

INTRODUCTION

This guide was created to assist people setting up their legally owned backup to be used with the TeknoParrot application (TPUI).

This guide assumes that the reader has a basic understanding of how to use a Windows computer. It has been written with a level of detail that even an inexperienced user should be able to follow. Don't be intimidated by the length of this guide! It has lots of screenshots to visually assist you along the way. If you have your legally owned backup of the game, you have everything you need for this setup.

If you've never worked with a database before, this guide will help you learn a few of the basics. You'll be that much more confident setting those games up too without waiting for someone to do it for you. When you're finished this guide, you'll wonder what you were so worried about to begin with.

ESTIMATED TIME FOR FULL POSTGRES INSTALL AND DATABASE SETUP: **20 minutes**

PRE-EXISTING POSTGRES INSTALL, DATABASE SETUP ONLY: **5 minutes**

Take your time! Read each step first to understand it, then perform the step. Do not skip over anything or work ahead. This guide is meant to be done in the order it is presented, from start to finish.

If you miss a step or do something incorrectly along the way, it is very likely you will experience problems when running the game. **Don't panic!** Retrace your steps, figure out where you went wrong and make the necessary correction(s).

Grab a coffee, sit back and let's get started!

Update notes:

1. The game does not work with AMD GPU's.
2. Additional edits were added to the *del_attrib_category* functions in order to remove some non-critical errors from occurring in the database. Postgres is now much happier because it is running error-free. These new changes are not overly necessary if you have already created your database and have been playing the game, but I would recommend if you recreated this database in the future, you include these new changes.

PRE-SETUP

If you have already installed PostgreSQL from setting up another iT game, skip ahead to the “PostgreSQL DATABASE IMPORT” section.

If you have NOT setup PostgreSQL yet, carry on to the next section titled “PostgreSQL Install”.

Do not make any changes to existing Postgres databases! You simply need to create a new database when adding a new game and make the necessary adjustments as instructed.

If you downloaded this guide from the pinned messages in the TeknoParrot Discord, it will contain the needed installer files.

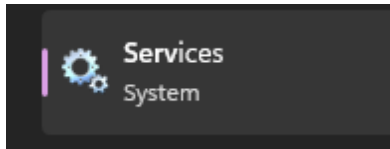
If you only obtained a copy of the guide itself and are missing the installer files, download the installer from the following link and extract the zip into a temporary folder:

<https://workupload.com/file/d3ng94czm4F>

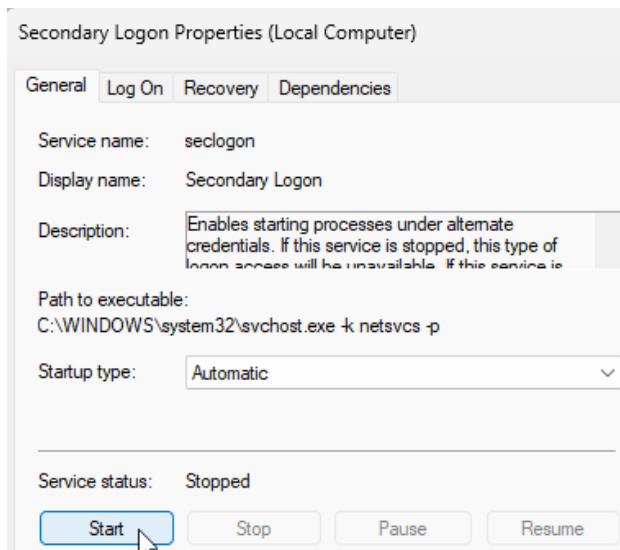
Extract your game files into another folder, preferably where you run your TP games from. Leave the game folder alone for now, we'll come back to it later.

PostgreSQL INSTALL

1. You must be logged into your Windows PC with an account that has administrator privileges.
2. Using the Windows Search function, type “Services” and run the app.



3. In the list of Services, find “**Secondary Logon**”
 - a. Double-click the name to open the **Secondary Logon** properties
 - b. Change the Startup Type to **Automatic**
 - c. Under “Service Status”, click the **Start** button
 - d. Click on OK and close the Services window.



