

Online Apps Builder

Intro

Online Apps Builder is an online tool that you can use to generate and download your own white-labeled Android and iOS CrossBox apps.

The process is entirely automated and requires no technical knowledge.

The system will generate Android and iOS apps based on the branding profile that is active on your server. This includes the application name, logo (icon), theme, loading animation, the default language, etc.

At the end of the process, you'll have both apps ready for publishing under your name to Google Play and Apple App Store.

Here are some examples of app builds with the Online Apps Builder:

Android:

- <https://play.google.com/store/apps/details?id=com.azymcloud.cloudmail>
- <https://play.google.com/store/apps/details?id=com.mxroute.crossbox>
- <https://play.google.com/store/apps/details?id=com.bulutmail.suite>

iOS:

- <https://apps.apple.com/app/id1522254361>
- <https://apps.apple.com/app/id1490617582>
- <https://apps.apple.com/app/id1494638876>

Benefits

End-users:

- Easy to get started on any Android or iOS powered device with one-click app installation (via Google Play and Apple App Store)
- No complicated IMAP/SMTP/POP3 configuration, only email address, and password are required
- Instant access to
 - Email
 - Chat
 - Audio/video calls
 - Conferences
 - Files
 - Contacts
 - And many [other features](#)
- Real-time push notifications
- Updates automatically

Service Providers:

- Provide Android/iOS users with seamless access to email, chat, calls and conferences, files, and contacts
- Easier customer onboarding
- Better brand exposure with custom Android/iOS apps
- Apps work for all nodes/slaves in the cluster

Requirements

To build smartphone apps you need to have:

- An active [CrossBox Cluster](#)
- An active [Branding \(White-label\) Addon](#)

Building

First, log into your crossbox.io account and navigate to [Online App Builder](#).

Create an App

Click on the Create App menu item. You'll see the form as shown in the screenshot:

The screenshot shows the 'New App' form in the Online App Builder interface. On the left is a sidebar with 'Actions' including 'Create App' (Step 1), 'Create Build' (Step 2), 'Download App' (Step 3), 'Publish to Google Play Store', 'Publish to Apple App Store', and 'Help'. The main form has a purple header 'New App' and sections for 'Master Server' (with 'demo.crossbox.io' selected), 'FCM Files' (with 'Choose File' buttons for 'google-services.json' and 'GoogleService-Info.plist'), and a 'SUBMIT' button. A 'Help' section at the bottom explains the requirements for Master Server and FCM Files.

Actions

- Create App **Step 1**
- Create Build **Step 2**
- Download App **Step 3**
- Publish to Google Play Store
- Publish to Apple App Store
- Help

New App

Master Server

Master server
demo.crossbox.io

Pick a master server you want to build the app for.

FCM Files

Supply your FCM **google-services.json** file
 No file chosen

Supply your FCM **GoogleService-Info.plist** file
 No file chosen

Help

Master Server

Choose for which master server you'll be building the app.

FCM Files

Obtain and upload Firebase config files

These are needed in order for native Android and iOS push notifications to work.

- google-services.json - follow this for Android [🔗](#)
- GoogleService-Info.plist - follow this for iOS [🔗](#)

Here, you'll need to fill in:

Master Server

Choose for which master server you'll be building the app.

The app builder will pull the branding profile (app name, logo, theme, etc) from this server to use for generating the apps.

Obtain and upload Firebase config files

These are needed in order for native Android and iOS push notifications to work.

- google-services.json - [follow this for Android](#)
- GoogleService-Info.plist - [follow this for iOS](#)

Now that both files are on your computer, attach them to the form and click the Submit button.

Submit Build Request

After you've finished creating the app, you can proceed to issue a new build request by clicking the Create Build button:

Actions

Create App

Step 1

Create Build

Step 2

Download App

Step 3

Publish to Google Play Store

Publish to Apple App Store

Help

New App Build

App

Choose App

io.crossbox.demo (https://demo.crossbox.io)

Select the app you want to build.

Platforms

Select platforms you want to build

☒ Android
 ☒ iOS

SUBMIT

In the form shown above, choose the app you created in the previous step and the platforms that you want to build.

Click the submit button.

You'll get an email notification after the build process is completed.

Download the Apps

Now that the build process completed successfully, you can log in to your crossbox.io account and navigate to the [Download App](#) page.

Here you can download **android.zip** and **ios.zip** archives to your computer:

App Builds

CREATE NEW BUILD REQUEST

Builds

Show 10 entries

Search:

| App | Version | Status | Created | Download |
|-------------------------|---------|-----------|----------------------------|---|
| io.crossbox.demo | 0.5.0 | Completed | 19-Jun-2020 (4 months ago) | ANDROID IOS |
| io.crossbox.mail | 0.5.0 | Completed | 19-Jun-2020 (4 months ago) | ANDROID IOS |
| io.crossbox.mobile.free | 0.4.8 | Completed | 21-Apr-2020 (6 months ago) | ANDROID IOS |
| io.crossbox.mobile.free | 0.4.8 | Completed | 21-Apr-2020 (6 months ago) | ANDROID IOS |
| io.crossbox.mobile.free | 0.4.5 | Completed | 26-Sep-2019 (1 year ago) | ANDROID IOS |
| io.crossbox.mobile.free | 0.4.3 | Completed | 17-Sep-2019 (1 year ago) | ANDROID IOS |
| io.crossbox.mobile.free | 0.4.3 | Completed | 16-Sep-2019 (1 year ago) | ANDROID IOS |
| io.crossbox.mobile.free | 0.4.3 | Completed | 12-Sep-2019 (1 year ago) | ANDROID IOS |
| io.crossbox.mobile.free | 0.4.3 | Completed | 12-Sep-2019 (1 year ago) | ANDROID IOS |
| io.crossbox.mobile.free | 0.4.3 | Completed | 12-Sep-2019 (1 year ago) | ANDROID IOS |

Showing 1 to 10 of 14 entries

Previous 1 2 Next

These archives contain both debug and release versions:

- The debug version can be installed onto the devices without signing and is used for testing the app on a device prior to publishing the app to the app stores.
- The release version is a production-ready version which you need to sign and then publish to the respective app stores.

Publish to Stores

- [Sign and publish an Android app](#)
- [Sign and publish an iOS app](#)

- Revision #16
- Created 5 years ago by [Docs Admin](#)
- Updated 4 years ago by [Docs Admin](#)