



AXIS GAME FACTORY PRO MANUAL



 **agf** **PRO** **v2**

RAPID ENVIRONMENT DEVELOPMENT TOOLSET

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INTRODUCTION

What is Axis Game Factory Pro (AGFPro)

AGFPro is a comprehensive toolset designed to provide game developers with a powerful and rapid level creation, terrain/vegetation editing, lighting and atmosphere system. AGFPro is a standalone product, designed to work in concert with the Free and Pro versions of the Unity 4 game engine. AGFPro runs on the PC, MAC and Linux systems.

AGFPro empowers game designers and developers to rapidly create game maps, sculpt terrain and design levels quickly and easily. With over 500 assets already stocked in the warehouse, along with 28 pre-set themes and 8 sample maps, developers can begin creating levels in minutes. AGF includes all of the necessary plug-ins, scripts and shaders to allow all Unity4 users the ability to import AGF scenes into Unity4. Exporting original asset packages (AGF packages of your original assets and/or models) for use in AGF is supported only with the use of a Unity4 Pro license.

Why was AGFPro Developed

AGFPro is specifically designed to be an effective, easy to use production extension tool for use with Unity4 and is not intended to replace Unity4; however, AGFPro does not need Unity3D 4 to run. AGFPro is a level/map editor and is not a game engine or game creation framework. Importing of scenes made in AGFPro into *Unity3D 4.2.2 (Free and Pro) is supported through AGFPro tools that are included with the product. Imported AGFPro scenes are analogous to any other scene made in Unity3D. Allowing users to use, edit or append the scene as they would any other scene made in Unity3D.

All scripts and batch processing tools that are necessary to export additional and/or original asset packs for use with AGFPro are inherent to AGFPro; however, this feature is exclusively supported only with a Unity4 Pro license. Once assets are exported using the *Unity4 PRO and the AGFPro batching tools, the assets are available in AGF without having to go back into *Unity4 and developers can complete their map creation from AGFPro.

* AGFPro Basic and AGFPro Premium have only been tested to support Unity 4.2.2
Unity3D Pro 4 is required to make asset packs for use in AGFPro.
The creation of "Asset Bundles" is an exclusive feature of Unity PRO 4.

What can be done with AGFPro

AGFPro is a Rapid Environment Development Toolset which means it can be used to

create maps with extensive environmental settings for your game creation projects or for use with our DLC packages. You can simply export your map for use in Unity3D including all your settings and even import a custom .OBJ model with a texture to have full control over your map and environment.

Terrain can be sculpted and painted in real time as well as giving you the ability to control vegetation, lighting, atmospheric conditions, water settings, fog, skybox and much more.



What Tools Are Available in AGFPro

World Editor:

The World Editor is where you create maps and environments. You also place geometry line trees and buildings from the warehouse in this tool. Prefabs built in the Constructor tool can also be placed in your project in the World Editor.

Construct:

The Construct tool is where you can take geometry from the Warehouse and build prefabs to be placed in the World Editor. Prefabs are just collections of objects placed together, like castle walls and towers, to create a compound object. Building prefabs will let you place your creations in one click rather than have to build them over and over every time you want to a complex structure of warehouse items.

Packager:

The Packager lets you 'box' up your project so you can send it to your friends to explore or play. You can package.

- ARPG Projects
- Fantasy Side-Scroller Projects*
- FPS Player Projects
- Platformer Projects
- Zombie FPS Projects*

You can even have the Packager .zip compress the packaged project so they are easily transferred and shared with others.

* Denotes a DLC product you need to own before the option will work for you.



CONTROLS

Editor: Object Placement

- [1]: Cycle Category Down
- [2]: Cycle Object Down
- [3]: Cycle Object Up
- [4]: Cycle Category Up
- [Mouse Wheel Scroll]: Cycle Object
- [Space]: Place Random Object
- [G]: Repeat Add
- [H]: Fill Around Object
- [Q (hold)]: Prevent Overlap
- [' (hold)]: Snap to Target
- [C (hold)]: Ignore Collision
- [N (hold)]: Align to Normals



Editor: Object Adjustment

* When an object on the mouse tip before it is placed in the scene

- [CTRL or Backspace or DEL (hold)]: Adjust Mode
- [CTRL + Backspace]: Cycle Adjustment Type
- CTRL + Mouse Scroll or Arrows]: Apply Adjustment Increase and Decrease
- [CTRL + Shift (hold)]: Adjustment Multiplier
- [CTRL + R]: Reset Current Adjustments
- [P]: Cycle Pivot
- [R]: Reset All Adjustments (To clear adjustments before placing another object)
- [: Rotate -90 Degrees
-] : Rotate +90 Degrees



Editor: Object Selection

* With an object selected

[CTRL + C]: Copy
[CTRL + V]: Paste
[CTRL + D]: Duplicate Selected Object
[CTRL or Shift + Click]: Toggle Selection
[Backspace or DEL]: Delete Selected Object
[Space]: Cycle Adjustment Mode (Move, Rotate, Scale)
[CTRL + R]: Reset Adjustment
[R]: Rotate
[T]: Translate (Move)
[Y]: Scale



Changing the position, rotation and scale are also selectable in the Selection Properties box. The selection properties box also allows full control over the objects Position and Rotation with numerical inputs fields.

Editor: Terrain Brush

[R]: Rotate Brush
[Space]: Delete Plants or Lower Terrain
[Shift + Mouse Scroll]: Brush Power (Increase / Decrease)
[CTRL + Mouse Scroll]: Brush Size (Increase / Decrease)
[Left Click]: Apply
[1]: Cycle Brush Down a Selection
[2]: Cycle Brush Up a Selection
[3]: Cycle Paint Down
[4]: Cycle Paint Up



Editor: Camera Movement

* Keyboard

[W, A, S, D]: Translate or Move (Flat Panning)

[Up / Down Arrows]: Elevation

[Right / Left Arrows]: Horizontal Look

[Shift + W,A,S,D]: Rotate Around

[-]: Zoom Out

[+]: Zoom In

[F]: Focus

[HOME]: Reset to the maps Home Location of 0x,0y,0z

[X]: Stop Camera Movement

* Mouse

[Alt + Right Click (hold)]: Zoom

[Alt + Left Click (hold)]: Rotate

[Alt + Middle Click (hold)]: Translate

[Alt + Mouse Scroll]: Zoom



System Controls

[Right Click or M (hold)]: Radial Menu

[Right Click or M + Space (hold)]: Radial Window Menu

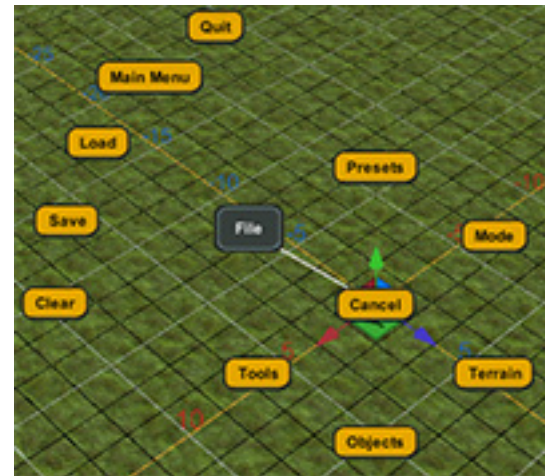
[Release Right Click (In Radial Menu)]: Select Option

[CTRL + S]: Save

[CTRL + L]: Load

[CTRL + Z]: Undo

[CTRL + Y]: Redo



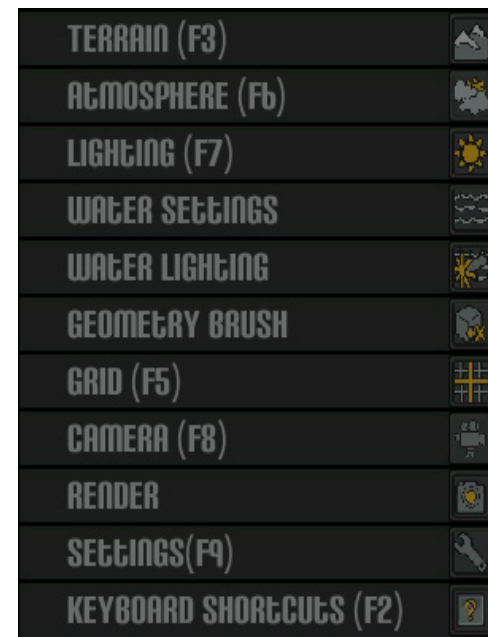
Grid Options

[B]: Raise Grid
[V]: Lower Grid
[Shift + G]: Reset Grid
[Z]: Cycle Snapping
[TAB]: Lock Grid at Current Mouse Location
[.]: Reduce Snap Size
[,]: Increase Snap Size



Window Display

[F1]: Warehouse
[F2]: Controls
[F3]: Terrain
[F4]: Warehouse Object
[F5]: Grid
[F6]: Atmosphere
[F7]: Lighting
[F8]: Camera
[F9]: General



In-Game Controls

* Action RPG

[Mouse Left Click]: Movement

[W, A, S, D]: Camera Movement

* Platformer

[W, A, S, D]: Movement

[Mouse Left Click]: Camera Movement

* Shared

[ESC]: Exit

[Space]: Jump

[Right Click or F]: Projectile

[CTRL + F]: Horizontal Fire

[R]: Melee Attack

[B (hold)]: Shield Block

[Mouse Wheel Scroll]: Zoom



MAIN TOOLBAR



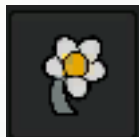
- Show the File Option Icons on the Toolbar.



- Show the Home Option Icons on the Toolbar.



- Show the Terrain Editing Option Icons on the Toolbar.



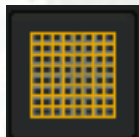
- Show the Vegetation Editing Option Icons on the Toolbar.



- Show the Terrain Painting Icons on the Toolbar.



- Show the Object Option Icons on the Toolbar.



- Show the Grid Option Icons on the Toolbar.



- Show the Play Option Icons on the Toolbar.



- Toggle the Frames Per Second (FPS) Counter On and Off.



- Toggle the Camera Follow Option On and Off.



- Toggle the Cameras use of 3 Button Control Mode On and Off.



- Toggle the Move Camera Mode On and Off.



- Toggle the Rotate Camera Mode On and Off.



- Toggle the Zoom Camera Mode On and Off.



FILE TOOLBAR



- Load a previously saved scene.



- Save this Scene.



- Import Terrain as a Heightmap (PNG or JPG File).



- Export Terrain as a Heightmap (PNG File) to the current projects folder.

HOME TOOLBAR



- Resets the Grid to the default settings and location.



- Resets the Camera to view the 0z, 0y, 0z location of the current map.

TERRAIN TOOLBAR



- Raise the terrain using the currently selected Brush at the currently selected Brush Power.



- Lower the terrain using the currently selected Brush at the currently selected Brush Power.



- Flatten the terrain using the currently selected Brush at the currently selected Brush Power.



