

# 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](#) | [Documentation](#) | [Discord \(Support\)](#)

## Other Versions

| [Basic Version](#) | [Pro Version](#) | [Multi Games Launcher \(Enterprise Version\)](#) |

## Templates and Integrations

| [Flat Window Template](#) | Login/Register Integration (soon) | and more coming |

## Contact

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# DOCUMENTATION

## Game Launcher

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/>

## 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=g4EhnlZ2R\\_E](https://www.youtube.com/watch?v=g4EhnlZ2R_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

Check the most updated changelog here: [Changelog](#)