

Copilot

Adding an update function to your WinUI 3 application involves a few steps. Here's a general approach to get you started:

1. Set Up Your Project:

- Ensure you have the latest version of Visual Studio and the Windows App SDK installed.
- Create a new WinUI 3 project or open your existing one.

2. Use the AppInstaller File:

- The .appinstaller file helps manage updates for your application. You can configure it to check for updates at startup.
- Create an .appinstaller file in your project directory. Here's a basic example:

```
<AppInstaller>
  <Uri>https://yourserver.com/yourapp.appinstaller</Uri>
  <MainBundle Name="YourApp" Version="1.0.0.0" Uri="https://yourserver.com/yourapp.msixbundle" />
  <UpdateSettings>
    <OnLaunch>true</OnLaunch>
  </UpdateSettings>
</AppInstaller>
```

3. Host Your App Files:

- Host the .appinstaller and .msixbundle files on a web server. The Uri in the .appinstaller file should point to these hosted files.

4. Configure Your App to Check for Updates:

- Ensure your app is configured to check for updates using the .appinstaller file. This can be done by setting the OnLaunch property to true in the .appinstaller file.

5. Deploy and Test:

- Deploy your app and test the update functionality by incrementing the version number in the .appinstaller file and uploading a new .msixbundle.

For more detailed guidance, you can refer to the [Microsoft documentation on packaging and updating WinUI 3 apps](#).

If you have any specific questions or run into issues, feel free to ask!