



*HELP DOCUMENTATION
for version 1.7.0 / PC*

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Foreword

This document, personal initiative of a User, is a partial conversion to Adobe PDF format of the HELP files available within v. 1.7.0 of the software for PC.

As it has been created to help Beginners, Legal pages and JS Library pages (more than 400) have been removed. See the genuine Help files within the program if you need to.

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© 2023 Didier Morandi <https://www.lespublicationsdumarcel.com> for the conversion from HTML to PDF and minor typo corrections, mainly menus subtitles which do not match the images included as examples (i.e. *Balance* vs *Pan*, etc.)

Comments welcome on this document at didier.morandi@gmail.com

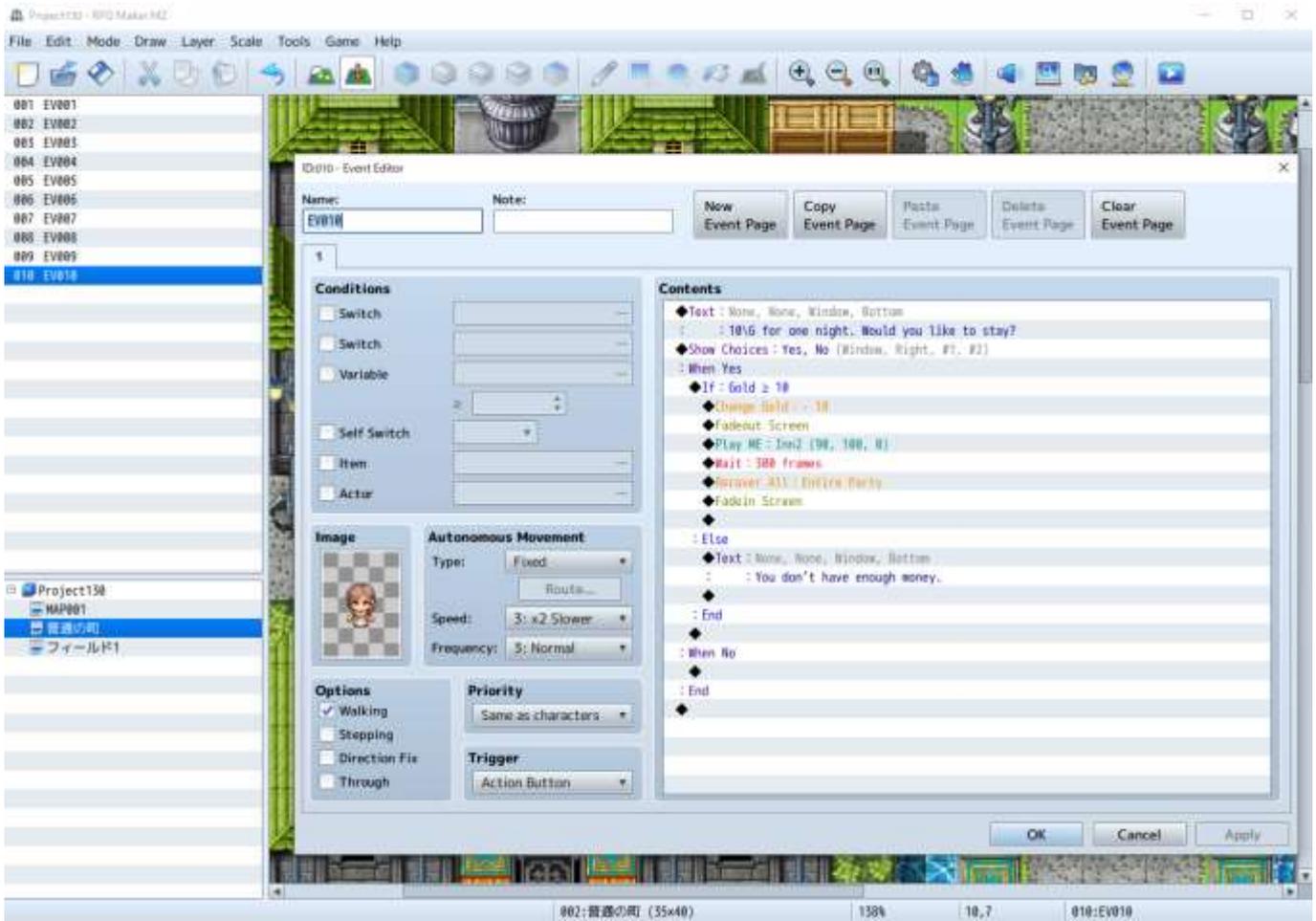
Authorisation for public release pending.

About RPG Maker MZ

RPG Maker MZ is a specialized creation tool for making role playing games.

Games created using this software can also be played by users who do not have access to RPG Maker itself.





New Functions

Main Features of RPG Maker MZ

Newly added functions and improvements to RPG Maker MZ from the previous entry in the series have led to not only pure creation environment improvements, but also greater potential for new modes of expression, allowing you to create more challenging games.

Game Creation Environment Improvements



Functions to reduce creation time and prevent erroneous entry such as data conversion to support migration from the RPG Maker MV environment to the MZ environment, movement route previews, map layer displays, and more have been added, evolving RPG Maker MZ into a tool that allows you to concentrate more on creating.

- Map Layer Selection Function
- Plugin Command Improvements
- Movement Route Preview Display
- Prevention of Erroneous Number Input

Gameplay Control Improvements



RPG Maker MZ also includes improvements that will allow players to enjoy your games more, including autosave support, save data transfer via game ID, and menu UI changes.

While MZ of course supports traditional independent gameplay using the keyboard, browser and touch controls are now included as default schemes.

You can now create games that are easy-to-play in a variety of formats.

- Improved Smartphone UI
- Autosave Function
- Distinction Between Creations via "Game ID"

New Battle System



In addition to turn-based battle, you can now also select time progression battles (TPB), where actions are taken sequentially by actors whose gauges have been filled.

This allows you to adopt a real-time battle format in your own games.

- About Time Progression Battles (TPB)
- How to Switch to TPB

Improvements to Artistic Expressions in Games



The animation editor has been greatly overhauled, allowing you to use realistic animations in your games.

Also added are a character generation function that allows you to create original characters, and a function that lets you adjust each part's position.

You can create games that align more closely to your vision with the addition of control characters, a variable operand that utilizes whatever action occurred immediately prior to the current one, and more.

- Animation Data Settings
- Character Generator Improvement
- "Just Prior" Variable Operand
- Improved "Show Text"

Other



Small improvements such as the ability to configure resolution and font in the editor have been added. Beginners and experts alike can now create a larger variety of games.

MV Data Conversion

You can convert project data created in RPG Maker MV (hereafter "MV") into RPG Maker MZ (hereafter "MZ") project data.

Conversion Process

Conversion is done by copying the project data. First, follow the steps below.

- Display file extensions on your PC.
- Make a backup of the MV project data you wish to convert.
- Create new project data in MZ to use as the conversion target.

Copy all files into the MZ project

All of the project data files will be copied into the MZ project.

Conversion processing will be executed after launching MZ.

*Conversion will not be done while the project is open in MZ. When copying the files, please close MZ in advance.

MV and MZ data save destination

Please copy and overwrite required MV data to MZ based on the following.

	RPG Maker MV	RPG Maker MZ
Music data	\audio	\audio
Image data	\img\animations \img\battlebacks1 \img\battlebacks2 \img\characters \img\enemies \img\faces \img\parallaxes \img\pictures \img\sv_actors \img\sv_enemies \img\tilesets \img\titles1 \img\titles2	\img\animations *The \img\animations folder must be copied when converting \img\battlebacks1 \img\battlebacks2 \img\characters \img\enemies \img\faces \img\parallaxes \img\pictures \img\sv_actors \img\sv_enemies \img\tilesets \img\titles1 \img\titles2
Icon image data	\icon	\icon
System image data	\img\system *Excluding the following files <ul style="list-style-type: none"> • ButtonSet.png • Damage.png • Loading.png • MadeWithMv.png 	\img\system
Font data	\fonts *Excluding the following files <ul style="list-style-type: none"> • gamefont.css 	\fonts
Maps and map events	\data\MapInfos.json \data\Mapxxx.json (xxx being the map id number)	\data\MapInfos.json \data\Mapxxx.json
Actors	\data\Actors.json	\data\Actors.json
Classes	\data\Classes.json	\data\Classes.json
Skills	\data\Skills.json	\data\Skills.json
Items	\data\Items.json	\data\Items.json

Weapons	\\data\\Weapons.json	\\data\\Weapons.json
Armor	\\data\\Armors.json	\\data\\Armors.json
Enemies	\\data\\Enemies.json	\\data\\Enemies.json
Troops	\\data\\Troops.json	\\data\\Troops.json
States	\\data\\States.json	\\data\\States.json
Animations	\\data\\Animations.json	\\data\\Animations.json
Tilesets	\\data\\Tilesets.json	\\data\\Tilesets.json
Common Events	\\data\\CommonEvents.json	\\data\\CommonEvents.json
System Vocabulary Types Switch names Variable names	\\data\\System.json	\\data\\System.json

Conversion Warnings

Data that can be converted includes map data, map events, and database content created in RPG Maker MV. There is some data that is not required or not recommended for conversion.

System image data \\img\\system	The following image data is not required. <ul style="list-style-type: none"> • ButtonSet.png • Damage.png • Loading.png • MadeWithMv.png
Animations \\data\\Animations.json \\img\\animations	There is no "animations" folder inside of the "img" folder, so you will need to copy the folder.
Font data \\fonts	In MZ, fonts to be used are configured from the database. Please copy only the font file. You can specify the font to use from [Database] → [System 2] → [Advanced Settings].
Plugin data \\js\\plugins \\js\\plugin.js	Plugins are not guaranteed to run correctly or at all.

About Plugins

If an RPG Maker MV plugin is included, a message will be shown in the Plugin Manager window.

Time Progression Battles

In RPG Maker MZ, you can switch to time progression battles in addition to the conventional turn-based battle format.

About Time Progression Battles



In time progression battles, actions are taken sequentially by actors whose gauges have been filled.

A TP gauge is displayed for each actor. The TP gauge gradually fills, and actors whose gauges have reached 100% select an action sequentially.

After their action, the TP gauge is reduced to 0 and begins to fill once more.

Directly after battle start



Nobody can move

After some time



The appropriate character takes action

Gauge is charging



How to Switch to Time Progression Battles

Battle System

- Turn-based
- Time Progress (Active)
- Time Progress (Wait)

When using time progression battles, you will make your configurations in [System 1] in the database. Please view [System 1] → [Battle System] for more information.

Animations

Database

Animations

0001 Hit Physical
0002 Hit Effect
0003 Hit Fire
0004 Hit Ice
0005 Hit Thunder
0006 Slash Physical
0007 Slash Effect
0008 Slash Fire
0009 Slash Ice
0010 Slash Thunder
0011 Pierce Physical
0012 Pierce Effect
0013 Pierce Fire
0014 Pierce Ice
0015 Pierce Thunder
0016 Claw Physical
0017 Claw Effect
0018 Claw Fire
0019 Claw Ice
0020 Claw Thunder
0021 Hit Special 1
0022 Hit Special 2
0023 Slash Special 1
0024 Slash Special 2
0025 Slash Special 3
0026 Pierce Special 1
0027 Pierce Special 2
0028 Claw Special

General Settings

Name: Hit Physical
Display Type: For each target

Particle Effect

Filename: HitPhysical
Scale: 50 % Speed: 100 %
Rotation: X:0, Y:0, Z:0
Offset X: 0 Offset Y: 0

Sound

Frame	Filename
#001	Blow1

Flash

Frame	Duration	Color
#001	30	(255, 255, 255)

Change Maximum...

OK Cancel Apply

The animation editor has been overhauled, allowing you to use 3D particle effects (hereafter "effects").

Select an effect in the new editor and configure its sound and flash.

Animations configured here can be selected using [Show Animation] for items, skills, weapons, and event commands.

Please see [Database] → [Animations] for more details.

Effekseer

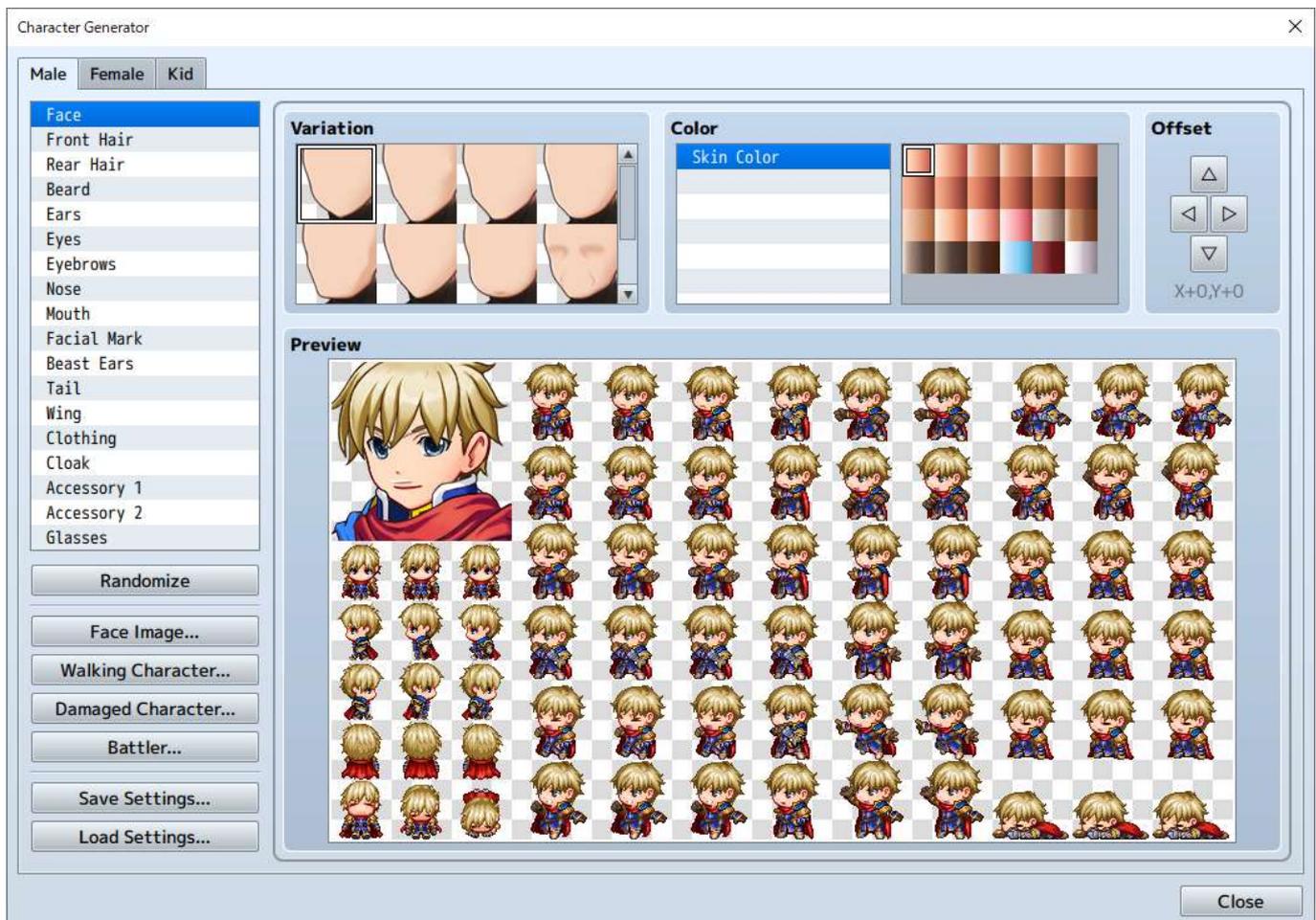
When creating animation effects yourself in RPG Maker MZ, you'll use the effect creation tool "Effekseer".

Please see [Database] → [Animations] → [Effekseer] for more details.

Improvements to Artistic Expressions in Games

Improvements have been added to various areas of RPG Maker MZ, allowing for more diversity in artistic expression within your games.

Character Generator Improvement



By adjusting parts and colors in the "Character Generator", which combines parts to create character graphics, users are capable of more varied character creation.

Added color palette functionality and part adjustment using offsets allow you fine-tune characters.

Please see [How to Use Aid Tools] → [Character Generator] for more information.

Map Layer Selection Function



Switch layers in map editing mode.

Select an individual layer in order to edit the map without affecting other layers.

Please see [Editing Map Designs] → [Other Editing Functions] → [Map Layer Selection Function] for more information.

"Just Prior" Variable Operand

A new item, "Just Prior", has been added under [Control Variables] > [Operands] > [Game Data] for event commands.

You can easily create event development that corresponds to an action taken immediately prior.

For example, you can use it to create an enemy that has different dialogue upon dying if they are killed using a specific skill.

Please see [Event Commands] → [Control Variables] for more information.

Database Improvements

More settings relating to new elements and game screens have been added to the database.

Skill & Item Improvements

You can now create more varied skills and items.

[Scope] Overhaul

A special dialog box has been added to "Scope", which is used to select a target.

Please see

[Database] → [Skill Settings] → [Basic Settings: Scope]
 [Database] → [Item Settings] → [Basic Settings: Scope]

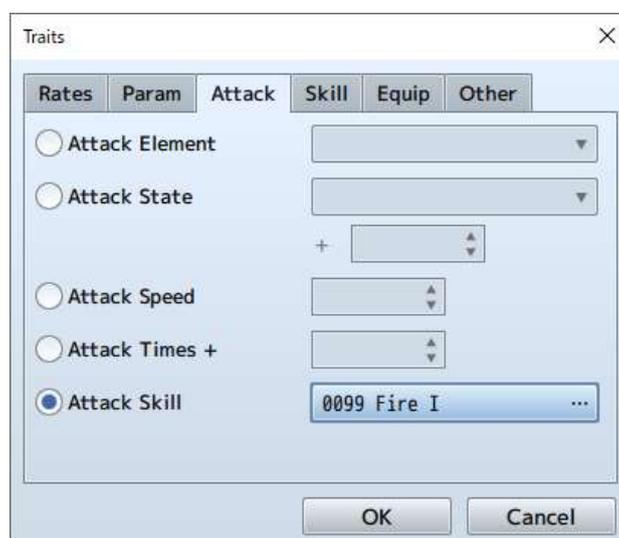
for more information.

Multiple Execution for Effect "Common Events"

If multiple effect "common events" are configured, all configured common events will now be able to be executed.

Please see [Database] → [How to Set Effects] → [Other] Tab] for more information.

Add "Attack Skills"



[Attack Skills] that can be configured to actor and weapon [Traits] have been added. You can add skill effects to regular attacks.

By configuring the newly added trait "Attack Skill", the skill you set is activated by the attack command.

You can use this to create weapons that, when equipped, activate a skill different from standard attacks when used.

Troop Screen ID Display



Enemy IDs will now be shown when selecting enemies placed in a troop.

When multiple enemies are placed in a troop, you can confirm their IDs by simply selecting a placed character. This is convenient when entering target IDs into plugin commands, among other situations.

Added System Items

Database system items are split into two pages, [System 1] and [System 2], with an increase in available configurations.

Additionally, existing configuration options were adjusted for easier use.

Main Changes

- Title Screen
You can now configure the command window type and position.
- Battle System
Time progression was added.
- Options
[Show TP in Window], [Show Number of Key Items], and [Enable Autosave] were added.
- Advanced Settings
Various configurations such as game screen resolution and font size are now available.

Please see [Database] → [System 1] [System 2] for more details.

Event Command Improvements

Improved "Show Text"



You now have greater capacity for artistic expression in text using the event command "Show Text".

- "Name" was added, which allows you to display the name of the speaker at the top of the message screen.
- The PX, PY, and FS control characters were added, allowing you to have greater control over the details of text displays.
- [Insert Color Number] and [Insert Icon Number] are now available by right clicking in the text input field.

Please see [Event Commands] → [Show Text] for more information.

[Easing] Added to [Move Picture]

[Easing] was added to the [Move Picture] event command.

Please see [Event Commands] → [Move Picture] for more information.

Addition of Conditional Branches for Touch & Mouse Controls

You can now make more detailed configurations to [Conditional Branch] event

command button controls.

Conditional branching using 'long press' and other controls is now available.

Please see [Event Commands] → [Conditional Branch] for more information.

Various Plugin Additions

In RPG Maker MZ, you can introduce/expand different functions by installing files known as plugins. You can create your own as well, but the software includes a variety of built-in plugins.

Please see [Documentation] → [Using Official Plugins] for more information.

Improved Ease-of-Use

Other helpful functions have been added, with features that assist with version management and configuration error prevention included in the program.

Editor MZ Version Management

By selecting [Core Script Update] from [Game] in the main menu, you can upgrade or downgrade the core script.

Plugin Command Improvements

The [Plugin Command] event command has been improved, allowing for easier input of plugins with plugin commands.

Movement Route Preview Display

A preview button has been added to the [Set Movement Route] event command. You can configure routes while checking movement.

