Launcher Premium

Documentation

[Click here for video tutorials for the different launcher systems](#)

Author: **Bigman**, ©IGC Network

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License Activation

After your payment has been completed **and approved** by our staff, you will receive a PM to your forum Inbox with instructions on how to activate your Launcher license. However, here is a brief explanation:

Launcher license is assigned to your IGCN server files license based on your license IP. Every single IGCN license can have 1 Launcher license assigned to it (and 1 for every Additional server files license). To activate your Launcher license you should supply to us 2 static addresses that you will be used to store your launcher files and will be assigned to this specific server files license.

First address is "Patches" address which is the location at which you will be storing launcher/client patches.
Second address is "HashCheck" address which is the location at which you will be storing your Hash Protection System files.

Upon requesting to activate your launcher license by submitting Support Ticket in our forum, you will be asked to supply to us this addresses. This addresses are international and static (unchanging) addresses which means they must be in HTTP/FTP format.

For example, if my website address is http://MyMuServer.com/ and I am using Xammp as provider, and I will be storing my Launcher files on the same VPS/machine that I host my Website on, than I will request to activate my Launcher license as follows:

- AutoUpdateSystemAdress: http://MyMuServer.com/Launcher/Patches/
- HashProtectionSystemAdress: http://MyMuServer.com/Launcher/HashCheck/

Next, on my VPS machine, I will navigate to *C: /Xammp/htdocs/* and create a folder named "*Launcher*", and in there I can install my launcher files.

Next, once I have been notified by IGCN staff that my Launcher license has been created and activated, I will navigate to LauncherServer/Data/ folder and open "ConnectServerList.xml" file. There I should configure my ConnectServer(s) IPs and Ports, save the file and open up LauncherServer.

In case of successful activation, LauncherServer logs would show me the following information:
`[LauncherServer] '…' Assigned Patches Address:` http://MyMuServer.com/Launcher/Patches/
`[LauncherServer] '…' Assigned HashCheck Address:` http://MyMuServer.com/Launcher/HashCheck/

Otherwise, following Logs will be shown:
[LauncherServer] '…' Launcher License Inactive
- ➔ In that case, contact us via Support Ticket.

FAQ:

Q: What are the **minimum requirements** to run the IGC.Launcher?
A: .NET Framework 4.0

Q Is there a free **First Time installation** for Launcher?
A: No, setup in not included in offer and can be purchased additionally here.

Q: The **"Update" progress always shows 50%,** is that a bug?
A: No, this means that your FTP/HTTP Host don't support getting file size before its fully downloaded.

Q: Launcher **"Self-Update" is stuck in a loop**, what's wrong?
A: Incorrect version in "L_Version.wvd" file. make sure highest version written in this file is identical to launcher version that is present in "temp.zip" file.

Q: Client **"Auto-Update" is stuck in a loop**/requesting to download patch version every time I press "GameStart", what's wrong?
A: Probably there is incorrect version number in "cVersion" file in one of your "up_list.zip" files. Regenerate "cVersion" file for all of the versions listed in your "version.wvd" file with valid version for each file.

Q: Launcher **"HashCheck System" is replacing/overwriting** client files every time I press "GameStart", what's wrong?
A: This means either your Hash.tmp file is not updated with the latest client that you ship your players (including patches), or the files that HashCheck system is using to overwrite game client files are outdated and needs to be updated.

Q: **"The Process (…) has exited/Failed to start"** error when pressing GameStart button
A: This means main.exe cannot be opened in the player PC, which can be caused by:
- AV blocking client folder / main.exe process
- Missing redist package required to run main.exe
- Missing IGC.DLL

Q: I want to **change Launcher Icon**, is that possible?
A: yes, possible by 2 ways:
- Paying for service for replacing the hard-coded launcher icon, payable here.
- Creating a Shortcut of the original launcher executable, right click on the shortcut, press properties and set a new icon, then hide (right click -> properties -> hide) the original launcher executable.

