



User Manual

Turn any website into iOS and Android apps —
without writing code

appforge.rumonz.com

Version 2.0 · Rumonz AI Studio

Support (WhatsApp): +880 1719 390400

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How to read this manual

Every screen in AppForge gets its own section, in the same order as the sidebar menu. If you are brand new, read Parts 1 to 3 and then jump straight to the companion tutorial. Use Parts 4 to 9 as a reference when you need a specific feature.

PART 1

About AppForge

What the product does and who it is for

What it does

AppForge turns a website you already own into real mobile apps that you can publish on the Apple App Store and Google Play.

You do not rewrite your site. You do not learn Swift or Kotlin. You point AppForge at your web address, choose how the app should behave using ordinary forms and switches, and AppForge produces the app.

The result is a genuine native app — not a bookmark and not a shortcut. It installs from the app stores, appears on the home screen with your icon, sends push notifications, opens the camera, reads QR codes, and works offline if you want it to.

Who it is for

If you are...	AppForge gives you...
A small business with a website	An app presence without a development budget or a development team.
An agency serving clients	A way to deliver apps to clients without hiring mobile developers.
A SaaS company	A mobile version of your existing web product, live in days rather than months.
An online shop	Push notifications and a home-screen icon — the two things that bring customers back.

How it works

Five stages, and AppForge walks you through each one:

- 1 Add your website.** Paste your web address, or upload a folder of HTML files.
- 2 Let AI configure it.** AppForge reads your site and suggests the app name, colours, icon and the permissions your site actually needs.
- 3 Adjust the features.** Forty-nine native capabilities, each a form with switches. Turn on what you need; ignore the rest.
- 4 Build.** AppForge assembles everything into a settings file and hands it to a build runner, which compiles the app.
- 5 Publish.** Generate store screenshots, listing text, privacy declarations and a pre-submission risk check.

What you need before starting

Requirement	Why	Cost
A live website	This is the content your app will show.	You already have it
A mobile-friendly site	If your site looks broken on a phone browser, the app will look broken too.	Free to check
Google Play developer account	Required to publish Android apps.	\$25, one time
Apple Developer account	Required to publish iOS apps.	\$99 per year
An app icon	Or let the AI generate one from your branding.	Free

Check this first

Open your website on your phone. Can you read it without pinching and zooming? Do the buttons work with a thumb? If not, fix the website before building the app — Apple rejects apps that are simply a desktop site in a frame.

PART 2

Getting started

Account, sign-in and finding your way around

Creating an account

- 1 Go to **appforge.rumonz.com/register.php**
- 2 Enter your **full name** and **email address**. Use an address you can open now — a confirmation link is sent to it.
- 3 Choose **Individual** or **Company**. If you pick Company, the company name field becomes required.
- 4 Enter your **mobile number with country code**, for example +8801712345678. Country is optional.
- 5 Create a **password**: at least 12 characters, with a capital letter, a small letter, a number and a symbol. Type it again to confirm.
- 6 Tick the box to accept the Terms of Service and Privacy Policy.
- 7 Click **Create account**.

SCREENSHOT: Registration form

Capture the full form at appforge.rumonz.com/register.php

If the form shows a red message

Message	What to do
An account with this email already exists	You have registered before. Click Sign in , or use Forgot your password .
Password must be at least 12 characters	Make it longer. A short sentence with a number and symbol works well.
Password needs at least one symbol	Add a character such as ! @ # \$ or &
The two passwords do not match	Retype both fields carefully.
Please enter a valid mobile number with country code	Include the country code and remove spaces or dashes.

Verifying your email

Your account is not usable until you confirm your email address. This stops other people registering with an address that is not theirs.

- 1 Open your email inbox and look for a message from AppForge.

- 2 If it is not there within a few minutes, check the **spam** or **junk** folder.
- 3 Click the confirmation link in the message. The link works for 24 hours.
- 4 You will see **Email confirmed**. Click **Sign in to AppForge**.

No email arrived?

Go to appforge.rumonz.com/resend-verification.php, enter your email address and click **Send new link**. If it still does not arrive, use the WhatsApp support button — the address may be blocking our mail.

