How To Make Auto Impression App with Thunkable

By **techywebspaceclub** - August 27, 2018

How to make auto impression app with Thunkable cross-platform is all about what we want to discuss here today. Thunkable is an open source platform where you can create your app without difficulty. Previously, there are two versions of a thunkable platform; **thunkable app** and **thunkable beta** platform. Now, another version which is known as X thunkable cross-platform is now available. For you to make your own auto impression app with thunkable, you can try any of the above versions. Now, we will limit our tutorial base on app thunkable platform. Do you know the reason behind this? The reason is that, if you enter the platform through **beta.thunkable.com**, it will be redirecting you to **app.thunkable.com**.

Thunkable Version Updates

Now, we have about three versions of thunkable; **app**, **beta** and the latest one which is **thunkable X** version. So, if you try one and seem it doesn't respond, try the other one for it will surely work. You will be getting

updates from the site at times going on. I'm here to tutor you how to build your app easily through thunkable app platform without collecting a dime from you, it's totally free. Just make sure you follow the steps and you'll surely thank me later when you become a developer within minutes. Creating an app with **thunkable X** will be discussed as soon as possible.

Lessons to learn in this tutorial

- How to work with the app, beta or X thunkable.
- How to make auto impression app with this platform
- Knowledge on app or beta thunkable.
- How to make auto impression app with aia.
- Auto impression interstitial and auto impression banner.

Requirements

- PC or a responsive smartphone
- Internet connectivity through modems, hotspots or any other means.
- A browser of your choice

Difficulty

- Basic

Steps Involve in Making Auto Impression App Through Thunkable App Platform

There are two methods for creating auto impression app;

1. *Drag and Drop method, and*
2. *File importation method.*

Drag and Drop Method

I'm here to give details about **drag and drop** method, while the *file importation* method will be discussed in the coming post.

To start work with the drag **and** drop method in building your app, follow the below steps. We will touch two instances here, namely;
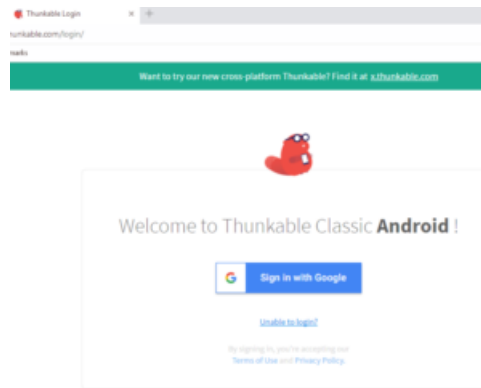
1. *Designer*
2. *Block*

Instance 1: Designer

1st Step

Firstly connect your internet and go to any browser of your choice. Now open a new tab on your browser, then input app.thunkable.com or beta.thunkable.com into your browser and press **ENTER or go button.**
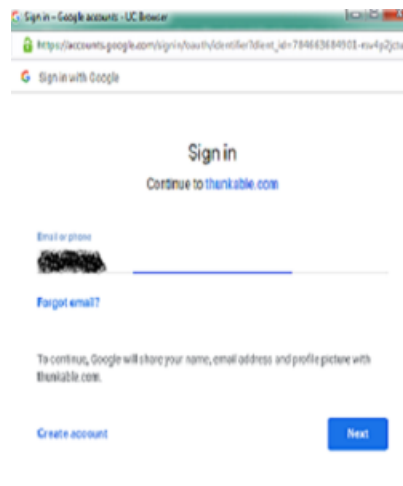
2nd Step

A welcome screen reads **"Welcome to Thunkable Classic Android!"** asking you to log in with your Google account will appear. Now, click on sign in with Google.

