

BUILD HOST REQUIREMENTS

Starting from **Funkin Launcher 1.5**, users can select a channel from which engines are downloaded. These servers must have a specific standard so that FL can interact with them properly.

To start, know that engines have an unique ID. These IDs are 0 for Kade, 1 for Psych and 2 for VSlice. As a build host it's mandatory to provide these engines under these specific IDs to prevent bugs in the code.

1. The engines.json file

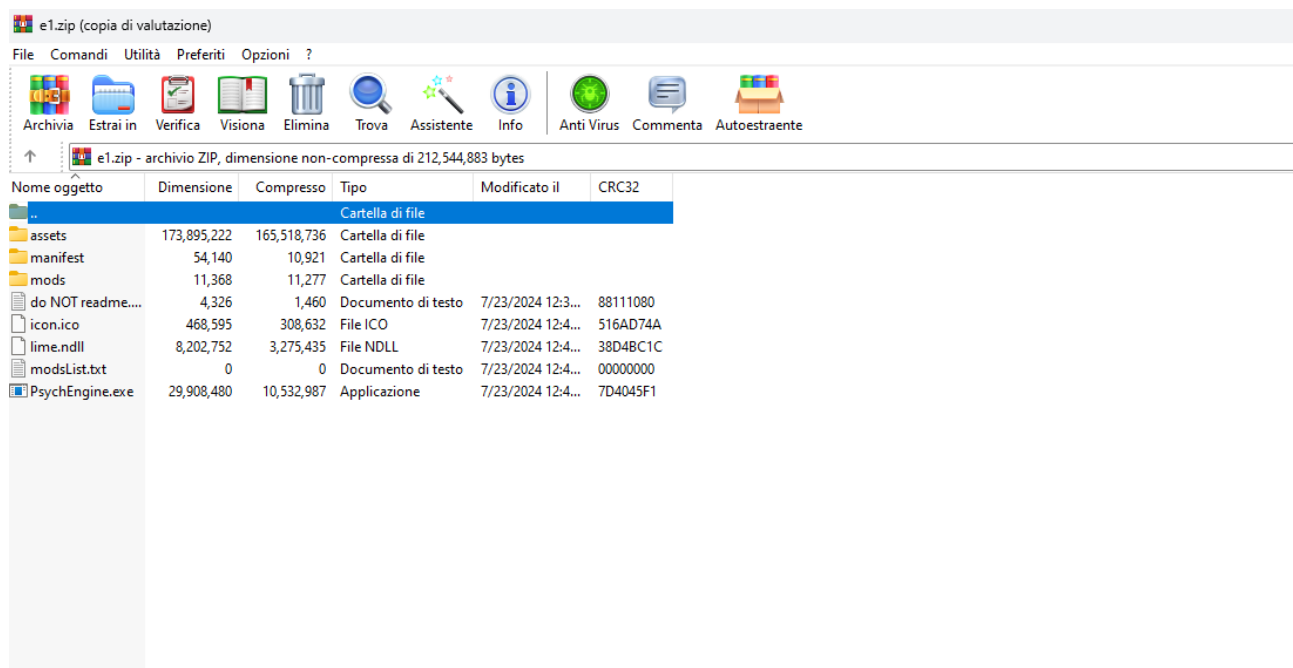
The engines.json file stores every engine ID and their correspondent executable name and formal name.

The “engines” field is an Array containing a JSON object with the “name” and “id” fields. The “name” field is what's shown to the user when selecting an engine from a dropdown (from MMI (Mod Manager Interface) and the main menu).

There is also the “execName” and “formalName” arrays that contain the engine's executable names (CANNOT contain spaces, if needed rename executable) and the formal name (can have spaces) in order of ID. (at element 0 the name of engine 0 ecc.)

2. How to host builds

For hosting the builds, every file must be at the root of the ZIP, without any subfolder, like this:



The ZIP file must be at the root of the build host website and called “e(ENGINE ID).zip”. So for engine 0 its ZIP name is “e0.zip”.