Signing in

- 1 Go to appforge.rumonz.com/login.php
- 2 Enter the email address you registered with, and your password.
- 3 Click **Sign in**.

If sign-in fails

What you see	What it means	What to do
Invalid email or password	The combination is wrong.	Check for typos. Passwords are case sensitive.
Too many failed attempts... locked for N minutes	Five wrong attempts in a row triggers a temporary lock. This protects your account.	Wait the stated time, or reset your password.
Please verify your email address	Your account exists but is not confirmed yet.	Open the confirmation link, or request a new one.
Your access expired on...	A time-limited account has reached its end date.	Contact support via WhatsApp to extend it.
This account has been suspended	An administrator has paused the account.	Contact support.

Forgotten password

- 1 On the sign-in page click **Forgot your password?**
- 2 Enter any email address registered to your account and click **Send code**.
- 3 Check your email for a **6-digit code**. It is valid for 10 minutes.
- 4 Type the code and click **Verify code**. You get five attempts.
- 5 Enter a new password twice, then click **Update password**.
- 6 Sign in with the new password.

Your trial

New accounts get **14 days of the Pro plan at no cost**, with no card required. A green bar at the top of every screen counts down the days remaining. It turns amber in the final three days.

When the trial ends your account moves to the **Free** plan. Nothing is deleted — your apps, settings and builds all stay exactly where they are. You simply return to Free plan limits until you choose a paid plan.

During the 14-day trial	After it ends (Free plan)
5 apps	1 app
60 builds per month	3 builds per month
Full AI assistant suite	Not included
Analytics, deep links, custom CSS and JS	Not included
Your own branding	AppForge branding on the splash screen

The screen layout

Every page shares the same structure.

Area	What is there
Left sidebar	All navigation, grouped into Workspace, Native features, Core runtime, Distribution and Administration. The AppForge logo at the top returns you to the Dashboard.
Main area	The page you selected. A page title and one-line description sit at the top; action buttons sit to the right of the title.
Status bar	Coloured strip at the top of the content. Shows your trial countdown, access expiry warnings, or read-only notice. It only appears when relevant.
Support button	Green WhatsApp button, fixed at the bottom-right of every page.

SCREENSHOT: Full dashboard with sidebar
Sign in and capture the whole window

Getting support

The green **Support** button at the bottom-right of every page opens a WhatsApp chat with the AppForge team on **+880 1719 390400**. It fills in an opening message for you; add your question and send.

Speeding up the answer

Tell us which page you were on and what you clicked. If you saw an error message, copy the exact words or send a screenshot.

PART 3

Workspace

The six pages you will use most often

3.1 Dashboard

Sidebar: Workspace → Dashboard

Your starting point. It answers one question: what is the state of my apps right now?

What is on the page

Element	Meaning
Total Apps	How many app projects you have created.
Live Apps	Apps marked as published to a store.
Builds	Build jobs run, and settings files generated.
Recent apps	Your most recent projects. Each row shows the app name, the technology behind the website, the target platforms, and a status badge.
View all →	Opens My Apps, the full list.
Status badges	Live — published. Building — a build is running. In Review — submitted to a store. Draft — not built yet. Failed — the last build did not finish.

How to use it

- Click any app row to open its configuration.
- Click **+ New App** at the top right to start a new project.
- Check the Builds number against your plan allowance — the Pricing page shows your limit.

3.2 Onboarding

Sidebar: Workspace → Onboarding

A guided checklist for your first app. It walks through the same stages as the rest of the product, but in a fixed order with nothing optional shown.

Use it for your first app. Once you know your way around, go straight to **Convert** instead — it is the same result with fewer clicks.

3.3 Convert

Sidebar: Workspace → Convert

Where a new app project is created. This is the first real step for every app.