3rd Step

Once you click on sign in with Google, you will see fields to enter your Google ID and password. Now click on continue for you to be taking into the main page interface.
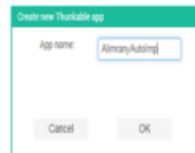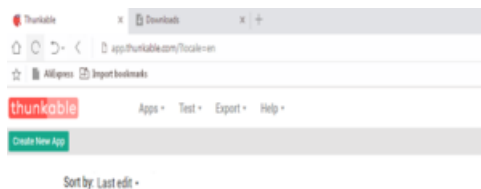

4th Step

Once signing in, you will see this interface. If you are a new user on thunkable app platform, you won't see any app yet until you create one. Now click on **Create New App** for a new interface to appear.
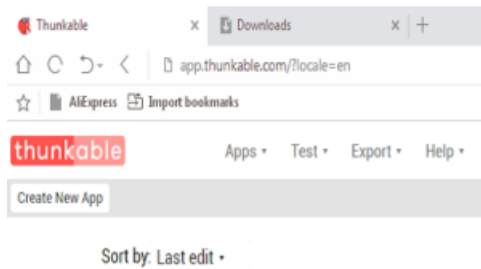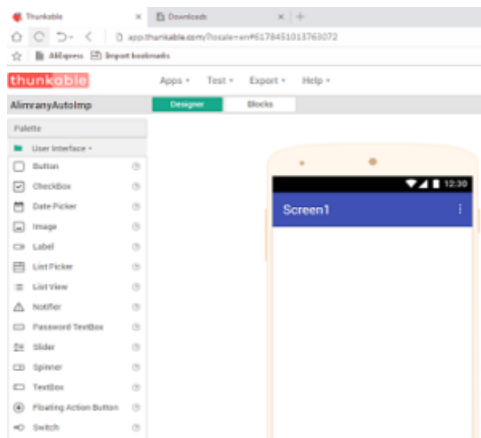
5th Step

Here, you'll see a box labeled "create a new Thunkable app" asking you to input your app name, then input any name. As you can see here, I set my app name to be **"AlimranyAutoImp".** You can use any name of your choice. Then click on **Ok** button to proceed.
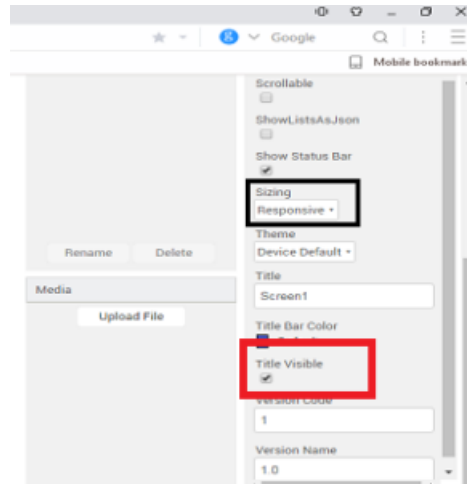

6th Step

The above interface will appear immediately you click on OK button. The screen appearance is the main page to create your app. Here is where you will work to make your app. As you can see, you will see all the important tools to use on the left sidebar. On the other hand, you will be able to customize your app by dragging it from the left side.
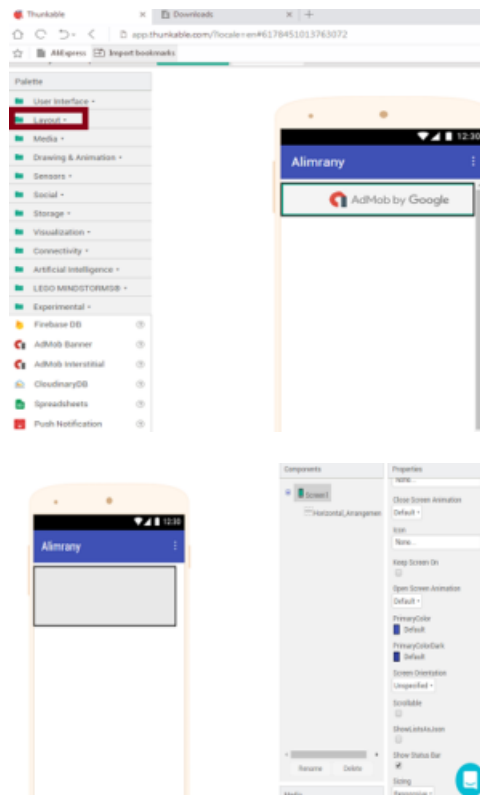

