



ShipYourAppsFast!

User Manual

THE FOLLOWING TERMS AND CONDITIONS APPLY:

While all attempts have been made to verify information provided, neither I, nor any ancillary party, assumes any responsibility for errors, omissions, or contradictory interpretation of the subjectmatter herein.

As the FTC Rules requires, we do not guarantee or imply that by using this tool, you will get rich or make money at all.

Software and associated files is distributed as is without any warranty of any kind, either express or implied.

Software and associated files is not freeware or shareware.

Selling or distribution of the code (in whole or in part) of this program without prior written consent is expressly forbidden.

Quick Software Overview

“ShipYourAppsFast!” is a Windows software that allows you to easily create your own windows apps (which you can sell / giveaway), without restrictions.

These apps can include categorized “A.I. Prompts” that your customers can easily use to get better results with ChatGPT or other A.I. platforms.

These prompts can help your customers to generate:

- Articles / Blog Posts.
- Ebooks
- Graphics (Tattoos, Coloring Books etc).

And many more.

With a little bit of imagination, you can generate **TONS of apps** for multiple niches (coloring book prompts for kids, ebook sequels for public domain stories, article creation for different topics inside the “Cooking Recipes” niche etc).

The opportunities are endless.

Everything without writing a single line of code!

Important

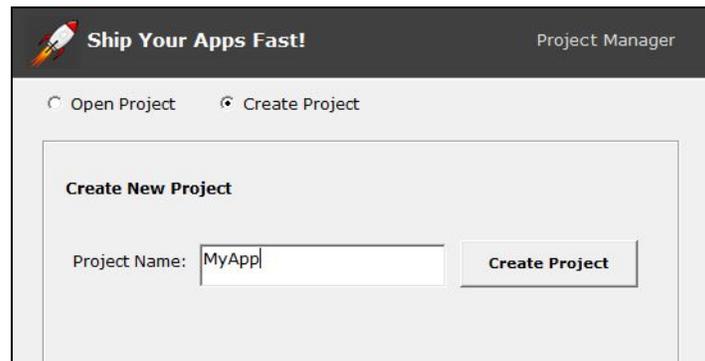
Please make sure that your app is installed in the “c:” drive under the following folder “shipyourappsfast” (“c:\shipyourappsfast” - the installer will install the app right there by default).

Creating Your First App In 5 Minutes

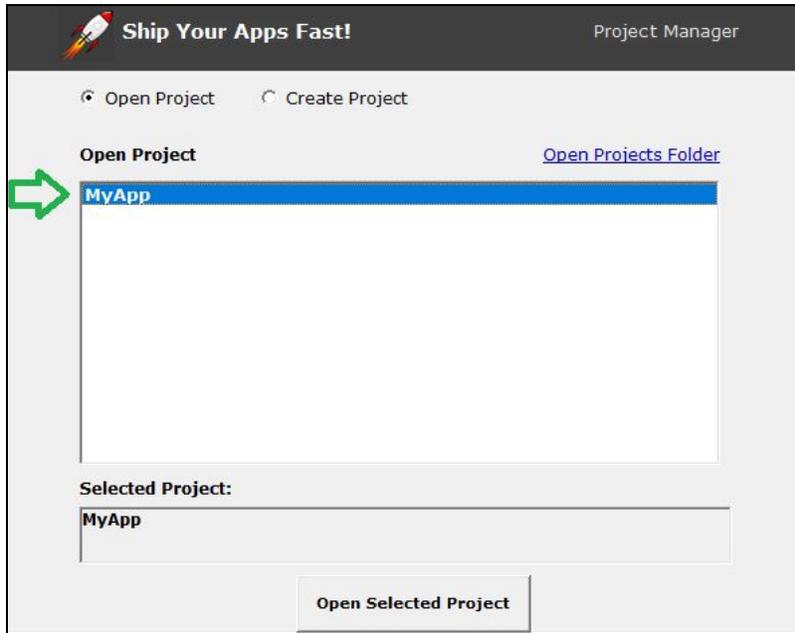
Using the software is very easy:

Once that the app opens, you’ll be able to create a new project or load an existing one.

Here we’re creating a new one (called “MyApp”).



Then, select the project that you’ve just created from the list and click “Open Selected Project”



You'll see a screen like this one...



Project:

[Project Manager](#)

Step 1: Add Prompts To The App as .txt Files

Open The Folder and Add .txt Files with Prompt Inside

[Prompt Generation Prompts](#)

The name of each file will be used as category. Each file must contain one prompt per line.

Step 2: Adjust Your App Settings

Please read the user manual for more details.

```
[Settings]
appname=My App
url=http://www.mywebsite.com
SelectNicheTitle=Select a Niche From the List:
LinkTitle=Get More Products
LinkUrl=http://www.somesite.com
AllowProductPromotion=True
```

Step 3: Set your .exe filename: .exe

Step 4: Save Project Settings

Step 5: Test Your App

Step 6: Open Project Folder and Add The Files To Your Installer

To create your app, you need to do 2 things:

- 1) Add Prompts to Your Apps.
- 2) Set some quick settings for your it.

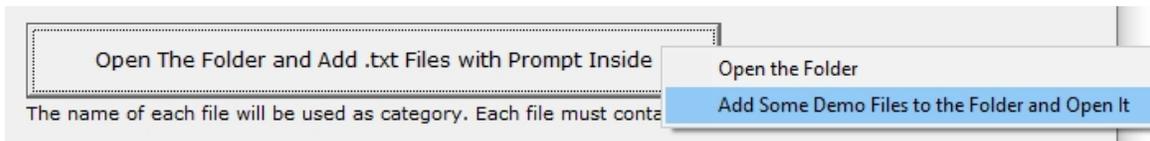
Adding Prompts to Your App

Key concepts:

- Prompts are saved inside regular .txt files.
- Each .txt file represents a category of prompts.
- The name of the file will be used as the name of the category (example: Cars.txt will be used as "Cars" category).
- Each .txt file can have multiple prompts inside (one per line).