The form, field by field

Field	What to enter	Notes
Source type	Choose Remote URL or HTML upload .	Remote URL is right for almost everyone. Choose HTML upload only if the app must work with no internet at all.
App name	The name shown under the icon on the phone.	Keep it under about 12 characters or phones will shorten it with dots.
Website URL	The full address, including https://	Use your live site, not a staging address.
HTML folder	A zip of your site files.	Only appears when Source type is HTML upload. Needs index.html at the top level.
Stack	What your site is built with — WordPress, Shopify, Laravel, React and so on.	Optional. Helps the AI make better suggestions.
Category	The app store category — Shopping, Education, Business and so on.	Used later in your store listing.

- 1 Fill in the fields above.
- 2 Click **Create App Project**.
- 3 You are taken to **App config** for the new app.

If you see a plan limit message

Free allows 1 app and Starter allows 1. Pro allows 5 and Agency allows 20. Delete an app you no longer need, or open **Pricing** to upgrade.

3.4 My Apps

Sidebar: Workspace → My Apps

The full list of your app projects, with the controls for each one.

Button	What it does
+ New App	Opens the Convert page.
Config	Opens App config for that app — name, icon, permissions, push.
Store	Opens Store submission for that app.
Build	Starts a new build. Counts against your monthly allowance.
Delete	Removes the app project permanently. This cannot be undone, and it does not remove an app already published to a store.

Deleting is permanent

There is no undo and no recycle bin. Deleting an app removes its configuration, its build history and its settings files.

3.5 Builds

Sidebar: Workspace → Builds

Every build job you have run, newest first. A build is the step that turns your settings into an installable app file.

Reading the list

Column	Meaning
Build number	Counts up from 1 for each app.
App	Which project the build belongs to.
Platform	iOS, Android, or both.
Status	Queued — waiting. Building — running. Success — finished. Failed — stopped with an error.
Started	When the job began.
Logs	Opens the detailed record of the build.

Build detail and logs

Clicking **Logs** opens the full record: each stage of the build, the output of each step, and download links for any files produced. On this page you can also:

- **Copy** — copies the whole log to your clipboard, useful when asking for help.
- **Delete build** — removes this record. It does not delete the app.
- **Analyse with AI** — sends a failed log to the AI Build Debugger, which explains the failure in plain English.

If a build fails

Open the log and read the last few lines — the reason is usually there. If it is not clear, use **Analyse with AI**, or send the log via the WhatsApp support button.

3.6 Analytics

Sidebar: Workspace → Analytics

How your published apps are performing: active users, new installs, sessions, crash rate, a twelve-month trend, the iOS and Android split, and top countries.

Numbers only appear once apps are live

A new workspace shows zeros. Analytics fill in after your apps are published and people start using them. Analytics requires the Pro plan or above.

PART 4

App configuration

Identity, platforms, permissions and assets

4.1 App config

Sidebar: Native features → App config · or the Config button on any app

The core settings for one app. Five sections on one page, with a live phone preview that updates as you type.

Identity

Field	What to enter	Notes
Display name	The name under the app icon.	Keep it short. Long names are shortened with dots on the home screen.
Bundle ID	A unique identifier in reverse-domain form.	Example: com.mediasoftbd.app — lower case, no spaces. It can never be changed after publishing , so choose carefully.
Version	The version people see, such as 1.0.0	Increase it for each public release.
Build number	A whole number that must increase every upload.	Stores reject a build number they have seen before.
Category	The store category.	Used in your store listing.
Splash colour	Background colour of the loading screen.	Use your brand colour. The preview updates immediately.
Show app name	Display the name on the splash screen.	Turn off if your logo already contains the name.

Bundle ID is permanent

Once an app is published under a Bundle ID, that ID is locked to it forever. Changing it later creates a completely separate app and your existing users are not carried over. Decide it properly the first time.

Platforms

Tick **iOS**, **Android**, or both. Most people choose both. If you only have a Google Play account for now, choose Android alone and add iOS later.

Push basics

Field	What it does
Push enabled	Master switch for notifications.

Field	What it does
FCM key	Your Firebase Cloud Messaging server key, which lets AppForge send notifications to your app. Get it free from the Firebase console.
Notification title / body	Default text used for test notifications.