7th Step

Now check the below of the right sidebar to set the screen size of your app to responsive. Also, check out (mark) the **title** to **visible.** You can also check any other necessary features like the icon, screen animation, version etc. My app size is set to **responsive** so that my app can use any screen size of Android device irrespective of version. I also checked the title to visible so that title bar hides and for the purpose of getting a big space to set your app Admob banner ad units.
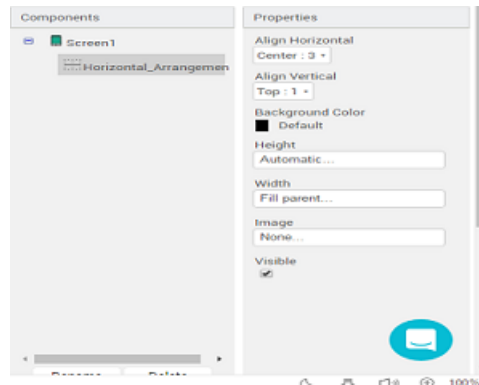

8th Step

Now go to the left sidebar, look for the **Horizontal Scroll Arrange** under the **Layout** menu. Drag the **Horizontal Scroll Arrange** to the main screen of your app platform. The purpose of this tool is to set your app AdMob banner ad. Hence, we can also create interstitial banner ad but we won't use Horizontal Scroll Arrange.


9th Step

Now, look at the right sidebar of the screen to set the app's height and width. Now set the **Height** to automatic and set the app's width to Fill Parent. The reason behind this is to make the Horizontal Scroll Arrange size take the full width of any device's screen. You can also rename your screen1 to any name like **'Alimrany'.**

10ᵗʰ Step

Look for the **Experimental** at the left sidebar of the screen for you to drag it to the appropriate location. Then click on it and you will see Admob Banner under Click Experimental. Now drag it into the created Horizontal Scroll Arrange.
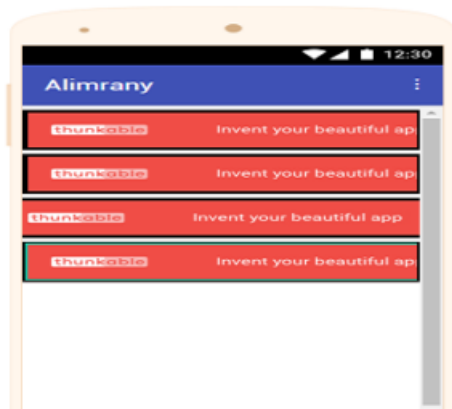
Note: If you look at the app screen, you will see Admob appear like the below attachment.
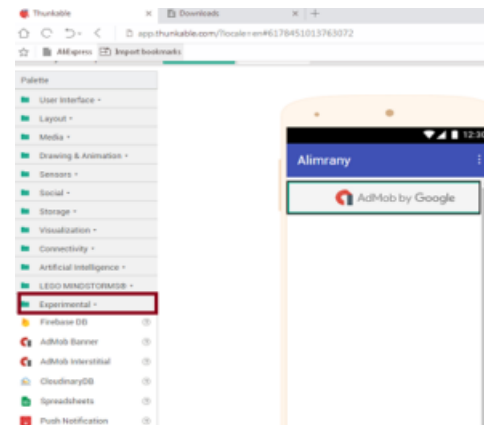
How To Create Space for Multiple Admob Banner Ad Units

For instance, we want to create 10 AdMob banner ad units in the app screen, is there any way to do that? Yes, there is a way.
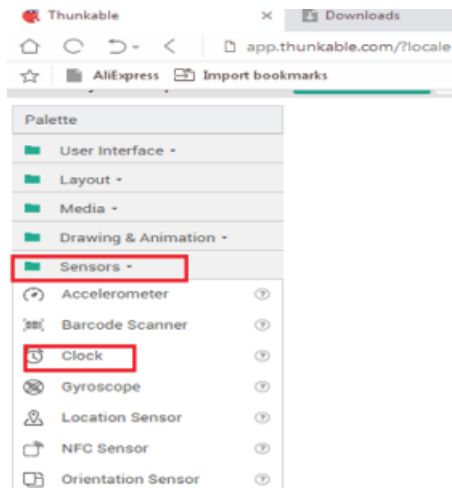
The only way to accomplish this is to repeat the above processes 10 times and add 10 AdMob Ad to the screen.
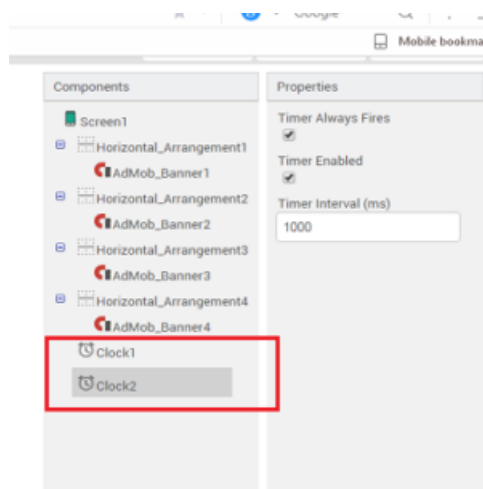
11th Step

