



Add holes to any FPS Creator room segment! \*FPS Creator or FPS Creator X10 required.

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Just point and click to bust through any FPSC room segment. Then use the holes for passing through, or block them with the included fillers to create that blocked passage effect. For more fun, set them to explode and shoot them out!

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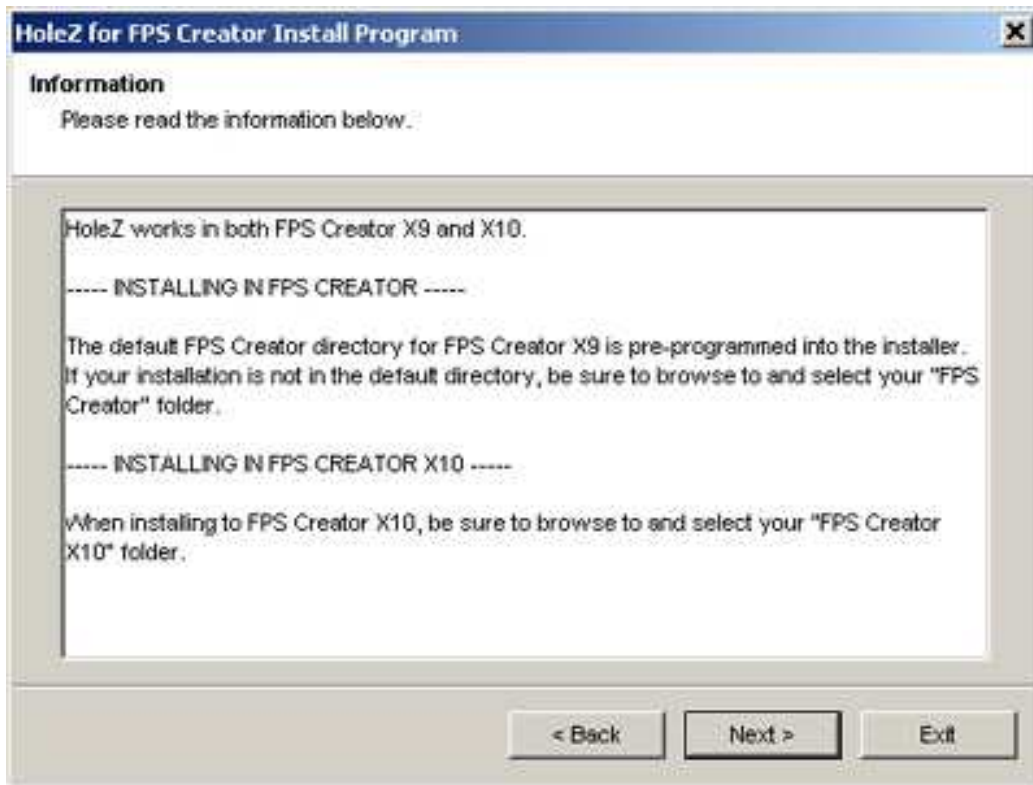
## Installing HoleZ

HoleZ comes packed in its own installer, ready to use. Simply run the Holes.exe file and follow the installer prompts. Just **click next** to continue.

