

Full Application **Voice Changer**

Core Features

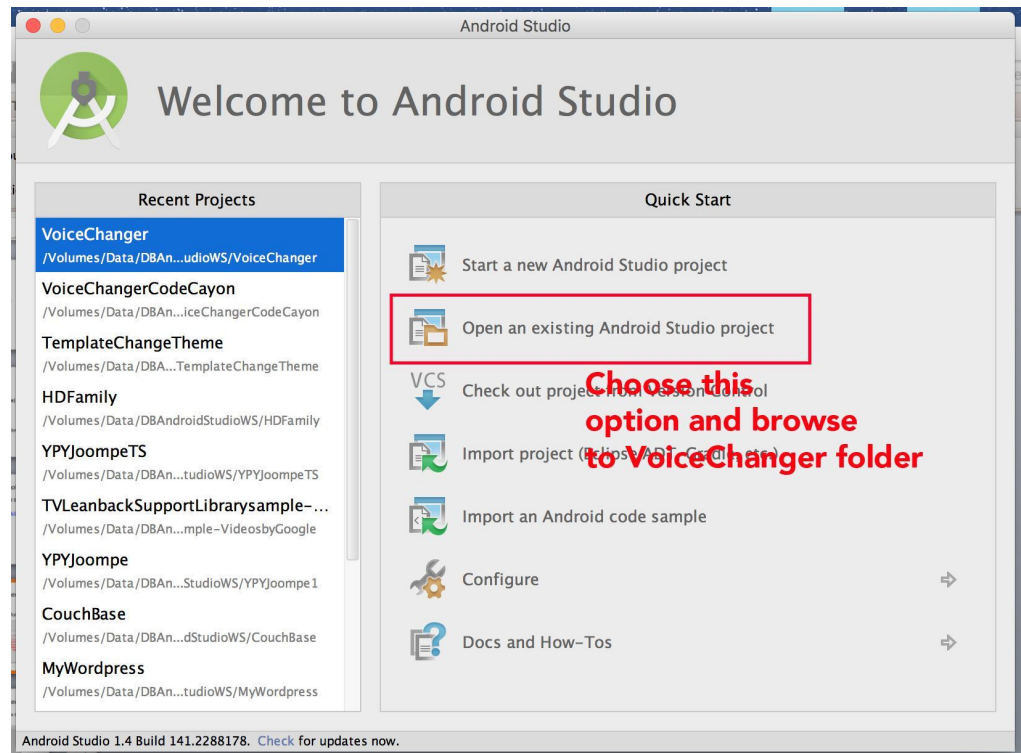
- Record your voice
- Apply effects (**10 effects for voice**)
- Save and share voice
- View your records
- Beautiful UI
- Admob support
- Material Design
- Set voice as ringtone or notification sound

Setup Develop Tools

- Let download and install Android Studio via this link
 - <https://developer.android.com/sdk/index.html>

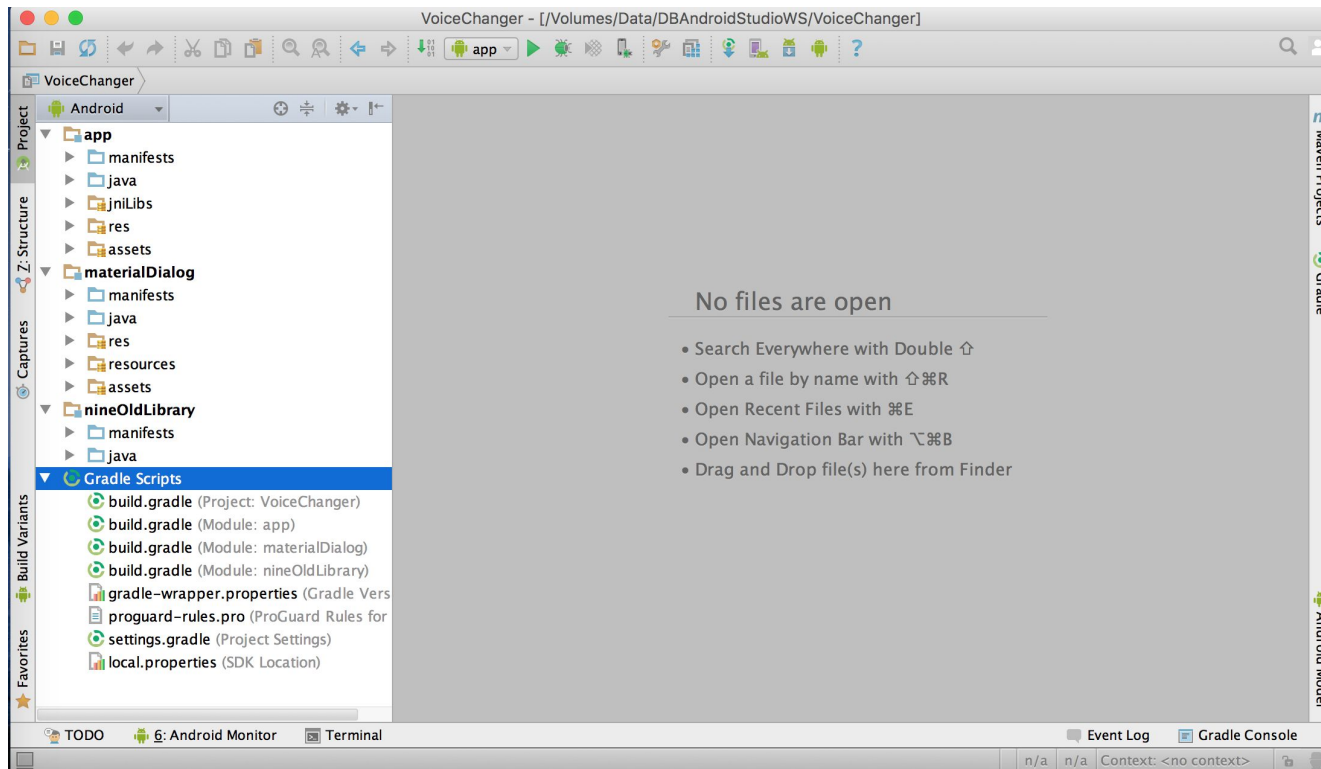
Step 1: Setup Project

- Extract file “*codecayon-xxxx.zip*”
- Import project in *VoiceChanger* folder to **Android Studio**



