

# **GameScript 4.0 Support Documentation**



## Note on Version

This readme was written for GameScript version 4.0. While much of the information may be accurate for other versions, please consult documentation provided for your version of GameScript or consult GameScript support for issues related to other versions.

## System Requirements

For GameScript to function properly, there are a few prerequisites. While GameScript may function on servers not meeting these criteria, we cannot guarantee that it will and GameScript support does not provide server administration services to modify server settings to meet these criteria.

- PHP version 4.4 or later
- MySQL version 4.0 or later
- PHP directive `allow_url_fopen` must be enabled
- `file_get_contents()` must not be disabled
- Memory limit must be changeable at runtime (for `install_games.php` script)

## Forum Usage

When you purchase a GameScript licence, you are entitled to post in and view various areas of our forums that non-licensed users cannot access. In order to gain this access, simply file a ticket with our Forum Support department.

## Installation – Supported Installations

If you purchased installation support along with your script (or your script came with installation support), please create a ticket with our Installations department and one of our install techs will have your site up and running as soon as possible.

## Script Installation – Unsupported Installations

If you have decided not to purchase installation support, the installation process for GameScript 4.0 is quite simple.

- Unzip and upload the archive downloaded from the client area to your webserver (`www.yoursite.com`, for example)
- Create a MySQL database and MySQL user for GameScript to use
- Navigate to `www.yoursite.com/install`
- Deal with any issues presented by the prompts (typically that a series of directories require write permissions... to do this, just `chmod` them to `777`)

- Enter the database details into the fields in the installation wizard (if you are unsure of the MySQL Host, enter localhost)
- Enter a username and password for the administrative user
- Click the button to either being an install or an upgrade from an existing 3.1 installation

If at any time you decide that you wish to purchase installation support, you can do so by filing a ticket with our Installations department.

### **Game/Movie Pack Installations – Unsupported Installations**

We do not distribute our games/movies directly to our customers. Because the total size of all of our content packs is over 10 GB, it is both impractical and inconvenient for many of our customers to download all of those files, only to then upload them again to their webservers. Instead, we distribute the SQL files which contain all of the game/movie information (name, description, category, etc) and a script (`install_games.php`) which is used to install these games/movies. In order to install game/movie packs, upload the SQL files that you can get through the client area of our order system to the main directory of your arcade. Then, navigate in your browser to `www.yoursite.com/install_games.php`.

Because this script has to download such vast amounts of data from another server, it takes a very long time (up to several hours) to run to completion, depending on server port speeds. We suggest that you constantly monitor the `swf/` directory of your site to ensure that the script keeps adding files to it. If no files are added to this directory for a long period of time, refresh the page in your web browser to restart the script. No progress will be lost by stopping or refreshing the script while it is in progress.

*Note: Older versions of this script are named `games_install.php`. To minimize confusion, the current version of the installation script is `install_games.php` should be used instead of `games_install.php` in all cases. The most recent version of the installation script will be packaged with the GameScript software itself (and not necessarily with the game/movie packs purchased).*

### **Refund Policy**

Due to the nature of GameScript as software and frequent issues with software piracy, it is our policy to not provide refunds for any GameScript products. Because it is impossible for us to ensure that the

software is actually no longer in use, in order to control piracy, all sales are final.

**Important Links**

<http://www.gamescript.net/forums/> - GameScript forums (for general inquiries)

<http://www.gamescript.net/support/> - GameScript support system (for sales, support, and installation issues)

<http://www.gamescript.net/orders/> - GameScript order system (for ordering and downloading GameScript)