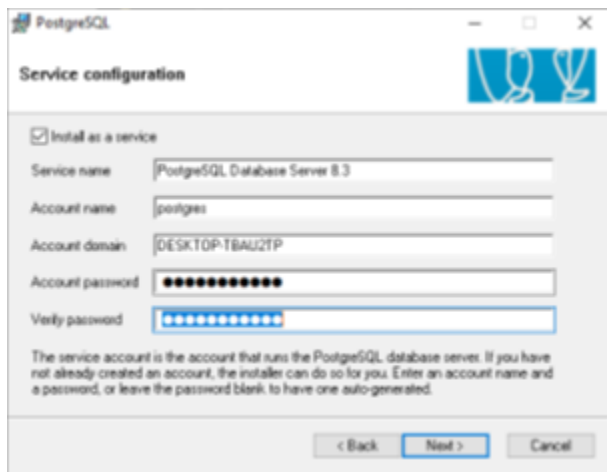
4. Inside the folder you extracted from the download, run “**SETUP.bat**”
 - a. VC2005 is installed first, then the Postgres installer starts after. If VC2005 is already installed on your system, you can ignore the “another version already installed” message and continue the Postgres installation.
5. Click through the PostgreSQL installer, changing NOTHING (use all default installer settings), until you get to the **Service configuration** window.
 - a. Leave everything as default, but in the Account Password box, type in a strong password (Postgres wants to see a password that contains, at minimum, a combination of upper and lower case letters, and numbers). You are creating a Service Account in your Windows OS that is responsible for starting and running the Postgres database server in the background.

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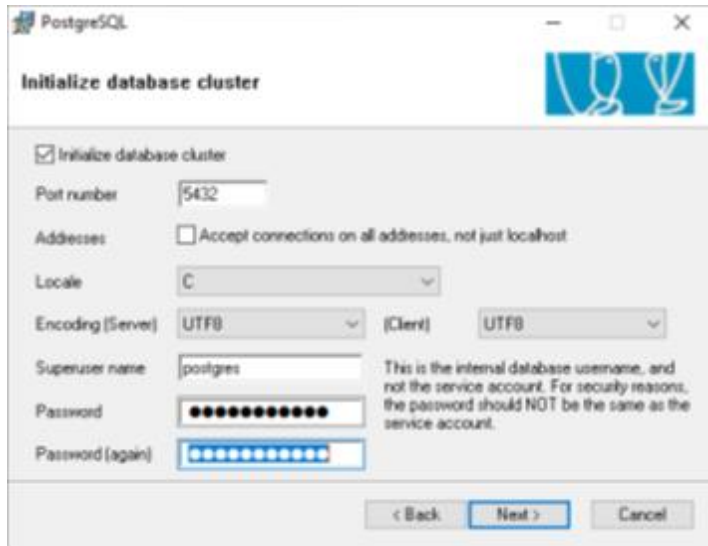
This account has absolutely **nothing** to do with the TeknoParrot frontend and is only used to run the Postgres server as a system service. STORE THE PASSWORD SOMEWHERE SAFE.

- b. Click **Next**. You'll see a prompt that the postgres user was not found and if you want the account to be created. Select **Yes**

If you used a weak password, you'll be prompted if you want Postgres to replace it with a random password. It is best to choose "No", then click the Back button to change your password to something stronger. If you choose "Yes", then it will create a random 32-character scrambled password which you have to write down by hand (no copy/paste available!)



6. On the next screen, **Initialize database cluster**, make the necessary changes to match the screenshot below. This step creates the internal Postgres database **superuser** account.
 - a. This is the account you use to manage the game database
 - b. This account is not the same as the Service Account user you created earlier
 - c. **This is the account that TPUI needs to access the game database**
 - d. It is highly advisable to make the password different than the Service Account password. There is no requirement to make it strong or complex, just make it something memorable and write it down. (eg. "teknoparrot")
 - e. **The "C" Locale must be selected.** It is in the pulldown list at the start of the locales that begin with the letter C. I will not explain why this is used other than to say it is performance related.

