

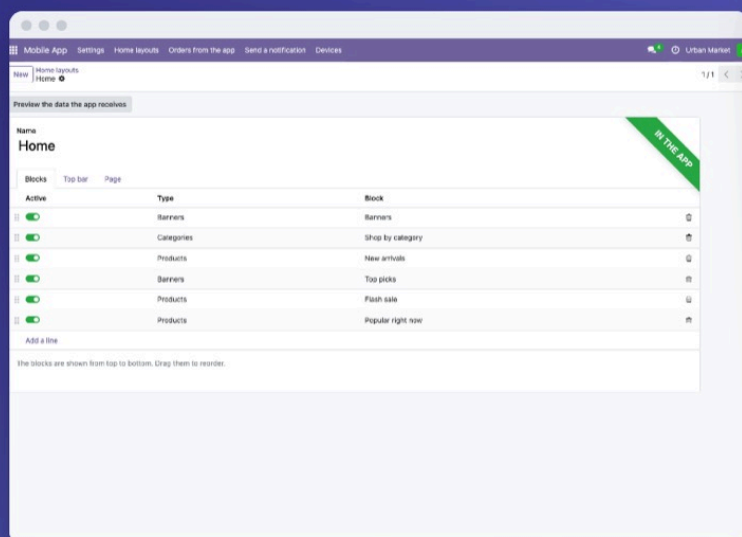
Odoo eCommerce Mobile App

A guide to the Odoo eCommerce Mobile App: installing the module, branding the app, designing the home page, payments, sign-in, notifications, building and publishing for Android and iPhone.

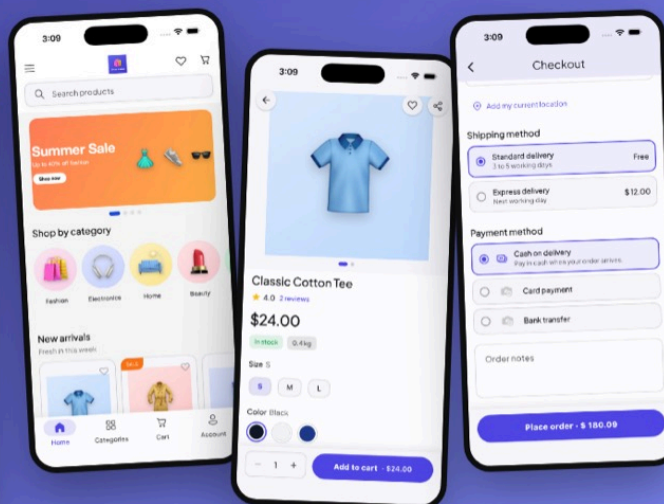
1. Start here

In plain words: This package gives you a **complete shopping app for iPhone and Android** that sells what is in your **Odoo** website shop. It has two parts that work together: an **Odoo module** (`taqnix_ecommerce_app`) that you install on your Odoo server, and the **Flutter source code** of the app that you build and publish under your own name. The module decides how the app looks (**logo, colors, home page with banners and sliders**), which **payment** and **sign-in** methods it offers and which **notifications** it sends; the products, prices, stock, customers, orders and payments are the ones of your Odoo.

Design in Odoo. Sell in the app.



Odoo module + Flutter app for iPhone and Android



The app on a phone and its settings in Odoo.

Tip: Changing the design of the home page, the colors or the payment methods in Odoo takes effect in every installed app the next time it opens. You publish a new version of the app only to change its code, name or icon.

2. What is in the package

Item	What it is
<code>taqnix_ecommerce_app.zip</code>	The Odoo 19 module: API for the app, branding, home page designer, payments, sign-in, notifications, Arabic translation.
<code>flutter-app-source.zip</code>	The Flutter project of the app (Android and iOS), with the setup script <code>tools/setup.dart</code> , its own README and tests.
<code>documentation/</code>	This guide in English (<code>index.html</code>) and Arabic (<code>index-ar.html</code>), with PDFs.
<code>licensing/</code>	The licence (OPL-1: one purchase = one shop and one app brand, updates included).
<code>preview-images/</code>	Screenshots of the app and of the Odoo settings.
<code>changelog.txt</code>	History of the versions.

3. How it works

Part	Where it runs	What it does
Odoo module	Your Odoo server	Answers the app on <code>https://your-shop/mo-app/v1/...</code> : catalog, cart, checkout, orders, accounts, home page layout, branding.
Flutter app	The phones of your customers	Shows the shop, keeps the cart, signs customers in and opens the payment page.
Odoo website payment page	Inside the app (web view)	Takes the payment with the provider you configured in Odoo (card, wallets, local gateways) and confirms the order.
Firebase (optional)	Google	Delivers push notifications to the phones.

Tip: The app never talks to the database directly and it never contains a secret: the keys of your payment providers stay in Odoo, the key that sends notifications stays on the server.

4. What you need

Item	Details
Odoo	19.0 Community or Enterprise, with the apps Website , eCommerce and Discount & Loyalty (installed automatically with the module).
Address	A public https address for your Odoo (for example https://shop.example.com): the phones must reach it. A self-signed certificate does not work on phones.
Your shop	Published products with prices, a delivery method and at least one payment provider (or cash on delivery).
A computer to build the app	A Mac for iPhone and Android apps (Windows or Linux can build Android only), about 30 GB of free space.
Developer tools	Flutter 3.41 or newer, Android Studio, and Xcode (the current version) with CocoaPods for iOS.
Store accounts	Google Play Console (one-time fee) and Apple Developer Program (yearly fee) to publish.
Optional	A Firebase project (free) for push notifications; Google, Facebook and Apple developer settings for social sign-in.

5. Install the Odoo module

- 1 Unzip the package. Inside is `taqnix_ecommerce_app.zip` ; unzip it to get the folder `taqnix_ecommerce_app` .
- 2 Copy the folder into one of the `addons_path` folders of your Odoo server and restart Odoo.
- 3 Log in as an administrator, activate **Developer mode**, open **Apps** and press **Update Apps List**.
- 4 Remove the "Apps" filter, search **eCommerce Mobile App Connector** and press **Install**.

```
# or from the command line
./odoo-bin -c odoo.conf -d YOUR_DATABASE -i taqnix_ecommerce_app --stop-after-init
```

Tip: The module installs the Odoo eCommerce dependencies it needs. On Odoo.sh or a hosted Odoo, upload the folder through your Git repository or the hosting panel, then update the Apps list.

In plain words: After the installation a new app **Mobile App** appears in the main menu (for administrators and for users in the group *Mobile app: manager*).

6. Get your shop ready

In plain words: The app shows what the Odoo website shows, so prepare the shop first, as for the website.

What	Where in Odoo	Notes
Products	Website → eCommerce → Products	Publish them, add a price, images, categories (<i>eCommerce Categories</i>), variants (colors, sizes) and stock if you track it.
Categories	Website → eCommerce → eCommerce Categories	The categories (with their image) are the ones of the category slider and the filters.
Delivery methods	Website → Configuration → Shipping Methods	Publish at least one. The app shows the ones that apply to the address and their price.
Taxes and currency	Accounting and Website settings	Prices are shown with or without tax like on your website (Website → Settings → Prices).
Discount codes	Website → eCommerce → Promotions	Promo codes and coupons work in the cart of the app.
Languages	Website → Configuration → Settings → Languages	Add the languages of your customers (for example Arabic); products, categories and messages follow the language of the phone.

Tip: Open your website on a phone first: if a product is not on the website it is not in the app.

7. Give the app your brand

In plain words: Open **Mobile App** → **Settings**. The tab **Brand** holds the **name**, the **logo** (shown on the start screen, the sign-in screens and the menu), an optional **app icon**, the **colors** and the look of the buttons, the corners and the side menu. Everything you change here is read by the app when it starts.

The screenshot shows the 'Brand' settings tab for the 'Urban Market' app. The interface is divided into several sections: 'App name' (Urban Market), 'IMAGES' (Logo and App icon), 'COLORS' (Primary, Secondary, Accent, and Splash background), 'STYLE' (Material 3, Surfaces, Color blend, Top bar style, Corner radius, Layout direction), and 'SIDE MENU' (Side menu and Menu background). The 'Brand' tab is selected, and the 'App name' is 'Urban Market'. The 'Logo' is a blue square with a shopping bag icon and the text 'Urban Market'. The 'App icon' is a camera icon with a plus sign. The 'COLORS' section shows 'Primary color' as blue, 'Secondary color' as orange, 'Accent color' as orange, and 'Splash background' as white. The 'STYLE' section shows 'Material 3' as checked, 'Surfaces' as 'Soft', 'Color blend' as '7', 'Top bar style' as 'Surface', 'Corner radius' as '12.00', and 'Layout direction' as 'Follow the language'. The 'SIDE MENU' section shows 'Side menu' as checked and 'Menu background' as 'Color'.

App name
Urban Market

Brand Home page Sign in Payments Notifications Links Connect the app

IMAGES

Logo ? 

App icon ? 

COLORS

Primary color 

Secondary color 

Accent color 

Splash background 

STYLE

Material 3 ☒

Surfaces Soft

Color blend 7

Top bar style Surface

Corner radius 12.00

Layout direction Follow the language

BUTTONS

Button Style Filled

Button Color Role Primary

Button corner radius 30.00

SIDE MENU

Side menu ☒

Menu background Color

The Brand tab: name, logo, colors and style.

