# User Manual Game Limiter

The following manual is in English but is also available in Swedish.

Download and installation

Download the latest version from Amazeit.se under Software. If you have a previous version installed, uninstall it first, before starting with the installation of the newly downloaded version.

Run G*ame Limiter Setup.msi* to install the program, as an administrator if you are not logged in to Windows with an administrator account. Otherwise, Windows will ask you for a password for an administration account.

When the installation wizard starts, follow it through the guided process. Change to another installation location if desired, read and tick the box that you have read and accept the End User License Agreement (EULA) to install the application, and then follow the installation wizard until installation is complete.
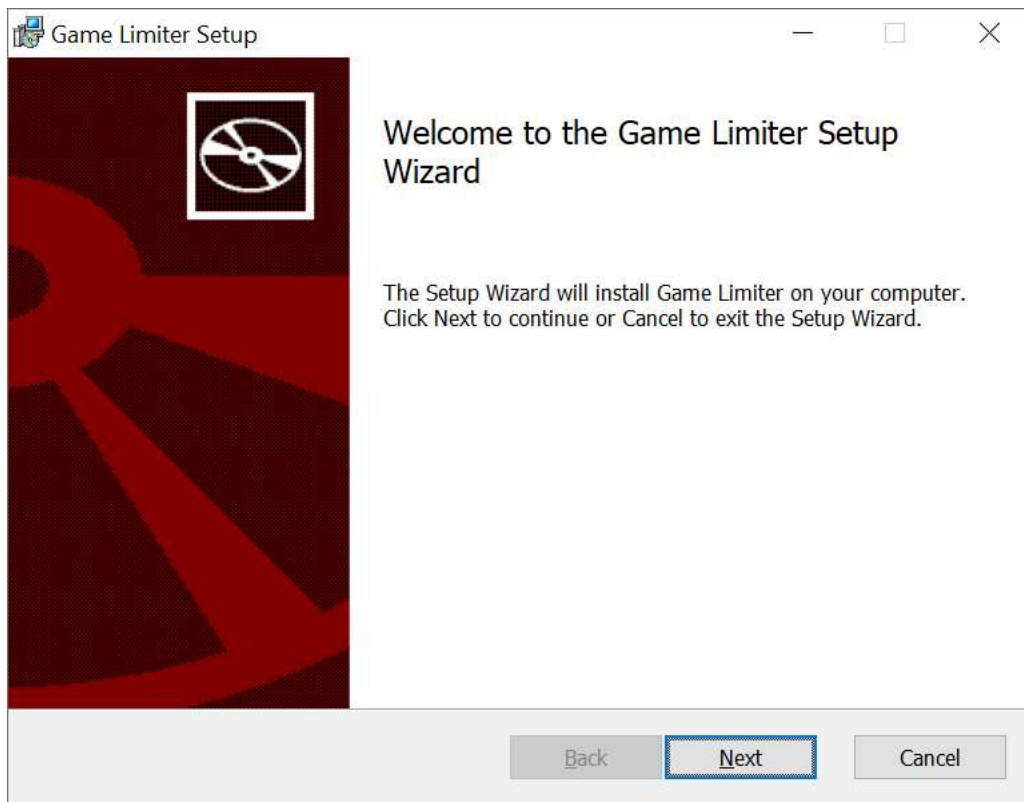

Use

The purpose of the application is to limit the gaming time of the user in such a way that it is still possible to do other things with the computer, after the end of the gaming time. However, if the user tries to play more games when the game time is over, the computer shuts down. When the total computer time ends, the computer shuts down.

Progress Bars

Here you can see, with the help of two progress bars, how much time you have left and how much you already spent, of the total time, for both computer use and gaming time. This is the normal display mode when all settings are made. If you have multiple screens and play on the main screen,

