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# 1. INTRODUCTION

This toolis designed to be used with FPS Creator<sup>1®</sup> and all its official tools provided with such as FPSC Entity Maker, FPSC Segments Editor, FPSC Memory Dump.

The FPS Creator Agent comes in two versions a normal version used freely JUST with FPS Creator and its official tools and another professional version to be used with FPS Creator and all its tools with an extra option to customize all  $3^{RD}$  Party tools

THE PROFESSIONAL VERSION FROM FPSC AGENT CAN BE CUSTOMISED TO BE USED WITH ALL FPSC 3<sup>RD</sup> PARTY TOOLS SUCH AS SIGNS<sup>2</sup>, WEAPON CREATOR <sup>3</sup>AND FPI MAKER<sup>4</sup>. YOU CAN ALSO USE IT FOR OTHER NORMAL TOOLS YOU USE FREQUENTLY.

This application stays in the system tray and acts as a central hub for FPSC and it executable components as well as other  $3^{RD}$  party executables.

IN THIS NEW VERSION (VER: 2.00) A NEW EFFECTIVE FEATURE IS ADDED. YOU MAY USE DIRECTLY THE SHORTCUT BUTTON WHILE THE APPLICATION IS RESIDENT IN THE SYSTEM TRAY. THIS LET YOU GO FASTER AND FASTER.

ALSO YOU CAN ASSIGN A HOTAPPLICATION TO THE HOT APPLICATION BUTTON.

A VERY POWERFUL ADDITION IS THE ARCHIVER UTILITY. THIS MEANS THAT YOU WILL HAVE AN EXTRA LISCENSED ZIPPING UTILITY.

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<sup>&</sup>lt;sup>1</sup> FPS Creator is registered to The Game Creators <u>www.thegamecreators.com</u>

<sup>&</sup>lt;sup>2</sup> Signs is a 3<sup>rd</sup> party tool used with FPS Creator

<sup>&</sup>lt;sup>3</sup> Weapon Creator is a 3<sup>rd</sup> party tool used with FPS Creator

<sup>&</sup>lt;sup>4</sup> FPI Maker is a 3<sup>rd</sup> party tool used with FPS Creator



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# 2. SYSTEM REQUIREMENTS

This tool can be used with those minimum requirements:

- Windows XP / Vista with Administrator rights
- DirectX 9.0c
- Internet Explorer 5.0 or higher version
- Pentium 4 or greater
- 128 MB or greater
- Require a Mouse when minimized in the system tray

# 3. INSTALLATION

In this section, we will describe the installation procedure. First, double click the setup file icon a screen will appear as follow:



Just click next to move to the next screen

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rup - 11 oc agent - 10		ل الع
icense Agreement Please read the following important in	formation before continuing.	
Please read the following License Ag agreement before continuing with the	reement. You must accept the terms o installation.	if this
0-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=	=-0	~
0-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=	=-0	
1. Introduction 2. Installation and Registration 2.1 List of Files 2.2 Setup 2.3 Registration		~
OI accept the agreement		
⊙ I do not accept the agreement		

In this screen you will find the license agreement, accept the agreement by clicking this option and click Next to move a step forward.

Setup - FPSC Agent Pro		
Select Destination Location Where should FPSC Agent Pro be in:	stalled?	6
Setup will install FPSC Agen	nt Pro into the following folder.	
To continue, click Next. If you would	like to select a different folder, click Browse.	_
C. Mogran Files (FFSC Agent Ho 2	DIOWSE	
At least 5.0 MB of free disk space is r	required.	
	(Back Next) C	`ancel

In this screen you will choose the destination folder where the application will be installed. Click next then to move to the next screen.



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In this step choose the name to the application shortcut to be added in the start menu folder. Click next then to advance your setup installation process.

