

## Build from source

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

## Overview

To be able to start a client or server, the directory should at least contain the following assemblies:

## Server

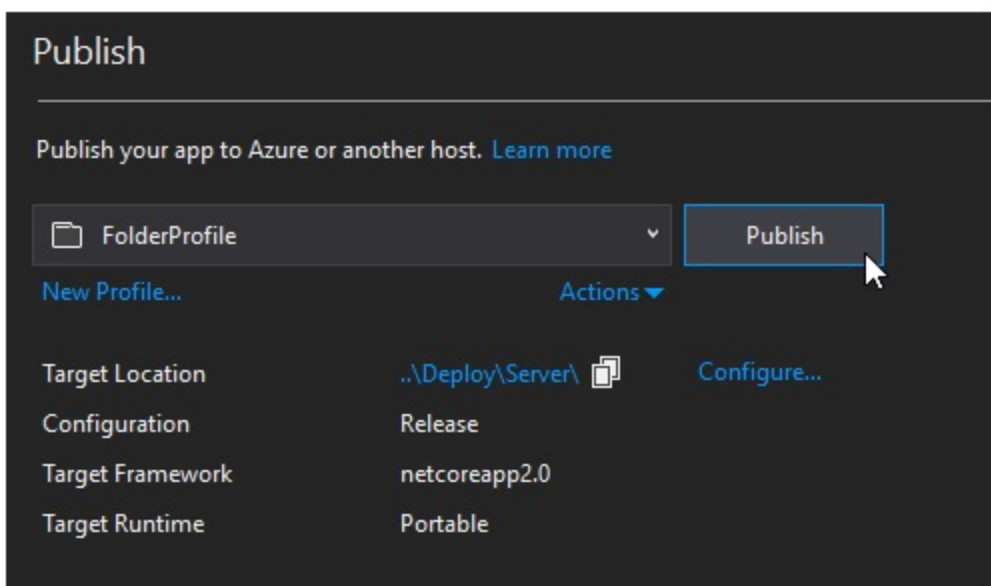
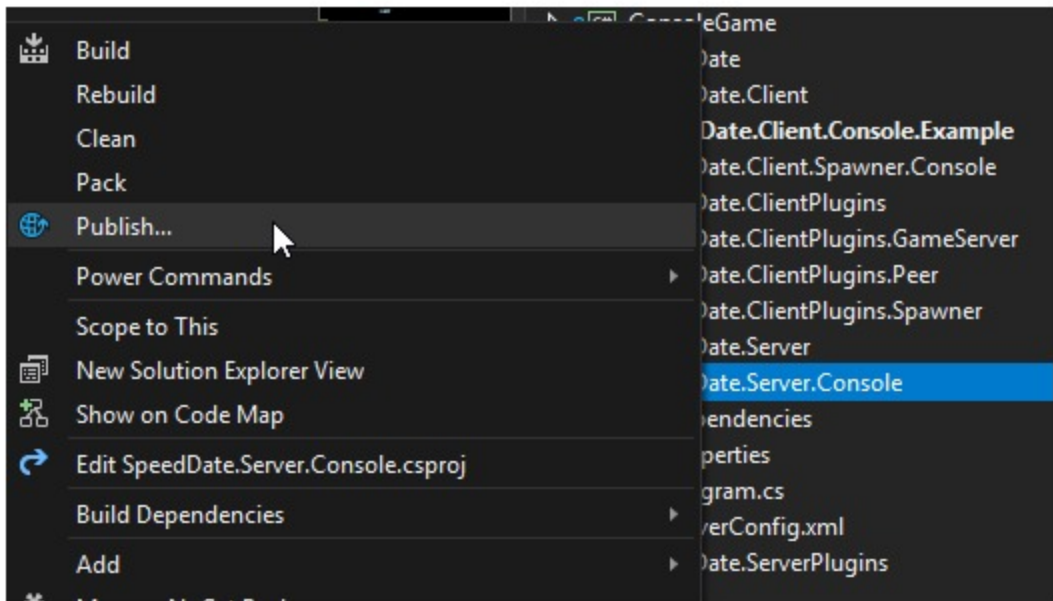
- SpeedDate.dll
- SpeedDate.Server.dll
- SpeedDate.ServerPlugins.dll
- SpeedDate.Server.Console.dll (dotnet executable)