Display of Coordinates When Selecting Transfer Player

When selecting "Location" such as in the "Transfer Player" event command, coordinates will now show when the dialog box is displayed.

Preview Function for Show Balloon Icon

A preview function was added to the "Show Balloon Icon" event command. You can make configurations while checking the balloon animation.

Prevention of Erroneous Number Input

When a full-width number has been entered into a number input field, it will automatically be converted and entered as a half-width character.

Game Control Improvements

RPG Maker MZ also improves on functions from a player perspective. Players will more easily understand the appeal of the games you create.

Improved Smartphone UI

UI improvements were implemented to allow for easier play even when using touch controls with a smartphone or other device.

- Optimized menus for dual PC/smartphone use
- Scroll function via window swipe
- Touch-selectable targets in battle

Official plugins usable with touch controls have also been included. You can create games centered more around touch controls. Please see [Documentation] → [Using Official Plugins] for more information.



Autosave Function

The topmost save slot will be used as the autosave slot and the game will be automatically saved at the end of a battle and when the player is transferred. Even if the game is suspended for some reason, the player can restart from the autosave. The autosave function can be disabled from the settings in [Database] → [System 1]'s [Options].



Distinction Between Creations via "Game ID"

In RPG Maker MZ, it is possible to distinguish between creations using Game ID.

Save data can be transferred when a game published in the browser is updated even when the game title is changed.

You can check the game ID from [Database] → [System 2] → [Advanced Settings].

System Requirements

The system requirements for this software are as follows.

Operating Systems	Windows 8.1/10/11 (64bit) or macOS 10.13 or later
CPU	Intel Core i3-4340 equivalent or greater (2013 4th gen)
RAM	8GB or more
HDD	8GB or more of free disk space
Graphics Card	VRAM 1GB or greater, with OpenGL support
Display	Resolution of 1280x768 or greater

An internet connection is required to perform network authentication.

Specifications required to play the game smoothly vary based on the content of the game.

Getting Started Making Your Game

Creating a Project

In order to start making your game, you first need to create a "Project". A project contains all the data and assets which compose a game. You can also import your own files such as images and music and use them in your project.

The way to create a project is as follows.

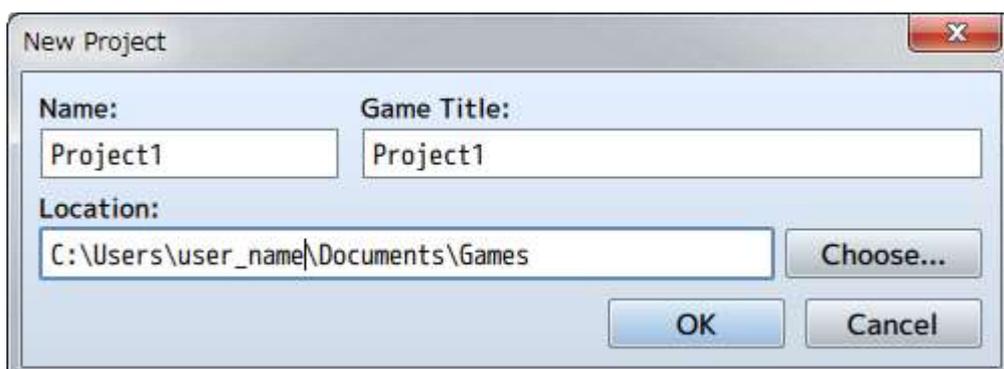
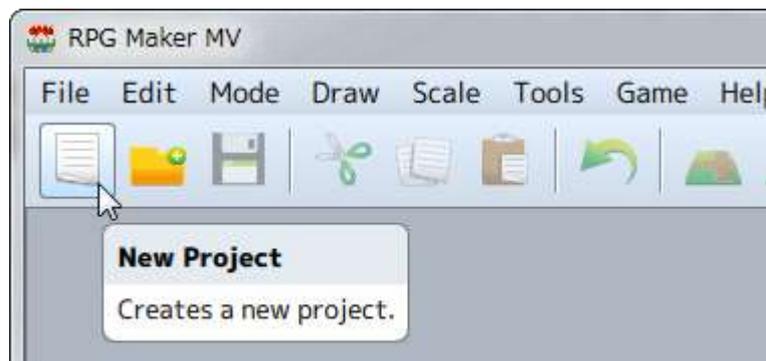
(1) Creating a New Project

Click the [New Project] button on the toolbar or select [New Project] option found under [File] in the menu bar.

(2) Entering a save location and title

Enter the project name (half-width alphanumeric characters are recommended), and enter the name of your game under [Game Title]. The project's save location will be displayed under [Location]. To change the save location, click the [Choose...] button to the right and specify a new save location.

After setting the above and clicking [OK], a sample game will be created using the settings, and you will be able to start making your game.



Managing Projects

Saving/Loading a Project

When taking a break from making your game, make sure to save the project and close the program. When you click the [Save Project] button (or go to [Save Project] under [File]), the contents of the project you are currently editing will be overwritten and the project will be saved.

To resume making your game, click the [Open Project] button (or go to [Open Project] under [File]), and select the [Game] file (or [Game.rpgproject]) and click [Open].

Backup/Deletion

The contents of a project will be saved to the folder that you chose when creating a new project. Copy the entire contents of this folder and save on a flash drive or other device to backup your project. When you no longer need a project, delete the folder as you normally would.

Moving on to Creating Your Game

RPG games, the type of game made using this software, are made up of various components such as images on the Play Screen, the characters that players can control, item and magic settings, attacks and the story.

In this software, these elements are made using the three types of data which are at the core of your game: the [Map], which is the setting for your game, [Events] which represent what occurs in the game and the [Database] which determines the settings for things such as characters.

There is no particular order to creating a game. If this is your first time making a game using this software, it is recommended that you start from learning how to make a map. Following which you can then prepare the events and characters to fit the contents of the game you want to make.



Basic Editor Controls

Names and Functions of Each Window Component

The screen which appears after opening a project is called the "Main Window". The Main Window is primarily used to edit the map and events. Tools such as the [Database] are opened from the Main Window menu. The functions of each component are as follows.



1. Menu Bar

Functions available in this software are selected from here.

2. Toolbar

The specified function can be run from clicking its button.

3. Tile Palette

Tiles which can be placed on the map are displayed here. You can switch to Set/Region Editor Mode using the tabs below.

4. Map List

A list which shows Map data included in the game currently being created.

5. Map View

Displays the contents of the map that is currently selected. It is used for things such as editing designs and specifying placement of events.

6. Status Bar

Displays details of the function that is currently selected, the map name and map coordinates.

7. Layer Button

Switches layers in map editing mode.

8. Quick Access

Adding a map you use frequently will allow you to create more efficiently.

To edit your Quick Access list, right click on the map tree, then select "Add to Quick Access" or "Remove from Quick Access". Items can also be removed by right-clicking the item on the Quick Access list.

Editing Parameters

Adjusting the parameters available in the various windows of the things you want to make, and specifying things such as text and items is at the core of the creation process when creating games using this software. The different types of items you can set and how to edit them are as follows.

Text Input

Click the settings field and a "|" cursor will be shown. You can enter text using a keyboard while the cursor is in this state. Entered text will be inserted at the cursor's position. You can also move the cursor using the keyboard's arrow keys. The text input method will depend on the input method (IME) you're using for your language.

Number Input

Just as with text input, click the settings field and a "|" cursor will be shown. You can enter half-width numbers using a keyboard while the cursor is in this state. You can also click the [^] and [v] buttons to the right of the field to increase or decrease the value.

Radio Buttons

Radio buttons specify one item to be applied from multiple items. Click a circle. When it is filled in, that setting is enabled.

Check Boxes

Specifies if a setting indicated by the item name is enabled or disabled. Click the square. When it is filled in with a check mark, that setting is enabled. Click again and the check mark will disappear.

Drop-down Lists

Specifies one item from the items shown in the list to be applied. Click the [v] to the right of the settings field to open it.

List Boxes

A list box shows a list of multiple settings. Double click an item to open a window where you can add or change content.

[...] Button

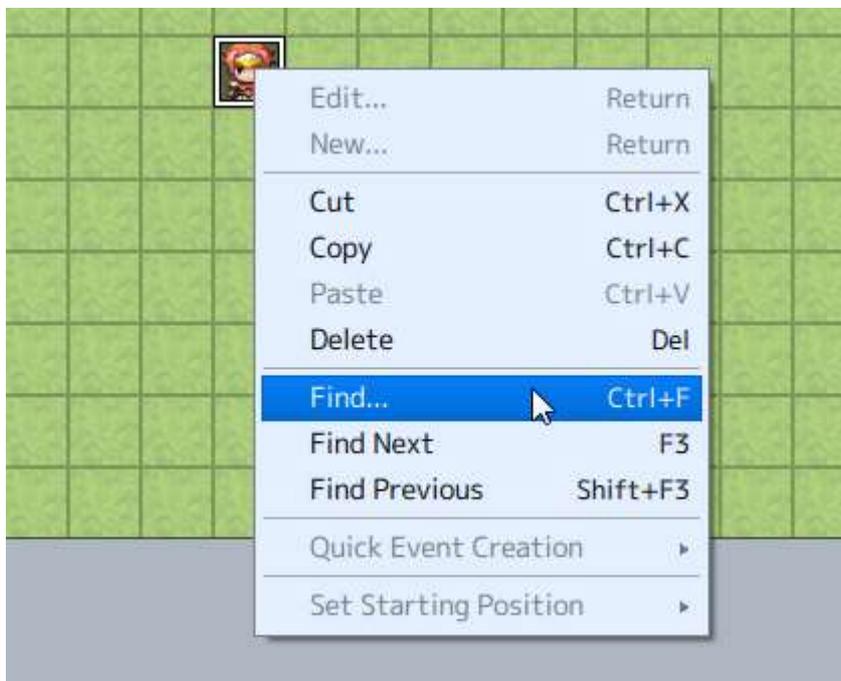
The content of items with a [...] to the right of the settings field is specified in a separate window. Click the [...] and make your configurations in the window that appears.

[OK], [Cancel], and [Apply] Buttons

Changes to settings are enabled once you confirm them. Click [OK] to confirm and close the window, click [Cancel] to discard your changes and close the window, or click [Apply] to confirm without closing the window.

Searching via a Context Menu

The context menu can be opened by right clicking on a map or database. From there, you can select the [Search] option.



The [Find] window will then open. After searching once, you can select [Find Next] or [Find Previous] to continue searching for the same text.



Menu Bar Content



Details regarding the items found in the Menu Bar in the Main Window are as follows.

[File] Menu

New Project

Creates a new project. If a project is already opened, it will be closed upon creating a new project.

Open Project

Opens a saved project, allowing you to edit your game. Select your [Game] (or [Game.rpgproject]) file by selecting it inside its project folder using the [Open] window.

Close Project

Closes the currently opened project. A confirmation window will appear if there is data which has not been saved. Click [Yes] to close the project after saving and click [No] to close the project without saving.

Save Project

Overwrites the contents of the project you are currently editing.

Deployment

Builds your project in the platform format selected. For more information, please view [Output Formats].

Close RPG Maker MZ

Closes the program. Just like [Close Project], a confirmation window will appear if there is any unsaved data.

[Edit] Menu

Undo

Allows you to undo the action that you just performed and return the project to its previous state as it was 1 step prior. You can undo up to 20 actions.

Cut

Deletes data which you have selected such as map data and map events and copies it to the clipboard.

Copy

Copies data such as map data and map events to the clipboard.

Paste

Adds the contents of the clipboard as new map data and map events.

Delete

Deletes data such as the map data and map events you have selected.

[Mode] Menu

Map

Switches to the Map Design Editor Mode.

Event

Switches to the mode that allows you to create and edit map events.

Lines which are determined by the size of tiles are displayed in the Map View.

* Select the [R] tab in the Tileset to enter the Region Editor Mode where you can define the region where enemy groups will appear (areas where you encounter enemies).

[Layer] Menu

Switches layers in map editing mode. You can select an individual layer to edit the map without affecting other layers.

Please see [Editing Map Designs] → [Other Editing Functions] → [Map Layer Selection Function] for more information.

[Scale] Menu

Zoom In

The Map View will get bigger each time you select Zoom In.

Zoom Out

The Map View will get smaller each time you select Zoom Out.

Actual Size

Displays map in standard size (displays at same magnification)

[Tool] Menu

Database

Opens the settings window for the [Database] where you can create/edit elements such as your characters and items.

Plugin Manager

You manage your plugins here. For more information, please view [How to use Aid Tools].

Sound Test

You can play test sounds loaded as asset files in your project. For more information, please view [How to use Aid Tools].

Event Searcher

You can search for events using various conditions. For more information, please view [How to use Aid Tools].

Character Generator

Combine pre-made parts to make face graphics, walk characters, and battlers. For more information, please view [How to Use Aid Tools].

Resource Manager

you are able to manage resources included in your project. Please see [How to use Aid Tools] for more information.

RPG Maker MV Tools

Organize tools to help you create games in RPG Maker MV. Please see [How to use Aid Tools] for more information.

[Game] Menu

Playtest

Starts a Playtest of your game. For more information, please view [How to use Aid Tools].

Skip Title Screen

If the check is turned on, the game always starts with a New Game.

Open Folder

Opens the folder where your project is saved. Use this when you want to check the

location of your project folder or when you want to manually move files in your project folder.

Update Core Script

You can update the version of the core script.

[Help] Menu

About

Displays the Help window (this window).

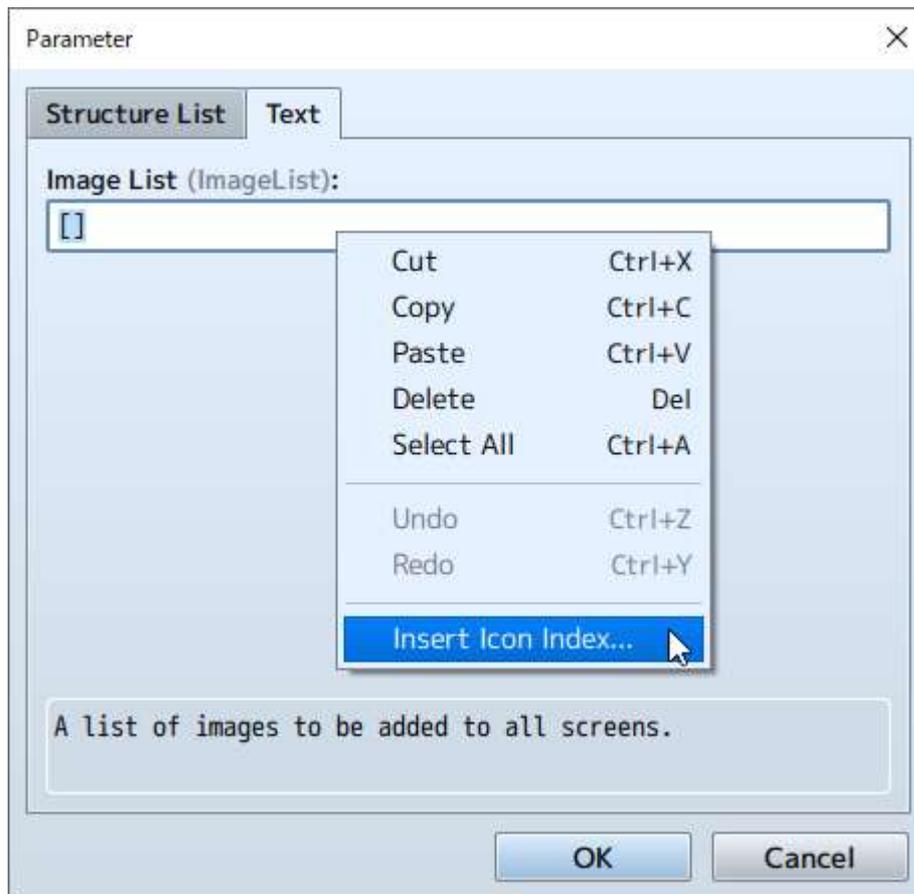
RPG Maker Website

Accesses the RPG Maker website <https://www.rpgmakerweb.com>

Tutorial

Starts a tutorial. Please see [How to Use Aid Tools] for more information.

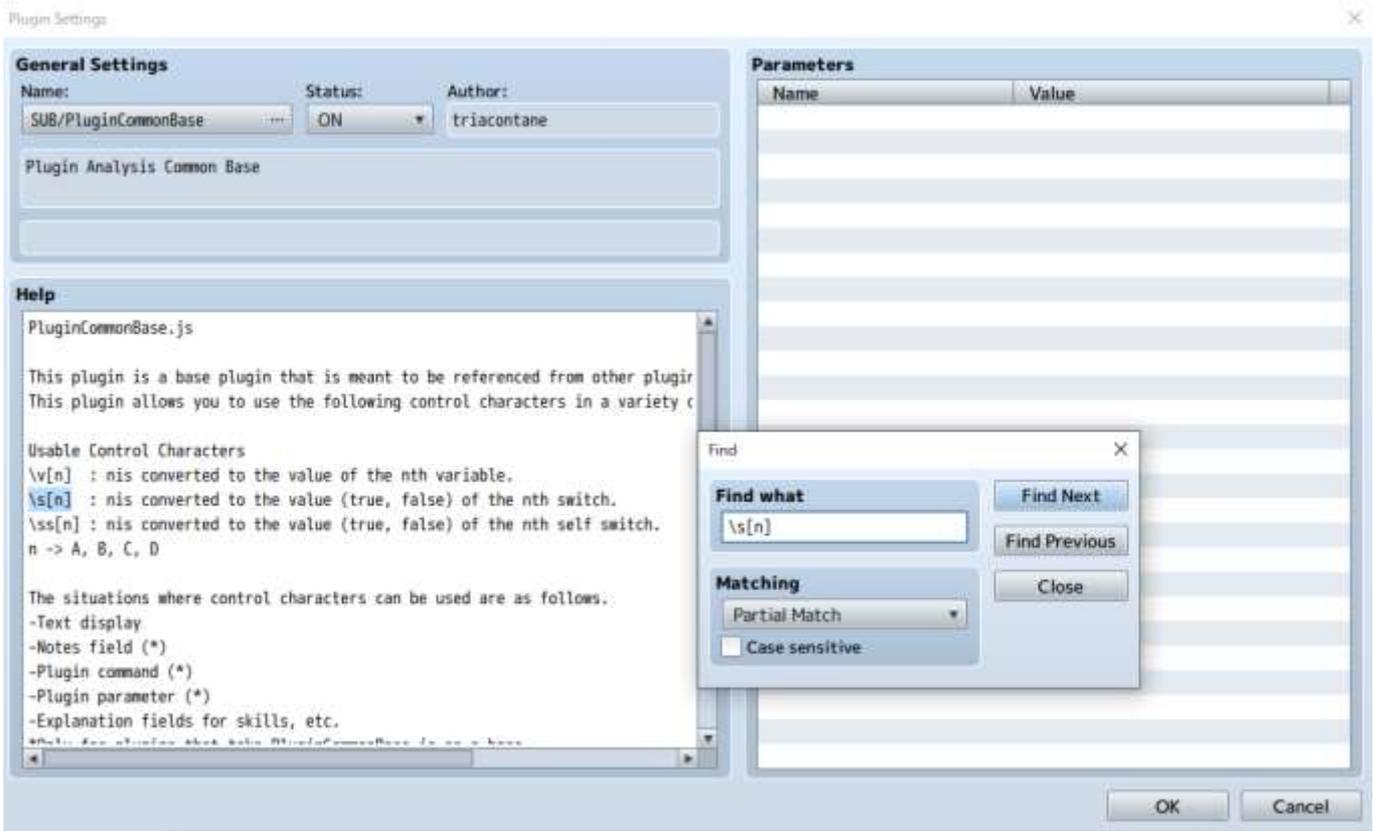
When entering parameter values, right-click to show the menu and choose [Insert Icon Number] to display the IconSet Viewer.



Right-click [Search] or press Ctrl+F (Cmd+F for Mac) at the plugins management screen to bring up the search function for the plugins list.



Press Ctrl+F (Cmd+F for Mac) in the [Plugin Settings] window to bring up the search function for plugin help.