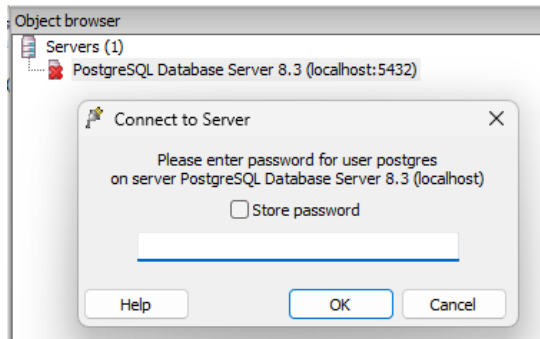


7. Click **Next** to continue
8. Click **Next** on all subsequent screens, changing nothing, until the “Installation complete” window comes up
9. Uncheck the “**Launch Stack Builder at exit**”
10. Click **Finish**
11. **REBOOT YOUR COMPUTER! This must be done before you continue.**

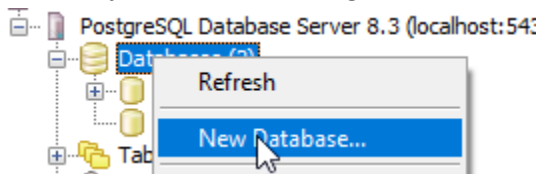
After rebooting, you are now done installing PostgreSQL on your computer and you are ready for the game database import.

PostgreSQL DATABASE IMPORT

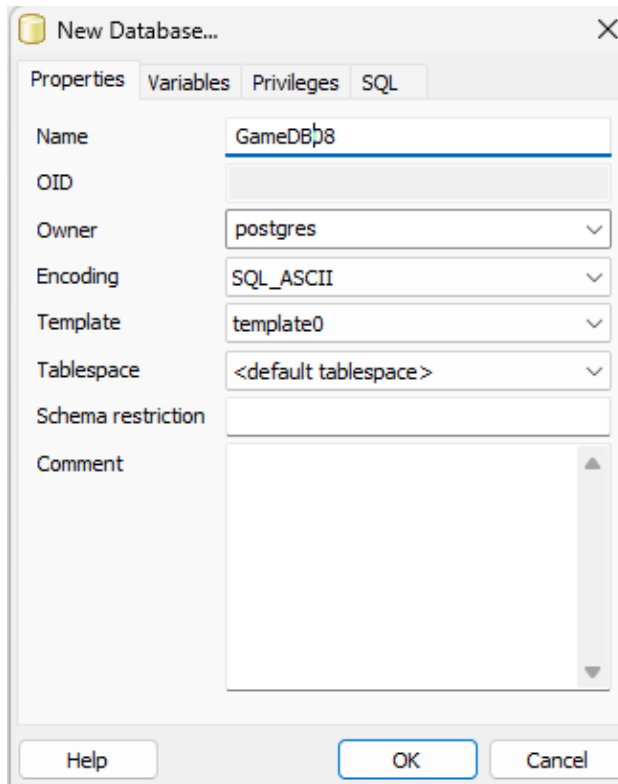
1. From the Windows Start Menu -> **PostgreSQL 8.3** folder, click on **pgAdmin III** (or find this app in Windows Search). **pgAdmin** is the program that allows you to connect to the database server and manage the database you will be setting up in the following steps.
2. When the **pgAdmin** window opens:
 - a. Under **Servers**, double-click on **PostgreSQL Database Server 8.3**
 - b. type in your Postgres **superuser** password you created earlier to connect to the database



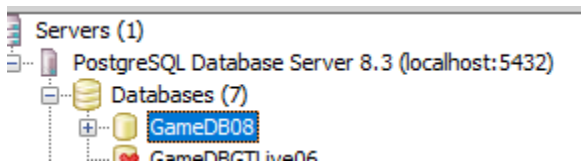
3. In the Object browser tree, right-click on **Databases** and select **New Database**



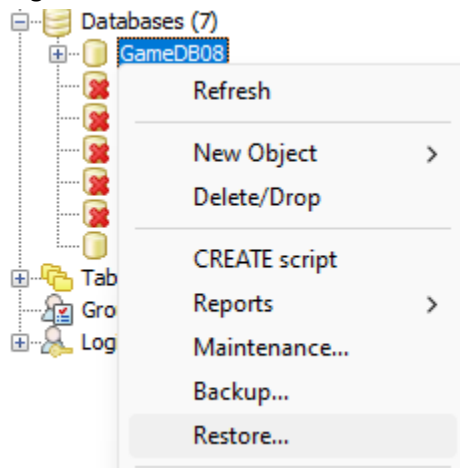
4. Now we need to give the new database a name. The name can be anything you want but keep it simple and use only alphanumeric characters. For this guide, I will choose the database name **"GameDB08"**
5. Fill out the fields to match the screenshot below exactly, then click **OK**.
NOTE!! DB ENCODING IS DIFFERENT THAN GOLDEN TEE 2006