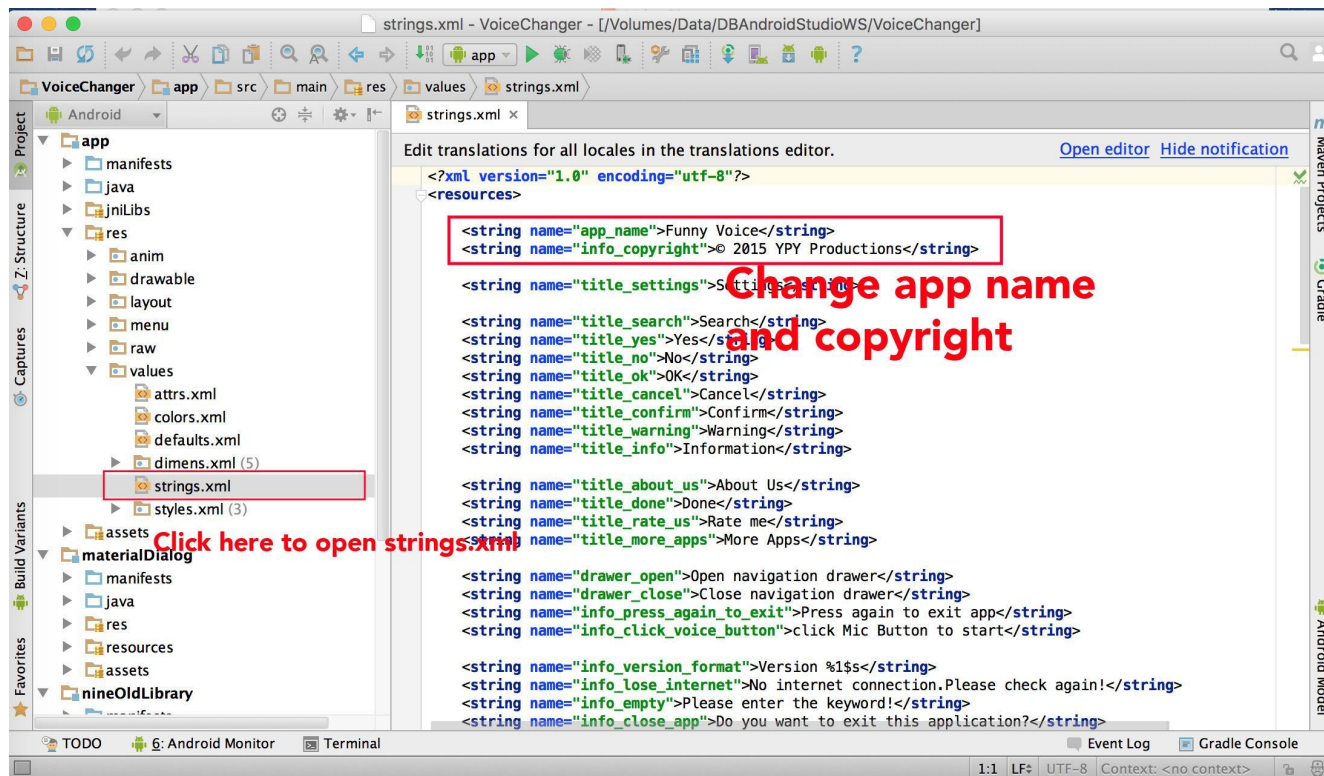
Step 1: Setup Project

- After importing done. You can see this workspace



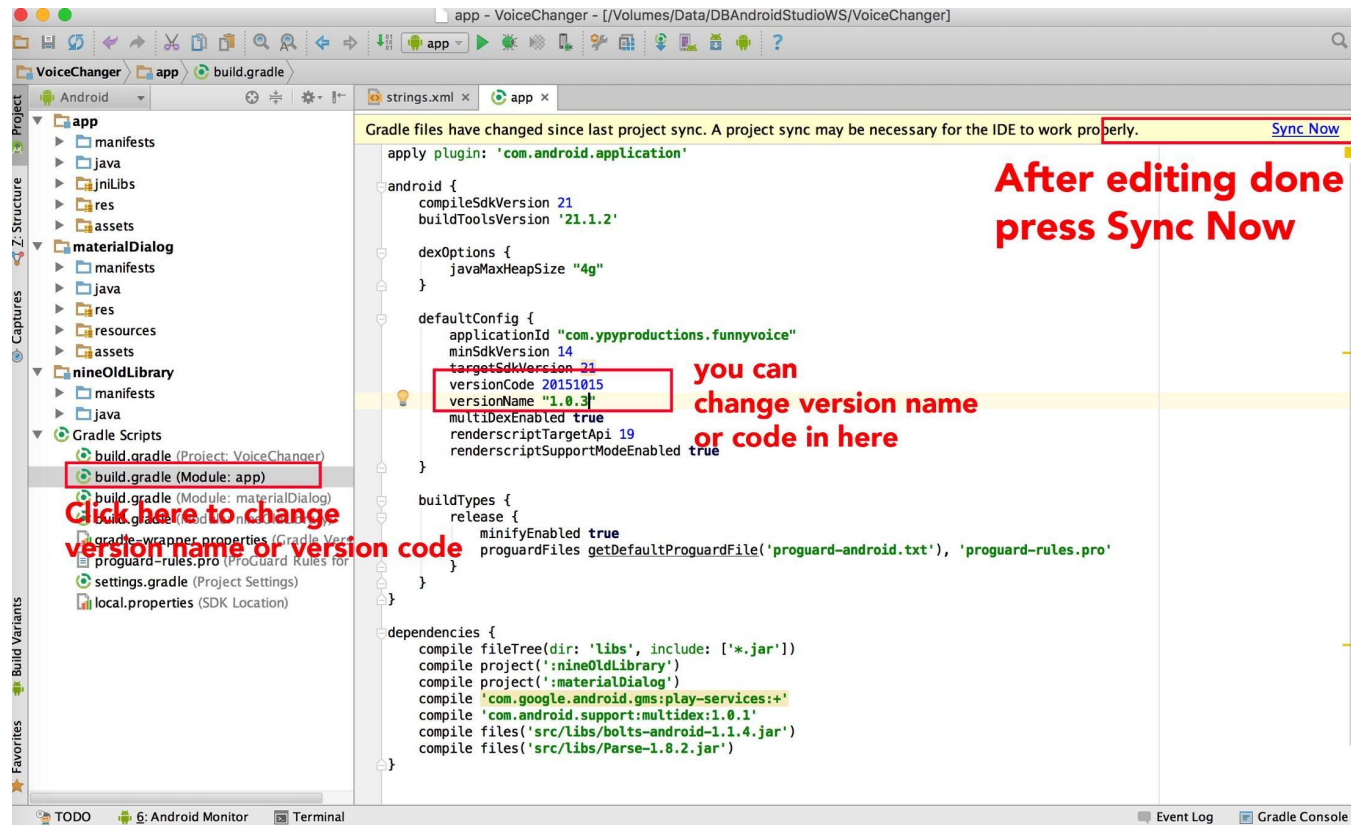
Step 2: Configure Project

- Change to your app name, and copyright text in **res/values/strings.xml**



Step 3: Change version code or version name

- To change version code or version name, You must to go **build.gradle** file. You can see the below image



Step 4: Setup your datas

- Open class **IVoiceChangerContants.java** in package **com.yppyproductions.voicechanger.constants**
- You can see some params. We will configure it

Step 4: Setup your datas

The screenshot shows an IDE window with the following content:

- Project Structure (Left Panel):**
 - app
 - manifests
 - java
 - com
 - un4seen.bass
 - ypyproductions.voicechanger
 - abstractclass
 - adapter
 - basseffect
 - constants** (highlighted with a red box)
 - dataMng
 - dialog.utils
 - obj
 - setting
 - soundMng
 - task
 - utils
 - view
 - wave
 - DBFragmentActivity
 - EffectActivity
 - GalleryActivity
 - MainActivity
 - RecordActivity
 - ShowUrlActivity
 - SplashActivity
 - YPYApplication
- Code Editor (Right Panel):**

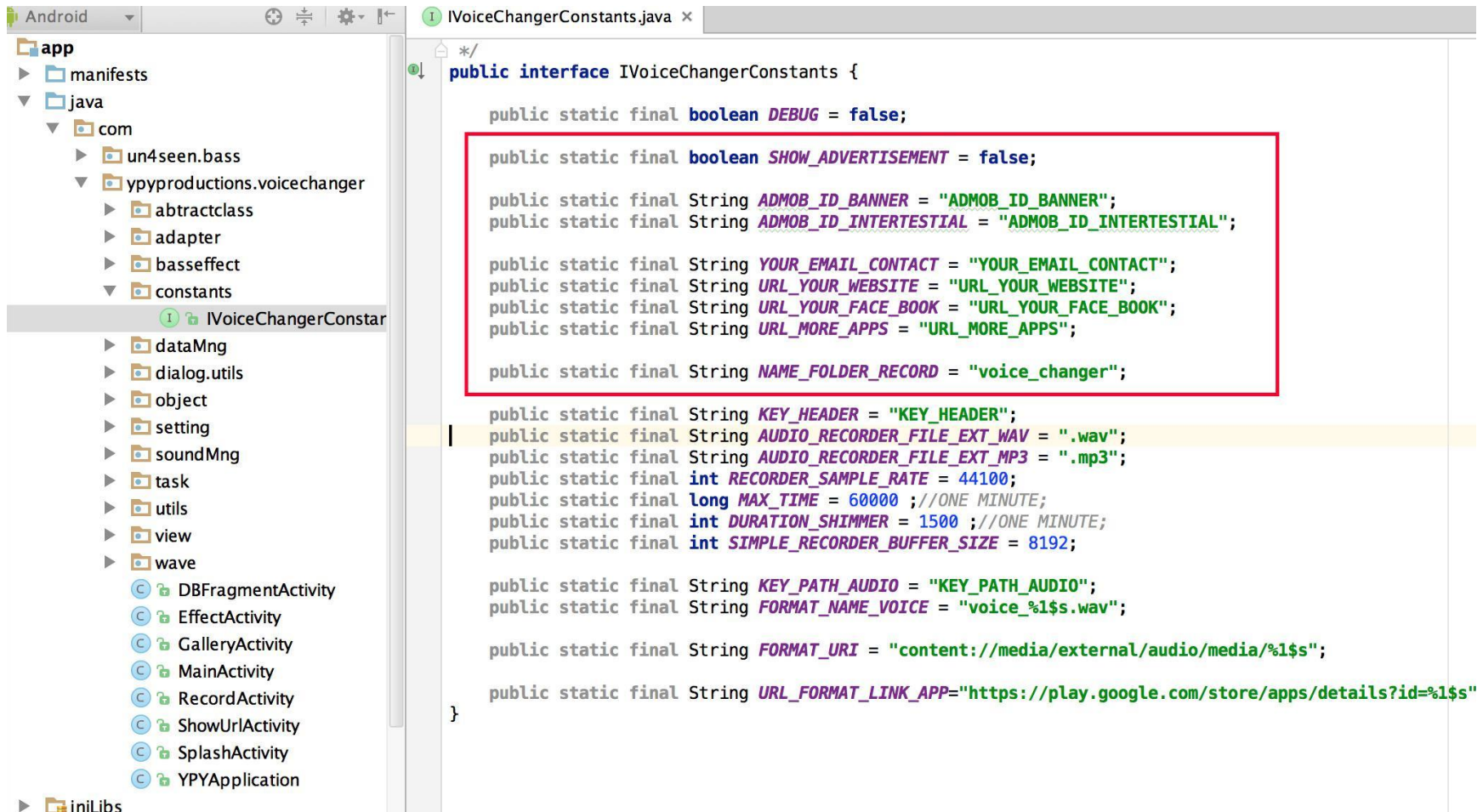
```
public interface IVoiceChangerConstants {  
  
    public static final boolean DEBUG = false;  
  
    public static final boolean SHOW_ADVERTISEMENT = false;  
  
