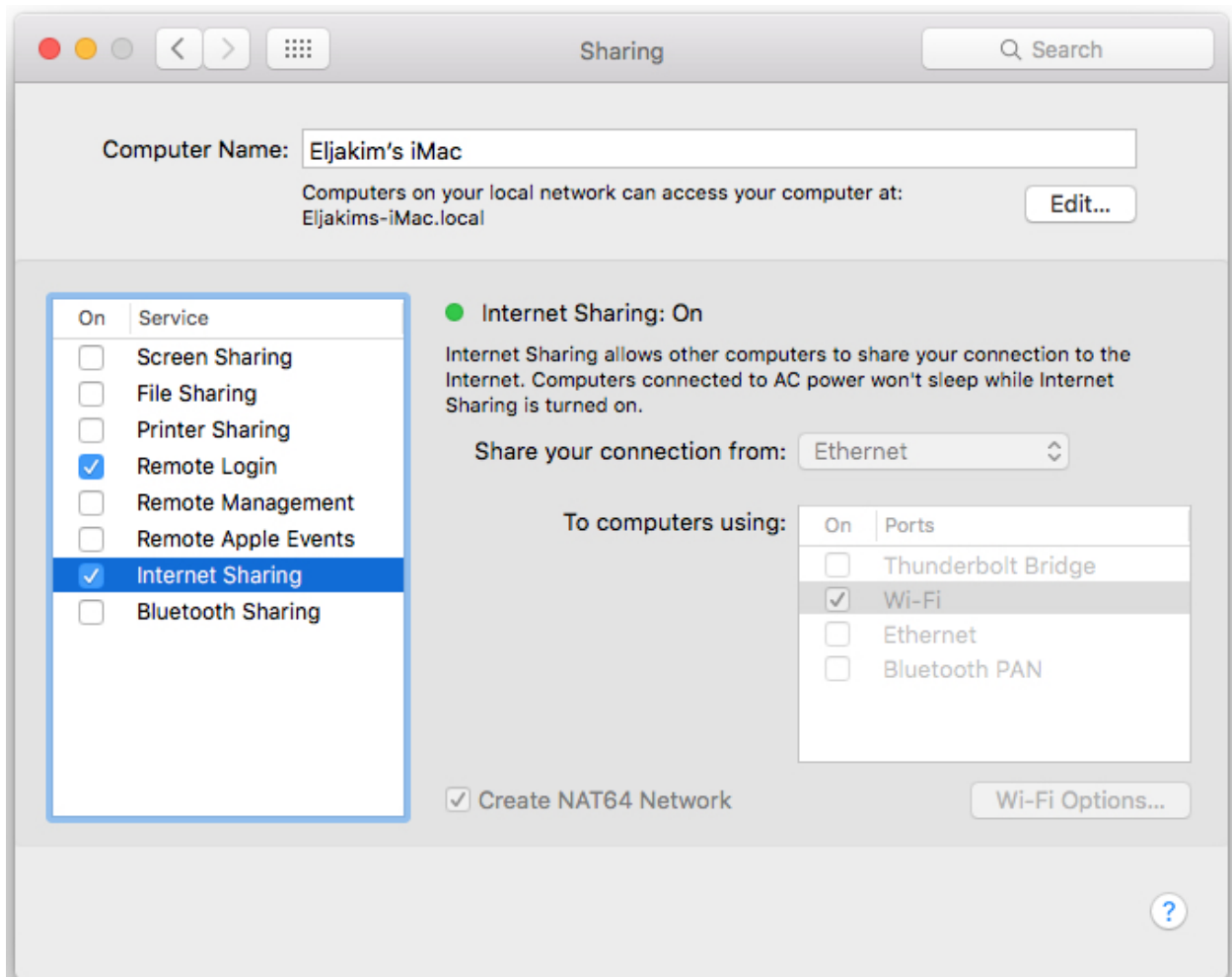


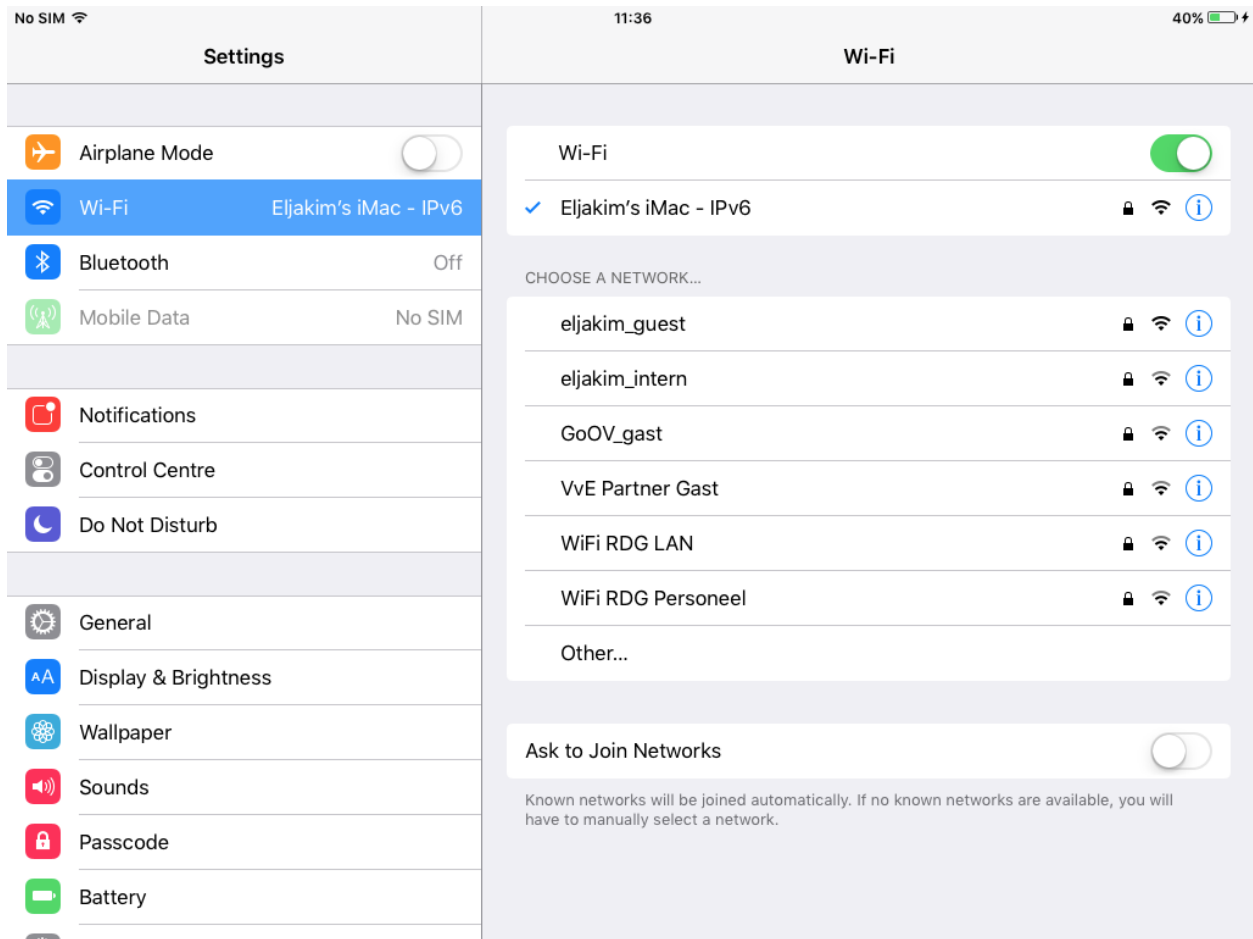
# Eljagame iOS IPv6 Test

This document proves that the Eljagame iOS version is working on a IPv6 network (hosted by an iMac in this case). For the setup of the IPv6 network the following guide was used:  
[https://developer.apple.com/library/content/documentation/NetworkingInternetWeb/Conceptual/NetworkingOverview/UnderstandingandPreparingfortheIPv6Transition/UnderstandingandPreparingfortheIPv6Transition.html#//apple\\_ref/doc/uid/TP40010220-CH213-SW1](https://developer.apple.com/library/content/documentation/NetworkingInternetWeb/Conceptual/NetworkingOverview/UnderstandingandPreparingfortheIPv6Transition/UnderstandingandPreparingfortheIPv6Transition.html#//apple_ref/doc/uid/TP40010220-CH213-SW1)

## iMac – Proof of a working IPv6 network



## iPad – Proof of connection with the IPv6 network



iPad – Proof that the game is able to run (world:1, level:5)



## iPad – Proof that the "Share on Facebook" button does what it is supposed to do