Deep links

Deep links let a web address open a specific page inside your app instead of the browser. Enter one address pattern per line, for example:

```
https://mediasoftbd.com/products/*
https://mediasoftbd.com/blog/*
```

Permissions

Tick only the permissions your site genuinely uses. Both Apple and Google reject apps that request permissions they do not need, and every extra permission reduces the number of people who agree.

Permission	Ask for it when...
Camera	Your site takes photos or scans codes.
Location	Your site shows nearby results or calculates delivery.
Microphone	Your site records audio.
Photo library	Users upload pictures.
Contacts	Your site imports contacts. Rarely needed — think twice.
Notifications	You will send push notifications.

Camera reason and **Location reason** are the sentences shown in the permission pop-up. Apple reads these during review and rejects vague wording.

Weak — likely rejected	Strong — explains the benefit
"We need camera access."	"Take a photo of a product to search for it in our catalogue."
"To improve your experience."	"Show shops near you and estimate delivery times."

4.2 Asset uploads

Sidebar: Native features → Asset uploads

Where you upload app icons, splash images and screenshots.

Asset	Recommended size	Used for
App icon	1024 × 1024 PNG	Store listings and the home screen
Splash logo	1200 × 1200 PNG, transparent	The loading screen

Asset	Recommended size	Used for
Screenshots	Per device size — see Store submission	Store listings

- Click **Upload**, choose the file, and it appears in the list.
- Click **Delete** on any item to remove it.
- Only image files are accepted. Files that could run code are blocked.

PART 5

Native features

All 49 capabilities, grouped by purpose

These are what separate a real app from a web page in a frame. Each one has its own page reached from **Native features** in the sidebar, and each works the same way: a master on/off switch at the top, settings below, and **Save** at the bottom right.

You do not need most of these

A typical app uses six to ten. Turn on what your site actually needs and leave the rest alone — every feature you enable is one more thing that can be questioned during store review.

Appearance and loading

Splash screen

What it is. The screen shown while your site loads.

How to use it. Set the background colour, choose your logo, and pick how long it stays. **Wait for page load** keeps it up until the site is ready, which looks more polished than a fixed timer.

Dark mode

What it is. How the app behaves when the phone is in dark mode.

How to use it. Either follow the phone setting automatically, or load a different web address for dark mode if your site has a dedicated dark version.

Custom CSS

What it is. Styling changes applied only inside the app.

How to use it. Use it to hide things that make no sense in an app — cookie banners, "download our app" strips, desktop navigation. Your website is untouched.

Custom JavaScript

What it is. Your own code, injected into every page.

How to use it. Choose when it runs: after the page structure loads, after everything loads, or only when you call it. Per-address rules let you target specific pages.

Safe area / bottom bar

What it is. Colour of the strip around the home indicator on modern phones.

How to use it. Set it to match your site background so the app does not look unfinished.

Responsive preview

What it is. See your site at different phone and tablet sizes.

How to use it. Check every size before building. Anything that needs sideways scrolling will be flagged in store review.

Navigation and links

URL handling

What it is. Decides which links open inside the app and which open in the phone browser.

How to use it. Keep your own pages inside the app. Send external links — Facebook, payment providers, anything not yours — to the browser. This matters for security.

Swipe gestures

What it is. Swipe from the screen edge to go back or forward.

How to use it. Leave this on. Users expect it, and without it your app feels wrong.

Pull-to-refresh

What it is. Drag down to reload the page.

How to use it. Choose the spinner style and how far the user must pull. A cooldown stops accidental repeated reloads.

Auto-refresh

What it is. Reload the page automatically on a timer.

How to use it. Useful for live scores, auctions or dashboards. Leave it off for normal sites — it wastes battery and data.

Zoom options

What it is. Whether pinch-to-zoom is allowed.

How to use it. Usually off. Apps that zoom like web pages feel less native.

Data and storage

Cookie & cache

What it is. Whether logins persist and how pages are cached.

How to use it. Keep cookies on, or users are signed out every time they close the app. The reset option clears everything, useful for a "sign out everywhere" button.

Offline & reconnect

What it is. What happens with no internet connection.

