



## Installation Guide Mac

### **Important Disclaimer**

I, F.M. Kamel hereby declare that the coding that resulted in the development of this app in no way, shape or form violates the privacy of the end user. Though your system may flag this application as an unknown threat there is no security threat in the simple code that was written.

If you still don't trust it, I can completely understand, but in that case it's best to wait for the result of the phone app submissions. This computer application is merely built as a back up source if the app submissions for Google Play, Amazon Apps or Apple Store would be rejected.

In that case people could still make use of the apps on their computers.

### **Step 01: Download Zip file**

URL: <https://www.fm-trd.com/savage-fate-ball/download-sfb>

First you have to click on the Google drive icon at the Windows Tab.

## WINDOWS

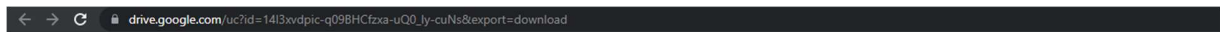
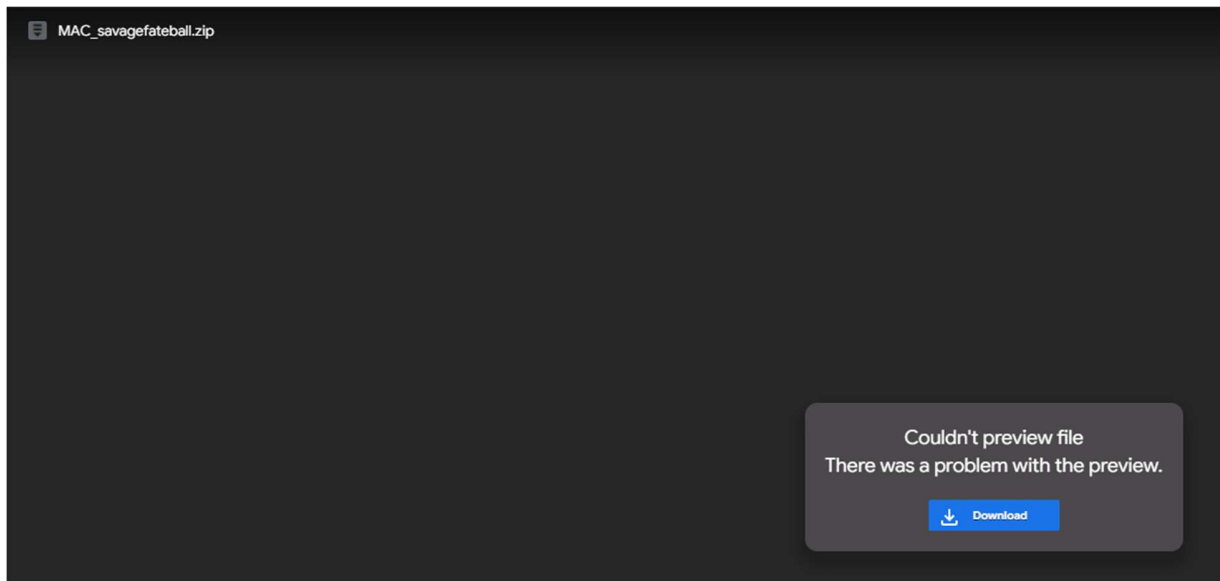


This will take you to a Google Drive file link so you can download the ZIP file.

In normal circumstances you can see the file in question, however given, the larger file size of this application it exceeds the limit for Google requirements.

So you won't be able to preview the files you can only download them, after accepting the warning that you will receive.

As soon as you confirm the download will begin.



Google Drive can't scan this file for viruses.  
[MAC\\_savagefateball.zip](#) (106M) is too large for Google to scan for viruses.  
Would you still like to download this file?  
[Download anyway](#)

## Step 02: Extract files

After the download finished successfully you need to extract the files from the zipped folder.

