

Rebranded Sisense Mobile Checklist

This document provides a checklist of all the information and files you must provide Sisense when rebranding Sisense Mobile. For more information, see [Rebranding Sisense Mobile](#).

Once you have purchased a rebranded version of Sisense Mobile, you need to complete this checklist, which details all the information and resources you must provide.

After completing the checklist, this document should be emailed to rebranded_mobile@sisense.com with your CSM CCed. In addition, you should include all the relevant resource files zipped together.

General information about the application

In the table below, enter the requested information in the Response column.

Note: All mandatory fields must be completed.

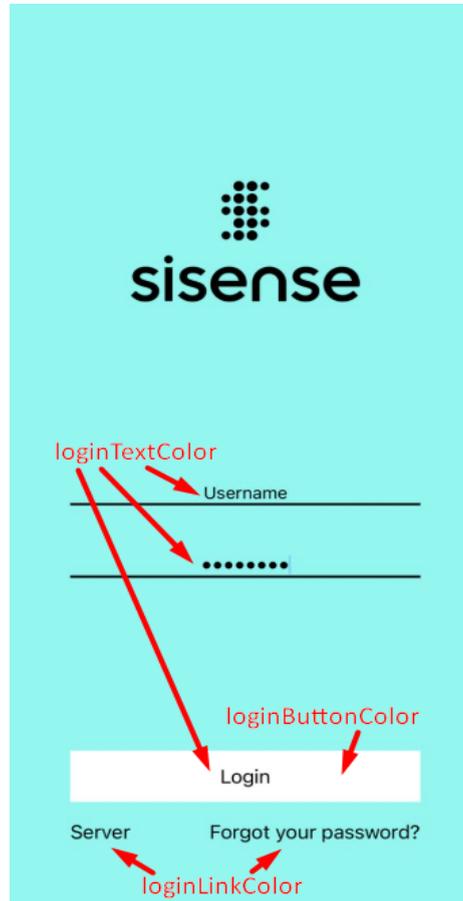
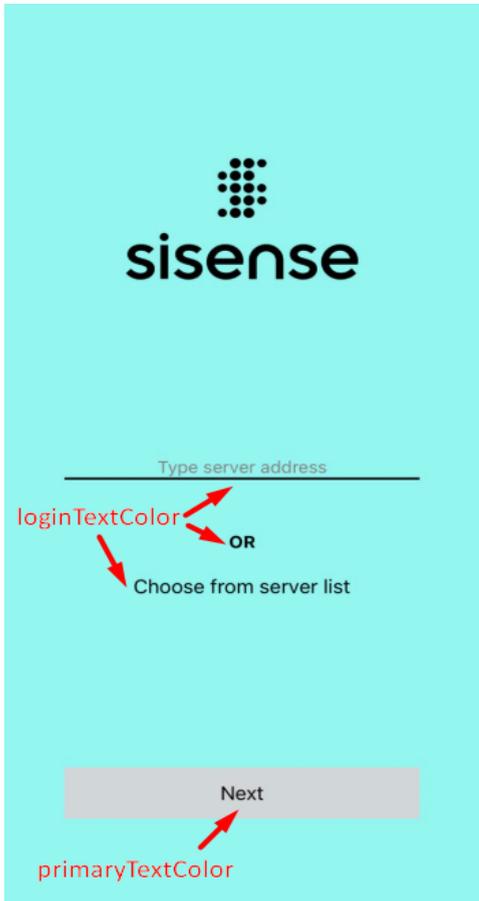
Information	Description	Default Value	Response
Date	The date you completed the form.	None. Mandatory.	
Company Name	The name of your company.	None. Mandatory	
Contact Person	The full name of the person responsible for managing rebranding Sisense Mobile.	None. Mandatory	
Contact Email	Your email address.	None. Mandatory	
CSM Name	The name of your Sisense CSM.	None. Mandatory	
Display Name	The application name that is displayed below the icon on the phone home screen.	None. Mandatory	
Android package ID	Google Play identifier. This ID must be unique. Format should be like "com.sisense.mobile.bi"	None. Mandatory	

