



SOLID STATE
N E T W O R K S

SOLID PUBLISHER: CURRENT 3.0

Part of the SOLID PUBLISHER game publishing software suite

At-a-glance

- + Designed for game developers & publishers
- + All-in-one user interface
- + Enables download, install, update, and launch
- + Helps gamers play your game quickly and conveniently
- + Free commercial license

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SOLID PUBLISHER

game publishing software suite

DELIVER INSTALL UPDATE LAUNCH ENGAGE PROMOTE MONETIZE

: **CURRENT**

: **DIRECT**

SOLID PUBLISHER: CURRENT 3.0

CURRENT 3.0 is game publishing software that provides you, the game developer and/or publisher, with an integrated solution to deliver, install, update and launch a game through a single interface. The all-in-one interface minimizes delivery and setup time for gamers, which dramatically reduces the friction associated with game acquisition. Ultimately, CURRENT helps you to provide your gaming audience with the quickest and most convenient path from game acquisition to game play and it does so at **no cost to you** since we offer the commercial license for CURRENT **absolutely free**.

BENEFITS

- + Provides a low-friction game acquisition experience for gamers
- + Increases download completion rates and player conversions
- + Reduces your per-unit delivery costs
- + Manages updates intelligently, efficiently and with minimal disruption of gameplay
- + Complies with Games for Windows® certification standards
- + Designed for flexibility, security, compatibility and reliability
- + Proven technology from the leader in delivery solutions for online games
- + Free commercial license

DESIGN PHILOSOPHY

We designed CURRENT to provide a superior consumer experience when it comes to downloading, installing, updating and launching your game, but also to adhere to the most stringent technical requirements demanded by some of the most experienced game developers.

If you're considering the "buy-versus-build" scenario for your game publishing software needs, CURRENT gives you an ideal basis for comparison, which is why we offer the commercial license absolutely free. It has a robust feature set that makes it an ideal solution to use out-of-the-box, but it also offers a seamless upgrade path to a variety of state-of-the-art options and enhanced services.

CURRENT offers many features that exceed most in-house solutions for online game publishing. For example:

- Patch Assistant – a powerful patch management utility that simplifies the publishing process while minimizing the chance of errors.
- A streamlined installation process designed to reduce gamers' frustrations and to prevent unnecessary support assistance.
- Automatic patch/update retrieval and post-processing, which keeps gamers playing your game longer.

We designed CURRENT to address and overcome these challenges and we did it in a way that saves you time and money.

FEATURES

CURRENT enables you to offer a single user interface to deliver, install, update and launch your game.

Click to see the features associated with each function: [DELIVER](#) [INSTALL](#) [UPDATE](#) [LAUNCH](#)

DELIVER

During the download, CURRENT's user interface displays helpful information to the user, such as a progress bar, transfer speed, estimated time and amount of data remaining. If a user were to stop a download by closing the UI, CURRENT automatically resumes it from the latest point of progress upon restart.

