Polygon Server (en)

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Категория:	Polygon::Administrators (EN)	**Голоса:**	0
Состояние:	общедоступное (всем)	**Результат:**	0.00 %
Язык:	en	**Последнее обновление:**	11:21:51, Втр 16 Июл, 2019 г.

Симптомы (общедоступное)

Проблема (общедоступное)

Решение (общедоступное)

Polygon Server
Type
10.1.%location number%.3
In browser,
For example
10.1.2.3 for location №2
This is your main session panel
Main screen of administration panel looks like:

From left to right
- Creating session
- Game machines:
- Game machines status
- Amount of charge
- Backpacks name

- Computers showing image on tvs outside
- Making session button
- Sandwich menu

Sandwich menu:
- Languige change - changing english to russian and on the contrary
- Check-list - morning and evining location check instruction
- Machine managment - reboot any game machine remotely
- Instructions(FAQ) - short instruction if you forget something
- Monitoring location status - actual location data

Creating a session and starting a game (gif after the description):
- Click “Create session”
- Choose the type of ticket
- Gift
- Test
- "paid" ticket

- Create as many players as you need for a specific game session. Only age is required
- Click Save
- Click on the session you just created
- Game start
- Start remote game
- Close session

- Choose the game you need
- Select game version
- Choose game duration
- Select game type (team, deathmatch)
- After the start of the game, the Session and the Spectator List will turn green.
- Expand the list of players in a session by clicking on the down arrow near the session.
- Click on a particular player and place it on the backpack you need.
- Do this with all players.
- Click Start Session at the bottom of the admin panel.
- Game backpacks will also turn green.

Creating Polygon vs Poligon session
- On the first platform, create a session and start a game, as discribed in the previous section

a. When choosing PvP game, Team Deathmatch mode, specify the team color for each player (the system will automatically ask you to do this for each created player)
- Connect remoted sties to the SCT, as discribed in the "Session Control Tool" section, "Session" tab. (On both sites)
- At the second site complete all steps from 1 to 5 of the "Creating a session and startting a game" section
- Select the start of "Remote play"

b. Choose a site to connect to
(if the "Team Detahmatch" game mode is selected, you mast also specify the