iOS Bundle ID	<p>App Store identifier. This ID must be unique. For iOS, you need to sign into your account at https://developer.apple.com and click Certificates, IDs & Profiles > App IDs > Registering an App ID (+ sign) > select Explicit App ID.</p> <p>The format should be "com.sisense.mobile.bi"</p>	None. Mandatory	
Android Signing Certificate	<p>Google certificate in the form of a JKS file. See Publishing Your App for more information. Providing all passwords for keystore (and for key if it was set) is a must. You can check key and password correctness in keystore-explorer.</p>	None. Mandatory	<input type="checkbox"/>
Apple Signing Certificate	<p>Apple certificate in the form of a p12 file. See Publishing Your App for more information.</p>	None. Mandatory	<input type="checkbox"/>
Distribution Provisioning Profile	<p>A provisioning profile is downloaded from your Apple Developer account and embedded within the app bundle itself. Format should be like: "CompanyName BI Distribution". See Publishing Your App for more information.</p>	None. Mandatory	<input type="checkbox"/>
Development Team	<p>Development team format should be like: "A1BCDX234Z"</p>	None. Mandatory	
Server IP Address/ hostname	<p>If this option is provided, the rebranded mobile app will be bound to this specific IP address. This means that users of your app will be able to skip the screen for providing the server IP address/hostname. Keep in mind that if you do provide this address, your app can be used only for this IP address. If you intend to use the mobile app for different Sisense servers, or you are not sure your IP address/hostname will remain your permanent identifier, you should not provide it.</p>	None. Optional	

Color scheme

Write the colors in the type convenient for you – HEX (default), RGB or RGBA. Check out the screenshots for a better understanding of which color to use where.

Login Screens:

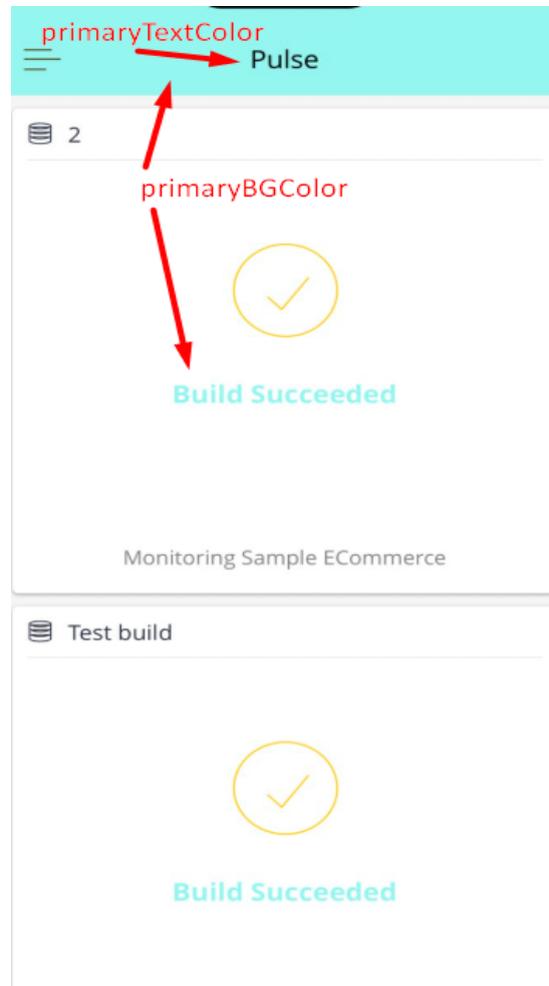
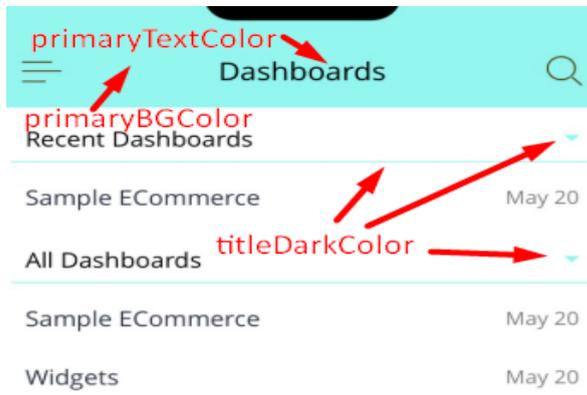


