

Game Patcher

By Christoffer Mikkelsen

Version: 1.0

Should you need help or have more questions then please email:

zahllo@playsurvive.com

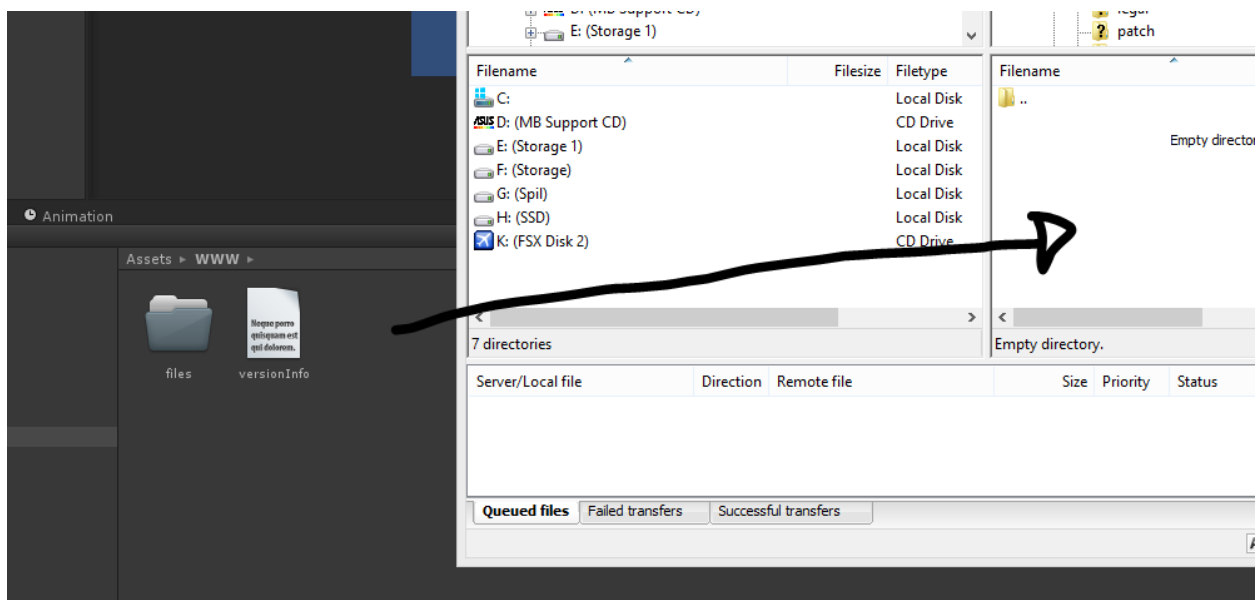
Installation

To install Game Patcher download the latest version of the unity asset store. Then import the asset into your unity project. Should you have issues with this process then please check the following page: <http://docs.unity3d.com/Documentation/Manual/AccessNavigation.html>

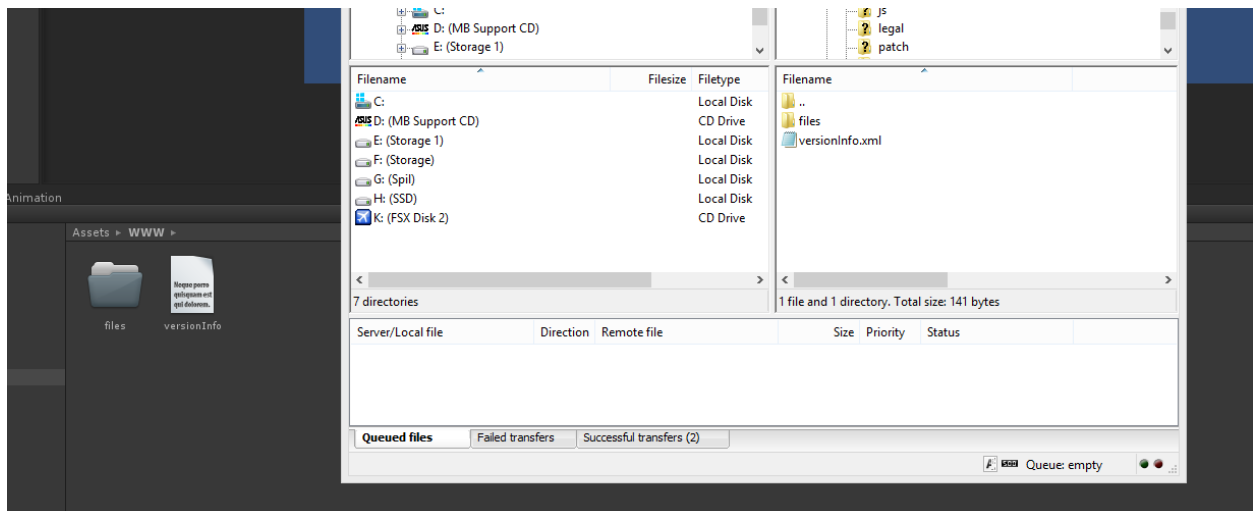
Once you have imported the asset into your project you can continue to the next step.