How to use it. Three choices: show an offline screen with a retry button; serve a bundled copy of your site; or show the last page the user viewed. Auto-reconnect reloads the moment the connection returns.

Multi-language

What it is. Up to three languages for the app's own text.

How to use it. Translates the buttons and prompts AppForge shows — not your website content. Right-to-left layout is detected automatically for Arabic and similar.

Media and files

Media downloader

What it is. Lets users save PDFs, images, documents and music.

How to use it. List the file types to handle. Without this, tapping a PDF does nothing.

File & camera uploads

What it is. Upload forms that can use the camera or photo library.

How to use it. Required for any site with a file upload. Supports multiple files at once.

Image saving

What it is. Save pictures straight to the phone's photo gallery.

How to use it. Useful for tickets, receipts and QR codes people need offline.

Background audio

What it is. Audio keeps playing when the app is minimised or the screen locks.

How to use it. Essential for radio, podcast and music sites. Adds lock-screen controls.

Print documents

What it is. Print a page or a PDF to a wireless printer.

How to use it. Useful for invoices and tickets.

Security and access

App Lock

What it is. Requires Face ID, Touch ID, fingerprint or a PIN to open the app.

How to use it. Strongly recommended for banking, health and anything with private data. Set an idle timeout so it locks itself after a period of inactivity.

Basic Auth

What it is. For sites behind an HTTP username and password prompt.

How to use it. Shows a proper app dialog instead of the raw browser prompt. Credentials can be saved securely and unlocked with a fingerprint.

SSL policy

What it is. How strictly security certificates are checked.

How to use it. Leave this on Strict. The other settings exist for internal company apps and will get a public app rejected.

Screen protection

What it is. Detect or block screenshots and screen recording.

How to use it. For sensitive content. Choose blur, block, or notify. Per-page rules let you protect only the pages that need it.

Jailbreak & root detection

What it is. Detect phones with security protections removed.

How to use it. Warn the user or block the app entirely. Worth having for financial apps.

App Tracking Transparency

What it is. The iOS permission prompt for tracking across other apps.

How to use it. Required by Apple if you use advertising or analytics that track users. Write a specific reason — Apple rejects vague wording.

Social login

What it is. Sign in with Google or Facebook.

How to use it. Needs a client ID from Google or an app ID from Facebook. Enter them here.

Device hardware

Geolocation

What it is. Access to the phone's location.

How to use it. Set when the permission is requested. **User action only** is best — asking the moment the app opens gets refused far more often.

QR / barcode scanner

What it is. A built-in scanner your website can open.

How to use it. Choose which code formats to accept. Fewer formats means faster scanning.

Flashlight API

What it is. Turn the camera light on and off.

How to use it. Usually paired with the scanner for low light.

Contacts API

What it is. Read the phone's contact list.

How to use it. Requires permission. Only enable if your site genuinely needs it.

Clipboard API

What it is. Read from and write to the clipboard.

How to use it. Handy for copy buttons on codes and references.

Haptic API

What it is. Small vibrations for feedback.

How to use it. Choose the strength. Adds polish to buttons and confirmations.

UUID API

What it is. A unique but anonymous device identifier.

How to use it. For identifying a device without collecting personal data.

Screenshot API

What it is. Let your website capture the screen programmatically.

How to use it. Useful for saving tickets and receipts as images.

Native sharing

What it is. Open the phone's standard share sheet.

How to use it. Lets users send your content to WhatsApp, email and so on.

Calendar API

What it is. Add events to the phone calendar.

How to use it. For bookings, classes and appointments.

Prevent sleep

What it is. Stops the screen dimming and locking.

How to use it. For recipes, navigation and anything the user reads while doing something else. Per-page rules stop it draining the battery everywhere.

Native JS dialogs

What it is. Styling for pop-up messages from your site.

How to use it. Native system style, AppForge-branded, or suppressed entirely.

Engagement

Push notifications

What it is. Messages sent to users even when the app is closed.

