

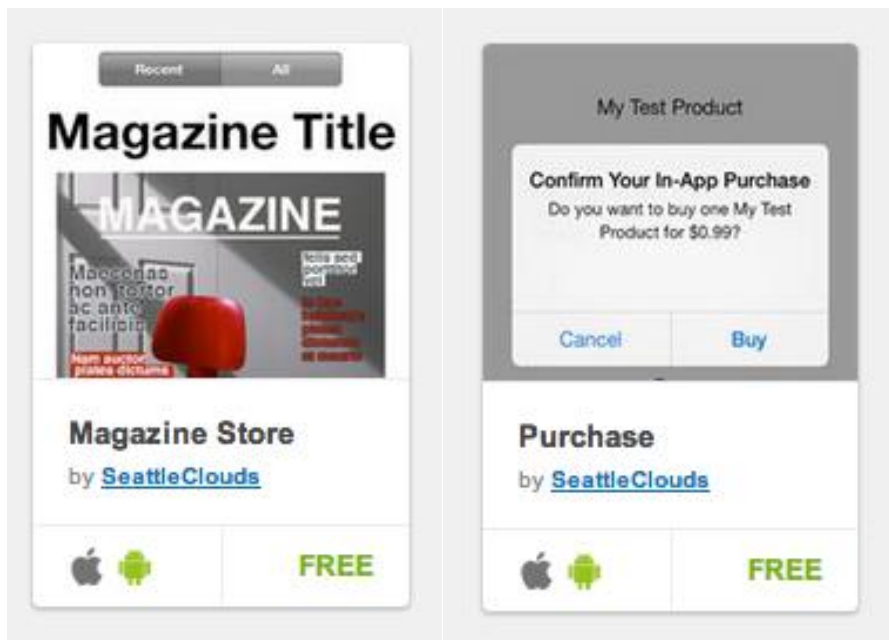


Do you plan to sell inside your application in-game currency, app feature upgrades, new content for Android application? Don't know how?

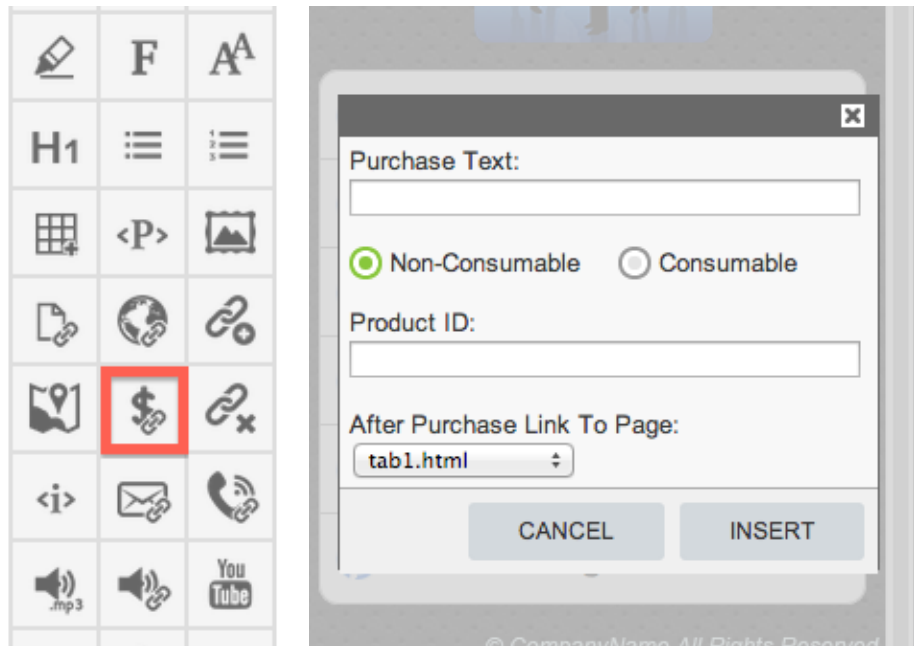
The solution to the problem leads in In-App Billing function that enable you to sell digital goods you offer inside the application to users.

Any application that you publish through Google Play can implement In-App Billing. No special account or registration is required other than **Google Developer Console** account and a **Google Wallet merchant** account.

Step 1. Inside your application the purchase pages are compulsory. You may use "Magazine Store" and "Purchase" pages.