you can have the *Game Limiter* app in this display mode on one of the other screens to easily monitor time left.
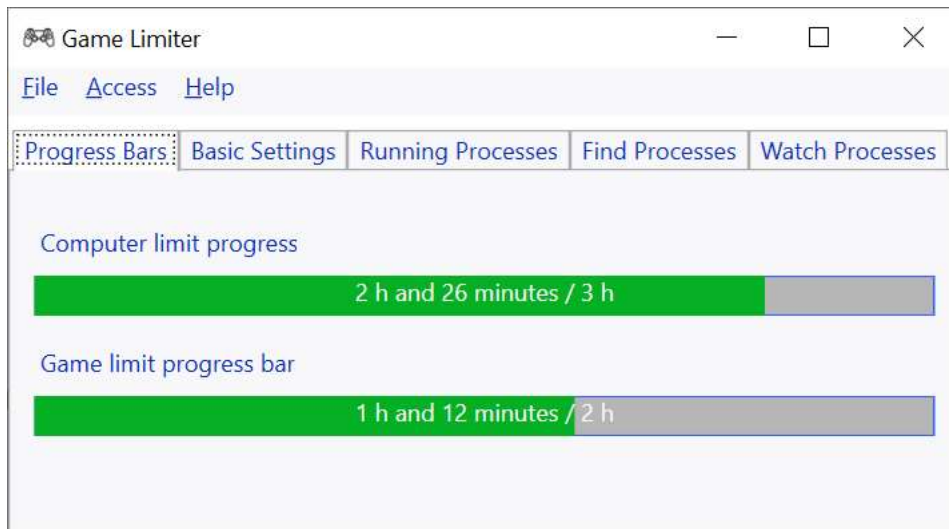
Basic Settings

Here you can set the time for computer use and gaming. You also set if you want to be warned when the time is coming to an end, for both computer use and game time.
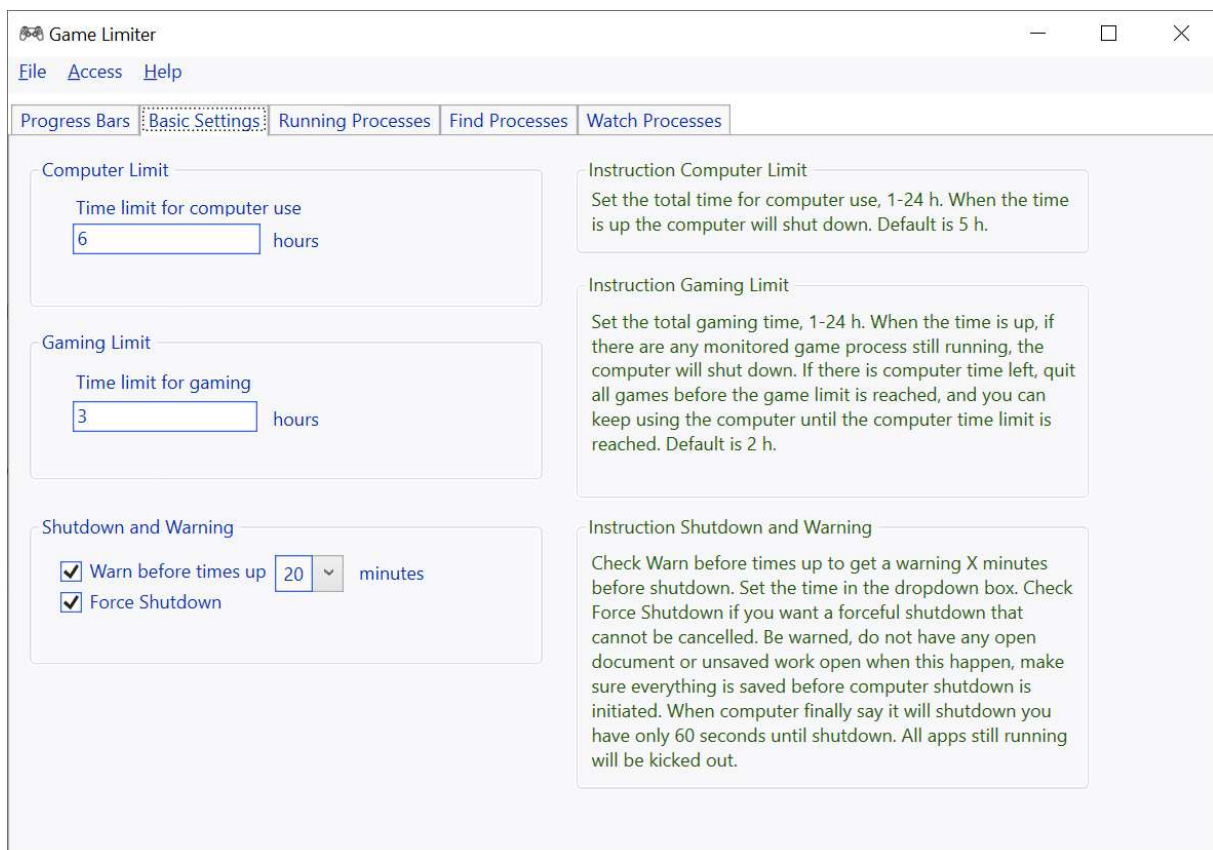
Computer Limit

Computer Limit setts the hours for computer use per day before it shuts down. The computer usage time should always be longer than the gaming time because otherwise you cannot use up all gaming time before the computer time ends, and then the computer shuts down.

