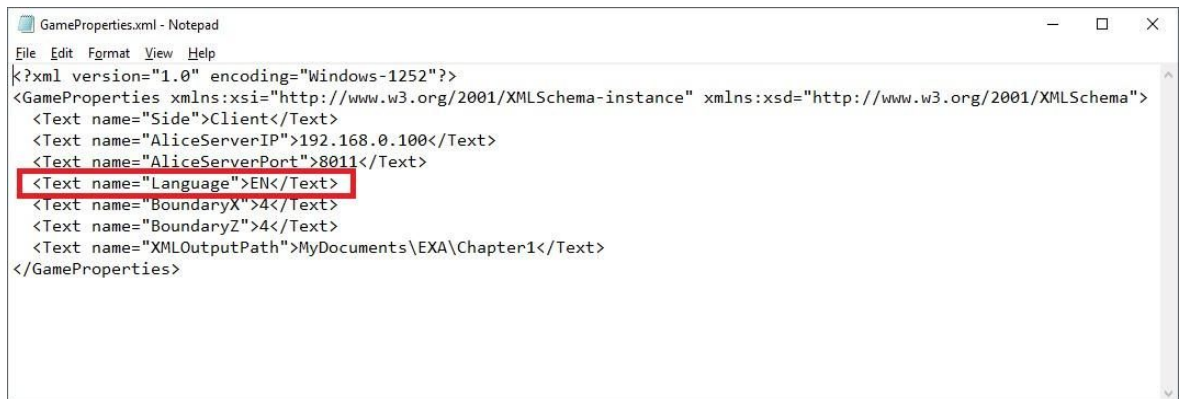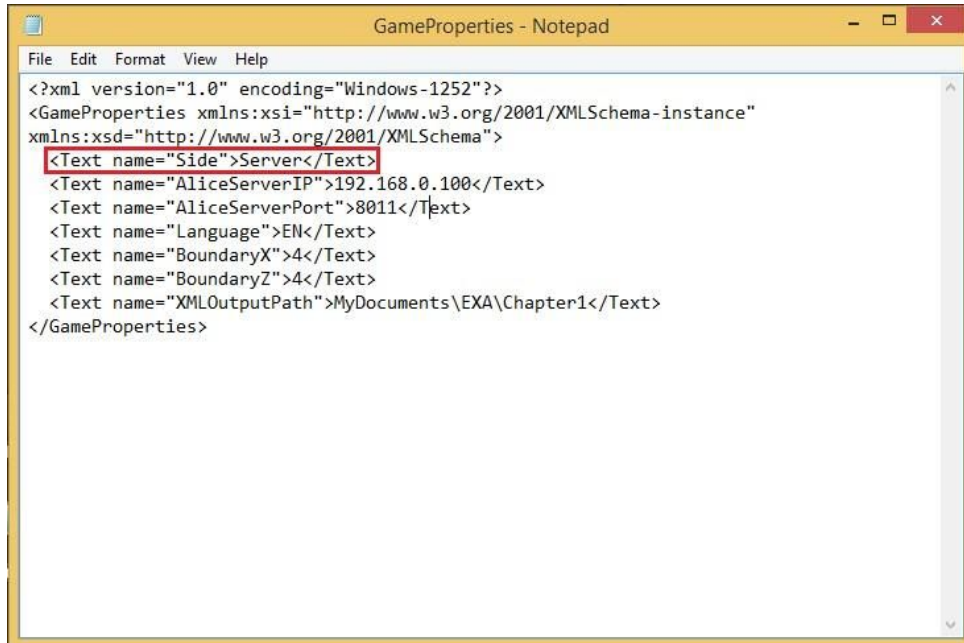# Angkas 2 Deployment

1. On server computer, copy the game into C:\EXA Games\. Then open game folder and locate StreamingAssets folder. Make sure Side on GameProperties.xml is set to "Server".

```xml
<?xml version="1.0" encoding="Windows-1252"?>
<GameProperties xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <Text name="Side">Server</Text>
  <Text name="AliceServerIP">192.168.0.100</Text>
  <Text name="AliceServerPort">8011</Text>
  <Text name="Language">EN</Text>
  <Text name="BoundaryX">4</Text>
  <Text name="BoundaryZ">4</Text>
  <Text name="XMLOutputPath">MyDocuments\EXA\Chapter1</Text>
</GameProperties>
```

