
HackShield for Online Game 2.0

Guide to Manifest Files

2012. 04. 16

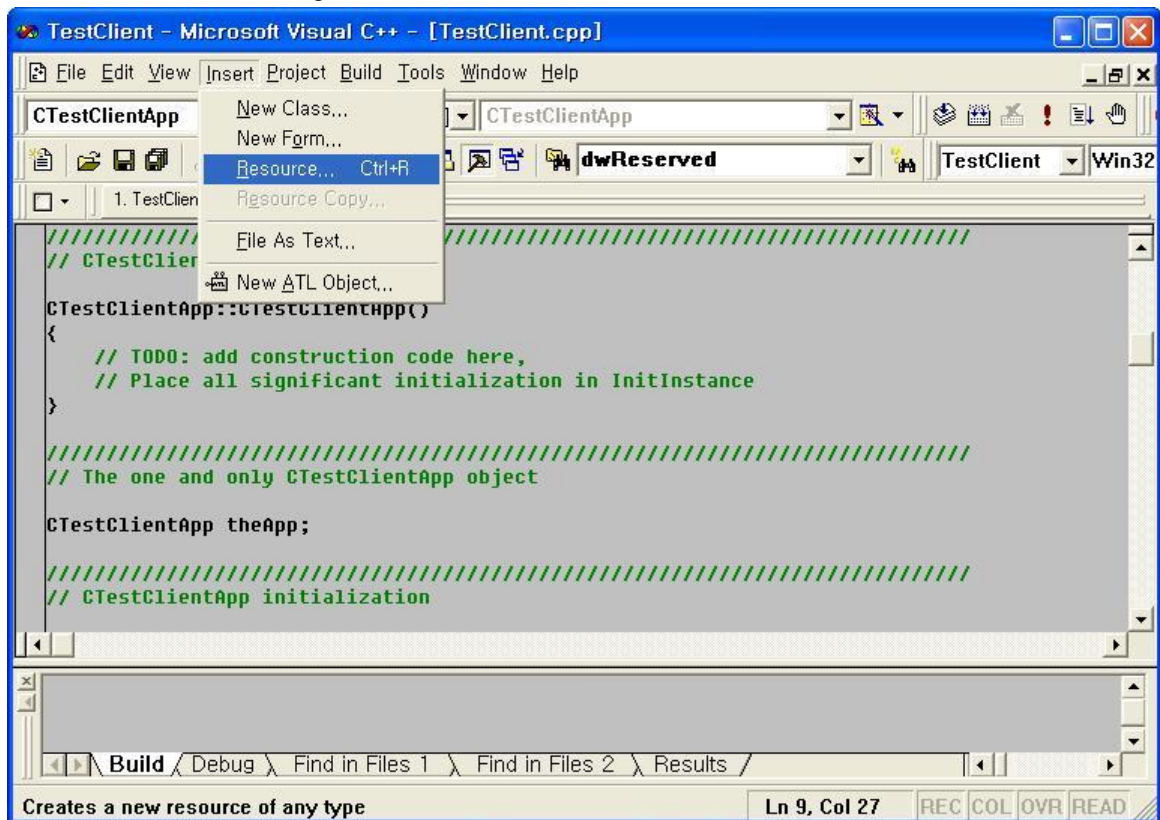
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1 Distribution