    public static final String ADMOB_ID_BANNER = "ADMOB_ID_BANNER";  
    public static final String ADMOB_ID_INTERTESTIAL = "ADMOB_ID_INTERTESTIAL";  
  
    public static final String YOUR_EMAIL_CONTACT = "YOUR_EMAIL_CONTACT";  
    public static final String URL_YOUR_WEBSITE = "URL_YOUR_WEBSITE";  
    public static final String URL_YOUR_FACE_BOOK = "URL_YOUR_FACE_BOOK";  
    public static final String URL_MORE_APPS = "URL_MORE_APPS";  
  
    public static final String NAME_FOLDER_RECORD = "voice_changer";  
  
    public static final String KEY_HEADER = "KEY_HEADER";  
    public static final String AUDIO_RECORDER_FILE_EXT_WAV = ".wav";  
    public static final String AUDIO_RECORDER_FILE_EXT_MP3 = ".mp3";  
    public static final int RECORDER_SAMPLE_RATE = 44100;  
    public static final long MAX_TIME = 60000 ;//ONE MINUTE;  
    public static final int DURATION_SHIMMER = 1500 ;//ONE MINUTE;  
    public static final int SIMPLE_RECORDER_BUFFER_SIZE = 8192;  
  
    public static final String KEY_PATH_AUDIO = "KEY_PATH_AUDIO";  
    public static final String FORMAT_NAME_VOICE = "voice_%1$s.wav";  
  
    public static final String FORMAT_URI = "content://media/external/audio/media/%1$s";  
  
    public static final String URL_FORMAT_LINK_APP="https://play.google.com/store/apps/details?id=%1$s";  
}
```

