



Vishnu Studio

Manual

Prepared By: S4real

Date: 27/04/2019

Vishnu Studio

**Welcome to Vishnu Studio, an application for packing
completed applications and FPS Creator games. Once**

packed, Vishnu offers a greater level of copy protection by encrypting your data and file compression for reduced downloads. You can change the appearance of your packaged games, add new images including animated gifs to them, choose your own music to accompany the unpacking process and even change the final packaged icon.

Key Features

• Easy to use. • New crypto encryption to protect your games from Bruteforce attacks. • Two way 100 unit encrypt passwords. • High compression rate. • Custom image supports (jpg,bmp). • Custom music loop playback while loading game supports (mp3/wav/and ogg). • Renames folder and exe. • Automatically places games in "Packaged Games" folder on the desktop. • Automatic "Savefile" and "Gamesaves" folder creating to save your game saves. • Pack FPSC games and None FPSC games and Game Guru(With save and load.). • Basic real-time protection. • Leaves very little footprint on your games. No watermarking or splash screens. • Icon changer (change the icon of your packed game.) • New % Loading instead of progress bar. • Background image change.

- *Background image change from server/internet.*
- *Drag and Drop Text.*
- *Rename text*
- *Change font of text and save font.*
- *Live News feed using xml .*
- *Improvement in performance and system compatibility*
- *Come's with fpssc setting app .*

Interface

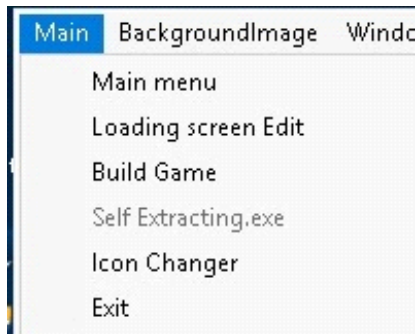
The interface to Vishnu Studio has many new features from the original Packer.



Play
Website
Close

Menu

The following are the functions located in the menu:



Main Menu Goes back to the start.

Loading screen- previews the Loading screen for edit..

Build Game - goes to the build game process which takes your game and packs it.

Icon changer- The Icon changer allows you to change the icon for the game.

To use, load the icon, then choose the EXE to change. Once done, click “change icon”.

Exit- quits the program

Background Image

Load Menu background image - allows the developer to change the background image.

Background url-allows the developer to change the background image from server/internet.

Window Changes

Window title - allows the developer to change the title of your window packed game, please note this does not change the name of the packed game.

Windows Icon - allows the developer to change the title of your window packed game, please note this does not change the icon of the packed game.

Change text

Play, website, close, Please wait while files are getting ready - allows the developer to change the the text.

Change font - allows the developer to change the font of the text.

Save font - allows the developer to save the font of the text. (Please note you must save font's if you want your font to be used on another machine.)

text colour- allows the developer to change the colour of the text.

Music

Music- allows the developer to specify music file when loading the game in Vishnu (during the decryption process). Can be MP3, WAV, OGG.

Web

Website url- allows the developer to specify the URL where the website is located

Website link ON/Off- allows the developer to hide the website link.

News Feed URL- allows the developer to specify the URL where the newsfeed file is located. This file must be called "NewsFeed.xml" and must reside on a webserver the URL points to. The format is as follows:

```

<?xml version="1.0" encoding="ISO-8859-1"?>
<!-- -->
- <menu>
  - <title>
    <name>Vishnu Suite Coming Soon!</name>
  </title>
</menu>

```

Newsfeed link ON/Off- allows the developer to hide the Newsfeed link

Pack Game

To pack your game, click on File> Build Game.

The steps are as follows:

Main
BackgroundImage
Window Changes
Change Text
Music
Web
About


Game Name

Pick Game Folder

Pack Game

		Not Packed
Pack Fpsc Game	<input type="checkbox"/>	<input type="checkbox"/>
Non-Fpsc Game	<input type="checkbox"/>	<input type="checkbox"/>
Pack Game Guru Game	<input type="checkbox"/>	<input type="checkbox"/>

Progress
0%

Check list Before Packing Game.


1. Ensure that you've saved your font. (If you've changed the font.).
2. Make sure that you've added a Window Title. (Unless you want the title blank.).
3. Do you want a new Window icon? Make sure you've changed it.
4. If you want unpacking music, make sure that you've added it.
5. Do you want a weblink? Check it's correct and working.
6. Are you using News Feed? Make sure you've set it.

© Sodex 2019

1. Enter a game name

2. Pick the folder where the game is located.

If it is an FPSC game, it must reside in the FPS Creator\MyGames folder. Non-FPSC can be any folder. Game guru games can be in any folder.

3. Click either Pack FPSC game or Pack non-FPSC or Game Guru game button.

Once packed, the output will reside in the Desktop\Packaged Games\GAMENAME folder.

Disclaimer and legal.

Disclaimer

If developers are going to use the Pack Game function for non-FPSC games, then it is strongly recommended that they have a good understanding of coding and programming. Vishnu does not provide technical support for coding issues on a developer's end. By using this function, the developer assumes sole responsibility for any issues or errors that may occur, requiring them to change or alter their code to work with Vishnu.

The user of this software acknowledges that he/she is receiving this software on an "as is" basis and the user is not relying on the accuracy or functionality of the software for any purpose. The user further acknowledges that any use of this software will be at the user's own risk and the software developer accepts no responsibility whatsoever arising from the use or application of the software. A manual has been provided with the software to give the details on how the software performs.

Duplicating content, in whole or part, from any of our supplied manuals, website, or other forms, used for Vishnu is prohibited under copyright laws.

Legal

Due to Vishnu having the capability of packing non-FPSC games, the following items are listed to protect both the author (s4Real) and the developer: 1. This software is free but may not be distributed via any website domain or any other media unless permission is obtained from the author. The source is the sole property of s4Real, under the protection of Sodex. 2. This software is not to be used in any way to illegally pack software and distribute under the banner of the developer. This refers to packing a non-FPSC game and distributing/selling the packed game claiming as your own. Any games that are packed and distributed illegally will result in legal action against the developer. 3. The manual included with the software is part of the Vishnu application and may not be altered, changed, or redistributed independent of Vishnu without consent of the software developer. 4. By using Vishnu, the developer assumes all responsibilities and accepts the agreement of using this software in the intent it was created for.