🔂 Se	tup - FPSC Agent Pro	
Re	eady to Install Setup is now ready to begin installing FPSC Agent Proon your computer.	
	Click Install to continue with the installation, or click Back if you want to review or change any settings.	
	Destination location: C:\Program Files\FPSC Agent Pro 2 Start Menu folder: FPSC Agent Pro 2	×
	                	Cancel

Click Install now to start copying the files into its locations appearing on screen. Wait until the progress bar finish then the next screen will appear. Click next.

Setup - FPSC Agent Pro	
Information Please read the following important information before continuing.	
When you are ready to continue with Setup, click Next.	
Please send your registration number to a.m.abdelsalam@link.net to code	get your unlock
Ne	xt>



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Here the final screen will appear check the Launch FPSC Agent Pro and then click finish to start the application.

Now, just click finish and your mini application will be ready. Just move to the destination folder you used before in the installation process and double click the icon. You can either choose to add this application to be used in the startup if you wish. To Add the application in the startup manually:

- a. right click the start button then choose Explore
- b. in the folders pane on the left move to your user startup folder, the path will be a little bit similar to this one if you use Windows XP ("C:\Documents and Settings\windows username\Start Menu\Programs\Startup")
- c. Just paste a shortcut from the application icon in this folder and now the next time when the application will load it will be loaded directly in the startup of your windows session.



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# 4. REGISTRATION

When double clicking the application icon, you will be asked to either choose to try this application for 15 days or to register it for later use as appearing in the next screenshot:

FPSC Age	ent Pro		
Welcome	Register		
	FPSC	Agent Pro	
		v1.00	
	Trial remaining days	15	
	This is a fully functional version I	from FPS Creator Agent Pro.	
	You can use it for 15 days, just : a.m.abdelsalam@link.net and yo	send your registration number to : ou will get your unlock code	
	buy from : http://www.techno-valley.com/l	fpscagent.html	
Registra	ation Number: 7756-8440	Trial Bu	ıy Register

Just keep in mind your registration number because this will be use in the registration process. You may buy the full application from shareit.com<sup>5</sup> using secure payment you can either use your credit card or use PayPal account just choose in the payment process.

<sup>&</sup>lt;sup>5</sup> Shareit.com is a service of Digital River



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# 5. Using this tool

The FPS Creator Agent Pro mini application's main menu is composed from three option File, Settings and About Menu

# 5.1 File Menu



File Menu is composed from the following options

**Show**: Show the application main window when it is minimized in the system tray. Just by left clicking the icon when minimized and click on show.

*Hide:* Hide the application in the system tray. You can hide the application main window using he Ctrl+H shortcut

**Open FPS Creator**: Run the FPS Creator Engine you can run it by clicking on Shift+Ctrl+F5.

**Open Entities Folder:** Opens by default the default folder for entities' folder, this folder can be customized from settings

menu which will be discussed later

**Open Segments Folder:** Opens by default the default folder for segments' folder, this folder can be customized from settings menu which will be discussed later

**Open Videobank Folder:** Opens by default the default folder for videos' folder, this folder can be customized from settings menu which will be discussed later

**Open audiobank Folder:** Opens by default the default folder for audios' folder, this folder can be customized from settings menu which will be discussed later.

**Open Scriptbank Folder:** Opens by default the default folder for scripts' folder, this folder can be customized from settings menu which will be discussed later

**Open Languagebank Folder:** Opens by default the default folder for languagebank folder, this folder can be customized from settings menu which will be discussed later

**FPSC Entity Editor:** This run the FPS Creator Entity Maker by clicking it. You can also run it directly by pressing F1 while it's minimized or maximized. Note that you might get an error if you didn't install the entity maker utility. You may download it from the following URL: <u>http://www.fpscreator.com/downloads.html</u>



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**FPSC Segment Editor:** This run the FPS Creator Segment Editor by clicking it. You can also run it directly by pressing F2 while it's minimized or maximized. Note that you might get an error if you didn't install the segment editor utility. You may download it from the following URL: <u>http://www.fpscreator.com/downloads.html</u>

**FPSC Memory Dump:** This run the FPS Memory dump utility in case an error occurred. You can also run it directly by pressing F3 while it's minimized or maximized.

