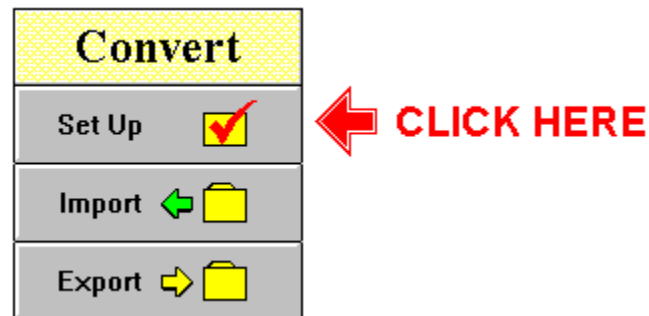


## Three Absolutely Essential Steps!

Although you are probably anxious to install the new game files from your CD-ROM library, there are three steps that you must perform so that *Game File Manager* will work with your computer.

### Step 1:

Select "Set Up" when you run the program for the first time...



Before *Game File Manager* can load, convert and install any files on your computer, you must provide the manager with some basic information so that it knows where to find, obtain and transfer files.

Use your mouse to select the "Set Up" button which appears beneath the "Convert" panel in the main program window.

### Step 2:

Assign your default directory paths...

CD-ROM Drive:	d:\	File Mask(s):	*.sc2;*.cty
GFL Directory:	c:\sc2k4win		
Game Directory:	c:\sc2k4win		
Program Path:	c:\sc2k4win\sc2000w.exe		
List Parameters:			

A simple entry form will appear in its own window. Please enter the following information:

- The location of your CD-ROM drive.
- Masks (or valid file extensions) for files that you want to import (or convert) into GFL format.
- A directory where you want to save GFL library files that you create.
- The game directory where existing game files can be found.
- The full path to your game program so that it can be run from *Game File Manager*.
- Any command line parameters after game program but before the game file.

A quick summary of the preceding information appears in a panel beneath the entry form. After you assign the directory locations, select the "OK" button to return to the main program window.

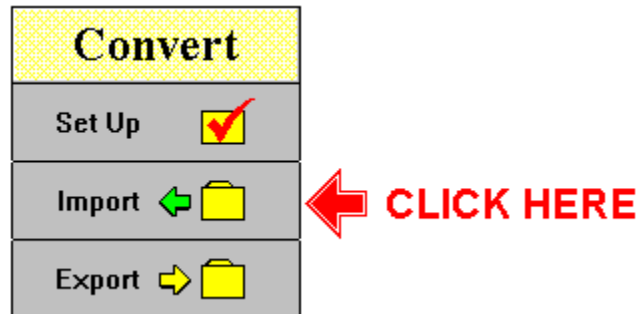
Select the "Cancel" button if you do not want to change any of the existing settings.

**Special Tip:** If you need to find the exact location of a particular file or directory, you can

activate Windows Program Manager by selecting the button with its name at the bottom of the window.

### Step 3:

Import a file from the game into your new Game File Library...



After you assign the directory and path locations in *Game File Manager*, you need to provide "a little grist for the mill". To do so, you must initialize your new GFL library by importing a file into it. Otherwise, if you skip this step and attempt to export a file, *Game File Manager* will not be able to locate or display any GFL file information for the simple reason that there are no files in the library directory!

Note: Copy at least one file into the GFL directory even if you do not want to save disk space by creating your own library files. By doing so, you will avoid having a blank file list appear if you ever select the wrong button by mistake. The GFL file directory permits you to import and export game files on your own hard disk. Please note that *Game File Manager* contains a separate button to convert and export CD-ROM files into the correct file format.

To import an existing game file and convert it into a GFL file, select the "Import" button on the right side of the main program window. Your existing game files will appear in a file list box in the upper left area of the screen. Use your mouse to highlight the name of a file and double-click it to confirm your choice.

An entry form will appear on screen. Enter a brief description of the game file and some key words which will help you to identify it.

Select the "Import" button to import the file into your new GFL game file library or select "Cancel" to quit without importing the file.