Gaming Limit

Gaming Limit is the setting for how many hours you can play games before the computer shuts down. If you turn off all the games (processes) that are monitored before the time is up, the computer will not be turned itself off, which means that you can continue to use it if you have time for computer use left (*Computer Limit*).

Shutdown and Warning

Shutdown and Warning, here the user can set if they want to get a warning before computer or game time is over. It is also possible to set how many minutes before the time is up you want to be warned. You get one warning for gaming time and one for computer time. Example: You have set 5 hours on computer time and 2 hours on gaming time and that you want a warning, and you want to get it 15 minutes before the time is up. Then the first warning comes when you have been gaming for 1 hour and 45 minutes. Unless the game is switched off before the 2-hour limit is reached, the computer will turn itself off. If the user wants to continue using the computer, he can easily do so, and then the next warning will be after 4 hours and 45 minutes of total computer use (including gaming). If the computer is not shut down before the time expires (5 h in this example), the computer will shut down automatically.

Force Shutdown

Force Shutdown should be used with caution as data may be lost in the worst-case scenario. However, without *Force Shutdown*, it is possible to cancel the shutdown process. For example, if you have open documents and files that are not saved, a regular Shutdown, without Force, will ask if you want to cancel Shutdown and save your job first. However, if you have *Force Shutdown* ticked, Windows will give each application a few seconds to shut down and then kick out the applications that have not responded, which means that work can be lost. For example, if you have started working on a document in Word and have not yet saved for the first time so that the file has a name, which will cause Word to ask the user for a file name before saving the file. Word and other Office apps auto-save all your work in temporary files nowadays but there are apps that don't. So understand this feature and its risks before using it. For the *Game Limiter* app to work as intended and to control the shutdown of the computer during use, *Force Shutdown* and auto-start are required.
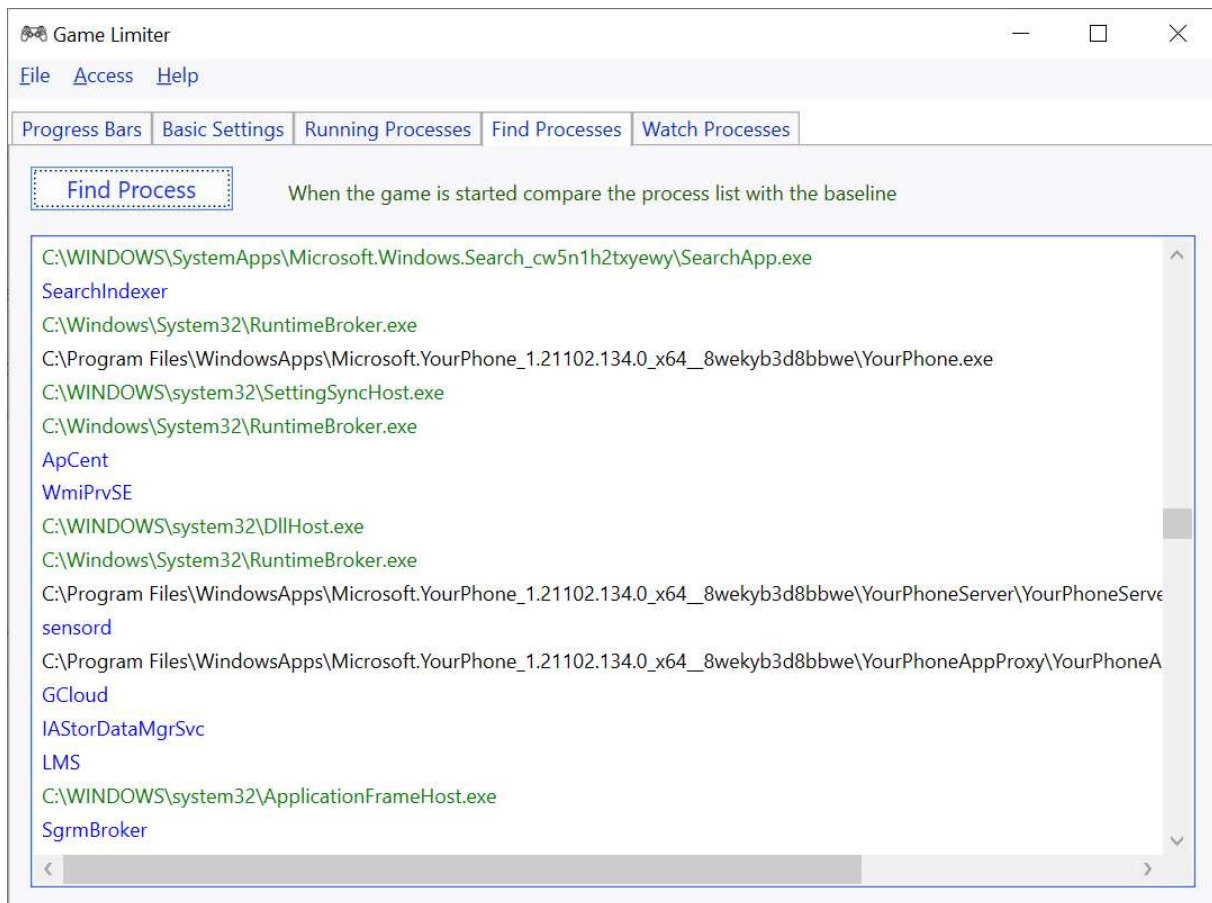
Running Processes