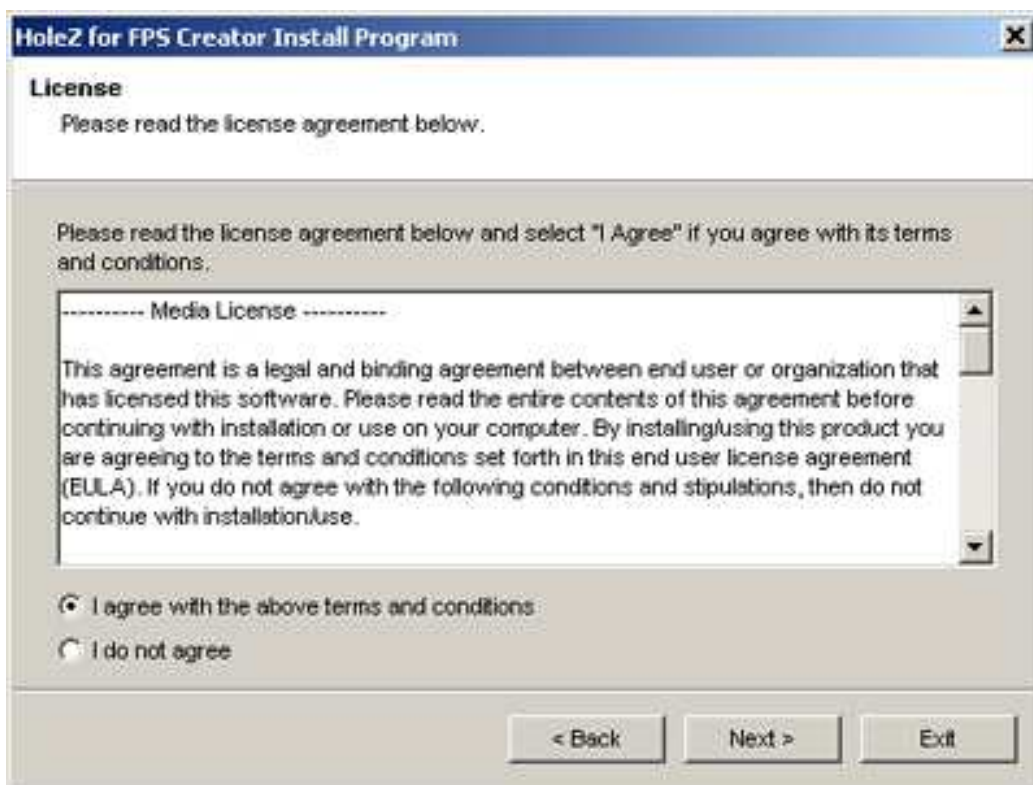
If you experience any issues with the installer in Windows Vista or Windows 7, be sure that you "Install as Administrator".



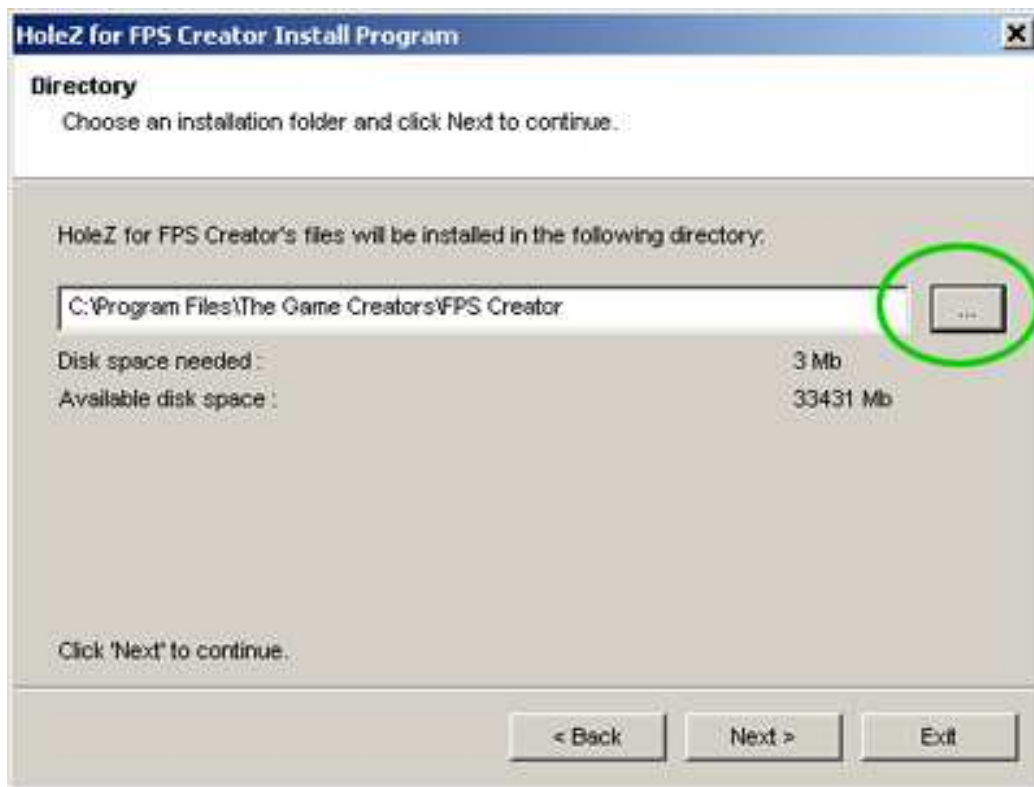
Please read this next information screen. It explains the correct procedures for installing HoleZ to FPS Creator and FPS Creator X10.



