



DNUploader

desNetware.net

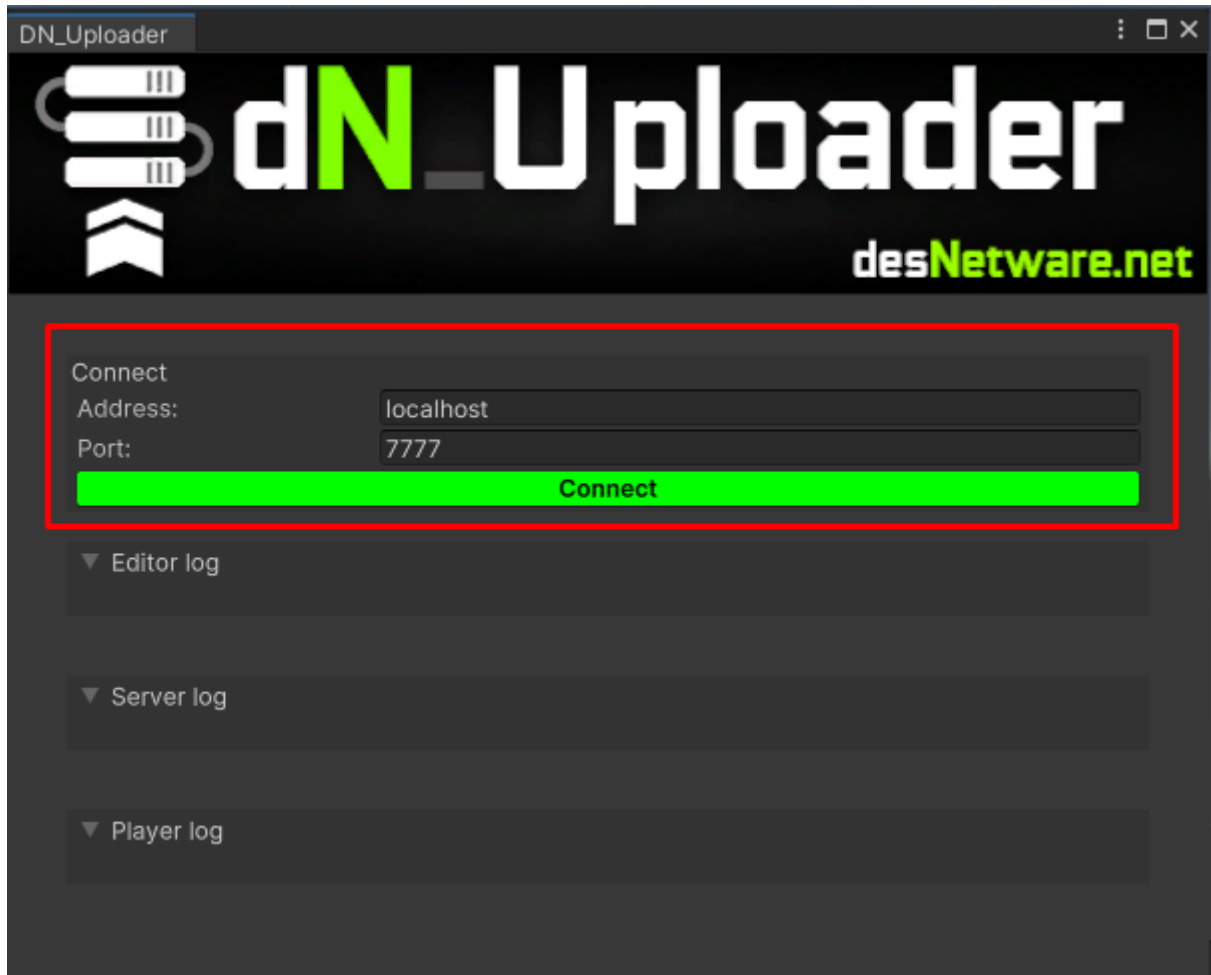
DNUploader Manual

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1. Connect to the server

In this section we will connect to the server that we set up in “DNUploader Setup” document. To connect provide Your dedicated server ip address and port that DNUploader server app is listening on. Then click “Connect” button and if DNUploader connected successfully proceed to the second part of this manual.