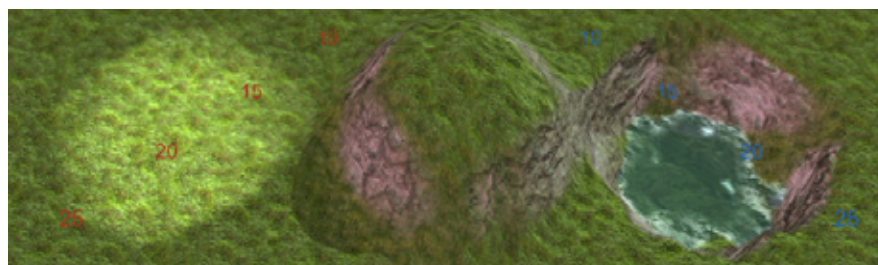
- Smooth the terrain using the currently selected Brush at the currently selected Brush Power.



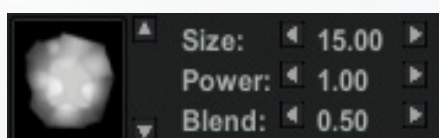
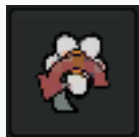
- Undo modifications made to the terrain.



- Choose a Brush and change the current Size, Power and Blend of the currently selected Brush.

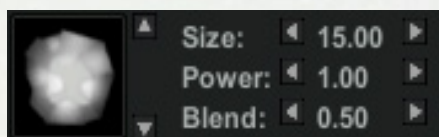
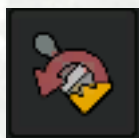
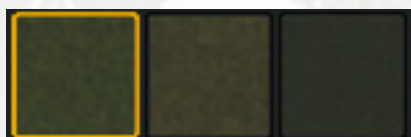


VEGETATION TOOLBAR



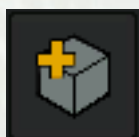
- Add Vegetation using the currently selected Brush at the currently selected Brush Power.
- Remove Vegetation using the currently selected Brush at the currently selected Brush Power.
- Show the Global Vegetation Settings Window.
- Undo modifications made with Vegetation.
- Choose a Brush and change the current Size, Power and Blend of the currently selected Brush.

PAINT TERRAIN TOOLBAR



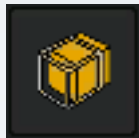
- Choose or change the currently used textures on the terrain.
- Undo modifications made with Terrain Painting.
- Choose a Brush and change the current Size, Power and Blend of the currently selected Brush. Blend settings denote how strong one texture will appear over another texture while painting the terrain with textures.

OBJECTS TOOLBAR



- Add the currently chosen object to the scene.
- Remove an object from the scene.
- Select an object currently placed in the scene.
- With an object selected this button will focus on that object.
- With an object selected this button will delete that object from the scene.





- With an object selected this button will duplicate that object.



- Use this button to choose a previously placed object from your scene, so that you may place more of that object without manually finding it in the Warehouse.



- Undo object manipulation.



- Undo object manipulation.



- Surrounds the last object placed with more copies of itself.



- Repeats the placing of the last object placed, in the same direction and distance.



- Aligns the bottom of the object with the direction of the object that it is currently placed over. (Example: Placing a cube flush with one of the diagonal surfaces of a triangle or making a tilted tree grow out of the side of a hill.)



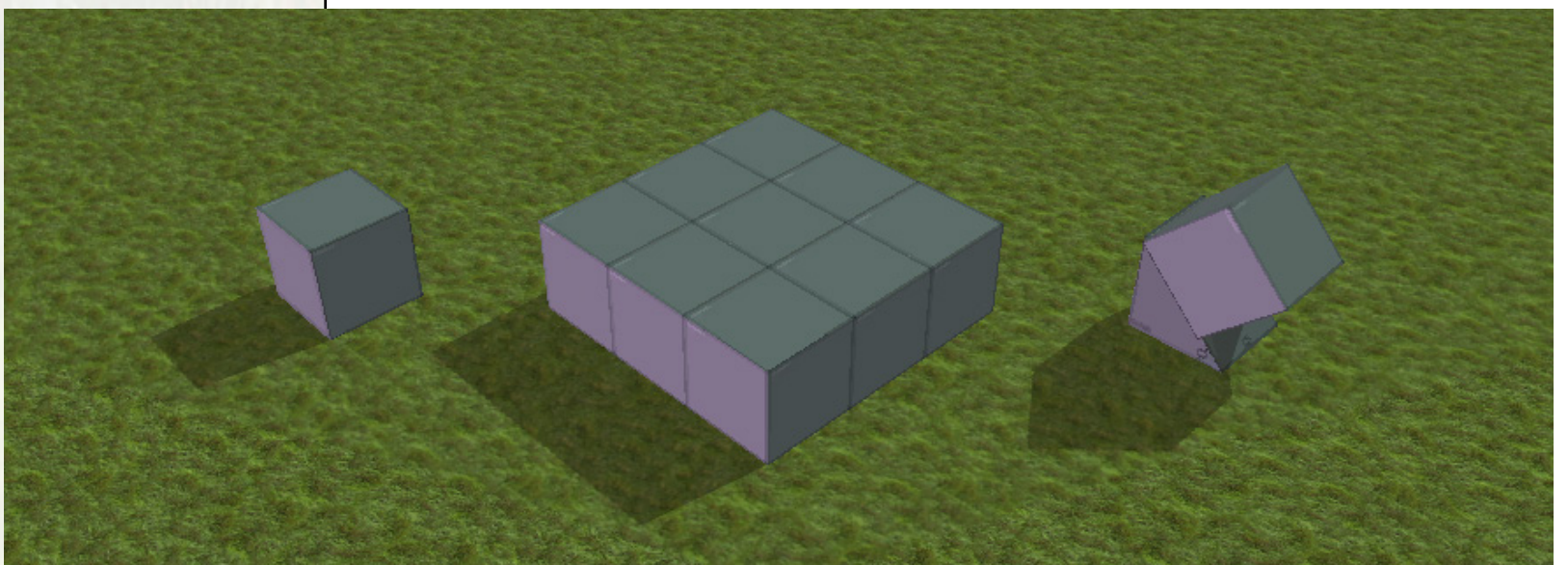
- Toggles the collision between object in the scene and the one you are currently going to place. (Example: Placing a chimney partly inside a roof or sticking an arrow into a wall.)



- Mirrors the objects you place on the X axis. Great for making symmetrical buildings like castles.
This is an AGFPro - Premium Edition feature only.



- Mirrors the objects you place on the Z axis. Great for making symmetrical buildings like castles.
This is an AGFPro - Premium Edition feature only.



GRID TOOLBAR



- Nudges or moves the grid upwards by the amount set in the grid window, in the Nudge Amount field.



- Nudges or moves the grid downwards by the amount set in the grid window, in the Nudge Amount field.



- Reduces the size of the grid spacing by the amount set in the grid window, in the Nudge Amount field.



- Increases the size of the grid spacing by the amount set in the grid window, in the Nudge Amount field.



- Snaps all newly placed objects to the grid Guidelines



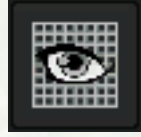
- Snaps all newly placed objects to the grid Subdivisions



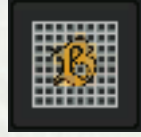
- Snaps all newly placed objects to the center of the grid Subdivision segments.



- Snaps all newly placed objects to the center of the grid Subdivision segments. Used for placing Tiles when building for the Battlemat DLC system.



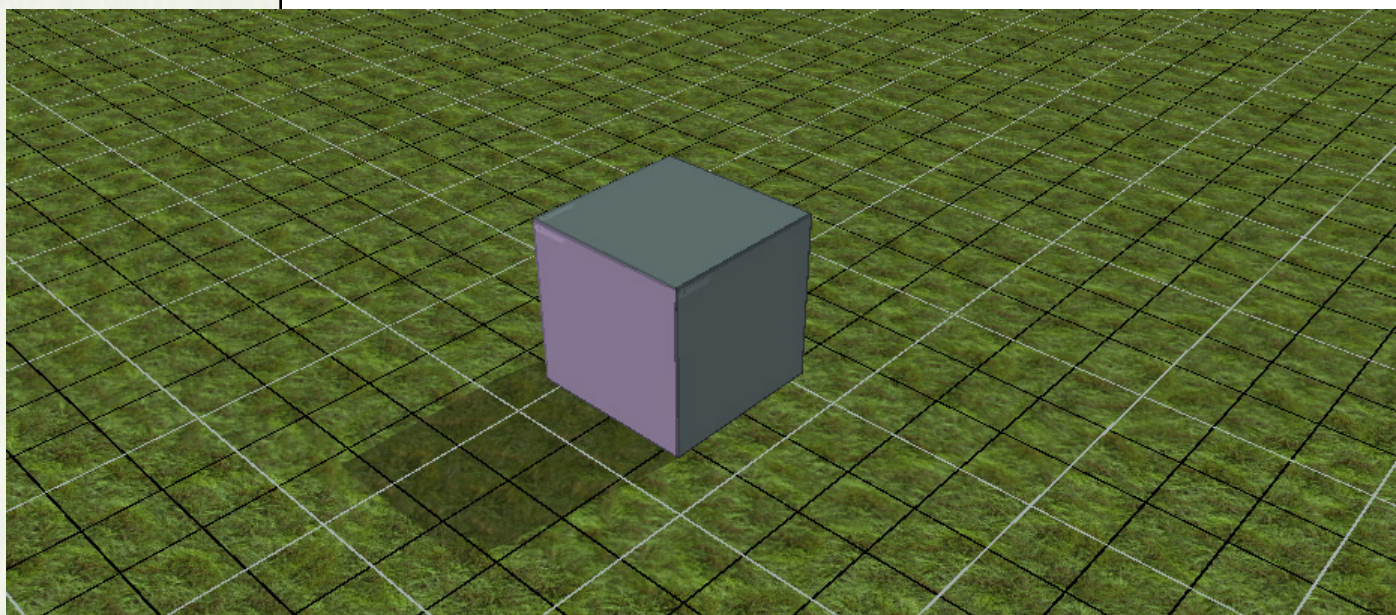
- Toggle the visibility of the grid.



- Toggle the visibility of the Battlemat alignment grid.



- Resets the Grid to the default settings and location.



PLAY TOOLBAR



- Test play the current project, using the ARPG control system, while remaining in the editor.



- Test play the current project, using the Platformer control system, while remaining in the editor.



- Test play the current project, using the ARPG external player.
(Action Role Playing Game Controls)



- Test play the current project, using the Platformer external player.



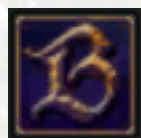
- Test play the current project, using the FPS external player.
(First Person Shooter Controls)



- Test play the current project, using the Fantasy Side-Scroller external player.
* This is limited to owners of the Fantasy Side-Scroller DLC.



- Test play the current project, using the Zombie FPS external player.
* This is limited to owners of the Zombie FPS DLC.



- Test play the current project, using the Battlemat external player.
* This is limited to owners of the Battlemat DLC.



WINDOW

Keyboard Short Cuts: Brings up a window that contains a list of keyboard short cuts that can be used in the AGFPro World Editor. You can also find a list of these keys in the Controls section of this manual. you can also use "F2" to access this window.

Terrain: Brings up a window that contains a bunch of terrain editing tools. Terrain sculpting, painting and vegetation are some of the major areas to this window, which can also be viewed by pressing "F3".

Grid: Brings up a window that contains the options for teh grid system. Grid location, number settings, guidelines and subdivisions as well as snapping options are available in this window, which can also be viewed by pressing "F5".