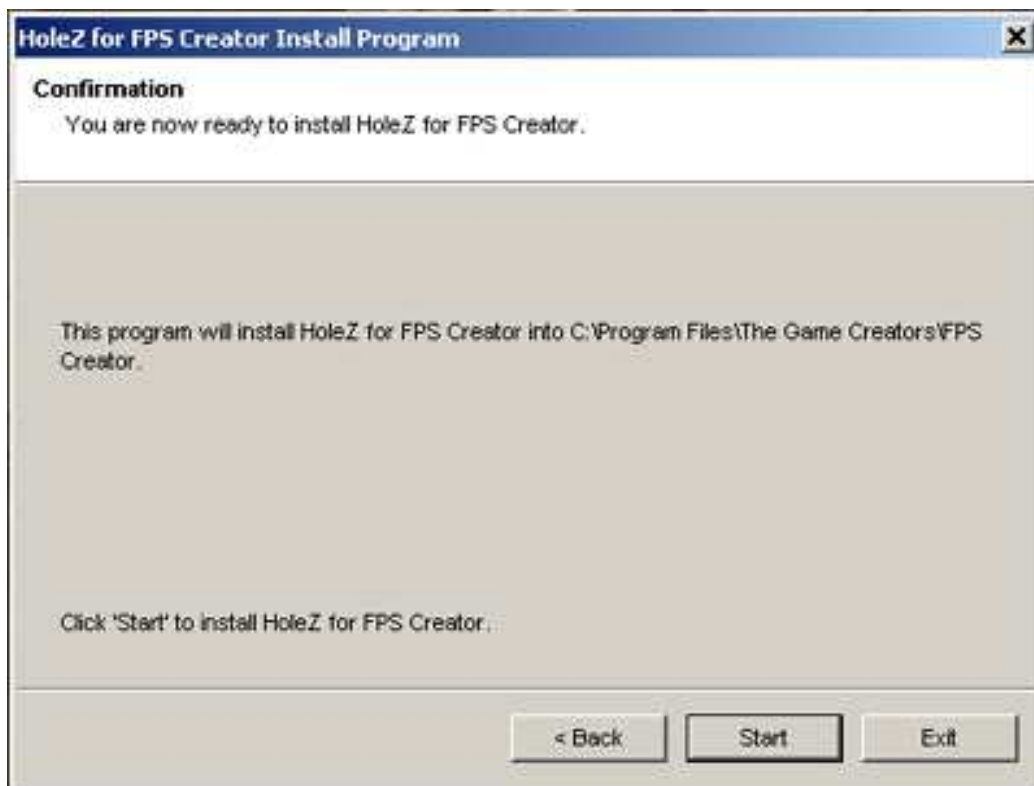
After reading the software license agreement, select **I agree with the above terms and conditions** and **click next** to continue. You must agree to continue installing.