6. The new database will be created and is now located under **Databases**. Don't worry that there is a red X in it, it just means you haven't selected it. The red X will go away when you click on it in the next step.

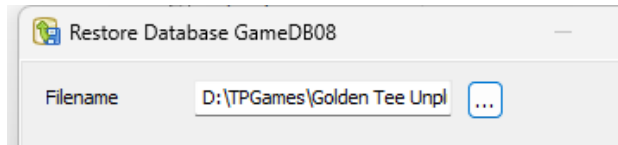


7. Right-click on **GameDB08** and select **Restore**

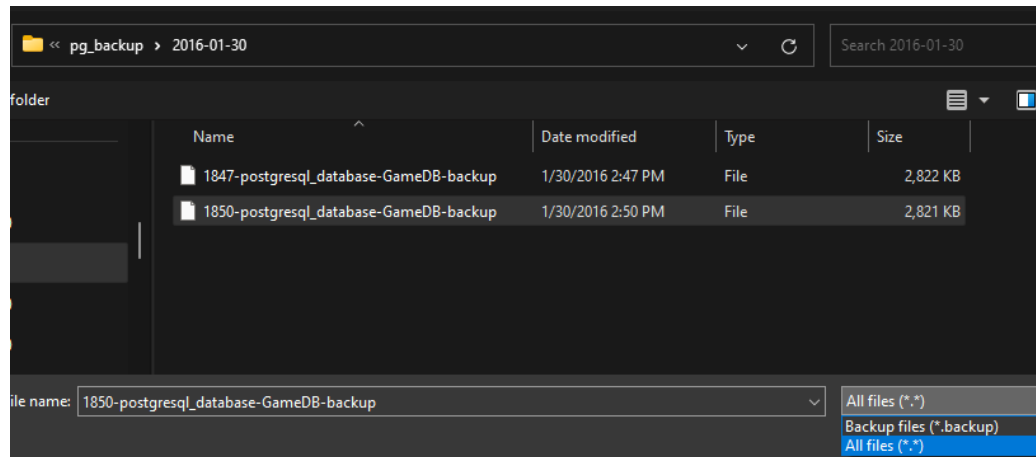


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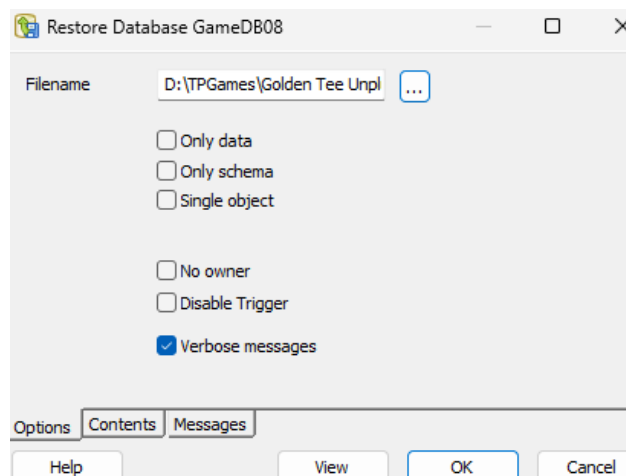
8. On the “Filename” line, click the “...” file browse button, then **browse to the location where you extracted your game files.**



- a. Browse into the “**pg_backup\2016-01-30**” folder.
- b. Change the File type from “Backup files (*.backup)” to “**All Files (*.*)**” to be able to see the file.
- c. The database backup file is called “1850-postgresql_database-GameDB-backup”



- d. Left-click on the file to highlight it, then click **Open**. The file path will now be added to the Restore Database filename line.

