or create new publications. You can specify whether the user may manage a selection of apps (“Yes (Selection)”) or is not an App Admin (“No”) or may manage all apps (“All Apps”).
3. Editor
   In this role, a user can manage any publications assigned to him, e.g. create new issues or publish issues in the live app. You can specify whether the user may manage a selection of

publications (“Yes (Selection)”) or is not an Editor (“No”) or may manage all publications (“All Publications”).

4. Apps or Publications can be allocated for the App Admin or Editor here (4.1) and assigned to the user (4.2).
5. Clicking on “Invite” sends an e-mail with the invitation. If the person does not yet have a Purple DS account, registration may be started from the e-mail.



5.17 Creating Certificates

If you wish to publish your app in an app store, such as iTunes or Google Play, you will require the necessary developer and store accounts from the service provider, and certain certificate information depending on the platform. They sign the app, give it a unique name, and link them to your developer account.

To sign your app with certificates, please proceed as follows for the individual platforms.

5.17.1 iOS App Build Certificate

To sign an app for iOS devices, you will require the following files:

- App ID
- P12 certificate
- Possibly a push certificate
- Mobile provisioning profile

5.17.1.1 App ID

An App ID is a unique identifier that iOS uses to enable your app to connect to Apple’s push notification service, share keychain data between applications, and communicate with external

hardware components that you wish to connect to your iOS application. To install your app on an iOS-based device, you must create an App ID in the Apple Developer Account.

5.17.1.2 P12 Certificate

The P12 certificate is the build certificate. This certificate signs an app and links it to your iTunes Connect account.
Please consult our knowledge base to find out how you can create your App ID in a few steps.

You can find our video tutorial on creating P12 certificates on YouTube:

Tutorial I Purple DS - Creating iOS Certificates

5.17.1.3 Push Certificate

With the help of push certificates, you can send notifications to users of your app. Learn more about push.

Note: These certificates must be created *before* a provisioning profile, since they are embedded in the provisioning profile.

5.17.1.4 Mobile Provisioning Profile

A mobile provisioning profile is a combination of an App ID and distribution certificate. It authorises your app to use certain services (such as push notifications) and ensures that your app is submitted by you. As a result, mobile provisioning profiles are linked to a certain Mac.

Please consult our knowledge base to find out how you can create your mobile provisioning profile in a few steps.

If you have successfully created the certificate, please enter the corresponding information into the corresponding fields in the iOS area using the "Build Settings" Button.

5.17.2 Android and Kindle App Build Certificate

Test apps do not require any certificate for Android devices.

To sign a release version of the app for Android, you will require a keystore file.

All Android apps that are published in Google Play (and the Amazon Store) must be signed with a certificate before they can be installed. Android uses this certificate to identify the creator of an app.

During the creation of the keystore file, some parameters are queried, which you should write down somewhere, since they must later be entered in Purple DS Manager.

It is the information detailed below:

- Keystore file
- Key alias
- Key alias password
- Keystore password

Please consult our knowledgebase for information on how you create a keystore file including the other information.

If you have successfully created the keystore file, please enter the information listed above into the corresponding fields in the “Android” area using the “Build Settings” Button.

5.17.3 Android and Kindle Push Certificate

Firebase (FCM) allows you to send messages to users that have installed your app. Firebase requires a Sender ID and an API key.

We will explain in detail how to set up FCM in our knowledgebase.