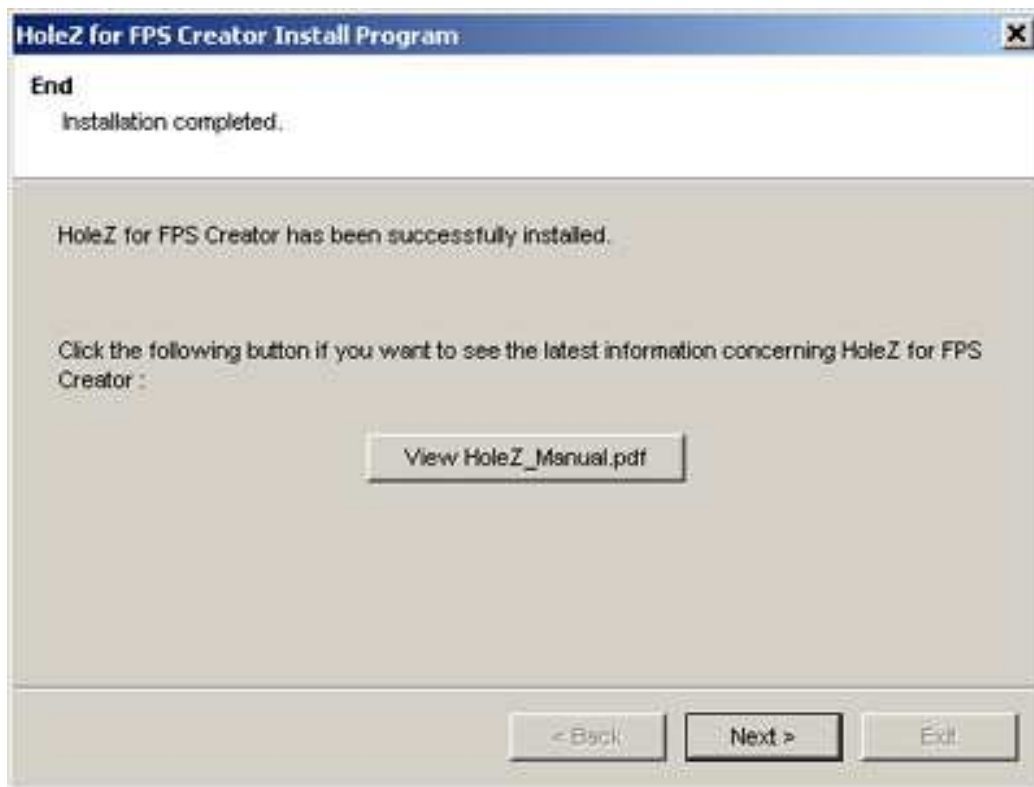
Pay particular attention to the installation folder screen. By default, the installer displays the default FPS Creator installation folder. If your FPS Creator folder is on a different drive, or has a different name, be sure to **click the browse button** to the right of the text box and select your **FPS Creator** folder. If you are installing to FPS Creator X10, be sure to browse to and select your **FPS Creator X10** folder.



The installer now has enough information to install HoleZ to your FPS Creator directory. **Click start** to begin the install or **click back** to make changes.



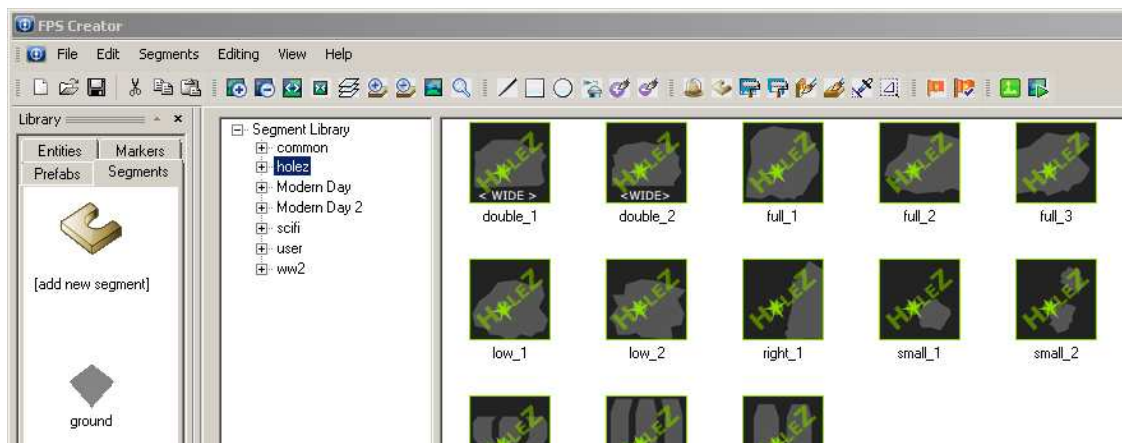
Once the installation is complete, you will be able to review this document for usage information. **Click next** and then **click exit** to finish. Your media is now installed.