How to use it. The single most valuable feature for bringing people back. Works with Firebase, OneSignal, Pushwoosh, bubble.io or plain JavaScript. Includes a permission prompt designer, rich notifications with images and buttons, and a test sender.

Push in-app messages

What it is. Banners and pop-ups shown inside the app.

How to use it. For announcements and offers. No app update needed to send a new one.

Built-in dialogs

What it is. Three ready-made pop-ups.

How to use it. **First run** welcomes new users. **Rate my app** asks for a store review at a sensible moment.

Follow on Facebook links to your page. Each can be turned on separately.

Monetisation

Ads / AdMob

What it is. Banner, full-screen and rewarded video advertising.

How to use it. Works with Google AdMob and Facebook Audience Network. Enter your ad unit IDs. You can hide ads on checkout pages so they do not cost you sales.

In-app purchases

What it is. Sell subscriptions and one-off items inside the app.

How to use it. Works with Apple StoreKit and Google Play Billing, or through RevenueCat which handles both. Product IDs must match what you set up in the store consoles.

Platform extensions

Extended config

What it is. Bottom navigation bar, home screen widget and App Clips.

How to use it. The bottom bar gives your app a native tab strip. Widgets show information on the home screen. App Clips let people use part of your app without installing it.

Share Extension

What it is. Your app appears in the phone's share menu.

How to use it. Users can send links, text or images into your app from anywhere.

Shortcuts / App Intents

What it is. Voice commands and home screen shortcuts.

How to use it. Define actions users can trigger with Siri or the Shortcuts app.

Custom User-Agent

What it is. How your app identifies itself to your web server.

How to use it. Lets your server detect app traffic and respond differently. Advanced — most people leave it alone.

Add-ons marketplace

What it is. Optional extras such as NFC, Apple Wallet and HealthKit.

How to use it. Browse and enable additional capabilities.

Saving your changes

- 1 Open the feature page from the sidebar.
- 2 Turn the master switch at the top to **on**.
- 3 Fill in the settings that appear below it.

- 4 Click **Save** at the top right. The button confirms with a tick.
- 5 Run a new **Build** — changes only reach the app when it is rebuilt.

Changes need a rebuild

Saving a feature stores the setting. It does not change any app already installed on a phone. Run a build, then release the new version.

PART 6

Core runtime tools

Reference pages for what the platform supports

6.1 Feature tracker

Sidebar: Core runtime → Feature tracker

A live list of every capability AppForge supports and its current state — built, partially built, or planned. Useful for checking whether something you need is ready before you design around it.

6.2 Runtime export

Sidebar: Core runtime → Runtime export

Shows the settings file AppForge produces from all your configuration. This file is what the app actually reads when it runs.

You do not normally need to touch it. It is useful when a feature is not behaving as expected — you can confirm the setting really was saved. You can also download it to send to support.

6.3 Bridge API

Sidebar: Core runtime → Bridge API

Technical reference for web developers. Lists the commands your website can call to reach native phone features.

For example, your site can call a command to open the QR scanner, or to make the phone vibrate. Each entry shows the exact command and what it returns.

For your web developer

This page is aimed at whoever maintains your website. You do not need it to build a working app — every feature has a settings page that works without any code.

6.4 AI roadmap

Sidebar: Core runtime → AI roadmap

What the AI assistants can do today and what is planned next.

PART 7

AI assistants

Automating the tedious parts

Six assistants handle the work that normally takes longest. They require the **Pro plan or above**.

7.1 AI setup

Reads your website and suggests a complete app configuration: app name, category, brand colours taken from your site, an icon source, and which permissions your site actually uses.

- 1 Open **AI setup** from the sidebar.
- 2 Enter your website address.
- 3 Click **Analyse & auto-configure** and wait a few seconds.
- 4 Review each suggestion — they are proposals, not decisions.
- 5 Click **Apply all settings**, or change individual values first.

7.2 Website audit

Checks whether your site is ready to become an app: mobile layout, page speed, broken links, missing privacy policy, and anything likely to cause problems.

Run this before your first build. Fixing the website is far cheaper than having an app rejected and resubmitting.