Settings: Shows you a window that allows the change of some main settings in AGF-Pro World Editor. Show the current frames per second (FPS), change the visual quality, adjust the autosave feature and changing the object render distance as some of the options available in this window, which can also be viewed by pressing "F9".

Camera: Brings up a window that lets you change how the camera performs including Depth of Field and inverting controls. This window can also be viewed using the "F8" button.

Atmosphere: The atmosphere window will appear when choosing this option from the menu. You are given access to changing the Skybox and Fog settings, and can also be viewed by using the "F6" button.

Quick Select: Brings up a small toolbar full of useful icons like Undo, Redo, Select Object, reset grid to default, reset camera to the maps home location, save and load scene.

Audio: Shows you a window where you can enable and disable the sound in the editor.

Lighting: The lighting window will appear when choosing this option from the menu. You are given options to change the direction of the lighting and the ability to change the three main light sources in the environment: Key Light, Fill Light and Back light. This window can also be accessed by pressing the "F7" button.

NPC Manager: The window this brings up is still a work in progress and give you options to create a conversation using the World Editor NPC system, which is also still being created.

Global Vegiations: Shows you a window where you can change the vegetation settings in your scene, on a global scale. Options like density, scale and visibility allow you have full control over the vegetation.

Geometry Brush: Brings up a window where you can create and paint with AGFPro's Geometry Brush System. Add up to 5 objects from the warehouse like trees and rocks and you can set a bunch of options for how those are painted into the scene using the current brush.

Render: Gives you access to some rendering options that affect play mode.

Water Settings: Water height, color and waves are only a few of the options made available to you in this window when accesses from the menu.

Asset Manager: Brings up a window that allows you to load or unload asset packs.

Water Lighting: Shows you a window where you can change the color and direction of the lighting when a player or camera is underwater.

Help: Brings up a window to view helpful information about the World Editor.



FILE

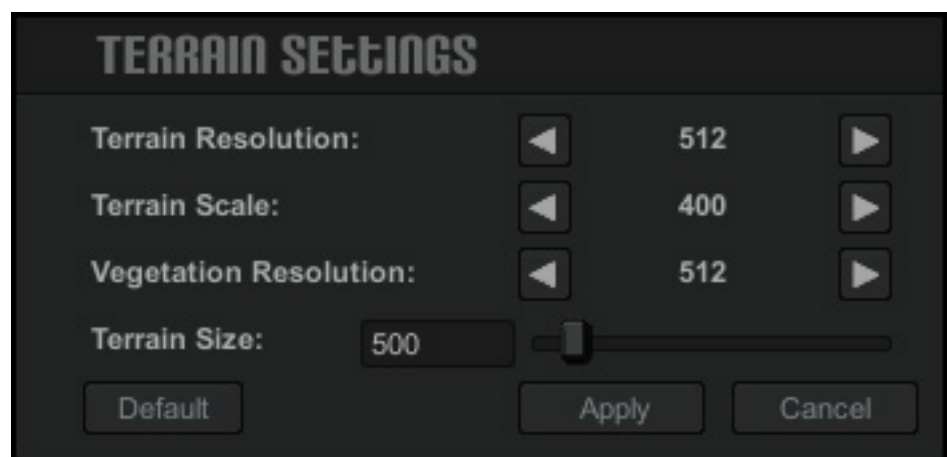
Clear: This allows you to choose to clear all Objects or reset the Terrain in the current scene.

Save Scene: Lets you take a screenshot of your scene and then save the scene with the screenshot as a preview image.

Load: Lets you choose a previously saved scene to load for editing or play.

Import Terrain: Allows you to choose a .JPG or .PNG to use as a heightmap, which sets the the height of the terrain "hills and valleys" using a greyscale image. These heightmap images can be 512x512 , 1024x1024 , 2048x2048 in resolution.

Export Terrain: Allows you to export the heightmap "hills and valleys" of your terrain to a .PNG file so you can use it as a template if needed. You can change the resolution of the exported heightmap using the Resolution/Size [Modify] button in the Terrain window. Just be aware that the higher the resolution the more powerful of a machine you need to edit the land smoothly.



Main Menu: Returns you to the main project creation / choosing menu.

Quit: Exits the World Editor.

EDIT

Add: Sets your cursor into Object Add mode. Which allows the placing of objects from the Warehouse.

Delete: Sets your cursor into Object Delete mode. Which allows you do click on previously placed items to delete them from the scene.

Pick: Sets your cursor in Object Pick mode. Which allows you to click on a previously placed item to place it on your cursor so you may place more of that object without having to find it in the warehouse.

Select: Sets your cursor into Object Select mode. Which allows you to select previously placed objects and modify them.

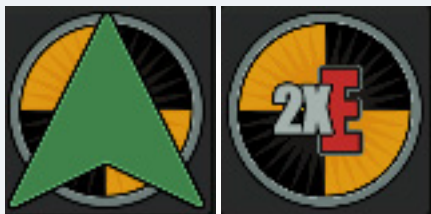
Undo: Un-does the last action you performed with an object in the scene. Can be used multiple times to move back in the scenes object history.

Redo: Re-does the last undone action you performed with an object in the scene. Can be used multiple times to move forward in the scenes object history.

Object History: Object history is were Undo and Redo information is stored. This option in the menu lets you turn the object history on or off. When the object history is on, it will increase the file size of the scene but you will be able to Undo and Redo actions even after you have saved and re-loaded the scene.



SPECIAL



TERRAIN

APPS

EXTERNAL

PRESETS

HELP

Start Locator: Will set a Start Locator on your mouse tip, used for choosing where the character starts when testing your scene. The Start Locator is also used in some of the DLCs to let the game know where the player should start.

Monster Spawner: Will set a Monster Spawner object on your mouse tip, used for choosing where monsters will spawn in your scene. The Monster Spawner is used in some of the DLCs to let the game know where the monsters should spawn.

Sculpt: Enables the sculpt mode for terrain editing and puts your cursor in terrain sculpt mode. Which is used for raising, lowering, leveling and smoothing the terrain amongst many other terrain options.

Paint: Enables the terrain paint mode and puts your cursor in terrain paint mode. Which is used for painting textures and colors on the terrain.

Plant: Enables the vegetation painting mode and puts your cursor into vegetation painting mode. Which is used to put ambient plants and grass into your scene that are affected by wind and other global vegetation options.

Constructor: Launched AGFPro Construct App which allows you to build prefab objects out of smaller objects available in the Warehouse. Example: Build a Castle to be placed in this or other scenes with one click rather than having to build it over and over.

Packager: Launches the AGFPro Packager App which allows you to package projects for distribution and play.

ARPG Player: Loads the current scene into the ARPG external player for testing or play.

Platformer Player: Loads the current scene into the Platformer external player for testing or play.

FPS Player: Loads the current scene into the First person Shooter (FPS) external player for testing or play.

Fantasy Side Scroller Player: Loads the current scene into the Fantasy Side-Scroller external player for testing or play.

Zombie Player: Loads the current scene into the Zombie FPS external player for testing or play.

Expand Windows: Expands or shows all windows in full within the left docking panel.

Collapse Windows: Minimizes all windows within the left docking panel.

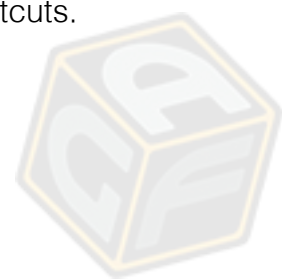
Reset Dock: Resets and returns all windows to the left docking panel.

Save: Saves your custom setup for the windows and left docking panel for loading after shutting down AGFPro or loading another project.

Load: Loads your custom setup for the windows and left docking panel for use after shutting down AGFPro or loading another project.

Toggle Render Settings: View the current scene without any of the Environmental effects active.

Keyboard Shortcuts: Displays a window showing all the keyboard shortcuts.



KEYBOARD SHORTCUTS

The Keyboard Shortcuts window lists the keys used to control each part of your AGFPro World Editor experience. The controls are separated by the mode you would be working in. You can view all of these controls in the "Controls" section of this manual. The categories are as follows:

Object Placement: When you are in Object mode, these controls will apply to you.



Object Adjustment: When you are in Object mode with an object your mouse tip, these control will apply to you.



Object Selection: When you are in Object mode with an object in your scene selected, these control will apply to you.



Terrain Brush: When you are in Terrain mode, these control will apply to you.

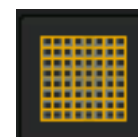


Camera Movement: You can use the camera controls listed here at any time. Please also be aware of the added camera controls you have access to on the bottom toolbar. These were added to make using a non conventional mouse easier.



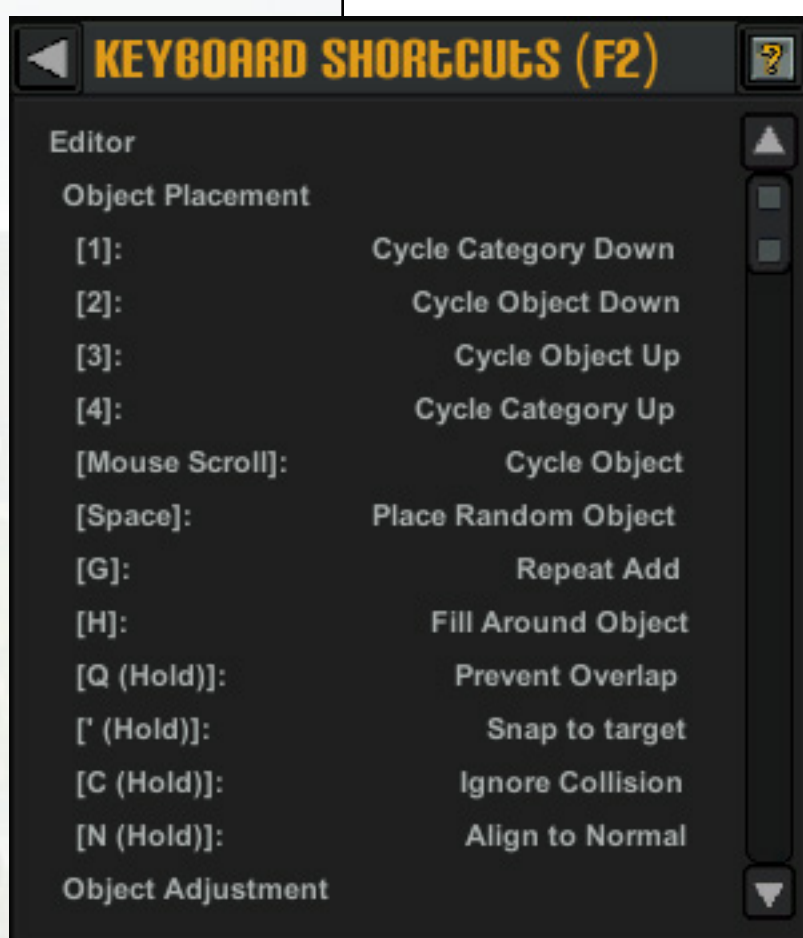
System Controls: System controls like the radial menu, saving and loading as well as undo and redo are available at all times.

Gird Options: When you are in Grid mode, these controls will apply to you.



Window Display: Window Display controls are available at all times and use the "F" Keys located above the numbers on a US keyboard.