To find games, which you want to monitor, you start by doing a search of the processes running on your computer, right now, by pressing *Running Processes,* before starting a game. This lists all the processes that are currently running. If any of these processes are suspected to be a game or a game-related process, it is highlighted in red and copied over to *Watch Processes.* Depending on the settings in the *Advanced Settings* menu, processes that are suspected to be systems and/or Windows processes will be highlighted in green and blue or filtered out and not displayed in this window. See *Advanced Settings,* for further information. Now you have created a *Baseline*.
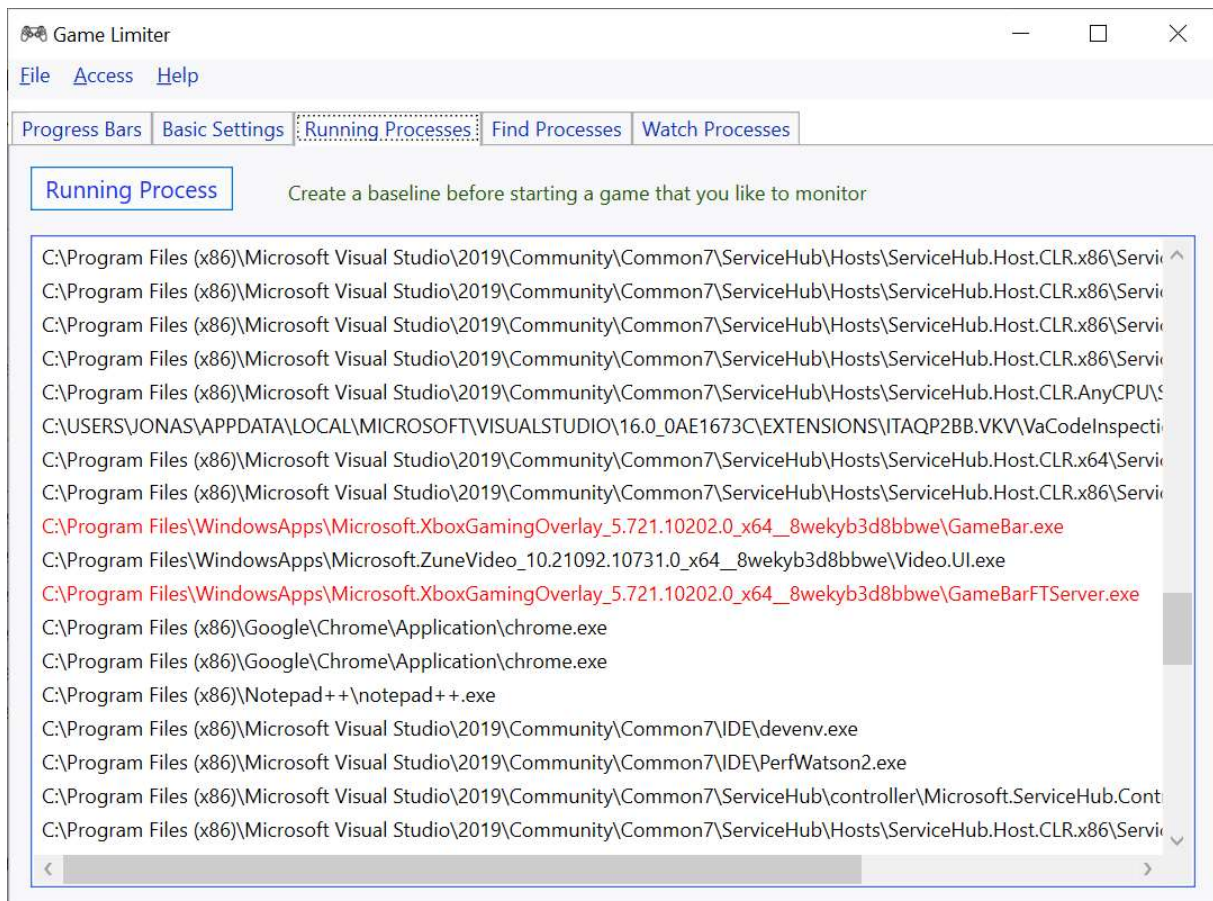
Find Process