Setting up the WWW server

We will now need to upload the content from the WWW folder into your webserver of choice. This can be done by using an FTP client. Should you not have access, then contact your web administrator or hosting company.



You should upload the content from the WWW to a separate folder called “update” or “patch” or something like that. Please note that you should only upload 2 files: “versionInfo.xml” and the folder called “files”.

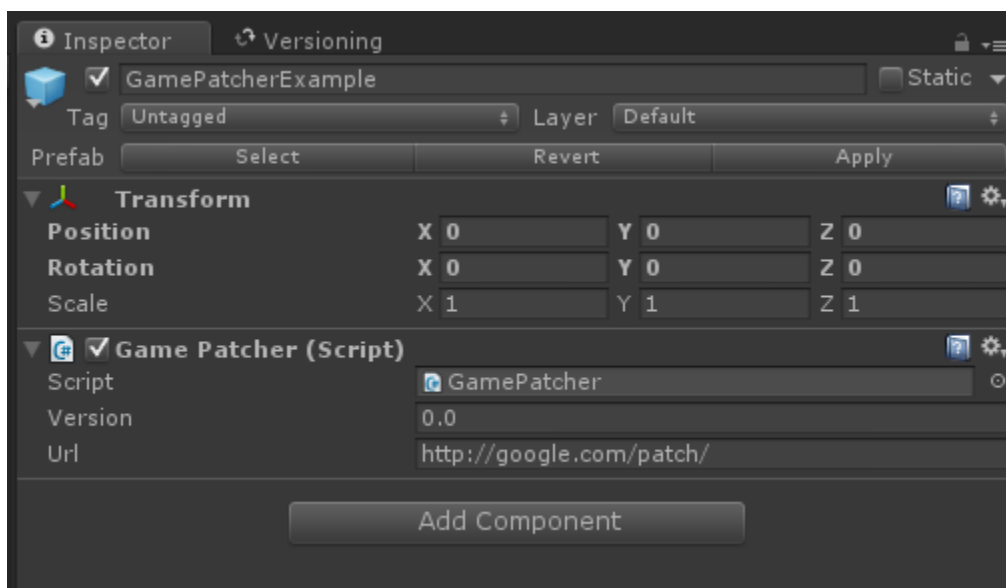


The WWW server should now be fully setup. You can now continue to the next step

Setting up Unity

Once the WWW server has been setup, you can start setting up the unity installation. An example can be seen in “ExampleScreen.unity” but dragging the prefab called “GamePatcherExample.prefab” to your own scene can be just as easy.

Once you are in your scene click the “GamePatcherExample” game object. You should now see 2 strings in the inspector (Version & Url)