3:09



 Search products

Summer Sale

Up to 40% off fashion

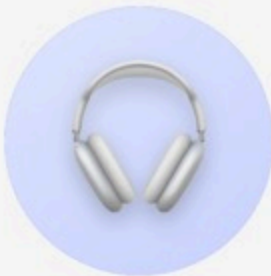
Shop now



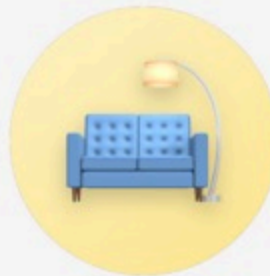
Shop by category



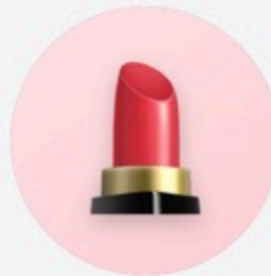
Fashion



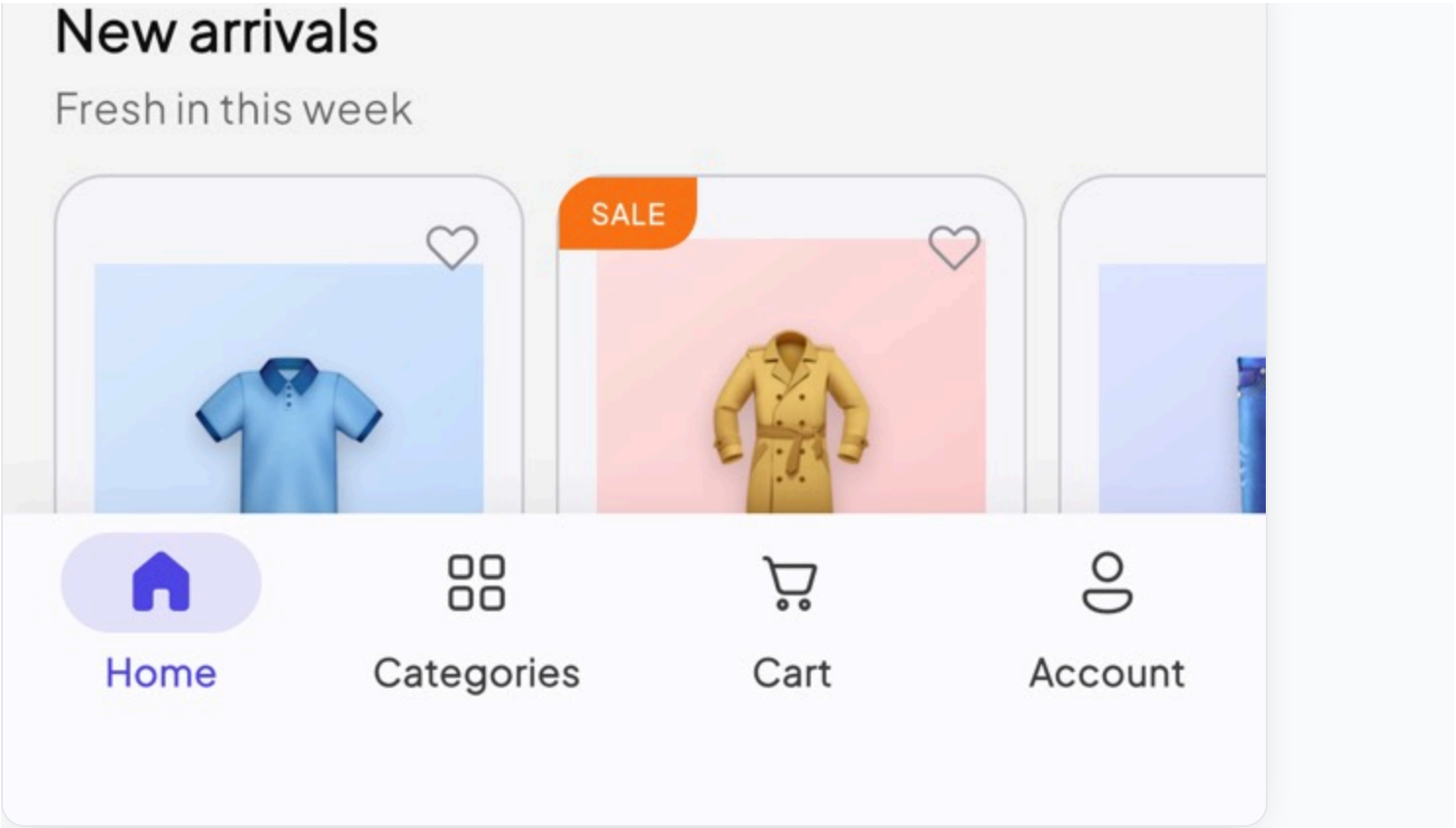
Electronics



Home



Beauty

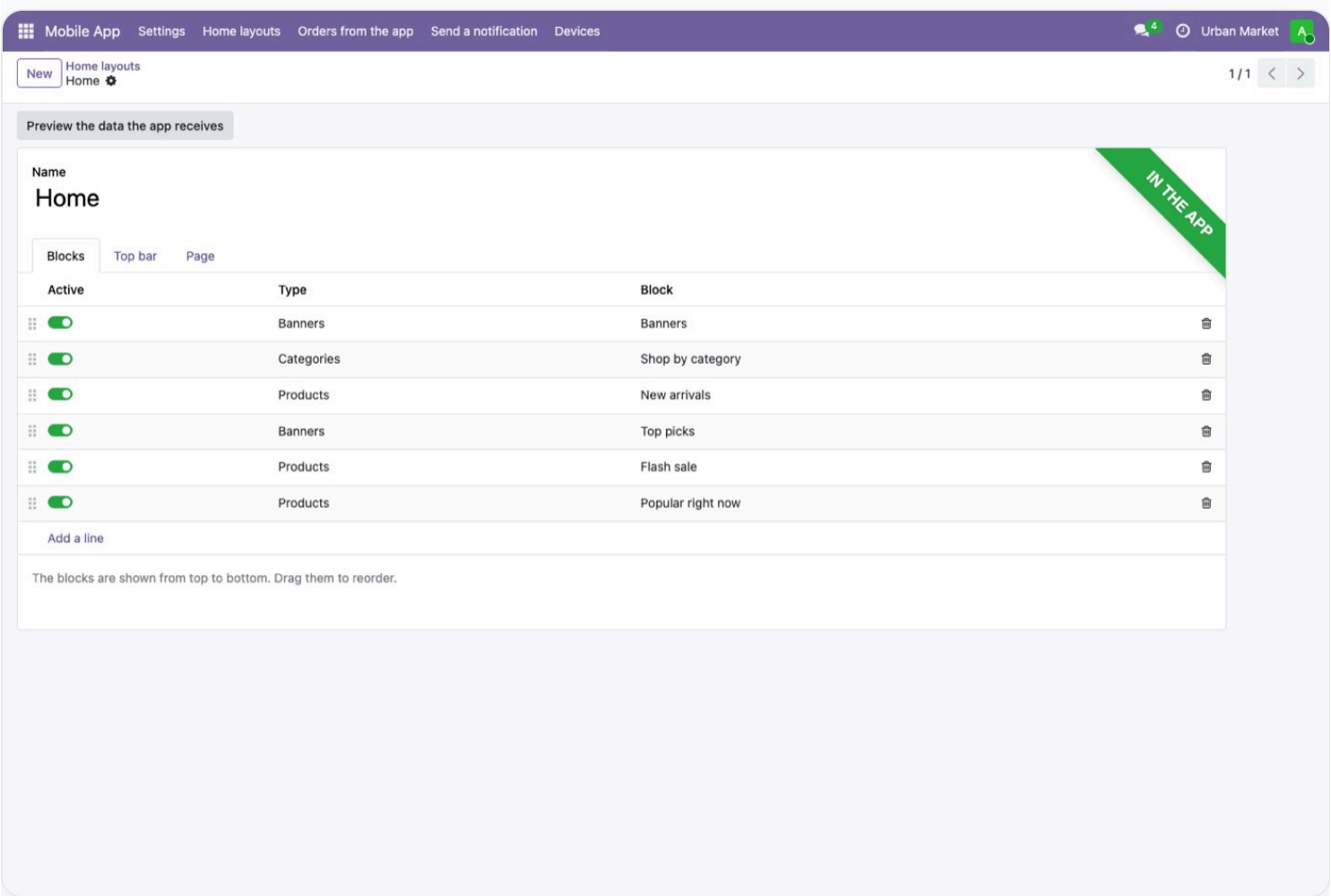


The result in the app.

Setting	Effect
Logo	A square PNG of 1024 × 1024 is best. The same image makes the app icon unless you add an App icon.
Primary, secondary and accent color	Buttons, links, selected items, price highlights and the top bar when its style is Primary.
Splash background	The color behind the logo while the app loads.
Style and buttons	Material 3, how soft or contrasted the surfaces are, corner radius, filled, outlined or elevated buttons.
Layout direction	Follow the language (right to left for Arabic and Hebrew), or force left to right or right to left.
Side menu	Show or hide it; plain color, gradient or image background.

