



## **User Guide for Nomad Mod v1.3**

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# Nomad Mod v1.3 for FPS Creator

## What is Nomad Mod?

Nomad Mod is a high end graphics modification for FPS Creator which provides unified dynamic lighting, flashlights and other graphics enhancements.

## Nomad Mod Features:

- Unified Dynamic Lighting
- Bump, Specular, Illumination
- Water / Window Refraction
- Cinematic Bloom / Motion Blur
- Color Correction / Sharpening
- Depth of Field / Cell Shading
- Film Grain / Sepia / Noir
- HUD Damage / Health System
- Camera Movement Effects
- Light Shaft Effects / Fog Effects
- Animated Texture Effects
- Improved Blood Effects
- Fully Working Flashlights
- Support for Dual Wielding
- Compatible with S4Mod Zeta

## Minimum Requirements:

Nomad Mod uses FPSC v1.20 BETA17A which can be downloaded here:

[http://files.thegamecreators.com/betafiles/FPS\\_Creator\\_V120\\_BETA17A.zip](http://files.thegamecreators.com/betafiles/FPS_Creator_V120_BETA17A.zip)

You must have a shader model 3.0 compatible graphics card and you need to install the FPSC v1.0 BETA17A update before Nomad Mod for it to work correctly.

## Why use Nomad Mod?

Nomad Mod provides a fully integrated dynamic lighting solution to allow consistently realistic lighting effects throughout your game from static and dynamic lights with static and dynamic objects. You can also use a number of post process effects such as cell shading or film noir to give your games a totally unique look.

## Credits:

Original Shaders - Bond1, CoZ, Dark Goblin, Uzi Idiot

Models - Errant AI, Jon Fletcher, Maniac Modeler, Uman

Textures - Rolfy, Madcow, Shim Kangrey, Xplosys, Starmind

Scripts - KingofMk98, Ncmako / Music - Nickydude (MadLadDesigns)

## License Information:

Nomad Mod is free to use for non commercial and commercial projects.

Sci-fi Rush music license can only be used for games made with this mod.

If you use Nomad Mod for any FPS Creator project please mention this in your credits.

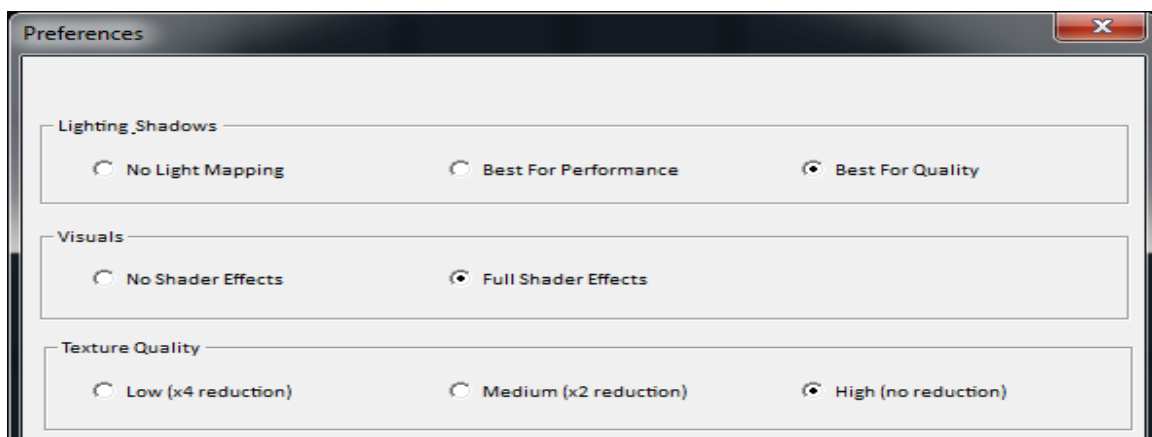
## Setting Up Nomad Mod

### Getting Started:

After installing Nomad Mod you can open the FPSC map editor and load the example map which can be found in the mapbank\nomadmod folder by selecting 'File' then 'Open'. You can then play a test game demonstrating all the features of the mod.