2. Manage server build with DNUploader

This section will describe every feature of DNUploader one by one.



1. Build settings

This panel is used to setup Your game before building process start. Platform is determined automatically based on which machine You are connected to. To build your game and automatically upload it to server You're connected to, click "Build and upload" button, after that panel number 2, "Server build launcher" will become available.

2. Server build Launcher

This panel will let You run and stop previously uploaded build. If Your game is prepared to accept launch commands You can pass them with "Launch commands" field. You can use it to make server player serve game on specific map, gamemode, port etc.

3. Editor log

Editor log will display feedback for user coming from editor.

4. Server log

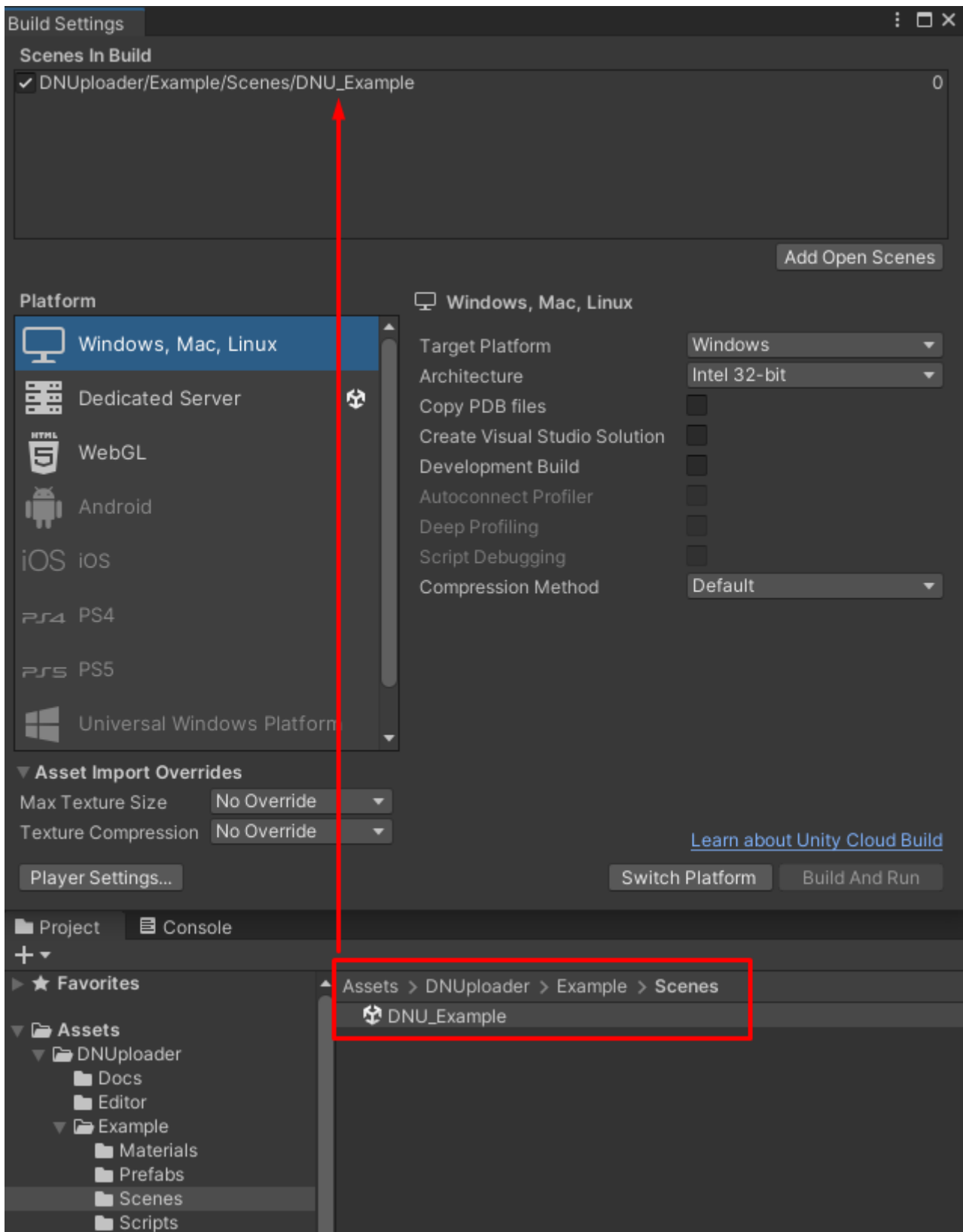
Server log will display feedback coming from the server, for example after it gets a new server build from us it will send back information to us that the operation was successful.