**FPSC Game Test:** This run the last FPS Game compiled to test without the need for FPS Creator to be opened. You can also run it directly by pressing F4 while it's minimized or maximized. If you don't have any generated games i.e. you didn't compile any game you might get an error.

**Launch FPS Creator:** This sub-menu is composed from the following components, Open FPS Creator, Open Entities Folder, Open Segments Folder, Open Videobank Folder, Open audiobank Folder, Open Scriptbank Folder as well as Open Languagebank Folder. You can use the relative shortcuts appearing in the screenshot. You an also click on Shift+Ctrl+F5 to run the FPS Creator Engine directly but only when the application is on screen.

*Launch TGC Forum*: This option lets you to access the game creator's forums directly. Of course you must be connected to the internet.

Launch Indie Game Dev Forum: This option lets you to access Indie Game Developer forums directly. Of course you must be connected to the internet.

*Quit.* Let you exit the software you will be asked either to quit or not just press "YES"



### 5.2 Settings Menu

Settings Menu is composed from the following options:

Configuration, Load defaults, User Menus, Reset entities and Hot Application





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**Configuration**: This option is used to configure the default path for the FPS Creator Engine location as well as the other options location under Open FPS Creator such as entities folder and segments folder etc ... This location can be customized to your frequently used folder i.e. the user entities folder for example just by click on browse in

Config Agent
FPS Creator default path
C:\Program Files\The Game Creators\FPS Creator
EDS Creater Entities default nath
C:\Program Files\The Game Creators\EPS Creator\Files\entityhank
FPS Creator Segments default path
C:\Program Files\The Game Creators\FPS Creator\Files\segments
EDS Creater Videobank default nath
C:\Program Files\The Game Creators\FPS Creator\Files\videobank
FPS Creator Audiobank default path
C:\Program Files\The Game Creators\FPS Creator\Files\audiobank
EDS Creater Scripthank default nath
C:\Program Files\The Game Creators\FPS Creator\Files\Scriptbank
FPS Creator Languagebank default path
C:\Program Files\The Game Creators\FPS Creator\Files\Languagebank
Apply Back

the configuration window and setting the path by clicking on Set Path.

Pressing "apply" button will let you save the settings so that the next time when you run the application you will find the last status you used before. You can directly launch the configuration window by pressing F5.

**Load Defaults:** This option will let you load the default location for Entities, Segments, Scripts, Videobank, Audiobank and Languagebank as well as the default path for FPS Creator Engine executable. Those default locations are installed the first time the application is installed. You can directly launch the configuration window by pressing F6.



**User Menus:** This option opens the User Menus window used to manage your 3<sup>rd</sup> party tools and applications. The window is composed from two lists and a collection of buttons the first list contains the application names and the second list contains the path for all its relative software.



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You can directly launch the configuration window by pressing F7.

Manage User Menu			
User Menu(s) :	Application Path :	Add	This page is to manage your
		Remove	3rd party tools. Just insert the name for the tool in the lower text box under "Menu Item to add." and then click Add Item
		Rename	button. You can also manage the menu by moving the items
		Up	up and down, to assign the tool for each menu item just
		Down	file you want to assign to the menu. At the end of your work
		Save	you have to click save button to update your new settings
Menu Item to Add :		Back	the next time you run this tool.

To add a new application just insert a new name below the "Menu Item to add" inside textbox, the add button will be enabled then click add the new name will be directly inserted in the first list on the left to assign a patch just double click the application name you've just added a dialog box will opened move to your destination application executable and click open

The new path will be added automatically in the second application path list.

