GAME LAUNCHER

Monster Hunter Frontier Z

(Erupe)

SUMMARY

ALL FUNCTION ON THIS LAUNCHER & NEXT UPDATE

This launcher consists of creating the original version of the Monster Hunter Frontier JP version, it takes the base of the Erupe version, the difference it brings is shown below:

- Add Reduce button [functional]

- Add background change function each time the launcher is launched (5 images you can put more to see in the doc)

- Character selections (MHFZ like)

- Fixed a bug when the client clicks on the connect button the launcher crashes or freeze

- Date last login is converted

- Added weapon icons

- Translations of all weapons

- Added buttons (character creation) and (character deletion) [Non-functional]

- Preload which is done before launching the launcher which loads all the images and sounds to avoid image or sound jumps

- Added loading system (Login page) and (before launching the game)

- All js and other files are included (so you don't need external connection for load all js) (Tested during an airplane flight)

- Improvements in js / html / js code (more optimized)

- Modification of the Monster Hunter logo

- Added sound noises (Identical to the official launcher)

- Modification of alerts (It is now located in the black box identical to that of the Monster Hunter Frontier launcher)


Next Update:

- Modification of the scrollbar in the alert zone.

- If it finds a way to add the add and remove function, I will update it.

HOW TO INSTALL

To install, extract zip folder and copy a folder name [www] then go to the folder [Erupe Server folder] paste in the root folder replace all files.

ABOUT CACHE

The launcher uses a web link to display all the pages, to quickly load it, it uses a cache like all normal web browsers. If, you want to mod the launcher (web part) it will then be necessary to clean the cache at each shutdown (by default I have configured it to empty it every 7 days) to perform the cleaning at each shutdown, follow this manipulation go to the folder: [Erupe Server folder] / www
Once above you will find these files below:
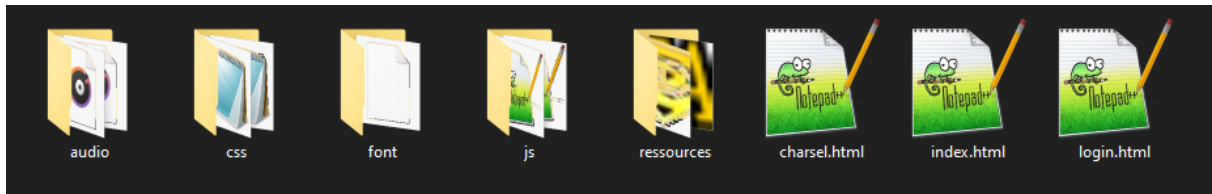
The 3 files that interest us are [index.html] [charsel.html] [login.html], we will then have to edit the 3 files as follows:

```html
<!-- To dev i recommand to enable this
<meta http-equiv='expires' content='0'>
<meta http-equiv='pragma' content='no-cache'>
<meta http-equiv='cache-control' content='no-cache'> -->
<!-- Disable it if you Dev -->
<!-- 7 Days (604800 seconds)-->
<meta http-equiv='cache-control' content='max-age=604800, stale-while-revalidate=604800'>
```

```html
<!-- To dev i recommand to enable this -->
<meta http-equiv='expires' content='0'>
<meta http-equiv='pragma' content='no-cache'>
<meta http-equiv='cache-control' content='no-cache'>
<!-- Disable it if you Dev -->
<!-- 7 Days (604800 seconds)-->
<!--<meta http-equiv='cache-control' content='max-age=604800, stale-while-revalidate=604800'>-->
```
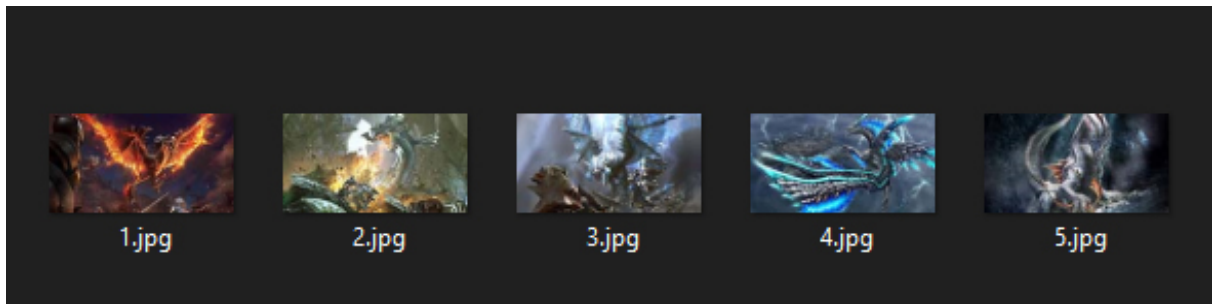
Once the changes have been made, it will be necessary to clean the IE browser cache, restart the server.