If you need additional assistance, refer to the section on "How to Import Existing Game Files" which can be found in this help document.

## **Additional CD-ROM Utilities**

Your WizardWorks CD-ROM disc contains additional files, game utilities, cheats and game information in a special directory called "TOOLS".

Each set of utilities resides in its own subdirectory. Instructions, when required, can be found with each utility. Use Windows File Manager to explore the directories and examine the files.

Text documents, which are loaded into the S!ZONE program group, are also stored in a directory called "TEXT" on your CD-ROM disc. If you delete or remove these files from Windows, you can restore them by copying the files on to your hard disk.

## **KEY WORDS ON CD-ROM DISC**

### TYPE OF FILE:

2000 ..... SC 2000 file  
CLASSIC .. SC Classic file/adaptation

### SIZE OF CITY:

MAP .... uninhabited  
NEW .... pioneer village  
WORK ... developed but needs work  
HUGE ... occupies entire map  
GROW ... flourishing!

### SPECIAL CHARACTERISTICS:

RIVER ..... a river city  
ISLAND ..... an island city  
DISASTER ... needs help!  
CHEAT ..... special advantages

# Contents for Game File Manager

To learn how to use Help, press the F1 key.



*Game File Manager* is a program that you can use to save, compress and manage those large, and ever-growing, game data files which appear in today's computer games. The program not only saves disk space, it also provides easy-to-use, yet sophisticated, search utilities to locate particular game files that you want to play.

Your WizardWorks version of *Game File Manager* is already preconfigured to access a large collection of game files from a CD-ROM disc. You can, however, use the import/export options to create a new Game File Library for any game files that you wish to convert into the GFL (Game File Library) format.

This help document explains how to create your own GFL library on a hard disk and on how to find and export WizardWorks CD-ROM files.

## A Visual Overview of Game File Manager

Getting Started: Three Absolutely Essential Steps!

How to Import an Existing Game File

How to Export a Library File into Your Game

How to Launch a Game

File Maintenance Utilities

To start you on the way to building your own Game File Library, we've included hundreds of GFL game files on your WizardWorks CD-ROM disc. You can load each file from CD-ROM as needed. Or, if you enjoy a particular game, you can add it to your Game File Library after you play it. The remaining topics in this document explain how to use Game File Manager to access your CD-ROM disc.

How to Search for a File

Common Key Words

Visual Previews on CD-ROM

The Play Button

Additional CD-ROM Utilities

Help File Copyright

This Windows Help document was written by Craig Carlson using HelpBuilder Version 1.07 and refers to:

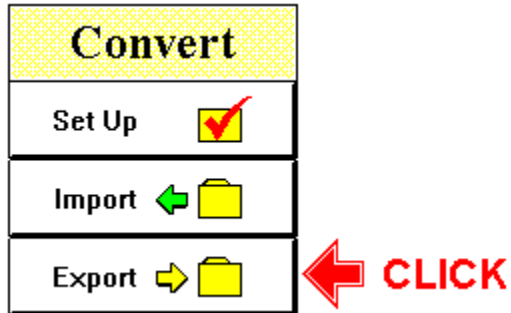
Game File Manager v1.01 / Compiled on August 10, 1995

Help Builder. Copyright 1993-1995 by G. Plowman Software.

# How to Export a Library File into Your Game

If you've already read the section on How to Import an Existing Game File, then the meaning of term "exporting a file" will self-explanatory. It refers to transferring a file or document and converting it into a file format that can be used by another game or application.

A single button initiates all file exports. Once again, if you have not performed the Three Absolutely Essential Steps, then do so before you attempt to export a file.



To export a file from your own disk library, click your mouse on the "Export" button which appears beneath the "Convert" panel. (Use the CD-ROM search button to export files from the CD-ROM disc).



A list of existing game files will appear in the upper left quadrant of the program window. Use your mouse to highlight any file that you want to export. Then double-click on the filename.