Open						2 🔀
Look in	FPSC Agen	t Pha v1.00	•	+ 🗈	et 🖬 •	
Mu Recent Documents Destrop My Documents My Documents	E PSC Agent	Ρα				
•	Filegane	1	_			<u>Q</u> pen
My Network Places	Files of type:	All Executable Files (*. ene 1711 Open as peak-only	1	1	•	Cancel

The remove button allows you to remove an application from your list, the Up & Down buttons allow you to move the tools in the lists, save button allow you to save the current configuration for later use when you close and re-load the application. Finally, back button allows you to return to the main menu when you click the File Menu you will find the new tools added in its list when you minimize the application and right click its icon in the system tray you will find the list of tools you've added using the users menu.

You can also rename the application name you've chosen before.

You can directly launch the configuration window by pressing F8.

Note that you can't save a configuration when there is a missing path in the second list.



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**Reset Entities:** This option allows you to get rid of all generated .bin files and .dbo files. This is very useful when testing your entities. It calls in the new version the utility provided by TGC.

**Hot Application:** This menu allows you to launch a pre-set preferred or frequently used application. You can call the setup hot application menu by clicking F9 you can then launch the application by pressing F12 while working. You can also save your settings for later use.

Setup Hot Application	
Hot Application	
If you frequently use an application, you may set it as your hot application.	Browse
To setup your not application, just browse for it and choose the executable (.exe) file. Don't forget your hot application settings for next use. To launch your hot application just press F12. Whenever your application is running it	Save
will launch your favorite application.	OK )

# 5.3 Backup Menu

This menu is used for backup purposes. It is composed from the following submenus:

Backup FPS Creator Folder, Backup user menus data and Restore user menus data.

**Backup FPS Creator Folder:** This option allows you to create archive from whatever any folder you like from your machine and specially the FPS Folder. The output archived files are saved under FPSC Agent pro home



folder / Archive path. The archiving usual asks you not to overwrite an existing file.

**Backup user menus:** This lets you to save a copy of your user menus data in case you lost them. This option always works when you have a created user menus before.

**Restore user menus:** This lets you to restore a saved copy of your user menus data in case when you lost them you can retrieve. This option always works when you have already a saved user menus before.

### 5.4 About Menu

This menu displays the software version. Just press ok you will return to the main application window.

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# 5.5 Errors

- If this error appears "Error – 53: File not found "This indicates that either you've set an incorrect path for the application or the executable has been deleted or removed or renamed after you set it.

Error	
8	Error - 53 : File not found
	OK

- If this message appears "Another program is already running ... program will close ". This indicates that the application is already running either in the background or minimized in the system tray.



- If this error appears "The path '......' does not exist or is not a directory. "This indicates that either the directory name you set it is not correct or the folder you set it before was deleted or moved from its location.

Window	Windows Explorer		
1	The path 'C:\Program Files\The Game Creators\FPS Creator\Files\entitybank' does not exist or is not a directory.		
	ОК		



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- If this error appears "Run-time error'429'ActiveX component can't create object " This was a common bug with Microsoft. This bug has been resolved in FPSC Agent Pro v1.11or later; just download the newer version from the application homepage.

ect
objec

- If this error appears "Error - 53: File not found ... Check the source user data files "You must create user menus before creating backup of user menus in order not to get this error.



- If this error appears "Error - 53: Have you already made a backup from users menus? "You must create user menus before creating backup of user menus in order not to get this error.





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# 6. CREDITS

I would like to say thanks to all those who added their comments in FPSC Agent thread:

http://forum.thegamecreators.com/?m=forum\_view&t=120848&b=21

Mr Love, Inspire, Leaning Objects To The Side (Tanya), BMG, gunn3r, coffee grunt, rolfy, TGPEG, Locrian, s4real and i want to game.

And to express special thanks to those who posted their ideas to be added in the FPSC Agent Pro version:

## Seth Black, xplosys and TGPEG

Finally, I would like to present my free version FPSC Agent v1.5 as a gift for all "The Game Creators" Lovers.

You can download as well from the software section under: <u>http://www.techno-valley.com</u>

Finally, if you find any bugs just e-mail me at: <u>a.m.abdelsalam@link.net</u> or submit your inquiry via support page under <u>www.techno-valley.com</u>