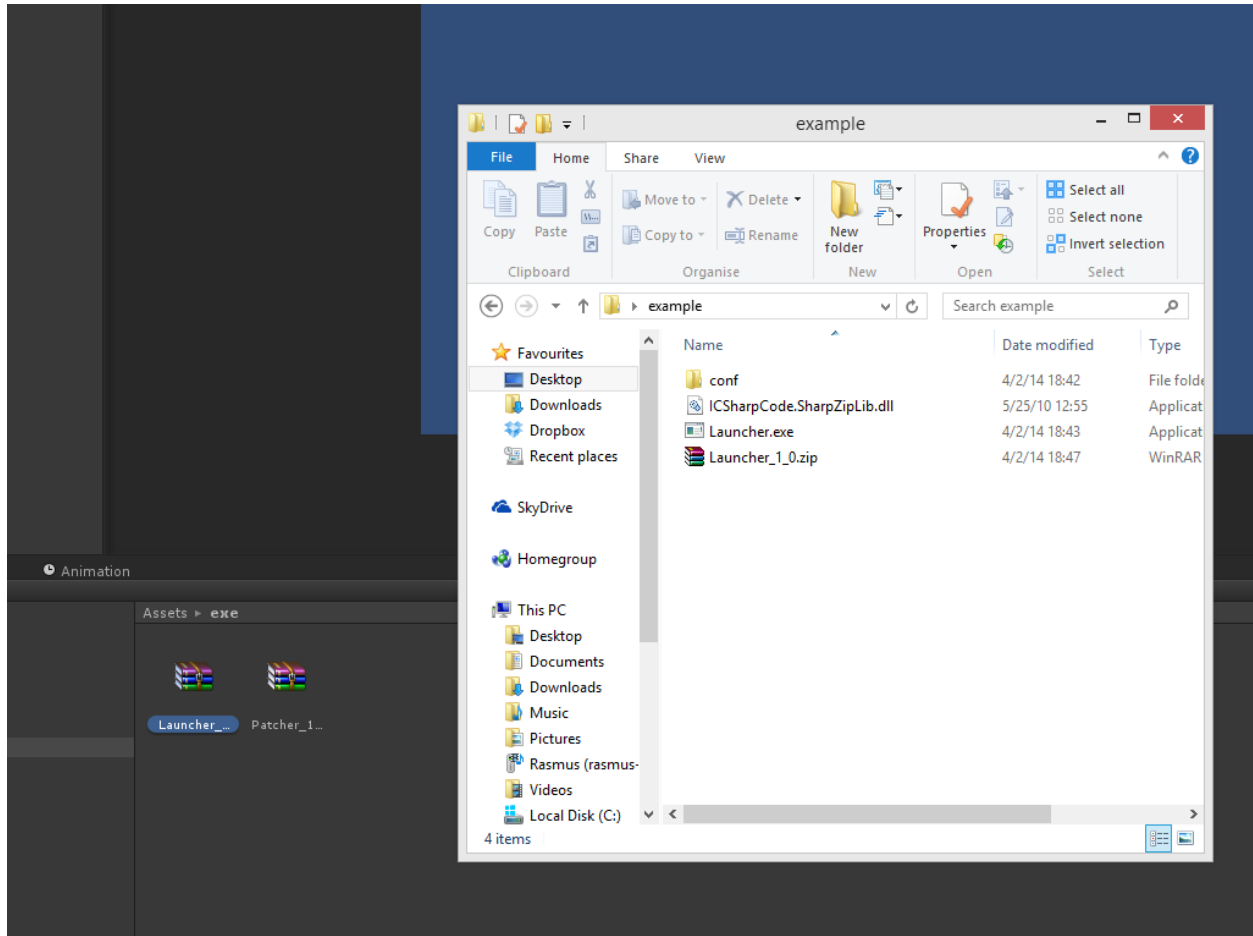


You should edit the Url to the Url of the WWW folder we just created, in my instance it would be: “<http://www.playsurvive.com/sample/>” (no quotes).

Version 0.0 will always be a clean build, and should be your initial build. We do not need to change this as of yet, but when we like to create a patch, this will be important.

Setting up the Launcher

Setting up the launcher is easy. Just go into the “exe” folder and extract the Launcher.zip to a directory not in unity.



Now simply edit the files inside the “conf” folder.

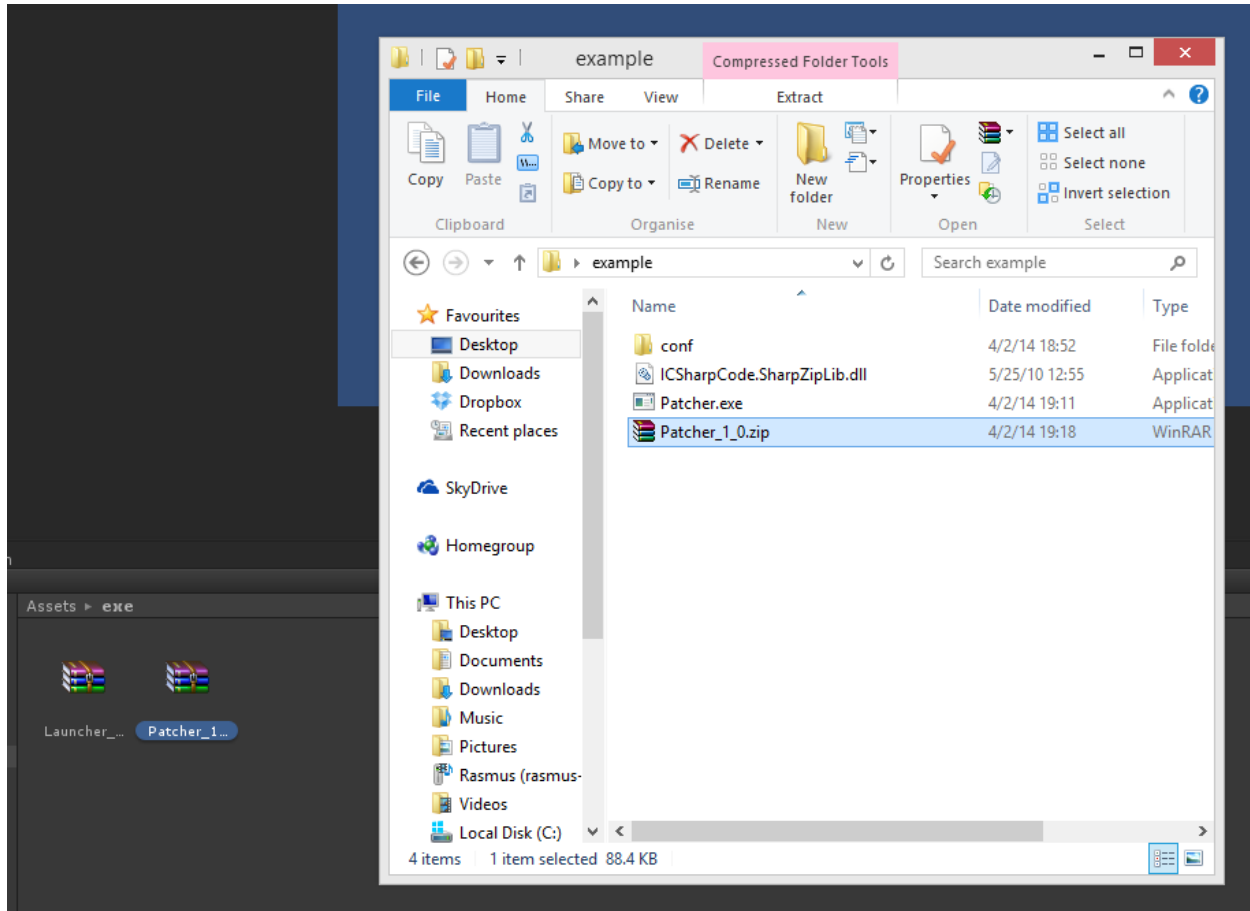
- bg.jpg – is the bg of the Launcher, you can edit this as much as you like
- launcher.xml – is the configuration file for the launcher, it will look to this file for the update url and name of the launcher. You should edit the <url> to the same url as you used in your Unity project, so in my case it would look like this:

```
1 <conf>
2   <name>The name of the launcher</name>
3   <url>http://www.playsurvive.com/sample/</url> <!-- full patch to WWW, example: http://google.com/patch/ -->
4 </conf>
```