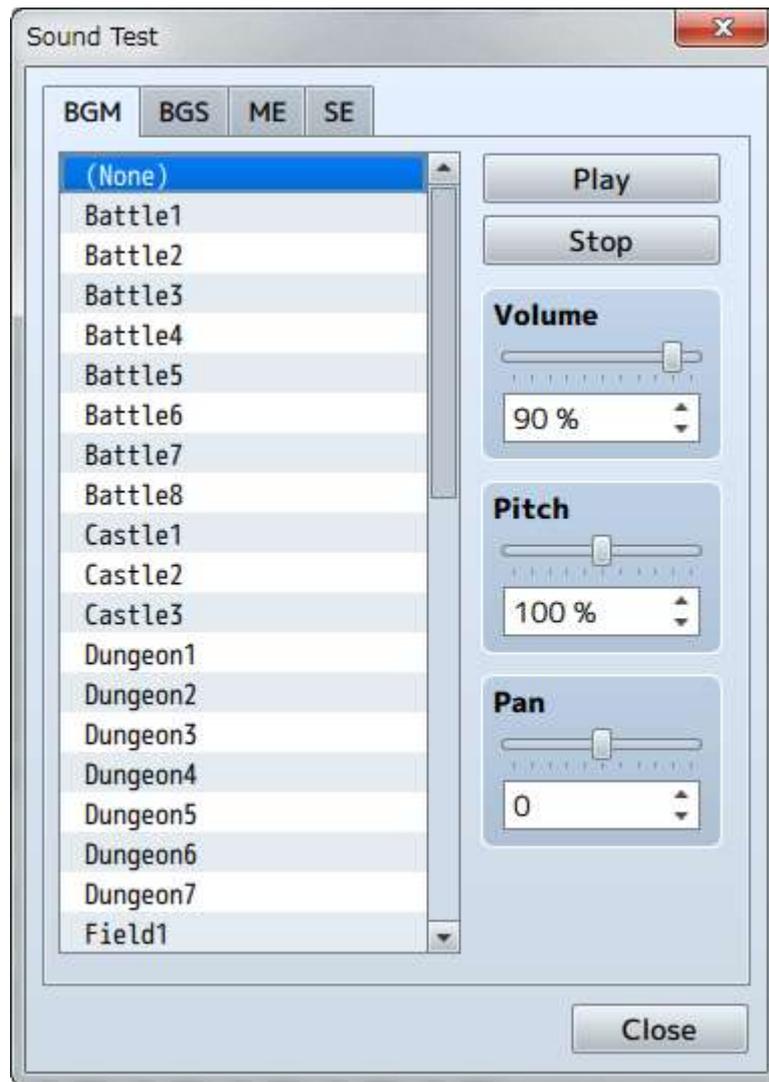
Sound Test

With the [Sound Test] tool that you can open by going to [Tools] → [Sound Test], you can test the sound of music and sound files which are included in your project. Music will continue playing even after you close the window so you can use it to play background music as you are making your game.

The window is divided into 4 tabs: BGM (background music), BGS (background sound), ME (music effects) and SE (sound effects). You can assign music by clicking on the song in the File List of each tab. When you press [Play] the music will begin to play. Click [Stop] to stop the music.

You can adjust the Playback Volume (0 to 100%), Pitch (50 to 150%) and Pan (-100 to 100) by using their respective sliders.

(see image on next page)



You can also play the music by pressing the space bar.

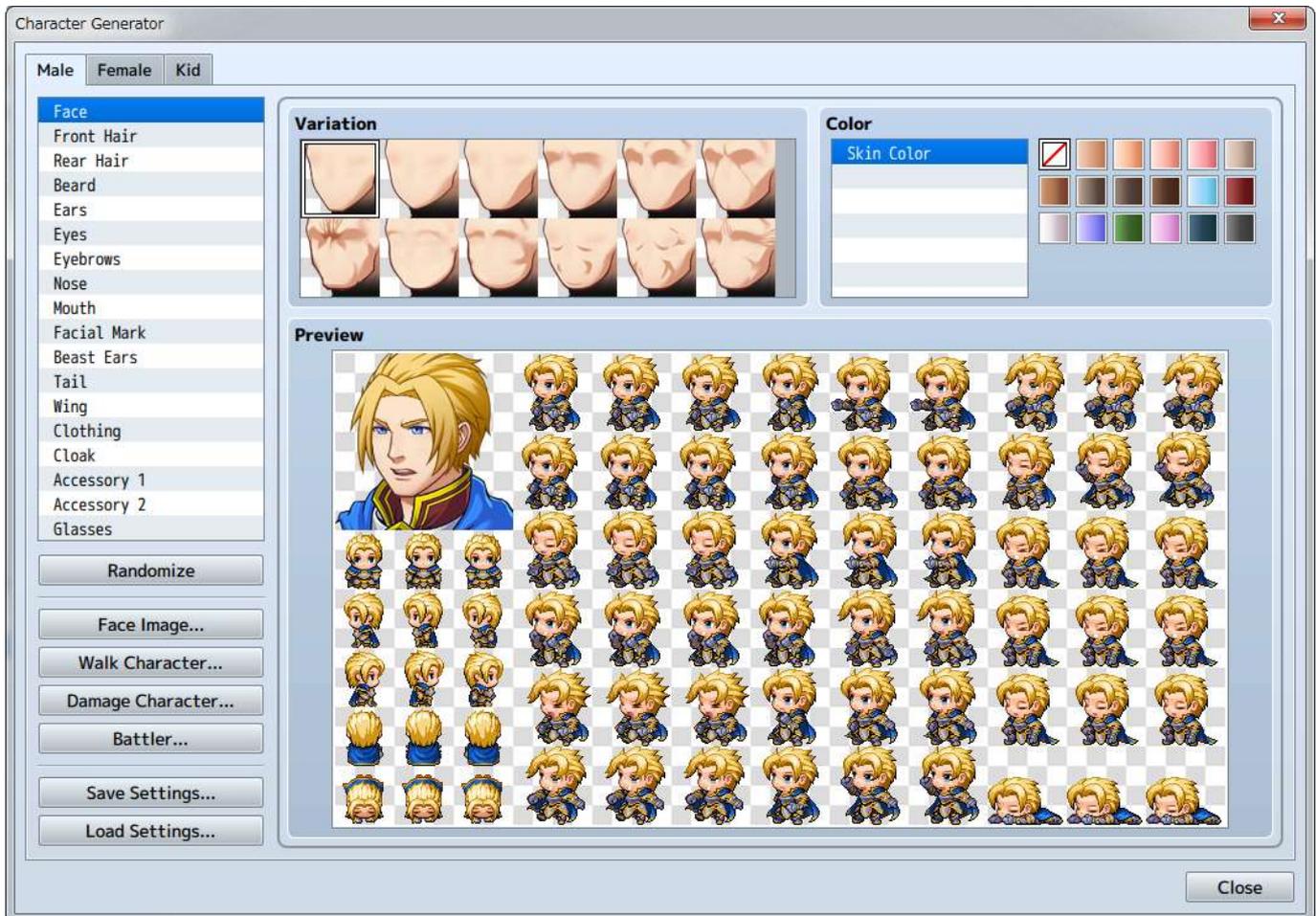
Event Searcher

With the [Event Searcher] tool which can be opened by going to [Tools] → [Event Searcher], you can search events by their switches, variables and names and display them in a list.



Character Generator

Open this tool by clicking on [Tools] → [Character Generator]. Here you can make character images allocated for actors and events.



Click on the [Male], [Female], or [Kid] tabs to change the screen, and choose the variation and color for each feature. Your selection will be displayed in the [Preview] area.

Randomize

Sets all the parts at random.

Face Image

Opens the export window for face images.

Walk Character

Opens the export window for walk characters.

Damaged Character

Opens the export window for damage characters.

Battler

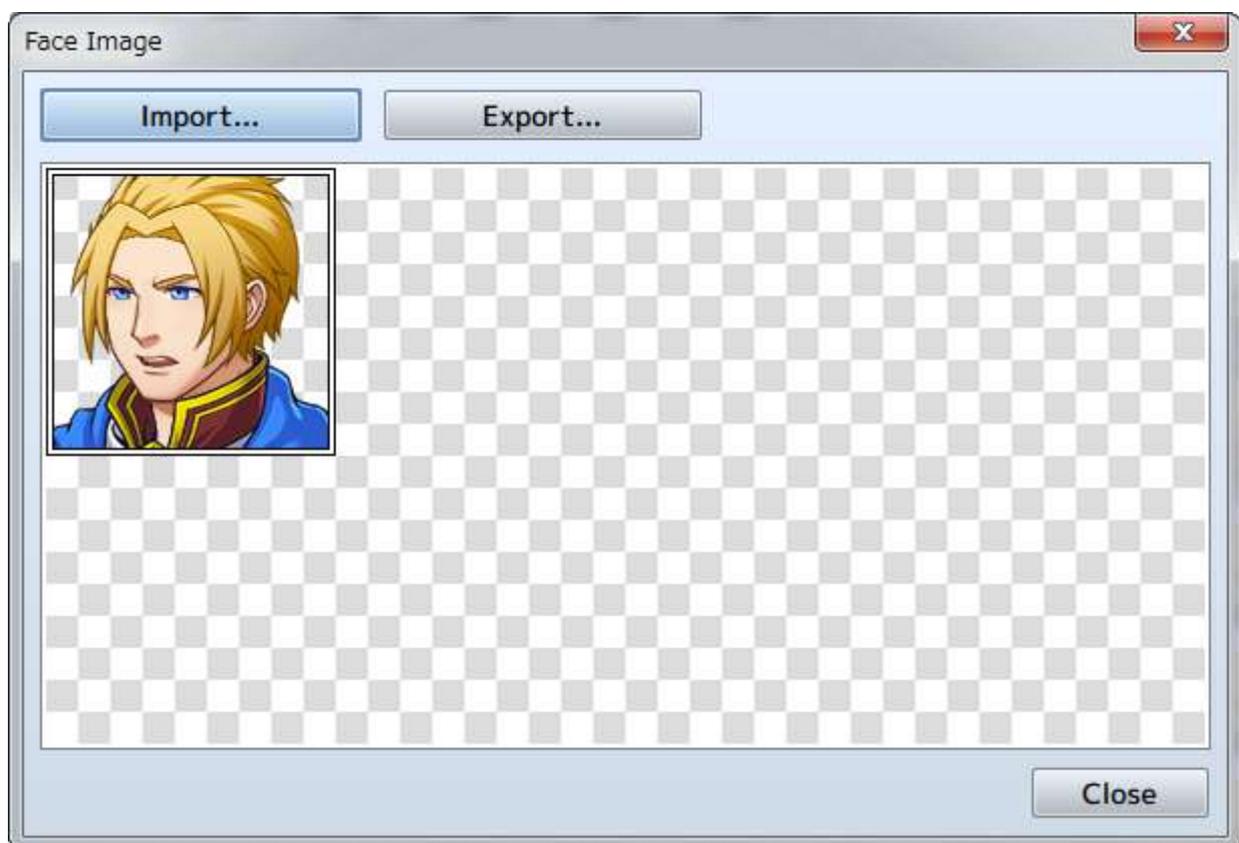
Opens the export window for side-view battlers.

Save Settings

Saves the settings of the character created.

Load Settings

Loads the saved character settings

Export Window**Import**

Loads a base image from a file and inserts a newly made image.

Export

Saves the image to a file.

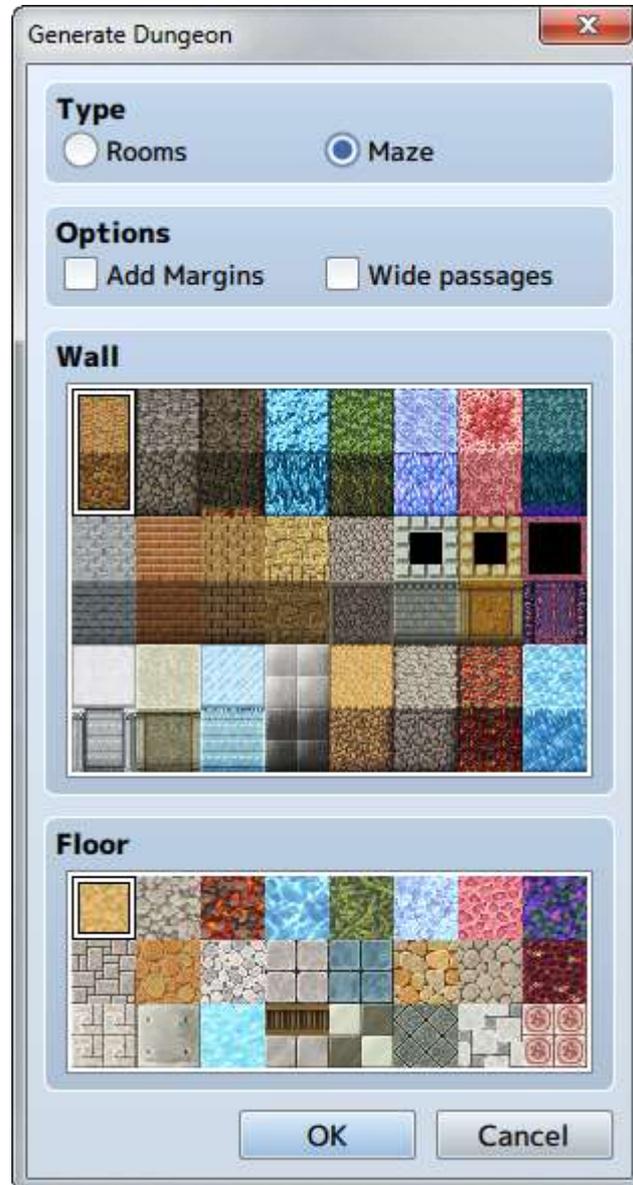
Generate Dungeon

Right click the map data text in the Map List and select [Generate Dungeon] to open.

When you select wall and floor tiles, a map will automatically be drawn in maze form.

The dungeon will be generated on your selected map, so be sure to increase the map size if you would like to make a large dungeon.

If your map size is too small, you will not be able to make a very dungeon-like map.



Type

Choose between [Rooms] and [Maze] types. When you select [Rooms], a dungeon with rooms connected by passages will be generated. When you select [Maze], a dungeon with only passages will be generated.

Options

- Add Margins
When selected, margins will be added to the bottom, top, right, left of the map.
- Wide passages
When selected, passages will be widened.

Wall

Select tiles to be used on walls.
Select from the A4 (Wall) tileset being used.

Floor

Select tiles to be used on floors.
Select from the A5 (Floor) tileset being used.

Playtest

You can test play your game at any point during creation using the Playtest feature which can be executed by going to [Game] → [Playtest] in the Menu Bar. Using this, you can see whether or not settings and events run as intended upon the release of your game.



Using the Debug Feature

The Debug Screen will be displayed when you press F9 on the keyboard during Playtest. You can change switches and the values of variables currently displayed

using this screen. * Press [F9] or the cancel button while in the Debug Screen to return to the Playtest.

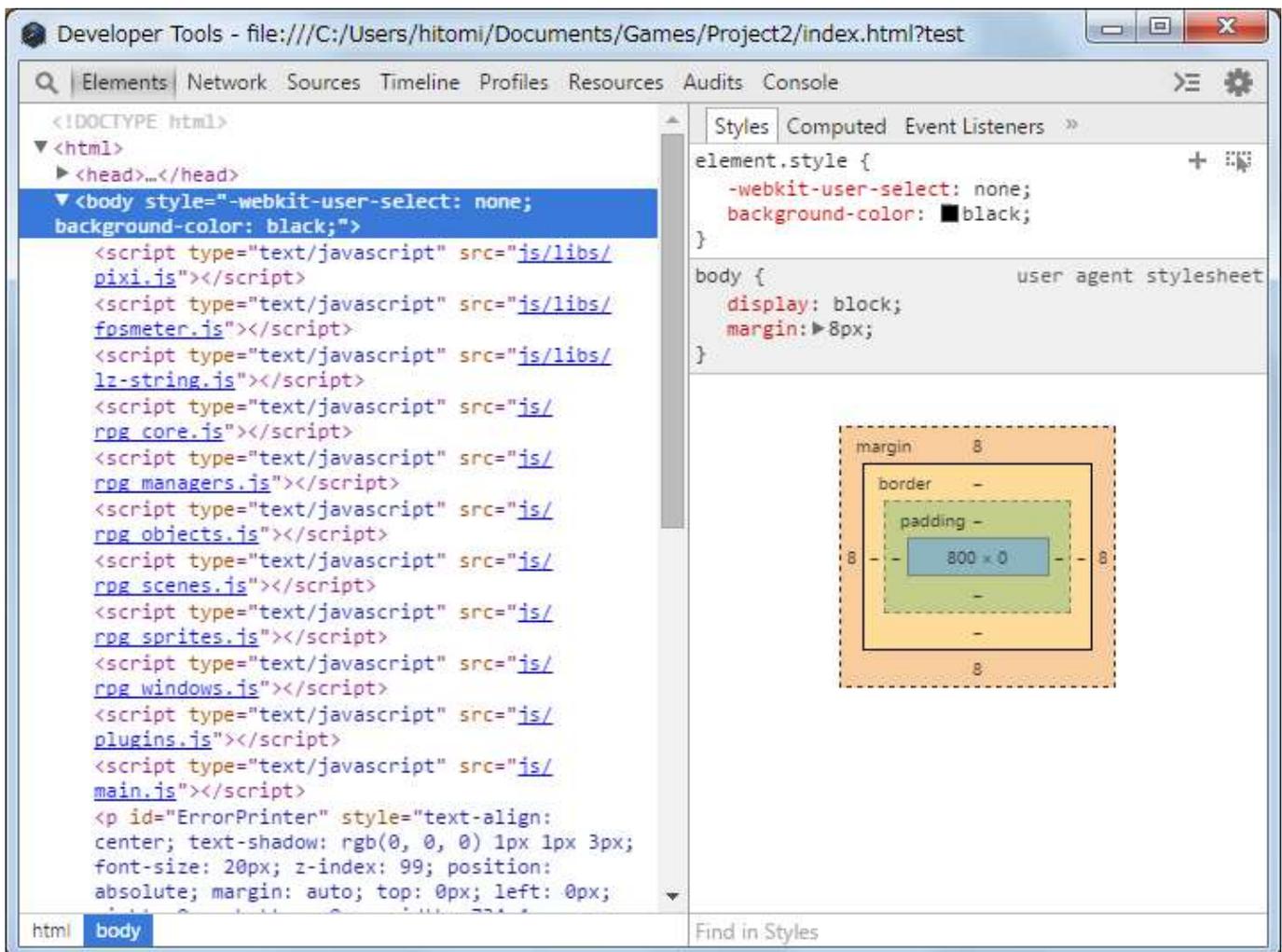
To change the value of variables, select the target switch/variable (S at the top being the switch, V being the variable, and the number being the range of numbers), then click the action button, and a cursor will appear in the list on the right at the target switch/variable. The ON/OFF values for switches are changed using the action button, and variables are changed using the left and right direction buttons or L/R buttons.

How to Use Developer Tools

Press the F8 key during a Playtest to open Developer Tools.

Developer Tools have the same function as those built-in to Google Chrome.

You can check each element of the game constructed in HTML5.



Quitting Playtest

To quit testing your game, press the X button to close the window.

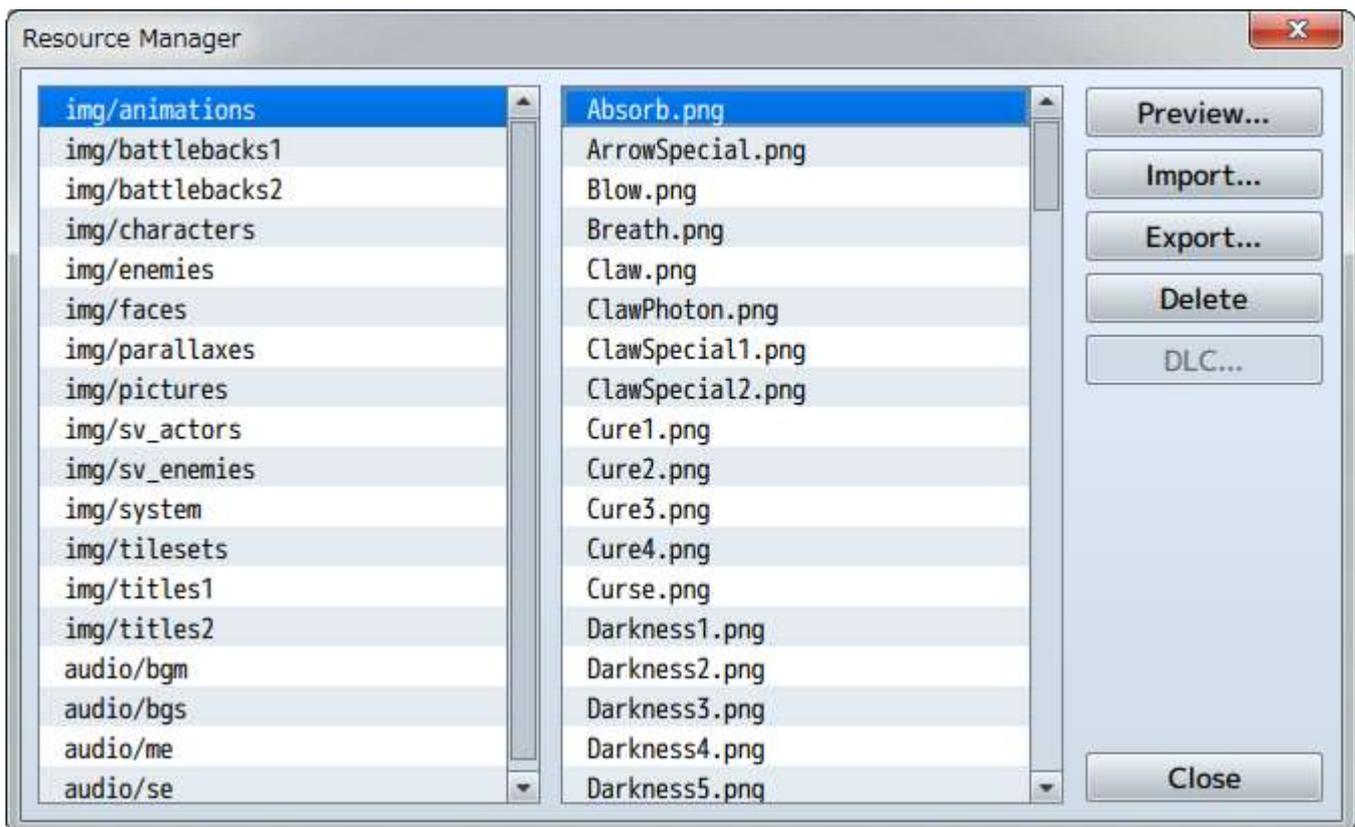
Resource Manager

In [Resource Manager], under [Tools] → [Resource Manager], you are able to manage resources included in your project.