Q: I can see "**Client not verified**" warning logs in LauncherServer, what's wrong?
A: When using LauncherServer Proxy mode, this means connected client failed of being verified of being opened by Launcher and has been disconnected. Which can be caused by:
- Client has not been opened **directly** by launcher
- Launcher has been closed while client is running
- Player connection is being re-routed from different IP on every connection (which means IP is different for client and Launcher from the same Player, so LauncherServer fails to verify him because it requires IP+Key match)
- IGC.DLL bug

Q: My **FTP** Host server use other **port then 21**, what should I do?
A: When applying for a license, tell us the FTP port.

Q: Launcher is being **identified as a Virus** by some AV Vendors, what can I do?

A: It has been discussed fully [here](#).

Q: Does launcher **browser supports Chrome** or other browsers?

A: No, it is being rendered by Internet Explorer only.

Q: I get "**404 (not found)**" error on launcher operations, what's wrong?

A: Cause can be one of the following:

- Your host is blocking access to launcher files – try to navigate to launcher files in browser.
- You didn't place Launcher host files in correct location

Q: I get "**padding is invalid and cannot be removed**" error on launcher operations, what's wrong?

A: It means that you didn't input correct password in one of the password-protected files of launcher such as "cVersion", "Design", "Lang" and such.

Q: I get "**Cannot find central directory**" error on launcher operations, what's wrong?

A: possible cause for this error is one of the following:

- Launcher is being storage on protected location (e.g. Program Files, Desktop, or Downloads folder) – try to move to neutral location like D:/Client/
- Launcher is being storage in a very long base path – try to move to neutral location like D:/Client/
- Update file (up_list.zip) is corrupt – make sure that compress files as Zip with Normal compression.

Q: What's recommended **files to protect with Hash Protection system**?

A: following files are recommended:

- AntiHack files (dlls, database files, etc),
- IGC.DLL
- Local folder (item.bmd, skill.bmd, movereq.bmd, mix.bmd, filter.bmd, filtername.bmd)
- Player.bmd
- All of the WorldX\EncTerrainX.att files

Q: I get error "**Only one usage of each socket address .. is normally permitted**" on LauncherServer, what's wrong?

A: this error means that the selected port is already being used by other application.

Q: Can I use **FTP** as launcher files Host?

A: YES

Q: Can I use **HTTP** as launcher files Host?

A: YES

Q: **Can you help me** directly with Launcher Setup/Support?

A: Yes, with additional payment payable [here](#).

Q: Can I disable my license? **Can I get my money back**?

A: No. It's not possible. And an attempt to "issue refund" with PayPal, will lead to a <mark style="background-color:red;color:white;">BAN from ALL IGCN Services</mark>.

Q: Can I **sell my license** to Other IGC Customer?

A: Yes, but with rules and fees explained [here](#).

Q: Is there a support for **further questions**?

A: You can always ask us for free [here](#).

Client Hash Protection System

File Location: Host. (HashCheck\%ServerSuffix%\Hash.tmp)

What's It For?

Hash System goal is to block the possibility of replacing the Client Files, and so to block various Hacks/Cheats of Players.

How Does It Work?

Each file in Windows has a static signature, which will be changed if the file was modified.

If a player modifies a file, the signature will be changed, and we would know that this is not the original file.

The files that the Hash System will be checking are listed in the "Hash.tmp" file. In case that a file will be identified as modified, the original file will be downloaded from the Host server (HTTP/FTP), and will replace the modified file.

Also, in case that a file is not found, it will be downloaded from the Host.

Usage:

Watch YouTube Video explaining how to setup Hash System

Additional Notes:

- Make sure that you switched the Hash System to ON in Settings file (generated by LauncherTools).
- Hash.tmp files must always be saved with the same password, and the same as specified in Settings file.
- If you release new Patch for your players, and one or more files in the Patch is also being checked by Hash System, then you must generate completely new Hash file, with the new Patch files that has been changed. Otherwise, Hash System will keep downloading the old Files and overwriting the new Patch files in the player client folder.
- Make sure your server host supports every file extension that you add to Hash check system (MIMEs)
- Enabling per-file "Full Protection" option will trigger Client close in case this file is being modified while client is running.

