

Final Patch

Getting Start

1. Start CDN

The CDN storage resource is used for hot updates, skipping this step if a CDN is already available. You can start a local HttpService for testing.(We assume that the CDN is under the same directory with Assets)

MacOSX:

```
mkdir CDN
cd CDN
python -m SimpleHTTPServer
```

Win:

You can install [Apache Server](#) under Windows. Please search for it yourself.

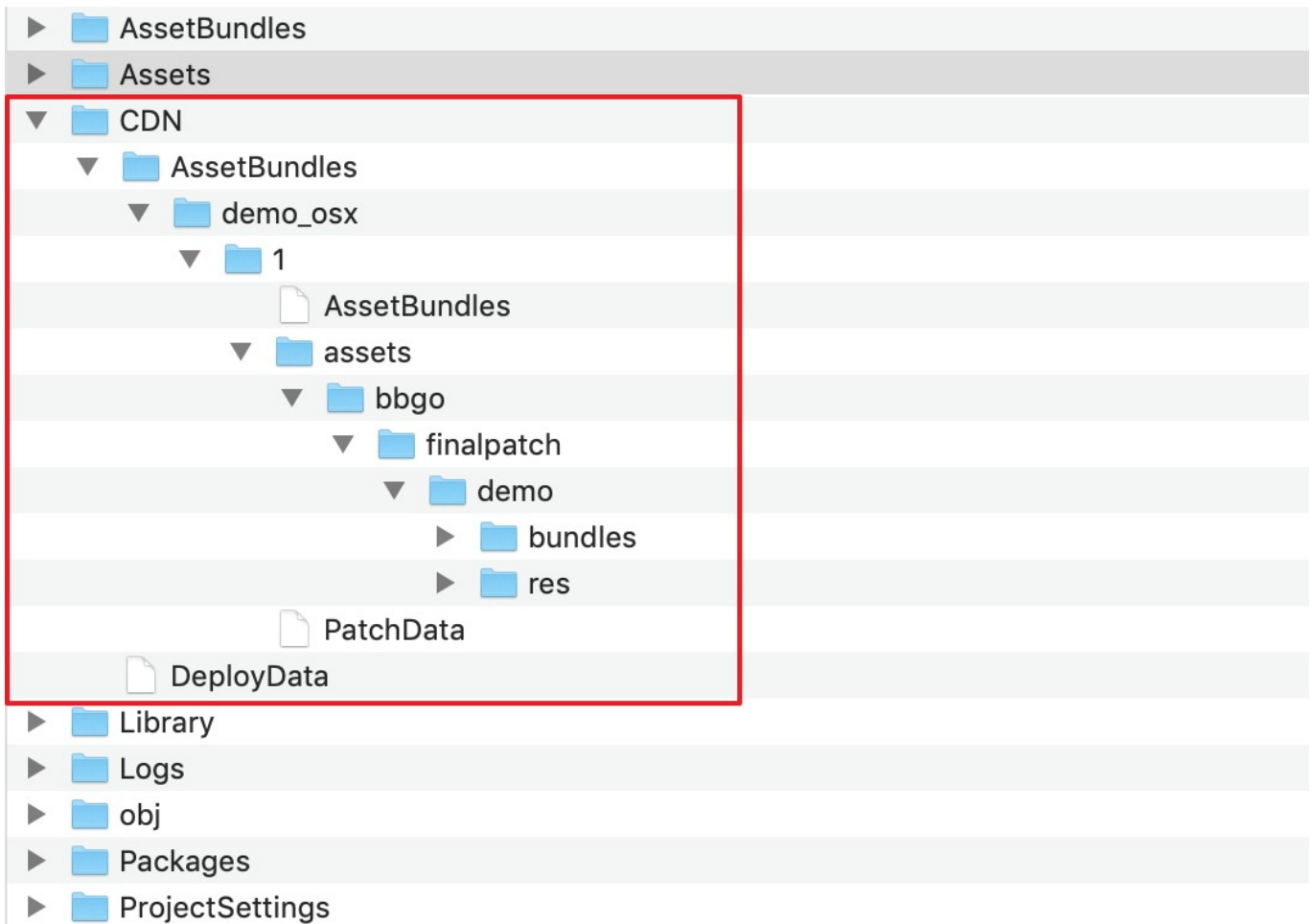
After the installation is complete, use the browser to open <http://localhost:8000>. If you can access it, it means it has been successful.

2. Preparing the patch package

Open the FinalPatch Manager in Unity: [Tools/BBGo/Final Patch Manager](#), Switch to [Build](#) tab, there are 2 versions by default: [demo_osx](#) and [demo_win](#), select the correct platform and click the [Build](#) button (mouse hover the button to display the name). FinalPatch will copy the assets to the [CDN/AssetBundles](#) directory automatically once build finished (the copy function is in [BuildEditorCallback.cs](#), you can implement your own function, and then set it in the [Advanced](#) tab).