The launcher is now ready and you can deploy it to your clients.

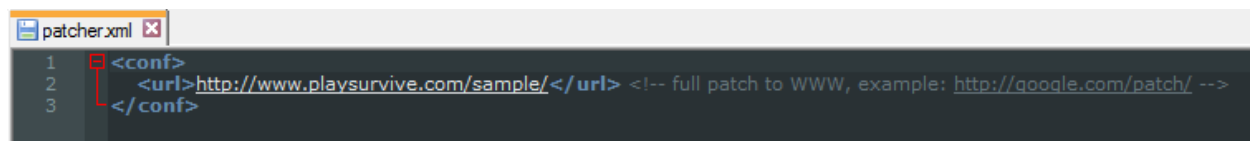
Setting up the Patcher

Setting up the patcher is easy. Just go into the “exe” folder and extract the Patcher.zip to a directory not in unity.



Now simply edit the files inside the “conf” folder.

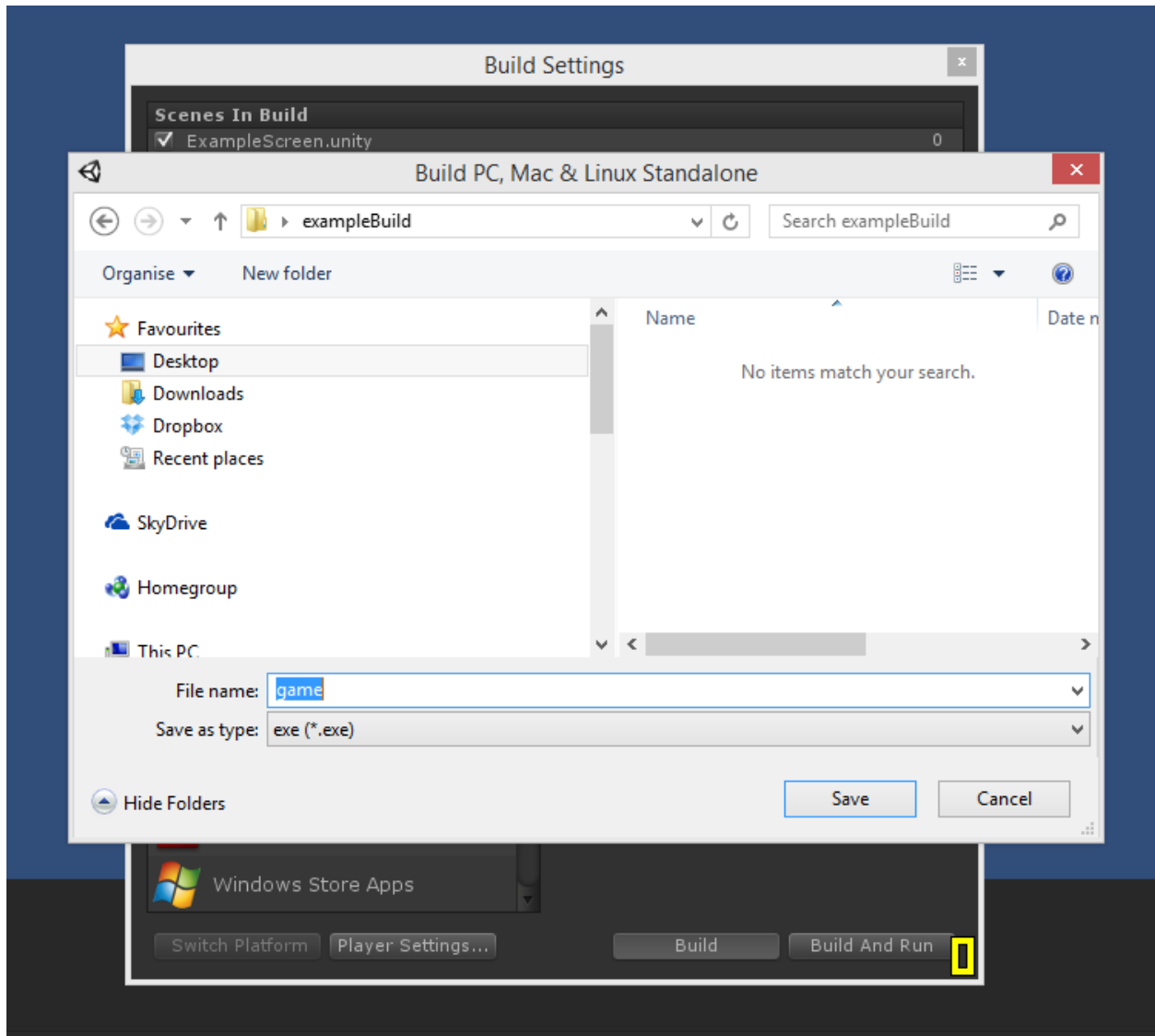