## Client

- SpeedDate.dll
- SpeedDate.Client.dll
- SpeedDate.Client.Plugins.dll
- SpeedDate.Client.Console.Example.dll (dotnet executable, replace this with your game-client)

## 1. Build the MasterServer

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



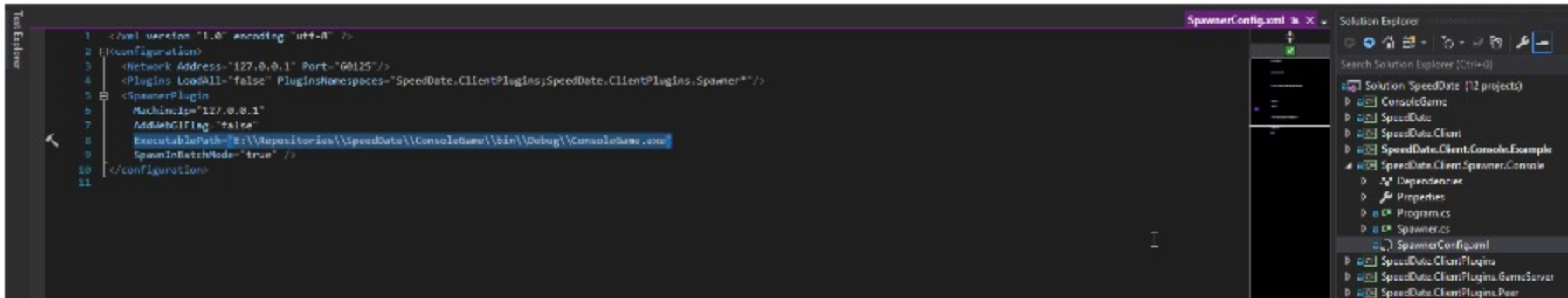
## 2. Build the Spawner

Right-click on project "SpeedDate.Client.Spawner.Console" and select "Publish...", then click the 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