2. On client computer, copy the game into C:\EXA Games\. Then open game folder and locate StreamingAssets folder. Make sure Side on GameProperties is set to "Client".
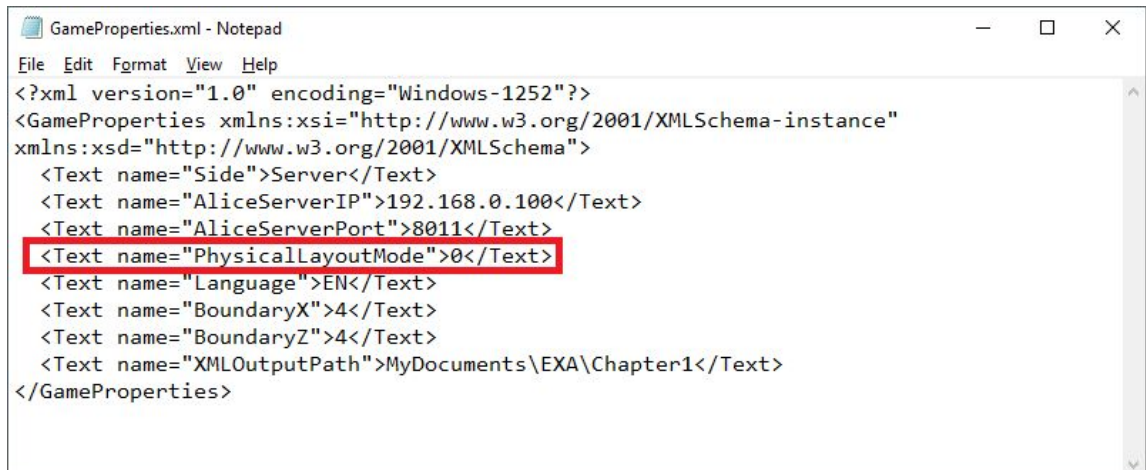
```xml
<?xml version="1.0" encoding="Windows-1252"?>
<GameProperties xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <Text name="Side">Client</Text>
  <Text name="AliceServerIP">192.168.0.100</Text>
  <Text name="AliceServerPort">8011</Text>
  <Text name="Language">EN</Text>
  <Text name="BoundaryX">4</Text>
  <Text name="BoundaryZ">4</Text>
  <Text name="XMLOutputPath">MyDocuments\EXA\Chapter1</Text>
</GameProperties>
```
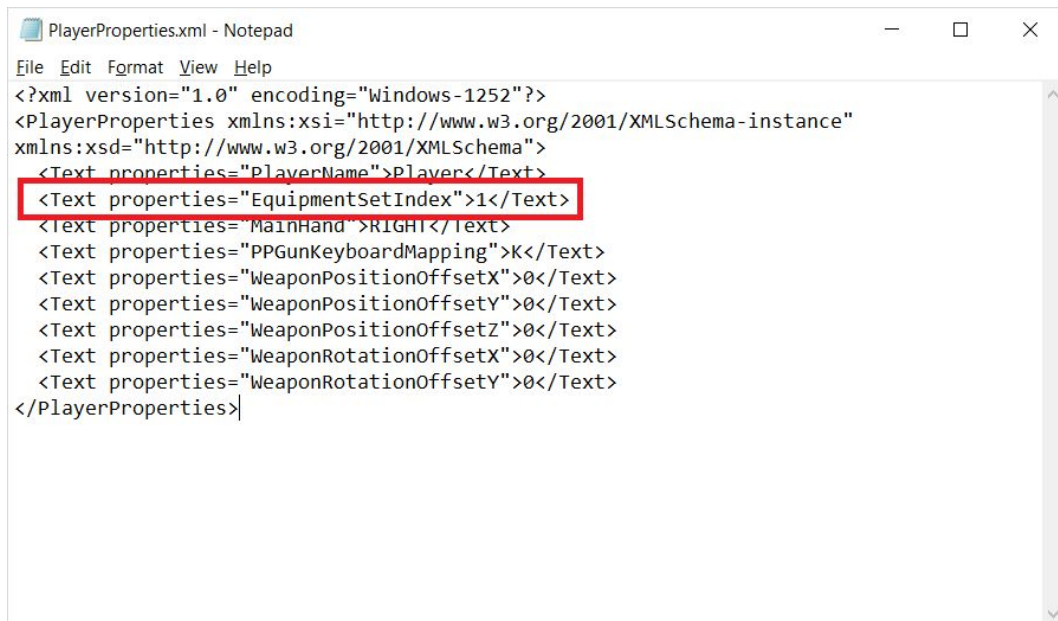
3. If you wish to change the game language, please set desired language id at GameProperties.xml