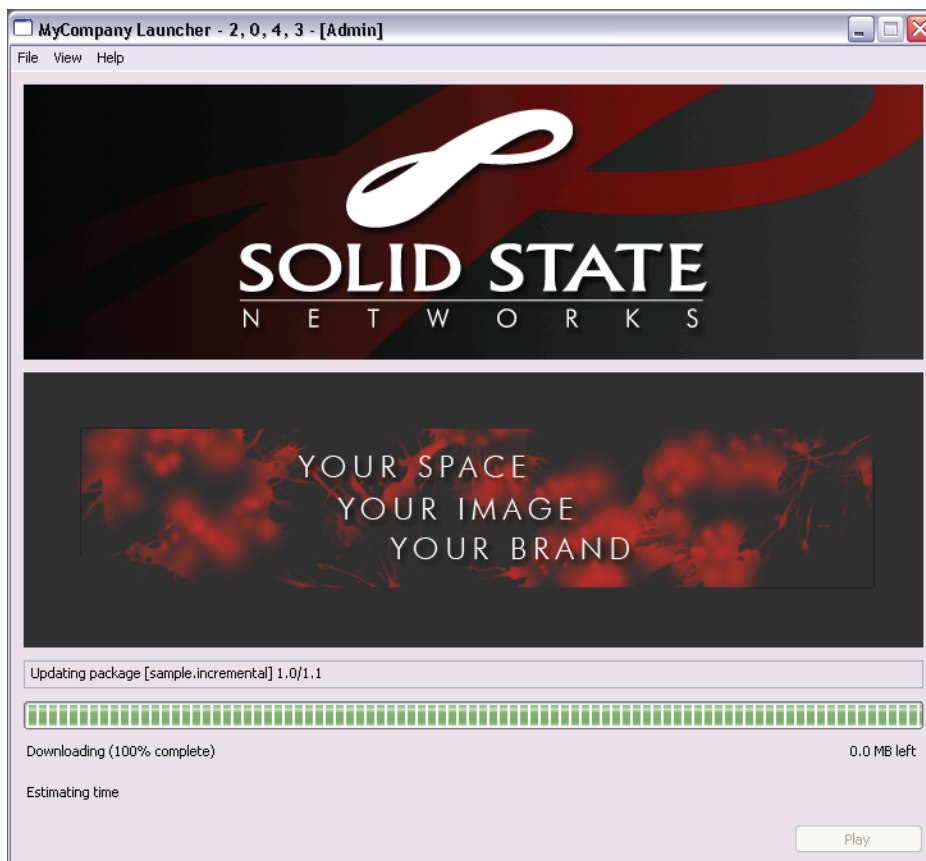
CURRENT comes with an MFC launcher interface that can be branded with your game's logo and/or imagery in the space allotted. The top area of the MFC launcher is also available for use as an upgrade (can include full web-functionality if desired). Ask your Solid State Networks representative for more information about options and upgrades available with CURRENT.

INSTALL

CURRENT's installer is designed to simplify game installation and to make the process faster for gamers. The installer itself is made available as a small executable file that can be digitally signed with your company's name to ensure the best security practices. After users download the file from a secure page on your site, they simply run it to begin the installation wizard.

The installer features the same user interface as the launcher/updater to streamline the process for users. It supports End-User License Agreement (EULA), Terms-of-Service (TOS) and other custom dialog boxes at various points during the installation. Additional installer configuration options include a desktop shortcut, start menu folder, custom registry entries and more.

Once all the components have been installed and the user preferences have been configured, CURRENT can automatically begin downloading the game files. The seamless hand-off from installation to download saves time for users, reduces friction and ultimately allows for game play to begin quickly.



Sample CURRENT 3.0 user interface

UPDATE

CURRENT features unique patching technology that simplifies and accelerates the updating process for you as well as for your users. You get a wizard-based patch creation tool and a comprehensive log file to facilitate troubleshooting. Your users get the latest updates quickly and efficiently.

Self-Updating Launcher - When necessary, CURRENT can update itself with no disruption to gameplay. The process is fast and seamless, so users will view it as part of the usual game launch.

Update Operations Log File - To enable better tracking and diagnosis of potential issues, all update operations are written to an easily-accessible log file. The file can be viewed through a log window (from a button on the UI) and the text can be copied to the Windows clipboard. This facilitates troubleshooting for both gamers and a support team.

Multiple Update Types - CURRENT offers developers the option for Incremental or Progressive patching types. Incremental patching is sequential, meaning that users will download the complete first release before moving on to the second release, and so forth until they are up-to-date. Progressive enables updating to the latest release in one step - a differencing engine compares the client filesystem to a remote filesystem and downloads the differences.

Patch-While-You-Play - “Patch-While-You-Play” functionality enables you to deliver the latest game updates to your users without interrupting their gameplay. You can take advantage of this feature if you make your patch files available to download before they are enforced as a minimum requirement to play the game.

