HackShield for Online Game 2.0 Guide to Manifest Files

2012. 04. 16

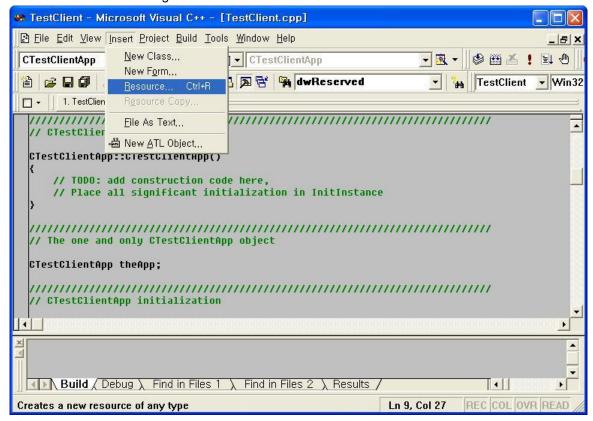


1 Distribution

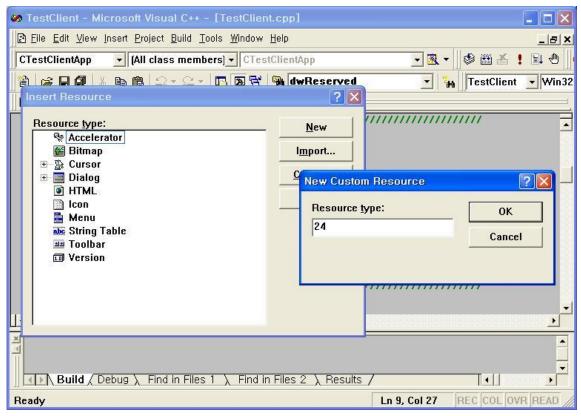
- To distribute manifest files with the game client:
 - ✓ Download the attached file (game executable file.exe.manifest), and change the name according to the game executable file.
 - ✓ Distribute the manifest file in the folder with the game executable file.
 - When the game client runs on Windows, 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.

```
៓ 게임실행파일명.exe.manifest - 메모장
파일(\underline{F}) 편집(\underline{E}) 서식(\underline{O}) 보기(\underline{V}) 도움말(\underline{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>
```



673, Sampyeong-dong, Bundang-gu, Seongnam-si, Gyeonggi-do 463-400, Korea

Homepage: http://www.ahnlab.com

Call: 031-722-8000 / Fax: 031-722-8901

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