The first search for processes creates a so-called *Baseline* against which the next search is compared. After you have a *Baseline,* you can start the game you want *Game Limiter* to monitor, wait a while until the game has started, and then press *Find Process* under the *Find Processes* tab. Now all the processes running, right now, will be listed in the window and those suspected of belonging to a game as well as those that differ from the previously taken *Baseline* will be copied over in the *Watch Processes* window.

Watch Processes

In the *Watch Processes* window, you can see the processes that *Game Limiter* is currently monitoring and whether they are running (alive) or not. It is also possible here to remove the processes that you do not want to monitor, which may be appropriate if, for example, you start a game via a platform like *Epic* or *Steam*, so you may not want to monitor the gaming platform's own processes, since it is not really a game and some of them also auto-start with Windows, depending on your settings, which might change over time. Other processes such as anti-cheat, which are also started at the same time as the game may end up here. Sometimes it can be good to leave the other processes in the list to be monitored, as if the game process itself does not show up here, if it runs in a host process or is hidden, but in most cases, it is better to remove them. You decide for yourself. However, it is important that you do not have processes that auto-start with Windows here, under monitoring, but only processes that start with the programs (games) you want to monitor.
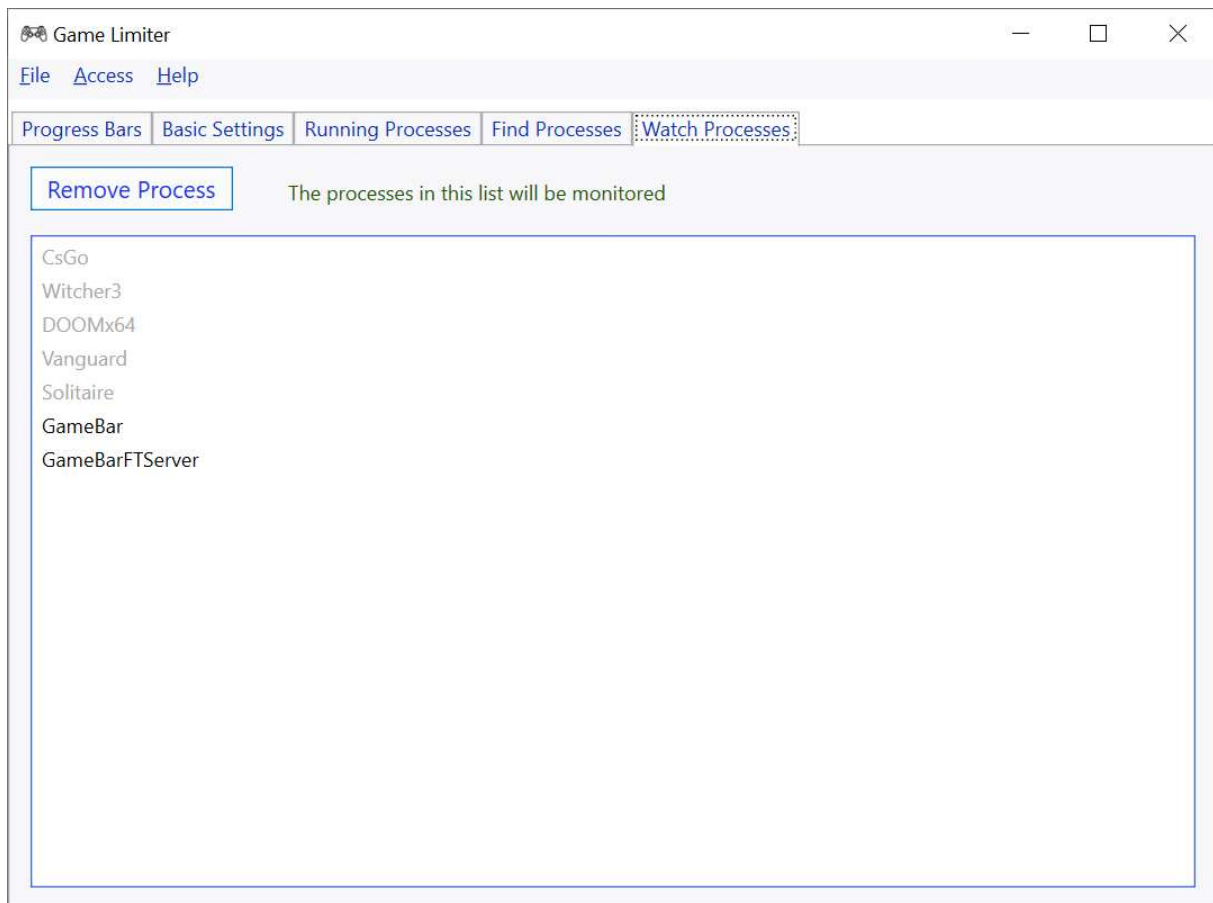
You can also see that some of the processes are not alive in this window, see the picture above. They are greyed out. Those that are black are processes that are alive now, or during the last update. This window is updated once a minute when selected, not otherwise. If you like to change to see which processes are alive, this is done in the *Advanced Settings* menu.

