

Charon is a .NET application built for .NET Framework 4.5 and tested for compatibility with Mono 4.6.

It requires only a .NET runtime (or Mono), and OS access rights:

- [non-sandboxed environment](#) for .NET (for example, launching from network folder will cause performance issues).
- read/write access to a file specified in a *dataBase* parameter.
- read/write access to *%APPDATA%/Charon* (Windows) and *~/Library/Application Support/Charon* (OSX).
- (in SERVE mode) bind/accept access to a specified IP port and the next port to it (port number +1);

Unity

To use the Unity asset you need Unity version 5.4 or later. You can download [asset](#) from Asset Store.

Depending on your OS (look below), you might also need to install .NET Framework or Mono.

You can examine your current .NET Framework or Mono version by selecting **Tools Charon Troubleshooting Check Runtime Version ...** in Unity menu.

Windows

Charon, both standalone and Unity asset, requires [.NET Framework 4.5](#) or later to run.

You can also use [Mono 4.6](#) or later. Additional information about using Mono:

- [Install Mono on Windows](#)
- [Guide:Running Mono Applications](#)

Running with Mono

```
mono.exe "<path-to-charon>/Charon.exe" SERVE --dataBase
"<path-to-gamedata>/gamedata.json" --port 43210 --launchDefaultBrowser
# common path to mono.exe is "C:\mono\bin" "C:\Program Files
(x86)\Mono\bin"
```

Running with .NET

```
"<path-to-charon>/Charon.exe" SERVE --dataBase
"<path-to-gamedata>/gamedata.json" --port 43210 --launchDefaultBrowser
```

Mac OS X

Charon, both standalone and Unity asset, requires [Mono 4.6](#) or later to run. Additional information about using Mono:

- [Install Mono on Mac OS X](#)
- [Guide:Running Mono Applications](#)

Example

```
/Library/Frameworks/Mono.framework/Commands/mono  
"<path-to-charon>/Charon.exe" SERVE --dataBase  
"<path-to-gamedata>/gamedata.json" --port 43210 --launchDefaultBrowser
```

Linux

Standalone version of *Charon* requires [Mono 4.6](#) or later to run. Additional information about using Mono:

- [Install Mono on Linux](#)
- [Guide:Running Mono Applications](#)

Example

```
/usr/bin/mono "<path-to-charon>/Charon.exe" SERVE --dataBase  
"<path-to-gamedata>/gamedata.json" --port 43210 --launchDefaultBrowser
```