Eljagame iOS IPv6 Test

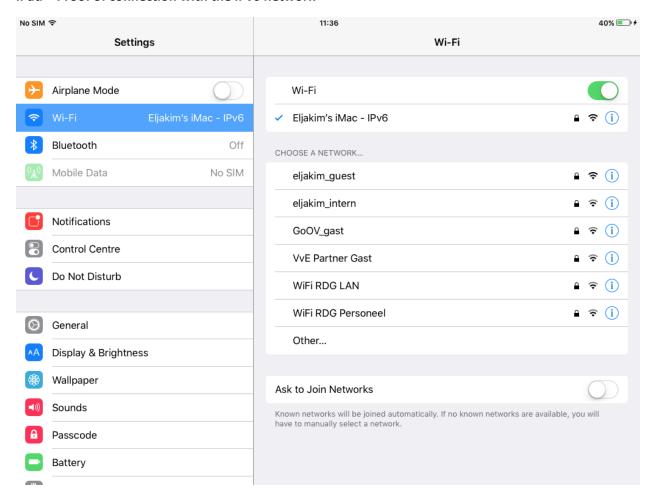
This document proves that the Eljagame iOS version is working on a IPv6 network (hosted by an iMac in this case). For the setup of the IPv6 network the following guide was used:

https://developer.apple.com/library/content/documentation/NetworkingInternetWeb/Conceptual/NetworkingOverview/UnderstandingandPreparingfortheIPv6Transition/UnderstandingandPreparingfortheIPv6Transition.html#//apple ref/doc/uid/TP40010220-CH213-SW1

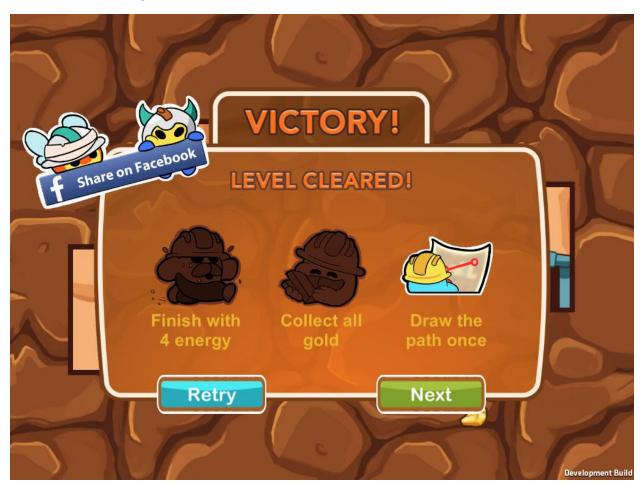
000 Q Search Sharing Computer Name: Eljakim's iMac Computers on your local network can access your computer at: Edit... Eljakims-iMac.local Internet Sharing: On Service Internet Sharing allows other computers to share your connection to the Screen Sharing Internet. Computers connected to AC power won't sleep while Internet File Sharing Sharing is turned on. Printer Sharing Share your connection from: Ethernet 0 Remote Login Remote Management To computers using: Ports Remote Apple Events Thunderbolt Bridge Internet Sharing Wi-Fi Bluetooth Sharing Ethernet Bluetooth PAN ✓ Create NAT64 Network Wi-Fi Options... ?

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