- patcher.xml – is the configuration file for the patcher, it will look to this file for the update url. You should edit the <url> to the same url as you used in your Unity project and launcher.xml, so in my case it would look like this:



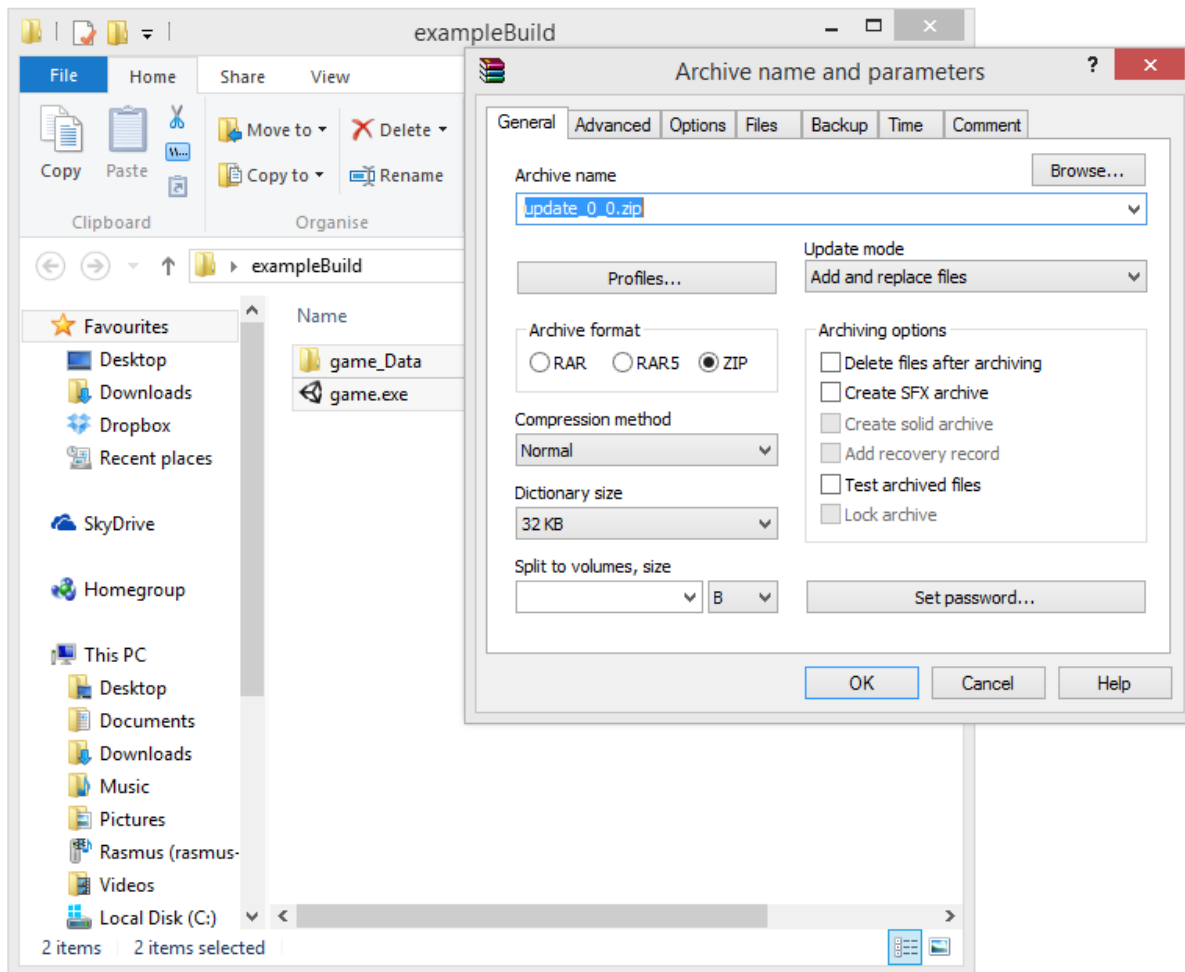
Everything should now be setup and you are ready to create your first patch.