Open VoiceChangerConstants.java

Step 4: Setup your datas

- ***YOUR_EMAIL_CONTACT***: *your email contact*
- ***URL_YOUR_WEBSITE***: *url of your website*
- ***URL_YOUR_FACE_BOOK***: *url of your facebook*
- ***URL_MORE_APPS***: *The publisher url on google play for more apps*
- ***NAME_FOLDER_RECORD*** : *The destination folder when saving your record*
- ***SHOW_ADVERTISEMENT*** : *Let it to be **true** if you want to show advertisement, vice versa...*
- ***ADMOB_ID_BANNER***: *Your admob banner id*
- ***ADMOB_ID_INTERTESTIAL***: *your admob intertestial id*

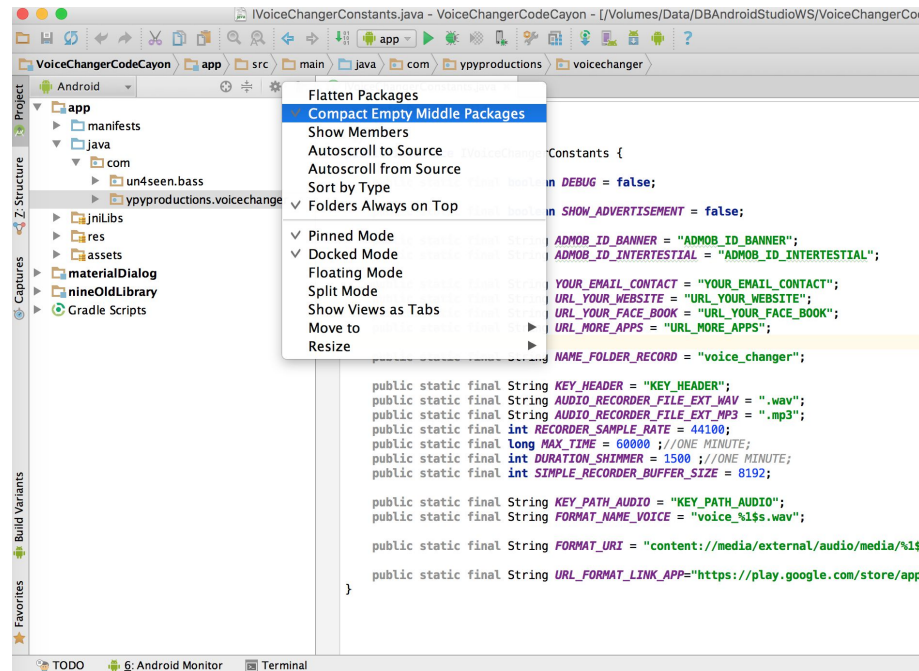
Step 4: Setup your datas



```
public interface IVoiceChangerConstants {  
  
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    public static final String URL_YOUR_FACE_BOOK = "URL_YOUR_FACE_BOOK";  
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    public static final String FORMAT_URI = "content://media/external/audio/media/%1$s";  
  
    public static final String URL_FORMAT_LINK_APP="https://play.google.com/store/apps/details?id=%1$s";  
  
}
```