Want to see an example of these files?

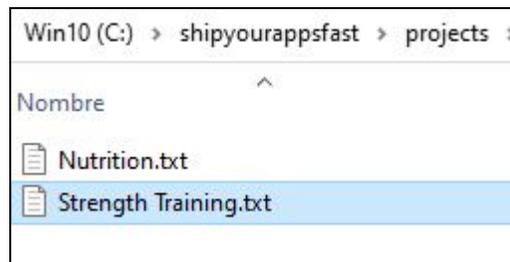
Just click the following button.



It will popup a menu with 2 options:

- 1) An option to "Open the Folder" where you have to enter the .txt Files with your prompts.
- 2) The second option will open the same folder but will also add 2 demo files inside that you can inspect.

Here's an example:



If you open one of these files you'll see something like this....

```
Strength Training.txt: Bloc de notas
Archivo Edición Formato Ver Ayuda
1. Write an informative article explaining the benefits of strength training for muscle growth and overall health.
2. Craft a captivating headline for a blog post exploring the science behind muscle development and strength gains.
3. Develop a series of educational blog posts covering different aspects of effective strength training techniques and programs.
4. Write an in-depth case study showcasing the progress of an individual who achieved significant strength gains through consistent tra
5. Craft an attention-grabbing social media post featuring a short video demonstrating a fundamental strength training exercise.
6. Develop a series of informative social media captions explaining the physiological effects of strength training on the body.
7. Write a persuasive guest post for a fitness website discussing the role of strength training in improving functional fitness.
8. Craft an attention-grabbing headline for an article discussing the connection between strength training and metabolic health.
9. Develop a series of engaging social media posts providing step-by-step instructions for proper form in various strength exercises.
```

Comment: In the example, you see that the prompts have been numbered but that's not required by the software.

Just enter one prompt per line (without special characters) and that's all.

Generating Prompts for Your Apps

In addition to the provided examples, the following link will give you Ideas that you can use inside ChatGPT (or other tool) to generate Prompts.



Project: [Project Manager](#)

Step 1: Add Prompts To The App as .txt Files

[Prompt Generation Prompts](#)

The name of each file will be used as category. Each file must contain one prompt per line.

Always feel free to adjust the commands to your own needs. Another thing: Sometimes ChatGPT doesn't do what you expect on the first run but making a few correction, you should get the results that you expect.

Important: If you'll use your own instructions to generate prompts for your apps, always include the following instruction inside:

Do Not Include Unicode Characters.

Other recommendations:

- Keep each prompts file small: up to 100 prompts per category (.txt file) is ok.
- We recommend you to ask chatGPT to give you 30 prompts per run or it could not complete your task. If you need more prompts you could then ask something like "could you give me 30 more?"

Now we'll see how to configure some app settings. These settings will allow you to:

- Set a Name for Your App and Your Url (will be used for branding purposes).
- Set a Link inside the app (can add a link to your website, affiliate url etc).

... and a couple of extra things.

You can set your settings from here:



Here's a description of these properties...

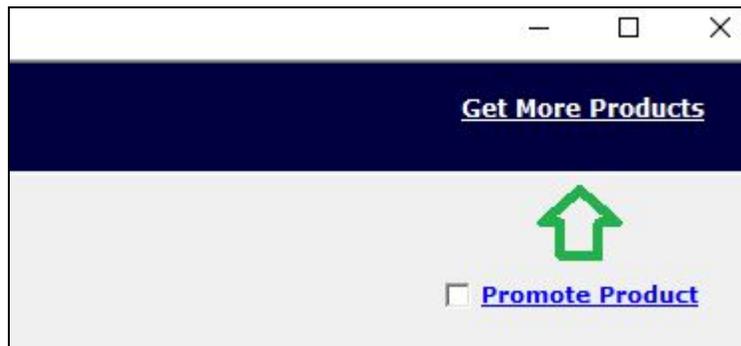
- appname=The Name of Your App
- url=Your url (for branding purposes)
- SelectNicheTitle= Title that will be seen here...



The following properties allow you to add a link to your app...

LinkTitle=Get More Products
LinkUrl=http://www.somesite.com

Here's an example of a link:



Finally, the following property...

AllowProductPromotion=True

... allows you to enable the following feature in your apps...



Your customers can use this option to promote a product of their choice inside the prompts.

For example: If an app has prompts to create articles for the “weight loss” niche and the customer activates this option, the prompt will also include an instruction to promote a product (the user will provide some details about the product) inside the article.

Comment: This option is good to activate it if your prompts will help your users to create articles or blog posts.

If you want to hide this option, set the property to **False**.

Then, set a name for the .exe file (example WeightLossGenie etc).

