

Utopia Windows Desktop Client Update Creation Process

To Create an update to the Utopia Windows Desktop Client, you will do the following steps:

1. Right-click the UtopiaWindowsDesktopClient project in Visual Studio and select Properties.
2. Under the Application tab on the left side, click the "Assembly Information" button.
3. Change both the Assembly version and the File version. (Yes, you must do both!)
4. Click Ok, Save All.
5. Select the UtopiaWindowsDesktopClientSetup and go to the properties window.
6. Change the "Version" property to match the version set in Assembly Information.
7. Save All, this will prompt you to automatically change the Product Code, Accept this. (We want it to change the Product Code. NEVER Change the Upgrade Code)
8. To create a new exe:
 1. Clean and rebuild the solution in Debug
 2. Switch to Release mode
 3. Right click UtopiaWindowsDesktopClientSetup and Rebuild or Build
9. Take the resulting "RubexInstaller.exe", found in UtopiaClientApplications\UtopiaWindowsDesktopClient\UtopiaWindowsDesktopClientSetup\Release within your local repo, and copy it to the Utopia Web Project's ClientApplicationInstallers/Windows folder. (Replacing the existing installer)
10. Edit the WindowsClientVersion.json file in the given folder, change the Version property to the correct value.

Congratulations, You've updated the Windows Desktop Client!

- Note: You may also have to update the file versions in the other projects if they change. (i.e. UtopiaWindowsDesktopClientShared)

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