If you don't know how to do this you can use the following instructions from Apple support to achieve this result:

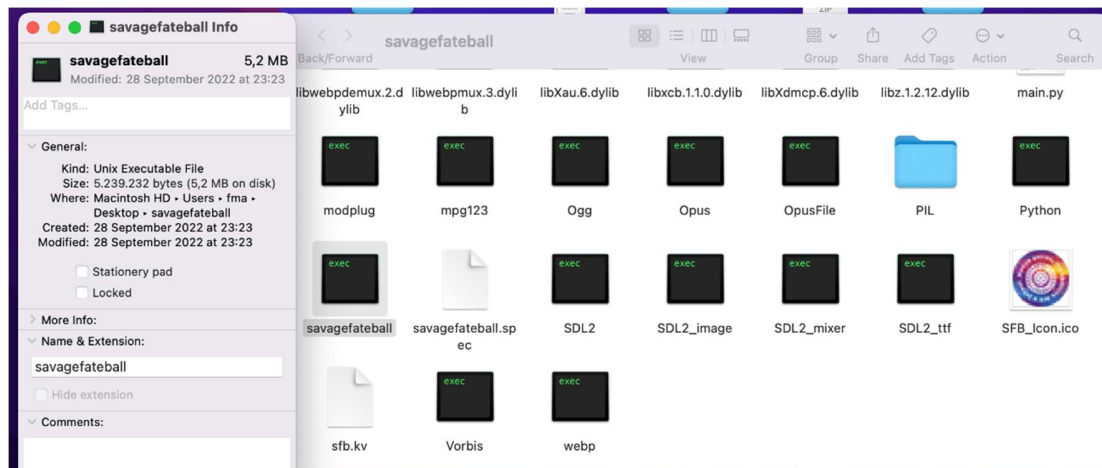
<https://support.apple.com/guide/mac-help/zip-and-unzip-files-and-folders-on-mac-mchlp2528/mac>

## Step 03: Launch App

Once the files have been extracted you need to open the folder called 'savagefateball' and find the executable file called savagefateball.

The file type will be a Unix Executable and its size should be about 5.2 MB.

Once you double click to open the application it will open a command prompt which will start running the code and a few seconds (or minutes depending on your computer speed) later the application will open and you can start exploring it.



```
fma — savagefateball — savagefateball — 80x24
Last login: Sat Oct 1 17:35:52 on console
/Users/fma/Desktop/savagefateball/savagefateball ; exit;
fma@Fadys-MacBook-Pro ~ % /Users/fma/Desktop/savagefateball/savagefateball ; exit;
[INFO ] [Logger      ] Record log in /Users/fma/.kivy/logs/kivy_22-10-02_0.txt
[INFO ] [Kivy         ] v2.1.0
[INFO ] [Kivy         ] Installed at "/Users/fma/Desktop/savagefateball/kivy/___init___.pyc"
[INFO ] [Python       ] v3.10.5 (v3.10.5:f377153967, Jun 6 2022, 12:36:10) [Clang 13.0.0 (clang-1300.0.29.30)]
[INFO ] [Python       ] Interpreter at "/Users/fma/Desktop/savagefateball/savagefateball"
[INFO ] [Logger      ] Purge log fired. Processing...
[INFO ] [Logger      ] Purge finished!
[INFO ] [Factory     ] 189 symbols loaded
[INFO ] [Image       ] Providers: img_tex, img_imageio, img_dds, img_sd12, img_pil (img_ffpyplayer ignored)
[INFO ] [Text        ] Provider: sd12
[INFO ] [Window      ] Provider: sd12
[INFO ] [GL          ] Using the "OpenGL ES 2" graphics system
[INFO ] [GL          ] Backend used <sd12>
[INFO ] [GL          ] OpenGL version <b'2.1 INTEL-18.8.4'>
[INFO ] [GL          ] OpenGL vendor <b'Intel Inc.'>
[INFO ] [GL          ] OpenGL renderer <b'Intel(R) Iris(TM) Graphics 6100'>
```



## SAVAGE FATE BALL

A ludicrous realm of fortune telling!



Witness The Future!

Created and developed by F.M. Kamel.

### Step 04: Create Shortcut (Optional)

If you want to create a custom shortcut to access the application faster you can use the following instructions from Apple support to achieve this result:

<https://support.apple.com/guide/shortcuts-mac/organize-shortcuts-in-folders-apd113493874/mac>

### Step 05: Possible issues

Currently, there are three possible issues you can encounter:

- If you're working on an old MAC model that's no longer supported there's a chance that the application will crash as soon as you decide to launch it.
- If you're using a very small laptop then there is a chance the application will be difficult to access because its size dimensions will go past the screen size of the laptop.
- Due to the larger file size the very first launch of the application can be problematic. The command prompt that opens up with code may lag with no further updates. In that case you can either wait until it starts up again, or you can click on the command prompt and press enter a few times. This tends to help to finish the application launch.