

- Create S3 Bucket
- Uncheck "Block all public access"

Block Public Access settings for this bucket

Public access is granted to buckets and objects through access control lists (ACLs), bucket policies, access point policies, or all. In order to ensure that public access to this bucket and its objects is blocked, turn on Block all public access. These settings apply only to this bucket and its access points. AWS recommends that you turn on Block all public access, but before applying any of these settings, ensure that your applications will work correctly without public access. If you require some level of public access to this bucket or objects within, you can customize the individual settings below to suit your specific storage use cases. [Learn more](#)

☐ Block *all* public access

Turning this setting on is the same as turning on all four settings below. Each of the following settings are independent of one another.

☐ Block public access to buckets and objects granted through *new* access control lists (ACLs)

S3 will block public access permissions applied to newly added buckets or objects, and prevent the creation of new public access ACLs for existing buckets and objects. This setting doesn't change any existing permissions that allow public access to S3 resources using ACLs.

☐ Block public access to buckets and objects granted through *any* access control lists (ACLs)

S3 will ignore all ACLs that grant public access to buckets and objects.

☐ Block public access to buckets and objects granted through *new* public bucket or access point policies

S3 will block new bucket and access point policies that grant public access to buckets and objects. This setting doesn't change any existing policies that allow public access to S3 resources.

☐ Block public and cross-account access to buckets and objects through *any* public bucket or access point policies

S3 will ignore public and cross-account access for buckets or access points with policies that grant public access to buckets and objects.



Turning off block all public access might result in this bucket and the objects within becoming public

AWS recommends that you turn on block all public access, unless public access is required for specific and verified use cases such as static website hosting.

- ☒ I acknowledge that the current settings might result in this bucket and the objects within becoming public.

- Create
- Go to Properties -> Static Website Hosting, then enable Website Hosting

Static website hosting

Use this bucket to host a website or redirect requests. [Learn more](#)

Static website hosting

- ☐ Disable
- ☒ Enable

Hosting type

- ☒ Host a static website
Use the bucket endpoint as the web address. [Learn more](#)
- ☐ Redirect requests for an object
Redirect requests to another bucket or domain. [Learn more](#)

i For your customers to access content at the website endpoint, you must make all your content publicly readable. To do so, you can edit the S3 Block Public Access settings for the bucket. For more information, see [Using Amazon S3 Block Public Access](#)

Index document

Specify the home or default page of the website.

index.html

Error document - optional

This is returned when an error occurs.

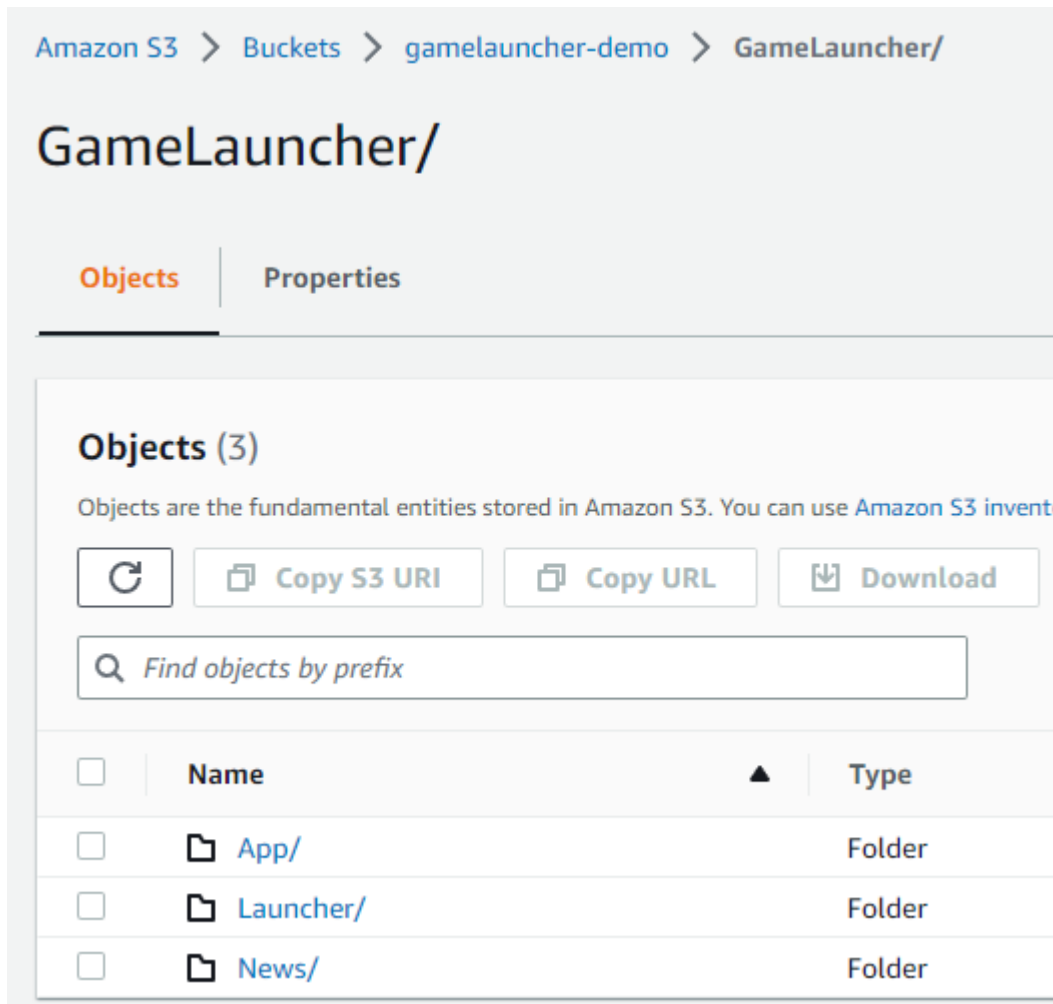
error.html

- Go to Permission -> Bucket policy. Add this json.

```
{
  "Version": "2012-10-17",
  "Id": "PublicBucketPolicy",
  "Statement": [
    {
      "Sid": "Stmt1482880670019",
      "Effect": "Allow",
      "Principal": "*",
      "Action": "s3:GetObject",
      "Resource": "arn:aws:s3:::YOUR_BUCKET_NAME/*"
    }
  ]
}
```

- Go to CloudFront service
- Create distribution
- Origin domain -> choose the bucket you created
- Create
- You will see the domain name in Origin domain. For example, `gamelauncher-demo.s3.ap-northeast-2.amazonaws.com``
- Back to S3 service
- Select your Bucket

- Create folder GameLauncher
- Upload App, Launcher and News folders from Local "GameLauncherFull\Upload my content" to S3 GameLauncher folder
- The folder structure would be as follows.



- Go to source code of Launcher
- Change HOST_URL in MainWindow.xaml.cs. For example, <https://gamelauncher-demo.s3.ap-northeast-2.amazonaws.com/GameLauncher/>
- Done