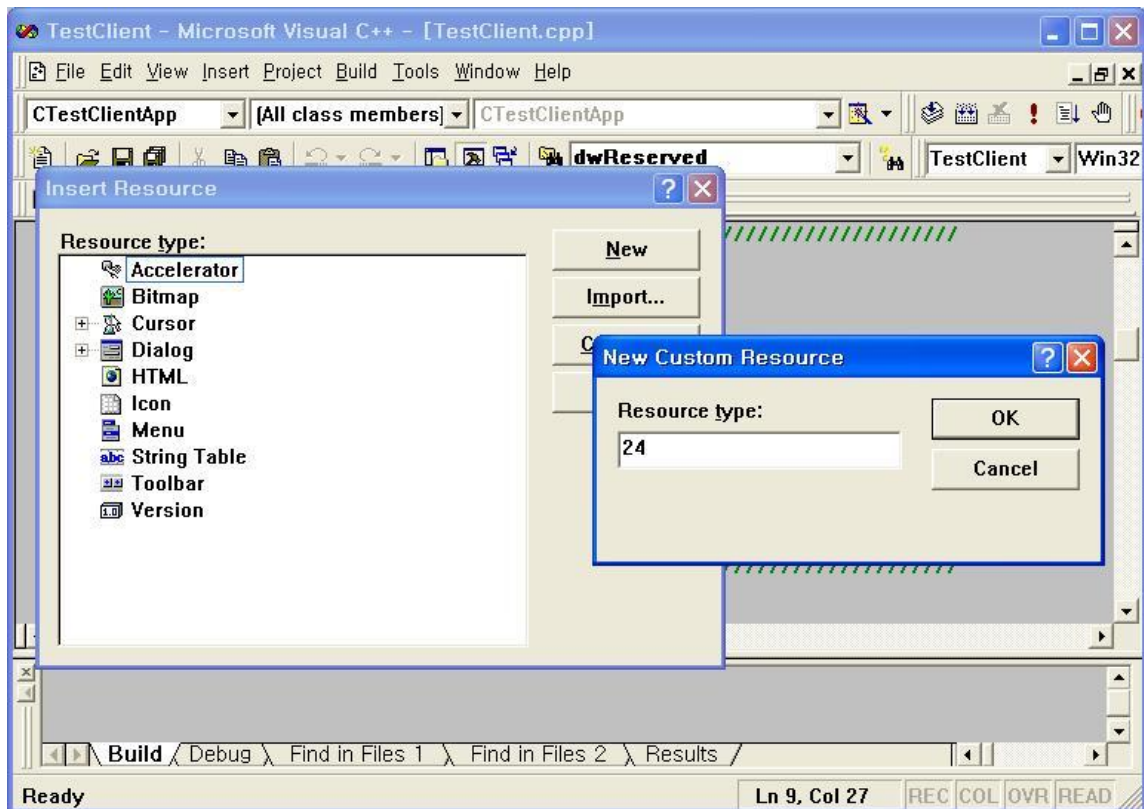
- ❖ To distribute manifest files with the game client:
 - ✓ Download the attached file (game executable file.exe.manifest), and change the name according to the game executable file.
 - ✓ Distribute the manifest file in the folder with the game executable file.
 - When the game client runs on Windows, the manifest file will load, and the application will run with Administrator privileges.
 - Caution: Change the file name to the game executable file name before distributing it.

2 Source

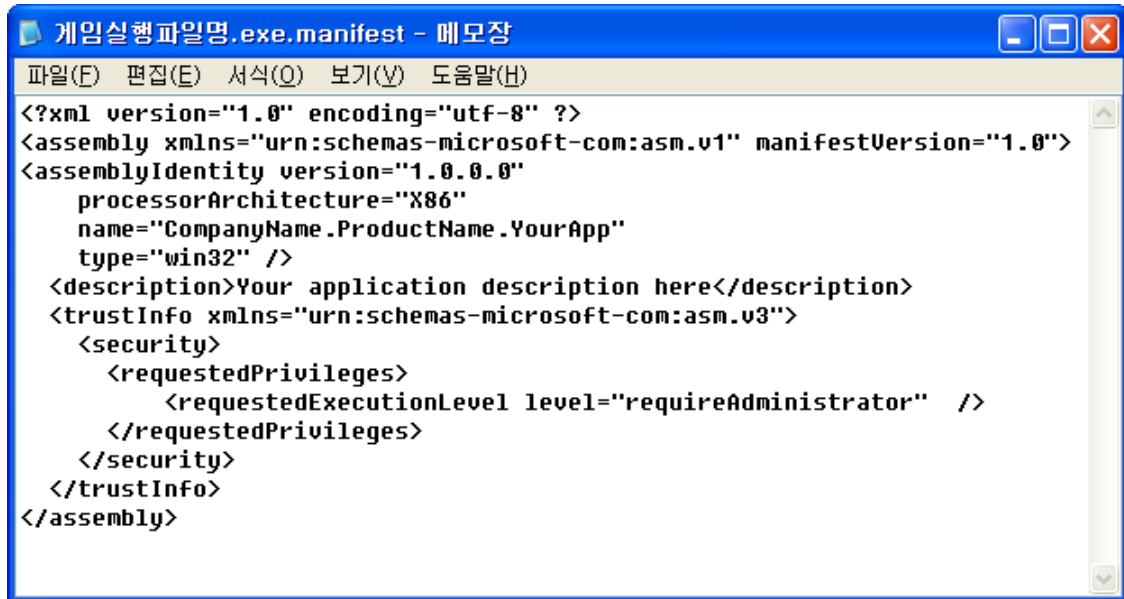
- ❖ To apply the manifest contents (XML) in the game resource:
 - ✓ Run Visual Studio 6.0.
 - ✓ Add Resource to the game resource folder.



- ✓ Enter the number “24” to the new custom resource (Resource type) in Resource, as below. (Note: “24” is a manifest resource value defined by Microsoft.)
- ✓ Specify the ID as 1.



- ✓ Open the attached file (game executable file.exe.manifest) in Notepad and copy the contents to the resource.
- ✓ Modify the information, such as name or description, based on the client.



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