Step 3: Set your .exe filename: .exe

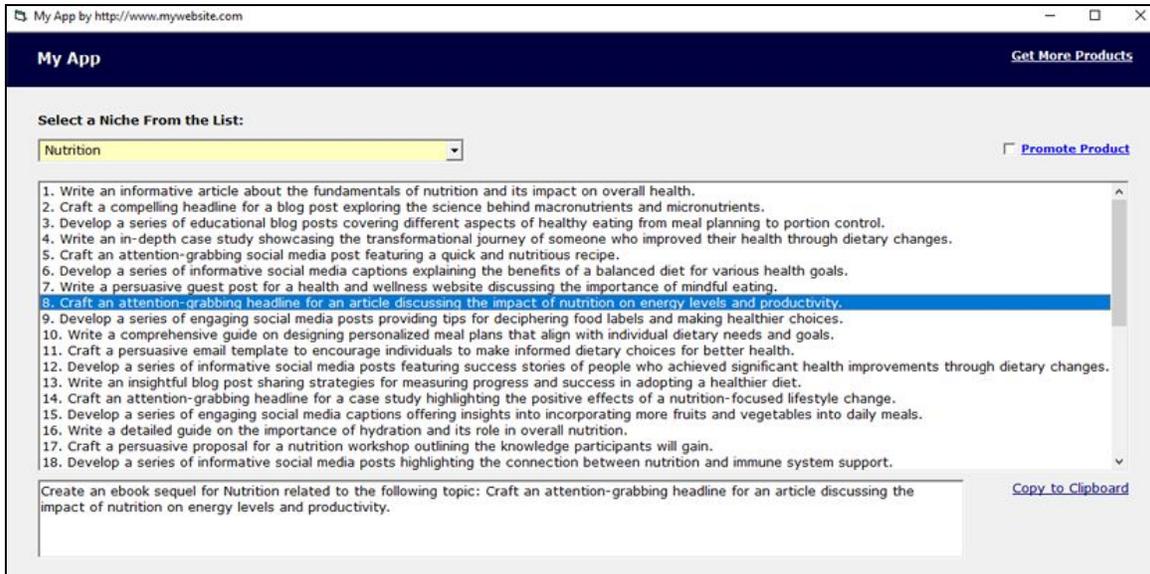
Then, save your project settings...

Step 4: Save Project Settings

Test Your App...

Step 5: Test Your App

If everything goes well, you’ll see something like this.



If you can see it, that's good news and you're ready to prepare your app for distribution (we'll now see how to do this).

If there's any problem, please check that your app has prompts and that all the settings properties have values.

Creating an Installer For Your App

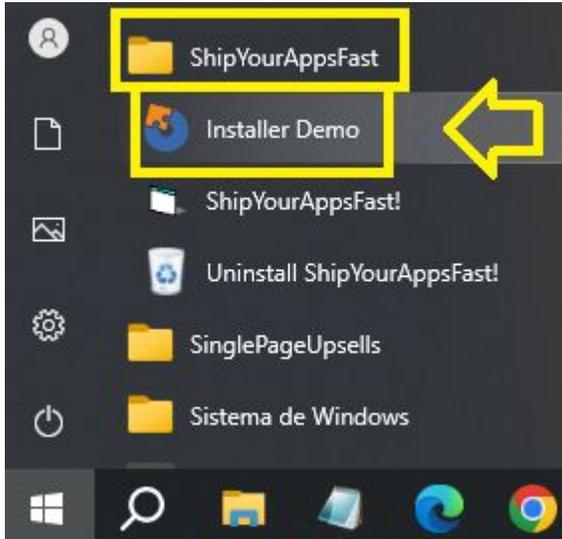
Preparing Everything (Things that You'll Do Only Once) ...

To create setup installers for our apps we need to install a software (called "Advanced Installer"), which you can freely download from this url:

<https://www.advancedinstaller.com/download.html>

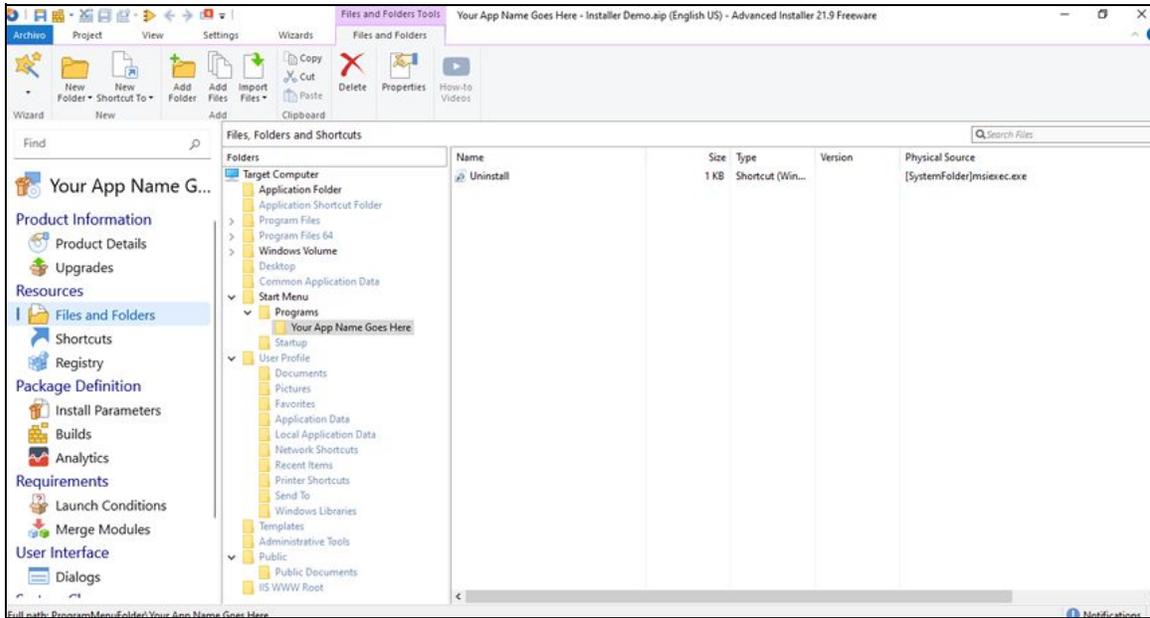
Comment: The software requires Windows 10 or 11 to use it but the installers that you create with it can run on Windows 7 or higher.