F.A.Q:

Q: I have setup a new client patch with item.bmd file, and this file is also added to my protected Hash list.
Is there anything special I need to do next?

- A: Generate a new "Hash" file, with the most Up-To-Date files, upload the new "Hash.tmp" file, and the files that's it set to check, to the Hash System host (see YouTube video).

Client Files Full Check System

File Location: Host. (HashCheck\%ServerSuffix%\Hash_FullCheck.tmp)

What's It For?

System goal is to check all your players client files and make sure he has the latest files available in host.

How Does It Work?

Each file in Windows has a static signature, which will be changed if the file was modified.

If a player modifies a file, the signature will be changed, and we would know that this is not the original file.

The files that the System will be checking are listed in the "Hash_FullCheck.tmp" file. In case that a file will be identified as modified, the original file will be downloaded from the Host server (HTTP/FTP), and will replace the modified file. Also, in case that a file is not found, it will be downloaded from the Host.

- This system runs only once player presses the "Check Files" button on launcher, and **not** automatically upon "GameStart" press.

Usage:

[Watch YouTube Video explaining how to setup System](#)

Additional Notes:

- Make sure that you Enabled "Client Files Full Check System" in Settings file (generated by LauncherTools).
- Hash_FullCheck.tmp files must always be saved with the same password, and the same as specified in Settings file.
- If you release new Patch for your players, and one or more files in the Patch is also being checked by this System, then you must generate completely new Hash file, with the new Patch files that has been changed. Otherwise, System will keep downloading the old Files and overwriting the new Patch files in the player client folder.
- Make sure your server host supports every file extension that you add to this System (MIMEs)

F.A.Q:

Q: I have setup a new client patch with item.bmd file, and this file is also added to my protected Hash list. Is there anything special I need to do next?

- A: Generate a new " Hash_FullCheck " file, with the most Up-To-Date files, upload the new " Hash_FullCheck.tmp" file, and the files that's it set to check, to the Hash System host (see YouTube video).

Client Auto-Update System

Files Location: Client. (Data\cVersion)

What's it for?

Auto Update System is used to keep your player's client the most up-to-date with latest patches (released by you).

How does it work?

Launcher compares the Client Version (Data\cVersion file) to all versions listed in "version.wvd" file (located in Host \Patches\%ServerSuffix%\version.zip=>version.wvd), and will download each update that is greater than the Client Version.

Usage:

[Watch YouTube Video explaining how to setup Auto Update System](#)

Additional Notes:

- If any of the Patch files also being checked by Hash System, you must generate new Hash.tmp file and/or Hash_FullCheck.tmp file with the new Files.
- cVersion files must always be saved with the same password, and the same as specified in Settings file.
- The files of the new Patch must be added to a Zip Archive file (compresses to a *.zip file with **Normal compression mode**) by the name of "up_list.zip".
- All files in "up_list.zip" must be organized the same way as Client folder files structure.
- In order to trigger Restart of Launcher after completion of a specific patch update, append ":1" syntax after version number in version.wvd. for example: "1.00.00":1
- Version format must be as 5 digits as follows: "x.xx.xx"

Launcher Self-Update System

What's it for?

This system is used if you want to update the Launcher EXE in your player's Client folder automatically.

How this works?

Each time players press "Game Start" starts, it compares the current Launcher EXE version with the versions indicated in the "L_Version.wvd" file (located in host \Patches\%ServerSuffix%\LauncherUpdate\L_Version.zip=>L_Version.wvd)
If one of the versions listed in the file is not the same version as current EXE, launcher will download and Install new version of Launcher, then start automatically the New Launcher.