5. Player log

Player log will display output of our game when it's running.

3.Example project setup and use

To test example project, we first need to add it's scene to build settings. Drag and drop it from Assets/DNUUploader/Example/Scenes to “Scenes in build” list, since DNUUploader will always build all active scenes in this list in order.



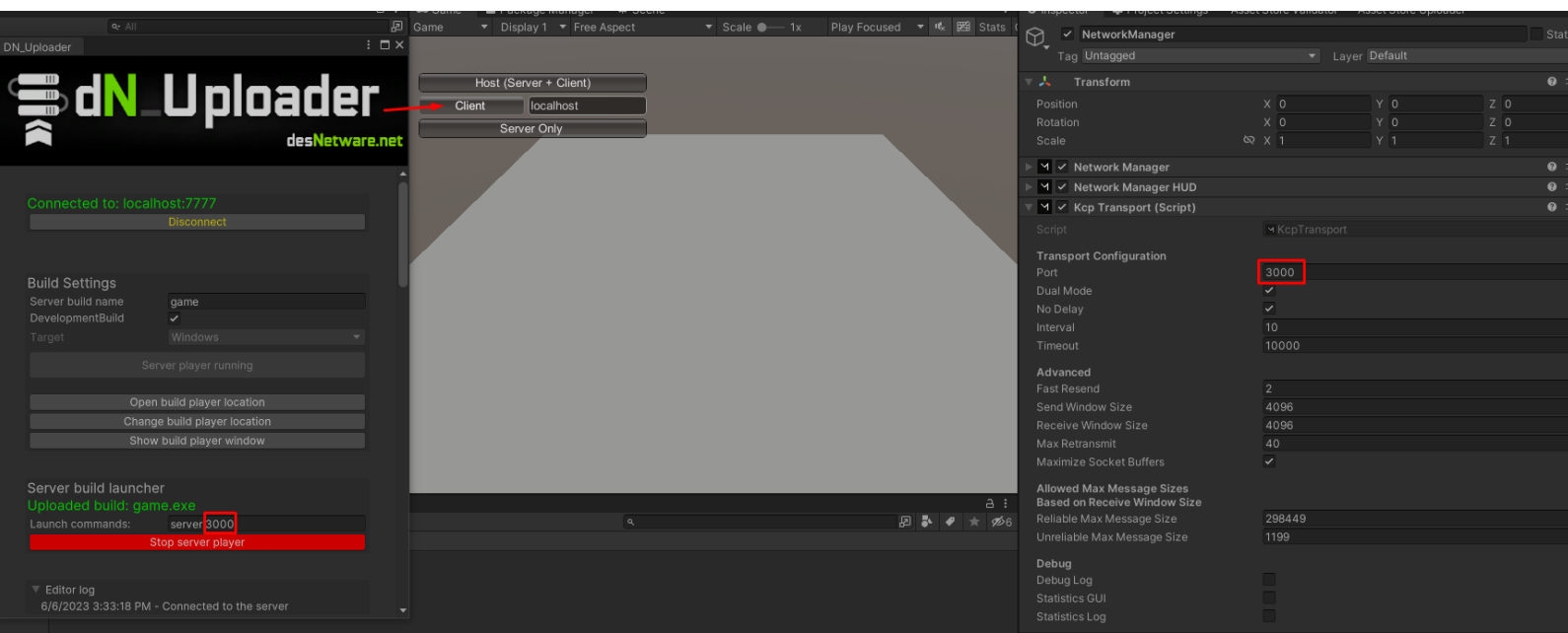
Now we can build and upload example project, but this project is not setup to start listening for connections automatically. Clicking “Run server player” will only launch builded server player, but server part of it (in this example made with mirror) won’t run automatically. To run the server we must provide launch command. “server” and **port** that we wish our game to listen on, like that:

server [**port**]

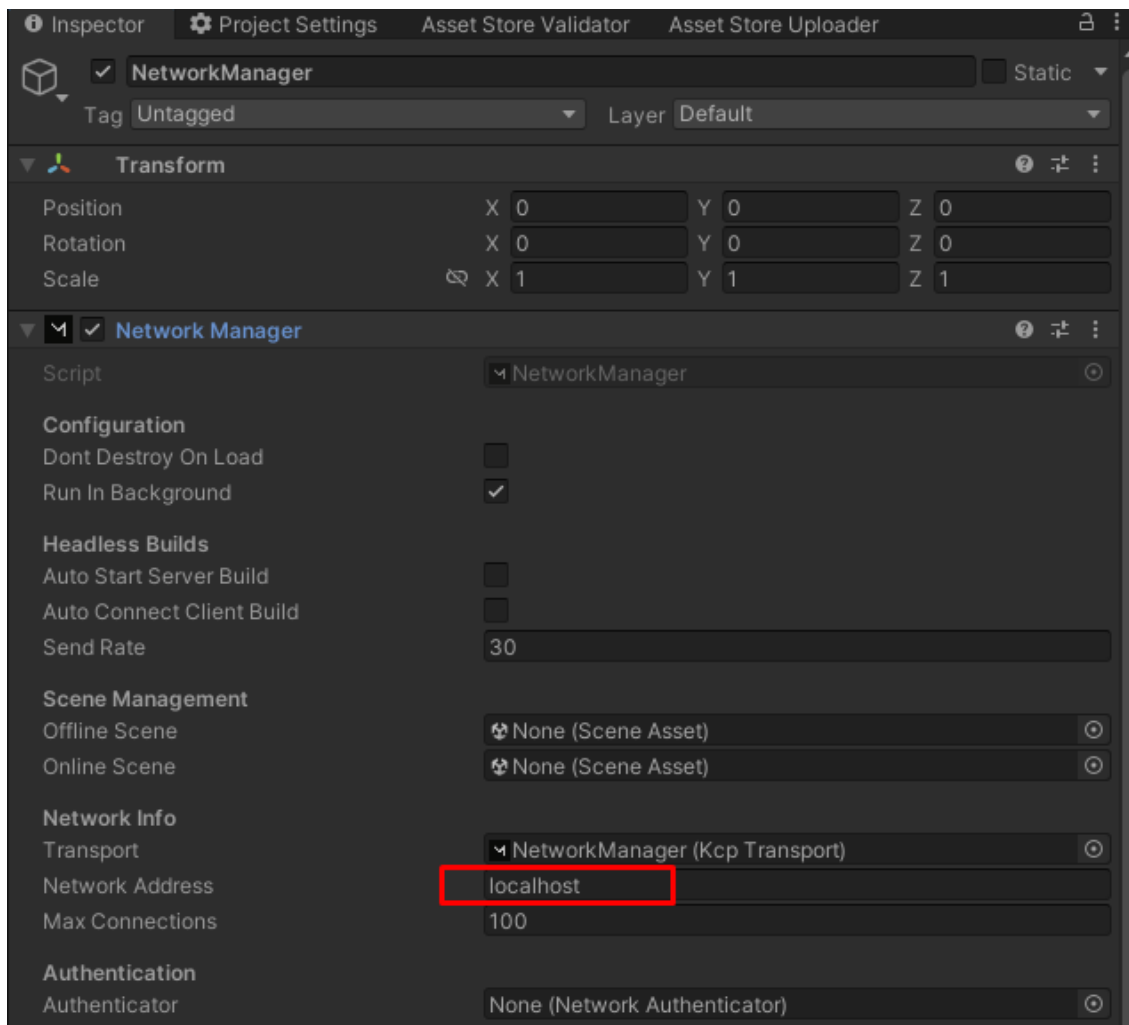


When launch command provided, click “Run server player”