Language ID	Remark
EN	English
CN_T	Chinese Traditional (繁體)
CN_S	Chinese Simplified (简体)
JP	Japanese (日本)

4. If you wish to change physical game play area for game, please set desired configure at GameProperties.xml

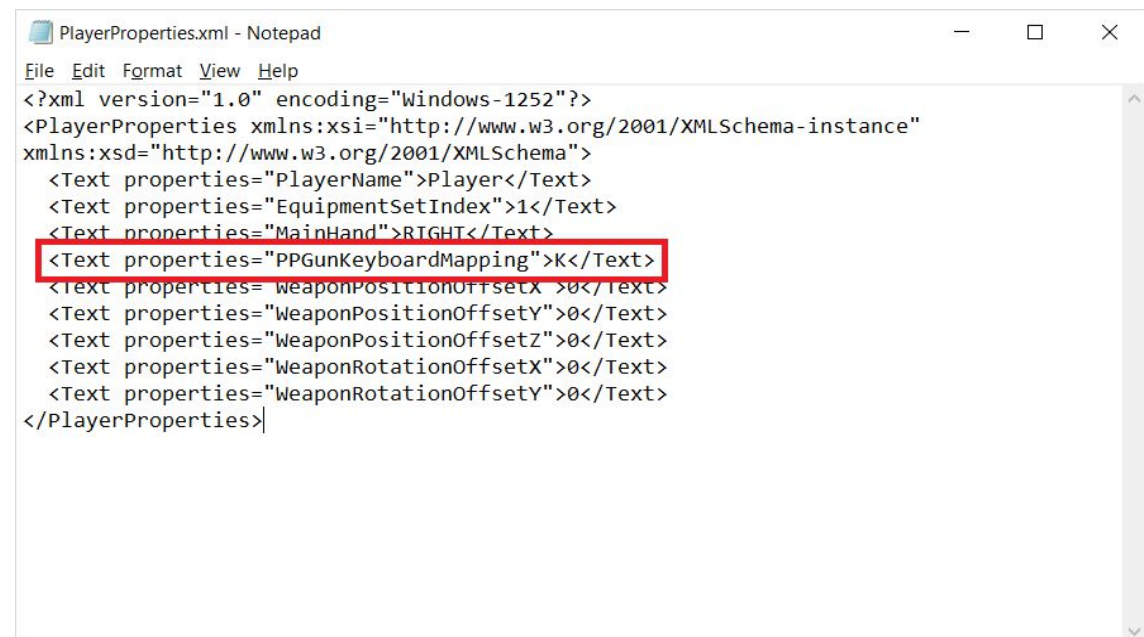| Physical Layout Mode	
0	One 4x4 physical space, with 1 set of light house 1.0
1	One 10x5 physical space, with 2 set of light house 2.0

5. If you wish to change controller to use with HTC Vive Controller, Vive Tracker or PP Gun. Please set desired configure at PlayerProperties.xml

```
PlayerProperties.xml - Notepad                                    —    □    ×
File  Edit  Format  View  Help
<?xml version="1.0" encoding="Windows-1252"?>
<PlayerProperties xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <Text properties="PlayerName">Player</Text>
  <Text properties="EquipmentSetIndex">1</Text>
  <Text properties="MainHand">RIGHT</Text>
  <Text properties="PPGunKeyboardMapping">K</Text>
  <Text properties="WeaponPositionOffsetX">0</Text>
  <Text properties="WeaponPositionOffsetY">0</Text>
  <Text properties="WeaponPositionOffsetZ">0</Text>
  <Text properties="WeaponRotationOffsetX">0</Text>
  <Text properties="WeaponRotationOffsetY">0</Text>
</PlayerProperties>
```

Equipment Set Index	
0	HTC Vive Tracker with PP Gun
1	HTC Vive Controller only
2	HTC Vive Controller with PP Gun