Usage:

[Watch YouTube Video explaining how to setup Self Update System](#)

Additional Notes:

- "NewLauncherVersion.exe" file (**DO NOT RENAME, CASE SENSATIVE**) must exist in "temp.zip" file.
- "temp.zip" file must be compressed by zip with **Normal compression mode.**
- The highest version number listed in "L_Version.wvd" must be identical to the version of launcher that is present in "temp.zip" file.
- You can add any files you want to "temp.zip" folder, and they will be extracted to the Player's Client folder. (using the same folder structure as in "temp.zip").
- All of the versions listed in "L_Version.wvd" are the accepted launcher versions **that you allow your players to run without forcing them to update launcher version**. For example, if you want to force all your players to update to launcher version "1.2.3.4" then you need to remove all versions listed in "L_Version.wvd" and write only version: "1.2.3.4". Alternatively, if you want to allow your players to run version "1.2.3.3" without forcing them to update to "1.2.3.4" then write both versions in this file.

- You **cannot** change version of Launcher by yourself. Launcher version is changed every time a new version is being released.

Client Auto Login System

What's it for?

This will enable your player to select the server he wants to join (and automatically connect) directly from launcher – he will be directed to Character Select screen instead of Server Select screen in client.

How this works?

The player press the green "Play" button in launcher, next to the server that he wants to connect to, launcher will show him a screen to input he account name and password (if he didn't previously configured it), and launch the game directly into the Character Select screen.

Additional Notes:

- The name of server displayed in launcher's Server List depends on the file 'Data\Local\ServerList.xml'
- You must enable "Automatic Login System" in launcher's Settings file
- Launcher must be enabled in ServerInfo.bmd (ServerInfo.xml **<Launcher Enabled="1" … >**)
- The stability of this system depends solely on the feature's functionality in IGC.dll
- As of 28/03/2020 – there is a bug in IGC.dll in which the player is enable to return to Server List in case he used Auto Login

Launcher Server

Features

- Account Registration (Multiple Servers)
- Account Password Change (Multiple Servers)
- Connect to Game with Launcher Only (Secured)
- Proxy Server (intercept connections to ConnectServer)
- Multi Server
- Block players by HardwareID ~~or IP~~
- Block players from running on Virtual Machine

Account Registration (Multiple Servers)

What's it for?

This enables your players to register accounts via Launcher.

Usage:

[Watch YouTube Video explaining how to register account with Launcher](#)

Additional Notes:

- It's not possible to verify accounts by email. Accounts will be created without email verification.
- The Database in Host must be configured to accept TCP Connection locally with port.
- The LauncherServer Port must be open for Public Access.
- The DatabaseID on Settings file (Launcher side) must match DatabaseID on SqlServerList.xml (LauncherServer side)

Account Password Change (Multiple Servers)

What's it for?

This enables your players to change their Account's password via Launcher.

Usage:

Player opens launcher, then opens Account Registration. Next your players needs to input his Account Name (ID) with EXACT MATCH – with big and low case as needed, then on *Password record he inputs his current password (old), on New/Repeat Password record he should input new Password for his account, on *E-Mail address he must input the E-Mail address he used to create this account. Then just need to press the "Register" button and his account's password will be changed.

Additional Notes:

- Email or Old Password necessity can be turned off on LauncherServer config.ini file
- At least Email or Old Password necessity must be turned on
- The DatabaseID on Settings file (Launcher side) must match DatabaseID on SqlServerList.xml (LauncherServer side)

Connect to Game with Launcher Only

- **You must enable Proxy Mode for this feature to work**

What's it for?

This feature makes sure your players have used Launcher to open Mu Client

Usage:

- Enable "Launcher System" feature in ServerInfo file
- Input LauncherServer Proxy IP and Proxy Port in ServerInfo file
- Set [ProxyServer] -> Enabled = 1 and [ProxyServer] -> LauncherValidation = 1 in config.ini file of LauncherServer
- Use compatible IGC.DLL / Launcher / LauncherServer versions

Proxy Mode

What's it for?

Usage:

LauncherServer connects to ConnectServer and forward any Packets received from Client and sends result back to Client.

Additional Notes:

- After enabling this featue, you should **block ConnectServer TCP/UDP Port for public access** and permit only local connections.