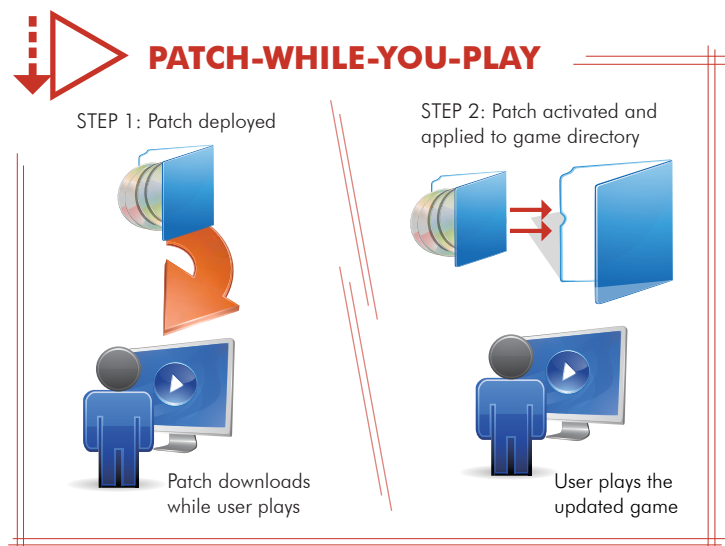
With this setup, users can launch and play the game while simultaneously downloading a patch, which is saved to an alternate directory on their machines. CURRENT will automatically apply the files by copying them from the temporary directory to the game directory the next time the user launches the game. This process updates them immediately without requiring them to wait for a download.

This form of updating is also a fail-safe method that ensures game files are not corrupted during the updating process, as the downloaded and modified files can be verified against trusted published versions on a server.

Wizard-based Patch Creation Tool

Patch Assistant is an easy-to-use, wizard-based patch creation tool designed to simplify and maximize the efficiency of the updating process for developers. It enables you to expedite the entire updating process – from automatically selecting game files in need of patching to uploading packages to a server. The comprehensive tool acts as the control and management center for a variety of updating functionality, including versioning, deployment and activation.

Following a simple linear process, Patch Assistant aids you in creating, managing and deploying updates for your game. The steps below illustrate how to create and deploy a new patch for users to download without interrupting their gameplay.



Step 1: Input basic information such as the source directory for the new game files and configure any patch-specific settings. Patch Assistant then automatically determines and prepares the files that belong in the update by comparing them against previous versions.

Step 2: Upload the files to a reliable source to be propagated across a CDN.

Step 3: Patch Assistant injects the content onto our proprietary tracker and (optional) seed servers, preparing it for optimal delivery and our last-mile reporting and analytics tool.

Step 4: Patch Assistant creates a special manifest file used when performing high-level version checking for users.

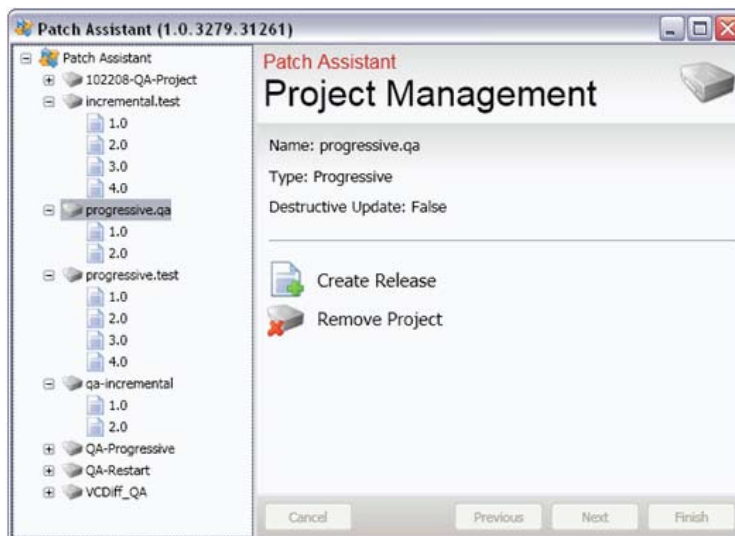
Note: The manifest file determines only the files that are necessary to download by comparing the user's file system with the latest published versions of the source files. If an update is available, CURRENT will automatically download the file and update the user's file system. The manifest file can be uploaded to a test server so that the patch release can be tested before being deployed.

Step 5: Deploy the patch and make it available for download without enforcing it as a minimum requirement to play the game. As explained above, this allows users to download the patch while they are playing the game.

Step 6: Set the patch release as "Live." This triggers CURRENT to apply the downloaded update to the game directories on users' machines. Only users who have not already downloaded available patch files will be forced to download and update before resuming play.

LAUNCH

After CURRENT delivers, installs and updates your game, the seamless user interface enables a "PLAY" button. This simple action notifies the user that the game is ready to launch.



"Patch Assistant" administrative interface



Launcher with "Play" button enabled

UPGRADES

CURRENT can be upgraded to enable an even wider range of functionality and customization. You can add specific features such as P2P-enabled delivery, patching enhancements, Infinite Analytics and advanced support services. You can also upgrade seamlessly to our more advanced products: CURRENTpro and DIRECT.

