

Thor Patcher

The official user manual for version 2.6.4

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Requirements

System Requirements

- OS : Windows 2000, XP, Vista, 7, 8, 8.1
- Minimum RAM : 64MB available or more
- Hard Drive : 10MB for the patcher

Other Requirements

- Thor Patcher
- A webhost to serve patch files
- Medium knowledge about PC
- Graph designing (for design skin only)
- Patience

File Structures

Patcher

- Thor.exe - Patcher raw program

Configuration

- /images
 - Images of skin
- /Languages
 - Predefined language files
- LanguageMap.ini
 - A config file used to mapping language files
- config.ini
 - Main config file
- ConfigGenerator.exe
 - Packs data to file or into the patcher

Tools

- /ToolLang
 - Language files for tools
- CheckSum.exe
 - Used to keep patcher and game client up to date
- ThorGenerator.exe
 - Creates patch files
- ToolConf.ini
 - Ignore this file

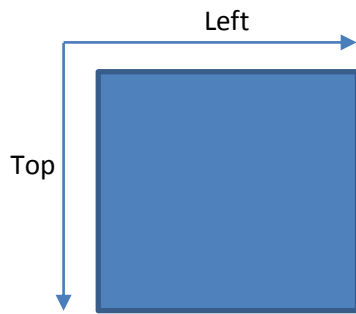
Web

- /Data
 - Where patch files are stored
- bg.jpg, notice.html, style.css
 - Default page for notice page
- main.ini
 - Remote config file (can be changed in config.ini)
- plist.txt
 - Patch list file (can be changed in main.ini)

Changelog.txt

- Changelog; updates on every version

Coordinate System



Color System

Configuration Files

Syntax

Most user-editable configuration files are using the same syntax (except main.ini, which will be upgraded later on). The configuration file is divided into sections with defined component and name (optional) followed by the settings for that component. Property value can be either in integer or string. Integer property value can put as is or in hexadecimal which starts with "\$" (e.g. \$FFFFFF). String property value is enclosed with single quotation mark.

Single line comment can use the commonly used double slash (//) and block comment is enclosed with {}.

Example

```
[Button:Something]
Default='images/button1.png'
OnHover='images/ button 2.png'
OnDown='images/ button 3.png'
Left=1
Top=2
```

In this example, I have defined a component with type "Button" and name "Something" with 5 component properties.

The main.ini File

Perhaps this the most important configuration file in Thor Patcher; it contains GUI component settings and three fixed name Config component. The Config is a non-GUI component that used to setup patcher's basic behavior.

The "Config"

```
[Config:Main]
RootURL='http://127.0.0.1/patch/'
RemoteConfigFile='main.ini'
TimeOut=0
StatusFile='server.dat'
DefaultGRF='server.grf'
ClientEXE='game.exe'
ClientParameter='-1sak1'
FinishOnConnectionFailure=false
[Config:Window]
Style='none'
DragHandling=true
Background='images/bg.bmp'
FadeOnDrag=false
[Config:BGM]
File=
Loop=true
Volume=20
Directory=
[Config:Misc]
Title='Thor Patcher'
HideProgressBarWhenFinish=true
```

Sample Configuration

[Config:Main]

RootURL

The root URL of the remote configuration file and the patchlist file. It must start with http:// and ends with /

Https is not supported at this moment.

RemoteConfigFile

The filename of the remote configuration file. Although the default name is main.ini you may use any name you like as long as the content is not altered by webserver.

TimeOut

StatusFile

The filename of status file. Currently it is used to store the patch number. You are recommended to change this to a name with your server name in order to reduce chance of confliction.

DefaultGRF

The default GRF filename. This will be the file to patch when you did not specify the GRF in ThorMaker.

ClientEXE

Your client filename. You are recommended to change this to something unique to your server. Although it usually with .exe extension, you may use any extension even without one as your preference.

If you are using third-party launcher such as anti-bot system, you may use that.

ClientParameter

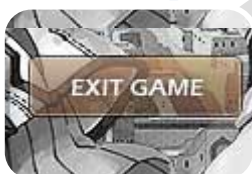
By default, the KRO client requires a parameter passed through in order to run. If you removed that restriction, this can be meaningless.

If you are using third-party launcher such as anti-bot system, you might required to use this according their specification.

FinishOnConnectionFailure

When set to true, patcher will show behavior as completed patching if it cannot reach the webserver.

List of GUI Components



Button



Label



NoticeBox



ProgressBar

Button

Label

NoticeBox

ProgressBar

Legacy Custom Button Support

While the current configuration format is designed with scripting support in mind, but since 2.5 still does not have script support, it relies on hackish method from older versions.

To make it work, make a button like above with exception of Hook, remove the Hook entry then add the following.

- Mode=1
 - 1 – Opens an URL
 - 2 – Opens a file
 - 3 – Pops up message
 - 4 – Minimizes patcher
 - 5 – Closes patcher
- Action='http://thor-patcher.net'
 - Applies for option 1-3

Scripting

Introduction

Functions

alert

Objects