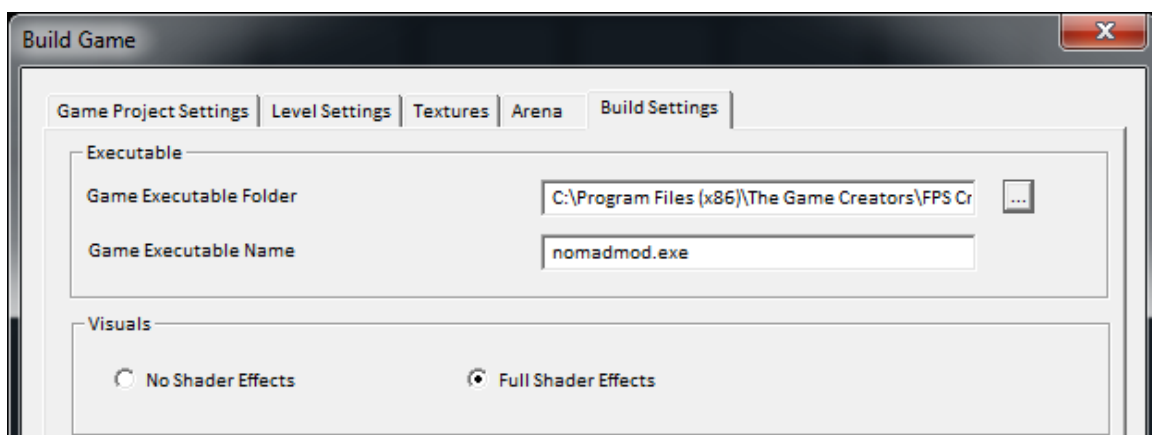
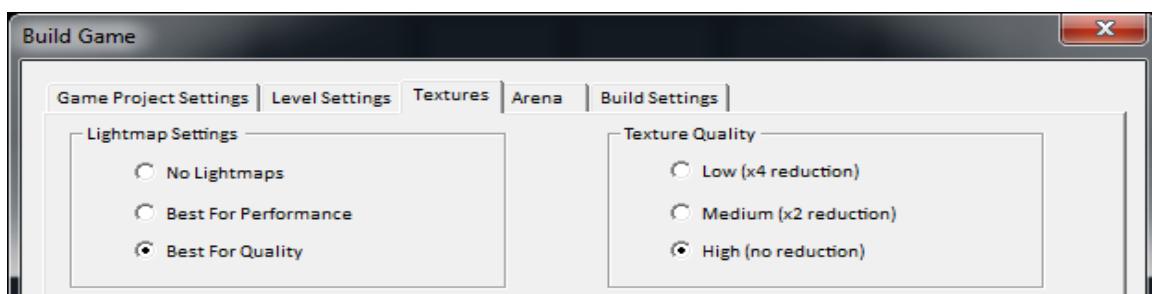
### Test Game (Preferences):

Before testing the example map you need to select 'File' then 'Preferences' and ensure you have selected the options as shown in the screenshot below.