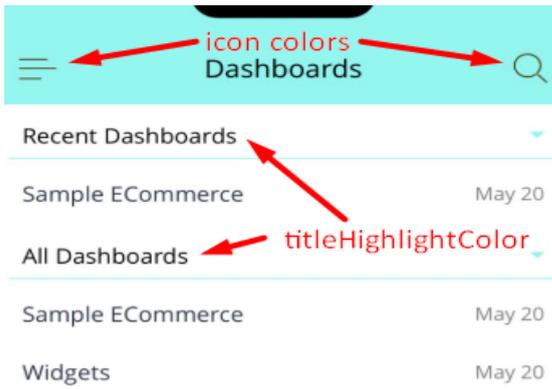


Splash screen before the dashboard with the ability to return to the login page. (This is not a splash screen provided by the phone system itself):



Dashboard Screens:





icon colors

Dashboards

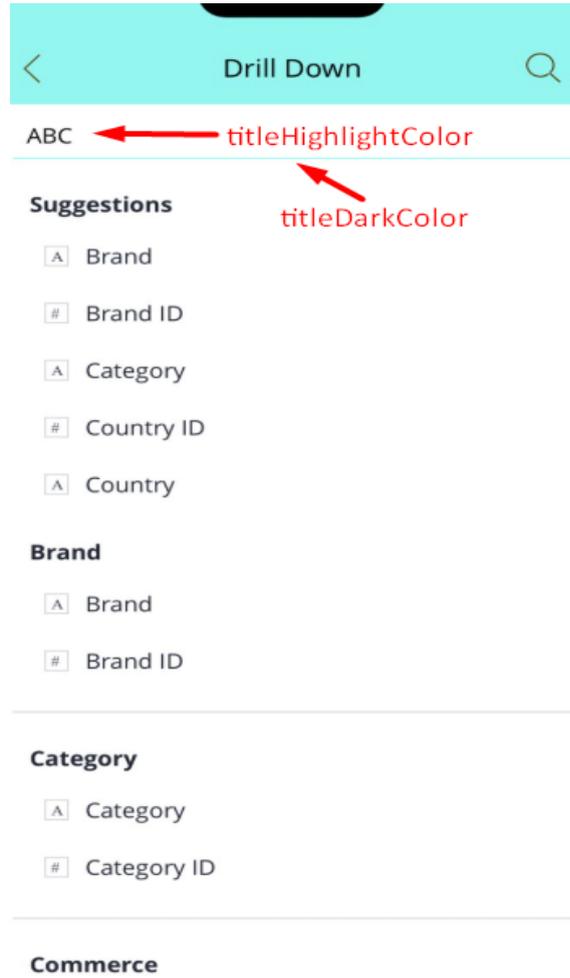
Recent Dashboards

Sample ECommerce May 20

All Dashboards titleHighlightColor

Sample ECommerce May 20

Widgets May 20



< Drill Down

ABC titleHighlightColor

Suggestions titleDarkColor

Brand

Brand ID

Category

Country ID

Country

Brand

Brand

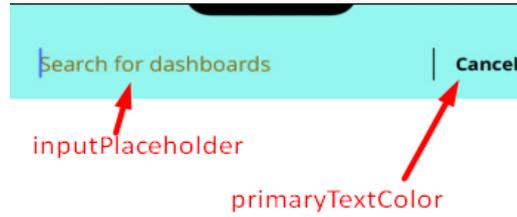
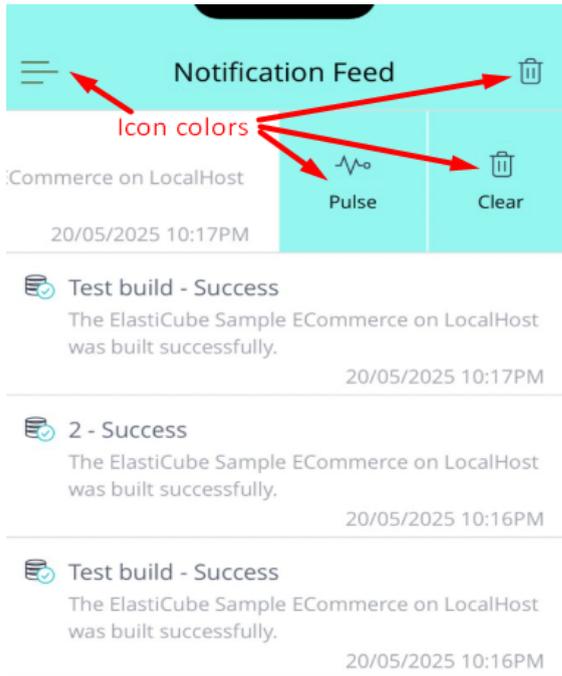
Brand ID

Category

Category

Category ID

Commerce



Information	Description	Default Value	Response
splashBGColor	Splash color when loading the Dashboard. Also the color of the pages if the background image does not load or the color of the login pages.	#94F5F0	
loginTextColor	For login pages only. Color of text, text in inputs and text on main button on login pages.	#000000	
loginButtonColor	For login pages only. The color of the main button when it is active (when it is not active, its color will always be gray)	#ffffff	
loginLinkColor	For login pages only. The color of non-primary link buttons that take you to other pages. They are located under the main button.	#000000	
primaryBGColor	The main color of the application. The color of control panels, main inscriptions in the Pulse section.	#94F5F0	

primaryTextColor	Text on components with color primaryBGColor, most often these are titles.	#000000	