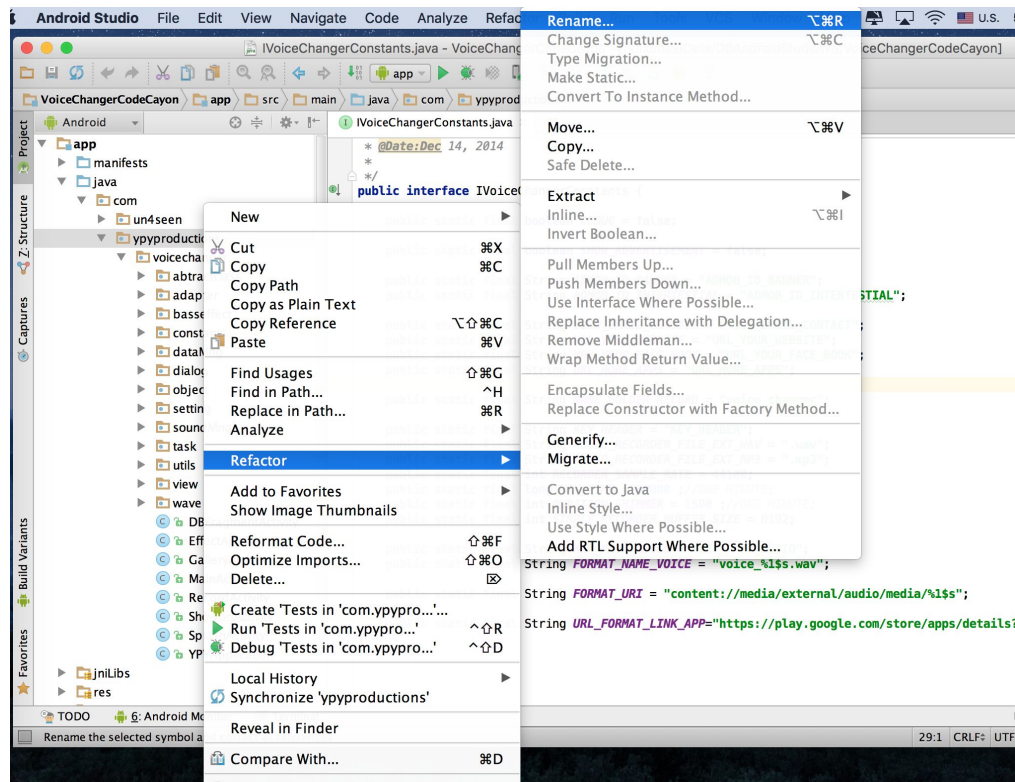
Step 5: Change packagename

- Click to package **com.yppyproductions.voicechanger**
- Uncheck **Compact Empty Middle packages**



