Build from source

proepkes edited this page on Nov 3, 2018 · 4 revisions

Overview ▼ Pages 5 Find a page... To be able to start a client or server, the directory should at least contain the following assemblies: ▶ Home Server Build from source Overview SpeedDate.dll Server SpeedDate.Server.dll Client SpeedDate.ServerPlugins.dll 1. Build the MasterServer SpeedDate.Server.Console.dll (dotnet executable) 2. Build the Spawner 3. Build the Gameserver-binary Client 4. Run the MasterServer 5. Start the Spawner SpeedDate.dll 6. Start the Client SpeedDate.Client.dll SpeedDate.ClientPlugins.dll Getting started SpeedDate.Client.Console.Example.dll (dotnet executable, replace this with your game-client)

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Hosting on VPS

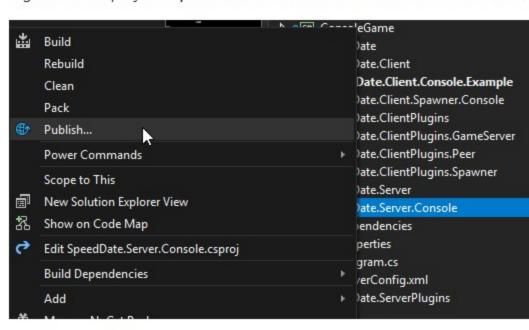
Plugin Framework

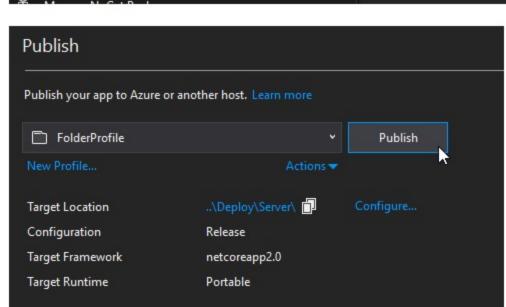
https://github.com/proepkes/SpeedDat

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1. Build the MasterServer

Right-click on project "SpeedDate.Server.Console" and select "Publish...", then click the Publish-button





Adjust the path to the game-executable inside "SpawnerConfig.xml"

2. Build the Spawner

 $Right-click\ on\ project\ "\textbf{SpeedDate.Client.Spawner.Console}"\ and\ select\ "\textbf{Publish...}",\ then\ click\ the\ \textbf{Publish}-button$

3. Build the Gameserver-binary

Repeat the last step for project "ConsoleGameServer.Example", this can be replaced by your own Gameserver later on

4. Run the MasterServer

Start a new **PowerShell**, cd to the repositories root folder. Step 1 should've created a new directory named "**Deploy\Server**". Start the server with the **dotnet**-command:

```
r PC > BigData (E:) > Repositories > SpeedDate >
Name
                                             Änderungsdatum
                                                                                       Größe
                                             11.06.2018 21:53
                                                                  Dateiordner
                                             05.06.2018 20:30
    .idea
                                             06.06.2018 18:36
                                                                  Dateiordner
                                             05.06.2018 10:52
                                                                  Dateiordner
    .VS
                                             11.06.2018 22:01
    ConsoleGame
                                                                  Dateiordner
    Deploy
                                             11.06.2018 16:20
                                                                  Dateiordner
    SpeedDate
                                             11.06.2018 21:53
                                                                  Dateiordner
    SpeedDate.Client
                                             11.06.2018 15:51
                                                                  Dateiordner
    SpeedDate.Client.Console.Example
                                             11.06.2018 21:06
                                                                  Dateiordner
    SpeedDate.Client.Spawner
                                             11.06.2018 14:29
                                                                  Dateiordner
    SpeedDate.Client.Spawner.Console
                                             11.06.2018 16:17
                                                                  Dateiordner
```

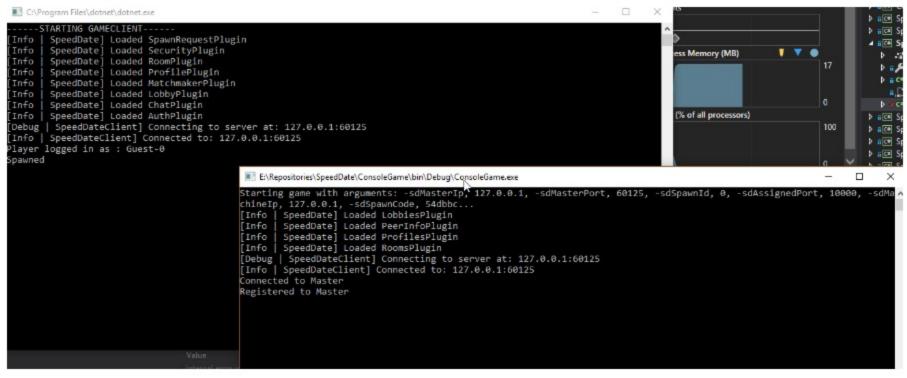
```
PS E:\Repositories\SpeedDate\Deploy\Servers dotnet .\SpeedDate.Server.Console.dll
[Info | SpeedDate] Loaded SpawnerPlugin
[Info | SpeedDate] Loaded RoomsPlugin
[Info | SpeedDate] Loaded MatchmakerPlugin
[Info | SpeedDate] Loaded MatchmakerPlugin
[Info | SpeedDate] Loaded MatchmakerPlugin
[Info | SpeedDate] Loaded CobbiesPlugin
[Info | SpeedDate] Loaded CobbiesPlugin
[Info | SpeedDate] Loaded ChatPlugin
[Info | SpeedDate] Loaded AuthPlugin
[Info | SpeedDate] Loaded AuthPlugin
[Info | SpeedDate] Started on port: 60125
```

5. Start the Spawner

```
PS E:\Repositories\SpeedDate\Deploy\Spawner> dotnet .\SpeedDate.Client.Spawner.Console.dll
-----STARTING SPAWNER------
[Info | SpeedDate] Loaded SpawnerPlugin
[Debug | SpeedDateClient] Connecting to server at: 127.0.0.1:60125
[Info | SpeedDateClient] Connected to: 127.0.0.1:60125
[Info | SpawnerPlugin] Registering Spawner...
Registered spawner
```

6. Start the Client

Inside Visual Studio, set "SpeedDate.Client.Console.Example" as StartUp Project & hit run:



The Client connects to the Master and starts a spawn-request. The Spawner will then spawn a new GameServer.