titleDarkColor	The color of dividers, list icons.	#94F5F0	
titleHighlightColor	Color of subtitles (list sections)	#000000	
inputPlaceholder	The color of the hint in the input field that opens when you click the magnifying glass icon.	#856a01	
Icons color	Color of icons in the application on primaryBGColor. Choose White or Black . If you need another color specify it, but add the default color in case your color does not load. For example #FFA500 (White)	Black	

Icon Resource Files

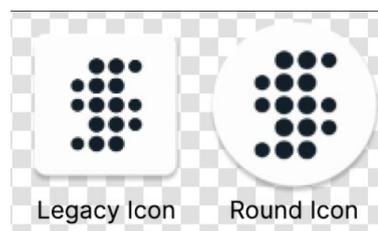
The following tables should be completed where relevant. Select all the checkboxes of the files you are providing Sisense.

Note: The files you provide must have the same file name as described below, they should have correct document type and shouldn't be renamed from jpeg to png - this will cause issues. The icon sizes must exactly match the ones below. Check this on your devices.

Also note that in some cases there is an option where we can create files ourselves based on a single image you provide. However this will increase the preparation time of your WLMA application.

Android Icons

- 1) You can provide a high-resolution icon. Using Android Studio we will create icons of the required format ourselves. For this need an image of 1024x1024.
- 2) If you want more precise control over the quality of icons, otherwise provide icons of the desired shape and size. Also some devices use not only square icons (Legacy Icon) but round ones (Round Icon).