### Standalone Game (Build Settings):

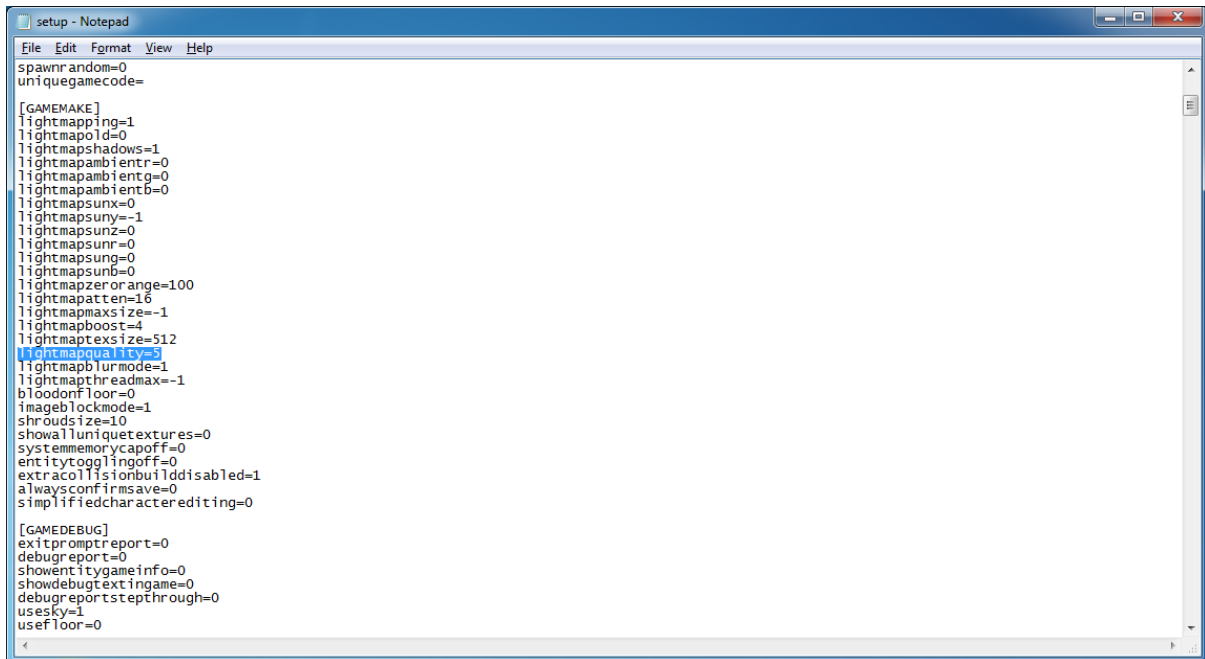
When building a standalone game to share with people you need to select 'File' then 'Build' and ensure you have selected the options as shown in the screenshots below:



# Lightmapping Quality & Flashlight Settings

## Lightmap Quality (Setup.ini):

In order to increase the lightmap quality in FPSC you will need to manually update this in the setup.ini file which is located in the root directory of your FPS Creator installation. Change the 'lightmapquality' value from 5 up to 100 for maximum quality.