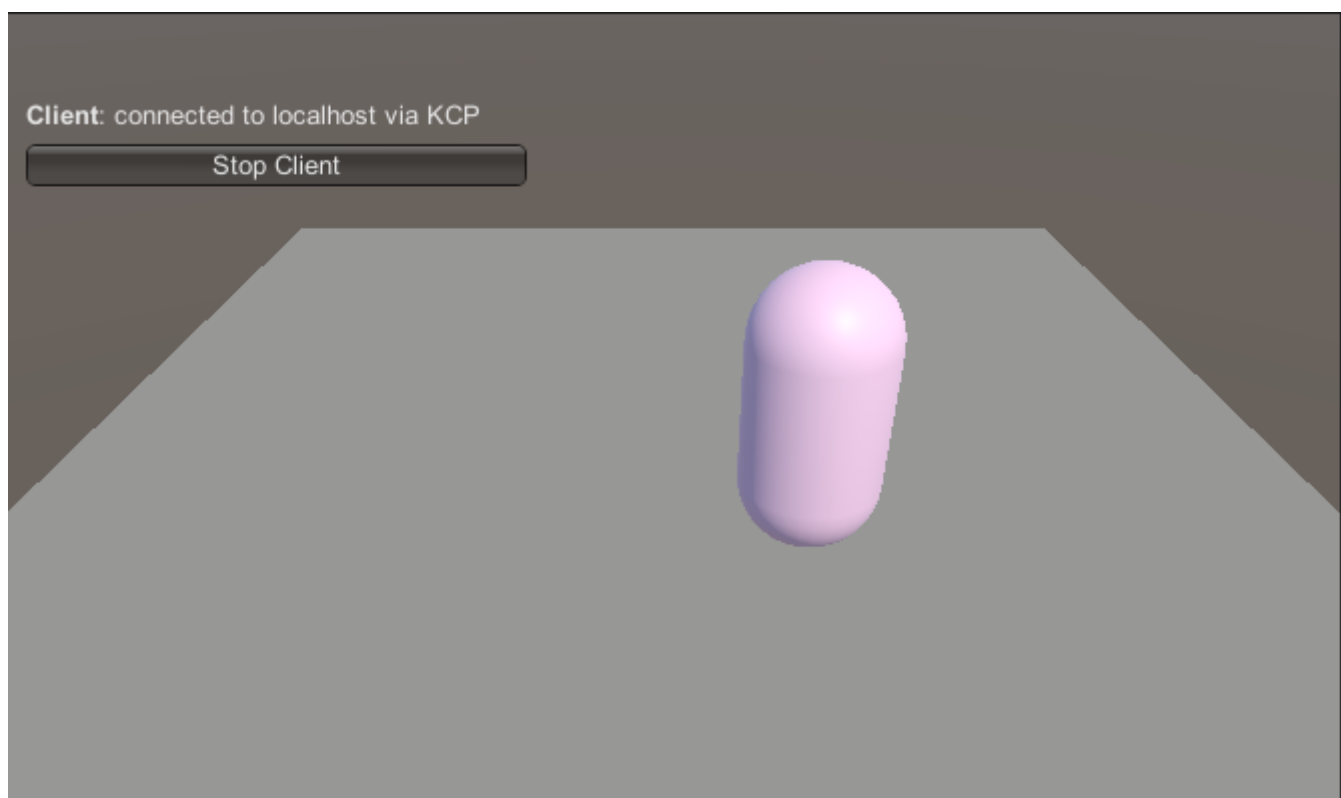
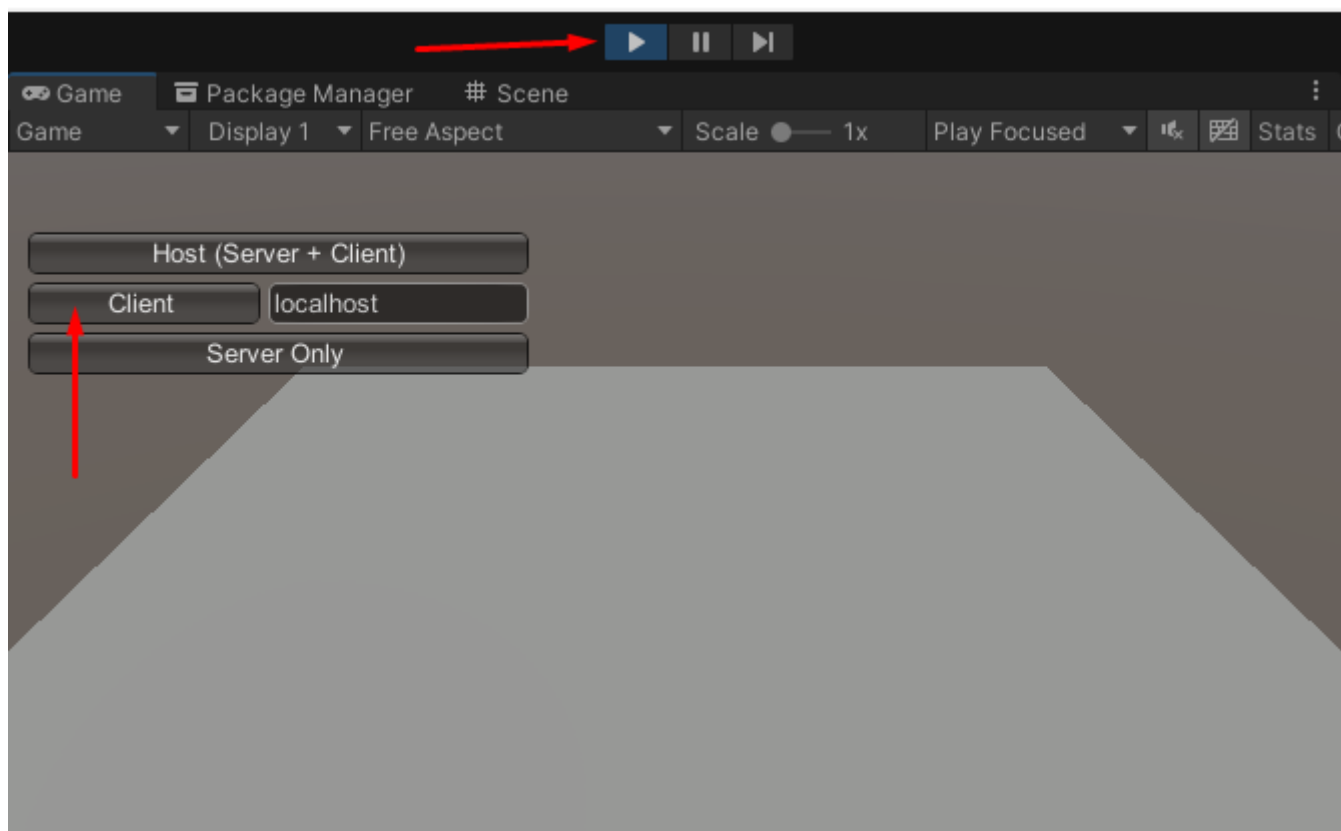
In scene DNUUploader select “NetworkManager” object, and in **KcpTransport** component of it, type port that You provided previously in LaunchCommands field in DNUUploader window.



In the same object in **NetworkManager** component type Your server network address that You used to connect to DNUUploader app. In this example I’m running everything on localhost.



Now You can run game in editor and click this “Client” button to connect to server.



Thank You for using DNUploader

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