

# Embedding SitePal Scenes In Flutter Mobile

## Developer Instructions

*note: Flutter Mobile support is limited to Platinum and Integrator plans.*

### A. Initial Setup, Step by Step

#### In your Flutter Project

**Step 1 -:** Create a dummy flutter project with command “flutter create <project name>”

**Step 2 -:** In the main.dart file, locate the SitePal embed code, and replace it with your own.

**Step 3 -:** Replace the content of your project’s lib/main.dart with the content of given main.dart file.

**Step 4 -:** Run “flutter pub add sp\_webview” command in root terminal of your project.

**Step 5 -:** For iOS In info.plist add the following line in dict

```
<key>NSAppTransportSecurity</key>
<dict>
<key>NSAllowsArbitraryLoads</key>
<true/>
<key>NSAllowsArbitraryLoadsInWebContent</key>
<true/>
</dict>
```

```

ios > Runner > Info.plist
1 <?xml version="1.0" encoding="UTF-8"?>
2 <!DOCTYPE plist PUBLIC "-//Apple//DTD PLIST 1.0//EN" "http://www.apple.com/DTDs/PropertyList-1.0.dtd"
3 <plist version="1.0">
4 <dict>
5 <key>NSAppTransportSecurity</key>
6 <dict>
7 <key>NSAllowsArbitraryLoads</key>
8 <true/>
9 <key>NSAllowsArbitraryLoadsInWebContent</key>
10 <true/>
11 </dict>
12 <key>CFBundleDevelopmentRegion</key>
13 <string>$(DEVELOPMENT_LANGUAGE)</string>
14 <key>CFBundleDisplayName</key>
15 <string>Vokinew</string>
16 <key>CFBundleExecutable</key>
17 <string>$(EXECUTABLE_NAME)</string>
18 <key>CFBundleIdentifier</key>
19 <string>$(PRODUCT_BUNDLE_IDENTIFIER)</string>
20 <key>CFBundleInfoDictionaryVersion</key>
21 <string>6.0</string>
22 <key>CFBundleName</key>
23 <string>vokinew</string>
24 <key>CFBundlePackageType</key>
25 <string>APPL</string>
26 <key>CFBundleShortVersionString</key>
27 <string>$(FLUTTER_BUILD_NAME)</string>
28 <key>CFBundleSignature</key>
29 <string>????</string>
30 <key>CFBundleVersion</key>
31 <string>$(FLUTTER_BUILD_NUMBER)</string>

```

**Step 6 -:** For Android add the following permission in androidManifest.xml if not already added:

```
<uses-permission android:name="android.permission.INTERNET"/>
```

**Step 7 -:** Run project with “Flutter run” command

## B. Required Plan & License

When running the project - if you see an alert “The scene is embedded on a domain that is not enabled in your account” – you need to upgrade to the Platinum Plan or ask us about an Integrator License if applicable.

For most native mobile development scenarios an Integrator License would be needed. To find out more please see – <https://sitepal.com/features/product-integration>, or contact us at [sales@sitepal.com](mailto:sales@sitepal.com)