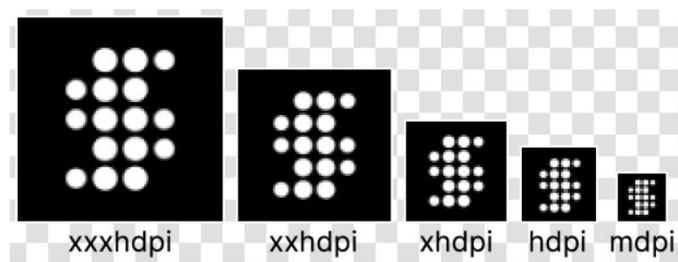


Put icons of the same size in pairs into folders to avoid renaming the image files themselves. For example folder 48 -> put icons of size 48x48 in it and so on. Also if you use different programs to generate icons they may be distributed to folders named mipmap-*. Leave the folder names as they are.

Included	Size (Width x Height)	File Name	Note
<input type="checkbox"/>	48x48	ic_launcher.png	Square icon
<input type="checkbox"/>	48x48	ic_launcher_round.png	Round icon
<input type="checkbox"/>	72x72	ic_launcher.png	Square icon
<input type="checkbox"/>	72x72	ic_launcher_round.png	Round icon
<input type="checkbox"/>	96x96	ic_launcher.png	Square icon
<input type="checkbox"/>	96x96	ic_launcher_round.png	Round icon
<input type="checkbox"/>	144x144	ic_launcher.png	Square icon
<input type="checkbox"/>	144x144	ic_launcher_round.png	Round icon
<input type="checkbox"/>	192x192	ic_launcher.png	Square icon
<input type="checkbox"/>	192x192	ic_launcher_round.png	Round icon

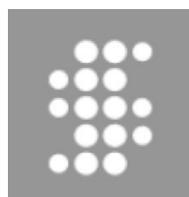
Android Push Notification Icons

Android devices have a dual push notification system - large notifications in the notification panel and quick pushes that briefly pop up at the top of the screen. The second type of notification requires only black-white icons without a background. The system itself draws them on a black background:



1) Large icons

These icons can be colored with any background, that is, they are simply images of the required resolution without any display rules.



Included	Size (Width x Height)	File Name
<input type="checkbox"/>	24x24	ic_notification_large_mdpi.png
<input type="checkbox"/>	36x36	ic_notification_large_hdpi.png
<input type="checkbox"/>	48x48	ic_notification_large_xhdpi.png
<input type="checkbox"/>	72x72	ic_notification_large_xxhdpi.png
<input type="checkbox"/>	96x96	ic_notification_large_xxxhdpi.png

2) Black-white small icons

Included	Size (Width x Height)	File Name
<input type="checkbox"/>	24x24	fcm_push_icon_mdpi.png
<input type="checkbox"/>	36x36	fcm_push_icon_hdpi.png
<input type="checkbox"/>	48x48	fcm_push_icon_xhdpi.png
<input type="checkbox"/>	72x72	fcm_push_icon_xxhdpi.png
<input type="checkbox"/>	96x96	fcm_push_icon_xxxhdpi.png

iOS Icons

- 1) You can provide a high-resolution icon. We will create icons of the required format ourselves. For this need an image of 1024x1024.
- 2) If you want more precise control over the quality of icons, otherwise provide icons of the desired sizes.

Note: App Store icons should not include the transparency/alpha channel. These icons are used equally for both the application icon and notifications.

Included	Size (Width x Height)	File Name	Note
<input type="checkbox"/>	40x40	ios_icon_40x40.png	
<input type="checkbox"/>	58x58	ios_icon_58x58.png	
<input type="checkbox"/>	60x60	ios_icon_60x60.png	
<input type="checkbox"/>	76x76	ios_icon_76x76.png	
<input type="checkbox"/>	80x80	ios_icon_80x80.png	

<input type="checkbox"/>	87x87	ios_icon_87x87.png	
<input type="checkbox"/>	114x114	ios_icon_114x114.png	
<input type="checkbox"/>	120x120	ios_icon_120x120.png	Used for phones
<input type="checkbox"/>	120x120	ios_icon_120x120 1.png	Copy of ios_icon_120x120.png Used for tablets
<input type="checkbox"/>	128x128	ios_icon_128x128.png	
<input type="checkbox"/>	136x136	ios_icon_136x136.png	
<input type="checkbox"/>	152x152	ios_icon_152x152.png	
<input type="checkbox"/>	167x167	ios_icon_167x167.png	
<input type="checkbox"/>	180x180	ios_icon_180x180.png	
<input type="checkbox"/>	192x192	ios_icon_192x192.png	
<input type="checkbox"/>	1024x1024	ios_icon_1024x1024.png	App Store Icon

Splash Screen

Splash screen images are displayed on the full screen until the app is loaded when the app is cold-launched.