After installing the app, go to “ShipYourAppsFast” and click “Installer Demo”...



That will open a project that we'll use to create our installers.

Here's an example of what you'll see (don't worry, we'll do just a couple of simple things and that's all).

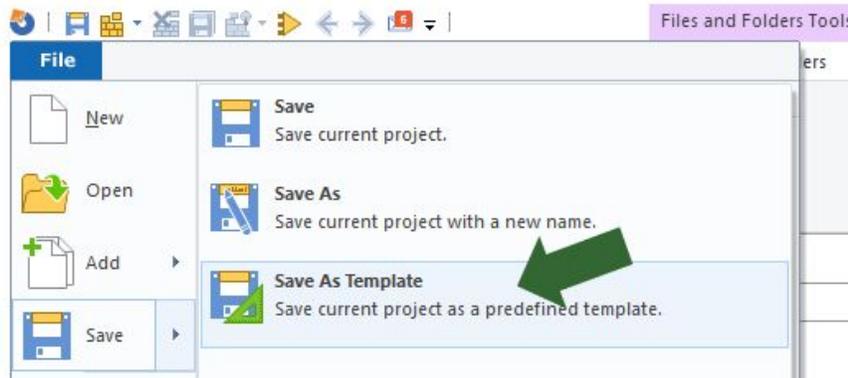


Comment: When running “Advanced Installer” for the first time, you may see a welcome screen that gives you an option to create a free account (among other options). You can skip that screen.

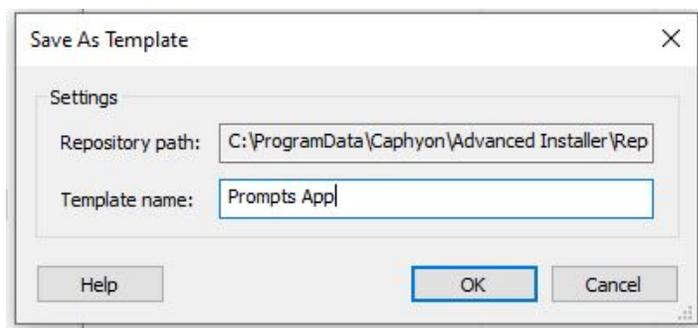
After opening that project, we need to convert it into a “Template” (so we can use that Template to create installers for our apps).

To save the project as a template go to the following menu...

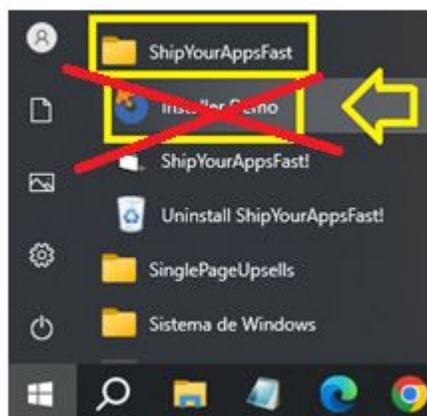
“File” ---> Save ---> “Save as Template”



Then enter a name for the template (i'm saving this template as "Prompts App" but you can use any other name of your choice - i recommend to enter something related to the kind of apps that you'll be creating).



After creating your template, i recommend you to restart the software ("Advanced Installer") but not by clicking the following item (which you won't use anymore).



Instead, from now on you'll create new installers for your apps by launching **"Advanced Installer"** ...



.... and going to **"File" -> "New" -> "Custom Templates"**

... And selecting the template that you've saved (in our case, we've named it as "Prompts App").

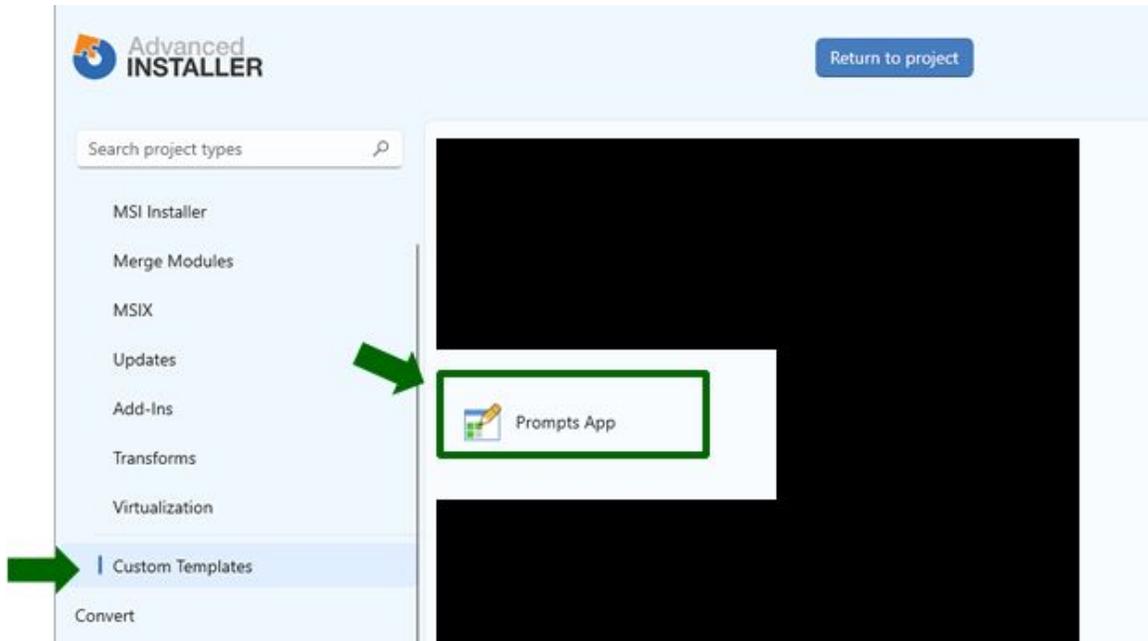
In a few seconds we'll see a screenshot of this.