Menus

The top menu bar of the application contains some additional features as well as some information about the app and its publisher.

Advanced Settings

Advanced Settings has some settings for both the GUI and the system. Graphical User Interface (GUI) are settings that affect how data is presented to you as a user. *System settings* are system settings that affect how the app behaves, but they have no visible impact on the GUI.
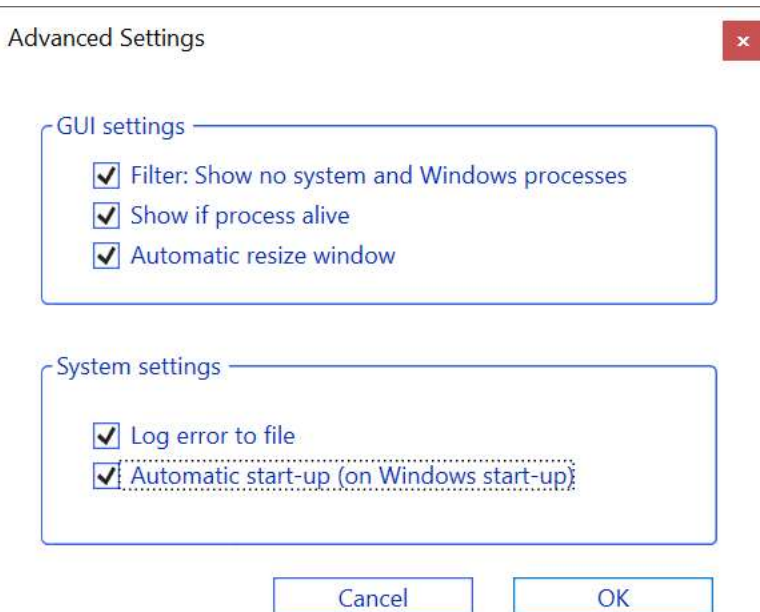
GUI Settings

The following user interface settings can be made.

Filter: Show no system and Windows processes

With the filter active, none of the process tabs will display processes identified as likely to be systems and/or Windows processes. This radically reduces the list of processes printed in the window, making it a little easier to loop through all processes. However, if you want to see these processes as well, uncheck the box and they will appear in the color blue or green,depending on how the processes have been identified. Blue processes have no path and green processes have been identified with the system list.

