

Launcher is a program allows the operator program run the game on the players computers.

For comfortable control install on the each player's PC a program that allows a remote control on each of the players' computers (ex.: RAdmin, TeamViewer, etc.).

Note: after setting up (i.e., when running a game session) all remote desktops must be turned off. This is necessary because video stream from players to operator in the game creates high load on the network. Remote control creates additional loading. So you will may have problems with the game and control.

The launcher installation

Download the Avatarico_Launcher.exe installation file from your [product list](#).

Run the installer and follow the instructions. It is not recommended to change the installation path for the files. At the end of the installation on the desktop will be the launcher shortcut.

For further updates download and launch the installer for the latest version. It will automatically replace all the required files to the new one.

If during the installation Launcher is opened, then the installation will fail; it will be possible again after the program is closed.

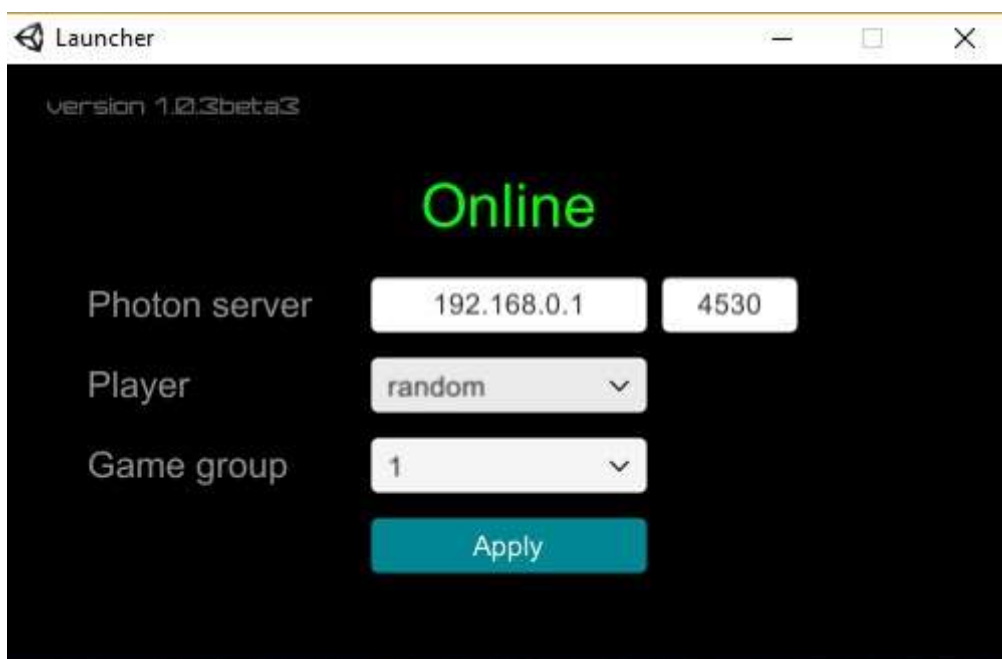
By default the game installed on the players' computers into the catalogue C:\Avatarico\Games.

There must be only Latin letters in the path of the server files.

The launcher settings

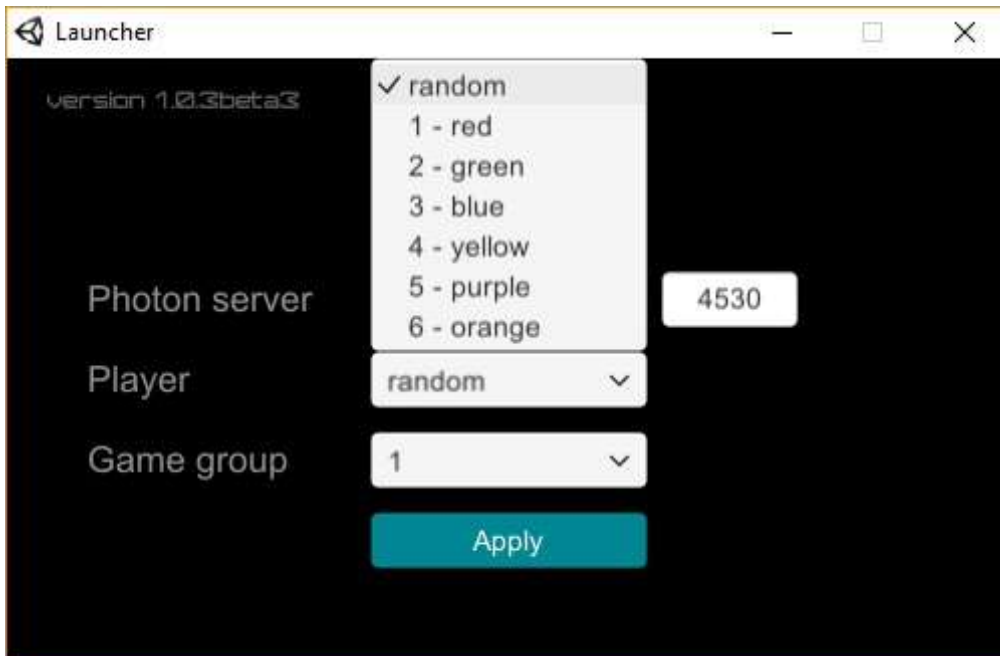
On the players' computers launch C:\Avatarico\Games\Launcher.exe or use a shortcut.

Enter the Photon server's IP address and server's connection port 4530 into the launcher of every player's computer, click 'Apply', then wait for the message 'Online' to appear.



Player — the number (color) of a player which will be launched on the given computer.

- Default — random or randomized order (meaning, that during each game session, you will not know which player color has been assigned to which computer).
- If a particular player is chosen on a specific computer, then the other players must be chosen as well (designated with a unique number). This assigned number is also used to set their place in the launch priority. For example, if 4 launchers are launched, and only 3 games are launched from the Operator's computer, then launches will occur on computer 1, then 2, then 3 (computers numbered 1-3).
Player numbers must not be identical. Do not combine random mode with unique numbers on different launchers.



Game group — Choose players' group number (see operator settings).

After each change is made click the 'Apply' button to save these new settings.

If a computer is turned on and you want the launchers to start running automatically, then you must set a path not to the launcher itself, but to an icon created beforehand on the desktop.