

Menu Tools

A Menu Tool for FPS Creator

FPS Creator is a Product of [The Game Creators, LTD](#)

Created for Black Ice MOD

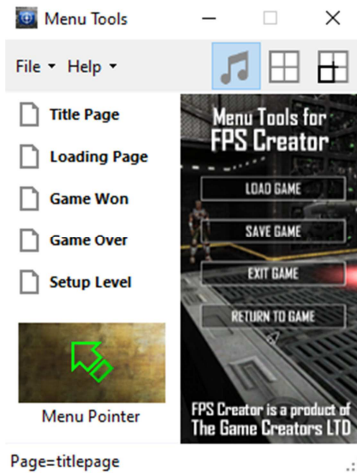
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Menu Tools will help you create a custom menu for your finished FPS Creator game. Its intuitive editor shows you exactly what your menu will look like in each stage of your game operation. You control the look and feel as you select backgrounds, music, pointers and HUD buttons. Positioning is simple with drag-and-drop operation and the built-in grid system.

DISCLAIMER: Menu Tools is not a complete game menu system and allows customization to the following game screens only: Title Page, Loading Page, Game Won Page, Game Over Page, and the in-game menu or Setup Level Page. There is no support for save/load dialogs, in-game settings/options pages, credits pages, or any custom/developer created menu pages. While Menu Tools was tested with multiple FPSC Creator versions and configurations, there is no guarantee that it will work in all configurations. It is recommended that you test extensively before distribution to ensure that your menus are working properly.

Credits: Special thanks to ncmako for testing and breaking the app, without whom it would not be nearly as complete and operational.

The Menu Tools application consists of two main components: the Tools Window and the Editor Window.

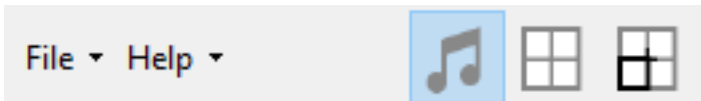


The Tools Window

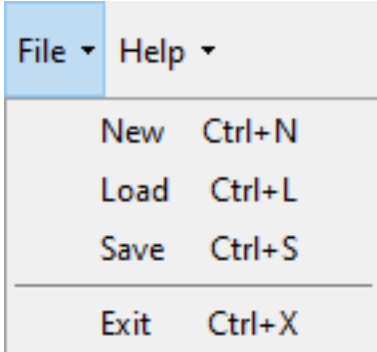
The Tools Window contains all the controls you'll need to create and save your game menu. When the application starts, the Tools Window will be positioned at the top left corner of the Editor Window. You can move the Tool Window by grabbing its title bar with your mouse and dragging it to another location, or you can minimize it by clicking the minimize button (-) to keep it out of the way as you work on your menu in the editor. To restore the Tool Window from its minimized position, just click its icon on your Windows task bar. *(These are normal Windows features and operations)*

The major components and features of the Tool Window are described below.

The Main Menu



The Main Menu consists of multiple drop-down menu items and tool buttons as follows.



The File Menu

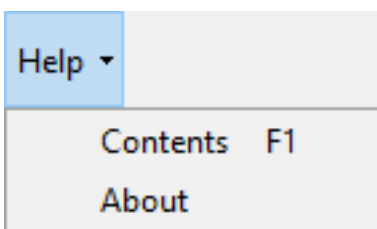
The File Menu contains the following menu items:

New: The New menu item will return your currently selected menu to its original or new configuration.

Load: The Load menu item will display a dialog from which you can select another menu style to start with.

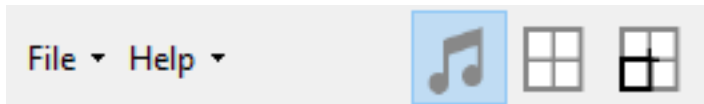
Save: The Save menu item will build and save your menu to your game folder.

Exit: The Exit menu item will close Menu Tools.



The Help Menu

Contents: The Contents menu item will display this help file.



The Music Button

The toolbar Music Button is on by default whenever you start the application. Clicking the button will toggle the sound on and off. The button is on when highlighted.

The Grid Button

The toolbar Grid Button is off by default whenever you start the application. Clicking the button will toggle the grid on and off. The button is on when highlighted.

The Snap to Grid Button

The toolbar Snap to Grid Button is off by default whenever you start the application. Clicking the button will toggle the snap to grid on and off. The button is on when highlighted.

The Pages Menu



The Pages Menu contains a button for each page of your game menu. Clicking a Page button will display that pages corresponding menu on the Editor screen.