Creating your first patch

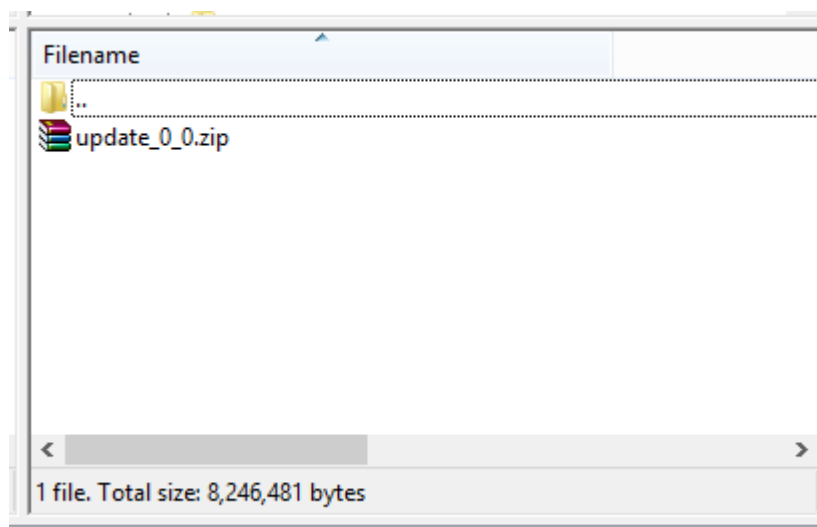
We will now create our initial patch. To do this build your Unity project, and make sure to call the executable “game.exe”:



Now ZIP the folder and name it “update_0_0.zip”:



Now upload the .ZIP to the /files/ directory on the WWW server. The /files/ should now look like this:



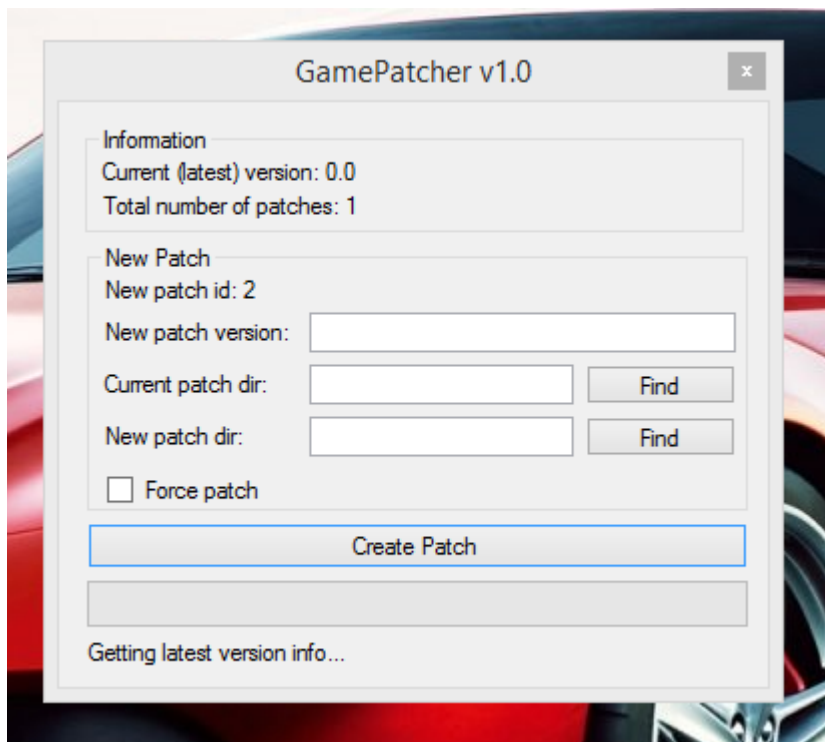
Congratulations!