In-Game Controls: Depending on which player you are using these controls may apply to you. Some keys are the same in each player, but any specialized controls are listed for that player.



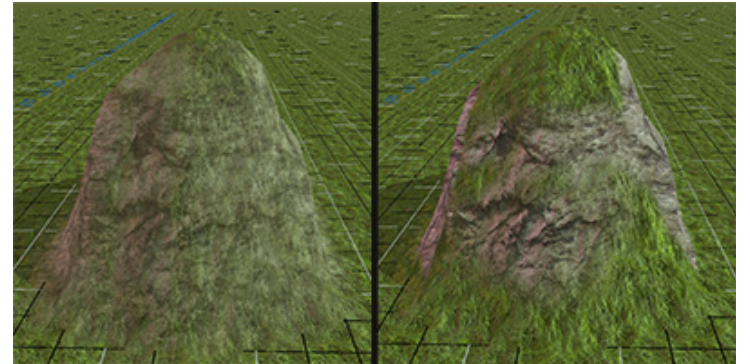
TERRAIN

Terrain Visible: Enable and disables the visibility of the terrain in the editor window.

Nudge Terrain: Moves the entire terrain up or down by the amount set in "Nudge Amount"

Nudge Amount: The amount you would like to nudge the entire terrain up or down with the "Nudge Terrain" buttons.

Proj: When raising or lowering terrain, this setting changes how blended the textures are on the side of the raised or lowered area. This example shows a lower setting on the left and higher on the right.



Tiling: Textures are tiled (used over and over in chunks) across the terrain and can be set to tile more or less often, making the texture look more or less condensed based on this setting.

Shader Type: Chooses how the textures are displayed on the terrain. "Triplanar" is more advanced and offers more options than "Multi" but not all systems support Triplanar when importing the terrain you can export with AGFPro.

Resolution Size:

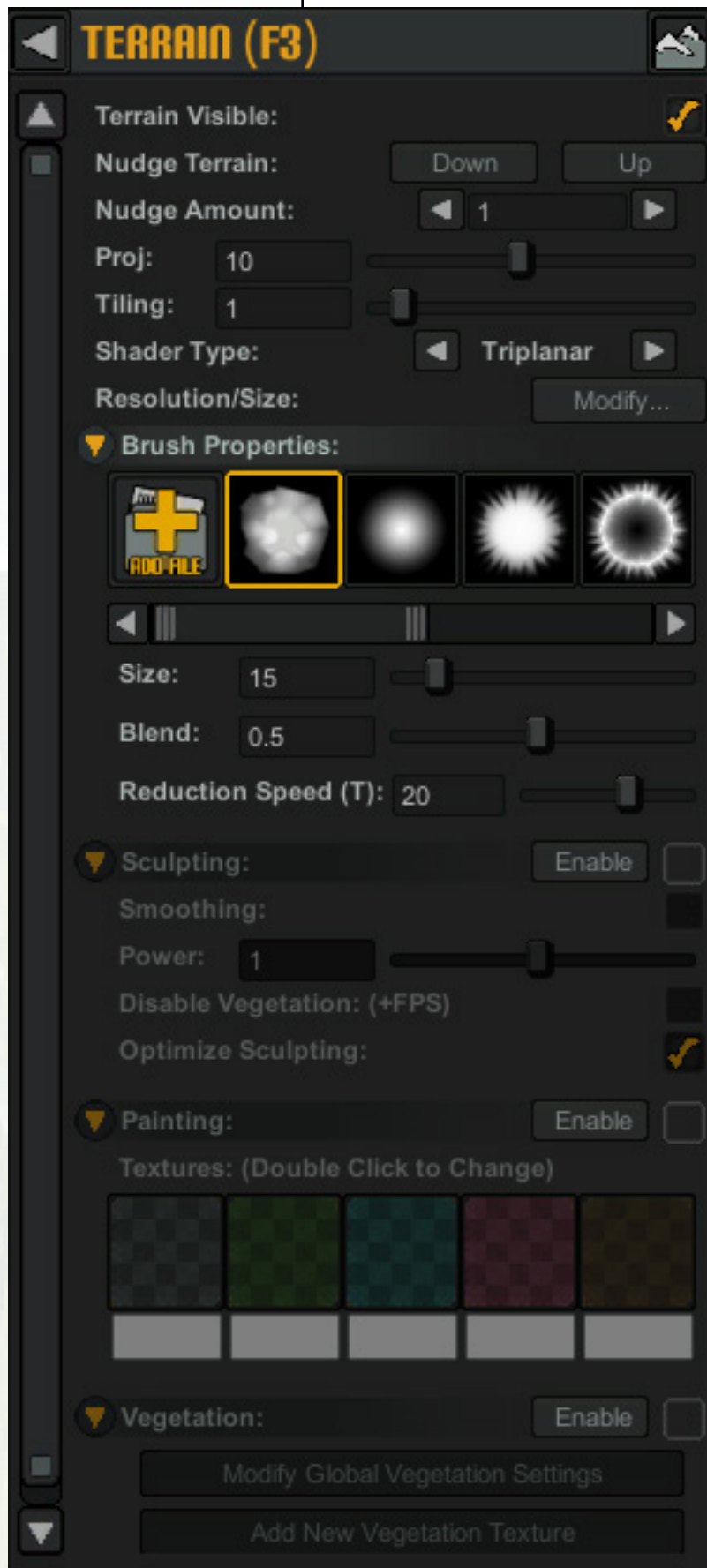
- Terrain Resolution changes the resolution of the 2D images used to create the terrain's 3D View, for example: Heightmap.

- Terrain Scale changes the scale ratio of the land to the scale of the objects. A hill you have made will be the size of a mountain and vice versa, when you adjust the terrain scale.

- Vegetation Resolution changes the resolution of the 2D surface that contains the vegetation information.

Brush Properties: This is where you choose the shape of the brush you wish to use in the different editing modes available to you in the World Editor. You can also use the "Add File" option to add your own custom brushes.

Size: Changing the size of the current brush will make the currently selected options affect more area of the terrain at a time. It can literally make the difference between creating an ant hill and a mountain when editing the terrain. It also affects the placing of geometry, vegetation and the effect of other tools.



Blend: Sets the amount of fade or blending that happens with the currently selected tool. As an example, if you were to paint a dirt road on some grass you wouldn't want the dirt and grass to just stop as they meet each other on the map. There would normally be some overlap to make it look natural. That's what the blend setting can be used for.

Reduction Speed (T): When using a brush you may need to dynamically scale it down as you use it, for creating erosion effects or texture that may trail off over time. To make use of this feature just hold the "T" key and the brush will get smaller over time based on the setting you have chosen. After you release the "T" button the brush will snap back to it's original size.

Sculpting: Enable this is raise, lower, flatten and smooth terrain using the currently selected brush and brush settings.

Smoothing: Makes more gradual changes to the terrain, like smooth rolling hills.

Power: How intense the changes affect the chosen area under the brush. The higher the power the faster and more intense you will see the terrain modify.

Disable Vegetation (+FPS): Make the vegetation on the terrain visible or invisible to get a performance or FPS boost when working on larger map projects or when working on slower machines.

Optimize Sculpting: When sculpting the terrain this will temporarily disable shadows giving you more of a performance or FPS boost when working on larger map projects or when working on slower machines.

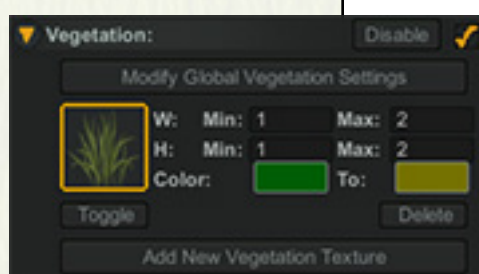
Painting: When enabled you can paint textures on the terrain as well as colors if you are using the Triplanar shader. This tool makes use of the currently selected brush and the brush settings.

Textures: These are the currently selected texture for use on the map you are painting. You can double click the textures in the texture boxes to change the texture currently used in that slot. This will change the textures currently on the terrain as well, if you have painted that texture on the current terrain. A quick way to change how a map looks without have to repaint everything.

Vegetation: When enabled you can paint the selected vegetation textures onto the terrain making use of the current brush and brush settings.

Modify Global Vegetation Settings:

- Vegetation Visible: Enable or disable the visibility of the vegetation on the map.
- Density: Increase or lower how densely the vegetation is on the map.
- Distance: The distance away from the camera the vegetation is rendered until.
- Color S: Used to tint the vegetations global Saturation color.
- Color V: Used to change the global brightness Value on the vegetations color.
- Scale: Set the Global Scale of the vegetation.
- W Min Max: The minimum and maximum Width difference on the vegetation.
- H Min Max: The minimum and maximum Height difference on the vegetation.
- Color: Set the color variance on the current vegetation texture.



Add New Vegetation Texture: You can choose different styles of vegetations in this selections area. You can paint them all at once or one at a time the options allow for some truly beautiful vegetation options for your projects map.



GRID

Nudge Grid: This allows for total control over smaller grid adjustments by letting you set how much you want to move the grid either up or down, using the current value you have in the "Nudge Amount" area.

Nudge Amount: When you click the Down or Up Nudge Grid buttons the grid will move this amount in the chosen direction.

Height: Change this to set the current height of the grid.

Grid Visible: This will either hide or show the grid.

Projected Grid Visible: This will either hide or show the projected grid system that is used in some of the AGFPro DLCs.

Projected Grid Brightness: Using this slider you can control how brightly the projected grid is lit, making it easier to see or to tone it down if it's brighter that you would like it to be.

Compass Visible: This will either hide or show the directional XYZ compass shown in the middle of the map.

Number Settings: Change the way the blue and red distance numbers are shown on the map.

- **Numbers Visible:** This will either hide or show the distance numbers on the scene.
- **Always Show Numbers:** This forces the numbers to be viewable even through the terrain and placed objects in the scene.
- **Numbers Size:** Increase or decrease the size of the distance numbers.

Grid Settings:

Main Axes: Enable and disables the main axes lines.

- **Color:** Change the color of the main axes lines.
- **Thick Lines:** Changes the line thickness.

Guidelines: Enable and disables the Guidelines.

- **Spacing:** Changes the distance the guidelines are from each other.
- **Color:** Changes the color of the guidelines.
- **Thick Lines:** Changes the line thickness.
- **Show on HUD:** Enables or disables the "Grid Spacing" information on the heads up display.

Subdivisions: Enable and disables the Subdivisions.

- **Count:** Changes how many subdivisions are shown between each guideline.
- **Color:** Changes the color of the subdivisions.
- **Thick Lines:** Changes the line thickness.

Snap Settings:

- **Snap to Guidelines:** Snaps placed objects to the Guidelines.
- **Snap to Subdivisions:** Snaps placed objects to the Subdivision lines.
- **Snap to Centers:** Snaps placed objects to the center of the Subdivisions.

Controls: Lists a few quick notes about how to use the grid system.

Load and Save Settings: Allows you to save and load your grid settings.