It is a separate logo and a separate background. The logo should be transferred without a background. The logo does not have to be square. It can have different height and width dimensions depending on your design. Provide one image of the highest resolution for the largest device (if possible at least 1024 pixels on the long side). Our system will automatically reduce it for other devices.



Information	Default Value	Response
Background Color	#94F5F0	
<input type="checkbox"/>	bootsplash_logo.png	

Login Screens Background

On these pages the background can also be set with an image not just a color. If you have a gradient then also provide it with an image. Otherwise set the background with a color.

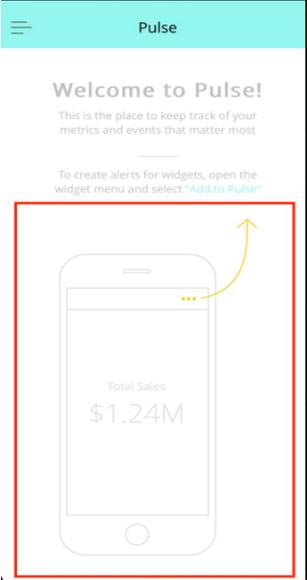
Note. Logo must be in **svg** format. This means that you can't use the same image as the Splash logo. You need to format it. It is also not necessary for the images on the Splash and on the Login screens to match, you can provide different images. If you want to set the background with an image it must be in **svg** format and not png as there were images before.



Information	Default Value	Response
Background Color	#94F5F0	
Background Image	login-bg-image.svg	<input type="checkbox"/>
Logo Image	login-screen-logo.svg	<input type="checkbox"/>

Additional File Resources

Included	Platform	Purpose	Filename	Notes
<input type="checkbox"/>	iOS	Firebase project configuration file for Pulse alerts (push notifications).	GoogleService-Info.plist	Unique for each app. Generate the file on https://firebase.google.com If not provided, notifications from Pulse alerts will not work.