7.3 AI build debugger

Paste a failed build log and get a plain-English explanation of what went wrong and how to fix it, instead of reading hundreds of lines of technical output.

- 1 Open the failed build and click **Copy** to copy the log.
- 2 Open **AI build debugger**.
- 3 Paste the log and click **Analyse**.
- 4 Read the explanation and follow the suggested fix.

7.4 AI store assistant

Writes your store listing: app title, short description, full description, keywords and release notes — tuned for how people search the app stores.

7.5 AI privacy pack

Both stores require you to declare what data your app collects. Apple calls it Privacy Nutrition Labels; Google calls it the Data Safety form. Getting them wrong is a common rejection reason.

This generates both, based on the permissions and features you enabled, plus a draft privacy policy you can publish on your website.

Read before you submit

The generated declarations are a strong starting point, not legal advice. Check them against what your website actually does — you are responsible for their accuracy.

7.6 AI rejection risk scanner

Scans your configuration and website against the published store guidelines and gives a risk score with specific issues found.

Common findings: no privacy policy link, permissions requested but never used, external links opening outside the app, and content that needs an age rating.

Run this last

Use the risk scanner as your final check before submitting. Fixing an issue here takes minutes. A store rejection costs days.

PART 8

Distribution

Getting your app into the stores

8.1 Store submission

Sidebar: Distribution → Store submission

Everything the stores ask for, in one place, with a checklist showing what is still missing.

Section	What goes here
App information	Name, subtitle, category, age rating.
Description	Full description, short description, keywords. The AI store assistant can write these.
Screenshots	Required sizes for each device. The list shows what is missing.
Certificates	Signing certificates. Android needs a keystore; iOS needs a distribution certificate and provisioning profile.
Privacy	Data collection declarations and your privacy policy address.
Review checklist	Live list of anything still incomplete.

Screenshot sizes

Store	Required
Apple App Store	6.7 inch (1290 × 2796) and 5.5 inch (1242 × 2208). Others optional.
Google Play	At least 2 phone screenshots, 1080 × 1920 or larger.

8.2 OTA updates

Sidebar: Distribution → OTA updates

Over-the-air updates push changes to installed apps without a new store submission — useful for urgent fixes, since store review takes days.

- **Version history** — every release and how many users are on it.
- **Rollout slider** — release to a percentage of users first. Start at 10 to 25 percent and watch the crash rate before going wider.
- **Pause / roll back** — stop a bad release immediately.

Always stage a rollout

Releasing to 100 percent straight away means any problem reaches every user at once. Start small, watch, then widen.

8.3 Android runtime

Sidebar: Distribution → Android runtime

Technical settings for the Android app: minimum Android version, target version, and which native components are included. Defaults are correct for almost everyone.

8.4 Android release

Sidebar: Distribution → Android release

Signing and packaging for Google Play. Configure your keystore, choose APK or AAB (Play requires AAB for new apps), and export a complete Play Store package.

Never lose your keystore

The keystore file signs your Android app. Lose it and you can never update your app again — you would have to publish a new listing and lose every existing user. Back it up in at least two places.

8.5 Android quality

Sidebar: Distribution → Android quality

Crash reporting, analytics events, error logging and an in-app diagnostics screen. Documents what the Android runtime records so you can find problems after release.

8.6 Build runners

Sidebar: Distribution → Build runners

Shows the machines that compile your apps, and whether they are available.

"Runner missing" on shared hosting

Compiling apps needs the Android SDK and Java, which shared hosting does not provide. Everything else in AppForge works — configuration, settings export, store material. Contact support to connect a build machine when you are ready to compile.

PART 9

Administration

People, plans and settings

9.1 Team roles

Sidebar: Distribution → Team roles

Invite colleagues and control what each can do.

Role	Can do
Owner	Everything. One per workspace. Cannot be removed or demoted.
Admin	Almost everything: apps, builds, distribution, settings, team, billing.
Developer	Configure apps, upload assets, run builds. No billing or team changes.
Billing	View the workspace and manage payment only.
Tester	Open every page, change nothing. For evaluation.
Viewer	Read-only.