Filename: volcano Ext: .sc2

Describe: Active volcano destroys city

Keywords: 2000 hard disaster metro

Import Cancel

After you select the filename, an entry form will appear on screen. It will contain the name of the file and its existing file extension. In addition, it will display the key words and file

description that you entered earlier.

EXPORT, PLAY or CANCEL

If you want to export the file so that you can use it in the game, select the "Export" button. If you want to export the file and play it immediately in the game, select the "Play" button at the bottom of the screen. Otherwise, select the "Cancel" button to halt the transfer.

See also: [How to Import a File](#)



## **File Maintenance Utilities**

After you import a game file into your GFL library, you will have two copies of the same file on your hard disk: the original game file and your new GFL file.

*Game File Manager* contains two simple file utilities that you can use to remove unwanted files or to save files that you want to retain under a different name.

The "Delete a File" button will erase any file that you select from its standard Windows file directory.

Similarly, the "Rename a File" button allows you to rename files to prevent them from being overwritten during conversion.

These buttons are located in the lower right portion of the main program window.

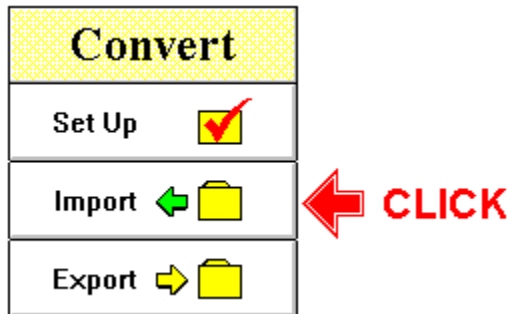
Game File Library files are stored in a special data format that contains key words, descriptive phrases and filename information which *Game File Manager* uses to identify the contents of the file. The library files also include a fast-extracting compression envelope which reduces the disk space required by your original game files.

# How to Import an Existing Game File

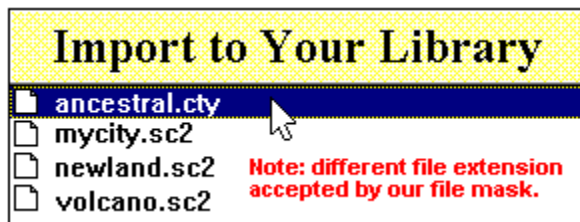
First of all, what do we mean by "importing" a file?

Simply put, it means that we load an existing game file, convert it into a format that Game File Manager can read and understand, and then save it in the Game File Library. The file is imported from one format and saved in another.

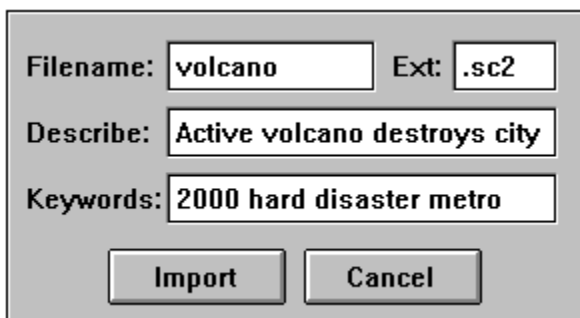
A single button activates the file import option. If you have already assigned your default file directories, then you can import a file at any time. Otherwise, perform the Three Absolutely Essential Steps before you continue!



To import a file into your own hard disk library, click your mouse on the "Import" button which appears beneath the "Convert" panel. (You cannot import files into your CD-ROM library because your CD-ROM drive does not include a disk-write feature).



A list of existing game files will appear in the upper left quadrant of the program window. Use your mouse to highlight any file that you want to import. Then double-click on the filename.



After you select the filename, an entry form will appear on screen. It will contain the name of the file and its existing file extension. Change the name of the file if you want to save it in your library under a different name.

Do not change the three-letter file extension which follows the period unless you have already assigned a new file mask so that *Game File Manager* can recognize it.

The next text entry box contains space where you can enter a short description of the file. Enter a short sentence which describes something which is unique about the game file. Game File Manager will use the description and/or key words to locate the file when you conduct a search.