Each function for the buttons and parts displayed in the window is explained below.

To use your original files (including images/audio/etc.) in creating a game, you are required to follow the predetermined standard.

Please refer to [Asset Standards] for more information.



Folder List

On the left side of the window, a list of folders containing resource files will be displayed. When importing a resource file, choose the folders according to your purpose of use.

File List

On the right side of the window, the list of files contained in the chosen folder will be displayed.

Preview

Displays the preview of the image file chosen under the [File List]. To check a sound file, use the tool [Sound Test].

Import

Imports project resource files. Click [Import] after choosing the folder location in [Folder List] and then choose the resource file to import.

You can import multiple files at once by selecting multiple files. (April 21th, 2016 Update)

Export

Saves a project resource file outside of the project. The exported resource file will remain in the project after exporting.

Delete

Deletes resource file chosen in [File List]. Be careful as deleted data cannot be recovered.

You can delete multiple files at once by using the Shift key to select multiple files.

DLC

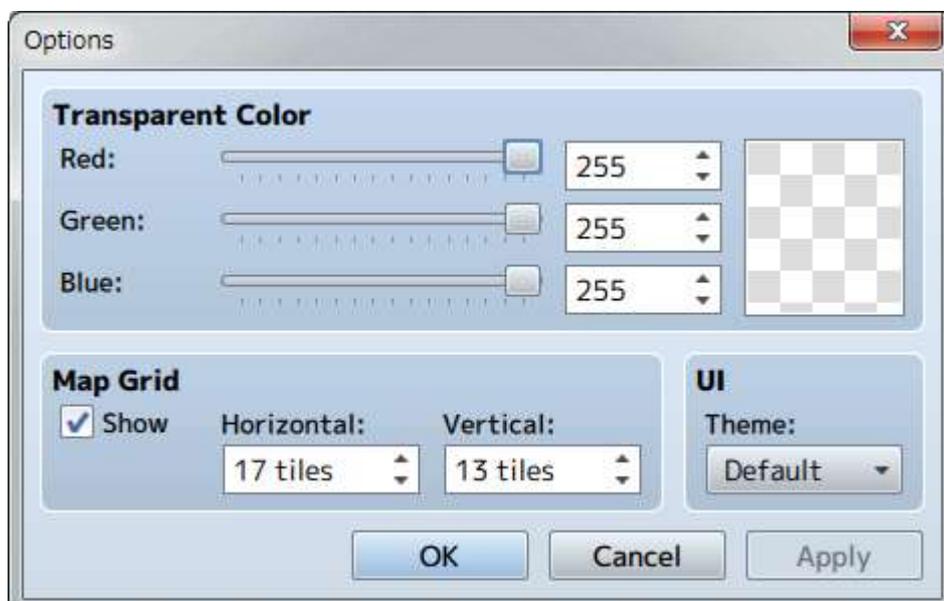
Imports project resource files from the extra contents stored in the DLC folder*. After pressing the button, the DLC folder will open and the applicable files will be indicated.

*DLC Folder

The DLC contents are stored in a subfolder where the RPGMZ executable file is located. When using the Steam version, after purchasing the DLC from the Steam store, the contents will be automatically added to the DLC folder.

Options

You can open the [Options] window by going to [Tools] → [Options]. Here, you can change the Transparent Color settings as well as the Map Grid settings.



Transparent Color

Sets the color to use as the transparency background in the editor.

Map Grid

By checking off the [Show] box, the Map Editor grid will be activated.

UI

Theme

Changes the appearance of the editor.

Object Selector

Choose an object selector for selecting in-game objects in the editor like Items, Weapons, Armors, and so on.

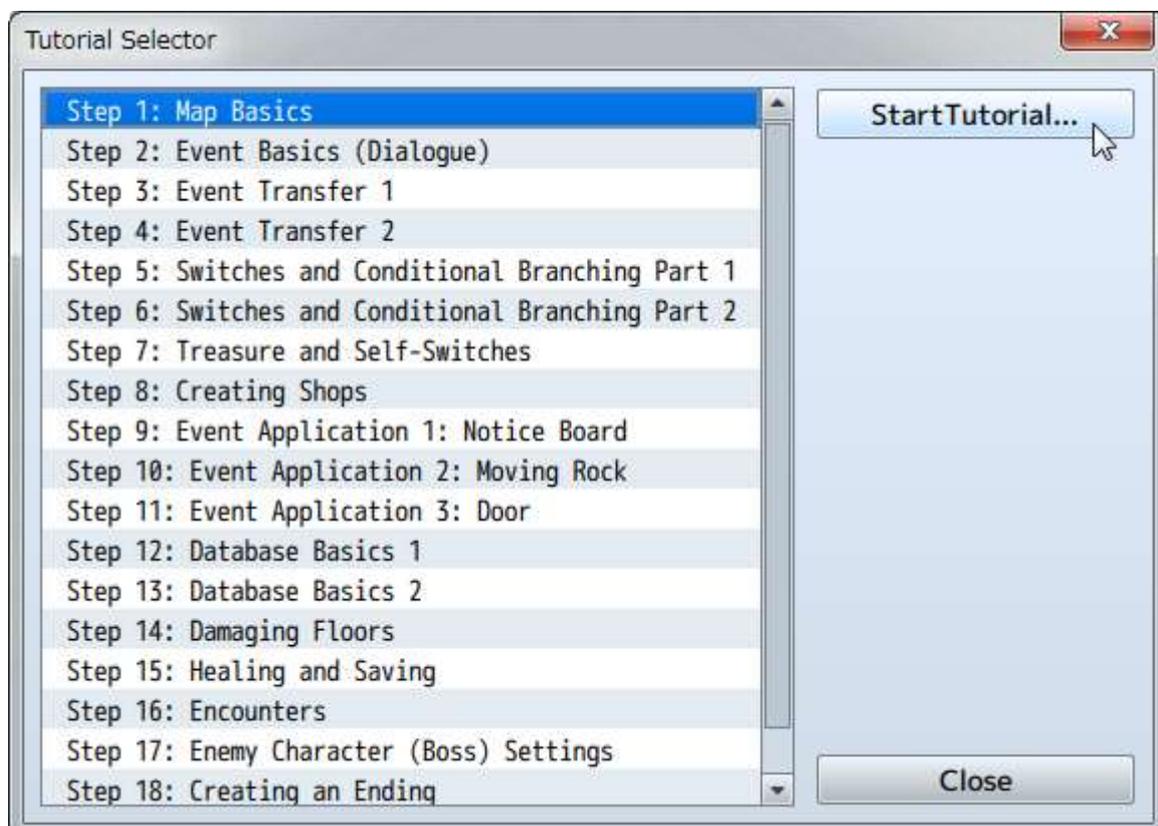
[Dropdown] · · · Optimized for less than 100 objects.

[Extended] · · · Optimized for hundreds of objects.

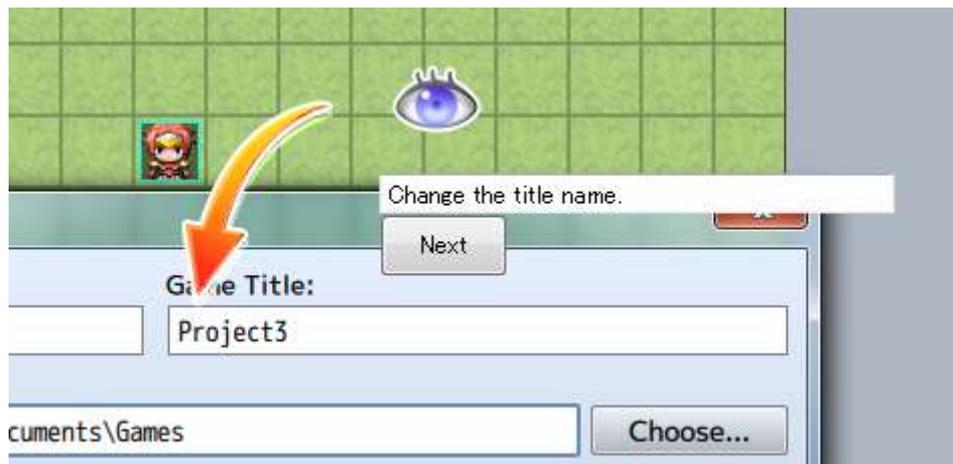
[Smart] · · · Chooses one based on the amount of objects automatically.

Tutorials

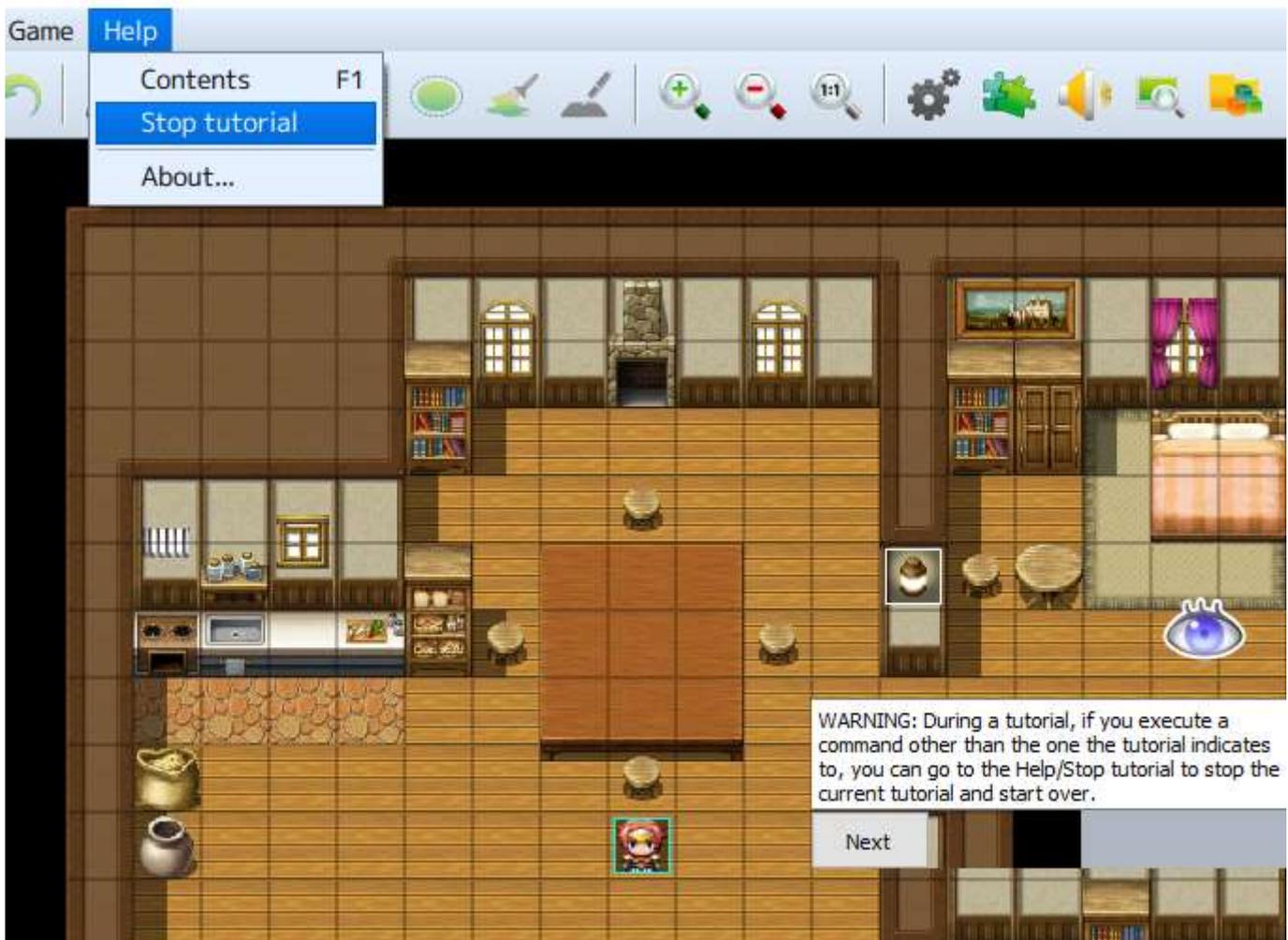
You can see a list of available tutorials by opening [Help]→[Tutorial]. A Tutorial Selector windows is displayed. Choose the topic that you would like to learn more about, then click the **StartTutorial** button.



Follow the on-screen instructions to proceed through the tutorial (in the example below, change the title name then click the [Next] button).



If you do not perform the actions the tutorial is expecting, you can stop the tutorial and start over.



Playing Your Game

Basic Controls

Running Your Game

How you run a game made using this software changes depending on how the game is deployed.

For Windows

Double-click the executable file named [Game.exe] (or [Game]) found in the game data folder.

For macOS

Double-click the executable file named [Game.app] (or [Game]) found in the game data folder.

Controls

The standard controls for games created with this software use a 4-button game pad. Button names are based off the Xbox 360 Controller. Supported game pad buttons/keyboard keys and functions used in standard games are as follows. The D-pad on the gamepad or the keyboard's arrow keys are used to control the movement of characters and the cursor.



Controls	Game Pad	Keyboard	Mouse	Touch
Movement	D-pad	Arrow keys, Num pad	Click destination *	Tap destination *
OK	A	Z, Enter, Space	Click target	Tap target
Cancel	B	X, Esc,	Right click	Tap with two

		Num pad 0		fingers/cancel button
Menu	Y	X, Esc, Num pad 0	Right click	Tap with two fingers/menu button
Dash	X	Shift		
Previous page	LB	Q, Page up		
Next page	RB	W, Page down		
Scroll pages	D-pad	Arrow keys, num pad	Drag from inside of page to outside of page/mouse scroll wheel	Tap and hold as you swipe from inside of page to outside of page

* Continue to click/tap and hold inside the screen when you move around the map to continue moving in that direction.

Special Controls

Key	Function
F2	Toggle FPS and Drawing Mode display
F3	Toggle Stretch Mode
F4	Toggle Full Screen Mode
F5	Reload
F8	Open developer tools (Playtest only)
F9	Open Debug Screen (Playtest only)
Ctrl + Arrow key	Move through obstacles (Playtest only)
Scroll wheel	Scroll pages

In-game Menu Controls

Title Menu

The title screen will appear when you run your game. Select from the below options to run.

New Game

Start a new game from the beginning.

Continue

Start from a previous save. Select Save Data.

Options

Adjust all settings related to the overall game such as BGM volume.

Menu During Movement

When a player is moving on the map, this menu is displayed when you press the Menu button (same as the Cancel Button except for gamepad). You can do things like use items which recover the state of actors, and save the game state while

playing the game using the commands on the upper left. Details for each command are as follows.

Item

Check/use items that your party possesses. To use an item, select it from the list (depending on the item, you may need to select the target actor to apply its effect).

Skill

Check/use skills (magic, etc.). To use an skill, select it from the list (depending on the skill, you may need to select the target actor to apply its effect).

Equip

Check/change equipment. When selecting an actor and changing its equipment, you will select both the equipment you want to change and the equipment you will change (or an empty item to remove the equipment).

Status

Check on an actor's status. Select the target Actor.

Formation

Change the order of your party members.

Options

Adjust all settings related to the overall game such as BGM volume.

Save

Save the current game state. Select where you wish to save from 20 different save slots.

End Game

Quits the game. Select either [To Title] or [Cancel] (cancels the operation).

Battle Menu

The game will switch to the Battle Screen upon encountering an enemy in the game.

You can advance the battle by selecting the following commands. When all party members' HP¹ reaches 0, this will result in a Game Over.

¹ HP : Health Points (or Hit Points) of a player. When HP reaches 0, the player dies (all foot notes are from the author of the present PDF document).

Party Commands

Commands that display during each turn. Select [Fight] to continue the battle and [Escape] to run away from the enemy.

However, if an enemy moves to attack you, only the enemy can do an action until that turn is over even if you select [Escape].

Actor Commands

You will select each party member's action when you select [Fight] in the party commands. The primary actions are [Attack] (attack using the currently equipped weapon), [Guard] (protect oneself and reduce incoming damage) and Item (use currently owned items).

The types of actions you can select depend on the actor's settings.

Shop Menu

At the shop you can buy and sell items, weapons, armor, etc.

Buy

When you select [Buy], items, weapons, armors, etc. that you can purchase are displayed. Select the item and item amount and press the OK button to buy.

Sell

When you select [Sell] and select [Item], [Weapon], [Armor], or [Key Item], the items you possess will be displayed.

Select the item you wish to sell, enter the amount to be sold, and press the OK button to sell.

Owned/Actors able to equip

The number of selected items possessed is displayed in the right window.

When buying weapons and armor, the party members are displayed and those who are unable to be equipped are grayed out.

When you have 5 or more party members, you can use the dash button or click (tap) the right window to display the members beyond the 5th member.

Entering Amount

D-pad/arrow key	Function
Right	+1 item amount
Left	-1 item amount
Up	+10 item amount

Down	-10 item amount
------	-----------------

* When using with a touch device, you can change the amount and confirm your purchase by tapping the below buttons.

Button	Function
	+1 item amount
	-1 item amount
	+10 item amount
	-10 item amount
	OK

Developer Tools

The Developer Tools will be shown when you press the F8 key while test playing your game.

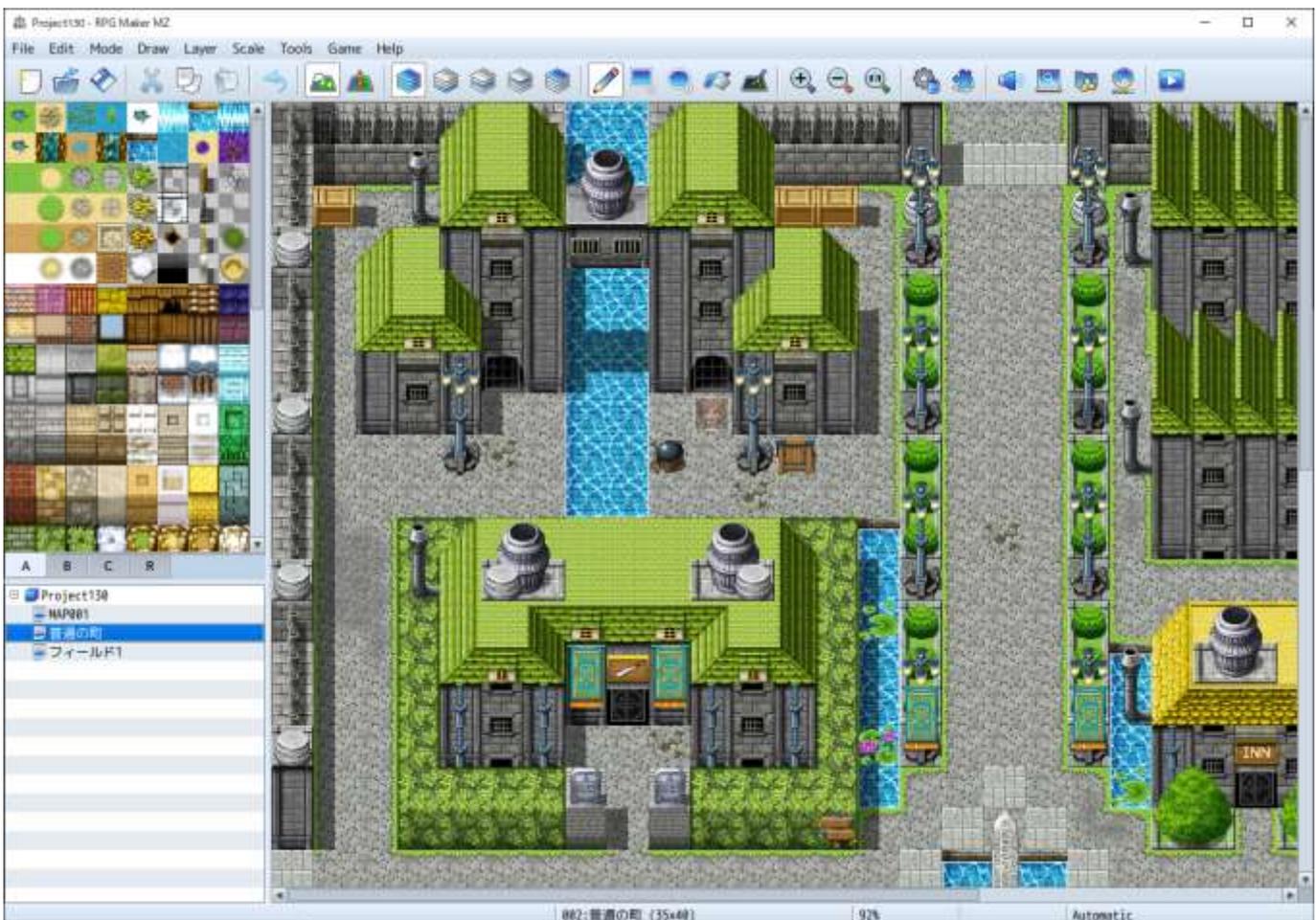
Please see [How to Use Developer Tools] for more information.

