Thor Patcher

The official user manual for version 2.5

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Requirements

System Requirements

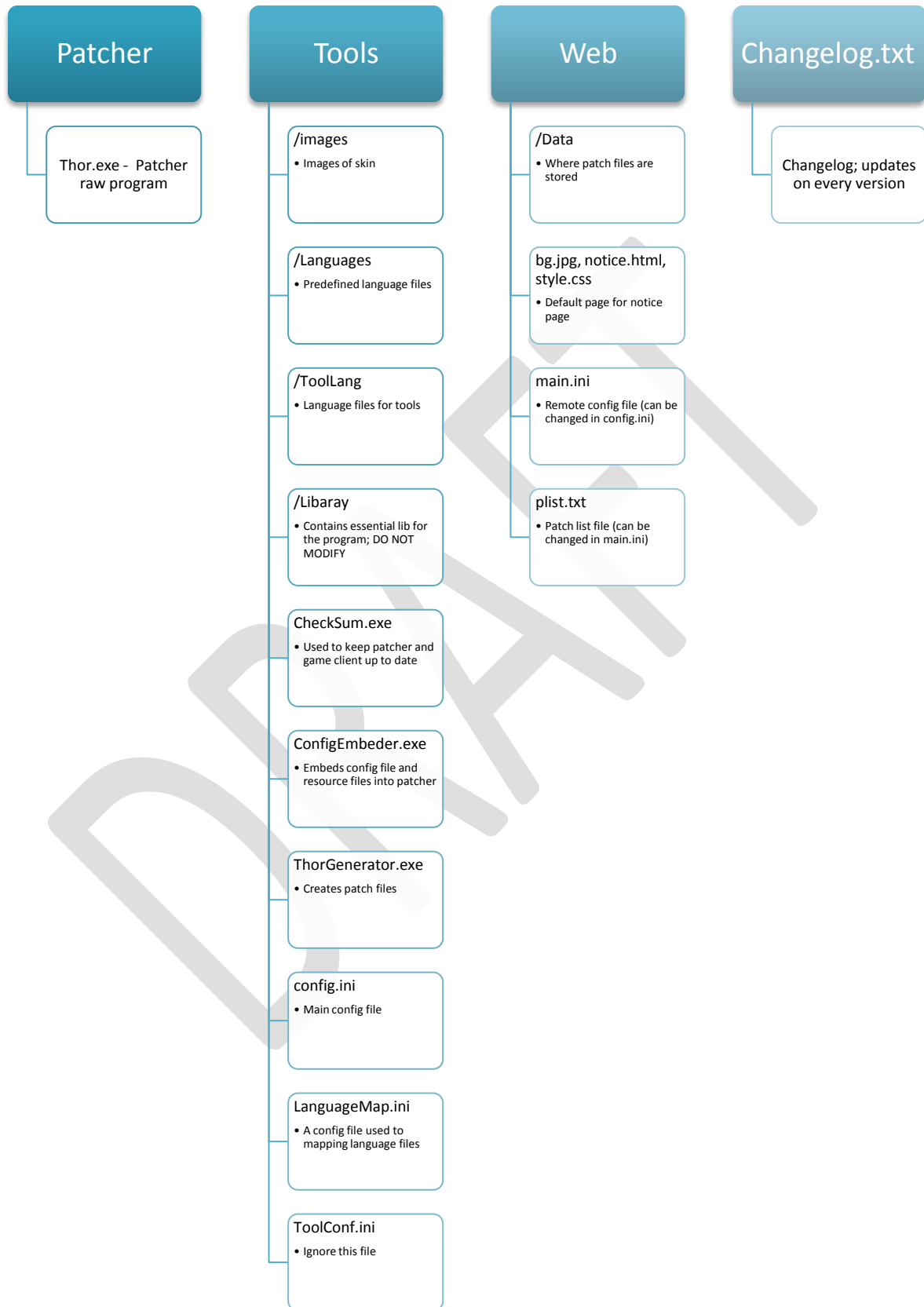- OS : Windows 2000, XP, Vista, 7
- CPU : 100MHz or higher CISC CPU
- Minimum RAM : 64MB available or more
- Hard Drive : 10MB for patcher, more space required for game data
- Internet connection : 50KB/S or higher
- Screen Resolution : 800X600 or higher

Other Requirements

- Thor Patcher (can be found at the official site)
- Medium knowledge about PC
- Graph designing (for design skin only)
- Patience

File Structures

Patcher

Thor.exe - Patcher raw program

Tools

/images
- Images of skin

/Languages
- Predefined language files

/ToolLang
- Language files for tools

/Libaray
- Contains essential lib for the program; DO NOT MODIFY

CheckSum.exe
- Used to keep patcher and game client up to date

ConfigEmbeder.exe
- Embeds config file and resource files into patcher

ThorGenerator.exe
- Creates patch files

config.ini
- Main config file

LanguageMap.ini
- A config file used to mapping language files

ToolConf.ini
- Ignore this file

Web

/Data
- Where patch files are stored

bg.jpg, notice.html, style.css
- Default page for notice page

main.ini
- Remote config file (can be changed in config.ini)

plist.txt
- Patch list file (can be changed in main.ini)

Changelog.txt

Changelog; updates on every version

Configuration Files

Syntax

Most user-editable configuration files are using the same syntax (except main.ini, which will be upgraded later on).

The configuration file is divided into sections with defined component and name (optional) followed by the settings for that component.

Property value can be either in integer or string. Integer property value can put as is or in hexadecimal which starts with "$" (e.g. $FFFFFF). String property value is enclosed with ''.

Single line comment can use the widely used double slash (//) and block comment is enclosed with {}.

Example

[Button:Something]

Default='images/button1.png'

OnHover='images/ button 2.png'

OnDown='images/ button 3.png'

Left=1

Top=2

In this example, I have defined a component with type "Button" and name "Something" with 5 component properties.

The main.ini file

Perhaps this the most important configuration file in Thor Patcher; it contains GUI component settings and three fixed name Config component. The Config is a non-GUI component that used to setup patcher's basic behavior.

The "Config"

[Config:Main]
RootURL='http://127.0.0.1/patch/'

RemoteConfigFile='main.ini'

TimeOut=0

StatusFile='server.dat'

DefaultGRF='server.grf'

ClientEXE='game.exe'

ClientParameter='-1sak1'

FinishOnConnectionFailure=false

[Config:Window]

AutoResize=true

Style='none'

Width=

Height=

DragHandling=true

Background='images/bg.bmp'

FadeOnDrag=false

[Config:BGM]

File=

Loop=true

Volume=20

Directory=

[Config:Misc]

Title='Thor Patcher'

HideProgressBarWhenFinish=true

Coordinate System
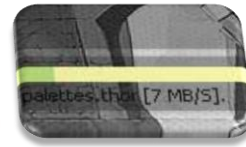
Color System

List of GUI Components

Button   Label   NoticeBox   ProgressBar

Button

Label

NoticeBox

ProgressBar

Legacy Custom Button Support

Because 2.5 does not have script support, it relies on old method from old versions.

To make it work, make a button like above with exception of Hook, remove the Hook entry then add the following.

- Mode=1
    - o 1 – Open URL
    - o 2 – Open a file
    - o 3 – Pop up message
    - o 4 – Minimize patcher
    - o 5 – Close patcher
- Action='http://thor-patcher.net'
    - o Applies for option 1-3