Multi Server

- **You must enable Proxy Mode for this feature to work**

What's it for?

This feature works in conjunction with "ProxyMode" feature. With 1 client and 1 launcher your player can connect to your servers even if they are hosted on different IPs and they require multiple ServerInfo.bmd – with LauncherServer its not needed anymore.

Usage:

LauncherServer connects to a ConnectServer from the ConnectServer list (multiple servers) and forward any Packets received from Client and sends result back to Client.

Additional Notes:

- All ConnectServers added to LauncherServer must have active Launcher License
- To add Multiple Servers to your launcher, you need to add them in Settings file
- The ServerID on Settings file (Launcher side) must match ServerID on ConnectServerList.xml (LauncherServer side)
- Its possible to set default selected Server ID when running Launcher if you run Launcher from a Shrotcut and adding a Parameter with the Server ID (0, 1, 2, etc..)

Custom Language System

Files Location: Client. (Data\Languages\)

What's it for?

If you want to add more than English language to your launcher, it is now possible.

Usage:

Watch YouTube Video explaining how to create Language file

Additional Notes:

- All generated Language files must be saved with the same password specified in Settings file.
- All generated Language files which also have been added to Settings file, must be placed in Client folder "Data\Launcher\Languages\"
- You must always translate all Texts.

~~Animacon File~~

~~Files Location: Client. (Data\Design\Animacon)~~

~~What's it for?~~

~~If you want to apply custom **runtime** (after launcher has been opened) icon to your launcher.~~

~~Usage:~~

~~Watch YouTube Video explaining how to create Animacon file~~

~~Additional Notes:~~

- ~~The generated file will be possible to be used by any IGC.Launcher customer because all will be using the same Password.~~
- ~~Generated Animacon file must be placed in Client folder "Data\Launcher\Design\"~~
- ~~If you don't want custom icon, simply don't include this file in client.~~

Custom Design

Files Location: Client. (Data\Design\Template.design)

What's it for?

If you want to set custom Design to your launcher.

Usage:

Watch YouTube Video explaining how to create Design file

Additional Notes:

- Generated Template.design file must be placed in Client folder "Data\Launcher\Design\"

Settings File Configuration

Files Location: Client. (Data\Launcher\Settings)

URLs

Main Browser

The URL Address that the launcher load in the Main browser window.

News URL

The URL Address the launcher load in the News browser window.

"More" Button URL

The URL Address that will be opened in new browser when the MORE Button is clicked.

Launcher Server

Address

This is the IP/DNS:Port of Launcher Server (the IP **or DNS** location of the **Launcher Server**)

Handshake Key

This is option allows you to lock your launcher's Settings to be able to work only with your LauncherServer (see LauncherServer config.ini value)

GameServers

In this list you need input the Game Servers that you want to check for their Status in Launcher.

Usage: DNS/IP:Port:GameServerName

Example: 127.0.0.1:55901:Game Server – Fun

www.mymuserver.com:55901:Game Server – Fun

Server Realms

You must set ServerID 0 for your single server in file ConnectServerList.xml and use DatabaseID 0 for your Database in file SqlServerList.xml, located on LauncherServer.

Each Server you want to add, must be in new line. 1 line = 1 server

ServerID is the ServerID value for that same server that you used on ConnectServerList.xml file (LauncherServer)

DatabaseID is the DatabaseID value for that same Database that you used on SqlServerList.xml file (Launcher Server)

Example:

0:0:My First Server

0:1:My Second Server

1:1:My Third Server

Client Languages

Each line = 1 Language

Charset = this value will be applied realtime into ServerInfo.bmd file.

Charset value -1 means that the 'Default LangConfig Charset' value will be used for that language charset

RegValue = this is the Suffix that will be added to the files in Local folder, for example 'item_XXX.bmd' as 'item_eng.bmd'

Usage:

    Charset : RegValue : Name

Example:

    -1 : Eng : English

Launcher Files Host

Login and Password

Username and Password used by launcher to access your configured license's web host – *Can leave blank if HTTP or FTP are public.*

KeepAlive (FTP)

Some FTP Hosts (used to store Patches and HashCheck files) require this value to be enabled or disabled. Depends on your host.