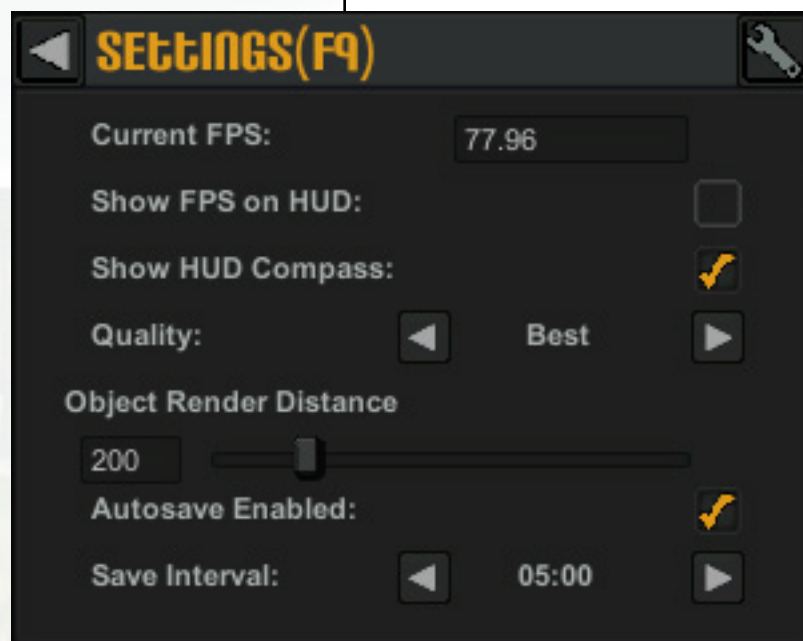
SETTINGS

Current FPS: The current Frames Per Second you are experiencing. This is a great tool to help you optimize your options while using AGFPro World Editor. If the FPS displays a lower number you will find that the performance may lag, this is caused by the amount of information your computer is trying to display every second. You can find options in the the "Settings" and "Terrain" windows to improve performance.

Show FPS on HUD: This will enable or disable the visibility of the FPS showing on the Heads up display.

Quality: Dynamically changing the quality of the rendering while performing certain tasks can improve your experience with AGFPro World Editor, as some tasks are more demanding on your computer. Working on a lower setting to gain more speed and increasing the quality while doing touch ups will give you a good scene development environment if your system is working hard while performing certain tasks.

Object Render Distance: Changes the distance away from the camera before your system stops rendering (showing) placed objects and terrain. This option will allow your computer to focus it's processing power on the task at hand rather than rendering everything in the scene at once.



Autosave Enabled: Saving often is just a way of life when working or having fun in AGFPro or other programs. This will enable or disable the autosave feature. We suggest that you keep it enabled as a lot of hard work can go to waste for no reason if your system decides to enjoy a system update at a bad time.

Save interval: This is the amount of minutes between each Autosave is performed if the autosave feature is enabled.



CAMERA

Follow Enabled: Enable or disable the camera from following the mouse cursor while you apply changes to the scene, like altering the terrain or placing objects.

Follow Speed: Change the speed that the camera follows your cursor while you work.

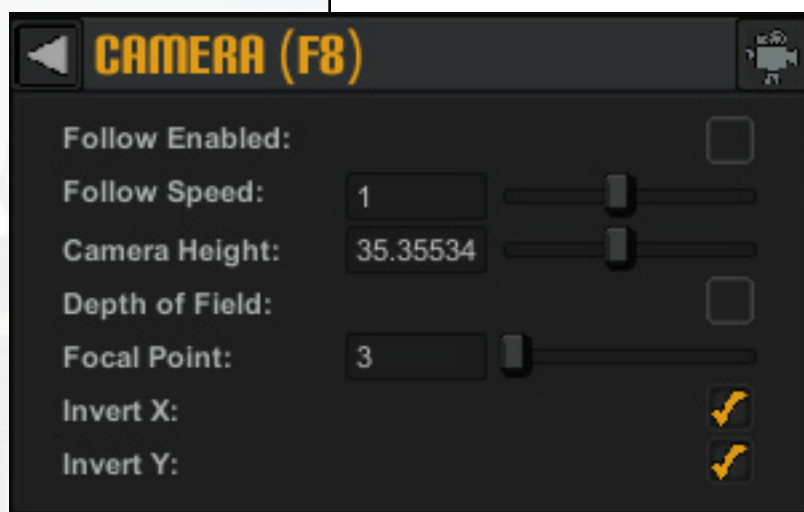
Camera Height: Change the height at which the camera will follow your cursor while you work.

Depth of Field: Enable or Disable the depth of field blur effects.

Focal Point: Change the Focal Point that the depth of field blur is to take into consideration when applying the effect.

Invert X: Invert the movement of the camera on the X axis.

Invert Y: Invert the movement of the camera on the Y axis.



ATMOSPHERE

Skybox:

- Texture: Choose the look of the Skybox's texture.
- Skybox Rot: Set the current rotation of the skybox.
- Auto-Rotate: Enable or disable the automatic rotation fo the skybox.
- Skybox Tint: tint the color of the skybox to better suit the needs of your environ-mental vision.

Fog: Enable or disable the use of fog in the scene.

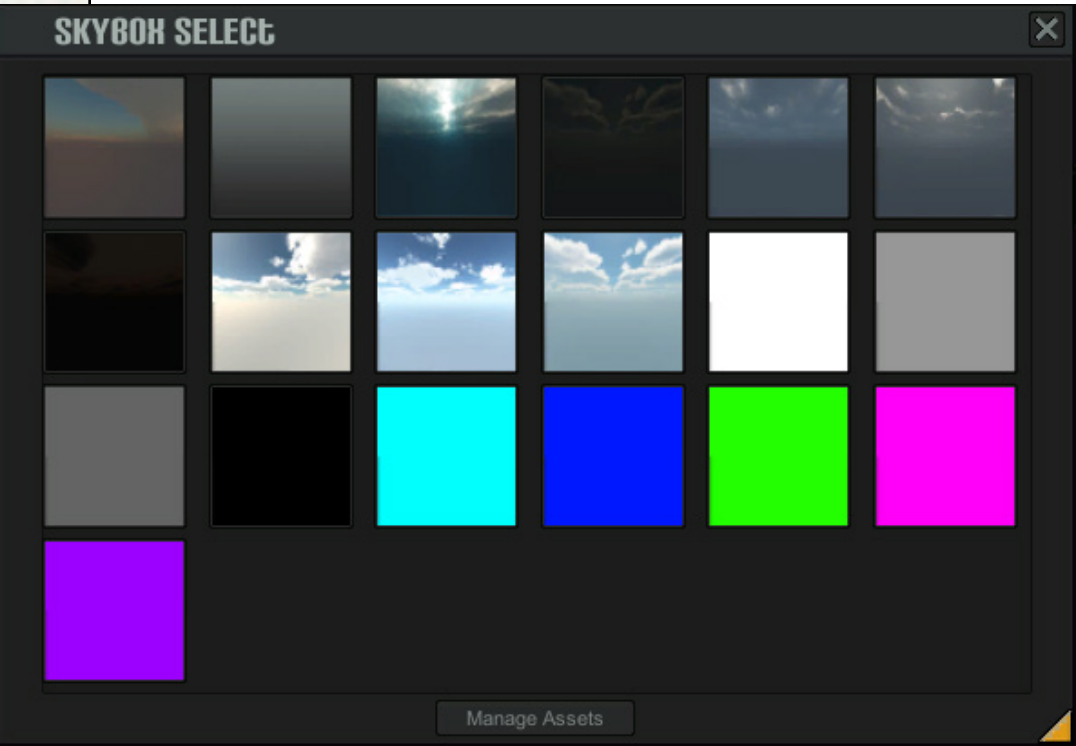
Haze Layer: Enable or disable the fine dust, smoke, or light vapor causing lack of transparency of the air.

- Distance Mode: Enable or disable the choice of hav-ing the haze be controlled within a distance or to have it affect the entire scene.
- Density: Change the density of the haze.
 - Start Dist: Change the distance away from the camera that the Haze starts to appear.
 - Height: Change the effective height that the haze appears.
 - Falloff: Change the distance over which the dissipation or falloff of the haze completes.
 - Color: Change the color of the haze.

Base Fog: Enable or disable the use of base fog in the scene.

- Linear Mode: Enable or disable the choice of having the fog be controlled within a distance or to have it affect the entire scene.
- Start Dist: Change the distance away from the camera that the Fog starts to appear.
- End Dist: Change the distance away from the camera that the Fog starts to appear.
- Color: Change the color of the haze.

Load and Save Settings: Allows you to save and load your atmosphere settings.



QUICK SELECT



• Undo the object manipulation.



• Redo the object manipulation.



• Select an object currently placed in the scene.



• Reset Grid to Default.



• Reset Camera to Home Position.



• Save the current Scene.



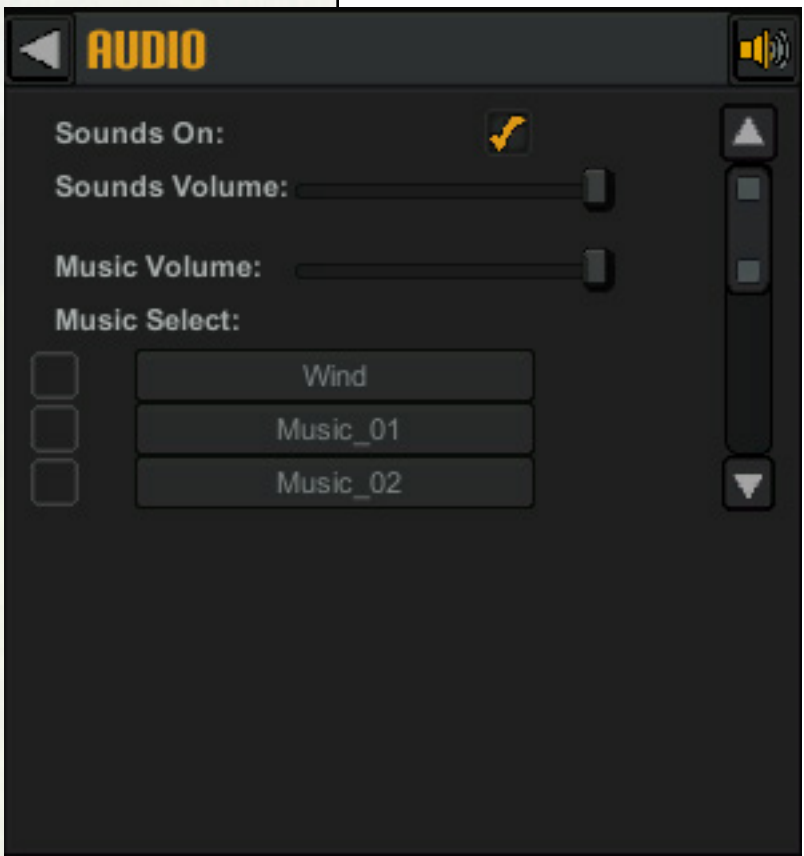
• Load a previously saved scene



AUDIO

Sounds On: Enable or disable the in-editor sounds.

Sounds Volume: Change the volume of the in-editor sounds



Music Volume: Change the volume of the in-editor music.

Music Select: Select the music to be played.

NOTE: Currently being developed.



LIGHTING

Lighting Visible: Enable and disable the visibility of the lighting.

Rotation: Change the direction the lighting is coming from based on 360 degree rotation.

Ambient Light: Change the color of the ambient area lighting in the scene.