Show if process alive

Choose whether to see which processes of those being monitored are currently alive. The window is updated once a minute when selected, in display mode (focus). Processes that are alive are black and dead processes are grayed out. Uncheck the checkbox if you want all processes in Watch *Processes* to be printed in black. Grayed processes can still be selected and removed using the *Remove Process* button. The processes that remain in *Watch Processes* are written down to a file and reloaded at the next application startup, for monitoring.

Automatic resize window

Select whether you want the window to resize automatically when changing the tab, to adapt to the content, uncheck otherwise.

System settings

The following system settings can be made.

Log error to file

Select and the app will write down errors to an error-file. (ErrorLogg.txt)
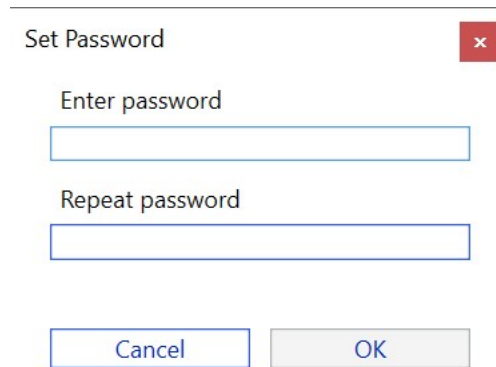
Automatic start-up (on Windows' start-up)

Select for each user that you want the app to auto-start with Windows. Uncheck and autostart is removed. The startup is a Windows feature and can turnoff, or on, in other ways, including by an administrator. For the app to work as intended and to be able to control the shutdown of the

computer when used, auto-start is required. The intended user who needs help controlling gaming time should use a regular user account (Windows User account) and not an Administrator account.

Set Password

To lock the interface, a password is required. To set this, repeat the same password twice in the *Set Password* window and approve by pressing the *OK* button. If passwords don't match, you'll get a warning, and the *OK* button will be grayed out. When the passwords match, the warning disappears and it becomes possible to press the *OK* button. Now the password is set.

Lock and Unlock

To lock the interface, a password is required, then you can lock so that changes can no longer be made. However, the app works as usual, and checks all processes once a minute, and it is possible to change the display mode, even if the normal display mode is the first tab, *Progress Bars,* where you can see how much time has passed and how much time you have left for both computer-use and gaming. But if you have stopped playing games and see that progress-the bar for games is still updated, you can check in *Watch Processes* to see what process is alive, provided you checked in that function in *Advanced Settings.*

Instructions

Show dark green help text in selected places in the app, uncheck for a cleaner interface.

About

Information about the app and publisher, the version and date of this release is important if you want to report a bug for example. It also says *Beta* next to the version number if the app is in the beta stage and a beta has a limited use time of a maximum of 90 days, then it stops working. The app freezes total after 90 days and no features are available. However, you will receive a warning a few days before this happens, that it is time to download a new version. Then do so, as soon as you can, and install the latest version.

Exit

If you choose to shut down the application via *Exit,* you will get an opportunity to enter the correct password and if you enter the correct password, the app will just shut down, otherwise the computer will shut down shortly after the *Game Limiter* app. If you try to shut down with the cross or kick out the app, your computer shuts down. Of course, it is possible to get around this relatively simple security if you are an administrator, but with a regular user account it is much more difficult, which is the intended user for this app.

Files

SystemList.json is a file that contains keywords to recognize system processes. This file is created 9 at first application start.

GameList.Json is a file that contains keywords to recognize game processes. This file is created at first application start.

ProcessList.json is a file that contains the processes the user has chosen to monitor. This file is created at first application start.

GameLimiterSettings.json is a file that contains multiple system settings. This file is created at first application start.

ErrorLogg.txt is a file that contains a log of error messages where each message has a date. This file only writes down to the file system if any error occurs and if the checkbox, in *Advanced Settings*, has been ticked.

A word from the author

I hope that you will benefit greatly from this app and that it can help you maintain the harmonious and familiar atmosphere every family need and deserves to unwind and recharge their batteries at home, to cope with the stressful and fast-moving society we all live in today, by reducing the number of quarrels and moments when parents must act as police. Good luck!

Should you detect any errors and/or bugs, please let me know. Of course, I am also grateful to receive suggestions for improvements. By register a user at Amazeit.se you will get access to my contact information. You can do so under *Login*.