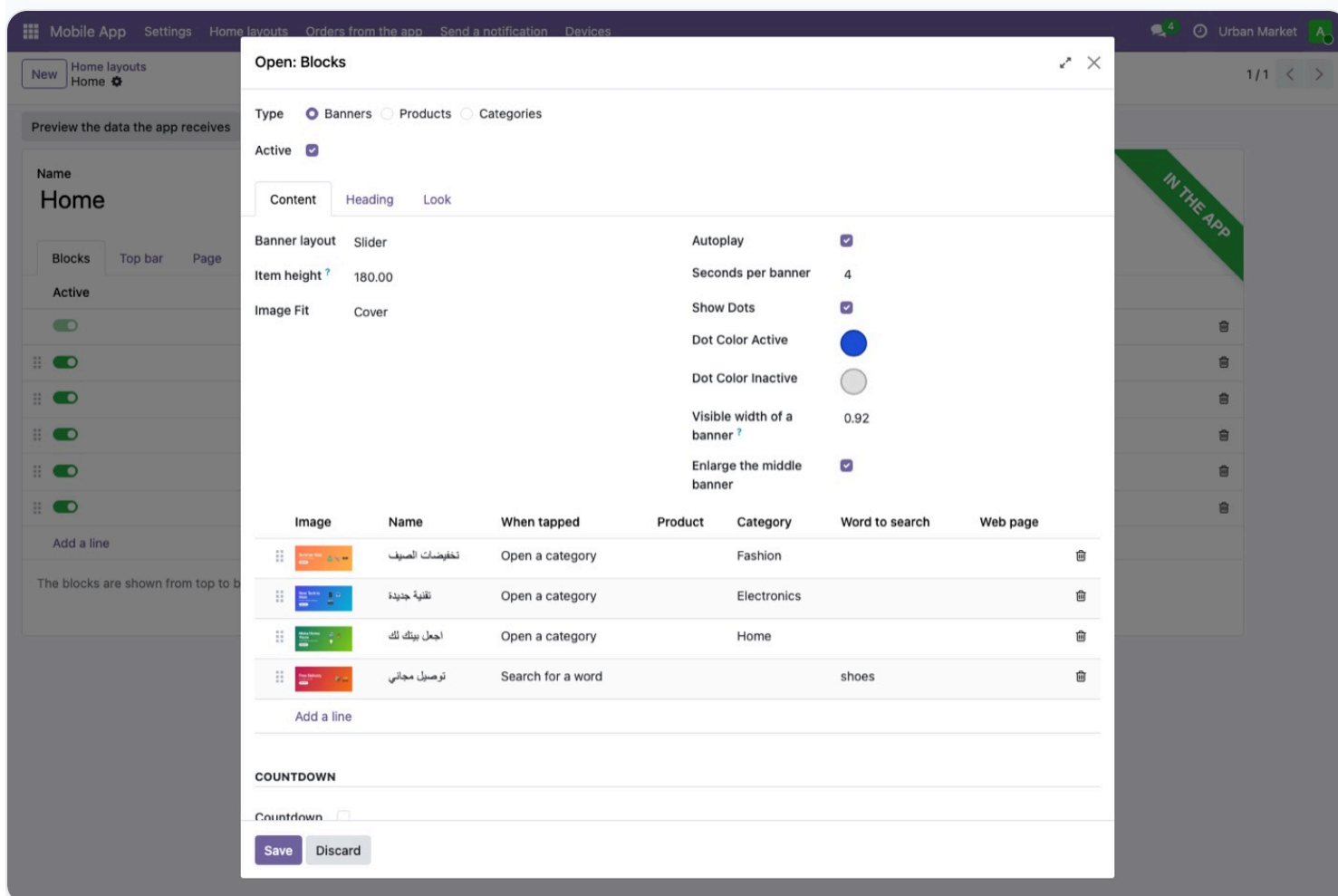
8. Design the home page

In plain words: Mobile App → Home layouts lists the layouts. A layout is a stack of **blocks** from top to bottom; the one marked **In the app** is shown. You can keep several layouts (for example one for a sale) and switch with **Show in the app**.

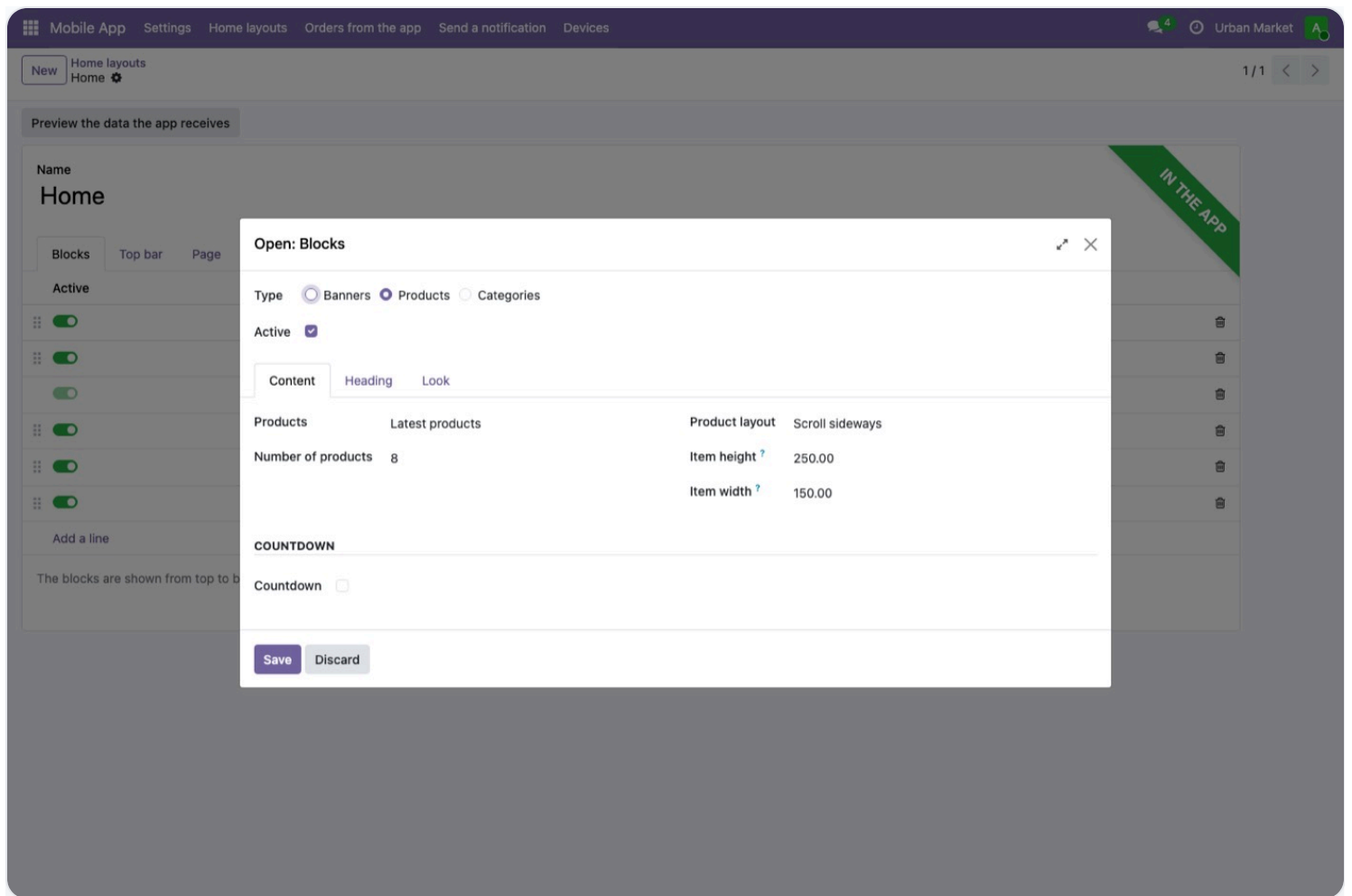


A layout: its blocks, the top bar and the page.

Block	What it shows	Main options
Banners	A slider, a sideways scroll, a grid or cards (banner blocks) of images.	Each banner opens nothing, a product, a category, a search or a web page when tapped; autoplay, dots, countdown, image fit.
Products	A slider, grid, list or sideways scroll of products.	Latest, from a category, best sellers, top rated, on sale or chosen by hand; how many; countdown for a flash sale.
Categories	The categories as round icons, a grid, a slider or a list.	All top categories or the sub-categories of one; sizes.



A banner block: images and what each one opens.



A product block: source, layout and countdown.