6. PP Gun trigger button does mapping to keyboard. If you found default key isn't firing, you may need to change the key according to your needs.
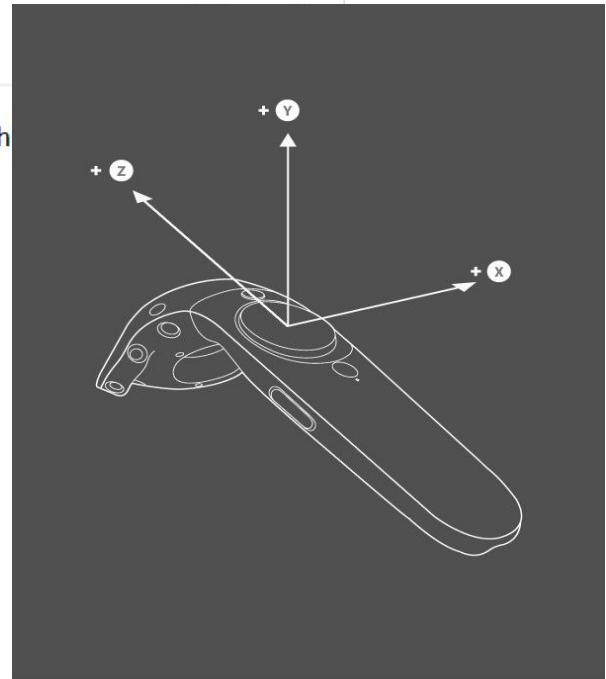
```
PlayerProperties.xml - Notepad                                    —    □    ×
File  Edit  Format  View  Help
<?xml version="1.0" encoding="Windows-1252"?>
<PlayerProperties xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <Text properties="PlayerName">Player</Text>
  <Text properties="EquipmentSetIndex">1</Text>
  <Text properties="MainHand">RIGHT</Text>
  <Text properties="PPGunKeyboardMapping">K</Text>
  <Text properties="WeaponPositionOffsetX">0</Text>
  <Text properties="WeaponPositionOffsetY">0</Text>
  <Text properties="WeaponPositionOffsetZ">0</Text>
  <Text properties="WeaponRotationOffsetX">0</Text>
  <Text properties="WeaponRotationOffsetY">0</Text>
</PlayerProperties>
```

PP Gun Keyboard Mapping	
A to Z	Single alphabet from A to Z except R reserved for system use. If input set to invalid key, system will take K as default key.

7. If you want to change the offset position of the controller to match the center point of your gun handle, you can change the relevant X, Y, Z axis values in PlayerProperties.xml. Follow the axial direction of the arrow will be positive value, otherwise in opposite direction will be negative value.

   * Please take note the value will be in meters. Recommended to use 0.01~0.99 format if you found integer are too sensitive.


```
PlayerProperties.xml - Notepad
File  Edit  Format  View  Help
<?xml version="1.0" encoding="Windows-1252"?>
<PlayerProperties xmlns:xsi="http://www.w3.org/2001/XMLSch
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <Text properties="PlayerName">Player</Text>
  <Text properties="EquipmentSetIndex">1</Text>
  <Text properties="MainHand">RIGHT</Text>
  <Text properties="PPGunKeyboardMapping">K</Text>
  <Text properties="WeaponPositionOffsetX">0</Text>
  <Text properties="WeaponPositionOffsetY">0</Text>
  <Text properties="WeaponPositionOffsetZ">0</Text>
  <Text properties="WeaponRotationOffsetX">0</Text>
  <Text properties="WeaponRotationOffsetY">0</Text>
  <Text properties="WeaponRotationOffsetZ">0</Text>
</PlayerProperties>
```
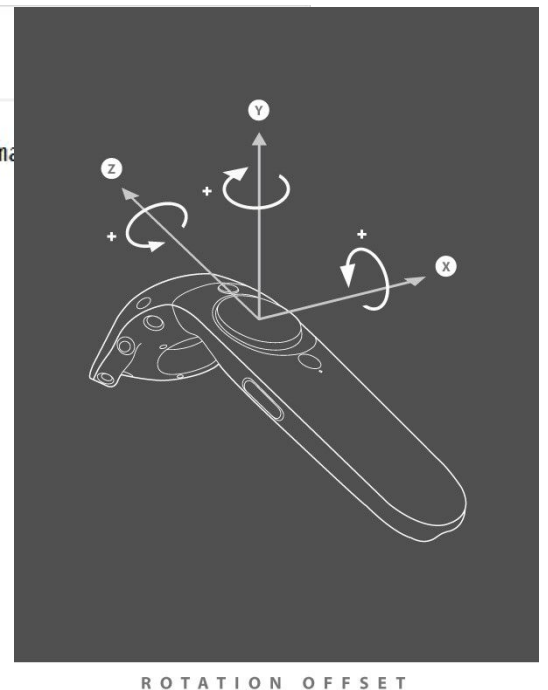
POSITION OFFSET

8. If you want to change the offset rotation of the controller to match the alignment of your gun handle, you can change the relevant X, Y, Z axis values in PlayerProperties.xml. Follow the axial direction in clockwise direction will be positive value, otherwise in anticlockwise direction will be negative value.

