

Guide to creating a global update for Effusia Console.

- 1) Download the template from the Effusia downloads page and extract:  
<http://downloads.effusia.com/updateTemplate.zip>

The template zip file includes the folder with the following contents:

updateTemplate

- console
  - o Build.xml
  - o Client-properties.xml
  - o Console.jar
- EffusiaUpdate4.8.zip
- Manifest.xml

The EffusiaUpdate4.8.zip file is the final product, an example update that can be dropped into the Effusia Server's update manager and distributed to the consoles.

Manifest.xml is a descriptor file telling the server which consoles to target for update. The pertinent elements of the file are:

```
<version>4.8</version>

<description>Updated version (4.8)</description>

<supercedes>

    <version match-type="regex">1\..*</version>

    <version match-type="exact">4.5</version>

    <version match-type="exact">4.6</version>

    <version match-type="exact">4.7</version>

</supercedes>
```

Version should be changed to the version of the newly updated console, in our example's case 4.8.

The version match tags describe the versions which this update should alter. This can be in either regex (regular expression) or exact form. In our case the update is looking to alter any console of version 4.5, 4.6, 4.7, or any iteration of the first version of the program. Any number of version match tags may be added.

The build.xml file describes which files are to be altered in the update. The pertinent contents are as follows:

```
<target name="update" description="Starts the update" depends="backup">
    <copy file="{com.liquid.update.updatebasedir}/console.jar"
        todir="{com.liquid.update.basedir}" failonerror="false"/>
    <copy file="{com.liquid.update.updatebasedir}/client-properties.xml"
        todir="{com.liquid.update.basedir}" failonerror="false"/>
</target>

<target name="backup" description="Backup old files" depends="createBackupDir">
    <copy file="{com.liquid.update.basedir}/console.jar" todir="{backup.dir}"
        failonerror="false"/>
    <copy file="{com.liquid.update.basedir}/client-properties.xml"
        todir="{backup.dir}" failonerror="false"/>
</target>
```

A copy file tag needs to be added for each file which is to be altered by the update. Console.jar must always be included in order for the console to recognize that it has been updated. This example includes the console.jar file along with the client-properties.xml file which alters the local settings for the user console.

2) Alter version.txt located in the console.jar file:

Extract console.jar with a compression tool (winzip, winrar, 7zip) and locate the file version.txt. This file defines the version of the console. Change this number to what you wish the new version of the console to be, making sure to match what is put in the manifest.xml file.

- 3) Copy the files to be updated into the console directory and update the build.xml file accordingly.
- 4) Create a zip file containing all contents of the updateTemplate folder (manifest.xml file, console folder). This is your update file, and can be placed in the server's update manager and sent out to all clients that connect.