You need a clock for your auto impression app. For you to do this, follow these steps:

Step 1: Move to the **Sensors** on the left sidebar of your screen.

Step 2: Look for the **clock** and drag it in the screen 2 times.
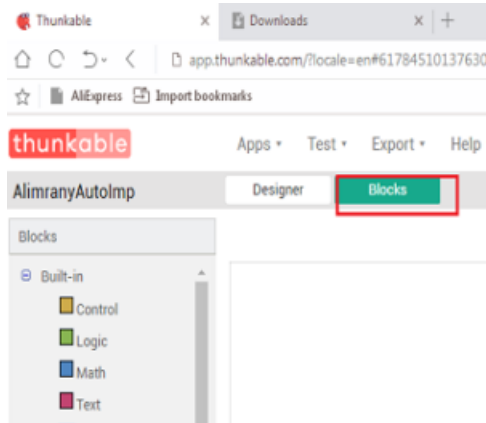

Now, we have through with the first main step which is designer, now we are moving to the block.
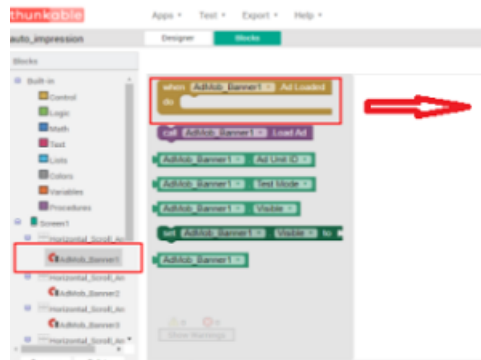
Instance 2: Block

1st Step

Beside a **designer** is a **block,** now click on the **block**.

2nd Step

Look at the bottom of the left sidebar and click on **AdMob banner 1**. Now set time for your Admob_Banner1 Ad Loaded and drag it to block screen.
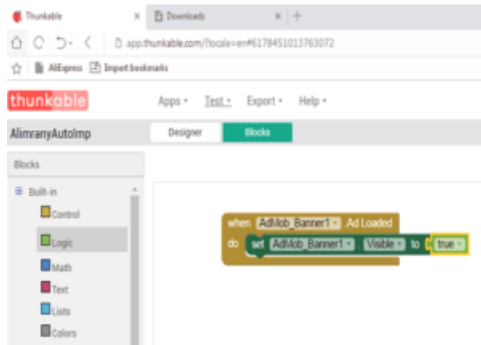

3rd Step

You will now drag this into Ad loaded.

4th Step

Here, we are about to set our logic to true. For you to do that, click on **logic**, select true and set **visible** to **true.**

For you to do it for multiple ad banners, repeat the above steps for your entire Admob ad. That means you have to repeat this 10 times since we want to create 10 banner ads.

5th Step

Now go to **screen1**, click on it and choose when **Screen1** is to initialize into block screen. The reason is that we want to run our app purposively for an impression.

6th Step

Now move to clock 1, click on it and take set clock1 timer enabled to and set in to there I mark.

7th Step

Now, set your app clock1 timer enabled to **false** and copy it, then set clock2 time enabled to **true.** Also, call your 1st 3 AdMob ads as shown in the attachment. Go back to clock 2, choose when the clock2 timer in the block screen is to start. Set your clock2 timer enabled to false and clock1 timer enabled to true and call last 7 AdMob ad like the attached screenshot.

Read this:

Conclusion

Now we have done with the auto app impression creation with drop and drag method using block and designer. Now click on **export** to convert the app to apk. Select your choice for exportation. That's all.

Don't forget to share the post if you find it helpful, for others to gain from it as well. If you face any problem, drop it here in the below comment box and the appropriate solution will be provided as soon as possible.

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