3. Release Build

Click [New Deploy Data](#) in [Deploy](#) tab and select the CDN directory to create a new deploy data. These files should now be in the CDN directory:



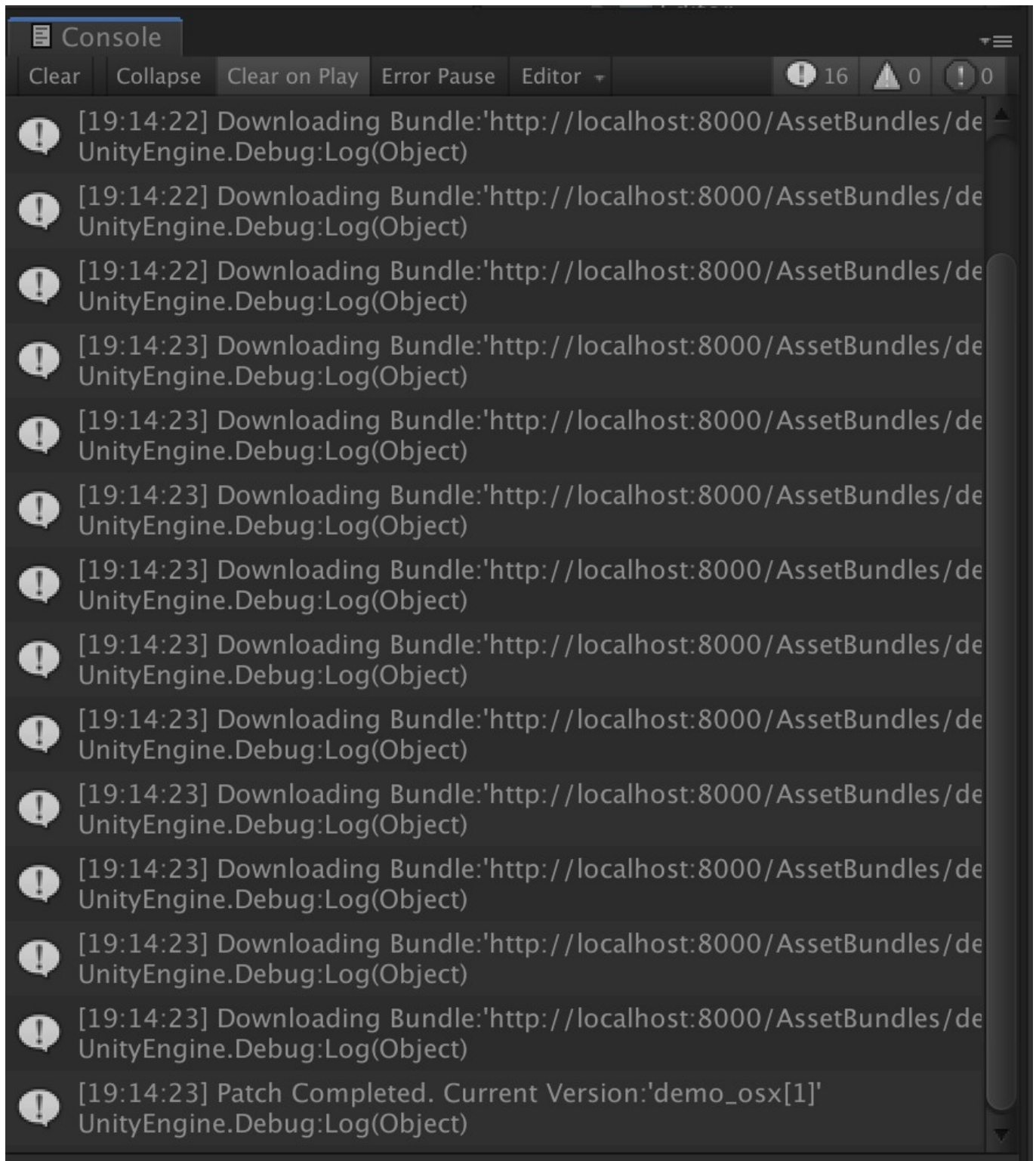
Then click **Add Channel**, fill in the name **demo**, the url **http://localhost:8000/AssetBundles**, and select build which you prepared in last step(**demo_osx** or **demo_win**), set version to **1** finally. Click Save.

4. Setting up client

Open **Assets/BBGo/FinalPatch/Demo/DemoScene**. Click **Tools/BBGo/Add Final Patch Client** to check if the **Deployment Data URL** and **Deployment Channel** are correct in the Inspector. If you follow the steps set before, then fill the **Deploy Data URL** with **http://localhost:8000/DeployData** and **Channel Name** with **demo**.

5. Testing

Enter play mode, check the console output, if there is an error, please check if the previous steps are correct. If the console displays the following log, it indicates that the patch has been successfully completed:



If there is no error, you can click the button on the screen to test. **Note:** If there is no response of patching, try to restart HTTP server.

6. Release new patch

The currently assets are located in the **Assets/BBGo/FinalPatch/Demo/Bundles** directory (which can be set in the **Advanced** tab). All assets located in this directory will be built. Now make some modifications to assets then switch to the **Build** tab and click build button again to make a new version. If the build is successful, the version number should be **2**. After building, open the CDN directory and check if there is a folder with version number 2. Open the **Deploy** tab, expand the **demo** channel, click Edit, set the **Version** to 2, and

click Save. At this point, the building and deployment of the new version was completed. Restarting the client to see if the upgrade has been completed.