3:09



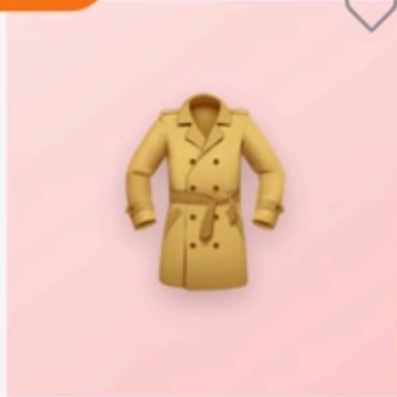
 Search products



Classic Cotton Tee
\$24.00

Add

SALE



Urban Bomber
Jacket
\$89.00 ~~\$119.00~~

Add



Slim Fit J
\$49.00

Top picks

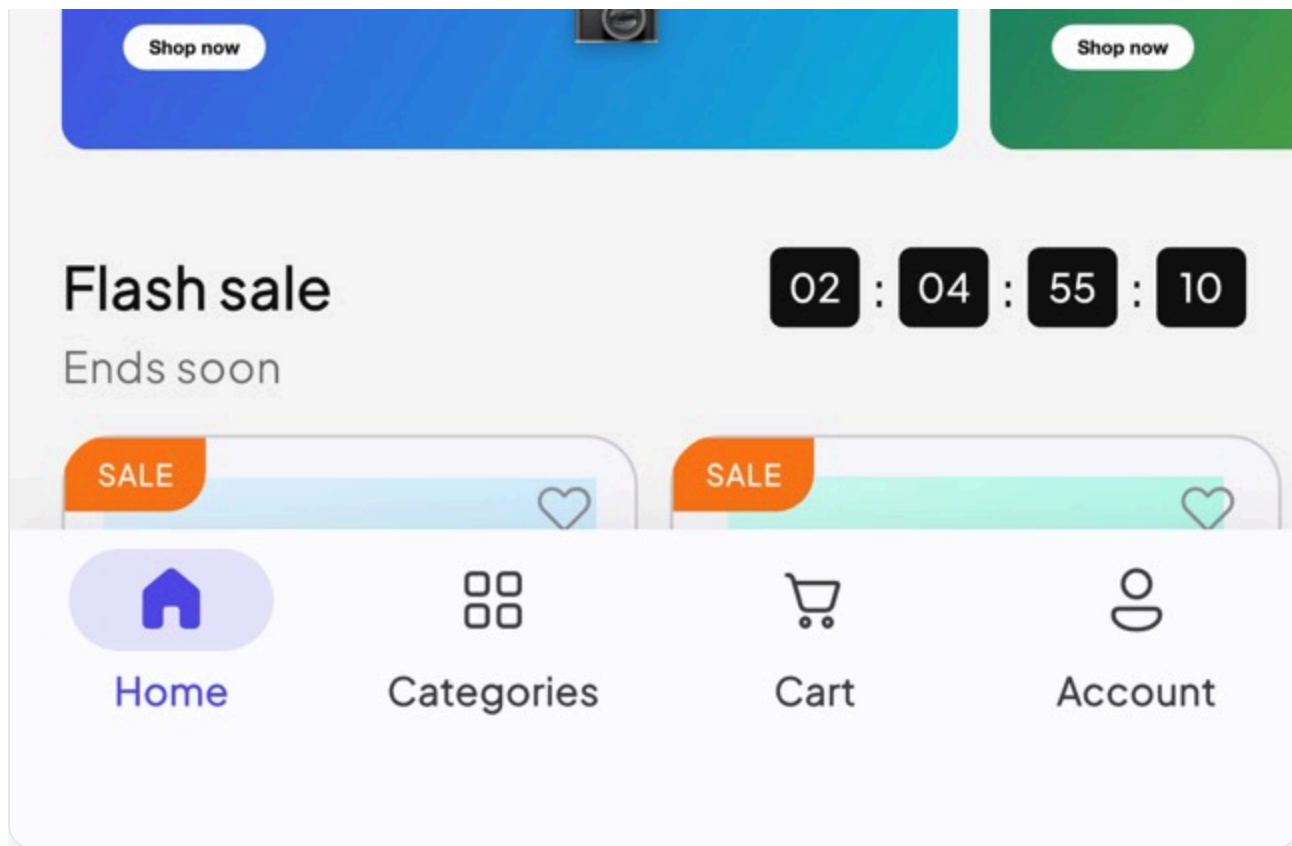
New Tech Is
Here

Phones, audio & cameras



Make Ho
Yours

Fresh ideas for every r



Banners, categories, new arrivals and a flash sale in the app.

In plain words: The **Top bar** tab sets the title or logo, the search box, the colors and how the bar behaves when scrolling; the **Page** tab sets the page color and pull to refresh. **Preview the data the app receives** opens the exact data the phones get.

Mobile App

Settings

Home layouts

Orders from the app

Send a notification

Devices

4

Urban Market

A

New

Home layouts

Home

1 / 1

Preview the data the app receives

Name

Home

Blocks

Top bar

Page

Hide the top bar

☐

Background

Color

Show the logo instead of the title

☒

Color

Center the title

☒

Text color

☒

Shadow

2.00

Search box

☒

Bottom corner radius

0.00

Search placeholder

Search products

BEHAVIOUR

Stays on screen

☒

Content under the bar

☐

Comes back when scrolling up

☒

Expanded height

0.00

Snaps

☐

Bar height

56.00

Stretches

☐

IN THE APP

The top bar of the home page.

Tip: Heading, description and every banner text are translated per language like any other Odoo text: switch the language of your user and edit.

9. Take payments

In plain words: The app offers **cash on delivery** (the order is confirmed at once) and **every online payment provider that is enabled and published in Odoo**. For an online payment the customer sees the payment page of your website inside the app, pays with the provider and comes back to the confirmation.

Urban Market

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App name

Urban Market

Brand

Home page

Sign in

Payments

Notifications

Links

Connect the app

CASH ON DELIVERY

Cash on delivery

Cash on delivery label

Cash on delivery text

Online payments use the payment providers of Odoo (Stripe, PayPal, Adyen, Razorpay, Mollie, Paymob, Flutterwave, Authorize.Net and the others). Set them up in Website → Configuration → Payment Providers. Shipping methods come from Website → Configuration → Shipping Methods.

ONLINE PAYMENTS

Online payment methods

Note under the shipping methods

Payment settings of the app.

- 1 In Odoo open **Website → Configuration → Payment Providers** (or Accounting → Configuration → Payment Providers).
- 2 Choose a provider (Stripe, PayPal, Adyen, Razorpay, Mollie, Paymob, Flutterwave, Authorize.Net, Worldline, Mercado Pago, Xendit and others), enter the keys they give you and set the state to **Test** first, then **Enabled**.
- 3 Switch **Published** on, choose the payment methods and the countries and currencies it accepts.
- 4 In **Mobile App → Settings → Payments** leave *Online payment methods* empty to offer them all, or pick the ones the app shows.
- 5 Place a test order from the app and check the payment in **Mobile App → Orders from the app**.

3:09



Checkout

 [Add my current location](#)

Shipping method



Standard delivery

3 to 5 working days

Free



Express delivery

Next working day

\$12.00

Payment method



Cash on delivery

Pay in cash when your order arrives.



Card payment



Bank transfer

Order notes

Place order · \$ 226.55

Checkout: address, shipping method, payment method and totals.

3:09



Secure payment

Order > Address > **Payment**

Payment method

☒ Demo 



Payment Details (test data)

XXXX XXXX XXXX XXXX

Payment Status

Successful



☐ Save my payment details

 Secured by Demo

☐ Wire Transfer



[Delivery & Billing](#)

 Edit

Sara Ahmed

12 Garden Street
Austin TX 73301
United States

Order

\$ 180.09

4



Pay now

< Back to address

The payment page of the provider inside the app.

3:09



Thank you for your order!

Your payment was received and your order is confirmed.

Order number

S00009

Payment method

Card payment

Total amount

\$180.09

Continue shopping

View order

The confirmation after payment.

Important: Each provider has its own rules (accepted currencies, countries, 3-D Secure, webhooks). Follow the Odoo documentation of the provider and test in test mode before you go live. Bank transfer works too: the order is confirmed with the payment instructions.

10. Sign-in and sign-up

In plain words: Customers can **sign up and sign in with an email and a password**, **continue as a guest** (if you allow it), or use **Google**, **Facebook** and **Apple**. The server checks every social sign-in token with the provider and accepts only tokens made for **your** app IDs. Staff users of Odoo can never sign in to the app.

Urban Market

Urban Market

NewUrban Market

1 / 1

App name

Urban Market

BrandHome pageSign inPaymentsNotificationsLinksConnect the app

CUSTOMERS

Customers can sign up in the app

Guests can check out

SOCIAL SIGN-IN

Google

Google client IDs1234567890-demo.apps.googleusercontent.com

Facebook

Facebook app ID1234567890

Apple

Apple client IDscom.urbanmarket.shop

The server checks every social sign-in token with Google, Facebook or Apple, and only accepts tokens issued for the IDs above.

Sign-in settings.

3:09



Welcome back

Sign in to your account to continue.