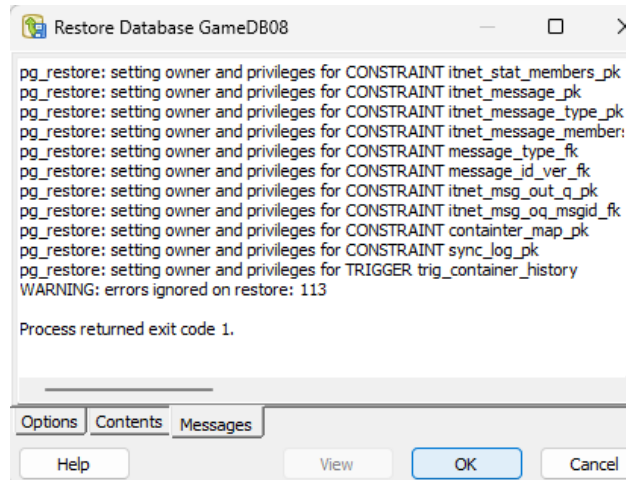


- e. Changing no other options, click on **OK**.

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- f. The database will be imported. Ignore the errors and warnings.

Click on **CANCEL**. Yes, it's a counter-intuitive window, but just do it.



9. The database import is now complete. You're halfway there! Now we'll now move on to making some changes to a few things inside the database.

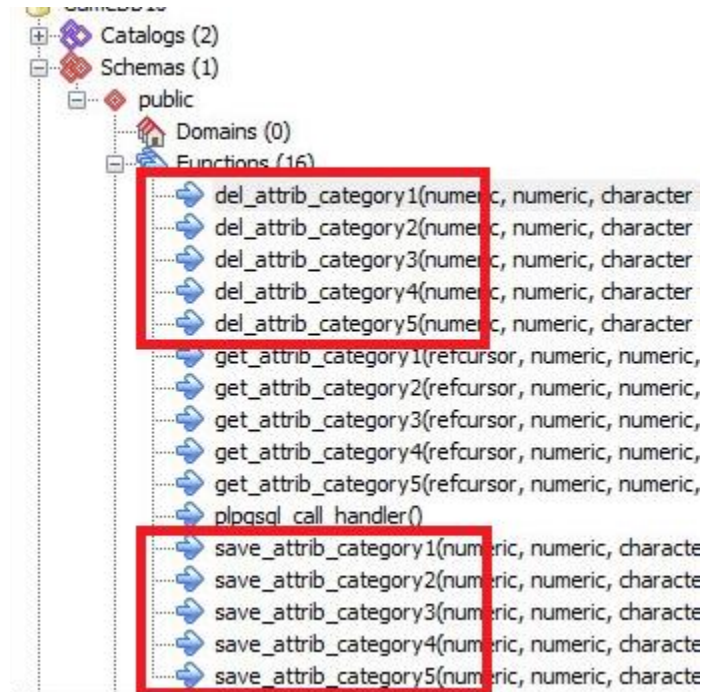
DATABASE CHANGES

1. Ten (10) functions need to be individually edited in your database, so expand the database tree and locate the functions in the following location:

-> Schemas

-> public

-> Functions



- a. Double-click on the first function, **del_attrb_category1**

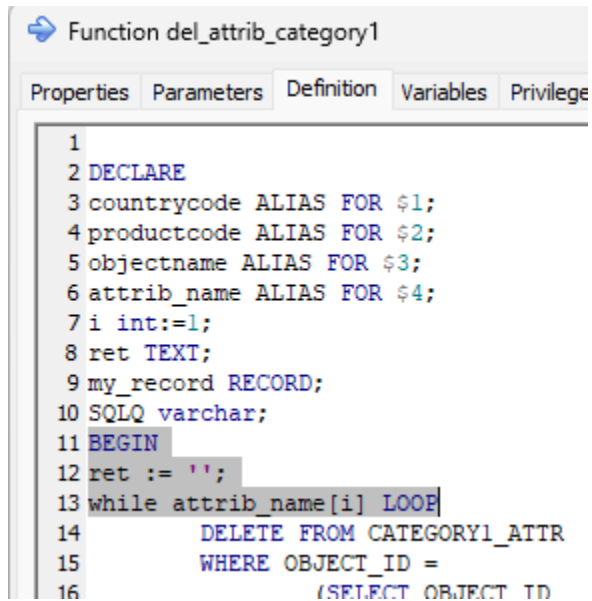
Close the "Guru Hint" help window that pops up, put a check in the box to stop seeing it, otherwise it'll get annoying.