Creating Your First Installer ...

If you've created your installer template, we can now create an installer for it.

To create a new installer project please do this...

"File" -> "New" -> "Custom Templates" and select the template that you've created before...



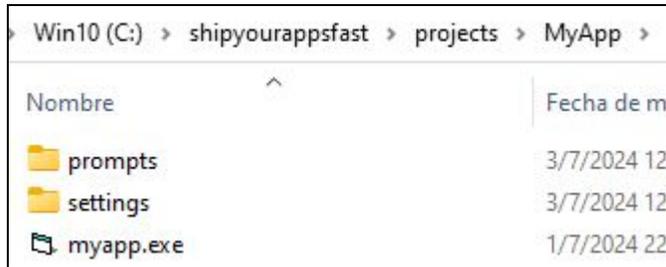
That will create a new project from the template.

**Important: Make sure to start a new project
from a template.**

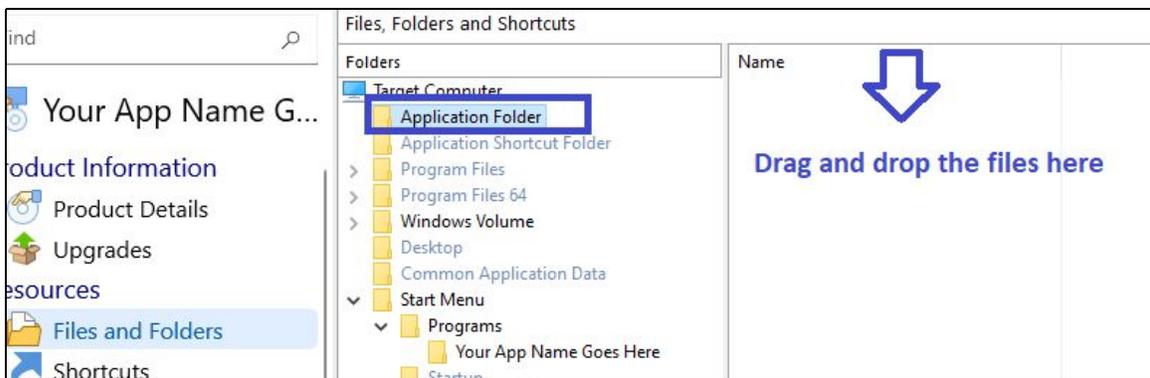
After creating a new project... Go to "ShipYourAppsFast" and click this button...

Step 6: Open Project Folder and Add The Files To Your Installer

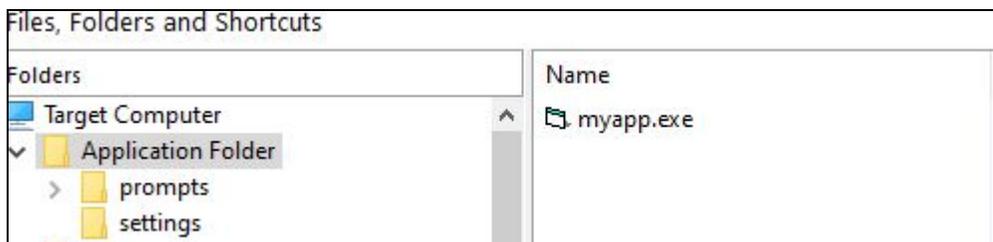
... It will open a folder that has the files that you need to add to the installer. Here's an example:



Select everything (files and folders)... And drop them into the installer (under "Application Folder")...



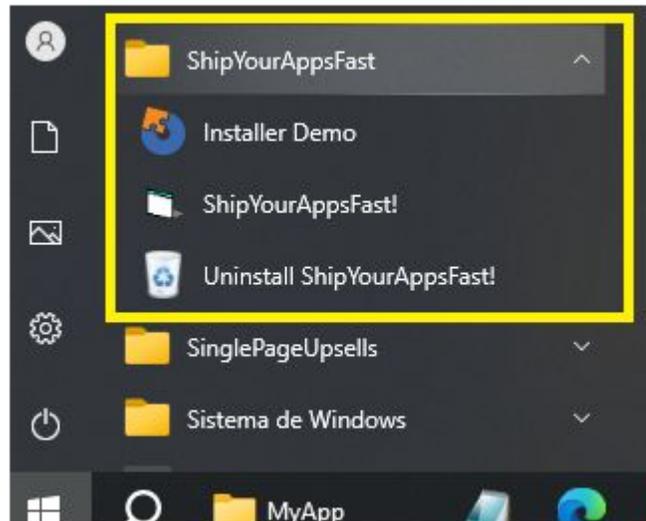
After dropping the files, you'll see something similar to this (but it will have your own .exe name of course).



Ok, the prompts and the app have been added to the installer.