Email address



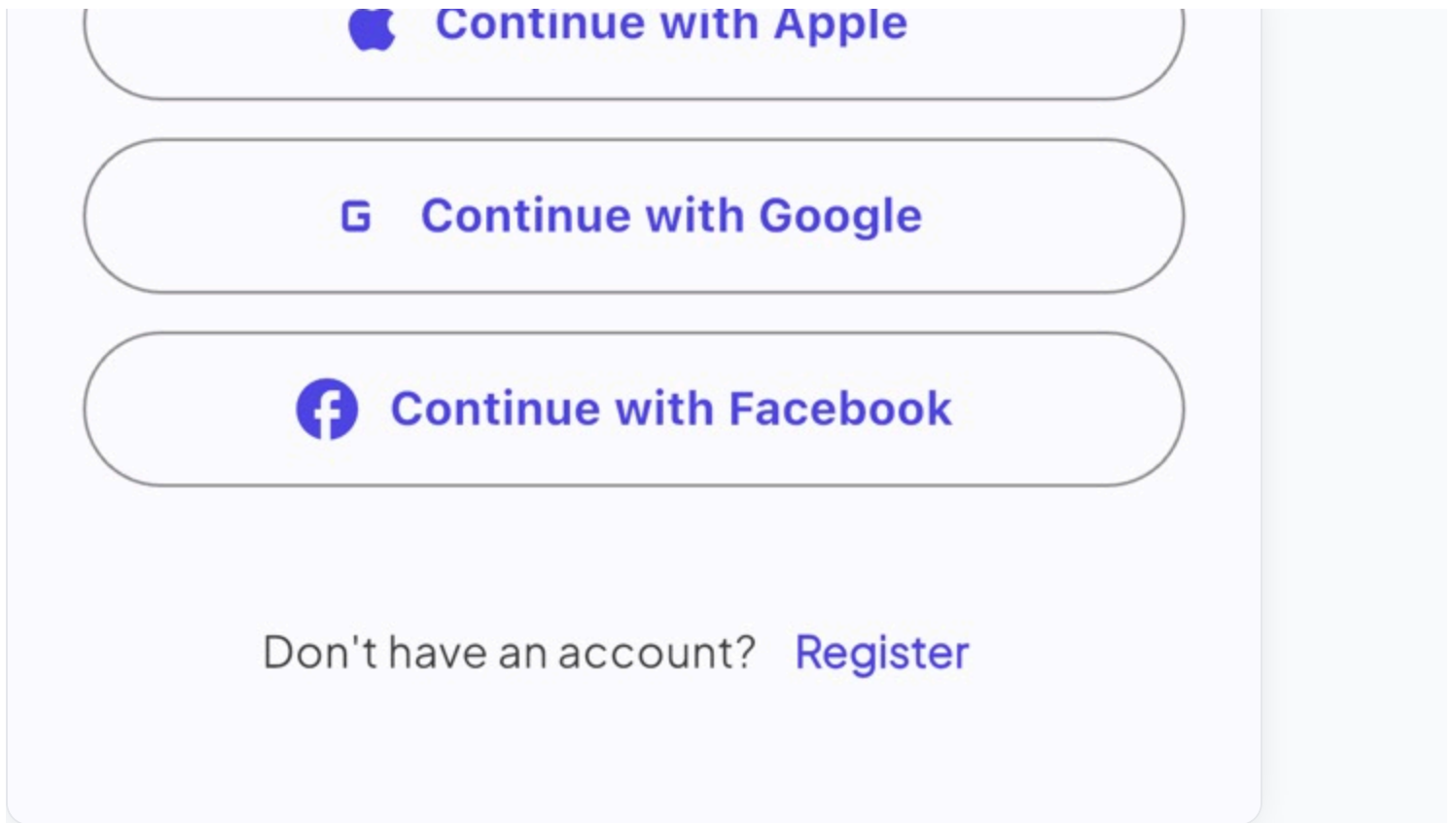
Password



[Forgot password?](#)

Sign in

OR



The sign-in screen with the social buttons.

Method	What to set up	Where
Google	A Google Cloud project, an OAuth consent screen and OAuth client IDs: <i>Web</i> (its ID is also used by Android), <i>Android</i> (package name and SHA-1) and <i>iOS</i> (bundle ID). Paste the Web and iOS client IDs in Google client IDs .	console.cloud.google.com → APIs & Services → Credentials
Facebook	A Facebook app with <i>Facebook Login</i> ; copy the App ID to Odoo, and the App ID and client token into the app (see the app README).	developers.facebook.com
Apple	An App ID with the Sign in with Apple capability; paste the bundle ID in Apple client IDs . Apple requires it when the app offers another social sign-in.	developer.apple.com → Certificates, IDs & Profiles

Tip: The native settings of each provider (URL schemes, client IDs, entitlements) are listed step by step in `docs/native-setup.md` inside the app folder.

In plain words: **Forgot password** sends the standard Odoo reset email. **Delete my account** in the app (required by Apple) deactivates the account and removes the personal data; the orders stay for your accounting.

11. Push notifications (optional)

In plain words: The app can tell customers when an order is placed or changes status (cancelled, partly or fully delivered), and you can send a message to every device. It uses **Firebase Cloud Messaging**, which is free.

The screenshot shows the 'Urban Market' app configuration page in a web browser. The page has a purple header with the app name 'Urban Market' and a navigation bar with tabs: 'Brand', 'Home page', 'Sign in', 'Payments', 'Notifications' (selected), 'Links', and 'Connect the app'. The 'Notifications' tab is active, showing settings for Firebase Cloud Messaging. The page is divided into three main sections: 'FIREBASE APP (SENT TO THE APP)', 'SENDING (STAYS ON THE SERVER)', and 'MESSAGES'.

FIREBASE APP (SENT TO THE APP)		SENDING (STAYS ON THE SERVER)	
Firestore project ID	urban-market-12345	Service account JSON ?	Paste the content of the service account JSON file
Firestore app ID (Android)	1:123456789012:android:0a1b2c3d4e5f	Notify when an order is placed	☒
Firestore app ID (iOS)	1:123456789012:ios:6f7e8d9c0b1a	Notify when an order changes status	☒
Firestore API key	AlzaSyDemoKeyForScreenshotsOnly000000		
Firestore sender ID	123456789012		

MESSAGES

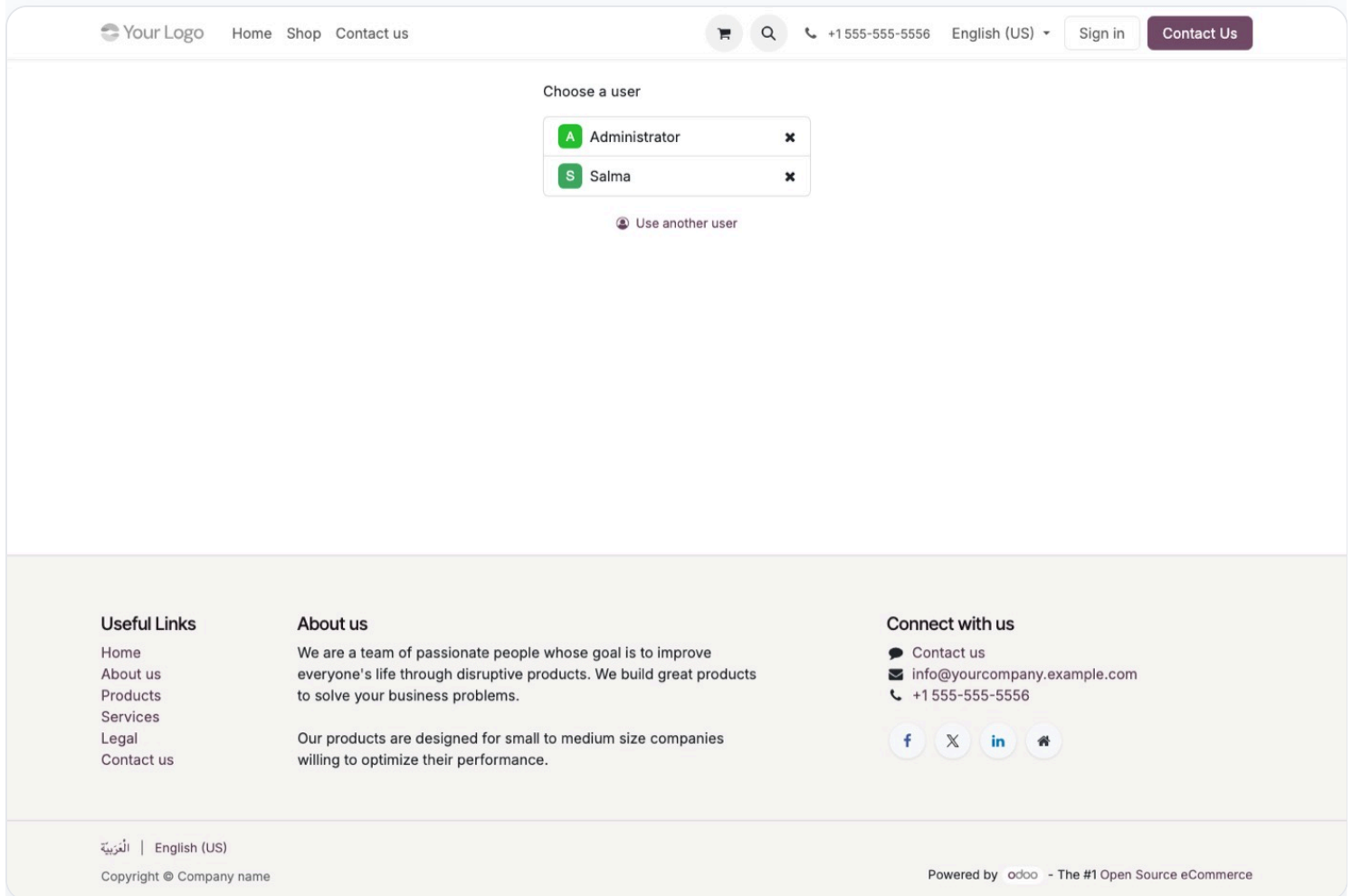
Order placed: title	Order received!	Status change: title	Order update
Order placed: text	Thank you {first_name}! Your order {order_name} has been placed.	Status change: text	Hi {first_name}, your order {order_name} is now {order_status}.

You can use {first_name}, {order_name}, {order_status} and {total} in the texts.

Notification settings and messages.

- 1 Create a project at **console.firebase.google.com** and add an Android app (your package name) and an iOS app (your bundle ID).

- 2 In Odoo, **Mobile App → Settings → Notifications**, copy the **project ID**, the **app IDs** of the Android and the iOS app, the **API key** and the **sender ID** (Project settings → General).
- 3 In Firebase open **Project settings → Service accounts → Generate new private key** and paste the whole JSON file in **Service account JSON** in Odoo. It stays on the server.
- 4 For iPhone, upload an **APNs authentication key** in Firebase (Project settings → Cloud Messaging) and enable *Push Notifications* for the app ID at Apple.
- 5 Customers allow notifications the first time they sign in. Use **Mobile App → Send a notification** for a message to all devices or to chosen customers.