- b. Click on the **"Definition"** tab

- c. Highlight the 5 lines listed below, and press CTRL + C to copy them into your clipboard

```
array_size int;  
BEGIN  
ret := "";  
array_size := array_upper(attrb_name, 1);  
WHILE i <= array_size LOOP
```

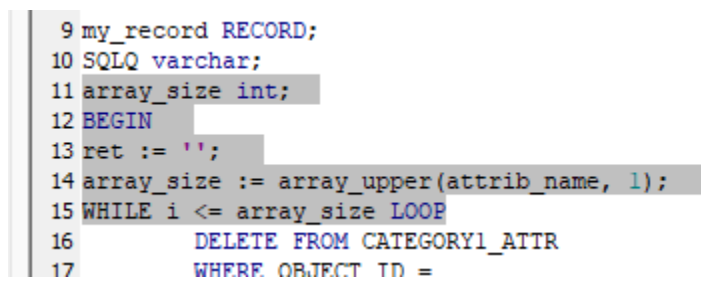
- d. Using your mouse, highlight line 11-13 in the Function window:



```
Function del_attrb_category1
Properties Parameters Definition Variables Privilege
1
2 DECLARE
3 countrycode ALIAS FOR $1;
4 productcode ALIAS FOR $2;
5 objectname ALIAS FOR $3;
6 attrib_name ALIAS FOR $4;
7 i int:=1;
8 ret TEXT;
9 my_record RECORD;
10 SQLQ varchar;
11 BEGIN
12 ret := '';
13 while attrib_name[i] LOOP
14     DELETE FROM CATEGORY1_ATTR
15     WHERE OBJECT_ID =
16         (SELECT OBJECT_ID
```

- e. Press CTRL + V to paste the 5 lines in its place.

- f. Line 11-15 should now look like this:



```
9 my_record RECORD;
10 SQLQ varchar;
11 array_size int;
12 BEGIN
13 ret := '';
14 array_size := array_upper(attrib_name, 1);
15 WHILE i <= array_size LOOP
16     DELETE FROM CATEGORY1_ATTR
17     WHERE OBJECT_ID =
```

- g. When finished, click **OK** to apply your changes and the Function window will close.
- h. **REPEAT THIS SAME PROCEDURE** for the other four **del_attrb_category** functions remaining. If you make a mistake when editing the function, press the CTRL + Z key to undo your changes in the window.

2. Double-click on the first function, **save_attrb_category1**

- i. Click on the "**Definition**" tab

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- j. Using your mouse, highlight line 19-22 in the Function window:

```
13 y int:=0;
14 ret TEXT;
15 SQLQ VARCHAR;
16 cnt int;
17 rowtot int:=0;
18 rettot int:=0;
19
20 BEGIN
21 ret := '';
22 WHILE attrib_name[i] LOOP
23     FOR my_record IN
24         SELECT a.OBJECT_ID
25
```

- k. Press CTRL + V to paste the same 5 lines in its place as was done in the del_attrb functions. Seeing a pattern yet?