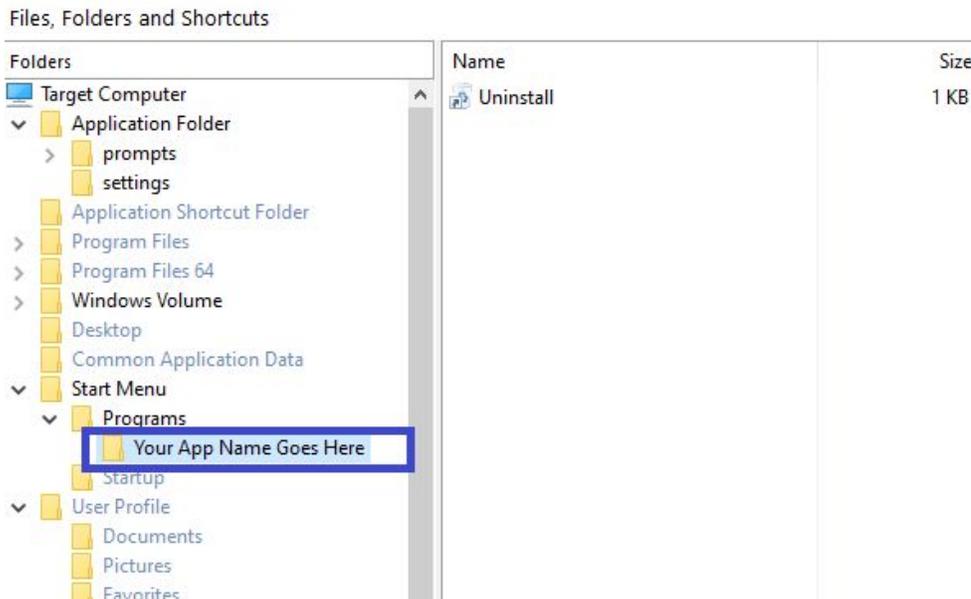
Now we'll customize the name that the app will have under The windows "Start" menu.

Just in case, most of the apps are added to a the "Start" -> "Programs" menu like you can see below...



Apps usually have an entry under Windows "Start" menu -> "Programs". This includes: a folder name and other elements that may include (app, uninstaller etc).

To customize this section, click "Your App Name Goes Here"...



By default, this folder will include an "Uninstall" item.

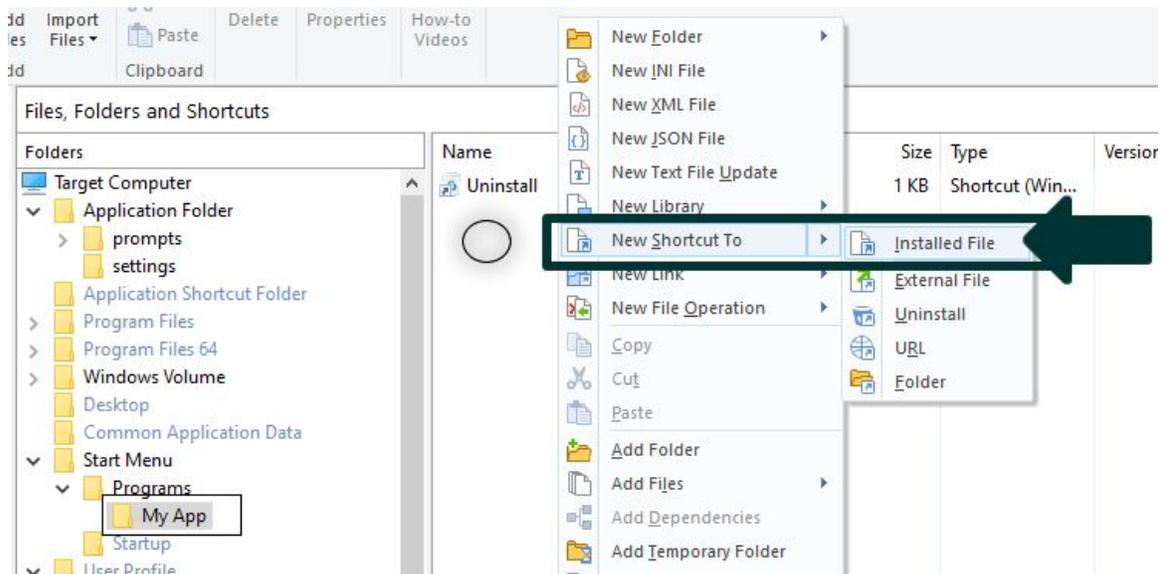
To change the name of the folder, double click it (or use a right click option to rename it) and enter a name for it (for example "My App").



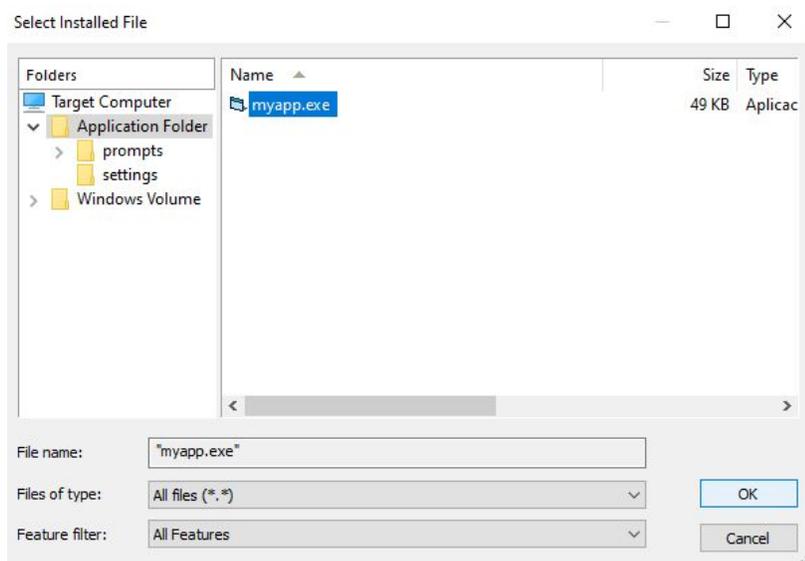
Now it's time to add a shortcut to our app... to that folder (so the users can launch our app from it).

To create a shortcut to our app...make a right click on an empty space of the right panel....

