HackShield for Online Game 2.0 Manifest Guide

2012.04.16

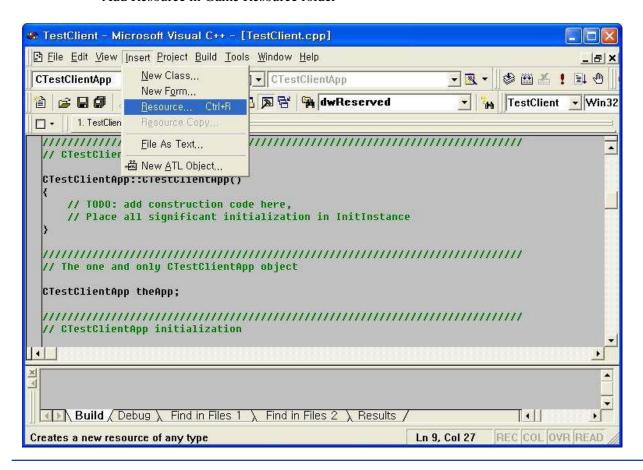


1. Distribution method

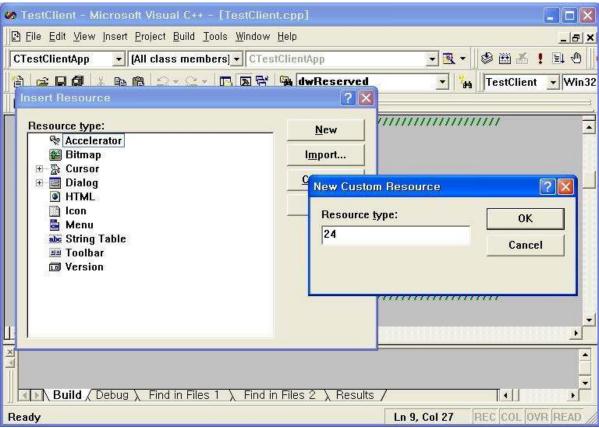
- The way to distribute "manifest" file with game client.
 - ✓ Download the attached file (TestGame.exe.manifest) and modify the file name as of game executable file. For example,
 - ◆ TestGame.exe.manifest => Executable File name.exe.manifest
 - ✓ Open the manifest file that you have renamed and modify name to match your game client file name.
 - ✓ Distribute folder including game client and manifest file together.
 - ➤ When game client run in Windows OS, manifest function will be loaded automatically.
 - Make sure that you must match the manifest file name with your game client file name with ".manifest".

2. Source application

- The way to apply manifest file (XML format) to Game Resource
 - ✓ Run Visual Studios
 - ✓ Add Resource in Game Resource folder



- ✓ As the picture below, please insert "24" in new custom resource window(Resource type) ("24" is the defined manifest resource value from Microsoft)
- ✓ Set ID value of Resource "24" to "1"



- ✓ Open and copy the attached file (TestGame.exe.manifest) in Notepad and attach it in generated Resource.
- ✓ Please, modify the information such as name and description for client file

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📗 게임실행파일명.exe.manifest - 메모장
                                                                    파일(F) 편집(E) 서식(O) 보기(V) 도움말(H)
<?xml version="1.0" encoding="utf-8" ?>
<assembly xmlns="urn:schemas-microsoft-com:asm.v1" manifestVersion="1.0">
<assemblyIdentity version="1.0.0.0"</pre>
   processorArchitecture="X86"
   name="CompanyName.ProductName.YourApp"
   type="win32" />
  <description>Your application description here</description>
  <trustInfo xmlns="urn:schemas-microsoft-com:asm.v3">
    <security>
     <requestedPrivileges>
         <requestedExecutionLevel level="requireAdministrator" />
     </requestedPrivileges>
    </security>
 </trustInfo>
</assembly>
```