# How to Meridian SDK (Android): Editor Keys

When developing an app with the meridian SDK you will need to make use of Editor Keys in order to represent elements in your meridian dashboard within the app. For example, the map, placemarks, the app itself, etc. Think of it as a way of reflecting what goes on in the meridian dashboard onto your app.

These "keys" are strings of 16 numbers unique to your meridian location.

"Use instances of EditorKey to specify apps, maps, and placemarks that have been created in the Meridian Editor. Most of the Meridian SDK classes require a valid key during initialization. When you create an EditorKey to represent a map, the app identifier you provide becomes the parent of the map key. Likewise, when you create a placemarkKey, the map you specify becomes the parent of that placemark." –Meridian Documentation

The documentation provided in the Meridian Knowledge Base is pretty straightforward however I didn't know where I could obtain these keys from, within the Meridian dashboard. For a first time user it isn't as obvious so I thought I'd share the information I found along the way.
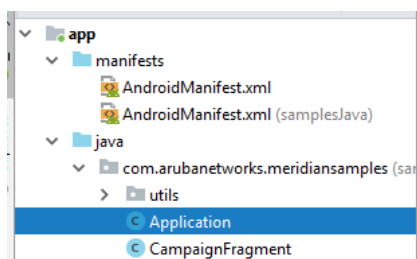


I am using the Meridian Sample file that comes within the SDK file to illustrate how the editor keys work.

Within the samples project you'll find a file named Application. Within this file you'll see a sample of what you need to add in order to build your own customized SDK based app.

Within this file you'll see you have to replace APP_KEY and MAP_KEY default strings with your location's App and Map ID values:

```java
public class Application extends android.app.Application {
    //NOTE: To build the Kotlin Samples App, change the build variant.
    // To build the default Sample SDK App, use:
    //public static final EditorKey APP_KEY = EditorKey.forApp("5809862863224832");
    //public static final EditorKey MAP_KEY = EditorKey.forMap("5668600916475904", APP_KEY);

    // To build your own customized SDK based App, replace APP_KEY and MAP_KEY with your location's App and Map ID values:
    public static final EditorKey APP_KEY = EditorKey.forApp("5093973149614080");
    public static final EditorKey MAP_KEY = EditorKey.forMap( mapId: "5639445604728832", APP_KEY);

    // To build the default Sample SDK App for EU Servers, use the following:
    // NOTE: Even if you're geographically located in the EU, you probably won't need to do this.
    // public static final EditorKey APP_KEY = EditorKey.forApp("4856321132199936");
    // public static final EditorKey MAP_KEY = EditorKey.forMap("5752754626625536", APP_KEY);

    public static final String PLACEMARK_UID = "CASIO_UID"; // replace this with a unique id for one of your placemarks.
    public static final String CAMPAIGN_ID = "5634472569470976"; // unique id for one of your campaigns here.
    public static final String TAG_MAC = ""; // mac address of one of your tags here
    public static final String EDITOR_TOKEN = "eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJ0IjoxNTUyMTgzMzA3LCJhYmsiZSI6ImQ0YWRjjODM2ODZ
```
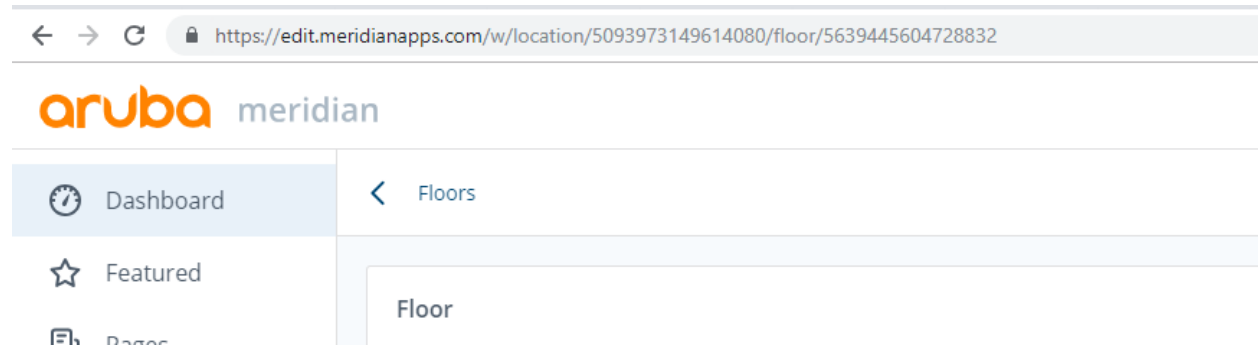
To obtain these keys, open your Meridian Dashboard. Enter the floor section and click on the floor plan.

If you look at the URL you'll see some strings of numbers, these are the keys. The thing is it's hard to tell from the URL which one is the APP KEY and which one is the MAP KEY.



**Location** is the **app key**

**Floor** is the **map key** (the last string)

So the format is the following:

**https://edit.meridianapps.com/w/location/{app_key}/floor/{map_key}**

So now that you've obtained these values you can plug them onto the code and now the app will pull map and location information from the meridian dashboard.