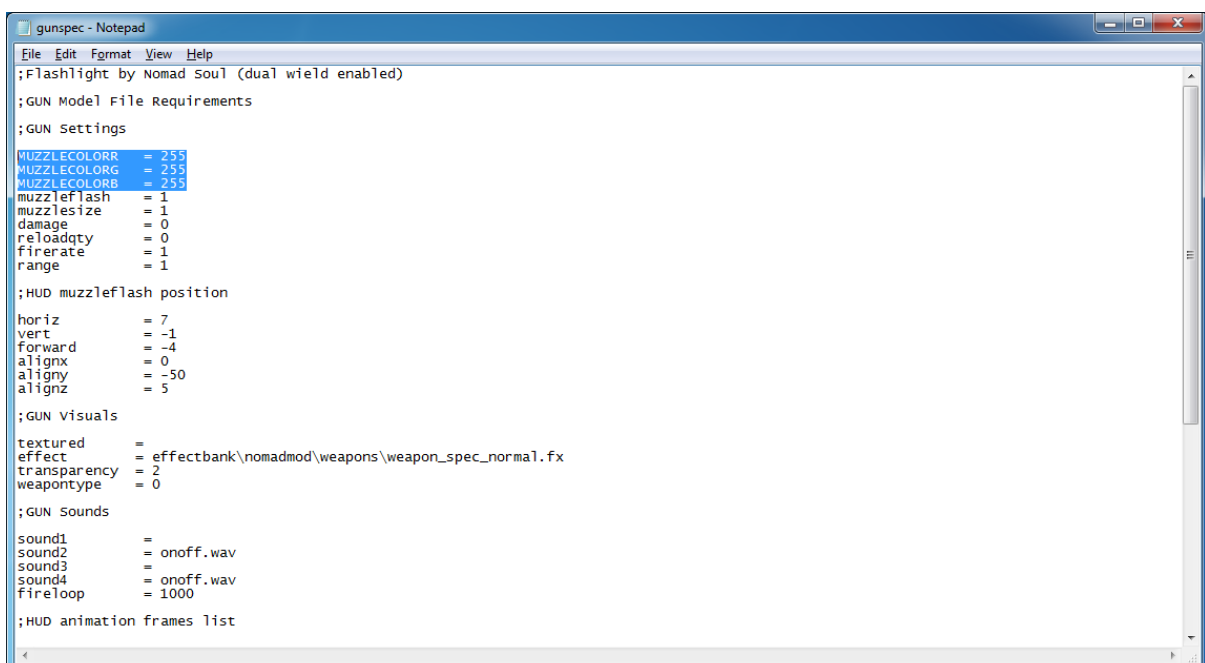
```
setup - Notepad
File Edit Format View Help
spawnrandom=0
uniquegamecode=

[GAMEMAKE]
lightmapping=1
lightmapold=0
lightmapshadows=1
lightmapambientr=0
lightmapambientg=0
lightmapambientb=0
lightmapsunx=0
lightmapsuny=-1
lightmapsunz=0
lightmapsunr=0
lightmapsung=0
lightmapsunb=0
lightmapzerorange=100
lightmapatten=16
lightmapmaxsize=-1
lightmapboost=4
lightmaptexsize=512
lightmapquality=5
lightmapblurmode=1
lightmapthreadmax=-1
bloodonfloor=0
imageblockmode=1
shroudsize=10
showalluniquetextures=0
systemmemorycapoff=0
entitytogglingoff=0
extracollisionbulldisabled=1
alwaysconfirmsave=0
simplifiedcharacterediting=0

[GAMEDEBUG]
exitpromptreport=0
debugreport=0
showentitygameinfo=0
showdebugtextingame=0
debugreportstepthrough=0
usesky=1
usefloor=0
```

## Flashlight Settings (Gunspec):

You can change the color and brightness of the flashlight using the 'muzzlecolor' R,G,B values inside the gunspec file which is located in the 'gamecore/guns/nomadmod/flashlight' folder. The default values are 255 for solid white but you can change these as required.



```
gunspec - Notepad
File Edit Format View Help
;Flashlight by Nomad Soul (dual wield enabled)

;GUN Model File Requirements

;GUN Settings
MUZZLECOLORR = 255
MUZZLECOLORG = 255
MUZZLECOLORB = 255
muzzleflash = 1
muzzlesize = 1
damage = 0
reloadqty = 0
firerate = 1
range = 1

;HUD muzzleflash position
horiz = 7
vert = -1
forward = -4
alignx = 0
aligny = -50
alignz = 5

;GUN Visuals
textured =
effect = effectbank\nomadmod\weapons\weapon_spec_normal.fx
transparency = 2
weaponrytype = 0

;GUN Sounds
sound1 =
sound2 = onoff.wav
sound3 =
sound4 = onoff.wav
fireloop = 1000

;HUD animation frames list
```