## Using HoleZ

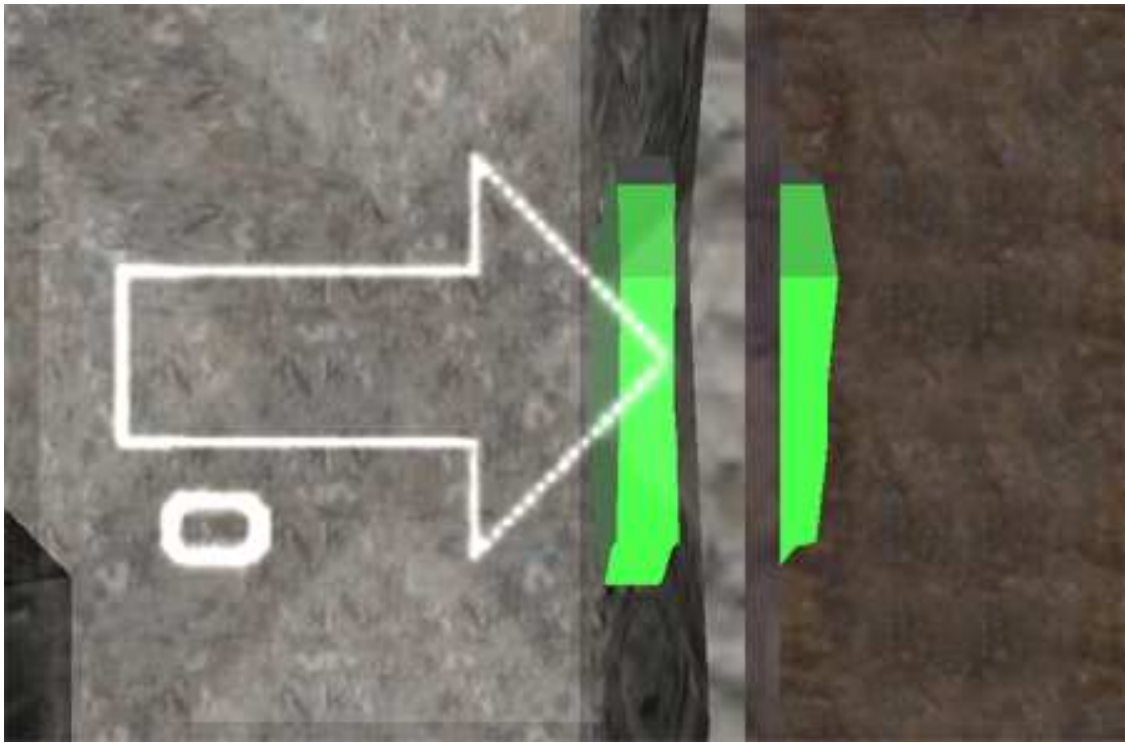
### HoleZ Segments:

Once installed, HoleZ Segments (the actual holes) can be found by clicking the segments tab in the game editor, then clicking on the holez folder. Here you will find random hole shapes and window hole shapes.

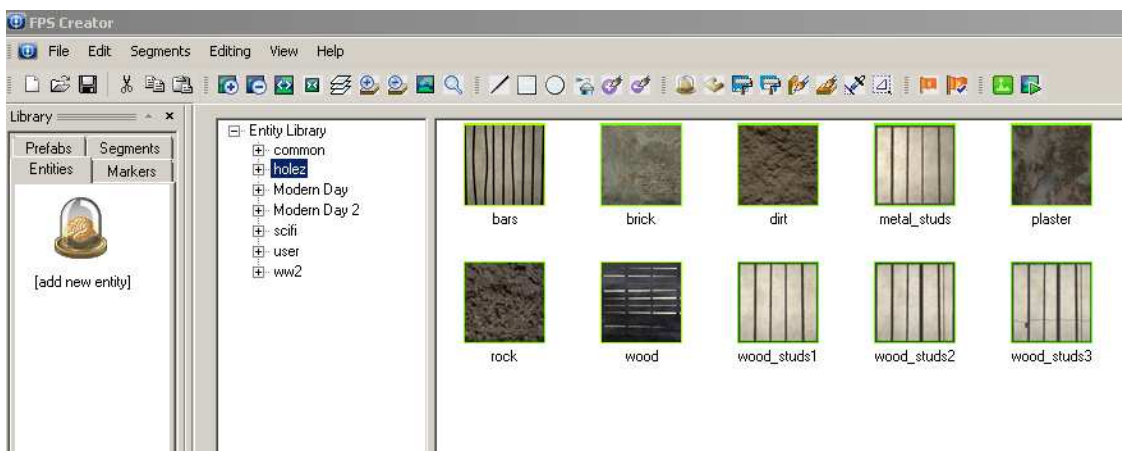


The icon image of each segment shows the shape of the hole. The description tells you whether the hole is single wide, double wide, high, low, large or small. Simply **select a hole, rotate the arrow in the editor** in the direction of the wall you want to break through, and **click the mouse**. That segment wall will be punched with the hole you selected, and will be identified by the holes shape in bright green.