   *Please take note the value will be in angles.


```xml
PlayerProperties.xml - Notepad
File Edit Format View Help
<?xml version="1.0" encoding="Windows-1252"?>
<PlayerProperties xmlns:xsi="http://www.w3.org/2001/XMLSchema
xmlns:xsd="http://www.w3.org/2001/XMLSchema">
  <Text properties="PlayerName">Player</Text>
  <Text properties="EquipmentSetIndex">1</Text>
  <Text properties="MainHand">RIGHT</Text>
  <Text properties="PPGunKeyboardMapping">K</Text>
  <Text properties="WeaponPositionOffsetX">0</Text>
  <Text properties="WeaponPositionOffsetY">0</Text>
  <Text properties="WeaponPositionOffsetZ">0</Text>
  <Text properties="WeaponRotationOffsetX">0</Text>
  <Text properties="WeaponRotationOffsetY">0</Text>
  <Text properties="WeaponRotationOffsetZ">0</Text>
</PlayerProperties>
```

ROTATION OFFSET

9. If HTC Vive calibration is required, be sure that all headsets are facing the same direction.

10. Start the game on server computer, enter UserID and Password to login.
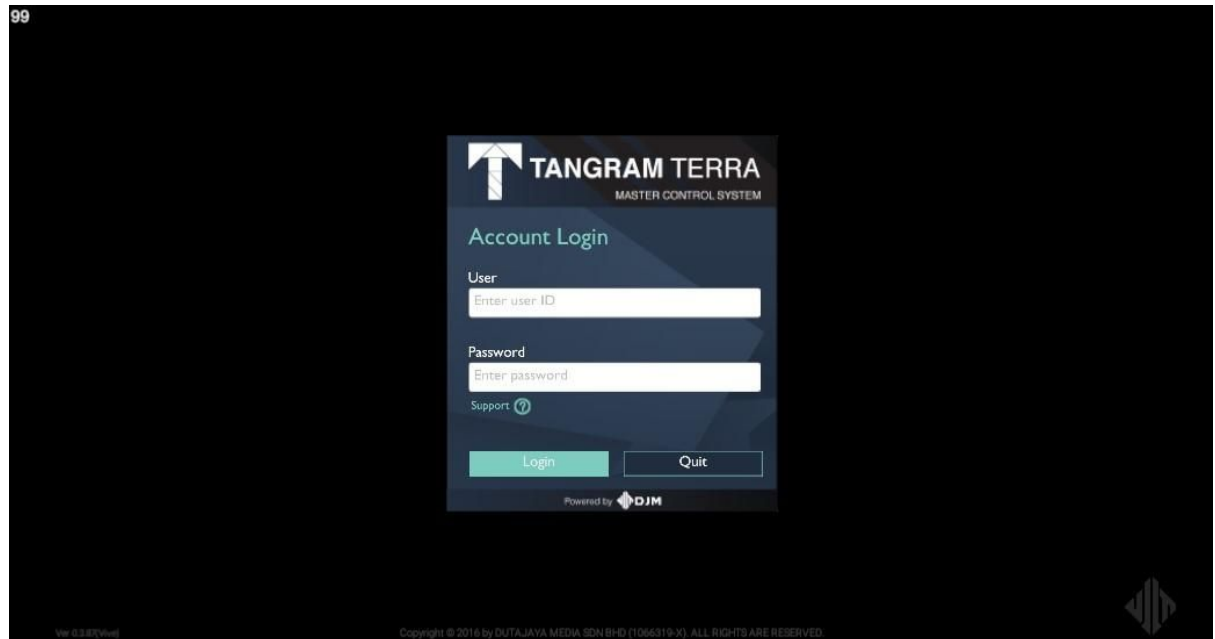
11. Press the "Support" button for the assistance contact information.
12. Click "Host" button to start hosting the game.
13. Once the game is loaded on server computer, start game on client computer one-by-one.