Send a message to the devices.

Tip: Texts of the order notifications can use {first_name}, {order_name}, {order_status} and {total}.

12. Prepare your computer

- 1 Install **Flutter** from flutter.dev (version 3.41 or newer) and run `flutter doctor` ; fix what it reports.
- 2 **Android**: install Android Studio, open it once, install the Android SDK and accept the licences with `flutter doctor --android-licenses` .
- 3 **iPhone** (Mac only): install Xcode from the App Store, open it once to accept the licence, install the command line tools (`xcode-select --install`) and CocoaPods (`sudo gem install cocoapods` or `brew install cocoapods`).
- 4 Unzip `flutter-app-source.zip` in a folder without spaces, then run `flutter pub get` inside it.

Tip: `flutter doctor` must show no red cross for the platforms you build for.

13. Connect the app to your shop

In plain words: The setup script writes the address of your shop and your package name into the project, takes the app name and colors from Odoo and downloads your logo and icon.

NewUrban Market

1/1<>

App name

Urban Market

Brand

Home page

Sign in

Payments

Notifications

Links

Connect the app

API address

http://localhost:8091

Signed-in devices

5

SETUP OF THE FLUTTER PROJECT

Setup command

dart run tools/setup.dart --url http://localhost:8091 --package com.yourcompany.shop

Run this command in the Flutter project folder. It writes the address of your shop into the app, takes the name from this page and downloads the logo and the icon. The chapters on building the Android and iOS apps in the documentation explain the rest.

Sign out every device

The Connect the app tab shows the command with your address.

```
dart run tools/setup.dart --url https://shop.example.com --package com.yourcompany.shop

flutter pub get
dart run flutter_launcher_icons
dart run flutter_native_splash:create
```

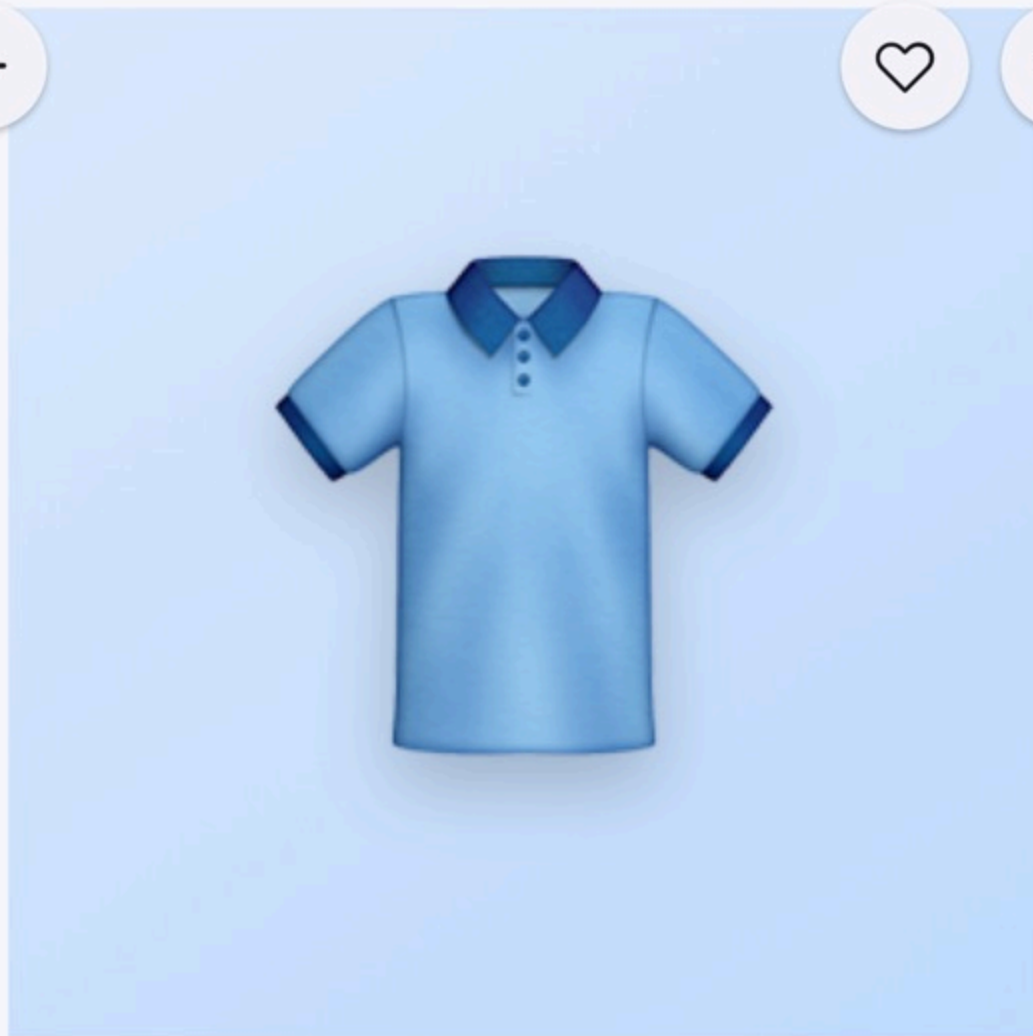
Option	Meaning
--url	The https address of your Odoo website (no trailing slash).
--package	The unique ID of your app, like com.yourcompany.shop. It cannot change after publishing.
--name	Optional. The name under the icon; by default the name set in Odoo.

Tip: You can also pass the address when you run or build: `flutter run --dart-define=SITE_URL=https://shop.example.com` .

14. Run and test the app

- 1 Start an Android emulator or an iPhone simulator, or plug in your phone.
- 2 Run `flutter run` (add `--dart-define=SITE_URL=...` if you did not use the setup script).
- 3 Walk through: home page, a category, search and filters, a product with options, cart, coupon, checkout with cash on delivery and with an online provider in test mode, orders, wishlist, sign-in and sign-up.
- 4 In Odoo check **Mobile App → Orders from the app** and **Devices**.

3:09



Classic Cotton Tee

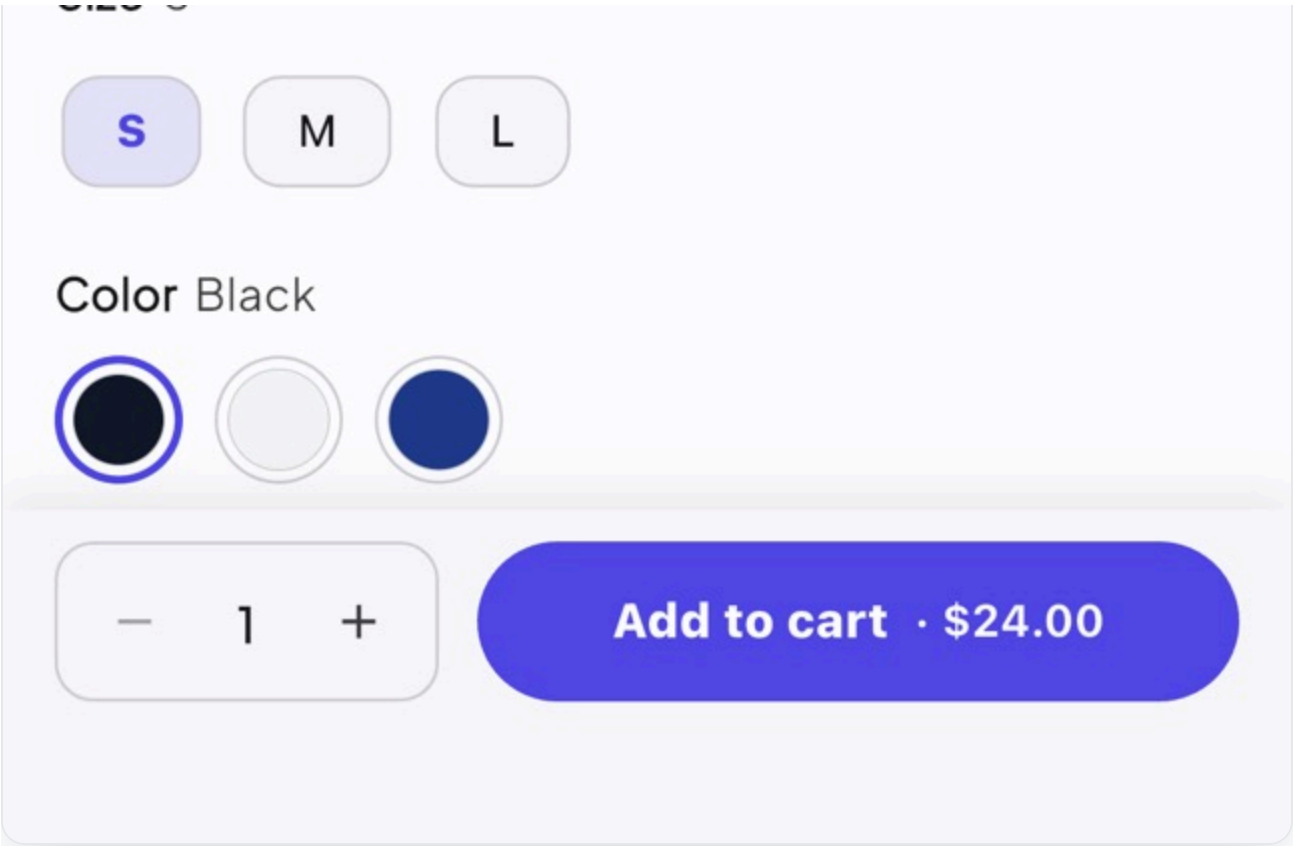
★ 4.0 [2 reviews](#)

\$24.00

In stock

0.4 kg

Size S



Product page with options, stock and reviews.

