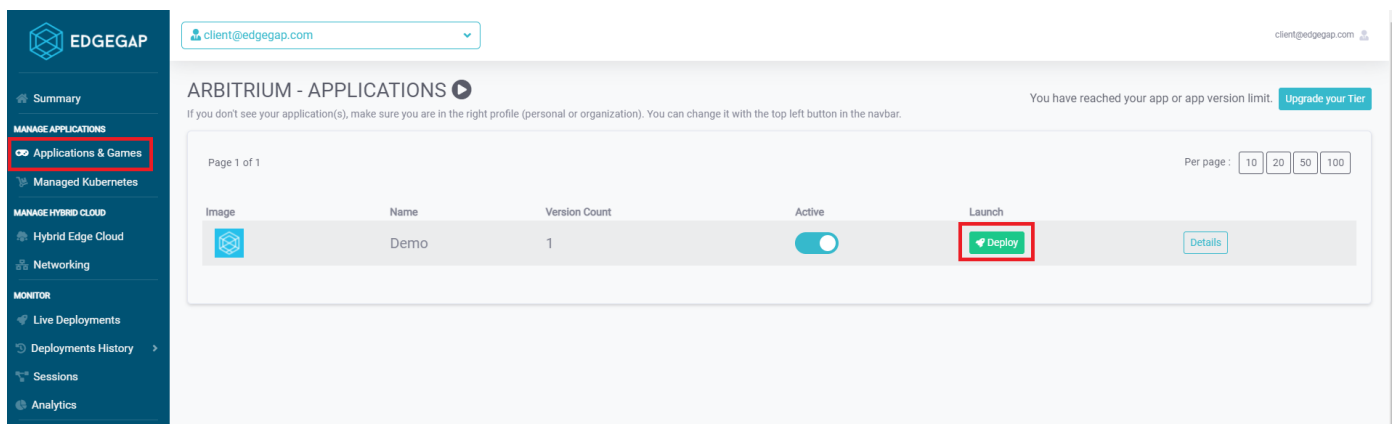


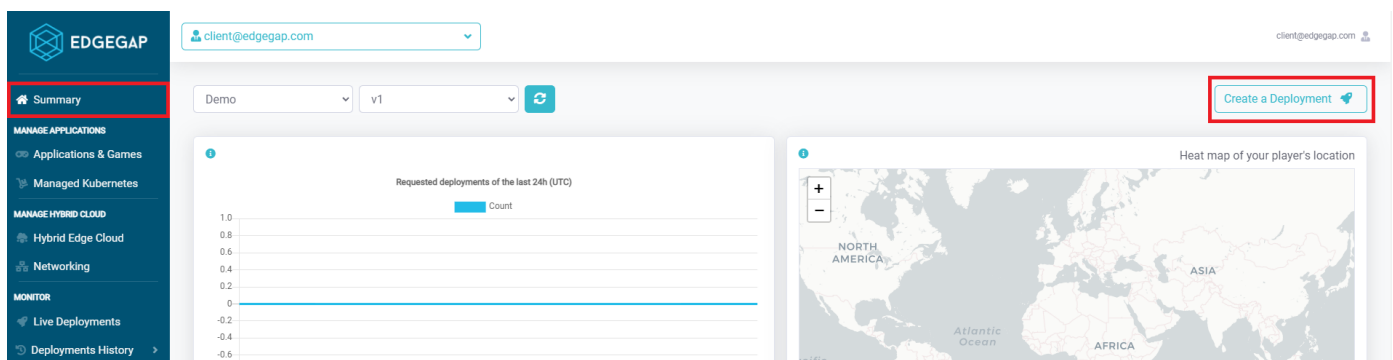
# 3 - Manual deployment

Once the previous steps completed, you now have an API token, an application with a version that you can deploy. Let's first try to deploy your game using the dashboard. That's not how a production environment would deploy each instance but this is a good way for you to test your image and the whole call-flow.

If you followed the steps, you are here, in the applications list.




You can click directly on deploy. It will bring you to the deployment wizard. You can also click on "Summary" in the navigation sidebar and the "Create a Deployment" on the top right.



The Deployment wizard will show up.

Create a deployment



Demo

v1

i

Enter the number of random players to generate (1-20):

4

Select the region the players will come from:

America

Europe / Africa

Asia / Oceania

i

The Query:

```
{
  "app_name": "Demo",
  "version_name": "v1",
  "ip_list": [
    "162.254.143.156",
    "162.254.155.165",
    "162.254.171.49",
    "198.12.116.17"
  ]
}
```

Close

Deploy

© 2021 Edgemon version: 1.22. All rights reserved. [Contact Us](#)

First, select your app and version.

Enter how many players you want to have in your deployment and their general location. This simply generates a list of random IPs to simulate players.

The wizard displays the simulated request that will be sent to Codema API. It is the actual JSON request that your matchmaker will send to Arbitrium. Feel free to modify it. Just be sure that the

application and version exist. Otherwise, you will get an error. Then click “Deploy” to create your deployment.

You now have an application running! You can view the players' location, the selected access point, the URL for your game server and more.

The screenshot displays the Edgegap web interface. On the left is a dark blue sidebar with navigation links: Summary, MANAGE APPLICATIONS (Applications & Games, Managed Kubernetes), MANAGE HYBRID CLOUD (Hybrid Edge Cloud, Networking), MONITOR (Live Deployments, Deployments History, Sessions, Analytics), SERVICES (Matchmaker), DISCOVER (Locations, Documentations, Release Notes, SDK). The main content area is titled 'ARBTRIUM - DEPLOYMENT - READ - #210' and includes buttons for 'Add Tag', 'Protect Deployment', 'Stop Deployment', and 'Signal a Problem'. Below the title, there's a 'REQUEST ID' (9183a952e095) and an 'APPLICATION' section showing 'Demo - v1' with a 'Ready' status. The 'HOST' is 'demo.9183a952e095.edgelab.io'. A 'PORT MAPPING' table is shown:

External	Internal	Protocol
32158	5000	TCP

Below the table, it lists 'CHOSEN ACCESS POINT' (montreal-develop-base-e4-c4ca42-0) and 'POTENTIAL ACCESS POINTS' (montreal-develop-base-e4-c4ca42-0). It also shows 'CREATE TIME' and 'DEPLOYMENT TIME' with local and UTC timestamps. The 'CLIENT ID' is 37, and 'USERS (4)' are listed with their IP addresses: 162.254.171.49 and 162.254.143.156. On the right, a 'Deployment Map' shows a map of North America with a legend for Player, Players Group, Location Available, Location Tested, Location Selected, Zone Center, and Connection. The footer indicates '© 2021 Edgegap version: 1.22, All rights reserved. Contact Us'.

Now that your application is running in Edgegap, you can either automate this process by modifying your matchmaker to send a request to our API, or you can use an existing matchmaker to send those requests.