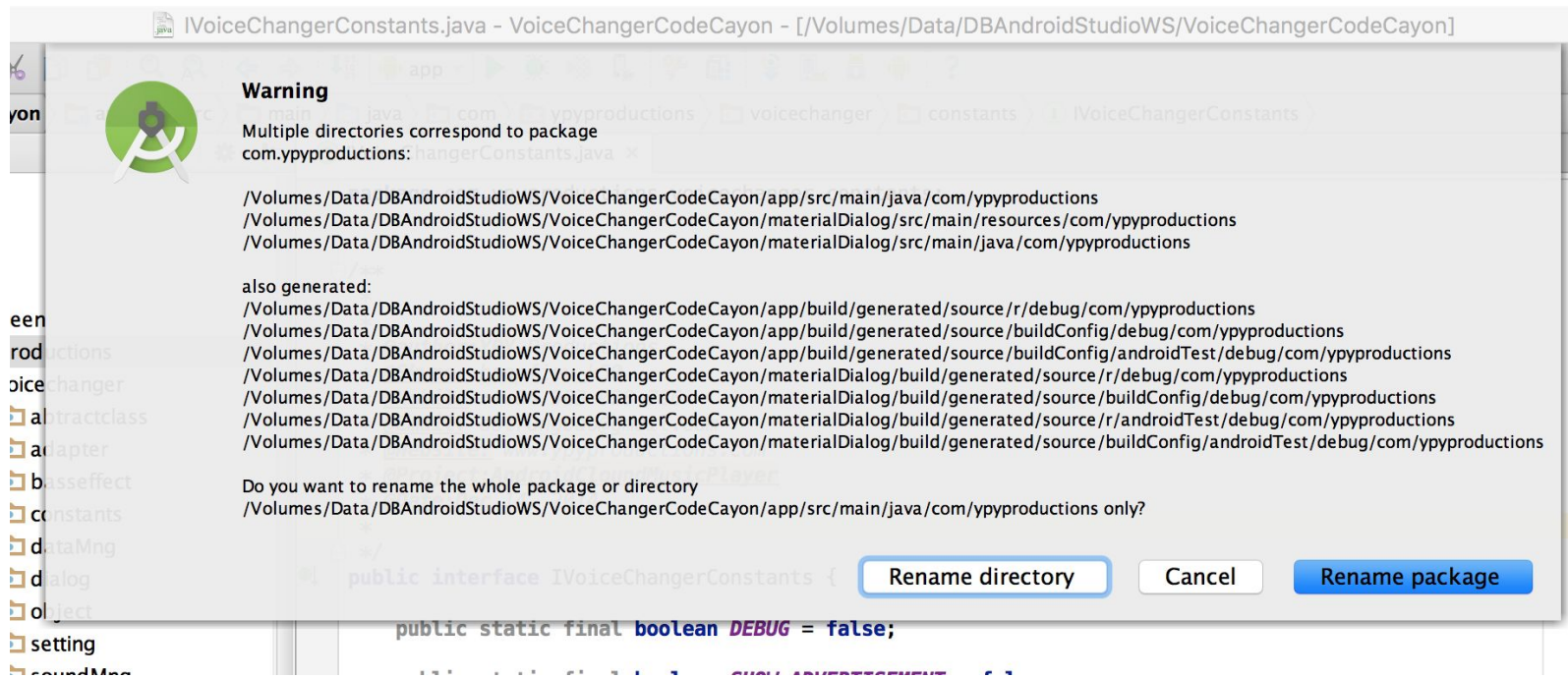
Step 5: Change packagename

- Right mouse to **ypyproductions**, Select **Refactor/Rename**



Step 5: Change packagename

- One warning dialog will show. Please select rename package

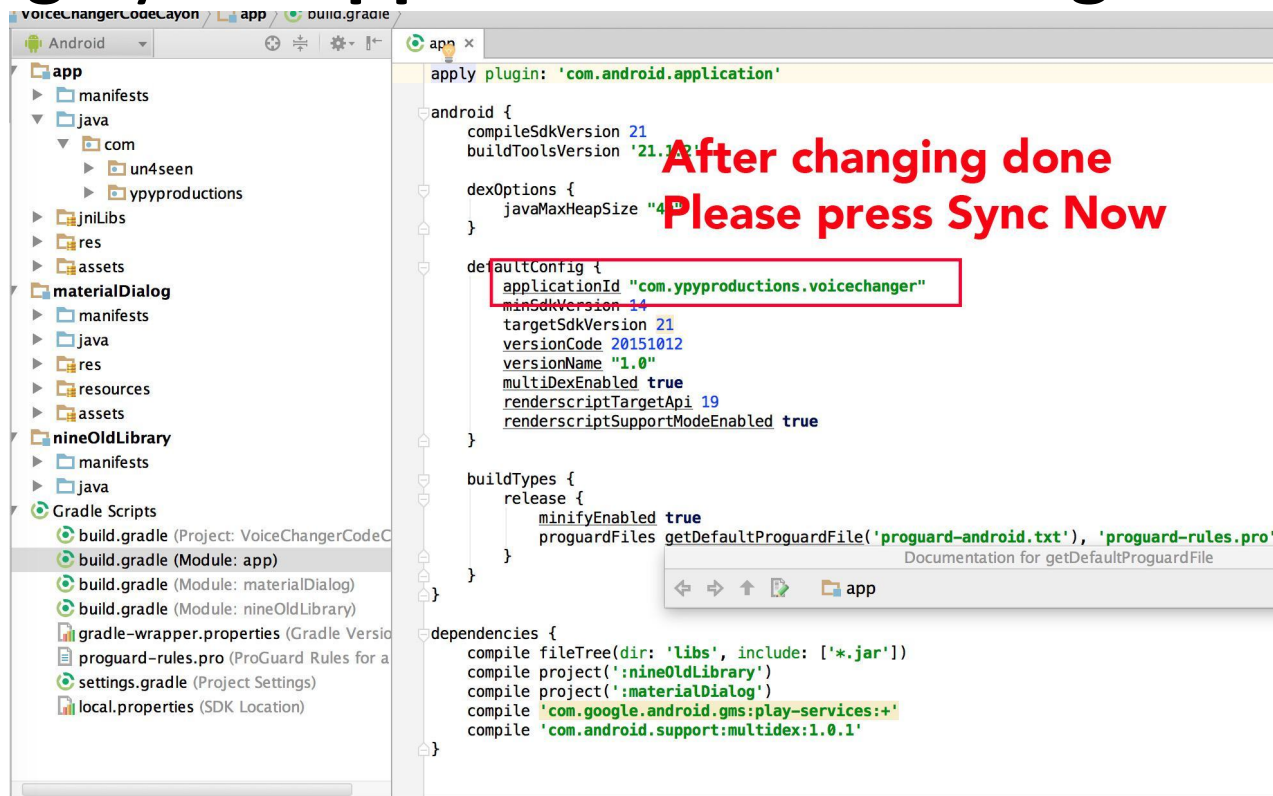


Step 5: Change packagename

- Let rename to your name
- The same way for **voicechanger** package if you want to change more
- You can refer more ways to change packagename in Android Studio
 - <http://stackoverflow.com/questions/6600329/how-do-i-rename-the-android-package-name>
 - <https://www.youtube.com/watch?v=A-rITYZQj0A>

Step 5: Change packagename

- After changing packagename done, Please change your **applicationid** in **build.gradle**



The screenshot shows the IDE interface with the `build.gradle` file for the `app` module. The `applicationId` is highlighted in red and labeled "After changing done Please press Sync Now". The `dependencies` section is also visible.

```
apply plugin: 'com.android.application'

android {
    compileSdkVersion 21
    buildToolsVersion '21.0.1'
    dexOptions {
        javaMaxHeapSize "4g"
    }
}

defaultConfig {
    applicationId "com.ypproductions.voicechanger"
    minSdkVersion 14
    targetSdkVersion 21
    versionCode 20151012
    versionName "1.0"
    multiDexEnabled true
    renderscriptTargetApi 19
    renderscriptSupportModeEnabled true
}

buildTypes {
    release {
        minifyEnabled true
        proguardFiles getDefaultProguardFile('proguard-android.txt'), 'proguard-rules.pro'
    }
}

dependencies {
    compile fileTree(dir: 'libs', include: ['*.jar'])
    compile project(':nineOldLibrary')
    compile project(':materialDialog')
    compile 'com.google.android.gms:play-services:+'
    compile 'com.android.support:multidex:1.0.1'
}
```


Step 6: Translate Project To Your Language

- Open **strings.xml** in **res/values** and translate
- For examples:

```
<string name="title_confirm">Confirm</string>
```

You only allow to change “**Confirm**” word. Dont translate “*title_confirm*”

- With the string format for examples:

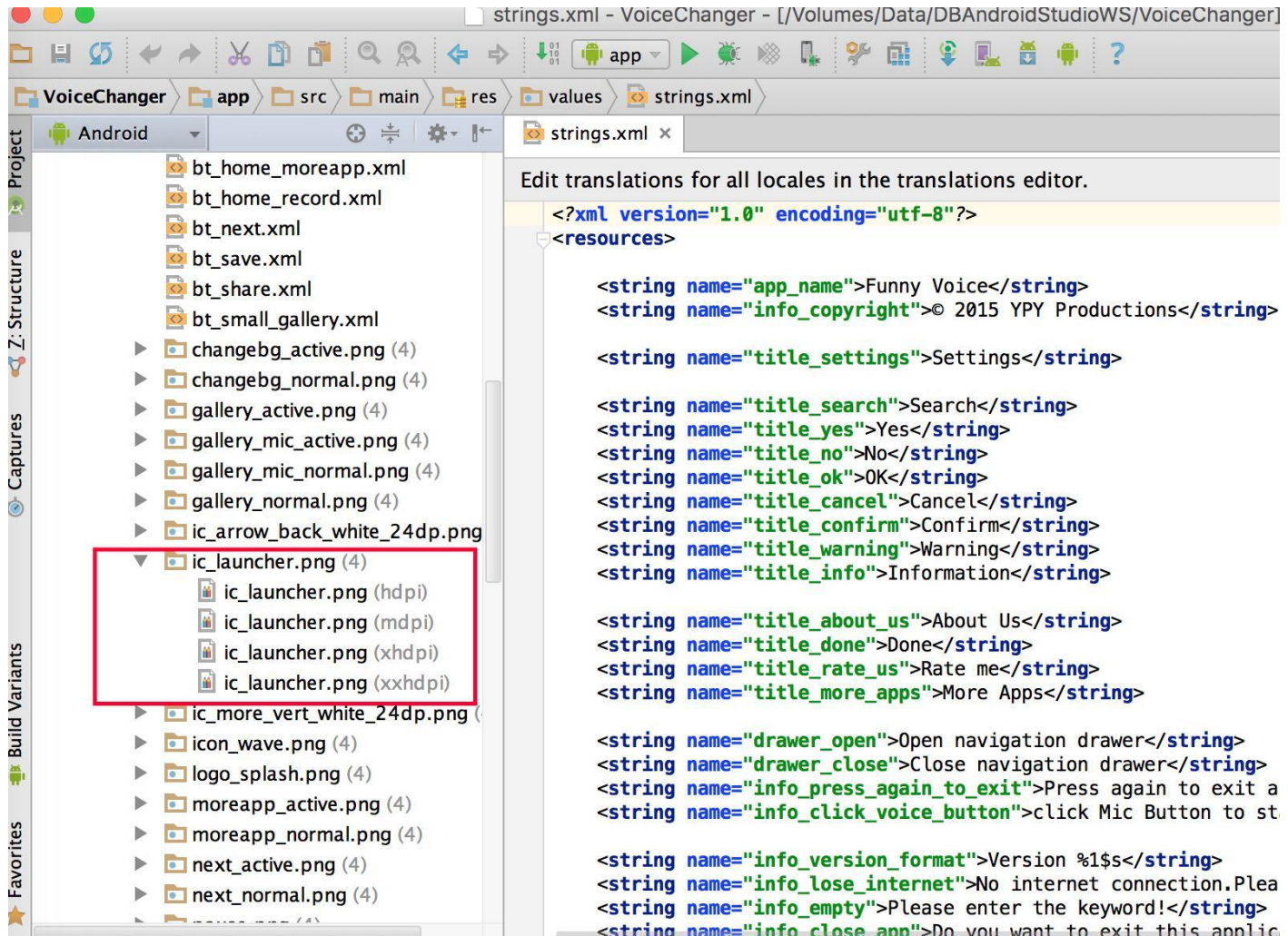
```
<string name="info_version_format">Version:%1$s</string>
```

You only allow to change *Version* word and keep *%1\$s* string

Step 7: Change Icon of Application

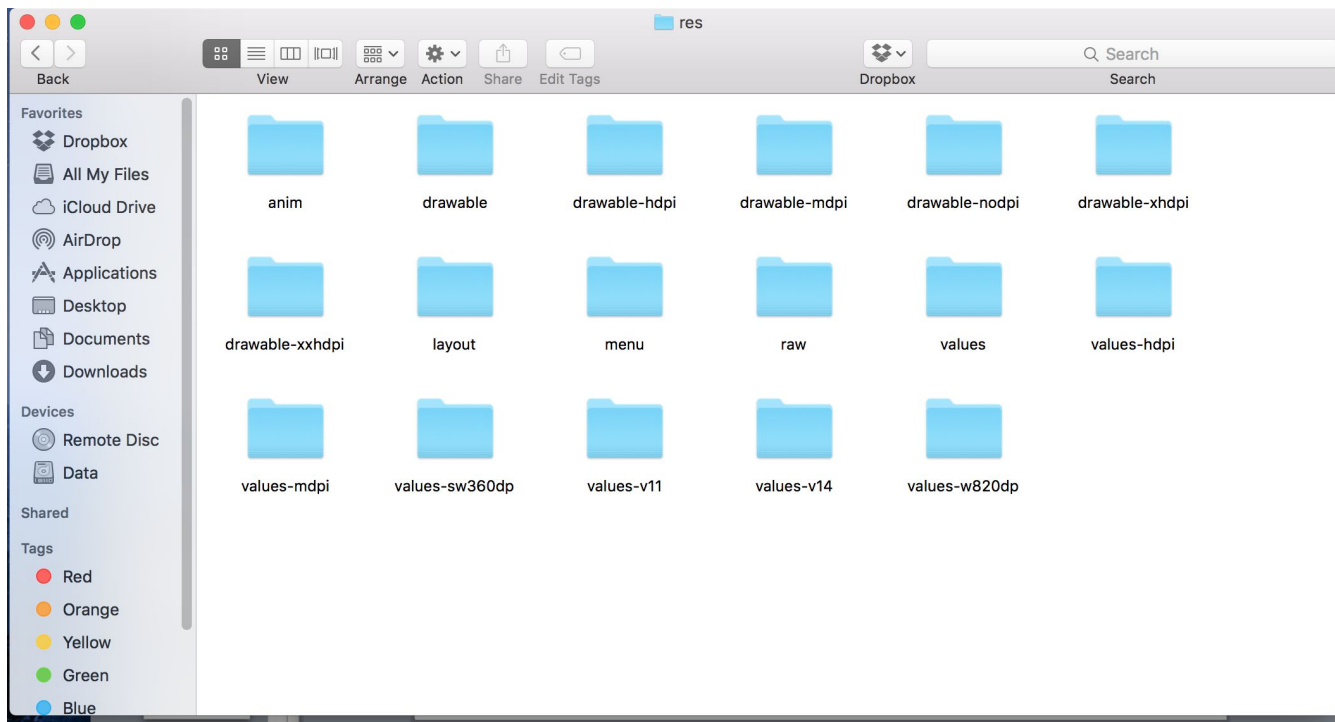
- To change icon app, let replace file **ic_launcher.png** in 4 folders and keep size of this image
 - **res/xxhdpi : size 144x144px**
 - **res/xhdpi : size 96x96px**
 - **res/hdpi: size 72x72 px**
 - **res/mdpi: size 48x48px**