See the image below.



You can block your hole with one of the included fillers. Hole fillers can be found by clicking the entities tab in the game editor, then clicking on the holez folder. Here you will find several fillers such as brick, stone, dirt, wood, bars, etc.

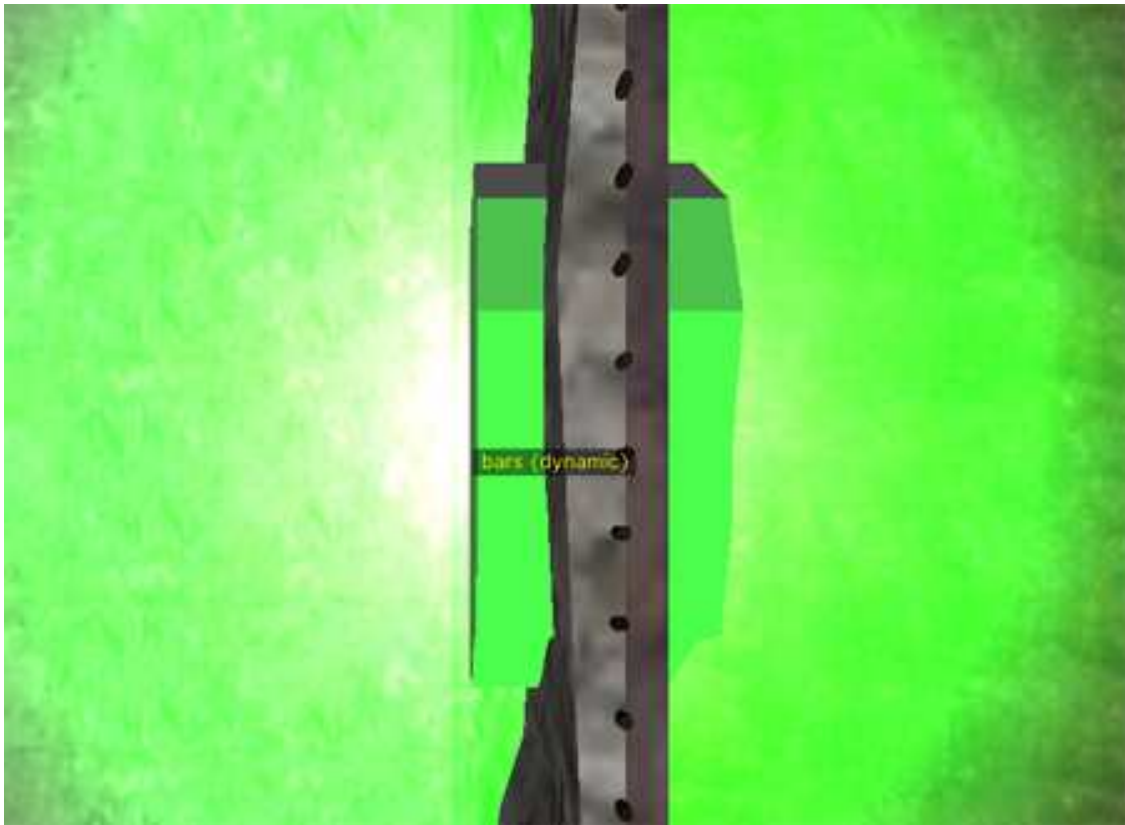


To place a filler, just **select one from the library, center it in the wall**, and **click the mouse**. The image below shows bars placed in the hole. Then adjust from side to side and up and down to get the look you want.

For a little more fun, set your filler entity to explodable and assign it's strength between 1 and 99. The higher the number, the more force or gunshots it will take to destroy it.

The fillers can be used all by themselves to dress up any level. You can change them from their default dynamic state by pressing Y before placing them in the editor. For more information on working with dynamic and static entities, please consult your FS Creator manual.





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Thanks for your purchase of HoleZ, by ExploSoft.

For more information and support, visit <http://www.fpsfree.com>





