IGC.Launcher Documentation

[**Ctrl+Click Here for Complete Setup Video Tutorial**](https://www.youtube.com/watch?v=_Aa9GozsRAE&list=UU6dlT8G2EXaSipPGwFwEqTg)

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**Client Hash Protection System (e.g. H.P System)**

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

**What's It For?**

H.P 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 H.P 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 H.P System](http://www.youtube.com/watch?v=WW89sg97VJk)

**Additional Notes:**

* Make sure that you switched the H.P 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 H.P System, then you must generate completely new Hash file, with the new Patch files that has been changed. Otherwise, H.P 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)

**F.A.Q:**

Q: I have created a new item.bmd file, I have created new patch. But My H.P System is set to check the signature **of this file** (item.bmd). What should I do?

* 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 H.P System host (see YouTube video).

**Client Files Full Check System**

File Location: Host. (HashCheck\%ServerPrefix%\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.

So, this system runs only if your player press the “Check Files” button on launcher, and not every time game starts.

**Usage:**

[Watch YouTube Video explaining how to setup System](http://www.youtube.com/watch?v=WW89sg97VJk)

**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 created a new item.bmd file, I have created new patch. But this System is set to check the signature **of this file** (item.bmd). What should I do?

* A: Generate a new "Hash\_FullCheck.tmp" 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 host (see YouTube video).

**Client Auto-Update System (e.g. A.U System)**

Files Location: Client. (Data\cVersion)

**What's it for?**

A.U 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\%ServerPrefix%\version.zip=>version.wvd), and will download each update that is greater than the Client Version.

**Usage:**

[Watch YouTube Video explaining how to setup A.U System](https://www.youtube.com/watch?v=iiTqo1dzl8I)

**Additional Notes:**

* If any of the Patch files also being checked by H.P 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) by the name of "up\_list.zip".
* All files in "up\_list.zip" must be organized the same way as Client folder files structure.

**Launcher 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\%ServerPrefix%\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](https://www.youtube.com/watch?v=0sScsQcpkOA)

**Additional Notes:**

* EVERYTHING **IS CASE SENSATIVE**! KEEP IT IN MIND!
* In the file “temp.zip” there must be at least the “NewLauncherVersion.exe” file (**DO NOT CHANGE THE NAME**).
* X64.dll and x86.dll files released with the new launcher version must also be added to “temp.zip” file
* You can add any files you want to “temp.zip” folder, and they will be extracted to the Players Client folder.
* You **cannot** change version of Launcher by yourself. The launcher version will be changed every time I will release new version.

**Launcher Server**

Starting from launcher version 1.8.0.0:

* LauncherServer must be run on your host in order for Launcher to work.
* Launcher connects to LauncherServer and not to ConnectServer

**Features**

* Account Registration (Multiple Servers)
* Account Password Change (Multiple Servers)
* Connect to Game with Launcher Only (Secured)
* ConnectServer Proxy
* 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](http://www.youtube.com/watch?v=MPDJa_l2l5s)

**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

**What's it for?**

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

**Usage:**

Check config.ini file on LauncherServer folder to enable this feature.

You must enable “Use IGCN Launcher” function in ServerInfo.bmd fir this featue to work.

You must input LauncherServer IP and Port in ServerInfo.bmd file in order for this feature to be effective

You must be using “ConnectServer Proxy” function in order for this feature to be effective

**Additional Notes:**

* This feature will work with IGC.DLL released on Server Update 8.0.4.4 (Beta) and Newer only

ConnectServer Proxy

**What's it for?**

This feature works in conjunction with “Connect to Game with Launcher Only”

**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 close ConnectServer TCP Port for public access and permit only LauncherServer to connect.

Multi Server

**What's it for?**

This feature works in conjunction with “ConnectServer Proxy” 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](http://www.youtube.com/watch?v=VwUA1AJ3zts)

**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 add ~~apply custom loading animation or~~ custom icon to your launcher.

**Usage:**

[Watch YouTube Video explaining how to create Animacon file](http://www.youtube.com/watch?v=D7vlOlDiS88)

**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\”
* You can create the Animacon file with ~~loading animation and~~ custom icon, or with one of them.
* If you don’t want custom ~~animation or~~ icon, simply don’t include this file in client.

**Custom Design**

Files Location: Client. (Data\Design\Graphics)

**What's it for?**

If you want to set custom Design to your launcher.

