



# Vishnu Studio

# Manual

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**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.**

[Main](#) [BackgroundImage](#) [Window Changes](#) [Change Text](#) [Music](#) [Web](#) [About](#)



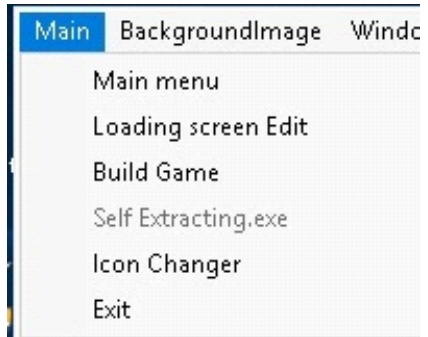
Play  
Website  
Close

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No New Updates..

## 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 Menu/Launcher About

Game Name

Pick Game Folder

No Launcher

Click For No Launcher

Click to Pick No Launcher Colour

PLEASE WAIT Loading

Pack Game

Harddrive Space Warning - Not Packed

Pack Fpsc Game

Non-Fpsc Game

Pack Game Guru Game

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.

To Pack With No Menu.

1. Pick Game Name.
2. Pick Game Folder.
3. Click the no Launcher button.
4. Pick the colour If changing.
5. Pack Your Game.

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*1. Enter a game name*

*2. Pick the folder where the game is located.*

*If you wanting no menu/launcher then*

*1. Click box if you want do not want a launcher or menu at the start before unpacking*

*2. Choose Colour if want to change the please wait or loading...*

*3. Click if you want please wait or loading...if using no menu.*

*If you wanting a harddrive space warning then click box*

*If it is an FPSC game, its best to reside in the FPS Creator\MyGames folder but you can pack in any 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 ot 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.*

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