**ThunderRumble Service Configurations**

This document contains the service configuration data used by the ThunderRumble sample for the various PlayFab enabled features.

**Title Creation & Entitlement**

This sample requires you to create a Game Studio & Game Title on PlayFab ([www.playfab.com](http://www.playfab.com)). The Title ID is shown on the ‘My Studios and Titles’ page. You will require this ID to perform the sample initial setup as described in the ReadMe shipped with this sample.

To enable PlayFab Multiplayer Servers for your title, you will have to then select the title and go to the ‘Multiplayer’ tab and hit the ‘Enable’ button. If you see a page which shows Builds, Virtual Machines & servers – your title is configured correctly.

**Secret Key**

Services which communicate with PlayFab require a secret key. A secret key can be generated by visiting the title page and clicking on the ‘Settings’ tab, followed by the ‘Secret Keys’ tab. Here you can create a new key for your service and use it as described in the ReadMe document.

This key should be treated as highly confidential. You are responsible for the management of your secret keys as well as the expiration and key rolling.

**Build Deployment & Configuration**

After packaging a server build (as outlined in the ReadMe), proceed to the Multiplayer tab once again. Click ‘New Build’. The recommended settings for demonstrating ThunderRumble are as follows:

|  |  |
| --- | --- |
| **Build Name** | This field can be changed to any value you wish |
| **Virtual machine selection** | Standard\_D2\_v2 |
| **Servers per machine** | 8 |
| **MetaData:** | MajorVersion: 2 MinorVersion: 0 |
| **Network:** | Port 5000  Name “Game”  UDP protocol  Port 4020  Name “Debug”  TCP Protocol |
| **Start game command:** | C:\GameServer\Bootstrapper.exe |
| **Asset Package:** | Upload your newly created server package and select that from the drop down. |
| **Mount Path** | C:\GameServer\ |
| **Regions & Server Count** | Configure as suitable for your needs |

You may wish to specify additional metadata and asset packages with your title. For example, you could ship game assets as a separate package from your binary in order to enable smaller uploads by reusing deployed art assets.

In the case of ThunderRumble, the version metadata is used to enable smarter server allocation during matchmaking. The MajorVersion is the net version (e.g. only MajorVersion 2 clients can connect to MajorVersion 2 servers) and the matchmaker will pick the highest MinorVersion available for the clients MajorVersion. This allows you to deploy minor hotfixes to a MajorVersion build without taking the MajorVersion X build offline. Clients will simply pick up the new MinorVersion as servers become deployed.

**Debugging & RDP**

ThunderRumble allows remote debugging (if deployed with config.json configured as such). RDP details can be found on the PlayFab.com Game Manager and in the Admin Tool provided with this sample.

For information on how to connect your debugger to a deployed multiplayer server, please refer to <https://api.playfab.com/docs/tutorials/landing-tournaments/allocate-thunderhead>