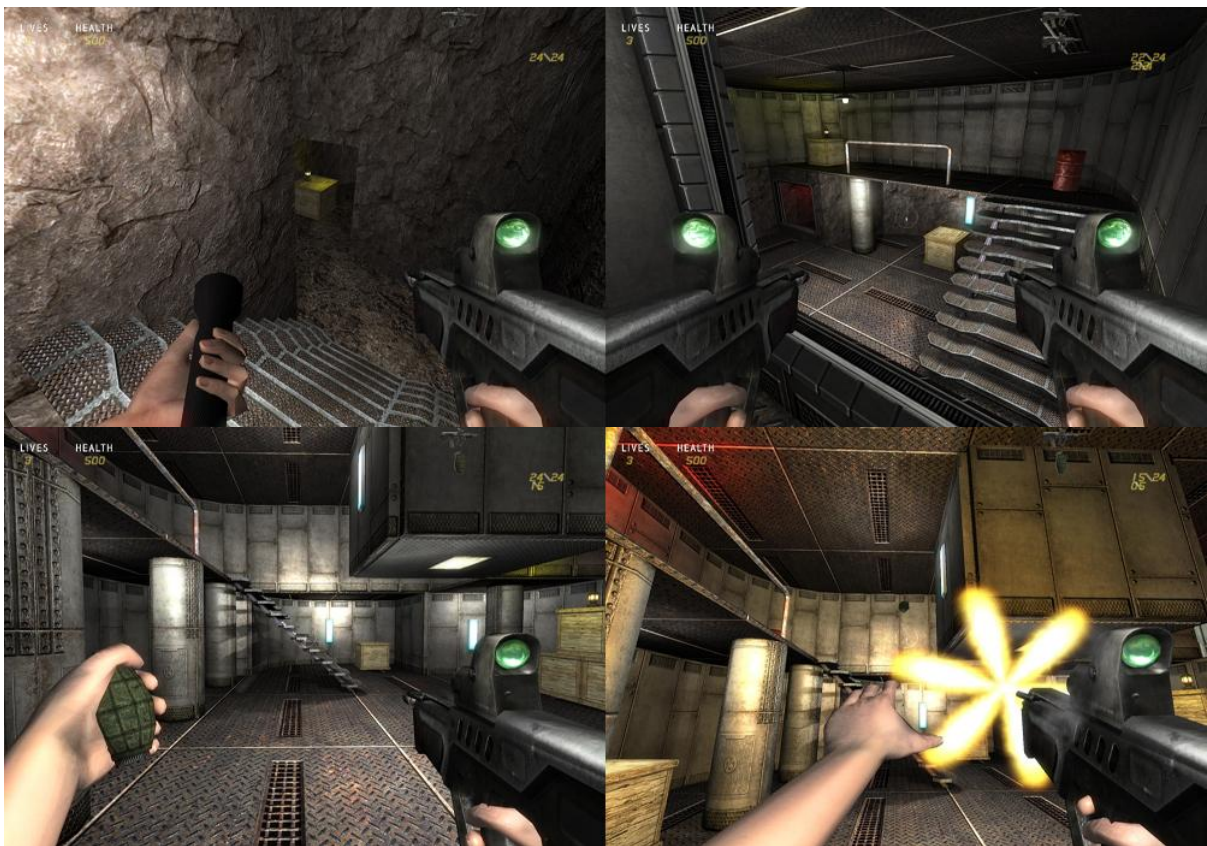
## Using Nomad Mod with S4Mod Zeta

### Dual Wielding Support:

You can also find an example map inside the 'mapbank/nomadmod' folder called 'nomadmodzeta'. This includes dual wield support for the flashlight and the weapons so they can be used together or you can use 2 weapons at the same time for extra firepower.

Please note dual wield will only work if you are using S4Mod Zeta or a mod which supports this feature. To use dual wielding hold down the Left Ctrl key when selecting weapons.

If you want to make another weapon dual wield enabled you need to edit the gunspec file for that weapon and add the command 'candual= 1'.



Nomad Mod also includes dual wield grenades so you can throw grenades at the same time as using any other dual wield enabled weapon.