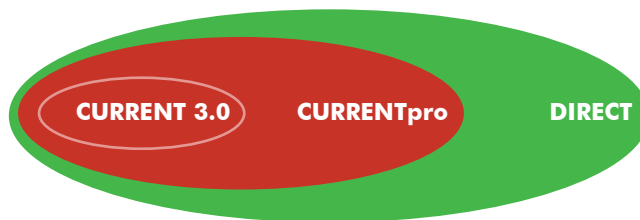
Expand Your Launcher with DIRECT

The launcher can be upgraded to a complete game publishing platform with SOLID PUBLISHER: DIRECT.

DIRECT is a fully customizable launcher interface that enables you to engage your gamers every time they launch your game. Use the platform to promote, sell and pre-sell game titles and give your gamers the convenience of purchasing in-game items right from the launcher - and much more.



Sample DIRECT customized interface



CURRENTpro and DIRECT share the same core technology as CURRENT 3.0. See the Feature & Product Matrix for more details.

DIRECT at-a-glance:

- + Connects you with your gamers each time they play
- + Improves revenues through direct distribution
- + Builds customer loyalty and retention
- + Extends the life of your games
- + Turns your launcher into an ecommerce storefront
- + Enables web and rich media via the launcher interface
- + Ideal to promote/sell multiple game titles
- + Integrates with Facebook, Twitter, Google Analytics and other services

Ask your Solid State Networks representative about our enhancements and upgrades for CURRENT.

IMPLEMENTATION

As with all of Solid State's products, CURRENT is designed to be highly portable and flexible to meet your requirements. Implementing CURRENT is simple. Developers will be provided with our **SOLID PUBLISHER Quick Start Guide** that details the configuration process.

Fully localizable - CURRENT can be entirely localized as UNICODE strings are placed inside a satelPE language DLL. Additional languages can be supported by simply specifying a different language dll.

Ready for Windows Vista® and Windows 7® - CURRENT follows the specified Microsoft guidelines for both Windows Vista and Windows 7 applications. CURRENT is also compliant with all of the requirements for the Games for Windows® program.

FEATURE & PRODUCT MATRIX

Solid Publisher is our game publishing software suite which is comprised of four products, plus a variety of add-on services that can be licensed to boost performance and to enhance functionality.

CURRENT 3.0 - The free, completely upgradable version of our game publishing software.

CURRENTpro - Enables enhanced ways to deliver, install, update and launch your game.

DIRECT - Offers a completely customizable game publishing platform for promotion and monetization.

SDK - The complete developer kit for advanced implementations.

FEATURES	CURRENT 3.0	CURRENTpro	DIRECT	SDK
Free commercial license	X			
Co-branded/ad-supported	X			
Downloader	X	X	X	X
Installer	X	X	X	X
Patcher	X	X	X	X
Patch-While-You-Play (background downloader)	X	X	X	X
Play Now		X	X	X
Native (MFC) launcher	X	X	X	X
Patch Assistant	X	X	X	X
P2P delivery (optional)		X	X	X
Infinite Analytics™ (optional)		X	X	X
Launch custom pre/post processes		X	X	X
Support/maintenance services (optional)		X	X	X
ROBUST GUI				
Custom branded launcher			X	X
Pause/resume functionality			X	X
Launcher API (Javascript, Silverlight, Flash)			X	X
Twitter, Facebook, Google Analytics API integrations			X	X
Dynamic content feed enabled (RSS/streaming)			X	X
Web markup compatible: HTML, XHTML, XML			X	X
Web style sheet compatible: CSS, XSL			X	X
Web script compatible: PHP, ASP, JavaScript			X	X
Publishing portal for multiple game titles			X	X
Ecommerce enabled			X	X
PATCH PERFORMANCE OPTIONS				
Incremental	X	X	X	X
Progressive	X	X	X	X
Incremental VCDiff		X	X	X
Progressive VCDiff		X	X	X
Patcher API (C++, C#)				X

CONTACT INFORMATION

We understand that each game has unique challenges and demands, which is why we offer flexible and customizable solutions to suit those specific needs. Our dedicated support team is available to answer questions and assist with implementations when necessary.

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