Maximum Concurrent Downloads

This value determines the maximum concurrent downloads threads which will be created when downloading HashSystem files. 0 value represents Unlimited. Some hosts may need to set low value like 3, otherwise will be errors while downloading files.

Custom Launcher Languages

Note: English language is automatically included in Launcher. If you like to overwrite the default English language integrated in Launcher then you must add your own Language with the name of 'English'.

Default = this is the default Launcher that will be loaded with launcher (before player decides to change language to other)

    -1 = Launcher's English Language

    0 = the first language in list

    1 = the second language in list

    etc....

Others

Default LangConfig

Reffering to Charset value specified in ServerInfo.bmd file.

This value will replace any '-1' values that you have set in Client Languages list.

Hash Files Password

The password for the "Hash.tmp" and "Hash_FullCheck.tmp" files.

Custom Design - (CheckBox)

A switch to determine if to use the custom Design file, or the default webzen style.

(**UnChecked** – Webzen Style, **Checked** – Custom Design)

Custom Design - File Password

The password for the "Template.design" file.

cVersion Password

This is the password of the cVersion file used when generating this cVersion file.

Client Keyboard hooking system

- Hide – will hide the MU Client to system Tray
- Restore – will restore the MU Client to its original location and status
- Minimize – will minimize the MU Client to the Taskbar
- R.Click – will automatically press the mouse Right click button continuously (press again to disable)

Server Time - GMT

The GMT of the host server, used to determine Server Time. (… -7, -8… 0, +1.5, +2.5 ….)

Server Time - Type

- 24h: 18:00:00
- AM/PM: 06:00 PM

Server Time - Daylight Saving (Checkbox)

If the time in your host has been updated and using the "Daylight Saving", then this checkbox should be checked.

In case that it was turned on or off, you need to make a new patch with new Settings file with updated option.

Error codes and handling:

At all times, I advise you to read the Error description which you will see in the Error massage. It might be indicating what is wrong and it might help you understand how to fix.

Code	Origin	Common Cause	Fix
0xA0	Hash Protection System ➔ File download: Host\HashCheck\%Suffix%\Hash.tmp	- Network communication issue with Host - Hash.tmp file don't exist on host, or is not present in expected location - Host is denying access to Hash.tmp file	- Make sure Hash Protection System is configured correctly (Hash.tmp file in correct location) - Enable access to "*.tmp" files on your host (MIME related) - Make sure the path can be accessed publicly (paste direct link to the file in Browser and try to download) - Refer to *Forum Support
0xA1	Hash Protection System ➔ File download: Host\HashCheck\%Suffix%\Hash.tmp	- Client (player) OS related issue. Probably not related to launcher code or host configuration	- Refer to *Forum Support

0xA2	Hash Protection System ➔ Hashed Files download (the files that you added to Hash Protection System)	- Network communication issue with Host - Specific file don't exist on host, or is not present in expected location - Host is denying access to the specified file	- Make sure Hash Protection System is configured correctly (all files that have been added to the Hash Protection System exit on Host in correct location) - Enable access on your host (MIME related) to all the file types that you added to Hash Protection System (*.exe, *.bmd, *.ozj, etc…) - Make sure the path can be accessed publicly (paste direct link to the file in Browser and try to download) - Refer to *Forum Support
0xA3	Hash Protection System ➔ Hashed Files download (the files that you added to Hash Protection System)	- Client (player) OS related issue. Probably not related to launcher code or host configuration	- Refer to *Forum Support
0xA4	Hash Protection System ➔ Hash.tmp file analysis, files Read, files Deletion, files Creation	- Hash.tmp file was not constructed correctly - Launcher don't have Writing permissions (OS related issue) on the folder launcher is running from	- Read again information provided on Hash Protection System configuration and Re-create Hash.tmp file using Management Tools - Make sure the folder that launcher is running from is not protected from writing (Program Files folder for example) - Refer to *Forum Support