**Usage:**

[Watch YouTube Video explaining how to create Graphics file](http://www.youtube.com/watch?v=k4PR-ejfRH4)

**Additional Notes:**

* Generated Graphics file must be placed in Client folder “Data\Launcher\Design\”
* If you want to remove one or more controls from Launcher (for example remove Server Time), follow this instruction:

1. in Designer, open your Graphics file
2. Expend the Main Form
3. Drag the ServerTime label outside of logical boundaries of the main form
4. Resize the main form back to normal size
5. Save

**Settings File Configuration**

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

[Watch YouTube Video explaining how to create Settings file](http://www.youtube.com/watch?v=suAS642tyBw)

**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**

**IP / Port**

This is the IP address and Port of Launcher Server (the IP **or DNS** location of the **Launcher Server**)

**GameServers Status Check**

* **First you need to “Check” the CheckBox so you will be able to add records**

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

**Multi-Server**

If disabled, the List of Servers on Settings Forms on Launcher will be removed. Also 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.

* **You need to “Check” the CheckBox so you will be able to add records**

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 written to 'langconfig.ini' file in client

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

RegValue = this is the prefix 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 the H.P SYSTEM and A.U SYSTEM (to connect to the Host and download files) – *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 'langconfig.ini' file present in client

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 Graphics - (CheckBox)**

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

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

**Custom Graphics - File Password**

The password for the "Graphics" 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.*

\*Forum Support: Create a Topic on <http://community.igcn.mu/forum/16-igclauncher/> with:

1. Screenshot of the Error Message and other helpful information to resolve the error
2. “Error.log” file from “Data\Launcher\” folder (if exists)

|  |  |  |  |
| --- | --- | --- | --- |
| **Code** | **Origin** | **Common Cause** | **Fix** |
| 0xA0 | Hash Protection System   * File download: Host\HashCheck\%Prefix%\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\%Prefix%\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\%Prefix%\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\%Prefix%\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\%Prefix%\%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\%Prefix%\%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 |
| 0xC0 | Launcher Self-Updater   * File download: Host\Patches\%Prefix%\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\%Prefix%\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\%Prefix%\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\%Prefix%\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\Graphics file read, Design initiation to Launcher form | - Graphics file don’t exist, or is not placed in correct location  - (Rare) bug with Graphics file creation using Management Tools  - Launcher don’t have Reading permissions (OS related issue) on the folder launcher is running from | - Make sure Graphics 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.
  + CONCLUSION: When moving files from one Machine to another, always move it compressed.

**FAQ:**

Q: I have received Email announcing that my Launcher License has been activated. Should I do anything else?

A: Yes. Restart your IGC.ConnectServer and you should see this Log:

E:\Daniel\Desktop\Untitled.jpg

* If you don’t see this log in ConnectServer, this might mean one of the two:
  + Your Launcher License has not been activated yet.
  + There might be a problem of ConnectServer not succeeding in getting the Launcher License information from Auth Servers.
    - Try to restart ConnectServer few times and maybe some time later. If you still don’t see this Log, contact me (Bigman).

Next, you need to open or restart LauncherServer.

Q: What are the requirements to run the IGC.Launcher?

A: **".NET Framework 3.0”** is essential (can **be installed on XP**). Installing **Visual C++ Redistributable for Visual Studio 2012 is recommended but not critical**, that can be downloaded here:  
 x86 (x32) OS - <http://go.microsoft.com/?linkid=9815734>

x64 OS - <http://go.microsoft.com/?linkid=9815744>

*Supported Operating Systems:*

*Windows Vista SP2 (x86 and x64)*

*Windows 7 SP1 (x86 and x64)*

*Windows 8 (x86 and x64)*

*Windows 8.1 (x86 and x64)*

*Windows Server 2008 SP2 (x64)*

*Windows Server 2008 R2 SP1 (x64)*

*Windows Server 2012 (x64)*

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: 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: Can I use FTP Host?

A: YES

Q: Can I use HTTP Host?

A: YES

Q: Is there a support for setting up the host and further questions?

A: You can always use our forum and create a topic which is free. However if you want **me** to do something for **you**, it will be additionally charged.

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 BAN from ALL IGCN Services.

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

A: Yes, but would need to issue a Launcher License Renewal which would cost additional fee.