Key Light: Enable and disable the visibility or change the color of the Key light.

- Intensity: Change the brightness of the key light.
- Heading: Change the direction the key light is coming from based on 360 degree rotation.
- Pitch: Change the angled pitch of the key light.
- Shadows: Enable and disable the visibility of shadows caused by the key light.
- Shadow Str: Change the opacity or darkness of the shadows.

• Light Flare: Enable and disable the light flares caused by the key light.

• Flare Type: Change the kind of flare the key light causes. (Sun, Different Lenses)

Fill Light: Enable and disable the visibility or change the color of the Fill light.

- Intensity: Change the brightness of the fill light.
- Heading: Change the direction the fill light is coming from based on 360 degree rotation.
- Pitch: Change the angled pitch of the key light.

Back Light: Enable and disable the visibility or change the color of the Back light.

- Intensity: Change the brightness of the back light.
- Heading: Change the direction the back light is coming from based on 360 degree rotation
- Pitch: Change the angled pitch of the back light.

Load and Save Settings: Allows you to save and load your lighting settings.

*** Lighting Education:** Three-point lighting is a standard method used in visual media such as theatre, video, film, still photography and CGI. By using three separate positions, you can illuminate the shot however desired, while also controlling (or eliminating entirely) the shading and shadows produced by direct lighting.



The key light, as the name suggests, shines directly upon the subject and serves as its principal illuminator; more than anything else, the strength, color and angle of the key determines the shot's overall lighting design.

The fill light also shines on the subject, but from a side angle relative to the key and is often placed at a lower position than the key. It balances the key by illuminating shaded surfaces, and lessening or eliminating chiaroscuro effects, such as the shadow cast by a person's nose upon the rest of the face. It is usually softer and less bright than the key light (up to half).

The back light shines on the subject from behind, often (but not necessarily) to one side or the other. It gives the subject a rim of light, serving to separate the subject from the background and highlighting contours.



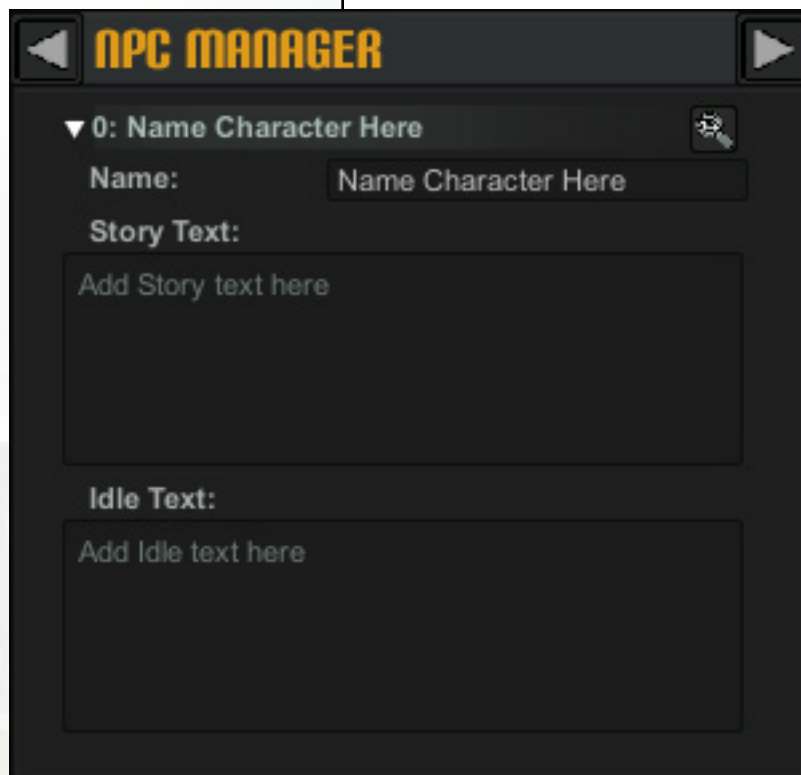
NPC MANAGER

Character Selector: Shows the in-scene character you are applying these NPC settings.

Name: The name of the character that is talking.

Story Text: The text used when the character is spoken to.

Idle Text: The ambient text that the character says while standing idle.



* **Note:** Currently being developed



GLOBAL VEGETATION

Vegetation Visible: Enable or disable the visibility of the vegetation on the map.

Density: Increase or lower how densely the vegetation is on the map.

Distance: The distance away from the camera the vegetation is rendered until.

Color S: Used to tint the vegetations global Saturation color.

Color V: Used to change the global brightness Value on the vegetations color.

Scale: Set the Global Scale of the vegetation.

W Min Max: The minimum and maximum Width difference on the vegetation.

H Min Max: The minimum and maximum Height difference on the vegetation.

Color: Set the color variance on the current vegetation texture.



GEOMETRY BRUSH

Add Brush / Brush Name: You can create multiple geometry brushes and name them. When a brush is enabled it will paint the selected warehouse objects into the scene using the current settings. You can name each brush as needed.

Available Objects: You can choose up to 5 objects from the Warehouse to be painted by each brush you create.



Brush: The size of the brush used to paint these objects into the scene.

Num: The amount of objects that should be painted when you click in the scene.

S Min: The minimum size an object will be sized when it's painted.

S Max: The maximum size an object will be sized when it's painted.

Offset: The height offset used when objects are painted into the scene.

Align to Normals: Places the object as if it were attached in the same direction as the object it's touching when it's painted into the scene. Like a tree growing directly out of the side wall of a building.

Random Rot: Choose the directions that the objects will be randomly rotated as they are painted.

Prevent Overlap: Prevent the objects from overlapping one another as they are painted.

Density: How densely packed the objects are placed when painted.

Lock On Terrain: Prevents the objects from being painted on anything in the scene but the terrain.

Fire From Camera: Shoots the object from the direction of the camera as opposed to placing them from the top down angle normally used.

RENDER

SSAO Enabled: Turns on and off these rendering options. These options will only take effect while in play mode.

Radius: The sample radius of the SSAO sample.



Intensity: The intensity of the depth calculation and display

Blur: The amount of blur caused by depth.

Cutoff: The cutoff range of the SSAO effects.

*** SSAO Education:** Screen space ambient occlusion is a rendering technique for efficiently approximating the ambient occlusion effect in real time.



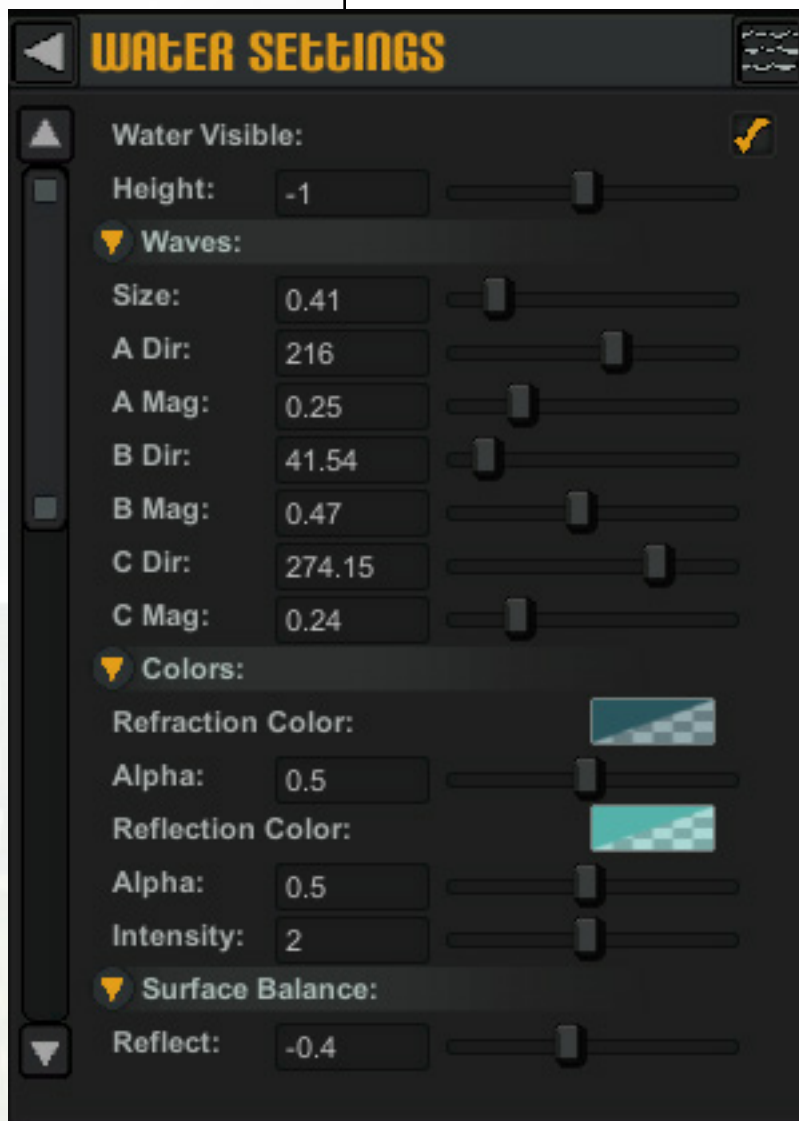
WATER SETTINGS

Water Visible: Enables and disables the visibility of water in your scene.

Height: Change the height of the water in your scene.

Waves:

- Size: Change the size of the waves generated in the water.
- ABC Wave Settings: These settings allow for 3 different wave direction and magnitude settings to be set for the water.



Colors:

- Refraction Color: The color of the waves.
- Alpha: The opacity of the refracted color on the waves.
- Reflection Color: The color of wave reflection
- Alpha: The opacity of the reflected color on the waves.
- Intensity: Change the intensity of the reflections.

Surface Balance:

- Reflect / Refract: Change between a reflective and refractive water surface. Changing one alters the other.

Foam:

- Intensity: Change the intensity of the white cap foam caused by the water.
- Shore: Change the amount of foam caused by the terrain's shore lines.
- Waves: Change the amount of foam caused by waves.

Skybox: Change the skybox that is displayed when the camera or character is under the surface of the water. We have gone over the skybox setting earlier in this manual's Atmosphere section.

Water Fog: Change the settings for the fog that is displayed when the camera or character are under the

surface of the water. We have gone over the Fog setting earlier in this manual's Atmosphere section.

Load and Save Settings: Allows you to save and load your water settings.

WATER LIGHTING

Ambient Light: Enable or disable the chosen color of light that is used as ambient under water.



Key Light: Enable or disable the chosen color of light that is used as key light under water.

- Intensity: Change the brightness of the fill light.
- Yaw Angle: Change the direction the key light is coming from.
- Pitch Angle: Change the height angle that the key light is coming from.



ASSET MANAGER

Asset Manager: The asset manager lets you load and unload assets (Objects, Textures) to be used in your scenes. When you enable assets here, they will make themselves available in the warehouse window or other windows depending on the kind of asset pack you have loaded. Click the [+ / -] buttons to load or unload the selected asset pack from your current project.

Warehouse: Asset packs that contain placeable objects for your scene will make themselves available to you using the warehouse window.

Terrain: Asset packs that contain terrain textures for your scene will make themselves available to you using the terrain window under "Painting". You can access them by double clicking the currently chosen textures.



