

Unity on Docker

To create your game server's first container build, you will need to generate your server in Linux.

Select your server then **File->Build Settings**

Build Settings menu

The Build Settings window allows you to choose your target platform, adjust settings for your build, and start the build process. To access the Build Settings window, select File > Build Setting. Once you have specified your build settings, you can click Build to create your build or click the Build And Run to create and run your build on the platform you have specified.

In the options, please select In the drop-down

Menu	Selection
Target Platform	Linux
Architecture	x86_64

In the Checkbox

- ☒ Headless Mode
- ☒ Server Build

Then Click **Build**

Once the build is created, let's create the docker container.

Building the Game Server Docker Image

One of Edgegap's features is that it's agnostic of how you build your game executable. It just needs a reference for an OCI Image (Docker, ContainerD), and it will be able to spin any number

of servers you want. We will now get you started with the creation of your server running in a container.

Starting with Docker, you will find a `Dockerfile` at the root folder. This configuration file describes how to build the image, and here are the main points to look at:

1. Move your build that was done using the unity editor in a folder call build
2. Create a folder on your local machine (If you have Docker installed)
3. In this folder, Create "dockerfile" and paste the content the example
4. Create a folder call build in this folder
5. Copy the files generated by your Unity build into the `build` folder
6. Create a file called `entrypoint.sh` and copy the content in (Updating your build name)

dockerfile

```
FROM ubuntu:bionic
MAINTAINER Edgegap <youremail@edgegap.com>

ARG DEBIAN_FRONTEND=noninteractive
ARG DOCKER_VERSION=17.06.0-ce

RUN apt-get update && \
apt-get install -y libglu1 xvfb libxcursor1

COPY build/ /root/build/
COPY entrypoint.sh /entrypoint.sh

WORKDIR /root/
ENTRYPOINT ["/bin/bash", "/entrypoint.sh"]
```

Set the entry point

The entry point refers to the executable that will be started when a container is booting up.

Example:

entrypoint.sh

```
chmod +x /root/build/linuxBuild.x86_64  
xvfb-run --auto-servernum --server-args='-screen 0 640x480x24:32'  
/root/build/linuxBuild.x86_64 -batchmode -nographics
```

We are always available to help you get started. Just send us a help request on Slack.