[MepConnect] Upload bundles to game builds

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MepConnect site (https://mepconnect.amanotes.net) now allows users to upload multiple bundles (theme assets) into the main bundle (.zip file) to avoid heavy files but abundant theme assets in the main bundle (themes that aren't actually used in the main bundles).

This document will guide you through two parts of successful uploading of theme bundles: uploading the theme bundle itself and embedding that theme bundle into the main bundle.

Prerequisites

1. You already had valid username and password to access the , MepConnect which is also your sandbox credentials
2. You have access to your game studio via that credential (you can see the games that you own when you log onto the dashboard)

How to upload bundles

Step 1. Navigate to the Bundles section on the MepConnect site. You should see a game list sort of similar to this.
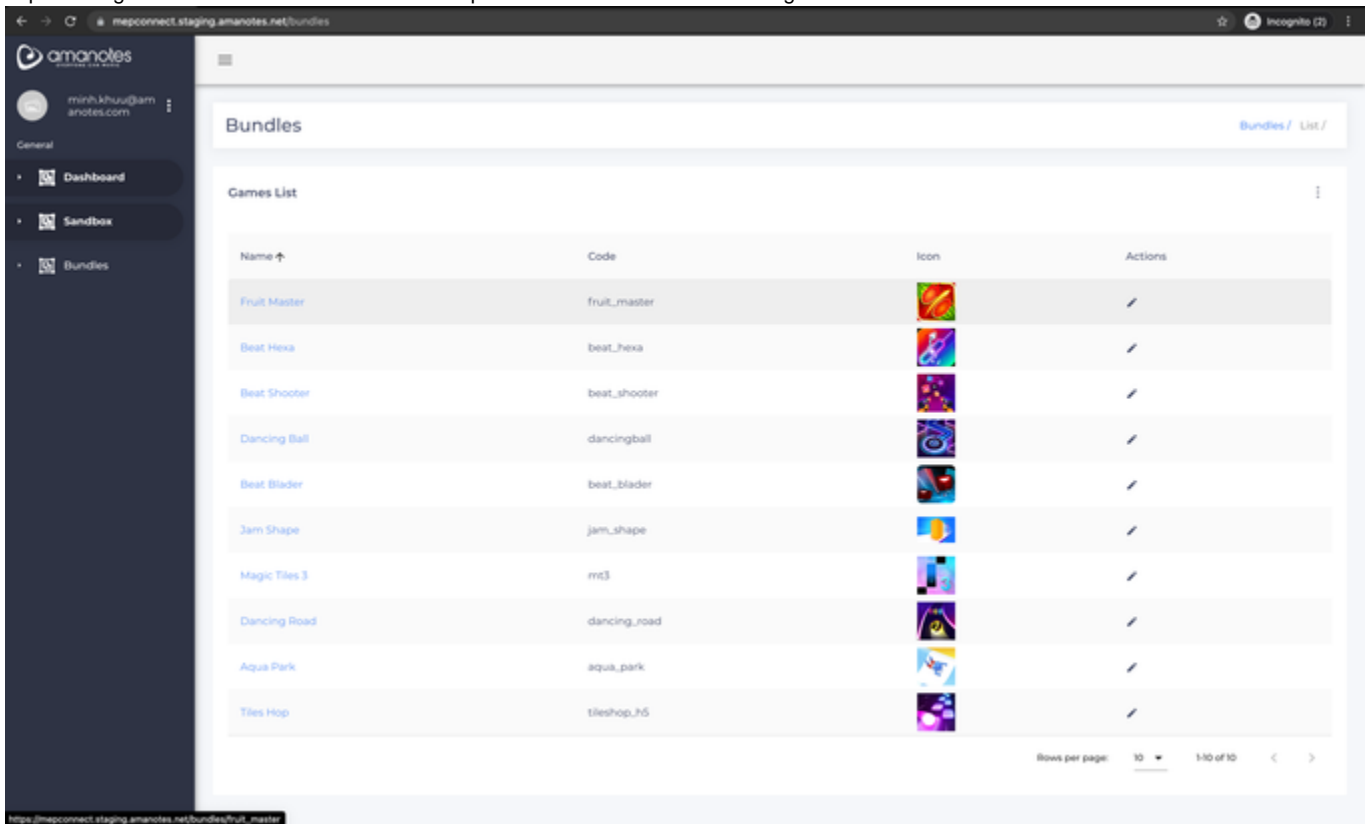
Step 2. Choose a game that you want to upload your theme bundle to. Click on the green button `Add Bundle` on the top right of the screen. Upload the necessary information that the dialogue screen tells you to.