3:09



My cart



AirFlex Sneakers (40)



\$79.00

— 1 +

\$79.00



Pocket Bluetooth Speaker



1.3 kg

\$59.00

— 1 +

\$59.00



Amber & Cedar Candle



1.3 kg

\$18.00

— 2 +

\$36.00



Promo code

Enter promo code

Apply

Total

\$200.10

Checkout



Home



Categories



Cart



Account

Cart with a promo code.

3:09



My orders

Order S00009

Processing

Placed on October 24, 2026

4 items

\$180.09

Order S00002

Processing

Placed on October 24, 2026

1 item

\$171.35

Order S00001

Delivered

Placed on October 24, 2026

3 items

\$146.05

Order S00003

Cancelled

Placed on October 15, 2026

4 items

\$ 64.40

My orders.

Tip: To test against an Odoo on your own computer over plain http, run the debug build (the debug build allows http; release builds only allow https).

15. Build and publish the Android app

- 1 Create the signing key once and keep it safe (without it you can never update the app):
`keytool -genkey -v -keystore ~/upload-keystore.jks -keyalg RSA -keysize 2048 -validity 10000 -alias upload .`
- 2 Create `android/key.properties` with `storePassword` , `keyPassword` , `keyAlias=upload` and `storeFile` (the path of the keystore). The app README shows the exact lines.
- 3 Build: `flutter build appbundle --release --dart-define=SITE_URL=https://shop.example.com` . The file is `build/app/outputs/bundle/release/app-release.aab` .

- 4 In **Google Play Console** create the app, fill the store listing (name, description, icon 512 × 512, feature graphic 1024 × 500, phone screenshots), the **Data safety** form, the content rating and the privacy policy URL.
- 5 Upload the .aab to a testing track first. New personal developer accounts must run a closed test with at least 12 testers for 14 days before applying for production; organization accounts do not.
- 6 Send the release for review and publish.

Important: Use the same package name and the same signing key for every update.

16. Build and publish the iPhone app

- 1 In **developer.apple.com** create an **App ID** with your bundle ID and the capabilities you use: *Sign in with Apple* and *Push Notifications*.
- 2 In **App Store Connect** create the app with the same bundle ID.
- 3 Open `ios/Runner.xcworkspace` in Xcode, select the Runner target → **Signing & Capabilities**, choose your team and enable *Automatically manage signing*.
- 4 Build: `flutter build ipa --release --dart-define=SITE_URL=https://shop.example.com`, then upload with Xcode (Window → Organizer → Distribute App) or the Transporter app.
- 5 In TestFlight test the build, then in App Store Connect fill the listing, screenshots, privacy details and the review information, and submit for review.

Apple review checklist	Done by the app?
Account deletion inside the app	Yes (Account → Delete my account)
Sign in with Apple next to other social sign-ins	Yes (turn it on in Odoo)
Privacy policy and terms links	Set them in Odoo → Settings → Links
A demo account for the reviewer	Create a customer in Odoo and write it in the review notes
Payments for physical goods through your own gateway	Allowed: the app sells physical goods, not digital content

17. Day to day

In plain words: Work as you do for the website. **Mobile App → Orders from the app** lists the orders placed in the app, with the payment method and the delivery location the customer shared; confirm, deliver and invoice them as usual. **Devices** shows the phones signed in; **Sign out every device** in the Connect tab forces everybody to sign in again.

Mobile App

Settings

Home layouts

Orders from the app

Send a notification

Devices

4

Urban Market

A

Orders from the app

Q Search...

1-9 / 9

☐	Number	Order Date	Customer	Salesperson	Activities	Total	Invoice Status	
☐	S00009	Oct 25, 4:12 AM	Sara Ahmed	<div>A</div> Administrator	<div></div>	\$ 180.09	To Invoice	
☐	S00008	Oct 25, 3:58 AM	Omar Khalid	<div>A</div> Administrator	<div></div>	\$ 102.35	To Invoice	
☐	S00007	Oct 25, 3:58 AM	Omar Khalid	<div>A</div> Administrator	<div></div>	\$ 148.35	To Invoice	
☐	S00006	Oct 25, 3:58 AM	Omar Khalid	<div>A</div> Administrator	<div></div>	\$ 25.30	To Invoice	
☐	S00005	Oct 25, 3:58 AM	Omar Khalid	<div>A</div> Administrator	<div></div>	\$ 746.35	To Invoice	
☐	S00004	Oct 25, 3:58 AM	Omar Khalid	<div>A</div> Administrator	<div></div>	\$ 138.00	To Invoice	
☐	S00002	Oct 25, 3:58 AM	Sara Ahmed	<div>A</div> Administrator	<div></div>	\$ 171.35	To Invoice	
☐	S00001	Oct 25, 3:58 AM	Sara Ahmed	<div>A</div> Administrator	<div></div>	\$ 146.05	To Invoice	
☐	S00003	Oct 16, 3:58 AM	Sara Ahmed		<div></div>	\$ 64.40	Nothing to Invoice	
						\$ 1,722.24		

Orders placed from the app.

Mobile App

Settings

Home layouts

Orders from the app

Send a notification

Devices

Urban Market

Orders from the app
S00009

Delivery
1

1 / 1

Create InvoiceSendPreviewCancel

QuotationQuotation SentSales Order

Send messageLog noteActivity

S00009

CustomerSara Ahmed
12 Garden Street
Austin TX 73301
United States

Invoice AddressSara Ahmed

Delivery AddressSara Ahmed

Order Date ?Oct 25, 4:12 AM

Payment TermsImmediate Payment

Placed from the app

Payment method in the appCard payment

Order LinesOther Info

Product	Quantity	Delivered	Invoiced	Unit Price	Taxes	Amount
AirFlex Sneakers (40) Free returns within 30 days.	1.00	0.00	0.00	79.00	15%	\$ 79.00
Pocket Bluetooth Speaker Free returns within 30 days.	1.00	0.00	0.00	59.00	15%	\$ 59.00
Amber & Cedar Candle Free returns within 30 days.	2.00	0.00	0.00	18.00	15%	\$ 36.00
[Delivery_007] Standard delivery Standard delivery: 3 to 5 working days	1.00	0.00	0.00	0.00		\$ 0.00
10% on your order Discount	1.00	0.00	0.00	-17.40	15%	\$ -17.40

Add a product

Add a section

Add a note

Catalog

Coupon Code

Reward

Update shipping cost

Terms & Conditions: <http://localhost:8087/terms>

Untaxed Amount: \$ 156.60
Tax 15%: \$ 23.49
Total: \$ 180.09

Today

Sara Ahmed 4:13 AM

Quotation confirmed

None → Administrator (Salesperson)

Quotation → Sales Order (Status)

Website → Sales (Sales Team)

Sara Ahmed 4:12 AM

The payment related to transaction S00009 has been posted: PBNK1/2026/00001

OdooBot 4:12 AM

Hello,

Your order S00009 amounting in \$ 180.09 has been confirmed. Thank you for your trust!

Do not hesitate to contact us if you have any questions.

Order - S00009.pdf

Sara Ahmed 4:12 AM

The transaction S00009 of \$ 180.09 has been confirmed.

Sara Ahmed 4:12 AM

The transaction S00009 of \$ 180.09 has been initiated.

Public user 4:07 AM

\$ 200.10 → \$ 180.09 (Total)

\$ 174.00 → \$ 156.60 (Untaxed Amount)

Public user 4:03 AM

\$ 158.70 → \$ 200.10 (Total)

\$ 138.00 → \$ 174.00 (Untaxed Amount)

Public user 4:03 AM

\$ 90.85 → \$ 158.70 (Total)

An order with the app details.

3:09



Order S00009

Order status

Processing

Date placed

October 24, 2026

Shipping method

Standard delivery

Items



AirFlex Sneakers (40)

Qty: 1

\$79.00



Pocket Bluetooth Speaker

Qty: 1

\$59.00



Amber & Cedar Candle

Qty: 2

\$36.00

Payment & shipping

Payment method

Card payment

Payment status

Paid

Shipping address

Sara Ahmed, 12 Garden
Street, Austin, Texas,
73301

Total amount

\$ 180.09

The same order in the app.

Tip: Maintenance mode (Settings → Links) shows your message instead of the shop; **Minimum app version** asks old apps to update.

18. Languages and right to left

In plain words: The app follows the language of the phone (English and Arabic are included; the layout becomes right to left for Arabic). Products, categories, banners, payment and shipping names and the messages of the server come from Odoo in the same language. The administration is also translated.

3:09



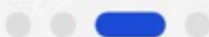
ابحث عن منتج



New Tech Is Here

Phones, audio & cameras

Shop now



تسوّق حسب الصنف



الجمال



المنزل



الإلكترونيات



الأزياء

وصل حديثا

جديد هذا الأسبوع

تخفيض



حسابي



السلة



الأقسام



الرئيسية

The home page in Arabic.