0xB0	Client Auto-Updater ➔ File download: Host\Patches\%Suffix%\version.zip	- Network communication issue with Host - version.zip file don't exist on host, or is not present in expected location - Host is denying access to version.zip file	- Make sure Client Auto-Update System is configured correctly (version.zip file in correct location) - Enable access to "*.zip" files on your host (MIME related) - Make sure the path can be accessed publicly (paste direct link to the file in Browser and try to download) - Refer to *Forum Support
0xB1	Client Auto-Updater ➔ File download: Host\Patches\%Suffix%\version.zip	- Client (player) OS related issue. Probably not related to launcher code or host configuration	- Refer to *Forum Support
0xB2	Client Auto-Updater ➔ Patch files download (Host\Patches\%Suffix%\%version%\up_list.zip)	- Network communication issue with Host - Specific file (\%version%\up_list.zip) don't exist on host, or is not present in expected location - Host is denying access to the specified file	- Make sure Client Auto-Update System is configured correctly (each version listed on version.wvd file have separate folder with up_list.zip file in it) - Enable access to "*.zip" files on your host (MIME related) - Make sure the path can be accessed publicly (paste direct link to the file in Browser and try to download) - Refer to *Forum Support
0xB3	Client Auto-Updater ➔ Patch files download (Host\Patches\%Suffix%\%version%\up_list.zip)	- Client (player) OS related issue. Probably not related to launcher code or host configuration	- Refer to *Forum Support

0xB4	Client Auto-Updater ➔ Version.zip/.wvd file analysis, Zip Extraction, Files Read, files Delete, files Write	- version.zip file was not Zipped correctly/zip corrupted - version.zip does not contain version.wvd file - version.wvd file not constructed correctly - Launcher don't have Writing permissions (OS related issue) on the folder launcher is running from	- Make sure to ZIP and not RAR the version.wvd file - version.zip must contain version.wvd file - Make sure version.wvd file constructed correctly (read about Client Auto-Update system) - Make sure the folder that launcher is running from is not protected from writing (Program Files folder for example) - Refer to *Forum Support
0xB5	Client Auto-Updater ➔ Extraction of downloaded patches onto the client folder	- Launcher don't have Writing permissions (OS related issue) on the folder launcher is running from - up_list.zip file was not Zipped correctly/zip corrupted - The client files cannot be overwritten by the files from the Patch (up_list.zip) because they are being used by main.exe / used by other process	- Make sure the folder that launcher is running from is not protected from writing (Program Files folder for example) - Make sure to ZIP and not RAR the up_list.zip file - Make sure that player closed main.exe before stating Patching process - Make sure no other software are using or locking any files from Client folder - Refer to *Forum Support
0xB4	Client Auto-Updater ➔ Version.zip/.wvd file analysis, Zip Extraction, Files Read, files Delete, files Write		

0xC0	Launcher Self-Updater ➔ File download: Host\Patches\%Suffix%\LauncherUpdate\L_Version.zip	- Network communication issue with Host - L_Version.zip file don't exist on host, or is not present in expected location - Host is denying access to L_Version.zip file	- Make sure Launcher Self-Update System is configured correctly (L_Version.zip file in correct location) - Enable access to "*.zip" files on your host (MIME related) - Make sure the path can be accessed publicly (paste direct link to the file in Browser and try to download) - Refer to *Forum Support
0xC1	Launcher Self-Updater ➔ File download: Host\Patches\%Suffix%\LauncherUpdate\L_Version.zip	- Client (player) OS related issue. Probably not related to launcher code or host configuration	- Refer to *Forum Support
0xC2	Launcher Self-Updater ➔ File download: Host\Patches\%Suffix%\LauncherUpdate\temp.zip	- Network communication issue with Host - temp.zip don't exist on host, or is not present in expected location - Host is denying access to temp.zip	- Make sure Launcher Self-Update System is configured correctly (temp.zip in correct location) - Enable access to "*.zip" files on your host (MIME related) - Make sure the path can be accessed publicly (paste direct link to the file in Browser and try to download) - Refer to *Forum Support
0xC3	Launcher Self-Updater ➔ File download: Host\Patches\%Suffix%\LauncherUpdate\temp.zip	- Client (player) OS related issue. Probably not related to launcher code or host configuration	- Refer to *Forum Support