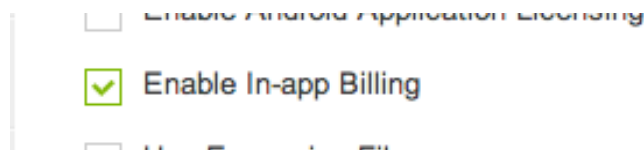


Moreover, you may use In-App Purchase Link from DESIGN TOOLBOX.

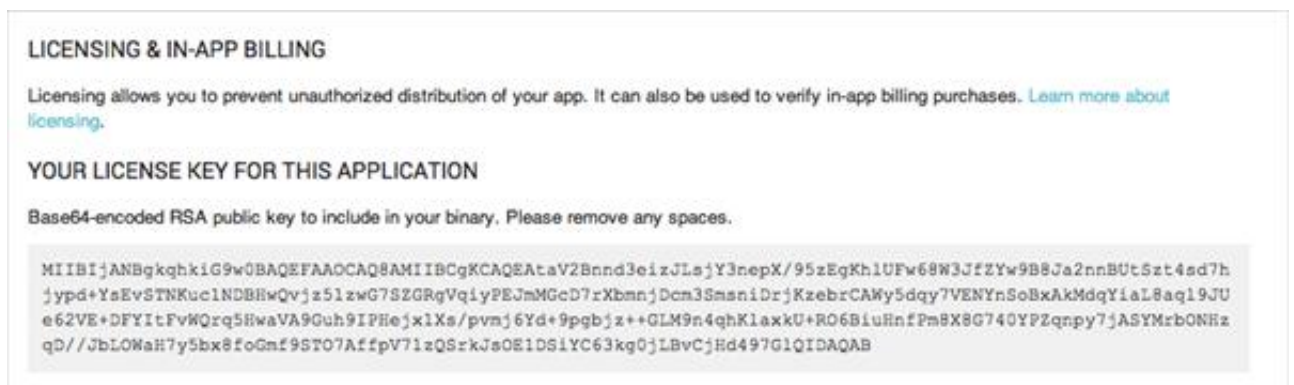


Note: For Android platform we support Non-Consumable and Consumable In-App Billings. For iOS we support besides these: Free Subscription and Auto-Renewable.

Step 2. Enable In-App Billing for your app. For that go to the Application Dashboard -> App Settings -> Platform Specific Options.



Step 3. In Platform Specific Options you need to set the **Application Licensing Public key**. For that go to your Google Developer Console account, press on Add new application(!!! do not upload any APK yet) and find the Services & APIs section. Here you may find your key for the application you are working on.



Select it and copy to the Platform Specific Options where you enabled the In-app Billing.

Details

Android Application Licensing Public Key (required)

You can find it on your Google Play Publisher Console under Services & APIs section of your app settings (be careful to copy it correctly, otherwise the app will not start if you enable Application Licensing, In-app Billing or Expansion Files)

```
MIIBIjANBgkqhkiG9w0BAQEFAAOCAQ8AMIIBCgKCAQEAtaV2Bnnd3eizJLsjY3nepX/95zEg  
KhlUFw68W3JfZYw9B8Ja2nnBUtSzt4sd7hjydpd+YsEvSTNKuc1NDBHwQvz51zwG7SZGRgV  
qiyPEJmMGcD7rXbmjDcm3SmsniDrjKzebrCAWy5dqy7VENYnSoBxAkMdqYiaL8aqI9JUe6  
2VE+DFYItFvWQrq5HwaVA9Guh9IPHejx1Xs/pvmj6Yd+9pgbjz++GLM9n4qhKlaxkU+RO  
6BiuHnfPm8X8G740YPZqnp7jASYMrbONHzqD//JbLOWaH7y5bx8foGmf9STO7AffpV71  
zQSRkJsOE1DSiYC63kg0jLBvCjHd497GIQIDAQAB
```

Enable Android Application Licensing

Enable In-app Billing

Step 4. After you finish all the steps below you should request an APK for your app. Submit the app from App Dashboard > Ready to Publish and request an Instant Build. When you get .zip folder with APK file you have to upload it to Google Play Developer Console as a draft in beta.