3:09



إتمام الطلب



تفاصيل التوصيل

اسم العائلة

Ahmed

الاسم الأول *

Sara

الدولة *

الولايات المتحدة

عنوان الشارع *

Garden Street 12

الشقة أو الجناح أو غيرها

البلدة / المدينة *

Austin

الولاية / المحافظة *

Texas

الرمز البريدي

73301

الهاتف *

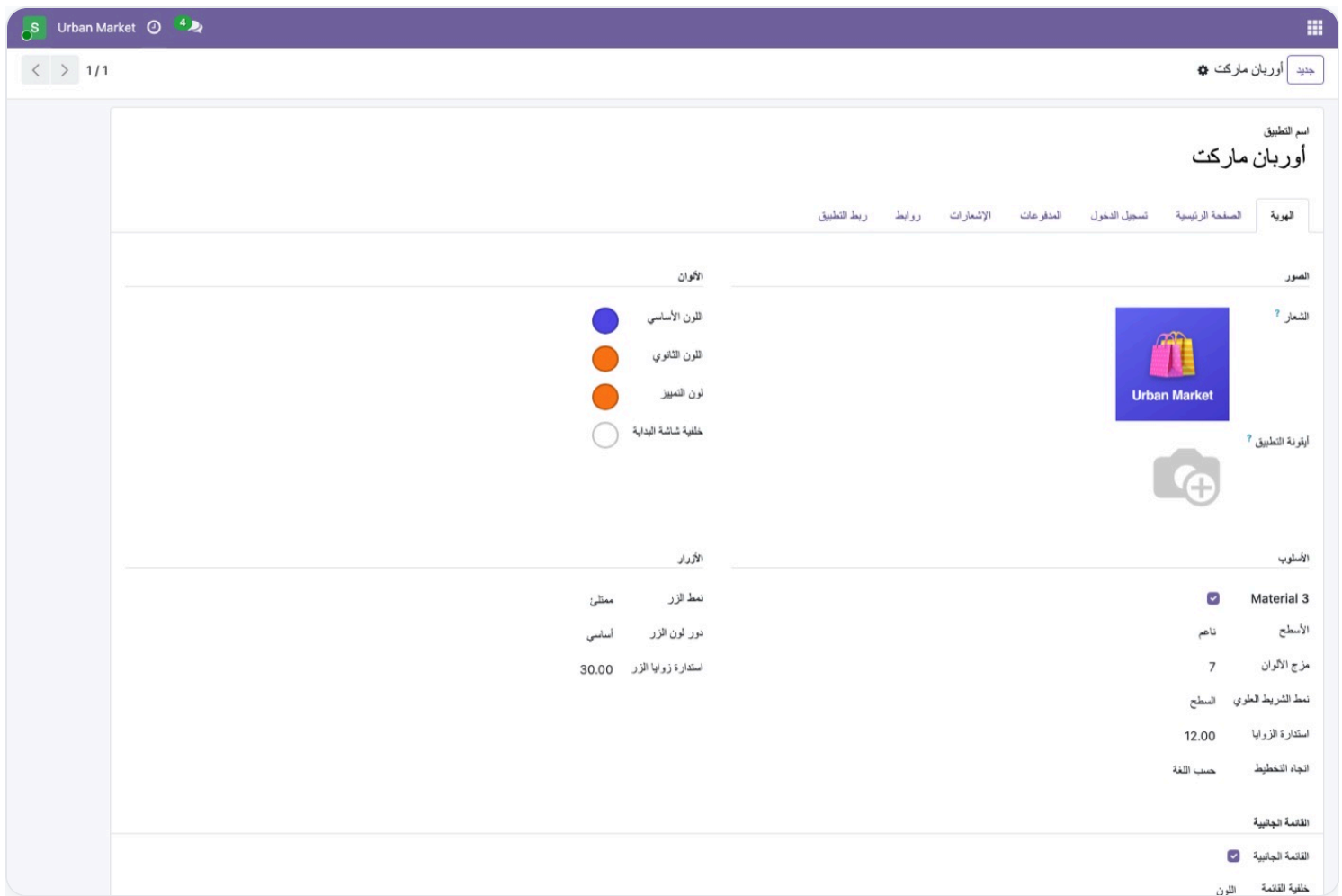
0142 555 512 1+

عنوان البريد الإلكتروني *

sara@example.com

تأكيد الطلب • \$ 180.09

Checkout in Arabic.



The settings in an Arabic Odoo.

Tip: To add another language of the app, copy `lib/l10n/app_en.arb` to `app_xx.arb` and translate it; see the app README.

19. Updates

Replace the module folder with the new version, restart Odoo and run `-u taqnix_ecommerce_app` ; your settings, layouts and devices are kept. For the app, unzip the new source next to your project, keep your `android/key.properties` and keystore, run the setup script again (it rewrites the shop address, the package name and the branding) and build. Keep the build number higher than the published one (`version:` in `pubspec.yaml`).

20. Security and privacy

Topic	How it is handled
Secrets	Provider keys and the notification key stay in Odoo. The app contains only public identifiers.
Sessions	A signed-in phone holds a random token; Odoo stores only its hash. Tokens of devices unused for a year are removed. Sign out and Delete account revoke them.
Social sign-in	Tokens are verified with Google, Facebook and Apple on the server, including the app ID they were issued for.
Staff accounts	Odoo users with internal access cannot sign in to the app.
Payments	Handled by your provider on the website payment page; the app never sees card data. The payment link is signed and expires after one hour.
Orders and addresses	A customer sees only their own orders and addresses; guests see only the order they placed from the same app.
Reviews	Only signed-in customers can write them.
Privacy	Account deletion anonymises the customer. Write your privacy policy (the stores ask for it) and link it in the settings.

Tip: Protect sign-up from bots with your usual tools (firewall rate limits or a reverse proxy) as for any public Odoo address.

21. Good to know

Limit	Detail
One shop per website	Each Odoo website has one app configuration; a multi-website Odoo has one per website.
Prices of filters	The price filter uses the public price of the product, before pricelist discounts.
Variants	Products with many combinations: only existing variants can be bought in the app (create variants when you configure the product).
Phone login	Sign-in by SMS code is not included.
Wallet and loyalty points	Not included; promo codes and coupons are.
Wallet payments	Apple Pay and Google Pay buttons do not appear inside the payment web view; cards and other redirect methods work.
Offline	The app needs a connection; it shows a friendly message when there is none.

22. For developers

In plain words: Skip this chapter if you only use the product.

```
curl https://shop.example.com/mo-app/v1/ping
# {"ok": true, "api_version": 1}
curl https://shop.example.com/mo-app/v1/homepage
curl "https://shop.example.com/mo-app/v1/products?per_page=5&orderby=price&order=asc"
curl -X POST https://shop.example.com/mo-app/v1/auth/login -H 'Content-Type: application/
```

Area	Endpoints under /mo-app/v1
App	GET /ping, /homepage, /app-config, /branding/logo.png, /branding/icon.png
Catalog	GET /categories, /products, /products/<id>, /product-attributes, /products/<id>/reviews; POST /write-review
Cart	POST /cart, /cart/add, /cart/update, /cart/remove, /cart/apply-coupon, /cart/remove-coupon
Checkout	GET /checkout/form; POST /checkout/update-review, /checkout; GET /pay/<order> (signed link), /orders/<id>/payment-status
Account	POST /auth/login, /auth/register, /auth/social-login, /auth/logout, /auth/profile, /auth/forgot-password, /auth/delete-account, /auth/fcm-token
Orders and more	POST /orders, /orders/<id>; GET/POST /addresses; GET/POST /wishlist, /wishlist/toggle, /wishlist/details

In plain words: Signed-in calls send `Authorization: Bearer <token>` ; the guest cart is the cookie `mo_cart` (or the header `X-Cart-Token`); the language is the `Accept-Language` header or `?lang=` . Errors are `{code, message, data: {status}}` . The Flutter code uses Riverpod, go_router and Dio; the folder map is in the app README. The module has 70+ automated tests (`--test-tags /taqnix_ecommerce_app`) and the app has unit tests (`flutter test`).

23. Troubleshooting

Problem	What to do
The app shows a connection error	Open <code>https://your-shop/mo-app/v1/ping</code> on the phone. It must answer <code>{"ok": true}</code> . Check the address (https, no trailing slash), the certificate and that the module is installed on the right database.
The home page is empty	Open Mobile App → Settings → Home page and choose a layout; add blocks to it.
A product is missing	Publish it on the website and check its category and the website it belongs to.
No payment method in checkout	Enable and publish a provider, or turn on cash on delivery in Settings → Payments.
Payment page stays empty or goes back to the cart	The delivery address, a shipping method and the provider currency must fit the cart. Open the same order on the website to see the message.
Social sign-in says invalid token	The client ID in Odoo does not match the one the app was built with (Web client ID for Google, bundle ID for Apple).
No notifications	Check the Firebase IDs, the service account, that the customer allowed notifications and (iPhone) the APNs key.
The old app does not see my change	Layout, colors and payments are read at start; close and reopen the app. Name and icon need a new build.

24. Support

Installation help and bug fixes are included for 6 months, with lifetime updates. Contact us through the marketplace page where you bought the module or write to **support@taqnix.com** with your Odoo version and a screenshot.

Changelog

1.0.0 – Initial release

- Odoo module with the API of the app: catalog, variants, stock, reviews, cart, coupons, checkout, orders, addresses, wishlist
- Branding, home page designer, payments with the Odoo providers and cash on delivery
- Email, Google, Facebook and Apple sign-in verified on the server, guest checkout, account deletion
- Push notifications with Firebase
- Flutter app source code for Android and iOS with a setup script
- English and Arabic app, module and documentation; automated tests

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