Vegetation: Asset packs that contain special vegetation textures for your scene will make themselves available to you using the terrain window under the vegetation section.

Skyboxes: Asset packs that contain skybox textures for your scene will make themselves available to you using the atmosphere window under skybox. Click on the currently chosen skybox texture to choose one of them.

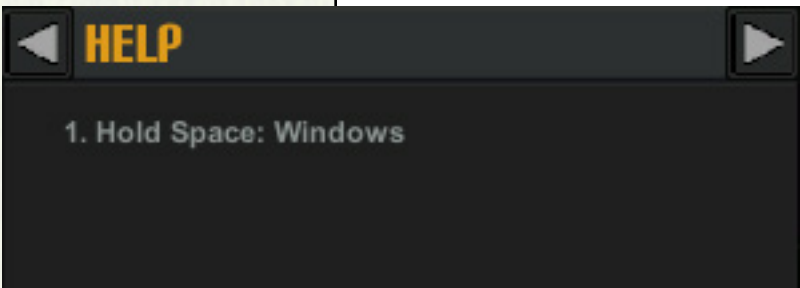
(L) Locked Assets: Locked assets will not export to Unity3D if you choose to export your scene. As much as we would love to give away all of the assets we give you access to, we are simply not legally allowed to do so for some assets.

Create Your Own Asset Packs: You can create your own asset packs for use in your projects but you will require the Premium version of AGFPro and the Pro (paid) version of Unity3D to package them. The area you find the asset pack listed under depends on what area was selected at the time the asset pack was created.

Performance Note: The more asset packs you have loaded the more memory your computer will need to make them available to you in the editor. It's good practice to unload assets you are not using.

HELP

Help: Gives you helpful information about the World editor.



* **Note:** Currently being developed.



WAREHOUSE

Warehouse: This is where you will be able to preview, pick and place 3D objects known as assets into your project. Trees, Rocks, Building, Monsters and many other objects are available to you.

Load All: Loads all asset packs into memory. (Not Suggested for performance reasons.)

View All: brings up a window that displays all the currently loaded assets.

Refresh Assets: Reloads the currently enabled asset packs into memory refreshing any changes.

Manage Assets: Brings up the Asset Manager Window which allows you to load and unload asset packs as needed.

Default (Asset Categories): You can click this area to view the categories that the asset packs have been broken down into when they were created. An asset pack may contain many different kinds of 3D objects and this is a great way to find what you are looking for.

Asset Preview Icons: These icons not only give you a basic preview of the asset but they also give you an icon on the left showing you what system they were intended to be used in originally. Some assets are specially made for our DLC packages. On the right side you will notice a Lock icon. If this lock is green, you will be able to export that asset with your scene for use in Unity3D. If the lock is red, it means that it's not an asset that will get exported with the scene and will not be available for use in Unity3D.

Settings:

- Display: Enable or disable the visibility of assets placed in your scene.
- Collision: Enable or disable the collision of objects when you are placing new objects.

All Assets:

- Display: Enable or disable the visibility of All assets in your scene.
- Collision: Enable or disable the collision of All assets in your scene.

Sort By:

- Type: Show the assets grouped in categories defined by the asset packs.
- Pack: Show the assets groups by the contents of each asset pack.

Asset Preview Window: This window built into the Warehouse window allows you to have a 3D preview of the asset. You can rotate the preview using your mouse to get a better view.

Asset Size: At the bottom of the Warehouse window is the listing of the size of the asset in it's original size. Objects are measured in Meters just like in Unity3D and some 3D modeling software packages.



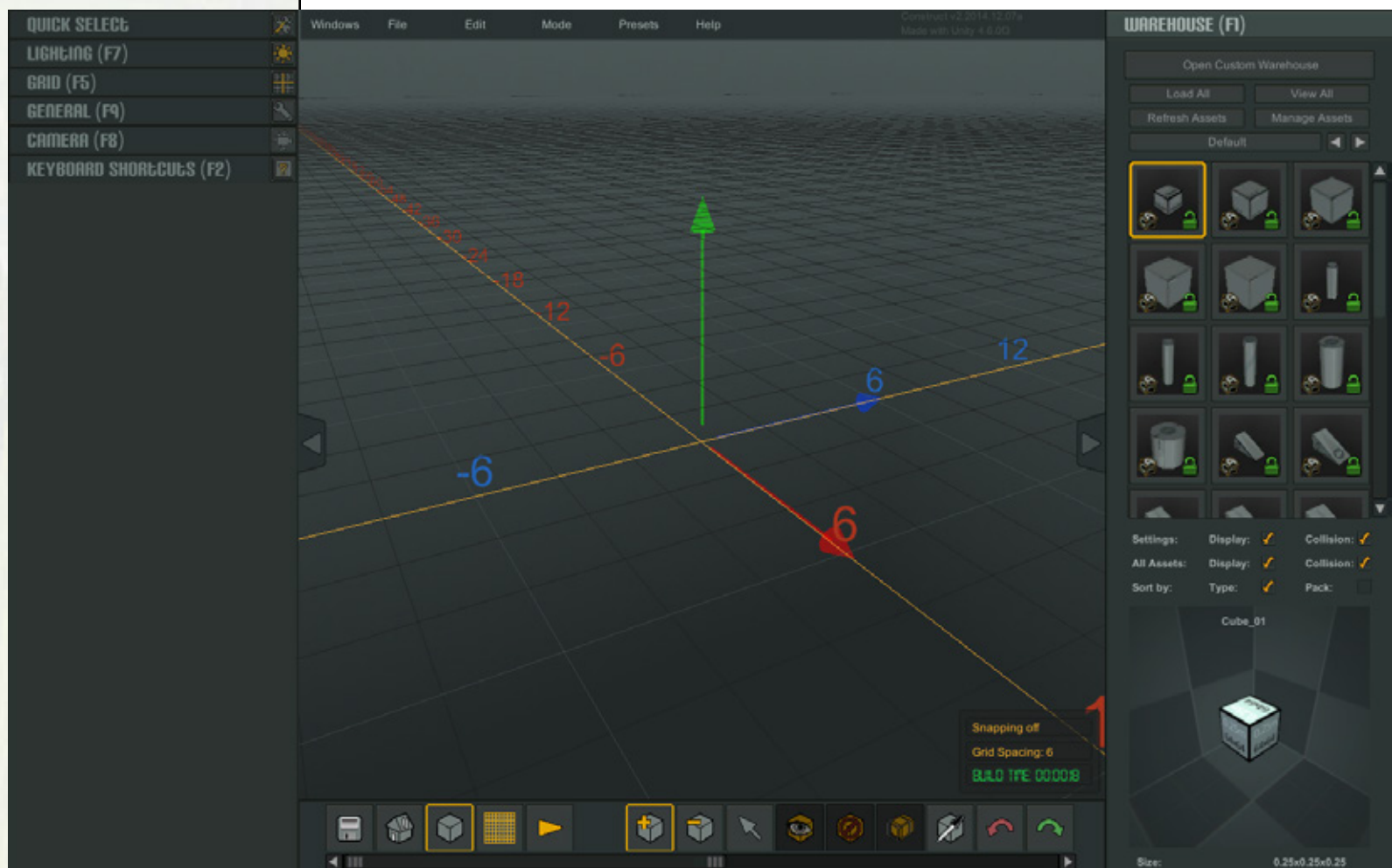
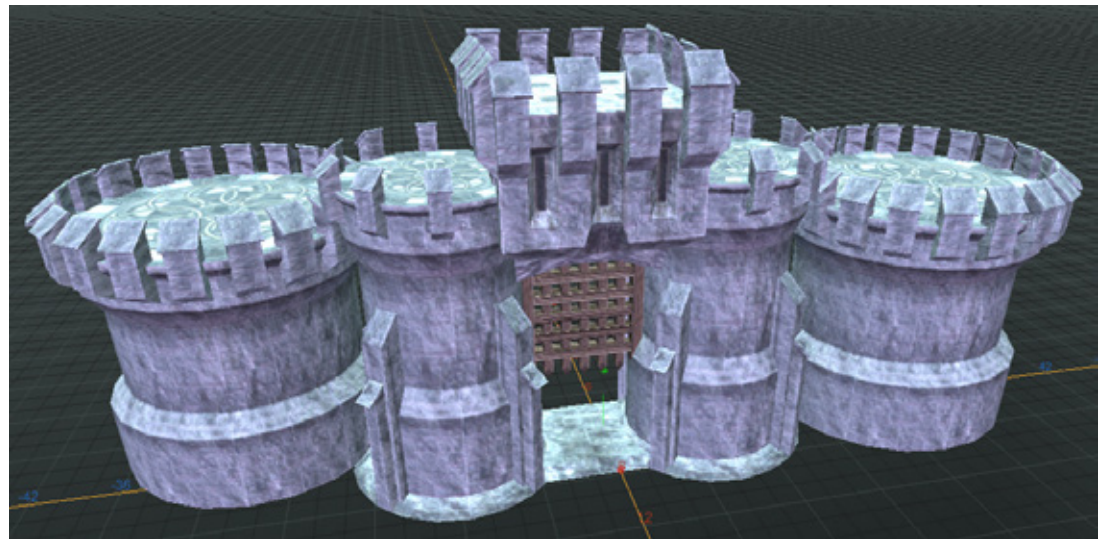
CONSTRUCT

Construct: Has many of the options that are available in the World Editor but it is used to build Prefabs of placeable objects. Construct Prefabs are larger objects build from smaller assets. An example of this would be building a big castle using the asset pack that lets you build with castle parts.

After you have built a prefab in Construct you can save it and place the object, you built out of smaller pieces, multiple times without having to build it over and over.

Prefabs are saved in the Prefabs folder of your project. You can share your prefabs with others or use them in multiple projects.

Performance Note: When making prefabs, if you find that your prefab is getting really large, it would be better to build a huge prefab out of smaller prefabs in the World Editor as huge prefabs can affect performance.



IMPORTING OBJ FILES

Within Construct you can import your own custom OBJ models and textures for use in your prefab creation.

Import Objects: Use the Add File button to choose your .OBJ File to be imported.

Import Textures: Use the Add File button to choose texture to be imported and used on your imported 3D Model.

Import Normal Maps: Use the Add File button to choose Normal map texture to be imported and used on your imported 3D Model. Normal texture files are loaded but do not display properly in AGF at this time. The normal files will look correct in the event you load a scene with custom OBJ made prefabs into Unity3D.

Shininess: Use this slider to adjust the shininess of the imported object. You can base this choice on the material the object is supposed to be built out of; plastics, metals or other materials.

Texture Color: Choose the tinting color of the texture applied to the custom model.

Specular Color: Choose the color that will be reflected within the highlights of the object when it is lit by lights in your scene.



IMPORTANT - OBJ Importing Guidelines:

- The OBJ file cannot have more than 65000 vertices.
- The OBJ file MUST be ONE mesh. (Multiple meshes are not yet supported)
 - The OBJ file MUST have ONLY ONE SHADER used.
 - Loading multiple OBJ files and saving them as one prefab is supported.
 - Be mindful to select the .OBJ file and not its .mtl material file.
- The ability to load OBJ files is a new feature.
- Custom objects that are saved as prefabs should work in the all external players.
 - Normal texture files are loaded but do not display properly in AGF at this time. The normal files will look correct in the event you load a scene with custom OBJ made prefabs into Unity3D.
 - All history and transforms MUST be deleted before exporting the OBJ file from your 3D modeling software.
 - The object position in your 3D software at the time of export should be at the bottom of the object at the 0x0y0z world coordinates.