Now enter a string (or sequence) of key words which refer to some of the unique characteristics of the game file. Some of the key words that we use refer to degree of difficulty, file format, unique settings, etc.

Select the "Import" button to import the file into your GFL library or select "Cancel" to skip the transfer.

See also: [How to Export a File](#)

## How to Launch a Game

To launch the game, click your mouse on the "Launch" button which is located in the lower left corner of the main window in *Game File Manager*.

By selecting this button, you will run the game by itself. You can also launch a game so that it will automatically load a game file while it runs. This is done by selecting the "Play" button after you search for a file. Or, by selecting the "Play Game" button after you view a file from the CD-ROM disc.

## How to Search for a File

Whether you are loading game levels from your own library or the WizardWorks CD-ROM disc, it is important to know how to find the particular files that you want to use. *Game File Manager* provides several search options which will help you locate your game files.

To conduct a search, you enter your search criteria into a simple entry form that appears in the upper left portion of the program window. *Game File Manager* will match the words that you enter against key words and descriptive phrases contained in the GFL library files.

The *Game File Manager* search engine is based on Boolean logic theory. There are a few rules which apply to the type of searches that you can perform. A simple analogy will suffice.

Let's imagine that you have several bags of groceries that you want to search. The grocery bags contain different combinations of apples, oranges, peaches and cream. Based on the entry form which appears below, we will discuss some of the searches that you might wish perform.

Criteria for Search			
Find ...		or ...	
<input type="text" value="apples"/>		<input type="text" value="peaches"/>	
and ...	<input type="text" value="oranges"/>	not ...	<input type="text" value="cream"/>
<input checked="" type="checkbox"/> Limit your search to key words only			

**FIND:** To find a single item, just enter the name of the item in the first edit box. If *Game File Manager* finds a file that contains a key word or phrase which matches the item, it will return the name of the file. In the grocery bag example based on our entry form, any grocery bags that contain an apple would be reported. Bags that do not contain an apple would not be reported.

**NOT:** Another simple search can be performed by using the "Not" expression. In this case, we *exclude* any grocery bags which contain cream. When you search for grocery bags that do NOT contain any cream, you are conducting an exclusive or "Not" search.

**AND:** There will be times when you want to search for game files that match more than one of your search criteria. The "And" expression requires that items entered in the "Find" edit box and the "And" edit box must both be contained in a file. Referring to our example, only grocery bags that contain apples AND oranges would be acceptable. Bags which do not contain both apples and oranges would not be acceptable.

**OR:** A search with the "Or" expression is much less restrictive than its "And" counterpart. If either apples OR peaches (or both) are found in a grocery bag, then the bag will be reported by the search engine.

*Game File Manager* will also accept combinations of "And" and "Or" statements provided that the "Find" and "And" expression is evaluated first. In the preceding examples, grocery bags which contain apples and oranges would be reported OR grocery bags which contain peaches would be reported.

The "Not" statement can be used with any combination of other expressions.

Hopefully, this information will help you to use the search engine. As you become more familiar with *Game File Manager*, the logic will make more sense to you. Feel free to experiment!

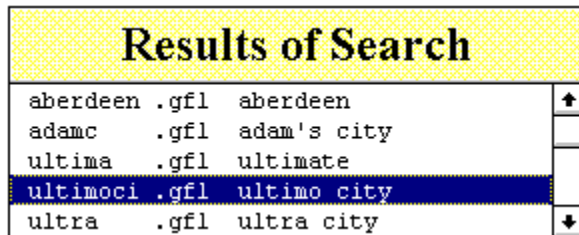
Now that you have become an budding expert in the field advanced logic theory, it's time to return to the more mundane issue of how to initiate your actual file search.



After you enter your search criteria, select the "CD-ROM" button to search for files on your CD-ROM disc. Or, if you have created an extensive library of your own, select the "DISK" button to search for files in your Game File Library directory.

Select the "RESET" button to clear all search criteria and start a new search.

One final remark: if you want to list all of the files on the CD-ROM or your own Game File Library, conduct a search without any criteria. All file names will be displayed.