Now whenever someone opens your launcher they will download the game (if they have not already). Try it out!

Creating future patches

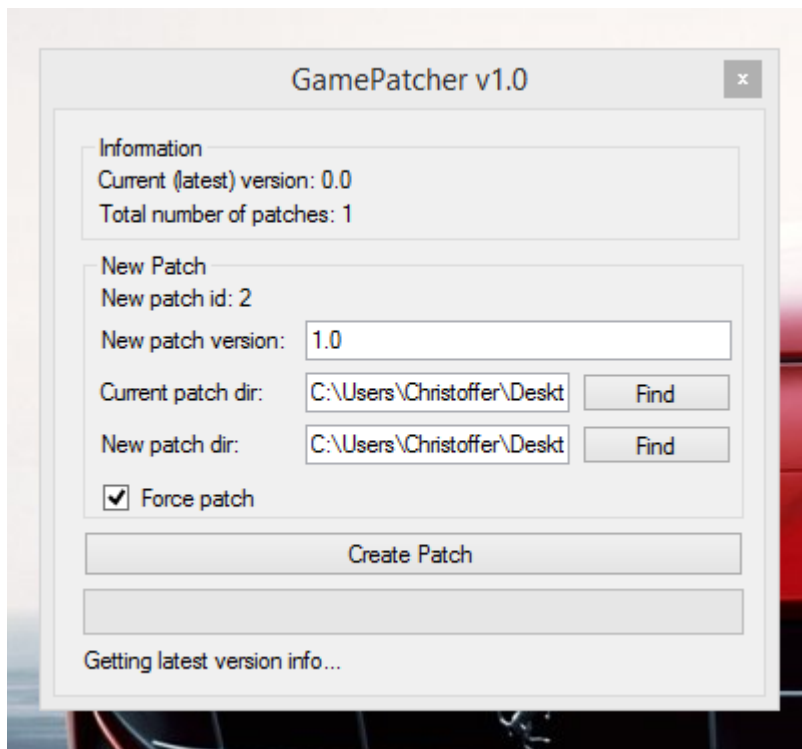
It is fun to continue to develop new stuff for your game, and sometimes you want to make it easy for your players to update the game. That is where the Patcher comes in handy. To create a new patch (after the initial one has been made) simply build the new Unity project where you have changed the Version in the GamePatcher (see **Setting up Unity**). Now build the Unity project, but make sure to use another directory, as we want the last patch and the new patch in separate folder. This is done so we can calculate which files are new, and which once aren't.

Then open up the Patcher.exe:



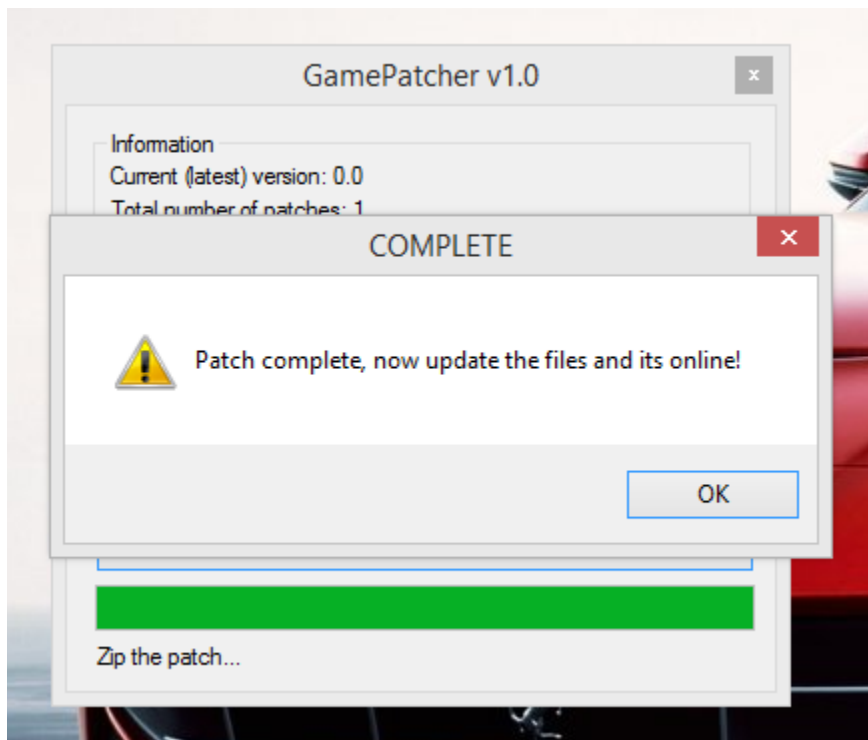
Now insert the version name u Used in Unity and select the old and new patch folders. Alternatively select whether or not the patch should be forced or not.

