GAME LAUNCHER

Game Launcher is the Ultimate Solution to manage the updates of your game or app by creating patches using the Binary Diff technique.

Links
| Website | Basic Version | Pro Version | Video | Documentation |

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DOCUMENTATION

Version 1.0.0

To learn how to use Game Launcher in your project please start with the installation of the package.

Installation

- Documentation Tutorial: https://gamelauncher.gitbook.io/documentation/installation
- Video Tutorial: https://www.youtube.com/watch?v=6wj0wIRuYbc

Online Documentation

1. Documentation: https://gamelauncher.gitbook.io/documentation/

License

Asset uses third party components under his respectives licenses; see Third-Party Notices.txt in package for details.

Creating a Launcher Patch

Please complete the Installation before creating a Launcher patch.

Video Tutorial: https://www.youtube.com/watch?v=bsY1GiDrox8

Documentation: Deploy your Launcher

Creating an App Patch

Please complete the Installation before creating an app patch.

Video Tutorial: https://www.youtube.com/watch?v=g4EhnIZ2R_E

Documentation: Creating app patch

Customize the Launcher

Documentation: Customization

Creating your own Skin and Selling it

You are allowed to create your own WPF UI Application to use the Game Launcher Unity Asset. And sell it in the Unity Asset Store.

More info:

https://gamelauncher.gitbook.io/documentation/creating-and-selling-your-own-content/creating-your-own-skin-and-selling-it

Changelog

All the changes in each version will be displayed here.

- 1.0.0

First release