MOD LAUNCHER (BACKGROUND)

In this part, we are going to learn how to modify the images for the backgrounds, for that you have to go, [Erupe Server Folder]> [www]> [erupe]> [resources]> [background]
In the folder you will find 5 files like the image below:

Each image for resolution (1124x600) is the size of the launcher, you can replace it directly, but if you want to add more images one manipulations must be required for that go to folder: [Erupe Server Folder]/www/erupe/js/utilities/ Once there, edit the file (randomizer_background.js) and follow the steps below:

```
var images = ['1.jpg', '2.jpg', '3.jpg', '4.jpg', '5.jpg'];
var randomImage = Math.floor(Math.random() * images.length)
$(document).ready(function()
{
    $("body").css("background-image", "url('./ressources/Background/" + images[randomImage] + "')");
})
```

```
var images = ['1.jpg', '2.jpg', '3.jpg', '4.jpg', '5.jpg', '6.jpg', '7.jpg'];
var randomImage = Math.floor(Math.random() * images.length)
$(document).ready(function()
{
    $("body").css("background-image", "url('./ressources/Background/" + images[randomImage] + "')");
})
```
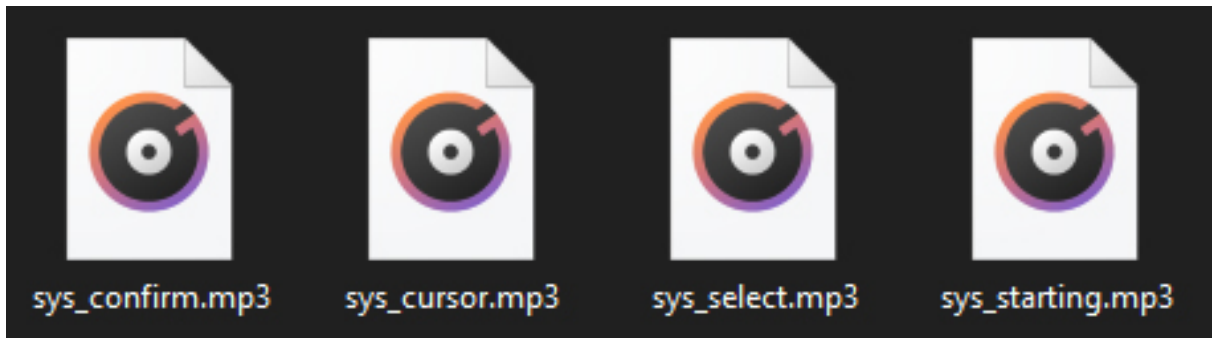
Do not forget to add the files in the [background] folder with the same names that you added in the JS code! Following that, I recommend that you clear the IE browser cache, then restart the server and the launcher.

MOD LAUNCHER (OTHERS)

1 - Audio

To modify, the audio is quite simple go to the folder:
([Erupe Server Folder]/www/erupe /audio) you will find on this folder 4 audio files:

If you want to add new sounds, respect the name of the file in which you want to modify it.
Clean up the cache, restart the server and the launcher.

2 – All Icons (Buttons)

Go to ([Erupe Server Folder]/www/erupe/ressources/) you will find on this folder 16 pictures
files :
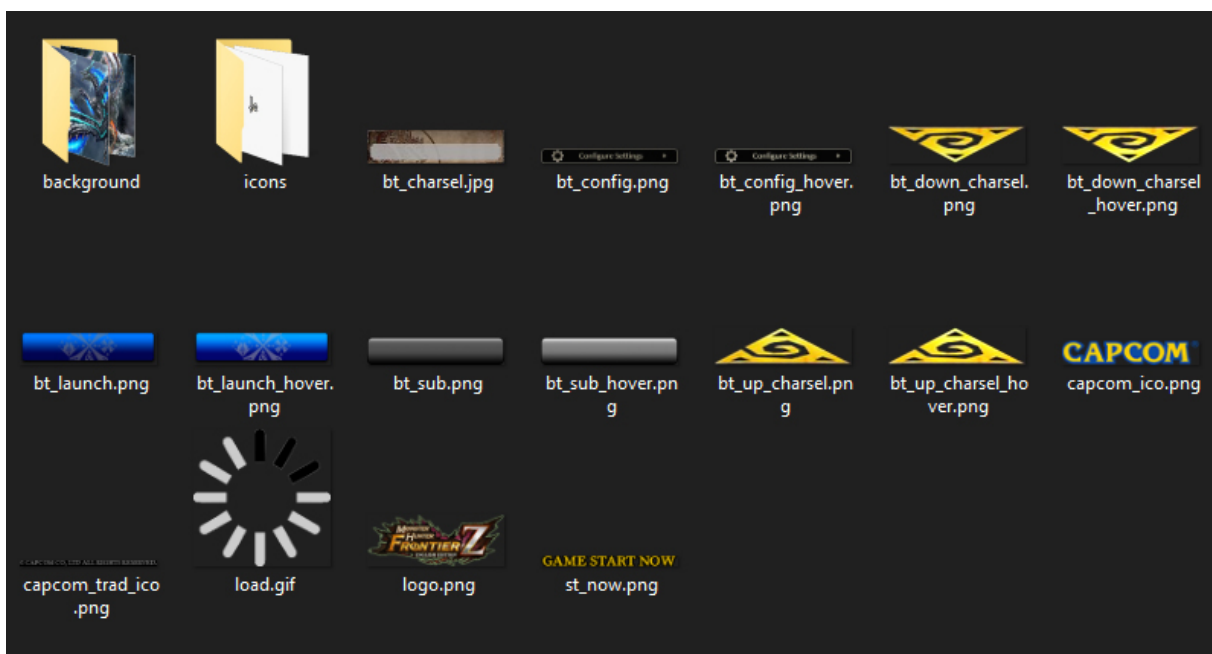
If you want to modify this, respect the name of the file in which you want to modify it and
keep the same size as this one. Clean up the cache, restart the server and the launcher.

INFORMATIONS

The images used are the property of Capcom. This mod will be updated over time.

SPECIAL THANKS

- ➢ Ygnaris
- ➢ Gougouts
- ➢ theBusBoy