0xC4	Launcher Self-Updater ➔ L_Version.zip/.wvd file analysis, Zip Extraction, file Read, file Write, file Delete	- L_Version.zip file was not Zipped correctly/zip corrupted - L_Version.zip does not contain L_Version.wvd file - L_Version.wvd file not constructed correctly - Launcher don't have Writing permissions (OS related issue) on the folder launcher is running from	- Make sure to ZIP and not RAR the L_Version.wvd file - L_Version.zip must contain L_Version.wvd file - Make sure L_Version.wvd file constructed correctly (read about Launcher Self-Update system) - Make sure the folder that launcher is running from is not protected from writing (Program Files folder for example) - Refer to *Forum Support
0xC5	Launcher Self-Updater ➔ temp.zip file extraction and analysis, Zip Extraction, file Read, file Write, file Delete, external application creation and run	- Launcher don't have Writing permissions (OS related issue) on the folder launcher is running from - temp.zip file was not Zipped correctly/zip corrupted - NewLauncherVersion.exe file is missing from temp.zip file.	- Make sure the folder that launcher is running from is not protected from writing (Program Files folder for example) - Make sure to ZIP and not RAR the temp.zip file - Read about Launcher Self-Update system, and make sure temp.zip file is constructed correctly with all needed files. - Refer to *Forum Support
0xD0	Custom Design System ➔ \Data\Launcher\Design\Template.design file read, Design initiation to Launcher form	- Design file don't exist, or is not placed in correct location - (Rare) bug with Design file creation using Management Tools - Launcher don't have Reading permissions (OS related issue) on the folder launcher is running from	- Make sure Design file is placed in \Data\Launcher\Design folder - Make sure the folder that launcher is running from is not protected from writing (Program Files folder for example) - Refer to *Forum Support

0xE0	Password-Protected Files Read	- Specified file cannot be accessed by Launcher because its opened by other Process or Launcher don't have Reading permissions on running folder - "Padding is invalid and cannot be removed" error because password for specified file is incorrect - File don't exist in expected location	- Make sure the folder that launcher is running from is not protected from writing (Program Files folder for example) - Make sure password for specified file is correct - Read the error info, make sure file is in expected location - Refer to *Forum Support
0xF0	Launcher Initialization ➔ Launcher systems and Form initializations	- Client (player) OS related issue. Probably not related to launcher code or host configuration	- Refer to *Forum Support
0xF1	Game Servers Status Checker ➔ Initializations of Game Servers onto the Status Checker	- Bad configuration of Game Servers in Settings file creation using Management Tools	- Check Game Servers IP, Name and Port in Settings file (Management Tools) - Refer to *Forum Support
0xF2	Launcher Initialization ➔ Settings file analysis	- (Rare) bug with Settings file creation using Management Tools - Incorrect configuration and values input in Settings file (created with Management Tools)	- Refer to *Forum Support

General NOTES:

- Don't install or use Launcher in /Program Files/ folder of Windows, and preferably not on Desktop (Might cause some problems because of OS file permissions).
- Make sure to Exclude Launcher EXE in Antivirus programs(Some AV software might identify Launcher as Malware because it is Packed by Themida – false warning).
- It is advisable to disable UAC in OS (Vista/7/8) protection to avoid possible permission issues.
- Make sure that launcher runs as Administrator.
- If you are "copying" and "Pasting" the Launcher.exe file from one machine to another (and it's not compressed to rar or zip or whatever), then the Version in the launcher will be fucked. This means that if you put it into the Zip file, the update loop will never end.
  - o CONCLUSION: When moving files from one Machine to another, always move it compressed.