APK

~~PRODUCTION~~
Publish your app on Google Play

BETA TESTING
Set up Beta testing for your app

ALPHA TESTING
Set up Alpha testing for your app

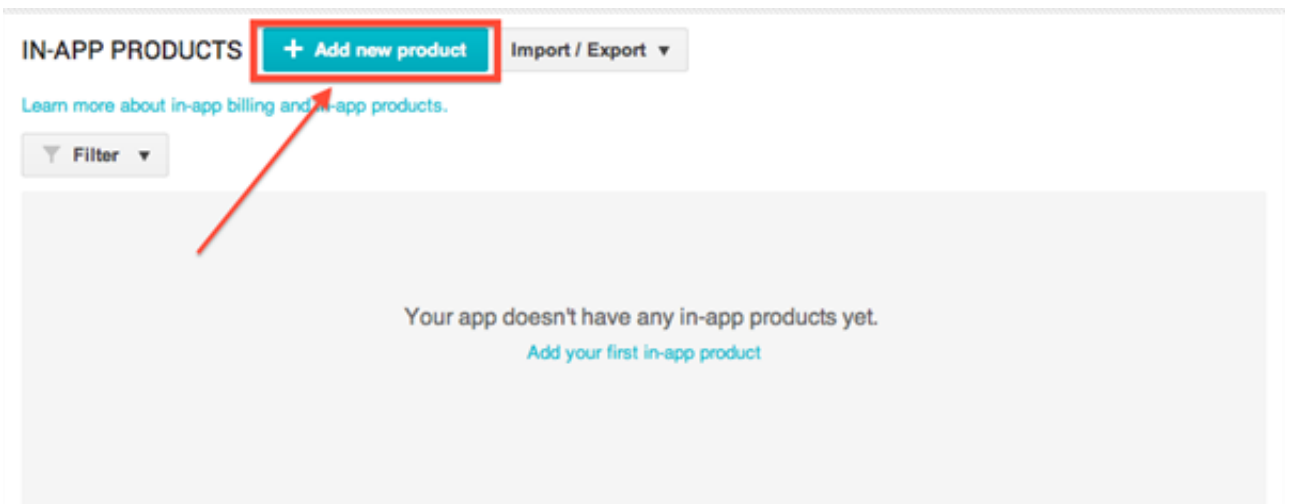
License keys are now managed for each application individually.
If your application uses licensing services (e.g. if your app is a paid app, or if it uses in-app billing or APK expansion files), get your new license key on the [Services & APIs](#) page.

[Upload your first APK to Beta](#)

Do you need a license key for your application?

[Get license key](#)

Step 5. Create In-app products in Google Play Developer Console. You just have to press "+Add new product".



Next you will have to fill the blank line with your Product ID (*ID you create at this step should be the same with ID you use in one of the Purchase pages*) and choose **Managed product** type.

!!! Set a Product ID when you create an In-App Product on your Google Developer Account, then copy and insert it in the Purchase Page (Magazine Store).

ADD NEW PRODUCT

What type of product would you like to add? *

Managed product Unmanaged product Subscription

Product ID *

should be the same here ✓

0 of 100 characters

Please note that you can NOT change the product type and product ID later and that you cannot re-use the product ID again. [Learn more](#)

Product ID from iTunes Connect or Google

Play (required):

- Consumable
 Non-Consumable
 Auto-Renewable
 Free Subscription

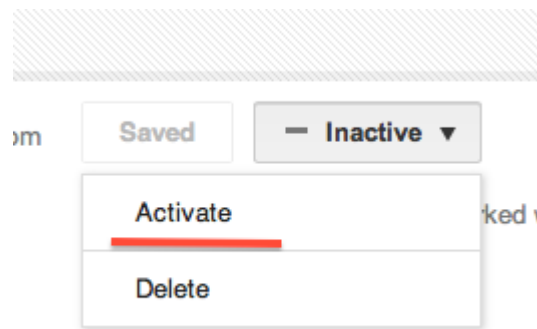
should be the same here ✓

Page (or URL) to open if transaction successful (required):

Page ID URL
locationfinder.html ↕

[Read full tutorial](#)

When you entered all the data about your product make sure to activate the page in the right edge.



Step 5. Complete the remaining sections: "Store Listing" and "Pricing & Distribution" to publish your application.

Step 6. Test your application to know for sure that everything is working and is configured correctly before you publish it. You will have to wait 1-2 hours until In-App Product will be available throughout Google Play to test on your device. The device you use for testing must run a standard version of the Android 2.2 or later platform, and have the most current version of the Google Play application installed. If a device is not running the most current Google Play application, your application won't be able to send In-app Billing requests to Google Play.

Step 7. Promote APK from BETA TESTING to Production. Go to Beta Testing and find in Actions column "Promote to Prod" and move APK to Promotion to publish the application.

VERSION	UPLOADED ON	STATUS	ACTIONS
1 (1.0)	Jul 13, 2014	Draft in Beta	Promote to Prod

Step 8. Publish your application on Google Play Store.