

Setup local server

- Clone the **uniksim** depot with the **old_login** branch :
<https://bitbucket.org/gypso/uniksim.git>
- Run **npm install** in the main directory
- Install and run **Xampp** v7.3.31 (Installation location (by default) -> *C:\xampp*)
- Make the **<uniksimroot>/public** folder the root of a php virtual host
 - Add the following lines to **C:\xampp\apache\conf\extra\httpd-vhosts.conf**

```
<VirtualHost *:80>
  ServerAdmin webmaster@localhost
  DocumentRoot <uniksimroot>/public
  ServerName uniksimdev
  ServerAlias www.uniksimdev
  <Directory "<uniksimroot>/public">
    Options All
    AllowOverride All
    Require all granted
  </Directory>
</VirtualHost>
```

-
- Add the following lines to **C:\windows\system32\drivers\etc\hosts**

```
127.0.0.1 localhost
```

```
127.0.0.1 uniksimdev
```

-
- Edit your user variables
 - Right-click on your **Computer** in the **File Explorer** and go to **Properties**
 - Go to the **Advanced system settings** and click on **Environment Variables**
 - Find **Path** in the system variables box, and add the following path to the end of the **Path** variable string.
-

- Run ***php composer.phar install*** in the main directory (**<uniksimroot>**)
- Start the **Apache** and the **MySQL** modules in the **Xampp Control Panel**
- Setup in *phpMyAdmin*
 - Open the **Admin** panel of the **MySQL** module in the **Xampp Control Panel**
 - Create a new database named **uniksim** with the **utf8_general_ci** collation
 - Within the **SQL** tab in the new database, setup the database structure by running the content of **<uniksimroot>/uniksim_example.sql**
- Setup the game
 - Get the current game version for the client in the **constant** table within the **uniksim** database in phpMyAdmin and add the folders **builds/<client_version>** in **<uniksimroot>/public/**
 - Copy your Unity build to the **<client_version>** folder
- Duplicate **<uniksimroot>/env.example** and rename it **.env**
 - Insure the name of the database is correct
 - DB_DATABASE=uniksim
 - DB_USERNAME=root
 - DB_PASSWORD=""
- Install **Redis** for Windows
- Install **Visual Studio Code** and open it, drag and drop **<uniksimroot>/node.js**, and run the **GameSparks Live or preview** configuration