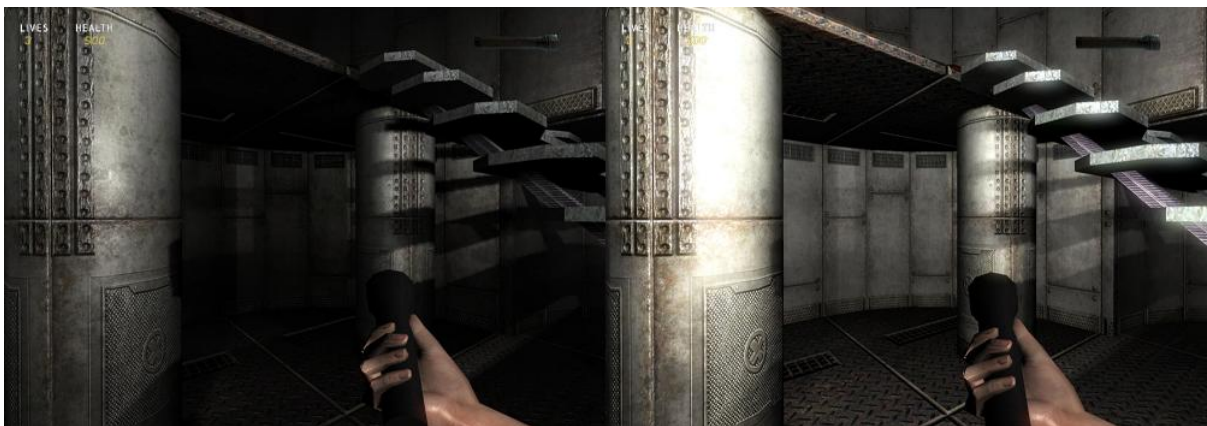
## Using Nomad Mod with a Custom Project

### Learning the Basics:

Before you start using Nomad Mod with your own custom project its recommended to start by using the example map or creating a new map using the assets provided.

You can find the Nomad Mod assets in the FPSC map editor by selecting 'Segments' or 'Entities' in the library, then adding an item by locating the 'nomadmod' folder and expanding the subfolders included.

Don't forget you can also change the ambient lighting in test game by using the < and > keys to allow levels where the flashlight is required to explore dark areas or uncover useful items.



### Advanced Users:

After this you will be ready to start using Nomad Mod with your own assets. See the table below to understand which shaders you need to apply to your assets and which textures you need to use for each assets. All of the shaders are in the 'effectbank/nomadmod' folder.

FPSC Object Type	Shader	Supports	Textures
Segments	segment_spec_norm.fx	Bump, Specular	D2, D, I, N
Entity Static	static_spec_norm.fx	Bump, Specular	D2, D, I, N
Entity Static (Illumination)	static_lightmap_ill.fx	Illumination, Specular	D2, D, I, N
Entity Static (Atlas Textures)	static_lightmap_atlas_ill.fx	Illumination, Specular	D2, D, I, N
Entity Dynamic	dynamic_spec_norm.fx	Bump, Specular	D2, D, I, N
Entity Dynamic (Illumination)	dynamic_spec_norm_ill.fx	Illumination, Specular	D2, D, I, N
Entity Dynamic (Pickup)	dynamic_itemflash.fx	Illumination	D2, I
Entity Dynamic (Doors)	doors_spec_norm.fx	Bump, Specular	D2, D, I, N
Entity Dynamic (Windows)	window_refraction.fx	Refraction	D2, I
Entity Dynamic (Windows)	window_waterglass.fx	Refraction, Bump	D2, N
Entity Dynamic (Light Shaft)	lightshaft.fx	Diffuse, Transparency	D2,D
Weapons	weapon_spec_normal.fx	Bump, Specular	D2,D,N,R
Characters	spec_norm_ill_shadow.fx character_burnout.fx character_decay.fx	Bump, Specular, Illumination, Planar	D2,D,I,N,S

## Post Process Effects

Nomad Mod includes a range of new post process shaders which can be used to enhance games using scriptable trigger zones or create totally unique experiences using effects such as cell shading or film noir.