List Of Game Builds   ADD BUNDLE ⋮

Bundle ID	Bundle URLs	Version ↓	Actions
BeatBladerExtend	https://d1wkdokb986dq4.cloudfront.net/operationtest/Beat_Blader_Extend_543dc2cb96.zip	3	± ✏ 🗑
BeatBladerExtend	https://d1wkdokb986dq4.cloudfront.net/operationtest/Beat_Blader_Extend_973a36650b.zip	2	± ✏ 🗑

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Add Bundle

Bundle Version

Add bundle (.zip)

📎 _____ ✕

CANCEL   SAVE

This is the dialogue screen you should see when clicking on `Add Bundle`.

- Bundle version: Numbered as 1, 2, 3, … (integers) to the theme bundles. The newer uploaded bundle cannot have a smaller version that the older ones.
- Add bundle (.zip): Add your theme bundle here **as a .zip file**. Your theme bundle should not be larger than 5Mb (as a .zip). Remember to include the config.json (which is auto generated by cocos creator) file that has the `name` of that theme bundle.

Step 3. Click on Save and that will upload your theme bundle onto the MepConnect site.

Now that we already have our theme bundles set up, let's embed them into our game builds.

How to embed theme bundles into main bundles

Step 1. Navigate to the Sandbox section on the MepConnect site. You should see a game list sort of similar to ones you saw in the Bundles section. Choose a game that you want to embed your theme bundles to its game builds. You should see a screen similar to this.

List Of Game Builds

ADD BUILD ⋮

Description	File name	Version	SDK version	Native build	Uploaded at	Action	
Beat Blader 18	beat_blader.zip	18	4	true	Wed, 24 Mar 2021 09:24:12 GMT	CHOOSE BUNDLES	⬇
LUANHS TEST REMOTE SDK 2.8.1	beat_blader.zip	8	2.8.1	true	Thu, 01 Jul 2021 10:04:09 GMT	CHOOSE BUNDLES	⬇
LuanHS test localsdk 2.8.0	beat_blader.zip	7	2.8.0	true	Thu, 01 Jul 2021 03:37:35 GMT	CHOOSE BUNDLES	⬇
LuanHS test new api specificContent and bundle	beat_blader.zip	6	2.7.0	true	Wed, 30 Jun 2021 08:35:47 GMT	CHOOSE BUNDLES	⬇
test beat blader QC	beat_blader.zip	5	2.7.0	true	Fri, 11 Jun 2021 04:05:29 GMT	CHOOSE BUNDLES	⬇
LUAN test SDK again	beat_blader.zip	4	2.6.0	true	Thu, 10 Jun 2021 03:37:04 GMT	CHOOSE BUNDLES	⬇
test SDK (right version)	beat_blader_8bef791bb0.zip	2	2.5.2	false	Thu, 10 Jun 2021 03:04:03 GMT	CHOOSE BUNDLES	⬇
LUAN TEST SDK	beat_blader.zip	2	2.6.0	true	Thu, 10 Jun 2021 02:41:28 GMT	CHOOSE BUNDLES	⬇
LUAN TEST BUNDLE	beat_blader.zip	2	2.6.0	true	Thu, 10 Jun 2021 01:47:05 GMT	CHOOSE BUNDLES	⬇
test SDK interface	beat_blader_8bef791bb0.zip	1	2.5.2	false	Thu, 10 Jun 2021 01:21:23 GMT	CHOOSE BUNDLES	⬇

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Step 2. Click on `Choose Bundles`. It will open up a dialogue screen similar to this. Now that you have had your theme bundles ready, go ahead and select the theme bundles that you want to embed to on your game build file by ticking the `Choose this bundle?` box. You can choose multiple theme bundles inside of 1 main bundle file.

If the main bundle has already had that theme bundle embedded, you should see that box has already been ticked for that theme bundle.

Note: If you choose multiple theme bundles and they have the same names (like ones I have here with `BeatBladerExtend`), the backend will automatically choose the one with the larger version (override the one with the smaller version).

Choose Bundles

Bundle Names	Version ↓	Choose this bundle?
BeatBladerExtend	3	☐
BeatBladerExtend	2	☐

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CANCEL   SAVE

Step 3. After you have all the bundles that you want to choose marked up, click on `Save`. This will generate a new game build file for you that has all the embedded theme bundles inside of it.

You can test it by using your Sandbox app (available on TestFlight) and choose the game build that you want to test.

Note: If some how, your bundle configuration does not reflect on sandbox play. Please kill sandbox, wait for 5 minutes then start sandbox again, clear game cache and test.