Space Game Client/Server XML Setup

General Overview:

Both *Server* and *Client* applications utilize XML files to properly set communication between devices and modify general gameplay aspects. If these files are improperly modified, the game will result in crashes or communication errors.

XML Files Location:

"Application Folder" (Client or Server)→ Bam Kazam Space Game Data → StreamingAssets

XML File Descriptions:

Control_Names: Contains the list of names utilized for both digital and physical controls. Names longer than 23 characters will not be properly displayed on the LCD screens. The ***Server*** application utilizes this document.

Device_ID: Utilized exclusively by the ***Client*** tablet PCs. While the <id> tag identifies the player station, the <ip> and <serverip> tags are utilized to identify the server's address.

Digital_Controls: Contains configurations for tablet controls. Modifying the numerical values (knob and fader) will affect the possible control positions during gameplay. This file is utilized by the ***Server*** application.

Physical_Controls: This file contains the physical-control-layout-information for each player station. Within each <device> tag, the appropriate player station <ID> should be set, in addition to the listing of two control types (rocker switches, buttons, and/or knob) with coordinating LCD screens. Joysticks should also be included within each device tag. This file is utilized by the ***Server*** application.

Settings: A variety of gameplay adjustments are listed/labeled within this document. Notably, IP addresses for the *Server <ip>* and *Client* <device#ip> must be appropriately set for proper device communication. Additionally, site server information must also be properly inputted within the tags <apiaddress>, <apiappid>, and <apiexperienceid>.   It must be noted that this file is also utilized by the ***Server*** application.