You can either assign a script from the table below to the 'Main' field of a trigger zone which will be activated when the player enters that zone or you can use one of the shaders as the default post effect for your game by copying and renaming it to 'post-bloom.fx' and placing it inside the 'effectbank\ps\_2\_0' folder. You will need to overwrite the existing file.

Post Effect Shader	Script	Comments
Cellshading.fx	Cellshading.fpi	A cartoon shader used for games like Borderlands
Depthoffield.fx	Depthoffield.fpi	Activates when aiming a weapon similar to Call of Duty
Filmnoir.fx	Filmnoir.fpi	Used for atmospheric games such as Max Payne
Filmsepia.fx	Filmsepia.fpi	Typically used in horror games or historic settings
Fog.fx	Fog.fpi	A basic fog effect. Good for passages or outdoors
Motionblur.fx	Motionblur.fpi	Adds a touch of motion blur when looking around
Multi.fx	Underwater.fpi	Used when the player is under water
Nomadmod.fx	Nomadmod.fpi	Default post effect shader for Nomad Mod
Pain.fx	Pain.fpi	Used when the player is hurt and impacts vision

There are example demos for all post effects in the 'mapbank/nomadmod/post effects' folder. Use these to see the effects in action and how to activate them.

## Additional Information

Dark AI use 'darkainoshadow.fpi' in 'scriptbank/nomadmod' folder for AI 'start' field  
Non Dark AI use 'appearnoshadow.fpi' in 'scriptbank/nomadmod' folder for AI 'start' field  
Characters use 'appearheadshot.fpi' in AI 'appear' field to enable instant kill head shots  
Characters use 'appearburnout.fpi' in AI 'appear' field to enable burnout / decay effects  
Characters use 'main-weapon-blood.fpi' in AI 'main' field to enable blood spurt effects  
Characters use 'ragdollstay.fpi' in AI 'destroy' field to keep ragdolls in the level after death  
Characters use 'ragdolfade.fpi' in AI 'destroy' field to destroy ragdolls after death  
Characters use 'ragdolfade.fpi' in AI 'destroy' field to destroy ragdolls after death  
Characters use 'destroyburnout.fpi' in AI 'destroy' field to enable burnout / decay effects  
Use 'fieldofview.fpi' with a trigger zone to change the camera FOV range  
Use 'health.fpi' with a trigger zone to activate health system (camera and HUD effect)  
Use 'healthregen.fpi' with a trigger zone to activate auto regenerating health when hurt  
Use 'musiczone.fpi' with a trigger zone to activate music when player enters the zone  
Use 'skybox.fpi' with a trigger zone to activate skybox for the current level  
Use 'watertriggeron.fpi' with a trigger zone to activate water (edit for map layer height)  
Use 'watertriggeroff.fpi' with a trigger zone to de-activate water  
Use 'nocollision.fpi' with an entity to disable collision with the player  
Use 'flashlight.fpi' with a trigger zone to switch on the flashlight with 'F' key  
Use 'grenade.fpi' with a trigger zone to throw a grenade with 'G' key

# Compatibility / Useful Links / Screenshots

## Compatibility:

Nomad Mod includes a zip file containing 2 DLL's in the default FPSC tools folder called msvcr71.dll and msvcp71 which may be required for Windows 8 / 8.1. If you are experiencing any crashes with FPSC v1.20 BETA17A or this mod please unzip and place the 2 DLL's in the root FPSC installation directory.

## Useful Links:

The Game Creators FPSC forum for Nomad Mod:

[http://forum.thegamecreators.com/?m=forum\\_view&t=211964&b=21&p=0](http://forum.thegamecreators.com/?m=forum_view&t=211964&b=21&p=0)

The Game Creators FPSC forum for S4Mod Zeta:

[http://forum.thegamecreators.com/?m=forum\\_view&t=211836&b=21](http://forum.thegamecreators.com/?m=forum_view&t=211836&b=21)

Dabalistic Software website:

<http://dabalisticsoftware.com>

## Screenshots:

