

Gamguru Object Database

First Draft

Purpose:

GGOD is first iteration of a program designed to make using GG media easier.

The program provides the following functions

- a) an integrated browse screen that can show you the BMP, Diffused texture plus the contents of the FPE and attached scripts on 1 simple to use screen.
- b) the ability to attach Categories to FPE so you can more easily find what you want.
- c) the ability to create a category for all entities used in a level.

Dependencies

This is a 64bit program for Windows it has only been tested on Windows 10 Creator.

This program uses 7zip for some functions If you do not have 7zip installed on your computer you can change the unzipper it uses look under the setup/utilities menu.

Note this version of the program is passive in that it does not effect the entities in the entity bank. But creates database in the local documents directory in a a directory under the program's name.

If you wish to stop using the program first select the option under setup/database to delete the data base before deleting the program

When the program is run the first time it will prompt you for the location of GG.

WARNING

When this program is run for the first time it creates a database by reading thru all of your entity bank this may take a while and is dependant on the amount of entities you have and the speed of your machine. On My slowest machine 6500 entities takes 25 mins on my fastest 12600 entities takes under 3 mins.

Main Menu

Browse All

This option allows you to browse everything in the browse window.

Browse Duplicates

This option opens up a list of entities that have duplicates and gives you the ability to select one and examine all of the occurrences of it in the browse window.

Browse by Name

This option gives you a list of entities by name for you to select and browse in the browse window. If there is more than one entity by that name you will be able to browse all of them. Note just because two entities have the same name does not mean they are duplicates.

Integrity Scan

This option scans all the entities for common problems and places them in categories according to the type of problem found. One entity may be in multiple categories if more than one type of problem is found.

Scan For Changes

This option displays all the entities that have changed since the last full scan. Note a message is also displayed on the browse window whenever an entity is examined that has changed.

Scan Level(Basic)

This option allows you to select a level (FPM) file and creates a category containing all the entities used in the level. It then opens the category to browse.

Create Category

This option allows you to create a new category you can add entities to a category by select it on the browse window.

Browse Category

This option displays a list of the categories and allows you to select one and browse all the entities in that category.

Remove Category

This option displays a list of categories and allows you to delete them. Note deleting a category has no effect on the entities contained in it.

Browse Window

The tree to the left of the screen allows you to select the entity to examine. It is arranged as a directory structure. You can select an entity by highlighting it and clicking the load button to the right of it or just double-clicking it.

Just to the right of the tree is the bmp of the entity under that is the diffused texture, at the bottom of the column is the LOAD button mentioned earlier.

To the right of the images is a the contents of the FPE file. Below this are the categories the ones this entity are in are ticked. To add the entity to a category just tick it, to remove it from a category un-tick it.

Below the categories is a button the create a new category.

To the far right of the the screen is the supplementary text display that can display the scripts and the effects file referenced by the FPE. Below this are buttons that allow you to select what is displayed. Note only the buttons referencing files that exist are display so if there is no init script there will be no init button etc.

Setup Unzip Window

Setup Unzip Level

Utility Command

7z

Utility Parameters

e work.zip -p'mypassword' -y

INSTRUCTIONS

This utility is required in order to access level details

The Utility Command
This field should contain the name of the program that you wish To use to unzip levels. The full path should be specified unless the program is on the path.

The Utility Parameter
This field contains the parameters For the program you wish To use. In order to save the hassle of passing variables to the utility this program always saves the level to a file call 'work.zip' in the current directory and expects to find the result in the current directory.

Cancel Restore Accept

The setup unzip option is under the setup\ utilities menu.

By default it is setup to use 7zip. The unzip is used by the scan level options. The program copies the FPM file to the current working directory (a temporary directory the program creates) and changes the name to map.zip it then runs the command specified above and expects to find the contents of the the zip expanded into that directory along side map.zip(not in a sub directory) if you you use a different unzipper please set up the parameters to achieve this.

Known Problems

The various selection boxes appear empty till you click the drop down

Windows occasionally go odd? May be problem with my graphic card?

no built in unzip with password decryption?

Propose to be added in next release

The ability to update the database with new entities with out loosing the existing data.

the ability to create an isolated copy of entities in a level and point the level at them.

This will protect them from updates and hopefully make them easier to handle in an active project.

Future Phases

The ability to go into active mode and update the entities.

The ability to save the changes and re-apply them if the files over written by a software update or integrity check. But only if file reverted to original state(alert the user if not i.e. place in a category to tell user not changed) (need good way to compress changes so they can be reapplied)

The ability to where possible automatically fix problems found in the integrity scan also revert those changes if the user chooses.

The ability to change entities in a level (hopefully by the internal name or the entity name) so for example if you have 10 urban solderers 5 named group A in the level and 5 named group B you can replace all of group a with a different entity with out effecting group B. (still working out how but I think it should be possible.)

Add script exploring\management functions functions.

Like the ability to tunnel down through scripts, Smart editor? Or link to external editor.?,Lookup/help system for gg specific commands? etc