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

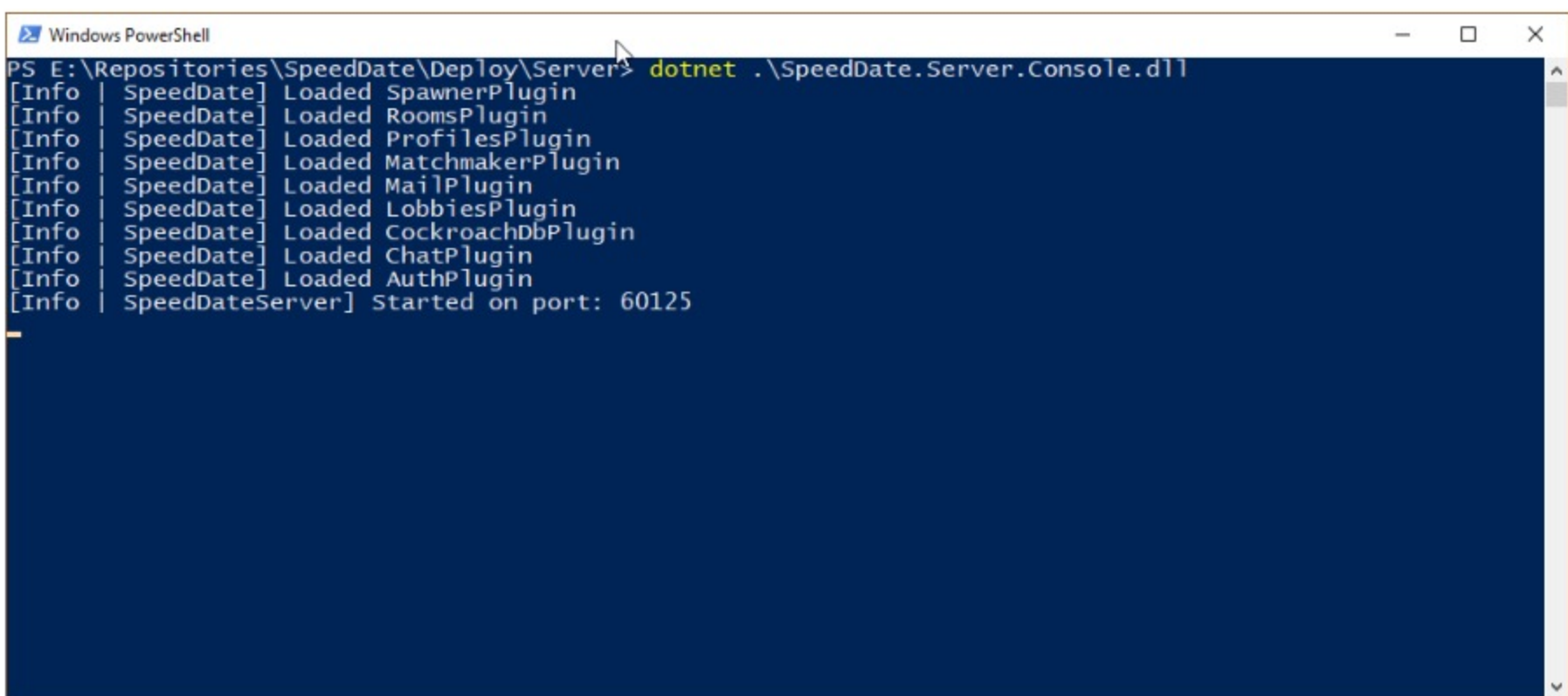


#### 4. Run the MasterServer

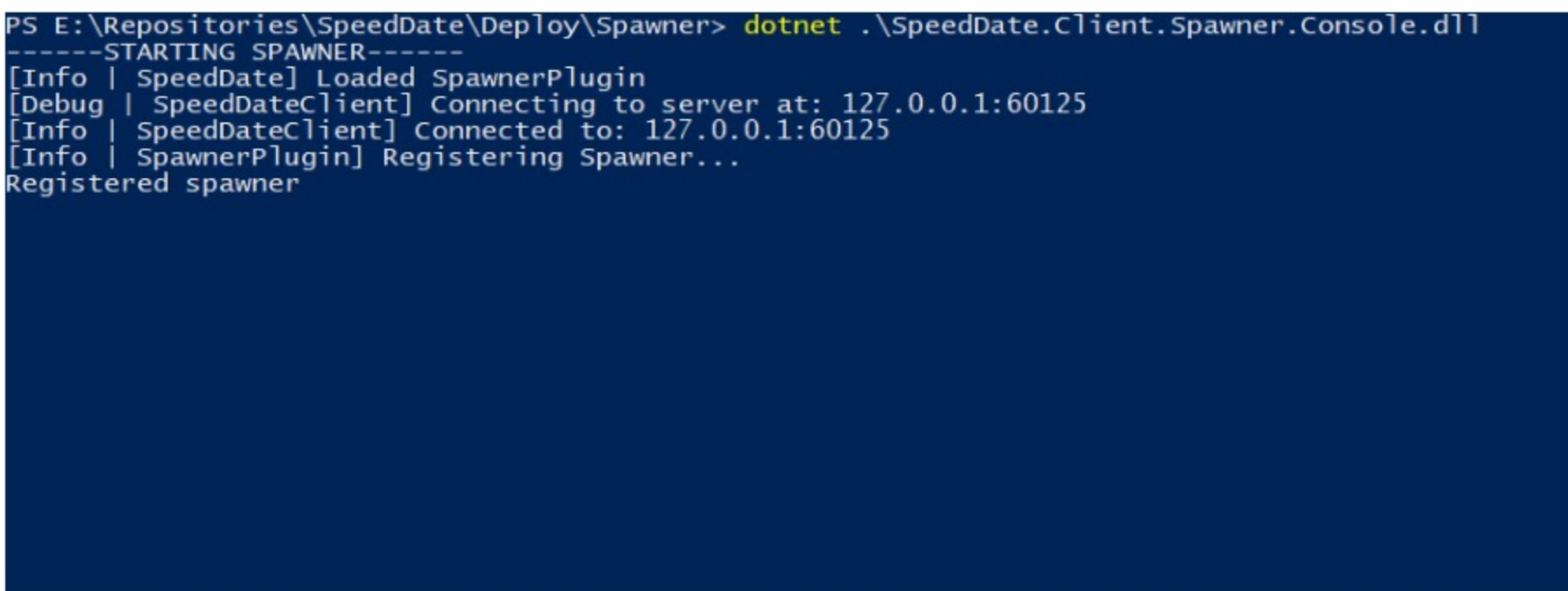
Start a new **PowerShell**, cd to the repositories root folder. Step 1 should've created a new directory named "Deploy\Server".