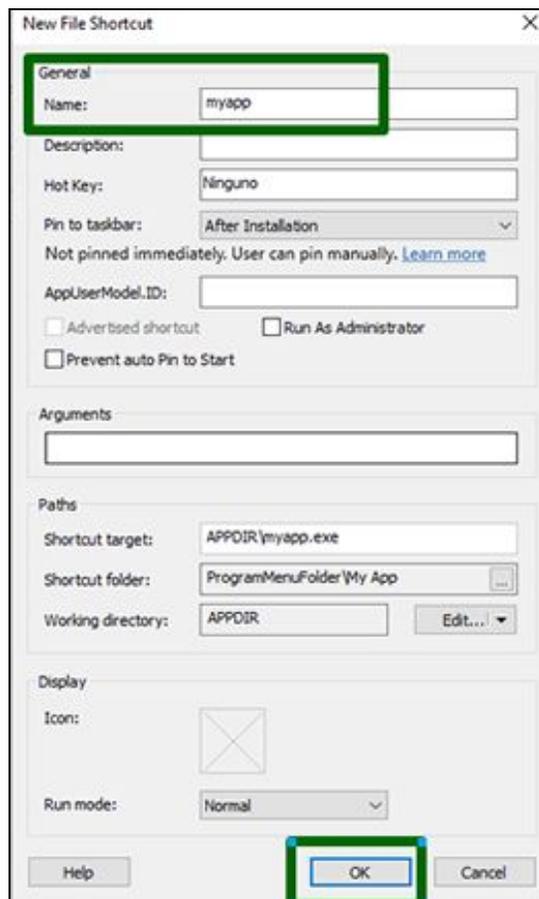
.... And select "New Shortcut To" -> "Installed File".



Then select your app (.exe file) and click "Ok".

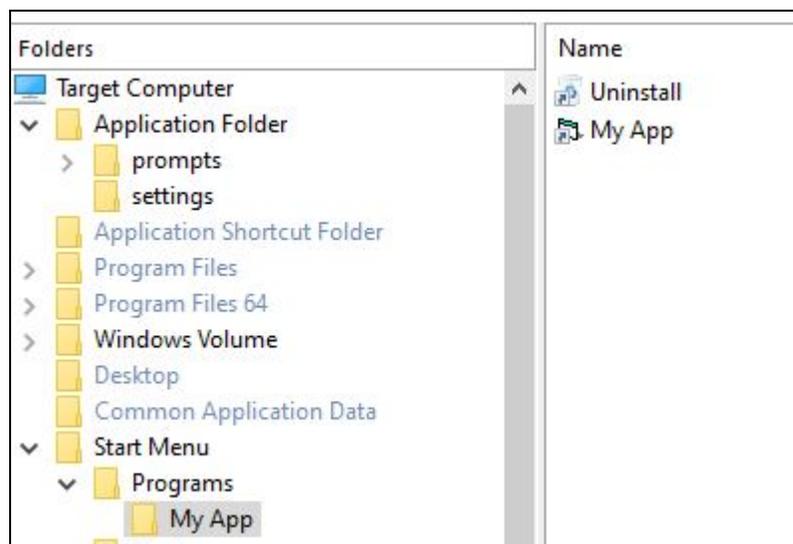


After this, it will let you customize the name that the shortcut will have (i recommend you to put something more "friendly" - in this example you could change it to "My App" instead of "myapp").



Just change the name and click “ok” (the other values are provided by the software and you don’t need to take care of them).

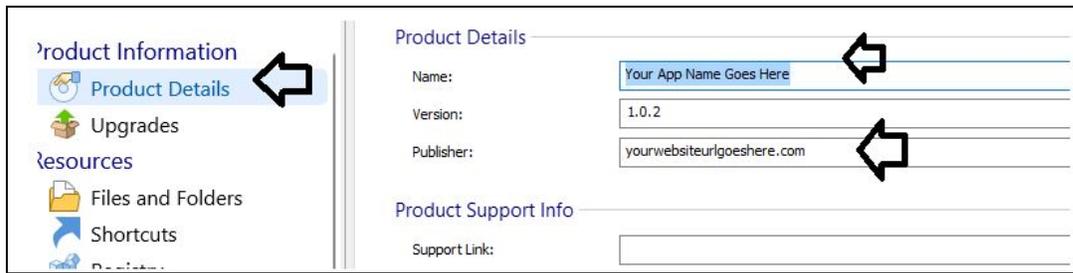
Ok, our “Start” menu is ready.



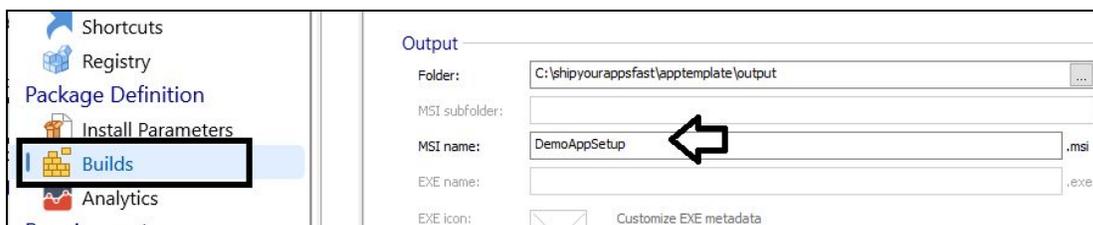
Comment: It’s also a good idea to rename the “Uninstall” shortcut To “Uninstall My App” (replace “My App” with the name of your app). I recommend this because sometimes, if the shortcut has that default name, is not visible. Although the users can still uninstall the app from The control panel, it’s not a bad idea to make this minor change.

We’ll now adjust a couple of extra things and our installer will be ready to go.

Product Details Section: Add Your App Name & Url here.