Map

What are Maps?

Maps are the data that represent the setting for your game. Maps will unfold based on where a character moves on the map when playing the game.

A map's design is edited by placing together parts used for composing your map called "Tiles".



Map Basic Specifications

Role of Tiles

Tiles are images which give a map its appearance, and are configured to allow or not allow a character to move across that tile.

In one map, multiple tiles grouped together assigned to be one piece of data are called a "Tileset", which is used as the basis of designing the shape of a map. You can instantly change the appearance of a map by changing the tileset you are using. The contents of a tileset can be edited using the [Database].

Tile Classifications

It is possible to include 5 types of tiles for A through E in one tileset. A is the lower layer which represents the terrain and ground, and B through E are upper layer tiles which represent surface elements such as trees and bushes or sign boards.

It is possible to place an upper layer and lower layer tile on the same location on the map. By using this two-layer composition, it is possible to create a very detailed and intricate map.

As a standard, tiles that represent things such as the ocean, grasslands, floors and walls are the lower layer tiles, and upper layer tiles used to decorate those layers are provided.

Moreover, it is now possible to overlap two types of upper layer tiles allowing for more variation in this version.



Map Size and Display Method

The size of a map is measured in tiles, and can be set to have a width and height of 0 to 256 tiles respectively.

The number of tiles visible on a game when playing is 17x13 tiles at one time. For maps larger than this, the area displayed will automatically move centered on the position of the player (scroll processing). Moreover, by connecting the edges of maps, you can have settings where the map loops just as if it was a planet (loop processing).

Map Positioning

The position of tiles on the map is represented in [Map Coordinates]. The origin of a map is at the upper left corner at (0,0), and moving away from this point X tiles to the right becomes the X coordinate, and moving away from this point Y tiles down becomes the Y coordinate. For example, in a map which has a tile size of 100x100, the coordinates of the bottom right corner is (99,99). The map coordinates of the tile which is currently being edited will appear in the status bar.

Map coordinates can be used in event commands which monitor the current location of your party and the locations where a party moves based on variables.

Editing Map Designs

Basic Editing Methods

Switch to Editing Mode

To edit the design of your map, click the [Map] button on the toolbar (or [Mode] → [Map] in the menu) to switch to Editing Mode.

Selecting Map Data

Click to select the map data you wish to edit in the Map List found at the bottom left of the window. The design of the map will be displayed in the Map View on the left side.

Selecting Tiles

Click to select a tile that you will draw from the Tile Palette. The tile that is currently selected will have a white frame around it. Tiles displayed in the Tile Palette will be switched when you click one of the A through E tabs at the bottom.

You can select multiple tiles at once to draw on by drag-selecting them on the Tile Palette.

Selecting the Drawing Tool and Drawing

You can select tools (the below 5 types) which can be used for drawing tiles by clicking them on the toolbar. Also, tiles will be drawn when you click or drag on the map display area (Map View) on the right side of the window. Each tool can also be selected from the [Draw] Menu.

You can erase tiles that you have drawn by drawing transparent tiles. You can find the transparent tile in the upper left of the upper layer B tab.



Pencil

Draws the selected tile in the spot that you have clicked.



Rectangle

The selected tile will be drawn in a rectangular area produced by clicking and dragging the cursor diagonally with the beginning of the drag being the starting point and the end of the drag being the ending point.



Ellipse

The selected tile will be drawn in a ellipse within a square area produced by clicking and dragging the cursor diagonally with the beginning of the drag being the starting point and the end of the drag being the ending point.



Flood Fill

Tiles will be drawn from the location of the tile you click and on all surrounding tiles of the same type that are connected.



Shadow Pen

Add or delete shadows for things such as walls in the location you click.

Eyedropper

Right-click on Map View to copy an existing tile, then left-click to paste the copied content. Right-click and drag to select a range of tiles to copy.

Other Editing Functions

Autotile

A feature called [Autotile] is included in the tiles displayed in the A tab of the Tile Palette. With autotiles, one type of tile contains several patterns, and the border of the tile will be adjusted automatically depending on how the tiles are placed. Tiles which have the autotile function are assigned to [A1] through [A4] in the database [Tilesets].

Moreover, you can temporarily disable the autotile function by holding [Shift] and drawing tiles or using the eyedropper.

Autoshadows

Within autotiles, by placing two or more tiles vertically, a shadow will automatically be drawn to the bottom right of that tile. However, specified tiles will not have shadows drawn on them.

Shadow Pen

The Shadow Pen is a tool that allows you to draw shadows for walls and buildings. You can darken the hue by 1/4th of the size of a tile. Click the [Shadow Pen] button on the toolbar (or go to [Draw] → [Shadow Pen] in the menu), and click on the Map View. A shadow is drawn by clicking on a part which has no shadow, and by clicking a part which already has a shadow, that shadow will be removed.



Upper Layer Tile Special Specifications

You can layer 2 different types on the upper maps B-E.

- * When layering a 3rd tile, the 1st upper tile will disappear.
- * When the 3rd tile layered is the same as the 2nd tile, the first tile will not disappear.
- * Only the upper left B tile can erase all upper tiles.

When a passable tile and an impassable tile are layered, the effect of the tile layered last takes priority.

- * Even when a passable ☆ tile is on the bottom, the tile with the ☆ will be displayed on top.
- * When a passable ☆ tile is layered, the impassable tile's effect will take priority.

Lower Layer Tile Special Specifications

Amongst the tiles that are displayed in the [A] tab of the Tile Palette, those items found in [A2] in the tileset properties are divided into [Base] (tiles 1 to 4 from the left, or the left half) and [Decoration] tiles (tiles 5 to 8 from the left, or the right half). Decoration tiles can be placed on top of base tiles.

However, for those [Tilesets] which have their [Mode] set to [World Type] in the tileset properties, when placing a decoration tile that is stacked on a 2nd or 4th base tile, the base tile will change either the 1st or 3rd base tile.

Map Layer Selection Function

Switches layers in map editing mode. You can select an individual layer to edit without affecting other layers.

While it is usually possible to create maps using [Auto], using each layer for separate purposes allows you to fine-tune your map.

When a layer is selected, the tile placed on the selected layer will be highlighted.

Since only the highlighted tile can be edited, you can use it in situations such as when you want to make batch changes only to the lower layer after placing decorations using upper layer tiles.

The figure below shows tiles placed using [Auto] and [Layer 1].

You can see that only the room's floor tiles are being changed in batch with the [Layer 1] settings.

(see image on next page)

Automatic

Layer 1



Auto : Automatically select layer when drawing the map.



Layer 1 : Layer 1 is selected.



Layer 2 : Layer 2 is selected.



Layer 3 : Layer 3 is selected.



Layer 4 : Layer 4 is selected.

Map Data Controls

Controls via the Context Menu

Right-clicking Map Data items in the Map List allows you to do things such as configure/change and copy. The functions of each item are as follows.

Edit

Opens the Settings Window for map data. For more information regarding items that can be configured, please view [Map Properties].

New

Adds new map data. For more information regarding items that can be configured, please view [Map Properties].

Load Sample Map

New map data is created based on sample data. Click the data name on the list in the window displayed, confirm the details and click [OK].



Copy

Copies map data to the clipboard.

Paste

Adds map data currently in the clipboard.

Delete

Deletes map data.

Shift

Shifts the placement of all tiles on the map. Specify the shift direction and number of tiles.

Generate Dungeon

Automatically generates a maze form map.

Please refer to [How to Use Aid Tools] for more information.

Save as Image

Saves the currently selected map in an image format.

Group Maps

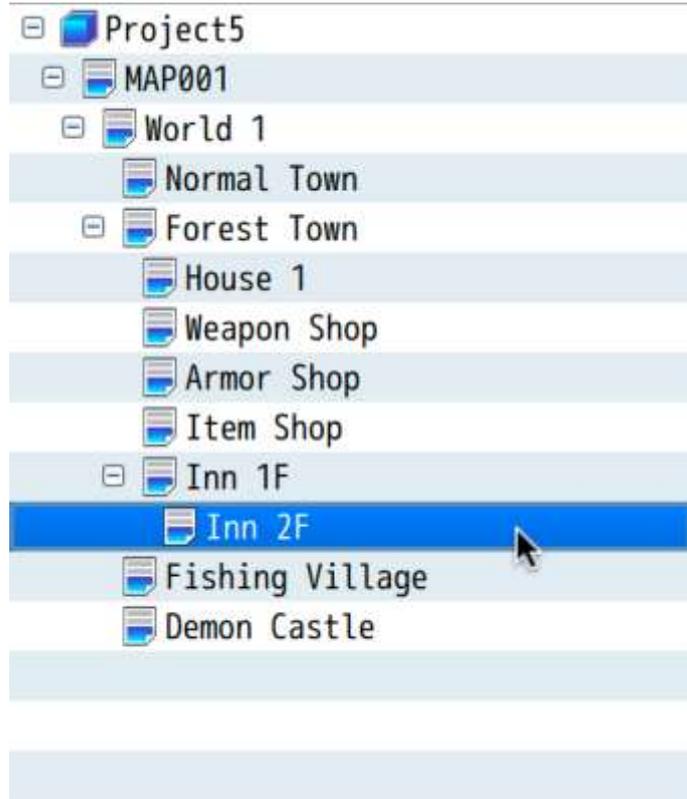
By dragging map data in the Map List onto other map data, the data will appear under the latter map data.

Just like grouping the interior map of a building under the map of a town, it is convenient for grouping map data and managing it.

By dragging a map which has been moved to the bottom to the folder containing the project name, you can move it to the highest layer.

This hierarchical display only changes the way that things are displayed on the Map List.

This will in no way affect the design and settings of the map.



Display Name

The name of the map that is displayed when the player is moving on the map.

Tileset

Specify tilesets to be used in the design of the map.

Width/Height

The size of the map. The [Width] and [Height] can be set from values between 0 and 256 respectively. Parts which extend beyond the map when making it smaller after creation will be deleted.

Scroll Type

Determines how the map loops. When you set the map to loop, the edge pairs of the map that you designate will allow the player to loop from one edge to the other.

No Loop

There will be no looping.

Loop Vertically

The upper and lower edges of the map will be connected.

Loop Horizontally

The left and right edges of the map will be connected.

Loop Both

Both the upper and lower, and the left and right edges of the map will be connected.

Encounter Steps (Enc. Steps)

Determine the frequency of random encounters by setting the average number of steps a player walks on the map before an encounter occurs (1 to 999/per step equals the movement distance per tile). Set this value low when you want monsters to appear frequently.

Disable Dashing

When enabled, a player cannot dash on this map.

Autoplay BGM/ Autoplay BGS

When enabled, BGM (background music) and BGS (background sounds) will start playing automatically when the player exists on the map. Select the sound files for each that you wish to play.

When the map and battle BGM is identical, the music will not stop when switching between screens.

Parallax Background

An image that appears in the transparent part of the map. Select the file you want to use in the window that opens when you click the [...].

When you enable [Loop Vertically] or [Loop Horizontally], the background will scroll according to the movement direction of the player. Also, by setting the scroll to a value other than 0 (-32 to 32), it will automatically scroll. If it's a positive value, it will scroll left or up. If it is a negative number, it will scroll right or down. The higher the absolute value is, the quicker the scroll will be.

When you enable [Show in the Editor], you can confirm the parallax background that you set in the editor. However, there are times when how it is displayed differs in the actual game.

Also, when you add a "!" to the beginning of a parallax background image file name, the parallax will become 0.

Memo

Here you can freely add notes when creating your game. This property is just used in the editor (does not affect the game).

Encounter

This is the list of enemy troops that appear randomly when the player moves in this map. You can configure the following in the window that opens when you double-click a blank row. When you right-click a troop that you have entered, you can perform actions such as Copy and Delete using the context menu.



Troops

Define the troops you want to configure.

Weight

Set the order of priority (0 to 100) that troops appear as battle opponents when encountering enemies. The higher that a troop's weight value is, the higher its encounter will be when there are multiple troops configured.

The encounter rate for troops will be calculated based on a percentage of the total weight of all troops.

So for example, let's assume that Troop A's weight is 9, B's is 7 and C's is 4. In this case, Troop A's encounter rate is $9/20$ (the total weight being $9+7+4$), or 0.45. In other words, it has a 45% chance of appearing. Likewise, Troop B's is $7/20$ or 35% and Troop C's is 20%.

Scope

Specifies the region where this troop will appear. Specify "Entire Map" when you want it to appear regardless of region.

To have an enemy encountered only in a specified region, select "Specify by Region ID" and specify the region ID (up to 3 regions).

Please refer to the section below to see how to set a region.

Setting the Region

The [Region] that you specify in the Encounter settings of the map indicate the region in which the troop appears.

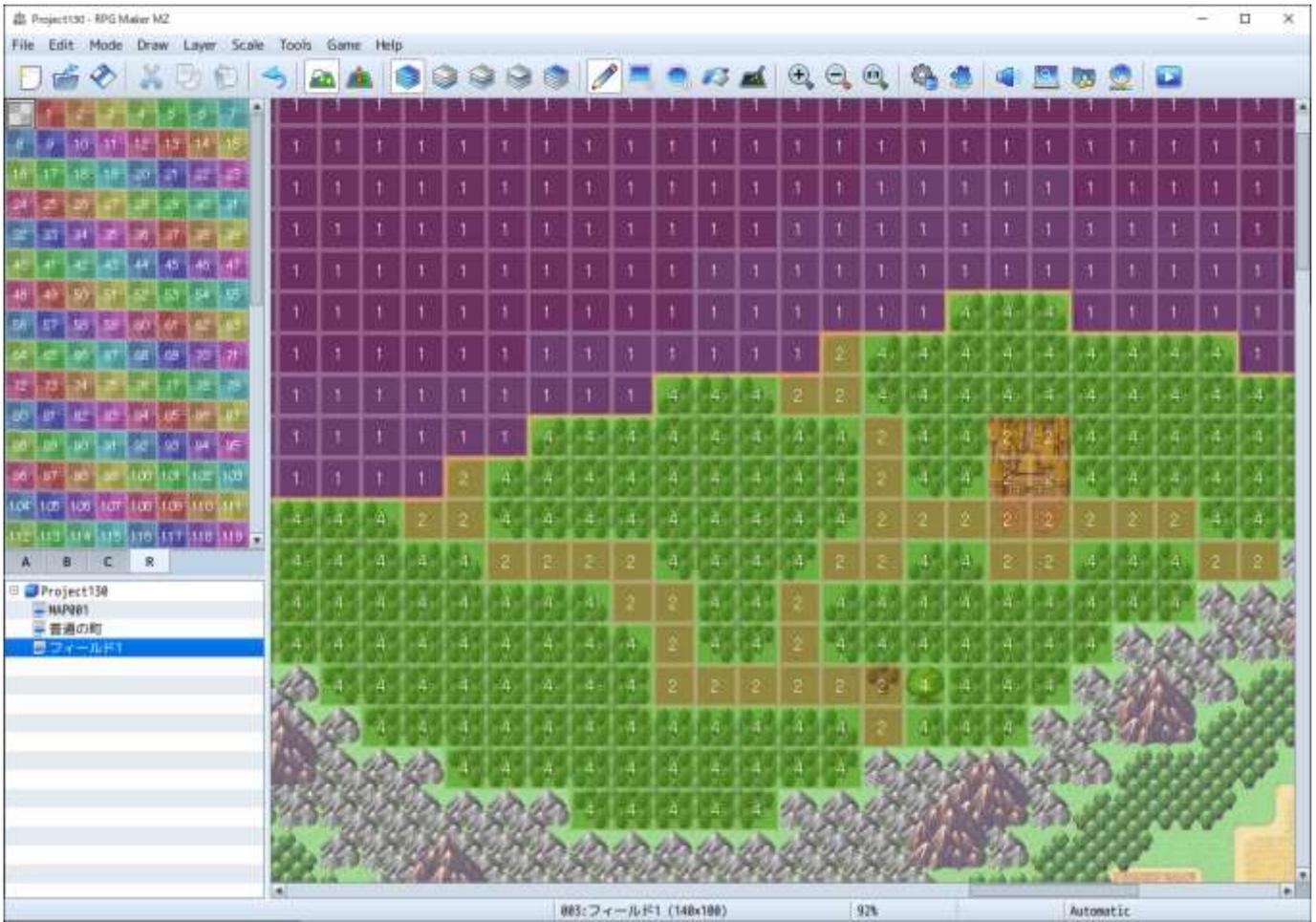
One map can be divided into 255 regions.

To configure region settings, select the R tab for the Tile Palette to switch to Editing Mode.

After doing so, click to select the region ID (1 to 255) on the upper left of the window, and by clicking on the Map View, you can configure the region of the tile in that position.

Only one region ID can be assigned per tile.

(see image on next page)



Database

What is the Database?

The database is the collection of all components that make up a game aside from the map and map events. Components such as the character that the player controls, items magic and more can be prepared as the following 15 types of data.

Data excluding [System], [Types] and [Terms] will be prepared for each type that appears in the game. For example, you will create data for each piece of equipment such as "Health Potions" and "Keys", and configure characteristics such as their names, images and what effects they have when used.

Actors	The character that the player can control.
Class	Characteristics that you assign to the actor (traits, growth conditions, etc.).
Skills	Actions and special skills (normal attacks, special skills and magic).
Item	Items that the player owns (potions, keys, etc.)
Weapons	Equipment that actors use for attacking (swords, canes, bows, etc.)
Armors	Equipment that an actor uses for defense (armor, shields, accessories, etc.)
Enemies	Characters that fight against actors in battle.
Troops	Group of enemies that appear in game.
States	States for actors, enemies, etc. (Poison, Knockout)
Animations	Visual effects that appear during times such as when skills are used.
Tileset	Organization of tiles used when creating maps.
Common Events	Handles commonly used events.
System 1	Basic settings for the overall game.
System 2	Basic settings and advanced settings for the overall game.
Type	Configure Types for elements, skills, weapons, armors and equipment.
Terms	Text such as common game commands and parameters.

Editing the Database

Displaying the Edit Screen

Contents of the database are edited in the [Database] window. To display the window, click the [Database] button on the toolbar (or go to [Tools] → [Database]).

Organization of the Edit Screen

You can select data according to data type using the side menu in the [Database] window. By clicking a button on the side menu and switching the screen, you can create and edit data.

When editing data aside from [System], [Types], and [Terms] data, first click to select the data that you will edit using the data list on the left side of the window.

After doing so, by editing the details of the parameters that are organized on the right side of the window, you can define the characteristics of the data.

By pressing [F4] or [F5] on the keyboard, you can switch between the previous and next data for data selected in the data list.

Change Maximum

To change the maximum number of a data item, click the [Change Maximum] button below the data list, and define the new number.

The maximum number of animations and tilesets can go up to 1,000. Other data items can go up to 9,999. However, note that configuring too many items may cause movements to slow down or become unstable. It is highly recommended that you set a low but appropriate number that can be effectively utilized by the game being designed.

When lowering the maximum number of data entries, all data with a number beyond the new limit will be deleted.

Controls via the Context Menu

A menu will appear when right-clicking an item in the data list, allowing you to copy that data. The details for controls related to each item is as follows.

Copy

Copy the parameter details of that data to the clipboard.

When selecting while pressing the Shift key, you can copy multiple data entries.

Paste

Apply (overwrite) the parameter details in the clipboard to the data. All data for parameter details of data before performing this action will be lost.

Clear

Delete all data parameter details.

Regarding Data IDs

The numbers which appear at the front of each entry in the data list is its Data ID (unique number). This ID is used on occasions such as specifying data using variables that will be used in event commands.

Utilizing the Notes Field

For some data elements (actors /classes /skills /items /weapons /armors /enemies /states /tilesets), there is a [Note] field available. This is for freely taking notes when creating your game. As a rule, this will not affect the game, there are plugins where you can define additional data using the notes field.