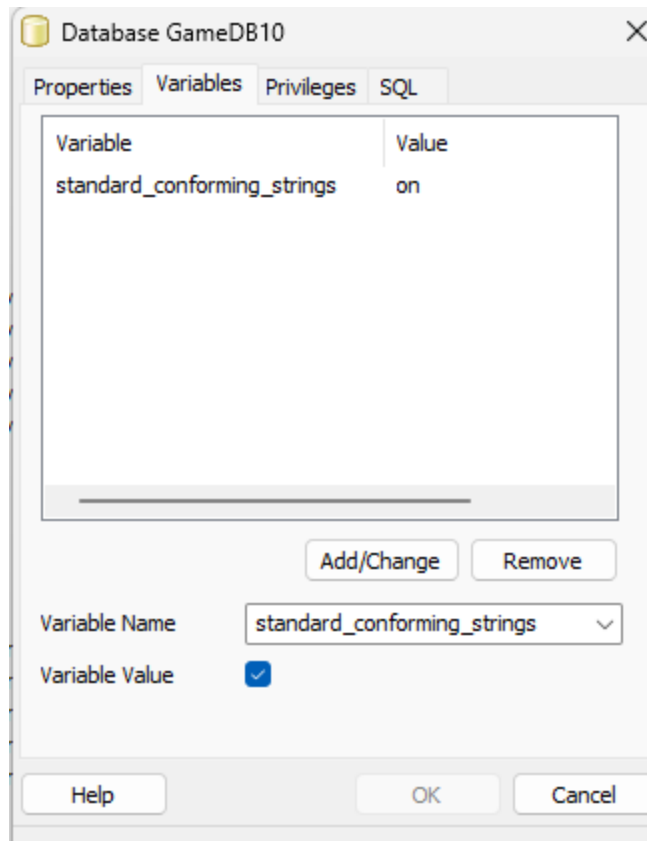
- l. Line 19-23 should now look like this:

```
13 y int:=0;
14 ret TEXT;
15 SQLQ VARCHAR;
16 cnt int;
17 rowtot int:=0;
18 rettot int:=0;
19 array_size int;
20 BEGIN
21 ret := '';
22 array_size := array_upper(attrib_name, 1);
23 WHILE i <= array_size LOOP
24     FOR my_record IN
25         SELECT a.OBJECT ID
```

- m. **REPEAT THIS SAME PROCEDURE** for the other four **save_attrb_category** functions remaining. If you make a mistake when editing the function, press the CTRL + Z key to undo your changes in the window.

3. The last step is to enter a manual variable to the database:
- In the **Servers** tree, right-click on the game database name
 - select **Properties**
 - select the **Variables** tab
 - under **Variable Name**, use the pulldown menu and select "standard_conforming_strings"
 - put a checkmark in the **Variable Value** box
 - click the **Add/Change** button, and it will add the new variable in the list.
 - click **OK** to exit

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You are done setting up your game database! You can close the pgAdmin app.

START THE TEKNOPARROT FRONTEND

1. If you haven't already, add the game to your TP library
2. Select the game from the game library list, then click on **Game Settings**
3. click on the **Game Executable** file path, browse to your game folder location, select the "**game.bin**" file and click on **Open**
4. type in your Postgres database name on the "**Postgres – DbName**" line
5. type in your Postgres **superuser** password on the "**Postgres - Pass**" line. DON'T FORGET, THE PASSWORD IS EMPTY BY DEFAULT!! I see some of you miss this step.

Your game settings window should now look something like this:

General - Input API	DirectInput
General - Windowed	☒
General - Reduce CPU Usage ⓘ	☐
General - Use Hires Shadows ⓘ	☒
General - Use Hires Reflections ⓘ	☒
Controls - Trackball X Sensitivity ⓘ	<input type="range" value="50"/>
Controls - Trackball Y Sensitivity ⓘ	<input type="range" value="50"/>
General - Custom Resolution ⓘ	☒
General - Custom Resolution Width ⓘ	1920
General - Custom Resolution Height ⓘ	1080
Customization - Override Default Outfit ⓘ	☐
Customization - Default Gender ⓘ	Male
Customization - Default Face ⓘ	1
Customization - Default Shirt ⓘ	1
Customization - Default Bottoms ⓘ	1
Customization - Default Shoes ⓘ	1
Customization - Default Hat ⓘ	0
Postgres - Path ⓘ	C:\Program Files (x86)\PostgreSQL\8.3\bin\
Postgres - Address ⓘ	127.0.0.1
Postgres - Port ⓘ	5432
Postgres - DbName ⓘ	GameDB08
Postgres - User ⓘ	postgres
Postgres - Pass ⓘ	teknoparrot
Score - Enable Submission	☐
Score - Enable GUI	☐
Score - Enable Capture	☐

1. click on **Save Settings**
2. Click on **Controller Setup** and assign keyboard keys to each game button/function as desired
3. Click on **LAUNCH GAME**.

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YOU'RE DONE! Congratulations Golfer1, happy swinging!

For questions about different game settings and problems with gameplay, please visit the TeknoParrot Discord and ask your questions there.