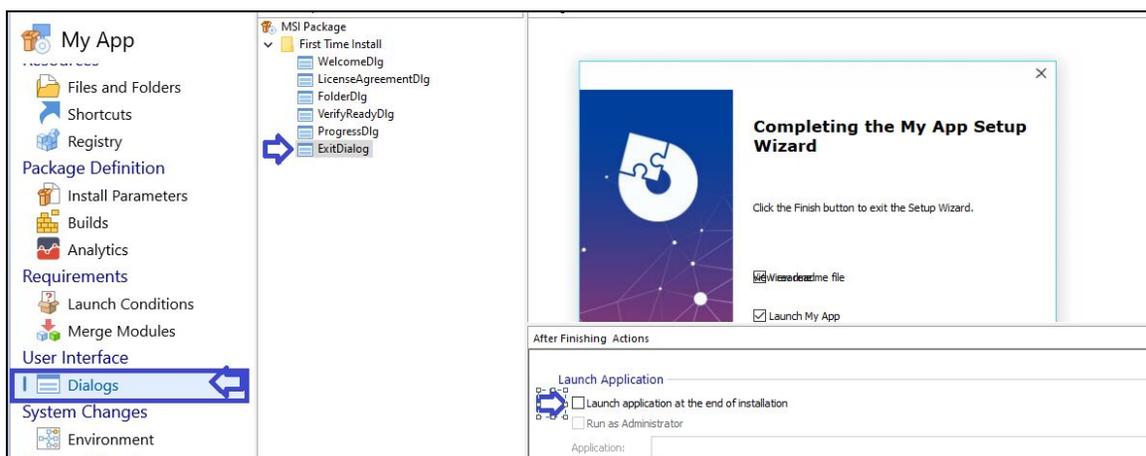
Builds Section: Add a Name for the Installer under "MSI Name".



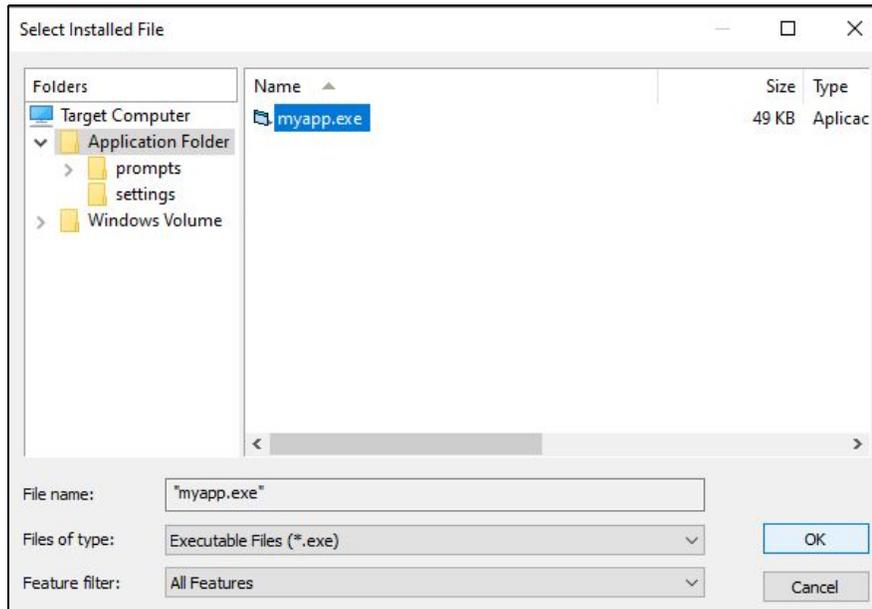
The software will generate an installer file using the name that you provide + ".msi". Example: MyAppSetup.msi.

Comment: It's always a good practice to include the word "Setup" in the name.

Dialogs Section (Optional): If you want to let your users launch your app at the end of the installation, then go to "Dialogs" -> "Exit Dialog" and click the "Launch Application at the end...".



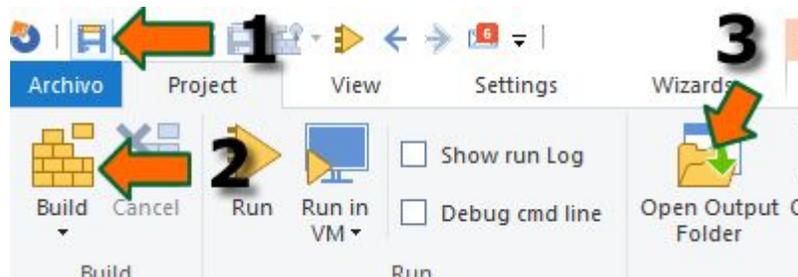
By clicking that checkbox, you'll be able to select your app (.exe)...



... which can be launched after the user finishes the installation.

3 Final Steps!

You're 3 clicks away from getting your installer ready.



- 1) Save your project.
- 2) Build the installer (.msi installer file)
- 3) Open the output folder to get your installer.

That's all!

Comment: The software comes with a generic license agreement file. In case that you want to change it, it is located under...

C:\shipyourappsfast\apptemplate\license.rtf

Funnel Creation Ideas

You can use this "ShipYourAppsFast" to create tons of products.

And for each product you can use the software to create different Upsells / downsells.

Look at this "Weight Loss" app example:

- **Main App:** 10 categories with 100 prompts (10 per categ.).
- **Upsell:** Pro version with 20 categories + 800 prompts (40 per cat)
- **Downsell:** Pro version with 20 cat. + 400 prompts (20 per cat.)

See, you can create more upsells for your funnels in no time.

And this can put more money in your pocket!

White Label: If you want, you can offer "White Label" copies of the software to your customers (with their own brand and link + their custom installer) for even more money.

The opportunities are endless.

Hope that you enjoy it!