The Pointer Button



The Pointer Button will open a dialog where you can select a pointer image. Allowed image type is png only (.png)

The Status Label



The Status Label displays information about your menu screens in-real-time as you edit them.

The Editor Screen

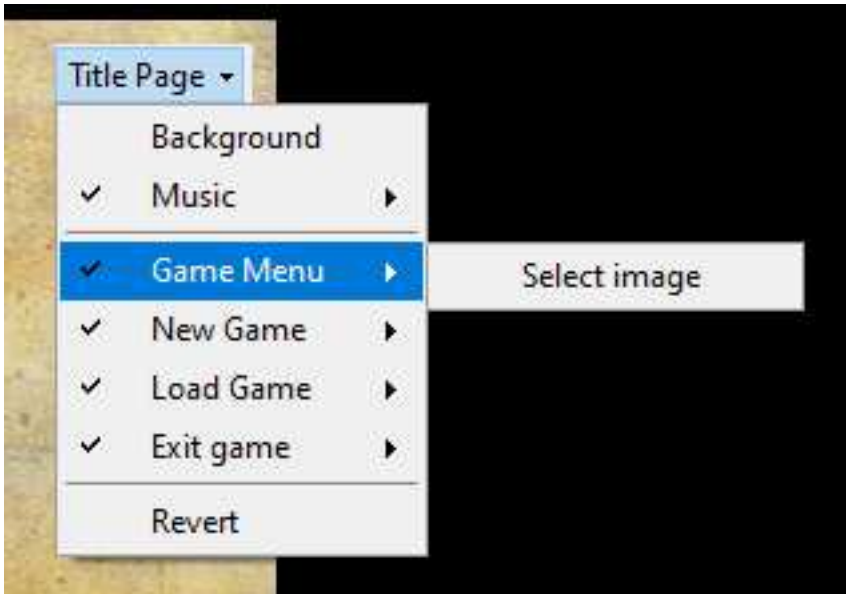


The editor screen is where you will be doing the tasks of creating a customized menu for your game.

Everything from the background image and music, to the buttons that show, to the image they use and their locations can be configured in this easy to use editor. The Editor screen is in a fixed size of 1280 x 720 pixels (16:9) which is the FPS Creator default with Black Ice Mod, and the most common resolution.

On the Editor Screen you will see the default HUDs for your selected menu screen, and the page menu located at the top-right of the page. All items with a checkmark on them can be turned On or Off by clicking on them. If you don't want music on the page, click the Music checkmark off, or on if you do want music. The same applies to HUDs. If you don't want to use the Game Menu HUD, click it off. When a checkmark is on, a Select menu to its right will allow you to select a file for that item, music or image. All pages must include a background image, except for the setuplevel page which uses the current in-game screen as its background.

The Page Menu



The Page Menu contains the following menu items:

Background: Clicking on Background will display a dialog to select a background image. Your background image should be an image you've prepared for this menu in your game, and should be 1280 x 720 pixels in size to avoid stretching in the game. Allowed image type is png only (.png)

Music: Clicking on Select music will allow you to select a music file for the menu page if Music checkmark is checked. Allowed audio type is wave only (.wav)

HUDs: Clicking on Select image will allow you to select an image for the hud if the HUD checkmark is checked. Allowed image type is png only (.png)

The Creation Process

When you open Menu Tools, you will be presented with an FPS Creator default menu. To start with a different menu style, select one using the File-Load menu. You should hear the background music for that menu page. Each time you view a page, its assigned background music will play. You can turn the music off using the toolbar Music button.

To change the menu page background image, click Background on the Page Menu. If you don't want any background, create and select a plain colored image. Allowed image type is png only (.png)

To change the menu page Music, hover over Music on the Page Menu and a Select music menu item will appear. Use the Select music menu item to change the menu page music. To disable music for the menu page, uncheck the Music item by clicking on it. Allowed audio type is wave only (.wav)

You can move the HUDs around on the menu page by holding the left mouse button down while dragging them. To help align them, use the Grid and Snap to Grid buttons. The Grid and Snap to Grid are active when the button is highlighted. You can select a new image for your HUDs using page menu Select image item. To disable or hide a HUD, just uncheck it. If you want to revert the page back to its original configuration, click Revert on the page menu. To revert all the menu pages, click File-New. All your changes will be undone.

Finalizing

When you are satisfied with your new menu, it's time to save and install it to your built game. Click File-Save, and select your game executable file in your game folder. Menu Tools will check and verify your game files are complete and ready for your new menu. It's always a good idea to have a backup before making any changes to your game files.

Once your menu has been successfully installed, test your game thoroughly to ensure that all the menu pages appear and work correctly.