HackShield for Online Game 2.0 Manifest Guide

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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
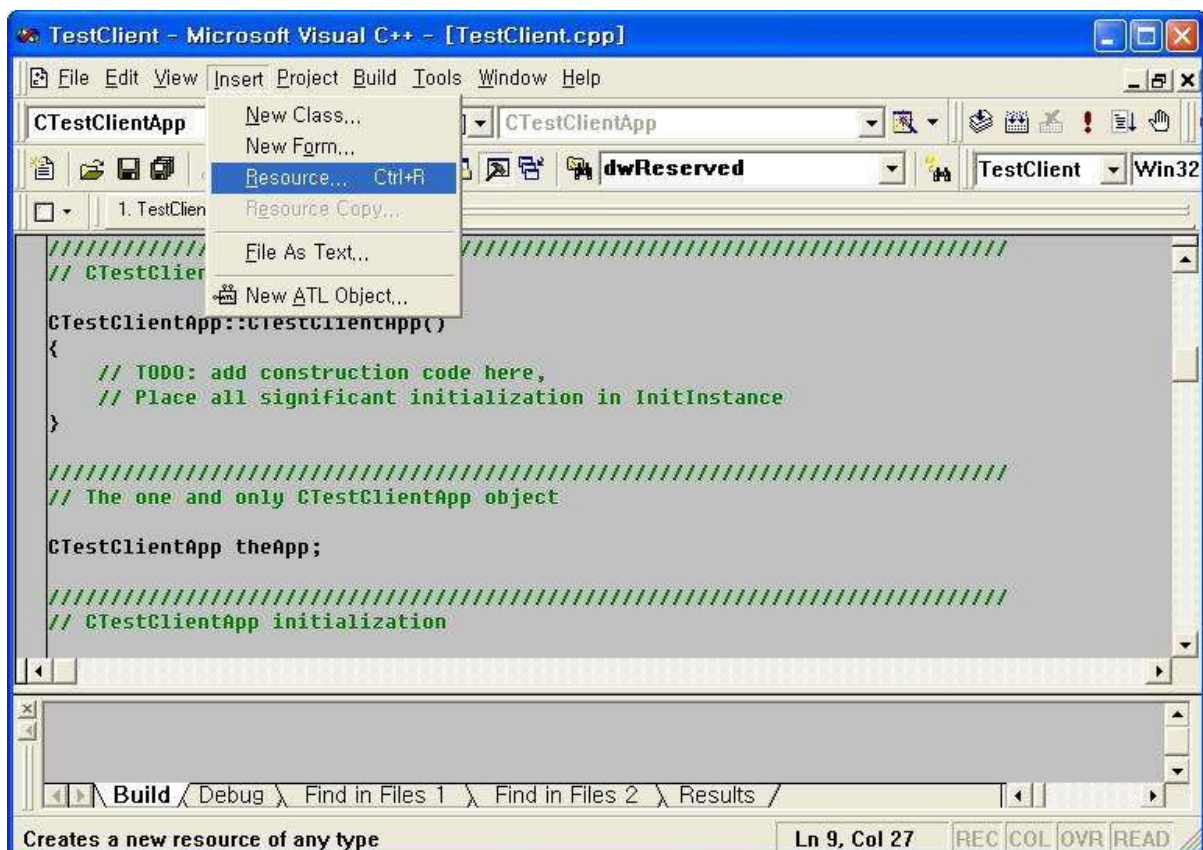
✓ As the picture below, please insert "24" in new custom resource window(Resource type) ("24" is the defined manifest resource value from Microsoft)
✓ Set ID value of Resource "24" to "1"
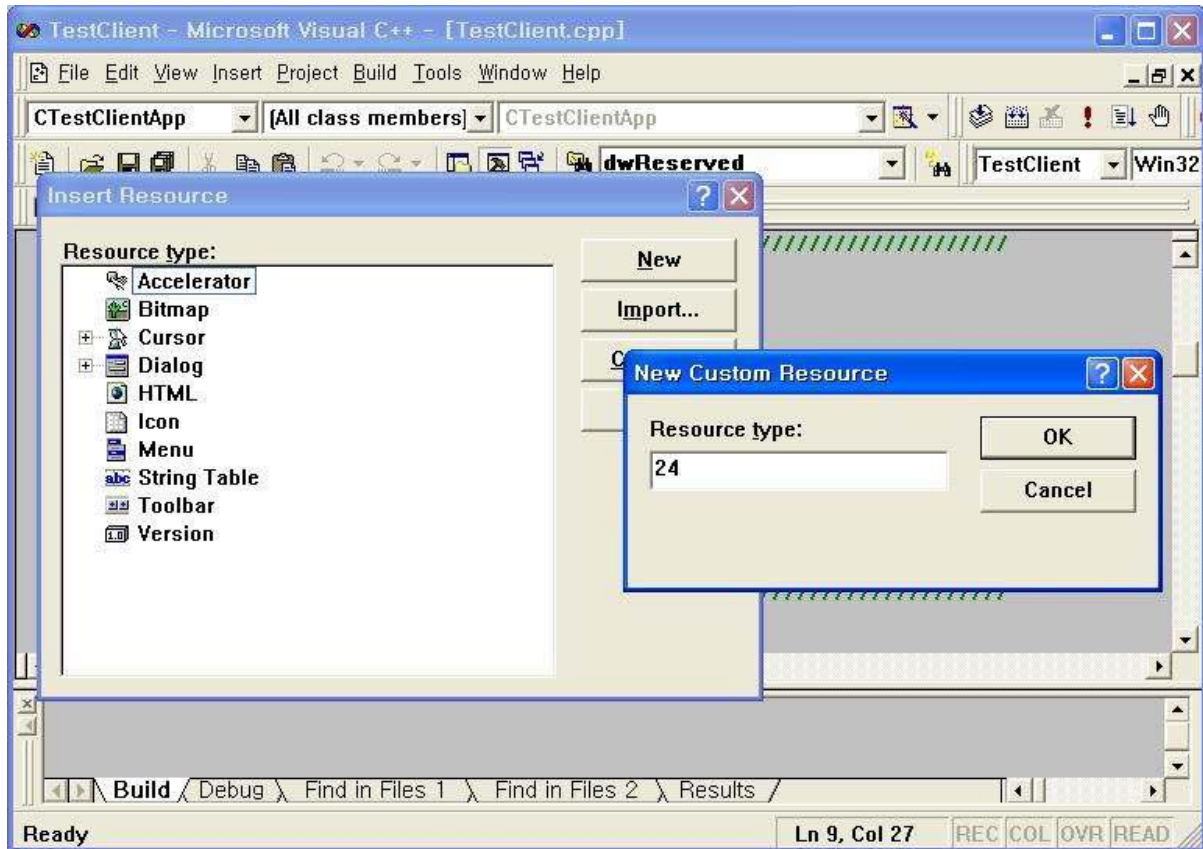
✓ Open and copy the attached file (TestGame.exe.manifest) in Notepad and attach it in generated Resource.
✓ Please, modify the information such as name and description for client file