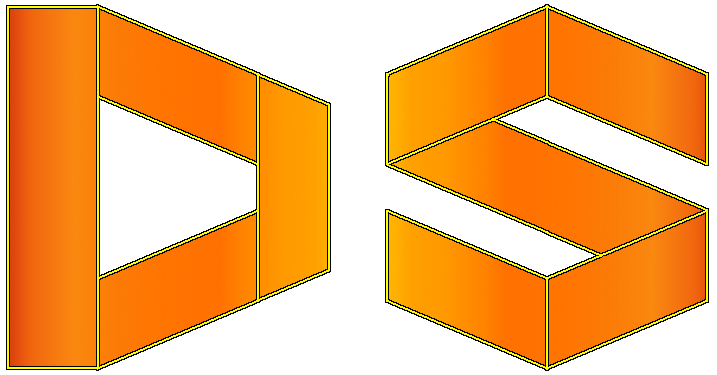
**Ermac Voxel Game v 15 (OXYGEN)**

**Light Support Version**

**“NEWGEN”**

**Game name: “Demolition Synergy”**



**FEATURES:**

* Single player has been unlocked. Player is able to wield one of the six guns (Beretta pistol, SMG P90, Shotgun, Assault rifle AK-47, M60, Sniper Rifle). However there’re no animations for these guns. Neither fire or alt-fire have been implemented yet.
* Entering single player will cancel editor mode and prevent modifying the level unless player choose to go into editor and load level again. Player will be prompted “Start New Game?” and if answer is yes or y game will switch to Single Player mode.

**CHANGES:**

* Game support modifications. Make your own dsynergy\_lsv.zip archive or make folders as they’re in archive structure by entries. Game will first check for files in those folders and if they’re not found then will those from archive. Not having game assets at all will result in error.

**KNOWN ISSUESS:**

* Player weapon will be drawn behind blocks if player is close enough to blocks or cause collision with them.

**LSV CHANGES:**

* [Light support version] -> maximum number of blocks lowered to 20000.
* [Light support version] -> water effects are not longer supported.

**Game assets structure (by entries):**

* **effects** – contains shaders (according to the OpenGL 2.0 and GLSL 1.1);
* **intrface** – loading images for interface such as crosshairs, fonts (F2IBuilder) and stuff for menus;
* **player** – models (.obj format) and textures (.png format) for the player assets;
* **sound** – contains music and sound fx audio files (.ogg format);
* **world** – contains models (.obj format) and textures (.png format) for blocks which make environment as it is.

**All five entries constitute together one archive which is dsynergy\_lsv.zip.**

**Available commands:**

In order to type command which is equivalent to options setup press key “~”.

* fps\_max<num>, fpsMax<num>: allowing to change max fps (it must be positive number).
* resolution<width><height>, res<width><height>: allowing to change resolution (min resolution is 640x480 whilst max is your native resolution).
* fullscreen: makes your game run fullscreen.
* windowed: makes your game run windowed mode.
* v\_sync <bool>, vsync<bool>: whether or not you wanna vsync on or off. If it’s on (you’ve set it to true) your fps is capped to your monitor refresh rate.
* mouse\_sensitivity<num>, msens <num>: sets mouse sensitivity to this value.
* music <num>, sound <num> : sets respectively music and sound volume to this value.

**Notes:**

* Game uses LWJGL 3.2.3 since v 02 (BELARUS).
* Game requires Dual Core processor with support for at least 2 threads. Game implementation is multithreaded (at most time 2 threads will be active + 1 additional thread if random level generator is being used or when loading or saving level is in progress).
* Running the game requires OpenGL 2.0 (on graphic cards since April 2004) or later.
* Game is implemented using Java version 1.8. (requires 1.8 or higher).
* Light support version is lighter version of original designated for computers which are lower spec and prior generations.

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