

The RedEagle Team

# Login Account Pro Secure

Setup instructions



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*Thank you*

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Thank you for your purchase! The RedEagle team is proud to present you this fully secured login and account system. We worked a lot on this asset and we hope you will enjoy it :)

Please leave a review on the Unity asset store to tell us your feelings about it, we will improve it according to your needs.

The configuration below is very easy, there is only three things to configure: the database, the server, and the game.

*(All the .meta files are generated by Unity, just ignore them)*

Let's start!



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*Automatic installation*

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1. Indications:
  - At any step, when a video is prompt, you can at any moment click on the video to pause/play. Sometimes the video pause itself to let you read a message, just click on the video to continue.
  - The installation is complete when the 10/10 steps are done and succeeded. If you have to stop an installation scene, you can launch it back later without having to launch all the previous steps you already did, just double-click on the one you want to launch and hit Play.
2. Open the folder : "LoginAccountProSecure/1 – Installation/Step 1 - Instructions"
3. Open the scene called '1 - Launch me first' and click **Play** and follow the instructions.

The rest of this document is the manual installation, if you installed the 10 steps of the automatic installation you can close this document.

**VERY IMPORTANT:**

**This is the 'manual' installation. It's better to use the automatic installation because everything will be tested in the automatic one. So if something is wrong (like URL, database user, etc.) the automatic installation will tell you what's wrong.**

**Moreover, in the automatic installation you have very little to read 😊**

Rest of this document: Manual installation



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*Database configuration*

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4. Open the folder : "LoginAccountProSecure\1 - Installation\Step 2 - Installation\Database"  
(In Unity -> Right click on the folder -> "Show in explorer")
5. Take the file Tables.sql in it and copy-paste it on your desktop.
6. Open your cPanel on your server and create a database (name it as you want, but remember the name you gave it)
7. Open phpMyAdmin and in the new database select "Import"
8. Click on the "browse" button to select the file " Tables.sql" on your desktop
9. Leave all options as is and click "Execute"

Your database is now ready, the four needed tables are created.



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Configuration files

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1. In Unity, click on "Assets".  
(near File and Edit menus)
  2. At the bottom click "-->Login Account Pro Secure<--", a window appears.
  3. In the opened window click the button "Load configuration".  
The 3 fields at the very top need 3 configuration files called "ServerSettings".  
*The fields are already filled in but you can change them if necessary, like if you change folders names or anything, it's not recommended for the ServerSettings.PHP scripts since the "web" part is using them you would have to change that part too*  
These 3 configuration files will be automatically generated for you.
  4. Fill the fields (**you will find an explanation for every field in the last part of this document**).
  5. Once everything is filled, click on the "Generate configuration files" button.
- Your files are ready (you can check them out if you want, but be caution with modifications you make).



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*The server*

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- Your server is now ready and all protected.



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*The game*

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1. In Unity click “File” -> “Build Settings...” (to open the build settings window).
2. Add all the scenes you will find in the folder "LoginAccountProSecure\2 - After installation" (there are 6 scenes, just drag and drop them in the little window "Build Settings").  
Close the build settings window.
3. Open the "Login" scene (double click on it)
4. (OPTIONNAL) Once you import the asset in Unity, in the “Scene” window if the panels looks yellow:  
In the top left corner of the “Scene” window click the little menu and select the option “Shadow cascades”. Everything looks fine now.

The asset is now ready.

Launch the “Login” scene and test it!

Note: If you get an error like "Can't reach the server", you missed a configuration step, or GMP extension is not activated on your server. Launch the installation process.

(The scenes you will find here: "LoginAccountProSecure\1 - Installation\Step 1 – Instructions")



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*The Login Account+ Pro Secure Window*

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**Game name:**

The name of your game.

**Game version:**

The version of your game.

**Server hash:**

The hash identifier of your game (just some random characters here). It's some kind of a test to handle only the requests that have the right hash code.

**Server domain:**

The domain of your server. Example: www.my-server.com. It's used to contact the right server.

**Game scripts folder:**

The folder where all the PHP scripts are stored on your server for the game to work. It's part of the URL to contact your server, example: www.my-server.com/MyFolder/Game

**Website scripts folder:**

The folder where all the PHP scripts are stored on your server for the website to work. It's the root of your server. Useful only for the website, example: www.my-server.com/MyOtherFolderOrNot/Website

**Server database host:**

Leave it to localhost if you don't know this option (expert only). It's only useful if your database is on another server as the one you contact. Leave it to localhost and store your database on the same server, it's the best.

**Server user & password:**

The login and password to connect to your server

**Database name:**

The name of the database where all your tables are stored.

**Accounts/IPs/Attempts table:**

The name of your tables storing accounts, IP (validated or not for an account), Attempts (all the attempts for any action an IP tried for an account, it's useful to prevent Brute Force Attack).

**Contact email:**

The email you use to contact your players.

**Attempts before blocking:**

The number of attempts an IP is allowed to fail before being blocked from doing an action on an account.