Step 7: Change Icon of Application



Step 7: Change other icons of Application

- To change other icons of application. Let go to your folder **VoiceChanger/app/src/main/res**



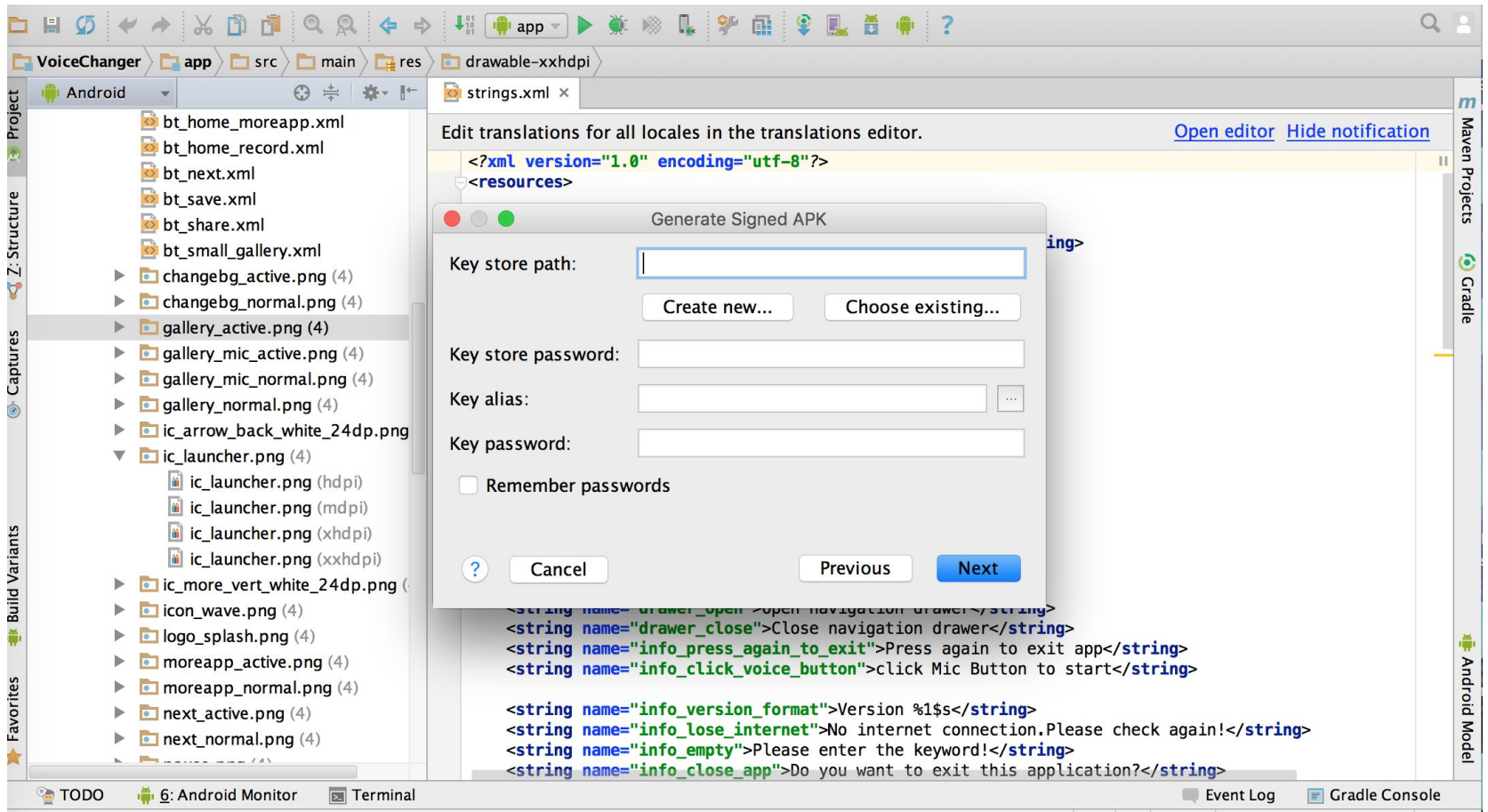
Step 7: Change other icons of Application

- You can see 4 folders
 - **drawable-xxhdpi**
 - **drawable-xhdpi**
 - **drawable-mdpi**
 - **drawable-hdpi**
- Let see all icons in those folders, and replace it to your icon. Please keep icon size as the old image

Step 8: Export APK

- To export apk to publish to google play
- From android studio select **Build/Generate signed apk**
- Select your keystore and want to export it.If you did not have any keystore, you can create it from this dialog
- It same as eclipse

Step 8: Export APK



Step 8: Run Project

- After setting up project finishing, you can run and install application.
- If you have any problem about this project. Please send email to me. My email is baodotrung@gmail.com

HOPE YOU ENJOY IT.THANK YOU