

<p>You must subscribe to unlock downloads. A Serial number may be required for some file downloads/builds.</p> <p>Elven Magic FPS Compatible with Win7 WinXP</p> <p>Elven Magic PRO Compatible with most versions of Windows and MAC that works with Unity3D, You will have to try it.(WIN10 and MACOSX High Sierra)</p> <p>To Give you an idea the Graphics started off on high for my mac(while building it) and now are set to low with it to work properly with a few programs open.</p> <p>Its specs are:</p> <p>Intel HD Graphics 4000 1,5GB</p> <p>Memory 8GB, File sizes in Downloads are accurate.</p> <p>◆</p> <p>Only NEW Downloads are shown on the site, you will have to log in to download older files.</p> <p>All working well on 5.6.4 Refer to blog! for more information here</p> <p>Elven Magic FPS will now eventually become an RPG Game using the GameGuru Game Engine and is a MOD for the game and can be imported into GameGuru as levels or entities. There's still work to be done in buidling the look of the levels which currently are dungeons and dont have a great look but now with the new system there is potential for caves and tunnels and also building up to the levels i have currently with different scripting involved compared to the FPSC game system. Currently there is no obvious export method in GameGuru so once there is extra functionality in the engine system i will be able to create extra downloads. The scripting and coding in the new GameGuru Engine is completely different so any updates may take some time.</p> <p>Currently version 1.1 is available and this version and above will need a serial number. Version 1.0 and below are also available for download but its \$8 a year and a subscription is required.</p> <p>Version 1.2 Moving towards an RPG without GUNS. Moving away from FPSC and using engines such as GameGuru and Unity.</p> <p>5.1.1 Unity has only got full spell effects working with 5.6.4 only with 3 effects all working which can be worked with because only the bar doesnt work not any effects so everything underneath works just the bar doesnt. Sort of like a car works but doesnt look that great, Pickups also works and enters the inventory. 5.1.1 Has Dialog Working and 5.4.6 has AI working and a Hack'n'Slashlevel is working on both versions with attack not working on 5.1.1 and everything working for Hacknslash level on 5.6.4. 5.6.4 has a level or scene with water and coral. 5.1.1 has a desert scene with sahara sand dunes and effects for particles. Sandstorn. 5.6.4 & 5.1.1 has a tower scene and now looking at opening doors and the castle interior has that so can possibly make that work with tower. Pickups also is working to put last object picked up where character spawns from. Its total is approx 20gig now and compliles ok. It has herbs and you can pick up the herbs with 3d and 2d objects. the 2d in the inventory is just jpg files and they look the same now but i have alot of extra herbs hopefully there will be more assets for herbs. I mean there is about 20-30 herbs for now which pickup but currently move which is not ideal. Currently the game is at version 1.1 on my server which has the capability to provide downloads which are locked to a membership and price. This will help facilitate the downloads and rewards as the system is setup in cloud infastructure. The inventory is working very well on version 5.6.4 now and all of the items can be used it now has possible rare items and colour codes for items green blue and gold. the pickups are only bags which works well. and all of the 2d images can be assigned which i have many of as only jpg files are required for the item icons. The inventory is a inventory pro system and the older version 5.1.1 still uses the old inventory system with pickups, I think i will be able to use this and have two different parts for the games. There is room for crafting with the inventory system with that part done and you can have recipes in

some sort of capacity.
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<p>Issues</p> <p>
5.1.1
unity has only got full spell effects working with 5.6.4 only with 3 effects all working which can
be worked with because only the bar doesn't work not any effects so everything underneith
works just the bar doesn't. Sort of like a car works but doesn't look that great, Debugging it
could be an issue. I want to try and get a wand to launch an effect currently there and it has the
code you can add to when you pickup things e.g health_potion.name which you can make each
item in the inventory trigger another part of the code but dont know if it will let me launch other
code from there i think its possible but it hasn't worked for other code e.g C# in Javascript to call
a function. it launched this application.loadlevel(WindyWoods) which allows you to change the
level ok by picking up a potion. Clicking it in the inventory works to wear the clothing and
weapons currently. Added extra scenes in 5.6.4 with ocean and third person view ready to add
scene vegetation and fish.</p>

<p>I'm now changed the 5.1.1 version to 5.3.0, With all effects
working and the system for that part of the game is working better now with less compile errors.
Still unable to build and may require further changes to make Unity

build.</p> <p>All working well
on 5.6.4 Refer to blog! for more information <a href=" ../components/com_wordpress/wp/"
target="_blank" title="Elven Magic Game Blog!">here
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