

How to Publish Topalian Game Engine Data Navigator

We have many JS files in our JS folder.

We first **combine** the multiple JS files into one JS file named **main.js** using the command prompt.

We then select all of the code of **main.js** and **copy it** and then **paste it** in our **TopalianGameEngineDataNavigator.html** file, in a `<script>` tag.

This puts every function in one file.

Now we just have to upload our two files to our server:

1. **TopalianGameEngineDataNavigator.html**
2. **TopalianData.js**

Important Note:

The download button is currently being fixed. It works well for personal use, but needs to be fixed for publishing to a server. For now, we can comment out the download button, when we publish.

The download button is found in the **playerUpdate.js** file and **structuresUpdate.js**.

Also, make sure to comment out the **loadStructureScript** and **loadPlayerScript** functions, in the **whenLoaded.js** file.

```
function whenLoaded()
{
    //load the Structures Data
    //loadStructureScript("TopalianStructureData.js");

    //load the Player Data
    //loadPlayerScript("TopalianPlayerData.js");
```

Important Note:

Make sure **TopalianPlayerData.js** and **TopalianStructureData.js** are also included.

Meaning, make sure to paste their code into your html file.

This way our html file has everything needed to be published to, for example, weebly, using their embed code feature.

We are currently redesigning the folder structure to make sure publishing is easy. Check back often for updates.

Happy Scripting!