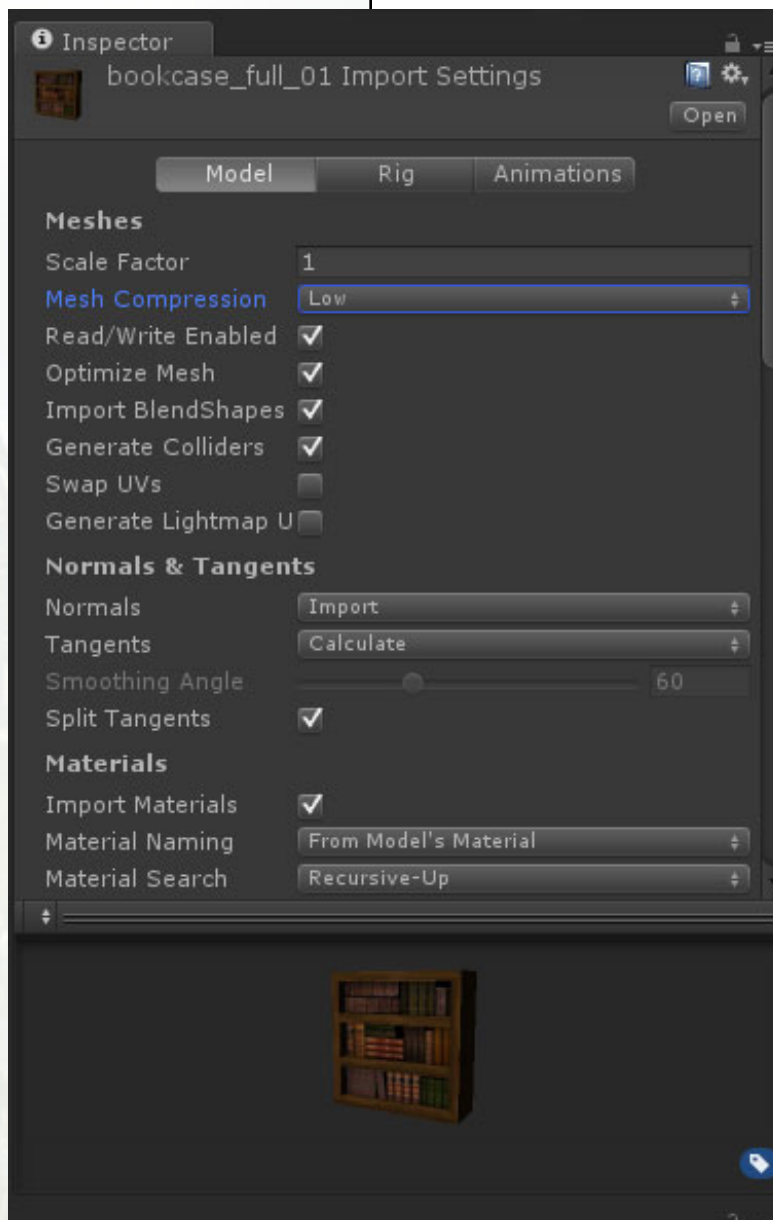
Testing: We offer download-able test files on the AGF website for you to learn how to use the custom model loading systems with.



CREATING ASSET PACKS

Unity Steps (In Unity) * Requires Unity3D Pro

- 1) Import the AGF Asset Packager into a new Unity Project
- 1a) Import FBXs into Unity
- 2) Prepare Models in Unity for an Asset pack
- 2a) Select each imported Object
- 2b) Click the "Model" Button
- 2c) Set all "Scale Factor" to 1 on each Model Object
- 2d) Mesh Compression should be set to "None"
- 2e) Enable Generate Colliders
- 2f) Set Material Naming Set to "From Model's Material"
- 2g) Set Material Search to "Recursive-Up"



- 2h) Click Apply
- 2i) Click the "Rig" Button
- 2j) Set Animation Type to "None"
- 2k) Click Apply
- 3) Verify Correct textures are applied to the models
- 4) (Optional) Verify that the Normal maps were imported as Normal Maps
- 5) (Optional) Verify that the Normal Maps have been Applied
- 6) (Optional) Verify that any textures that require an Alpha channel are set up properly (Enable "Alpha to Grey scale")
- 6a) Apply any Changes.

Exporting the Assets From Unity for AGF (In Unity)

- 1) Load the Asset Packager Scene
- 2) Switch your Unity Project Area to a "One Column Layout"
- 3) Select the "AssetPackagerSettings" in the "Hierarchy" area
- 3a) In the Inspector, Check "Collider Convex" if your mesh Colliders require it
- 3b) In the Inspector, Check "Add Rigidbodies" if your object requires real time physics

Optional Step) Create a new Folder and name it with the heading you would like to see your assets listed under, in the AGF asset manager list.

- 4) In the Project area select the Folder containing the objects for export to AGF
- 5) Click on "Axis Game Factory" in the top menu
- 6) Mouse over "Build Asset Pack" and choose "Warehouse"
- 7) Choose where to save your new asset pack, using a completely unique name for your asset pack.
- 7a) Suggesting naming system ["Your Initials"_"two digit birth month and date"_"asset pack name"_"w"]
- 7b) Example: MWM_1216_DungeonTiles_w.unity3d
- 7c) Note: The "w" at the end of the file name tells AGF that it is a "Warehouse" asset pack.

Troubleshooting and testing information: Please view the Online documentation linked in the AGF Web Links Appendix.



FREQUENTLY ASKED QUESTIONS

Informational Note: You can always choose to run any of the AGF applications directly from your "Axis Game Factory" folder from within your Steam install folder. Visual Instructions [HERE](#).

Q) Why doesn't the terrain import properly into Unity, there seems to be missing textures?

A) If you are seeing any texture problems when importing into Unity please turn off the Direct X11 features in unity as this will fix the texture problems. Here is how to fix it,

- In the Unity Menu Choose: Edit->Project Settings->Player
- Choose: Settings for PC, Mac & Linux Standalone
- Under the "Other Settings" Tab: Uncheck "Use Direct3D 11"

Q) I have a very small edge where the texture stretches, why is this happening?

A) The triplanar shader is transitioning between textures in an area that is too small. Smoothing this transition area in AGFPro with the terrain smooth tool will fix it.

Q) When a raised portion of land meets a flat area the textures seem stretched, why is this happening?

A) AGF uses the DirectX9 runtime libraries and some installations of Windows do not include them, so they must be installed by the computer administrator. You can download the installer for these required files from Microsoft themselves. After you have downloaded it, just install it and restart your computer. *We must add an "install at your own risk" disclaimer to this, but it's a file directly from Microsoft.

Download: <http://www.microsoft.com/en-ca/download/details.aspx?id=8109>

Q) I Can't seem to click on any buttons on my MAC but AGF isn't frozen or crashed, why is this happening?

A) On a Mac you would need to run AGF at the same resolution your Mac normally uses or the mouse pointer will become misaligned with where you are actually clicking. You can solve this issue using these steps..

- Run AGF at your Macs default Desktop resolution
- In the top menu Left Click on "Windows" and choose "Fullscreen"

Q) On my Mac, Why do I only get a blank screen when I start AGF?

A) Steam Overlay can cause this issue on some Mac computers. Here is how to fix it,

- Open your Steam Library (Software)
- Right Click "Axis Game Factory" in the list and choose "Properties"
- Un-check the box that says "Enable Steam Overlay During Game"
- Click: "Close"

Q) When I try to make an Asset Pack in Unity for AGF, I get warnings about pictures not being made and end up with no preview image in AGF, why is this happening?

A) When you are preparing your model in the 3D Modeling software, you need to make sure that the models "Transforms" are all set to 0 before you export it or the model will retain that transform information and not be centered properly for AGF. This also makes the automatic preview system not able to take a proper picture of that model because it's not centered like models that have all of their transforms properly set to 0.



Q) When I create an Asset Pack in unity for AGF some models are not properly sized, however in Unity they look like they are the proper size, why is this happening?

A) Some 3D Modeling software are designed to measure models in centimeters while Unity uses meters. A model that was made by someone else or if from an outside source may not be sized properly when it was created. Unity can detect this issue automatically and instead of showing you the model sized to a 1:1 scale it will show you a 1:0.01 scale making it look like it is sized correctly. AGF is designed for the assets to already be scaled to the size you want to see on screen, so you will need to make sure that the model is scaled properly.

Q) How can I edit or update an asset pack I've already created for AGF?

A) You can simply create a new asset pack of the same name. The contents that were in the new asset pack must be named exactly the same as they were in your old asset pack, but you can update the old assets or even add more.

Q) Do my friends need to own AGF to play the games I make using the various DLCs that you offer, like Fantasy Side-Scroller and Zombie FPS?

A) Your friends do not need to own AGF to enjoy the scenes you make in the AGF DLCs. Simply package up the project save folder into a Zip file and send it to your friends to enjoy.

Q) What does the (L) beside some assets mean in AGF?

A) The (L) stands for locked, which means you can't export them to Unity. Some assets we can give away with AGF and some we can't for simple legal reasons. We would give them all away if we could.

Q) Can I import my own hightmap into AGF as well as export them?

A) Yes, you can export as well as import your own heightmap by using the AGF menu,

- File -> Import Terrain
- File -> Export Terrain

Q) Everything was working great but now things are acting funny in some way, what happened?

A) Making sure that all of your current files are up to date and don't have any issues, you can verify the install files in Steam. Here is how you do that,

- Find Axis Game Factory in your Steam Software Library List
- Right Click the game title and choose "Properties"
- Left click the "Local Files" Tab
- Left click the "Verify Integrity of Game Cache..." button
- When it's done, see if it's solved your issue.



AGFPRO WEB LINKS

Main AGF Website: <http://www.axisgamefactoryllc.com/>

AGFPro Toolset: <http://www.axisgamefactoryllc.com/agf-toolset/>

AGFPro Fantasy Side-Scroller DLC: <http://www.axisgamefactoryllc.com/agf-fantasy-side-scroller/>

AGFPro Zombie FPS DLC: <http://www.axisgamefactoryllc.com/agf-zombie-fps/>

AGFPro Battlemat DLC: <http://www.axisgamefactoryllc.com/agf-battlemat/>

AGFPRO WEB COMMUNITY LINKS

AGF Forums: <http://www.axisgamefactoryllc.com/forum/>

Share Your Creation: <http://www.axisgamefactoryllc.com/local-filebase/>

AGF Points: <http://www.axisgamefactoryllc.com/agf-points-disclaimer/>

AGF Asset Store: <http://www.axisgamefactoryllc.com/shop/>

AGFPRO WEB SUPPORT LINKS

AGF Video Tutorials: <http://www.axisgamefactoryllc.com/agf-tutorials/>

AGF Full Support FAQ: <http://www.axisgamefactoryllc.com/support-faq/>

Creating Asset Packs for AGF: <http://www.axisgamefactoryllc.com/creating-as-set-packs/>

Contact Us Online: <http://www.axisgamefactoryllc.com/contact-us/>