9.2 Users and access

Sidebar: Distribution → Users & access · Owner and Admin only

Create accounts directly and control how long each person keeps access.

Creating an account

- 1 Open **Users & access** and scroll to **Add a user**.
- 2 Enter their name and email. Company and mobile are optional.
- 3 Choose a **role** — Tester is right for anyone evaluating the product.
- 4 Choose a **plan tier**. This controls what they can see, so pick the tier you want them to experience.
- 5 Set a temporary password of at least 12 characters.
- 6 Set **Access expires** if their access should end on a date. Leave blank for no limit.
- 7 Leave **Require them to set a new password** ticked.
- 8 Click **Create account**, then send them the address, email and temporary password.

Managing an existing account

Click **Manage** on any row to change the role, plan, or status; set or clear an expiry date; toggle read-only; extend access by 7, 14, 30 or 90 days; or delete the account.

Status	Meaning
Active	Can sign in normally.
Pending	Registered but has not confirmed their email.
Suspended	Blocked from signing in. Reversible at any time.

9.3 Pricing and plans

Sidebar: Distribution → Pricing

Plan	Price	Apps	Builds / month	Includes
Free	\$0	1	3	Core features, AppForge branding
Starter	\$19/mo	1	15	Your branding, push, store submission
Pro	\$49/mo	5	60	AI suite, analytics, deep links, custom code
Agency	\$79/mo	20	250	Team roles, OTA, white-label, priority support
Enterprise	Contact us	Unlimited	Unlimited	Private runners, SLA

Annual billing costs ten months instead of twelve.

9.4 Settings

Sidebar: Distribution → Settings

Workspace name, support email, API keys for connecting other systems, and webhooks for receiving build notifications.

9.5 Your account

Top right → Account

Change your password and manage your recovery email addresses.

Keep two working recovery addresses

A reset code can be sent to your primary, alternative or secondary address. Two working addresses means losing access to one inbox never locks you out.

PART 10

Reference

Glossary and troubleshooting

Glossary

Term	Plain meaning
AAB	Android App Bundle. The file format Google Play requires for new apps.
APK	The older Android app file. Still used for direct installation and testing.
Bundle ID	Your app's permanent unique name, like com.yourcompany.app.
Build	The process that turns your settings into an installable app file.
Deep link	A web address that opens a specific page inside your app.
FCM	Firebase Cloud Messaging — Google's free push notification service.
IPA	The iOS app file, equivalent to an APK.
Keystore	The file that signs your Android app. Losing it is unrecoverable.
OTA	Over-the-air. Updating an app without going through store review.
Provisioning profile	Apple's permission file allowing your app to be installed.
Push notification	A message delivered even when the app is closed.
Splash screen	The branded screen shown while the app starts.
WebView	The component that displays your website inside the app.

Troubleshooting

Problem	Likely cause and fix
Cannot sign in	Check the email address is the one you registered with. After five wrong attempts the account locks for 15 minutes — wait, or reset your password.
Verification email never arrived	Check spam. Then use resend-verification.php. If it still fails, your provider may be blocking us — contact support.
Build failed	Open the log and read the last lines. Use AI build debugger, or send the log via WhatsApp support.
"Runner missing"	No build machine is connected. Everything except compiling still works. Contact support.
Cannot save anything	You may be on a read-only tester account — a blue bar at the top will say so. Contact support for full access.

Problem	Likely cause and fix
"Plan allows N apps"	You have reached your plan limit. Delete an unused app or upgrade.
"You have used all N builds"	Monthly build allowance used. It resets on the 1st, or upgrade.
App shows a blank screen	Usually the website address is wrong or the site blocks framing. Check the address in App config and open it in a phone browser.
Push notifications not arriving	Check the FCM key is correct, notifications permission is enabled, and the user accepted the prompt.
Trial has ended	Your account moved to Free. Nothing was deleted. Open Pricing to choose a plan.

Need help with anything in this manual?

Use the green Support button on any page, or message +880 1719 390400 on WhatsApp. Tell us which page you were on and what you clicked — it gets you an answer faster.

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