Nickname

The nickname of the actor. This will be displayed on the status screen in the upper right.

Classes

The class which the actor belongs to. This will affect which skills can be used, which weapons can be equipped, which items can be used, etc. Specific details are edited in the [Class] tab.

Initial Level/ Max Level

[Initial Level] is the level of the actor at the start of game, and [Max Level] is the maximum level an actor can be. An actor will never level up beyond its [Max Level]. Either can be set from 1 to 99.

Profile

Introduction of the actor. This will be displayed on the lower portion of the Status Screen.

Images

Face
Image displayed on the menu.

Walking Character
Image displayed on the Map Screen.

[SV²] Battler
Image displayed in the Battle Screen when in Side-view mode.

Initial Equipment

The equipment that an actor starts with at the start of the game. Select the equipment position for each piece from the pulldown list. Equipment which can be selected is limited to what their class is able to equip. Setting this to [None] will cause nothing to be equipped in that location.

Traits

The actor's unique traits. Define the details in the window that is displayed when double-clicking each row of the settings field. For more information please refer to [How to Set Traits].

² Side-view. See **Side-view Character Standards**.

Memo

Used to make notes while making your game.

Right-click to show the menu and choose [Plugin Help...] to display the Plugin Help.

Class Settings

This Data's Role

Class data compiles trait data pertaining to actor abilities. Actors must belong to a class. Things such as the way an actor levels up, how their parameters increase, and the skills they can acquire are determined based on class settings. It is also possible to assign actors unique class traits.

Parameter Details

General Settings

Name:

EXP Curve:

Traits

Type	Content
Sp-Parameter	Target Rate * 100%
Ex-Parameter	Hit Rate + 100%
Ex-Parameter	Evasion Rate + 5%
Ex-Parameter	Critical Rate + 10%
Add Skill Type	Special
Equip Weapon	Sword
Equip Weapon	Dagger
Equip Armor	General Armor
Equip Armor	Light Armor
Equip Armor	Small Shield

Parameter Curves

Learnable Skills

Level	Skill	Note
Lv 2	Strong Attack	
Lv 5	Slash	
Lv 8	Willpower	
Lv 12	First Aid	
Lv 15	Dual Attack	
Lv 20	Spin Crash	

Note

Basic Settings

Name

Name of the Class. The class will be displayed in places such as on the Menu Screen and upper part of the Status List Screen.

EXP Curve

Parameters for determining the EXP which is required for leveling up. When an actor acquires the needed amount of EXP for each level, that actor's level will increase 1 level and their Skill Points will increase and they will acquire new skills.

The EXP required is set based on the below 4 values in the window that is displayed when you click the [...] in the settings column.

The EXP required for each level will be displayed in a list, and a graph will be displayed in the background in the [To Next Level] tab. It's a good idea to refer to this while setting your parameters.

The total amount of EXP until reaching each next level can be viewed in the [Total] tab.

The screenshot shows a window titled "EXP Curve" with two tabs: "To Next Level" and "Total". The "To Next Level" tab is active, displaying a table of EXP values for levels 1 through 80. The values are arranged in a grid with 5 columns and 16 rows. Below the table are four sliders with numerical input boxes: "Base Value" (30), "Extra Value" (20), "Acceleration A" (30), and "Acceleration B" (30). "OK" and "Cancel" buttons are at the bottom right.

L 1:	50	L21:	6843	L41:	21026	L61:	35121	L81:	45308
L 2:	112	L22:	7442	L42:	21785	L62:	35734	L82:	45705
L 3:	204	L23:	8061	L43:	22541	L63:	36338	L83:	46089
L 4:	329	L24:	8694	L44:	23294	L64:	36930	L84:	46464
L 5:	485	L25:	9346	L45:	24044	L65:	37512	L85:	46830
L 6:	672	L26:	10010	L46:	24791	L66:	38082	L86:	47185
L 7:	890	L27:	10690	L47:	25531	L67:	38642	L87:	47531
L 8:	1137	L28:	11381	L48:	26267	L68:	39191	L88:	47867
L 9:	1417	L29:	12083	L49:	26996	L69:	39727	L89:	48194
L10:	1723	L30:	12797	L50:	27720	L70:	40253	L90:	48512
L11:	2061	L31:	13519	L51:	28435	L71:	40768	L91:	48820
L12:	2425	L32:	14250	L52:	29144	L72:	41271	L92:	49121
L13:	2817	L33:	14987	L53:	29845	L73:	41764	L93:	49412
L14:	3237	L34:	15731	L54:	30537	L74:	42245	L94:	49694
L15:	3681	L35:	16480	L55:	31220	L75:	42715	L95:	49970
L16:	4151	L36:	17233	L56:	31895	L76:	43174	L96:	50235
L17:	4645	L37:	17989	L57:	32560	L77:	43623	L97:	50494
L18:	5162	L38:	18747	L58:	33215	L78:	44060	L98:	50744
L19:	5701	L39:	19507	L59:	33860	L79:	44487		
L20:	6262	L40:	20266	L60:	34495	L80:	44903		

Base Value

The standard value for calculating necessary EXP. By lowering this value, the overall necessary EXP will decrease.

Extra Value

The designated value added to necessary EXP for each level.

Acceleration A

Adjust the rate at which to increase the necessary EXP. By setting this value higher, the amount of necessary EXP will increase proportionately according to the increase in level.

Acceleration B

Adjust the rate at which to increase the necessary EXP. By setting this value higher, the rate of increase of necessary EXP will become larger primarily at higher levels.

Parameter Curves

The parameters for trait values for each level. The Parameter Settings window will open when you double-click a graph. Please refer to the [Setting Parameter Curves] mentioned later to learn how to set parameters.

Learnable Skills

Skills that an actor gets upon leveling up. Set the levels and skills acquired in the window that is displayed when double-clicking in a column.

Traits

Traits which you give to actors set to this class. For more information please refer to [How to Set Traits].

Notes

Used to make notes while making your game.

Right-click to show the menu and choose [Plugin Help] to display the Plugin Help information.

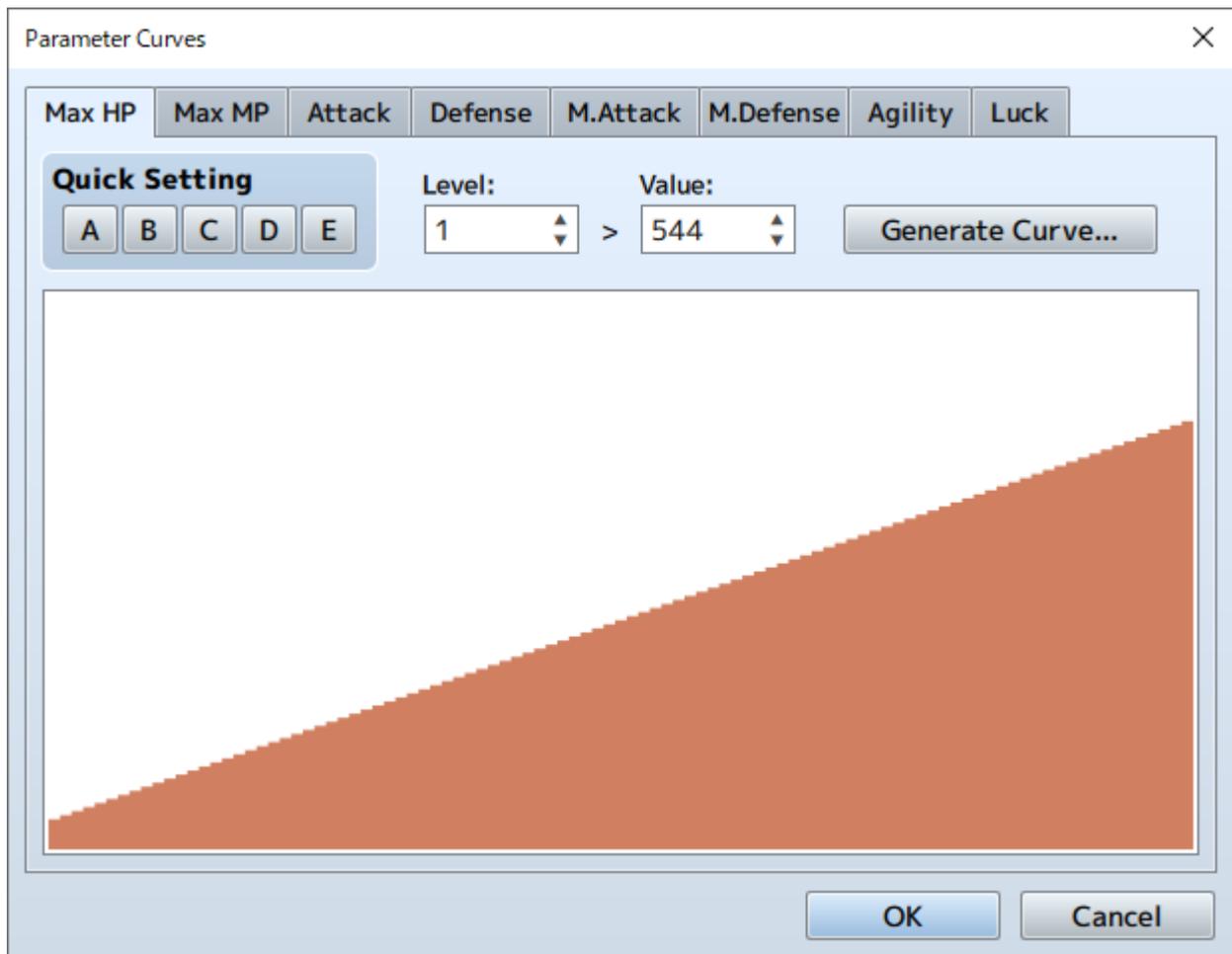
Setting Parameter Curves

In the [Parameter Curves] window, parameter values for each level are set based on the items below.

By clicking the tab with the parameter's name, you can switch to the parameter that you want to edit.

The value that you specify will be reflected when you click [OK] after you finish editing (changes will be abandoned when you press [Cancel]).

(see image on next page)



Quick Settings

The values set previously will be applied to the parameter values for all levels. There are 5 types of patterns listed [A] through [E], and each pattern will be applied by clicking that pattern's button.

Level/Value

Directly edit the parameters for each level. After specifying the level (1 to 99) you wish to edit in the [Level] box, specify the value (Max HP can be set from 1 to 9999, Max MP³ can be set from 0 to 9999, all others from 1 to 999) for that level in the [Value] box.

Generate Curve

The values of levels will be calculated automatically based on the values at level 1 and level 99.

Define the values (Max HP can be set from 1 to 9999, Max MP can be set from 0 to 9999, all others from 1 to 999) at [Level 1] and [Level 99] in the window that appears when the [Generate Curve] button is clicked.

³ MP : Magic Points (or Manana Points). Magic or Mana is an attribute assigned to characters within a role-playing or video game that indicates their power to use special magical abilities or "spells". Magic is usually measured in magic points or mana points, shortened as MP (Wikipedia).

Next, decide the Growth Type using the slider. The rate of growth (the amount at which parameter values increase) when set to the left (Fast) will become lower when leveling up, and will become higher when set to the right (Slow). When you click [OK], parameters will be set based on what was specified.

Graph

The parameter values for each level will be displayed in a bar graph. By clicking or dragging within the displayed area, you can get the value for parameters for level in the location clicked.

Skill Settings

This Data's Role

This is data that defines the actions an actor takes during battle, such as fight, guard, magic, and special attacks. It is possible to create all kinds of actions by configuring the states and conditions when actions can be performed, success rate, the damage dealt to the target, etc.

Parameter Details

General Settings Name: <input type="text" value="Attack"/> Icon:  76 Description: <input type="text"/> Skill Type: <input type="text" value="None"/> MP Cost: <input type="text" value="0"/> TP Cost: <input type="text" value="0"/> Scope: <input type="text" value="1 Enemy"/> Occasion: <input type="text" value="Battle Screen"/>				Damage Type: <input type="text" value="HP Damage"/> Element: <input type="text" value="Normal Attack"/> Formula: <input type="text" value="a.atk * 4 - b.def * 2"/> Variance: <input type="text" value="20 %"/> Critical Hits: <input type="text" value="Yes"/>															
Invocation Speed: <input type="text" value="0"/> Success: <input type="text" value="100 %"/> Repeat: <input type="text" value="1"/> TP Gain: <input type="text" value="5"/> Hit Type: <input type="text" value="Physical Attack"/> Animation: <input type="text" value="Normal Attack"/>				Effects <table border="1"> <thead> <tr> <th>Type</th> <th>Content</th> </tr> </thead> <tbody> <tr> <td>Add State</td> <td>Normal Attack 100%</td> </tr> <tr> <td> </td> <td> </td> </tr> </tbody> </table>		Type	Content	Add State	Normal Attack 100%										
Type	Content																		
Add State	Normal Attack 100%																		
Message <input type="text" value="%1 attacks!"/> <input type="text"/> <input type="button" value="'casts *!'"/> <input type="button" value="'does *!'"/> <input type="button" value="'uses *!'"/>				Note <input type="text" value="skill #1 corresponds to the Attack command."/> <input type="text"/>															
Required Weapon Weapon Type 1: <input type="text" value="None"/> Weapon Type 2: <input type="text" value="None"/>																			

Basic Settings

Name

Name of the skill. If the name of a skill is long, it may not be completely displayed on the Play Screen.

Icon

Image which appears together with the skill name during gameplay. You can select

any image of your choice in the [Select an Image] window that appears after double-clicking on the icon's image. It is typical to select an image that corresponds to characteristics of the skill.

Description

A description of the skill that appears during gameplay when the cursor is over it.

Skill Type

Specify the Skill Type. [Magic] and [TP Skills] are setup by default, however you can change this in the [Terms] settings. For those settings that were configured to something other than [None], the effects of each [Additional Skill Type] can be used only by those actors and classes given the skill.

MP Cost/TP Cost

The MP (0 to 999) and TP (0 to 100) cost when a skill is used. An actor cannot use a skill if they do not have enough MP or TP.

Occasion

Select the state when a skill can be used. Select one of the following: [Always] (possible to select both in battle and in the Menu Screen), [Battle Screen] (only selectable during battle), [Menu Screen] (only selectable in the Menu Screen) and [Never].

Scope

The scope of the effect of the skill. You must choose one for each of the following.

The screenshot shows a dialog box titled "Scope" with a close button (X) in the top right corner. It is divided into three main sections:

- Side:** Contains five radio button options: None, Enemy (which is selected), Ally, Enemy & Ally, and User.
- Number:** Contains three radio button options: One (which is selected), All, and Random. Below these is a small numeric input field with up and down arrow buttons.
- Status:** Contains three radio button options: Alive, Dead, and Unconditional.

At the bottom of the dialog are two buttons: "OK" and "Cancel".

Side

Specify the target. You can select from Enemy, Ally, Enemy & Ally, User, or None.

Number

Specify the number of targets. You can select from One, All, or Random.

Status

Specify the target conditions. You can select from Alive, Dead, or Unconditional.

Can only be set for allies.

Activation

Speed

The value (between -2000 and 2000) added to an actor's Agility when using a skill. Affects the action order during battle, meaning that they can be effects which are small but can be used quickly, big but take time to use.

Success

The rate of success (0 to 100%) when using a skill. The effectiveness of the target affects the actual rate of success.

Repeat

The number of times (1 to 9 times) an effect is applied when used once.

TP Gain

The amount of TP gained after applying an effect to a target after used successfully.

Hit Type

Determines the type of hit. You must choose one of the following.

Certain Hit

Treats the successful use of a skill as a hit. Counterattacks, Counter Magic and substitutions are ineffective.

Physical Attack

Determines the success based on the user's hit rate and the evasion rate of the target. Counterattacks, and substitutions are applicable.

Magic Attack

Determines the success based on magic evasion rate of the target. Counter Magic and substitutions are applicable.

Animation

Animations that appear on the target of the skill used during battle.

Message

Assign a fixed phrase (up to 2 lines) that appears during battle when a skill is used. The "%1" will be replaced with the name of the skill when used. You can input a fixed

phrase by pressing either the [casts *!] button, [does *!] button or the [used *!] button.

Required Weapon

Weapon Type 1/Weapon Type 2

The weapon needed as a condition for using a skill. Specify the weapon type in the two lists. If both are set to [None], a skill can be used without any requirements. When selecting two types, a skill can be used when one of either type of weapon is equipped.

Damage

Specify the formula for the type of effect and the amount of effectiveness if a skill damages a target.

Type

Effect types related to HP and MP. Select one open from 6 different types. [Damage] decreases, [Recover] increases, and [Drain] transfers (removes a small amount from target and gives to user).

Element

The element that is assigned to an effect.

Variance

How much the effectiveness of a skill varies (0 to 100%). Raise or lower the calculated effectiveness within the specified percentage. If the effectiveness is 100 and the variance is 20, the effectiveness will be a value between 80 and 120 (100 ± 20).

Critical Hits

Specify whether or not an attack can critical or not by selecting [Yes] or [No]. When selecting [Yes], the chance of landing a critical attack will be determined based on the Critical Chance of the user and the Critical Evasion Rate of the target.

Formula

Formula for determining the effectiveness.

Determine the referenced parameter using the strings below when entering a formula directly. Change "x" to "a" when referring to a value of the attacker, and "b" when referring to a value of the target. Entering "a.atk" refers to the attack power of the attacker. Additionally, you can reference the "n" variable's value by entering "v[n]". You can use the 4 basic arithmetic operator (+, -, *, /) symbols when writing

your formula.

When you enter "a.atk * 4 - b.def * 2", the value for the effectiveness of a skill will be calculated as "(Attacker's Attack Power x 4) - (Target's Defense x 2)".

Also, since the effectiveness of a skill can change depending on the element and defense actions, these factors will not be included in the formula.

x.atk	Attack Power
x.def	Defense
x.mat	Magic Attack
x.mdf	Magic Defense
x.agi	Agility
x.luk	Luck
x.mhp	Max HP
x.mmp	Max MP
x.hp	Current HP
x.mp	Current MP
x.tp	Current TP
x.level	Level

Effects

Details of effects aside from damage. These can be set in the [Effects] window that appear when double-clicking in the list. For more information, please refer to the [How to Set Effects] section.

Notes

Used to make notes while making your game.

Right-click to show the menu and choose [Plugin Help...] to display the Plugin Help.

Item Settings

This Data's Role

Item data are those things which represent goods other than equipment. You can add effects that occur when an actor uses an item. Also, you can create items which are needed to progress the story (event contents) such as keys that open doors.

Parameter Details

General Settings				Damage															
Name:	Icon:																		
-----Reserved	0																		
Description:																			
Below are spaces for when you would like to display items above the recovery items.																			
Item Type:	Price:	Consumable:																	
Regular Item	0	Yes																	
Scope:	Occasion:																		
1 Ally	Never																		
Invocation				Effects															
Speed:	Success:	Repeat:	TP Gain:																
0	100 %	1	0	<table border="1"> <thead> <tr> <th>Type</th> <th>Content</th> </tr> </thead> <tbody> <tr><td> </td><td> </td></tr> </tbody> </table>		Type	Content												
Type	Content																		
Hit Type:	Animation:																		
Certain Hit	None																		
Note																			

Basic Settings

Name

Name of the item. If the name is long, it may not be completely displayed on the Play Screen.

Icon

Image which appears together with the item name during gameplay. You can select

an image in the [Select an Image] window that appears after double-clicking on the icon's image.

Description

The description that appears when an item is selected in the Play Screen.

Price

This is the price of the item when purchasing it in a shop. The price when selling an item will be half of its original price. You can set it so it cannot be sold by setting this value to zero.

Consumable

This parameter determines whether or not an item disappears after being used. If you set this to [Yes], the quantity of this item will go down by one every time it is used.

Occasion

The state in which an item can be used. Select one of the following: [Always] (possible to select both in battle and in the Menu Screen), [Battle Screen] (only selectable during battle), [Menu Screen] (only selectable in the Menu Screen), [Never].

Item Type

The type of item.

[Key Item]

Displayed in a different frame from regular items in the item menu during gameplay.

[Hidden Item A] and [Hidden Item B]

These are not displayed on the item screen. These are special items that are only displayed when selecting items during events.

Scope

The scope of the item's effect. You must choose one of the following.

Side

Specify the target. You can select from Enemy, Ally, Enemy & Ally, User, or None.

Number

Specify the number of targets. You can select from One, All, or Random.

Status

Specify the target conditions. You can select from Alive, Dead, or

Unconditional.

Can only be set for allies.

The image shows a 'Scope' dialog box with three main sections: 'Side', 'Number', and 'Status'. Each section contains radio button options. In the 'Side' section, 'Enemy' is selected. In the 'Number' section, 'One' is selected, and there is a small numeric input field below the 'Random' option. In the 'Status' section, 'Unconditional' is selected. At the bottom right, there are 'OK' and 'Cancel' buttons.

Activation

Speed

The value (between -2000 and 2000) added to an actor's Agility when using an item. Affects the action order during battle, meaning that they can be effects which are small but can be used quickly, big but take time to use.

Success

The rate of success (0 to 100%) when using an item. The effectiveness of the target affects the actual rate of success.

Repeat

The number of times (1 to 9 times) an effect is applied when used once.

TP Gain

The amount of TP gained after applying an effect to a target after used successfully.

Animation

Animations that appear on the target of the item used during battle.

Type

Effect types related to HP and MP. Select one open from 6 different types. [Damage] decreases, [Recover] increases, and [Drain] transfers (removes a small amount from target and gives to user).

Elements

The element that is assigned to an effect.

Hit Type

Determines the type of hit.

Certain Hit

Treats the successful use of a skill as a hit. Counterattacks, Counter Magic and substitutions are ineffective.

Physical Attack

Determines the success based on the user's hit rate and the evasion rate of the target. Counterattacks and substitutions are applicable.

Magic Attack

Determines the success based on magic evasion rate of the target. Counter Magic and substitutions are applicable.

Damage

Specify the formula for the type of effect and the amount of effectiveness if a skill damages a target.

Type

Effect types related to HP and MP. Select one open from 6 different types. [Damage] decreases, [Recover] increases, and [Drain] transfers (removes a small amount from target and gives to user).

Elements

The element that is assigned to an effect.

Variance

How much the effectiveness of an item varies (0 to 100%). Raise or lower the calculated effectiveness within the specified percentage. If the effectiveness is 100 and the variance is 20, the effectiveness will be a value between 80 and 120 (100 ± 20).

Critical Hits

Specify whether or not an attack can critical or not by selecting [Yes] or [No]. When selecting [Yes], the chance of landing a critical attack will be determined based on the Critical Chance of the user and the Critical Evasion Rate of the target.

Formula

Formula for determining the effectiveness.

Determine the referenced parameter using the strings below when entering a formula directly. Change "x" to "a" when referring to a value of the attacker, and "b" when referring to a value of the target. Entering "a.atk" refers to the attack power of

the attacker. Additionally, you can reference the "n" variable's value by entering "v[n]". You can use the 4 basic arithmetic operator(+, -, *, /) symbols when writing your formula.

When you enter "a.atk * 4 - b.def * 2", the value for the effectiveness of an item will be calculated as "(Attacker's Attack Power x 4) - (Target's Defense x 2)".

Also, since the effectiveness of an item can change depending on the element and defense actions, these factors will not be included in the formula.

x.atk	Attack Power
x.def	Defense
x.mat	Magic Attack
x.mdf	Magic Defense
x.agi	Agility
x.luk	Luck
x.mhp	Max HP
x.mmp	Max MP
x.hp	Current HP
x.mp	Current MP
x.tp	Current TP
x.level	Level

Effects

Details of effects aside from damage. These can be set in the [Effects] window that appear when double-clicking in the list. For more information, please refer to the [How to Set Effects] section.

Notes

Used to make notes while making your game.

Right-click to show the menu and choose [Plugin Help...] to display the Plugin Help information.

Weapon/Armor Settings

This Data's Role

Weapons and armor refer to the equipment of an actor. You can do things such as raise or lower specific traits, or give special traits to the actor equipping the item.

Parameter Details

General Settings				Traits	
Name:	Icon:				
<input type="text" value="Short Sword"/>	97				
Description:					
<input type="text" value="Sword] A light and easy-to-wield short-bladed sword."/>					
Weapon Type:	Price:				
<input type="text" value="Sword"/>	300				
Animation:					
<input type="text" value="0006 Slash Physical"/>					
Parameter Changes					
Attack:	Defense:	M.Attack:	M.Defense:		
<input type="text" value="8"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>		
Agility:	Luck:	Max HP:	Max MP:		
<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>		
				Note	
				<input type="text"/>	

Weapon

General Settings				Traits	
Name:	Icon:			Type	Content
-----Armors	135			Ex-Parameter	Evasion Rate + 0%
Description:					
<input type="text"/>					
Armor Type:	Price:				
General Armor	100				
Equipment Type:					
Body					
Parameter Changes					
Attack:	Defense:	M.Attack:	M.Defense:		
0	1	0	0		
Agility:	Luck:	Max HP:	Max MP:		
0	0	0	0		
Note					
<input type="text"/>					

Armor

Basic Settings

Name

Name of the weapon/armor. If the name is long, it may not be completely displayed on the Play Screen.

Icon

The image that is displayed together with the weapon or armor during gameplay. You can select an image in the [Select an Image] window that appears after double-clicking on the icon's image.

Description

The description that appears when a weapon or armor is selected in the Play Screen.

Weapon Type/Armor Type

Classification of the weapon or armor. This will be the criterion that determines

whether an actor can equip the item using the trait parameters of the actor or class. The weapon/armor classification that you can select can be changed in the [Terms] settings.

Price

This is the price when purchasing it in a shop. The price when selling will be half of its original price. You can set it so it cannot be sold by setting this value to zero.

Animations (Weapon Data Only)

Set the animation when attacking with this weapon.

Equipment Type (Armor Data Only)

The location where the armor will be equipped (Shield/Head/Body/Accessory). You can equip compatible armor for each location on an actor.

Parameter Changes

The value added to each trait of an actor when equipped. [Max HP] and [Max MP] can be set from -5000 to 5000, and all others can be set from -500 to 500. By entering a negative value, that trait's value will be decreased.

Traits

Traits given to the actor when equipping the weapon or armor. You define the details in the window that is displayed when double-clicking each row of the parameter field. For more information please refer to [How to Set Traits].

Notes

Used to make notes while making your game.

Right-click to show the menu and choose [Plugin Help...] to display the Plugin Help.

When selecting an image, you can change the hue of the image by moving the [Hue] slider. If the image is set to [None], an image will not be displayed.

Max HP/Max MP/Attack/Defense/M.Attack/M.Defense/Agility/Luck

The trait values of an enemy when a battle begins. [Max HP] can be set between 1 and 999999, [Max MP] can be set between 0 and 9999, and all others can be set between 1 and 999.

Rewards

The amount of EXP (1 to 9999999) and Gold (0 to 9999999) that the party receives after winning a battle.

Drop Items

Items (including weapons and armor) that the party receives after winning a battle. In the window that opens when you double-click inside the field, you can specify the desired item and chance of getting that item by setting the [Probability] (1/1 to 1/1000).

Action Patterns

Turn

The number of turns that have passed will be used as a condition. Turns will be defined using $[A + B * X]$ with A being the number of turns from the start of battle,

and B being the interval of turns. If you set A to 2, and B to 3, conditions will be met every 3 turns from the 2nd turn (5th turn, 8th turn...).

HP

The HP of the enemy will be used as a condition. Specify the range of the percentage of Max HP (0 to 100%). The condition will be met when the enemy's HP is within the specified range.

MP

The MP of the enemy will be used as a condition. Specify the range of the percentage of Max MP (0 to 100%). The condition will be met when the enemy's MP is within the specified range. State When the character is in the specified state will be used as a condition.

State

The specified state being applied to the enemy will be used as a condition.

Party Level

The level of the party members will be used as a condition. The condition will be met when the level of the party member with the highest level is equal to or above the specified value.

Switch

The specified switch will be used as a condition. The condition will be met when this switch is on.

Traits

Traits of the enemy. You define the details in the window that is displayed when double-clicking each row of the settings field. For more information please refer to [How to Set Traits].

Notes

Used to make notes while making your game.

Right-click to show the menu and choose [Plugin Help...] to display the Plugin Help.

Application Rules for Action Patterns

The action performed during battle will be decided from the actions set in [Action Patterns] according to the following rules.

1. Actions which have fulfilled their conditions will be picked out from the configured actions. No action will occur if there is no action that meets the required condition.

2. Within those actions that meet the conditions, the action with the highest rating and the action with a rating that is within two points of the highest rating will be treated as possible choices.

3. Of those possible choices, those actions which have a rating difference of 1 and 2 from the highest rating will have their chance of being chosen being $\frac{2}{3}$ and $\frac{1}{3}$ of the highest rating. The chance of being chosen will be the same for multiple actions which have the same rating.

Example 1: The action rating is [5] and [5]
The chance for each becomes 50%.

Example 2: The action rating is [6],[5],[4],[3]
[6] will be 50%, [5] will be 33.3% ($\frac{2}{3}$ of 50%), [4] will be 16.6% ($\frac{1}{3}$ of 50%). [3] will not be a choice.

Example 3: The action rating is [5],[3] and [3]
[5] is 60%, each [3] is 20% ($\frac{1}{3}$ of 60%).

4. The action used will be determined using random numbers based on the usage probability of those actions which are candidates.

Troop Settings

This Data's Role

Troops are the data for the groups of enemies that appear during gameplay. The enemies that you have the player fight with through moving in the map and command events are specified based on this data. Even when having the player fight against just one enemy, you must prepare data for the troop with that enemy. "Battle Events" (events during battle) will also be set for each troop.

Parameter Details

General Settings

Name:



0001	Goblin
0002	Gnome
0003	Crow
0004	Treant
0005	Hi_monster

Battle Event

1

Conditions: ...

Span: ▼

Basic Settings

Name

The name of the troop. This property is just used in the editor (does not affect the game). By clicking the [Auto-name] button, a name will be automatically generated based on the characters entered.

Change Battle Background

Change the battle background that will be displayed in the Placement View. Specify the background using the left field, and the image used for the ground in the right field respectively in the window that is displayed. These settings are only used inside the editor (does not affect the game), and other data will be shared and used also when editing.

Battle Test

Run a battle test with the troop. Specify the actors that will battle, equipment, and levels using the tabs labeled [1] through [4] in the window that is displayed (trait values based on the settings will be displayed in the [Status] section). A window will open and a battle will start when you click [OK]. The test will end when the window is closed.

* Save edited data when a plugin is set. When not saved, the plugin settings will not be reflected in the battle test.

Placement View

Those enemies that belong to the troop. It is possible to register up to 8 enemies (including those of the same type) in a single group.

By dragging on an enemy in the Placement View, you can move the enemy. Additionally, when you right-click on an enemy in the Placement View and select [Appear Halfway], the enemy will become an enemy that will not appear until running an [Enemy Appearance] Event Command in the Battle Events. Use the buttons below to edit contents of the troop.

Add

Add the enemy selected in the field on the right to the Placement View. You can also add by double-clicking an enemy in the list. The order in which the enemies were added will be reflected in the enemy list displayed during battle.

delete

Remove the enemy selected in the Placement View.

Clear

Delete all enemies in the Placement View.

Align

Re-align the positions of the enemies in the Placement View according to the order which they were entered from the left.

Battle Event Parameters

Configure event conditions executed during battle with enemies and their details in the [Battle Event] section. Just like map events, it is possible to divide the contents processed depending on the situation using the Event Page and appear conditions.

Event Page Controls

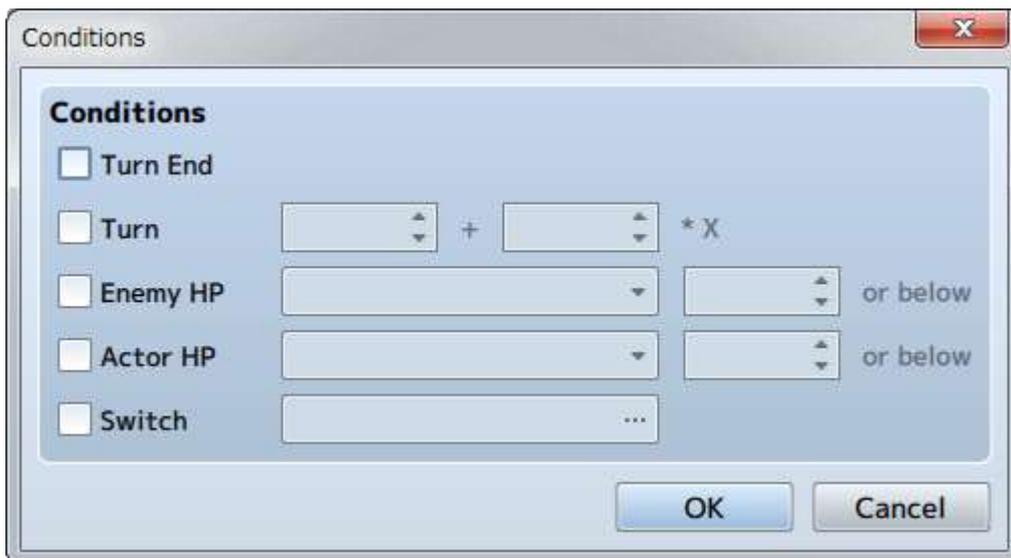
You can control Event Pages using the [New Event Page], [Copy Event Page], [Paste Event page] and [Clear Event Page] buttons located on the left. The functions are the same as the map events.

Contents

Event processing when [Conditions] and [Span] are met is configured based on event commands. Editing is done in the same way as Map Events' [Contents].

Conditions

Conditions for the event pages. In the [Conditions] window that appears when the [...] button is pressed, enable the conditions from the below 5 conditions, and configure the decision criterion used for each. Unlike map events, if you do not specify any conditions for the battle events, the event page will not be run. Also, if there are multiple event pages that fulfill conditions, the event page with the smallest number will be the one which is used.



Turn End

The moment a turn ends will be treated as a condition.

Turn

When the number of turns specified have passed from the start of battle will be treated as a condition. Specify the number of turns from the start of battle in the field on the left and the interval between turns on the right.

Enemy HP

When an enemy's HP falls below the specified amount, it will be treated as a condition. Specify the enemy and the value (percentage of Max HP).

Actor HP

Treats when an actor's HP falls below the specified value. Specify the actor and the value (percentage of Max HP).

Switch

When the specified switch is set to ON will be treated as a condition.

Span

Specify the timing of when the contents of the event page are allowed to run.

Battle

The event will run when a condition is first met from the start of battle. Once it has been run once, it will not be run again.

Turn

Conditions will be checked each turn, and the event will be run if there is a condition met.

Moment

The event will be run repeatedly while a condition is met. If event pages are not controlled with switches, there are cases where a battle will not progress, so please keep that in mind.

used during gameplay.

Icon

This icon is the image displayed next to an actor's name or above an enemy's head when in that state. You can select an image in the [Select an Image] window that appears after double-clicking on the icon's image. Try choosing an icon that makes the details of the state clear.

Restriction

Restricts the actions of characters in a state. The details of a restriction will be set based on the 5 items below. If there are multiple restrictions configured for a state, the restriction at the bottom will be prioritized.

None

Actions will not be restricted.

Attack an Enemy

Will definitely attack an enemy.

Attack Anyone

Will definitely attack either an enemy or ally.

Attack an Ally

Will definitely attack an ally.

Cannot Move

Cannot move at all.

Priority

Priority (0 to 100) of displaying state icons. The icon with the highest priority will be displayed if a character has multiple states. If the priorities are the same, the state with the youngest ID will be prioritized.

[SV] Motion

Set the motion that will be displayed in Side Menu Mode when a state is active.

[SV] Overlay

Set the overlay image that will be displayed in Side Menu Mode when a state is active.

Removal Conditions

Conditions to remove a state. Conditions will be set based on the items below. If there are multiple conditions configured, the requirements for each will be determined and the condition removed.

Remove at Battle End

When enabled, the condition will be removed when the battle ends.

Remove by Restriction

When enabled, the condition will be removed when another state is added that has separate restrictions.

Auto-removal Timing/Duration in Turns

Removed after turn. When using [Action End], the condition will be removed after the active character finishes an action, and will be removed after a turn ends and before returning to Action Selection when using [Turn End]. Specify the lower limit and upper limit (0 to 9999) of number of turns until a condition is removed following being given a state using [Duration in Turns].

Remove by Damage

A condition will have a specified chance (0 to 100%) of being removed when receiving any sort of damage.

Remove by Walking

A condition will be removed when the player moves on the map after walking over the number of tiles specified (0 to 9999).

Message

Message that gets displayed during battle when this state is given or removed. For each of the following 4 states, a message will be displayed following the target's name: "If an actor is inflicted with the state", "If an enemy is inflicted with the state", "If the state persists", and "If the state is removed".

Traits

Traits given to the target when given a state. For more information please refer to [How to Set Traits].

Notes

Used to make notes while making your game.

Right-click to show the menu and choose [Plugin Help...] to display the Plugin Help.

Animation Settings

This Data's Role

Animations are the data that can be played for visual representations for when enemies attack in the Battle Screen and things on the Map Screen.

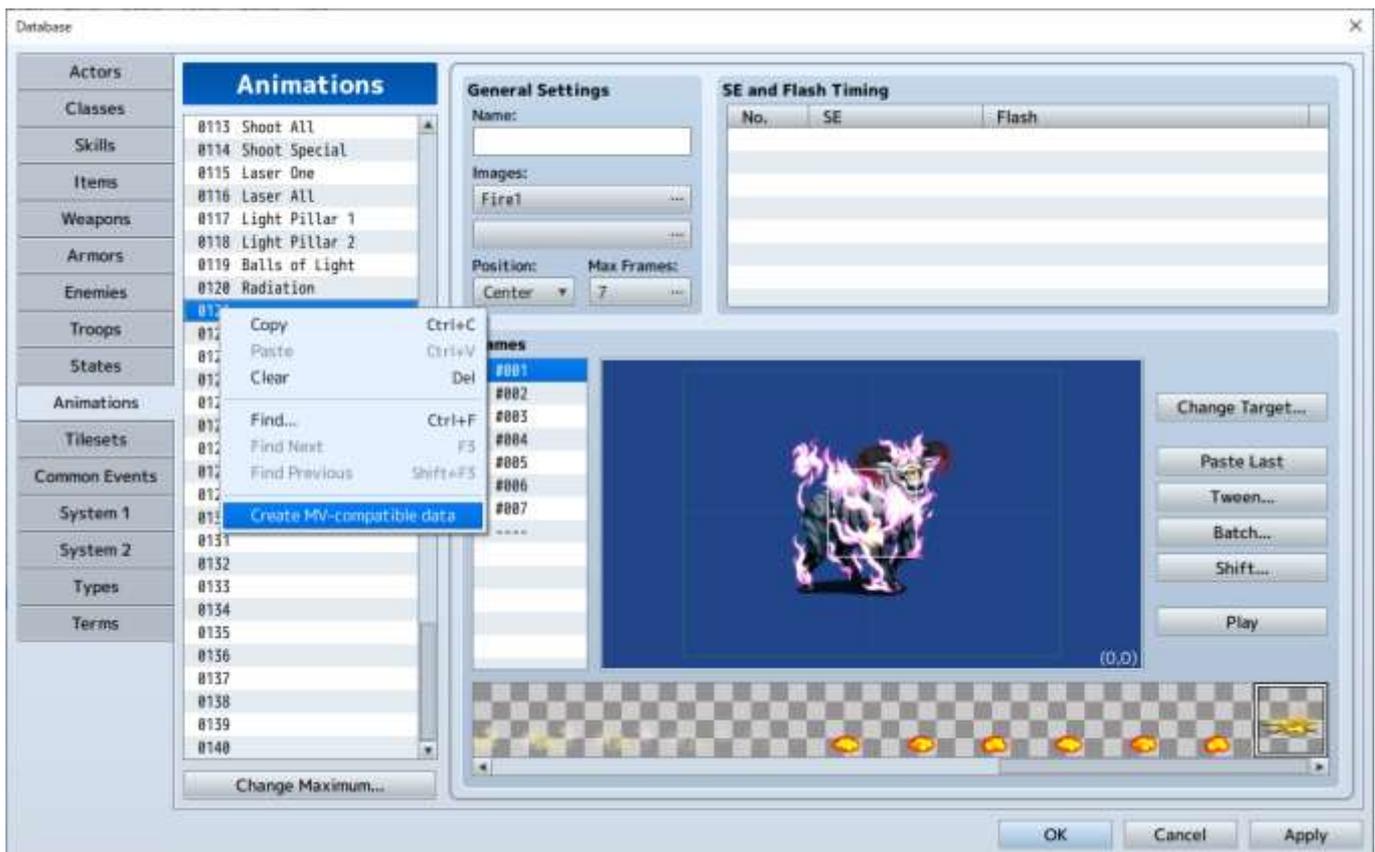
These are created by placing image patterns (cells) in a "Frame".

Create MV-compatible data

A menu will appear when right-clicking an item in the data list, allowing you to configure cell animation predating RPG Maker MZ by selecting "Create MV-compatible data".