Start the server with the `dotnet`-command:

Name	Änderungsdatum	Typ	Größe
.git	11.06.2018 21:53	Dateiordner	
.github	05.06.2018 20:30	Dateiordner	
.idea	06.06.2018 18:36	Dateiordner	
.vs	05.06.2018 10:52	Dateiordner	
ConsoleGame	11.06.2018 22:01	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	

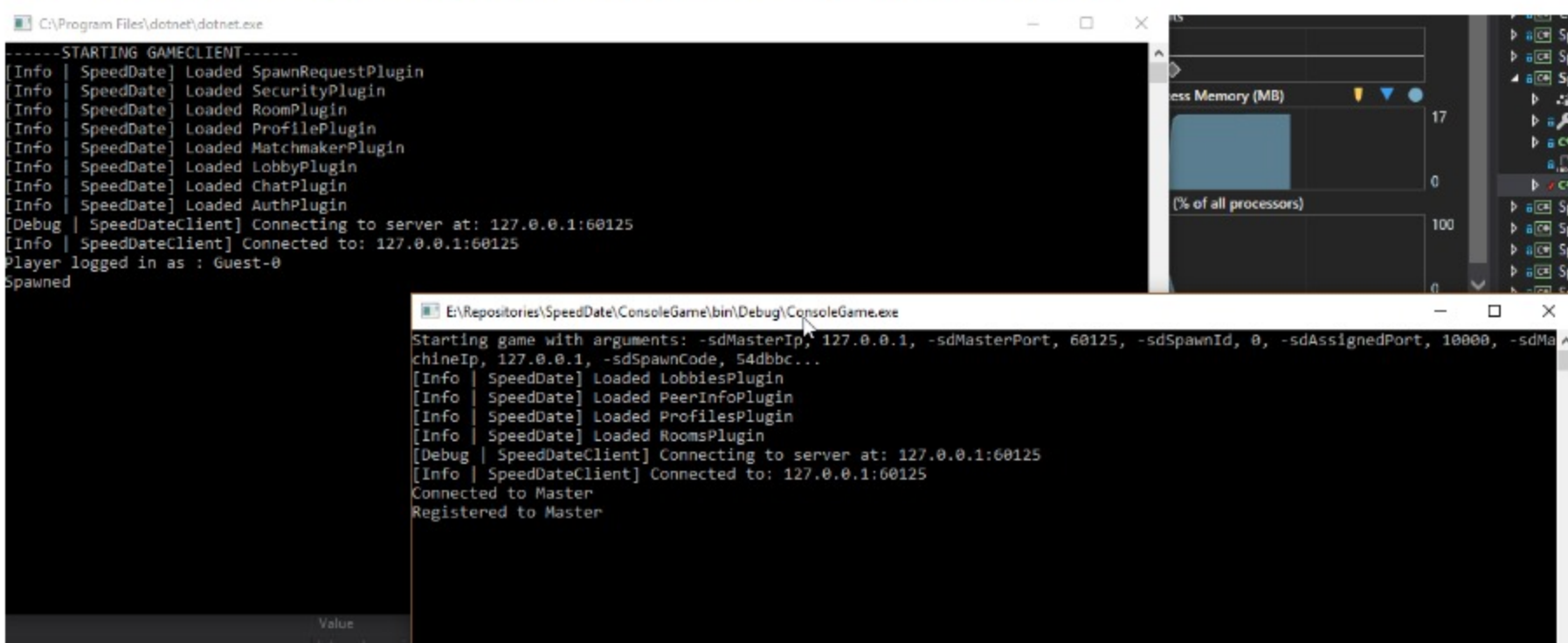


## 5. Start the Spawner



## 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.

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<https://github.com/proepkes/SpeedDat>