Mine would look like this:

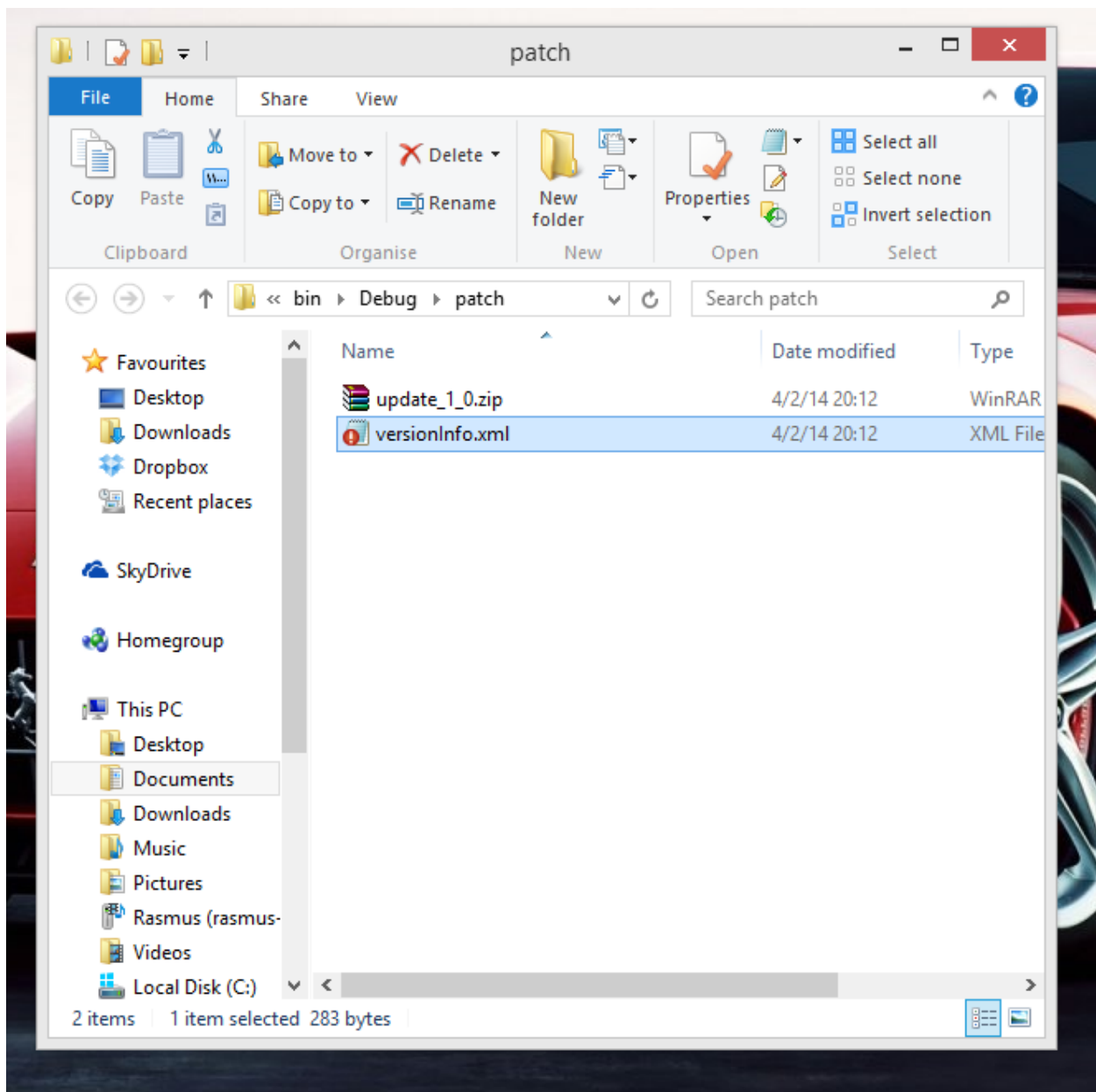


Now click “Create Patch” and wait. This process can take some time depending on how large your games are. So I recommend you go for a walk as us developers don’t tend to do that a lot ;)

When the patch creation is done, you should be prompted with the following message:



Click OK and it will open the directory of the new patch:



Simply upload these files to the WWW server.

- Zip file goes into /files/
- versionInfo.xml should overwrite the current .xml file you have.

We recommend that you upload the .zip file first; as if you upload the .xml file, first the Launcher will look for files that are currently not available, which can cause some issues.

When the upload is complete, your players can update to the new version! Enjoy!

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