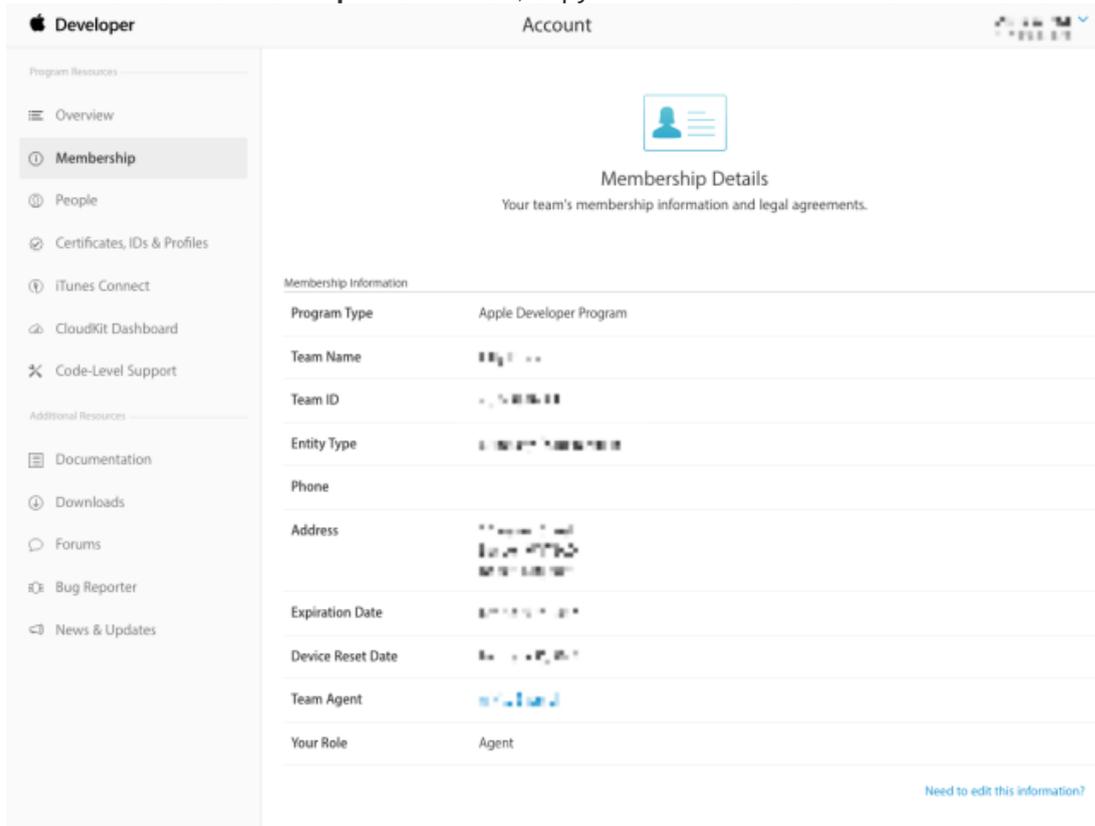
<input type="checkbox"/>	Android	Firebase project configuration file for Pulse alerts (push notifications).	google-services.json	Unique for each app. Generate the file on https://firebase.google.com If not provided, push notifications from Pulse alerts will not work.
<input type="checkbox"/>	All	You can provide your own image when there are no alerts in the Pulse section.	pulse-no-content.svg	

SVG Structure Example:

```
<svg xmlns="http://www.w3.org/2000/svg" width="99" height="66" viewBox="0 0 99 66">
  <defs>
    <style>
      .cls-1 {
        fill-rule: evenodd;
      }
    </style>
  </defs>
  <path id="login-screen-logo.svg" class="cls-1"
d="M16,52h3V66H16V52ZM63.984,66L56,57v9H53V52h3I8,9V52h3V66H63.984ZM69,66V63
H80V60H69V52H83v3H72v2H83v9H69ZM85,52H98.975L99,55H85V52m0,5H99v3H85V57Z
m0,6H99v3H85.025ZM37,52H50.975L51,55H37V52m0,5H51v3H37V57Zm0,6H51v3H37.025Z
M21,66V63H32V60H21V52H35v3H24v2H35v9H21ZM0,66V63H11V60H0V52H14v3H3v2H14v9
H0ZM58,9L33,0V18ZM57,33L33,24V42ZM41,22I25,9V12ZM55,40I11,4V36Z"/>
</svg>
```

Finding Your Apple Team ID and Agent Apple ID

1. Log in to [Apple's Developer Center](#).
2. Once you are logged in, click [Account](#).
3. Click [Membership](#).
4. Under **Membership Information**, copy the **Team Name** and **Team ID** fields



The screenshot shows the Apple Developer Account page, specifically the Membership Details section. The page is titled "Membership Details" and includes a sub-header "Your team's membership information and legal agreements." Below this, there is a "Membership Information" section with the following details:

Field	Value
Program Type	Apple Developer Program
Team Name	XXXXXXXXXX
Team ID	XXXXXXXXXX
Entity Type	XXXXXXXXXX
Phone	
Address	XXXXXXXXXX XXXXXXXXXX XXXXXXXXXX
Expiration Date	XXXXXXXXXX
Device Reset Date	XXXXXXXXXX
Team Agent	XXXXXXXXXX
Your Role	Agent

At the bottom right of the page, there is a link that says "Need to edit this information?"