The results of your search will be displayed in a list box in the upper left portion of the screen. To examine an item in the list, just highlight it and double-click your mouse on it.

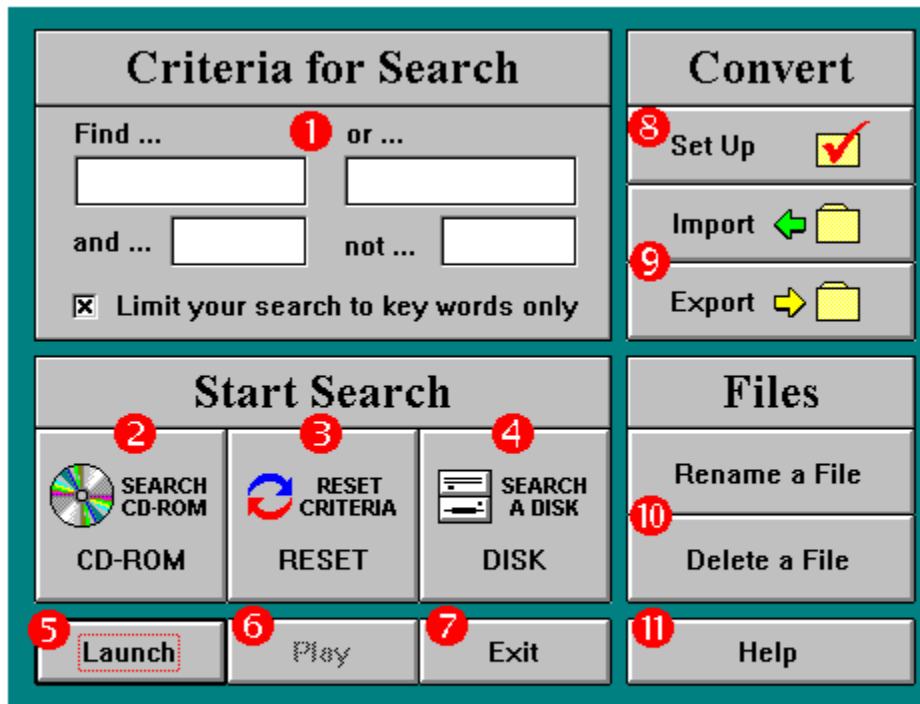
#### EXPORT, CANCEL OR PLAY

A file export dialog will appear. Select the "Export" button to transfer the file to your game. Or, select the "Cancel" button to search for other files.

If you want to export and play the game file, select the "Play" button at the bottom of the screen.

See also: [How to Launch a Game](#)

# A Visual Overview of Game File Manager



- 1- Enter key words or text for search
- 2- Search all files on CD-ROM
- 3- Reset and prepare for new search
- 4- Search all files in your disk library

- 5- Launch game by itself
- 6- Launch game & play a level
- 7- Exit or quit this program
- 8- Set up directory locations

- 9 - Import/Export utilities
- 10- File maintenance utilities
- 11 - This Help Document



## The Play Button

The "Play" button is located at the bottom of the main window directly beneath the "Reset" button. When you select the "Play" button, the game is launched with the current game file which has been selected.

The button will be active after you double-click on a filename following a search.

If a game file has not been selected or, if there is a potential conflict with other activities, the "Play" button will appear in a gray or inactive state.

## Visual Previews on CD-ROM

One of the advantages of CD-ROM discs is the incredible amount of information that can be stored on them.

Your CD-ROM version of *Game File Manager* takes advantage of this extraordinary amount of disc space by providing you with graphic screen shots for each of the game files on disc.

After you conduct a search of the CD-ROM disc, a special "VIEW" button will appear when you double-click on an entry in the file list. This button appears beneath the "File" panel in the lower right section of the screen.

Click your mouse on the button to see a reduced screen shot of the file as it will appear during actual game play.

### PLAY GAME BUTTON

If you want to play a game using the current game file, select the "Play Game" button. Otherwise, return to Game File Manager to review other game files.



