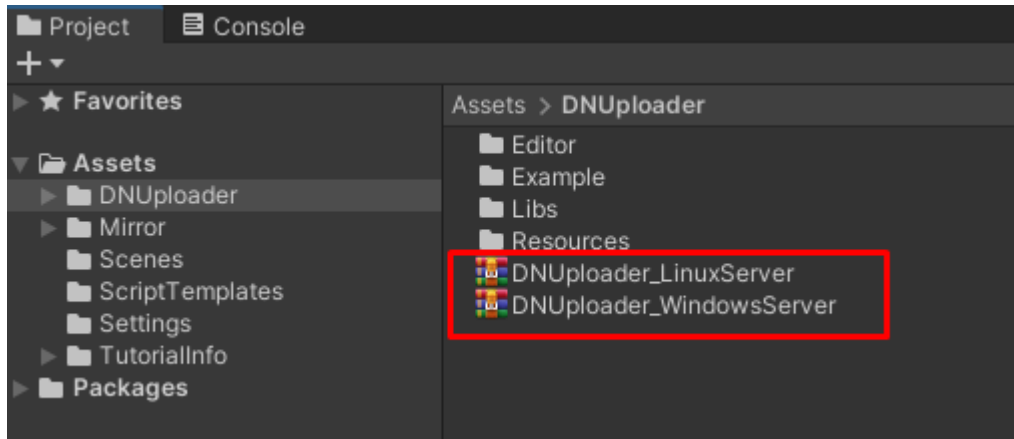# DNUploader Setup

Contents:

Introduction

DNUploader consists of two parts: client, which is our editor window from which we build and run server build of the game, and application on our server which will receive this build and launch it. This guide will show how to run this server app on server and connect to it from unity editor.

This manual assumes You can ssh to Your machine and transfer files to it.
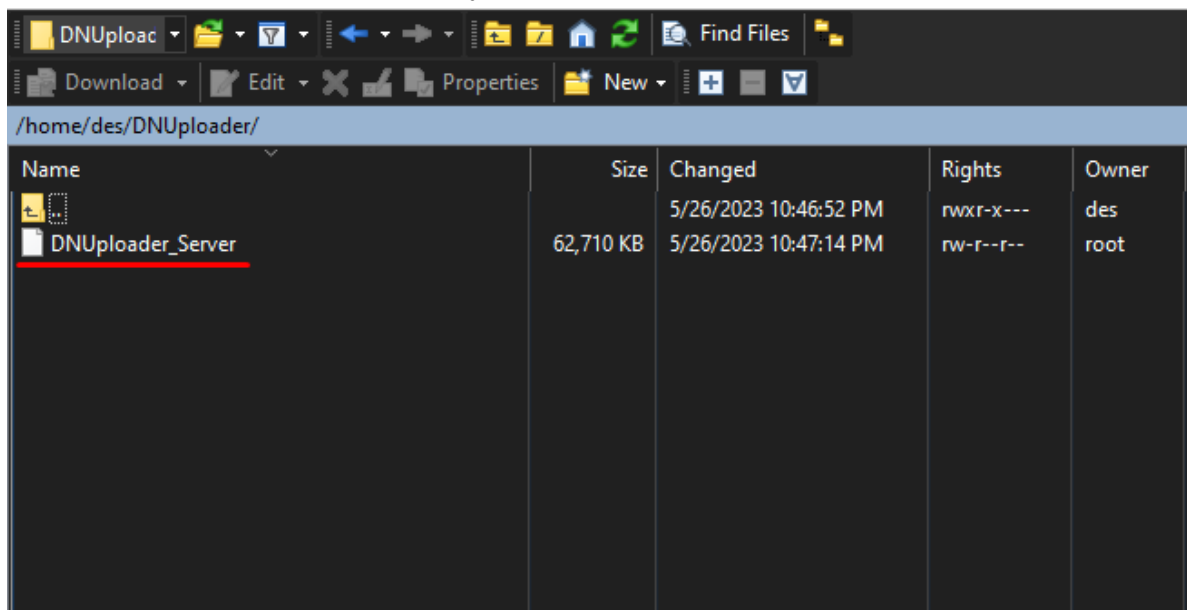
Setup for linux server

1. Transfer appropriate server app to Your machine. Inside both archives You'll find one file for a given system.

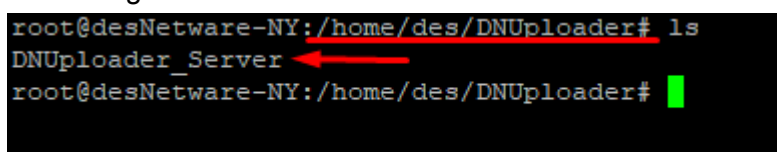

For this manual we will go with Linux.
For transfering file to server You can use WinSCP

In this manual I will be connecting to my VM from Windows 10, so for file transfering I used WinSCP, and for command line Putty.

For linux server we need to transfer to it file from .zip archive "DNUploader_LinuxServer". For windows server send .exe file from "DNUploader_WindowsServer". Both these files can be also run locally for testing.

Next navigate to location where You transferred file

To run DNUploader we first need to give it execution rights. To do this run command:
chmod +x ./DNUploader_Server

```
root@desNetware-NY:/home/des/DNUploader# ls
DNUploader_Server
root@desNetware-NY:/home/des/DNUploader# chmod +x ./DNUploader_Server
```

Run DNUploader by running executing:

./DNUploader_Server

By default it will listen on port 7777, to change it after application name type Your desired port. Make sure the port that You will be using is not blocked by a firewall in Your machine.
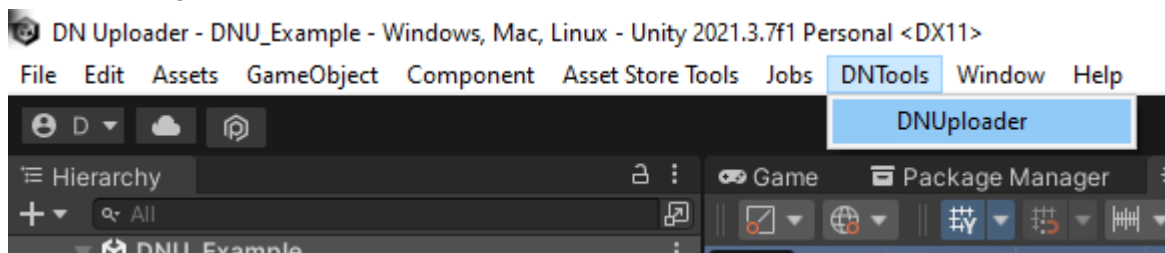
./DNUploader_Server [port]

```
root@desNetware-NY:/home/des/DNUploader# ./DNUploader_Server 7778
```

If everything went properly, You should see this message. Now we can go to unity editor.

```
root@desNetware-NY:/home/des/DNUploader# ./DNUploader_Server 7778
DN_Uploader listening on port: 7778
```

In editor navigate to DNTools/DNUploader

Provide Your machine ip address or domain and port that You've chosen previously. Next click "Connect" button

Finished. Now You can use DNUploader.