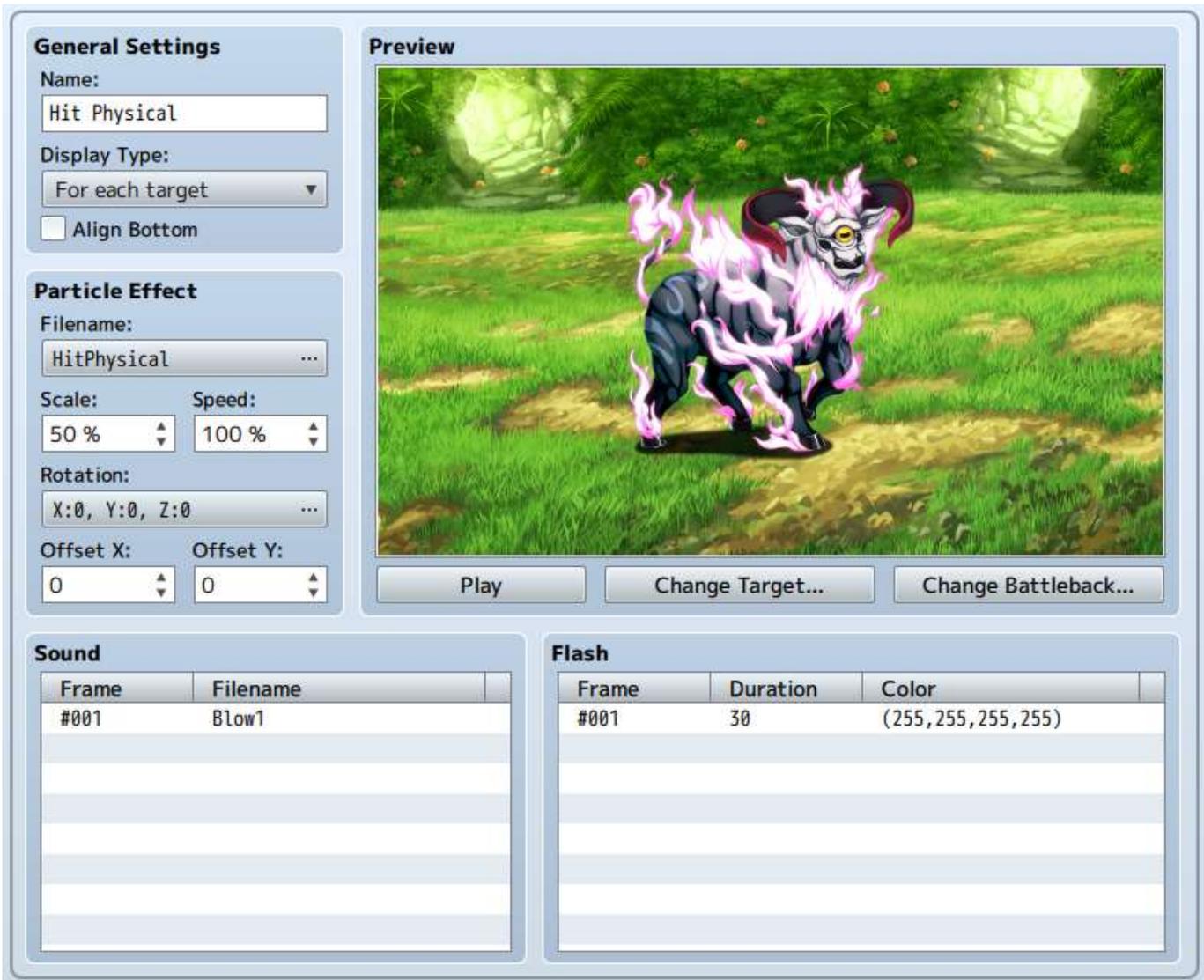
Select "Clear" to return to the particle animation settings screen.

Create and store an [animations] folder under the [img] folder for MV-compatible animation files to be configured.



Parameter Details

(cont'd on next page)



Basic Settings

Name

The name of the animation. This property is only used in the editor and does not affect the game.

Display Type

The display position for the animation in the game.

Align Bottom

Displayed using the bottom edge of the image as a base.

Particle Effect

Settings pertaining to particle effects. Configure the effect to be played.

File Name

Set the Effekseeker file to be used in the animation.

Scale

Configure the scale of the effect.

Speed

Configure the playback speed of the effect.

Rotation

Configures the rotation angle of the effect.

Offset X

Set the number of pixels to shift the animation horizontally.

Offset Y

Set the number of pixels to shift the animation vertically.

Preview**Play**

Tests the animation.

Change Target

Change the currently displayed target image.

Change Battle Background

Change the battle background image used for testing.

Sounds

Configure the sound to play during animation playback.

Frames

Set the timing for the animation to be shown.

File Name

Configure the sound to play on the specified frame.

Flash

Configure the flash effect to use during animation playback.

Frames

Specify the timing for the flash effect.

Duration

Set the timing of the flashes in 1/60ths of a second.

Color

Configure the color of the flash effect.

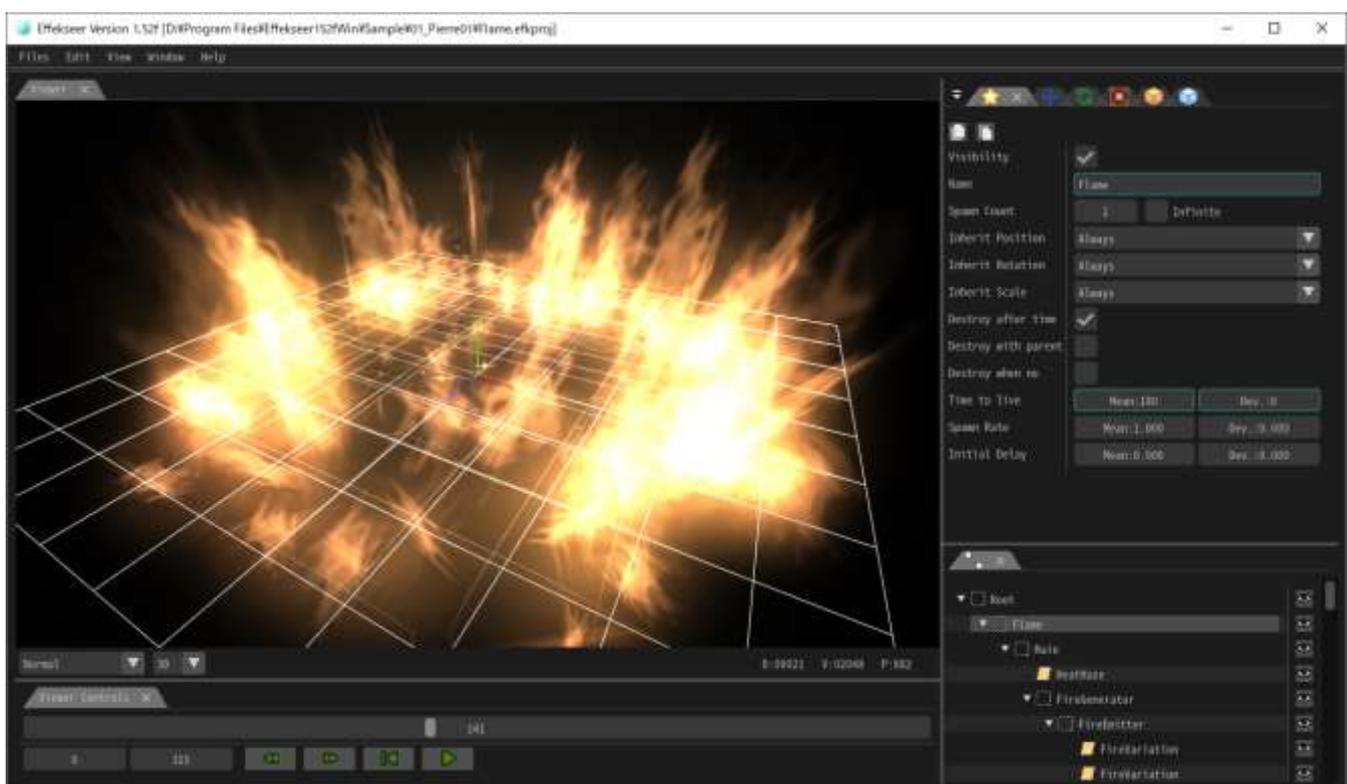
Effekseer

When creating animation effects yourself in RPG Maker MZ, you'll use the effect creation tool "Effekseer". RPG Maker MZ officially supports version 1.5. By placing files output in **efkefc** format to the "effects" folder inside your project, you can select added animations from [Particle Effects] in [Database] → [Animations]. Please see Database [Animation Settings] for information on configuring animations.

What is Effekseer?

Effekseer is a tool that allows you to create a variety of particle effects for games such as explosions and hit effects, as well as easily edit effects.

Effekseer - Effect Creation Tool Official Site : <https://effekseer.github.io/en/>



Edit Effects with Simple Controls!

You can create a variety of effects using simple controls. You can also fine-tune effects.

Easy Effect Editing with Tools!



<https://www.youtube.com/watch?v=3G5BrmI4V48>

Effekseer 1.5 New Feature Demo



<https://www.youtube.com/watch?v=KUax3Y6mTqk>

Plenty of Samples

Effekseer publishes many samples submitted by its users.

Most samples are offered with a CC-0 license, so you can use them in your games as-is or use them as a base for a new effect.



https://www.youtube.com/watch?v=JGMu5_opu5Y

Effekseer Sample Effects

<https://effekseer.github.io/en/contribute.html>

Robust Help Documentation

You can easily create effects that you can actually use by following the tutorials.

Effekseer Help English

https://effekseer.github.io/Help_Tool/en/index.html

Tileset Settings

This Data's Role

Tilesets are the collection of "Tiles" used to design your map. Create tiles by setting whether a character can walk on the image used for the tile, and also the behavior in the game.

Original images created for the map can be used as well by creating tilesets which use those images, and assign as map data.

Moreover, whether or not vehicles (boats/large ships) can go over tiles is determined by the position over the tileset. For more information, please view [Asset Standards].

Planes are able to travel over all tiles. However, there are only able to land on tiles which can be walked on.

Parameter Details

The screenshot displays the 'Tileset Settings' window. On the left, a list of tilesets includes '0001 Overworld', '0002 Outside', '0003 Inside', '0004 Dungeon', '0005 SF Outside', and '0006 SF Inside'. The 'General Settings' section shows the name 'Overworld' and the mode 'World Type'. The 'Images' section contains fields for A1 (Animation), A2 (Ground), A3 (Buildings), A4 (Walls), A5 (Normal), B, C, D, and E, with 'World_A1', 'World_A2', 'World_B', and 'World_C' filled in. A central grid shows a preview of various tile images. On the right, a vertical stack of buttons includes 'Passage', 'Passage (4 dir)', 'Ladder', 'Bush', 'Counter', 'Damage Floor', 'Terrain Tag', 'Copy Page', and 'Paste Page'. A 'Note' field is located at the bottom right.

Basic Settings

Name

A tileset's name. This property is just used in the editor (does not affect the game).

Mode

The purpose of the tileset. This primarily influences Lower Layer Tile Special Specifications and Handling Battle Backgrounds.

In general, please choose [Field Type] for tiles which represent the overworld (such as ocean and land), and [Area Type] for all other situations.

Images

Settings for images used for tiles. Specify the file you want to use for each type (Sets A through E) in the [Select an Image] window that is displayed when you press the button for each type. An image's contents will be displayed in the [Tile List] on the right.

Tile List

The tile images set in [Image] will be displayed here. By clicking tabs [A] through [E] below, you can switch the images displayed. The tiles for the images specified in [A1] through [A5] in the [Image] section on the [A] tab will be displayed in order.

Marks representing the current parameter values in the settings editing mode will be displayed on top of each tile. You can change these parameter values by clicking them.

Additionally, for items with 3 or more types of setting values (passage, terrain tags), pressing the right button will reverse the direction from that of the left button. By moving your cursor with the button held, you can change the settings for the tiles that your cursor moves through.

Passage

Switch to the editing mode where you can set whether a tile can be entered or not. Tiles marked with a [○] can be entered, ones marked with an [×] cannot be entered. Those which have a [☆] can also be entered, however this is for when hiding characters behind buildings (only possible in all other tabs except [A]).

Passage (4 dir)

Switch to the editing mode where you can set the direction from where tile can be entered. Use [Passage: Block] when creating tiles that can be passed only from a defined direction. For example, when you set the edge of a tile that represents a cliff as impassable, characters will be unable to move between that tile and the next tile, creating the sense of height.

Those tiles with marks displayed as arrows pointing in a specific indicate that it is possible to move from that direction, ones without arrows are not passable. Moreover, by changing the parameters of the [Passage] setting, these settings will change automatically.

Ladder

Switch to the editing mode for ladder settings. When you add this parameter, the direction a character using this tile faces will be fixed to up, giving the appearance of going up and down things like ladders and ropes.

Click the marks in the Tile List to change tiles to have this parameter or not. A mark (a ladder) will be displayed on tiles which have this setting.

Damage Floor

Switch to the editing mode for Damage Floors. When a tile is given this setting, characters will receive damage when crossing this tile. This can be used for representing dangerous terrain like poisonous swamps, trees with thorns.

Click the marks in the Tile List to change tiles to have this parameter or not. A mark (two triangles) will be displayed on tiles which have this setting.

Bush

Switch to the editing mode for bush settings. When a tile has this setting, 12 pixels from the bottom of characters who cross this tile will appear half transparent, as if their feet are being hidden by dense grass. However, part of the tile will not become half transparent depending on the image when giving this setting to tiles in [A1] through [A4].

Click the marks in the Tile List to change tiles to have this parameter or not. A mark (two wavy lines) will be displayed on tiles which have this setting.



Counter

Switch to the editing mode for counter settings. When a tile is given this setting, it will start events even when a character and event are not right next to each other, just as when talking to a character with a desk between them.

Also, setting this to the tile in [A2], tiles having this element will be drawn 12 pixels downward.

Click the marks in the Tile List to change tiles to have this parameter or not. Tiles

which have this setting have a mark (4-sided diamond) displayed on them.



Terrain Tag

You can assign values between 0 and 7 to each tile. No specific uses are defined. This value can be retrieved by using the [Get Location Info] event command. Those terrain tags retrieved which are located in upper layers other than zero will be prioritized.

Copy Page

Copies the current page settings onto the clipboard. The following data will be copied: Passages, passages (4-dir), ladders, bushes, counters, damage floors, terrain tags.

Paste Page

Pastes the content of the clipboard to the current page. Data copied from the [A] tab can only be pasted into the [A] tab. Data copied from any other tab can be pasted into the [B], [C], [D], and [E] tabs.

Notes

Used to make notes while making your game.

Right-click to show the menu and choose [Plugin Help...] to display the Plugin Help.

Switch

Specify what the switch is that triggers the event when setting the trigger to [Autorun] or [Parallel]. If there are multiple common events with the same switch, the event with the youngest ID (at the top of the list) will be run.

Triggers

Timing for when these events are run will be specified using the following. Moreover, [Autorun] and [Parallel] can only be enabled when the Map Screen is displayed.

None

Will only be triggered by skills, items, and other explicitly stated events.

Autorun

Will run when the specified [Switch] is switched to ON.

Parallel

Will run when the specified [Switch] is set to ON, and will repeat periodically.

Contents

Events run using common events will be set based on event commands. Editing is done the same way as the [Contents] for map events.

Warning for Autorun and Parallel Triggers

Events which are set to [Autorun] or [Parallel] will have their contents run repeatedly while the [Switch] is set to [ON].

Measures need to be taken to have the [OFF] value which is used as the condition set in order to stop the event from repeating. If you do not control this, there is a possibility that players will no longer be able to control the game depending on the contents of the event.

If you are no longer able to play while in Playtest, you can forcibly close the game by pressing the [X] button or by hitting [Alt] + [F4].

System 1 Settings

This Data's Role

System data is the collection of things such as the initial settings for the game. You can specify things such as the formation and positions of party members at the start of the game, and the music that plays in various situations during gameplay.

Parameter Details

The screenshot displays the 'System 1 Settings' window, which is organized into several panels:

- Game Title:** A text field containing 'Project4'.
- Starting Party:** A list of actors: Reid, Michelle, Kasey, and Eliot.
- Currency:** A text field containing 'G'.
- Window Color:** A color selection area.
- Title Screen:** Includes an 'Images' dropdown menu set to 'Ruins', a checked 'Draw Game Title' checkbox, and a 'Command Window' dropdown set to 'Window (X+0, Y+0)'. Below this is the 'Battle Screen' section with radio buttons for 'Front-view' (selected) and 'Side-view'.
- Vehicle Images:** Three image slots for 'Boat', 'Ship', and 'Airship', each showing a different icon.
- Starting Positions:** Fields for 'Player' (Forest Town (20,14)), 'Boat' (None), 'Ship' (None), and 'Airship' (None).
- Battle System:** Radio buttons for 'Turn-based', 'Time Progress (Active)', and 'Time Progress (Wait)' (selected).
- Options:** A list of checkboxes including 'Start in Transparent', 'Show Player Followers' (checked), 'Death by Slip Damage', 'Death by Floor Damage', 'Display TP in Window' (checked), 'EXP for Reserve Members', 'Show the Number of Key Items', and 'Enable Autosave' (checked).
- Music:** A table with columns 'Type' and 'Filename':

Type	Filename
Title	Theme4
Battle	Battle1
Victory	Victory1
Defeat	Defeat1
Game Over	Gameover1
Boat	Ship1
Ship	Ship2
Airship	Ship3
- Sound:** A table with columns 'Type' and 'Filename':

Type	Filename
Cursor	Cursor3
OK	Decision2
Cancel	Cancel2
Buzzer	Buzzer1
Equip	Equip1
Save	Save2
Load	Load2
Battle Start	Battle1
Escape	Run
Enemy Attack	Attack3
Enemy Damage	Damage4
Enemy Collapse	Collapse1
Boss Collapse 1	Collapse2
Boss Collapse 2	Collapse3
Actor Damage	Damage5
Actor Collapse	Collapse4
Recovery	Recovery

Game Title

The name of your game. This will be set when you enter the name into the [Game Title] field when creating a new project. This name will be displayed in the Game Screen title and the window's title bar.

Starting Party

The members that form the party at the start of the game.

There is no limit to how many actors you can place into a party, however only the first 4 can participate in battle.

To change or add new actors, double-click items (a blank row when adding) in the list, and specify the new actors. To remove actors, right-click the one you wish to remove and select [Delete] in the menu that is displayed.

Currency

The name for the unit of money used in the game. This is used for things such as displaying how much gold the player has in the Menu Screen.

Window Color

Background color of the windows used in the game. This is specified using the composition of the [Red], [Green] and [Blue] values (-255 to 255) in the window that appears when you double-click inside the field.

Vehicle Images

Images for the vehicles (boats/ships/planes) displayed on the map. You can select an image in the [Select an Image] window that appears after double-clicking on each vehicle's section. Select [(None)] if you do not want to display an image.

Starting Positions

The positions of the player and vehicles (boats/ships/planes) when the game starts. Open the Settings Window for each field by pressing its [...] button, and specify the location by clicking a point on the map on the right.

The specified starting location will be shown using an icon in a blue frame on the map. This icon can be moved by dragging it, just like map events, and be deleted by pressing the [Del] key.

However, if the starting position for the player is not set (the icon is deleted), you cannot start the game.

Title Screen

The image which is displayed first in the Play Screen after starting the game. You can select an image in the [Select an Image] window that appears by pressing the [...] button in the settings field. When [Draw Game Title] is enabled, the game's name as specified in [Game Title] will be displayed towards the top of the Title Screen (you can disable this when including the title of the game in the image).

Command Window

Sets the background type and position of the command window.

Battle Screen

Set the battle screen POV.

Front-view

Displays enemies from the front.

Side-view

Displays enemies and actors from the side.

Battle System

Set the battle system type.

Turn-Based

All battlers execute their actions at one time.

Time Progression (Active)

Battlers act based on their agility. Time passes during command input.

Time Progression (Wait)

Battlers act based on their agility. Time does not pass during command input.

Options

Specify special processes and rules related to the game's behavior.

Start Transparent

When enabled, the game will start with the character transparent (hidden). Use the [Change Transparency] event command to switch this off.

Show Player Followers

When enabled, the game will start with actors, starting from the 2nd, following the main actor while moving on the map. Only 4 actors starting from the first will be displayed even when there are 5 members in a party.

Death by Slip Damage

When enabled, this allows the HP to reach 0 by when damaged by states such as "Poison". HP will only go down to 1 when this is disabled.

Death by Floor Damage

When enabled, this allows the HP to reach 0 when damaged by tiles (Damage Floors) on the map. HP will only go down to 1 when this is disabled.

Show TP in Window

When enabled, TP values will be displayed in the party members' Status Window in the Battle Screen.

EXP for Reserve Members

When enabled, actors who did not participate in battle will also receive EXP when a battle is won.

Show Key Item Quantities

When enabled, the quantity of Key Items held by the party will be displayed on the Item screen.

Enable Autosave

If enabled, game data will be saved at the end of battles and when moving between locations.

Music

Music that plays while playing. Specify the BGM or ME that plays in the parameters for each scene. The parameters for each scene are as follows. Also, the music that plays when the player moves on the map will be set in the map data.

Title	The BGM that plays in the Title Screen.
Battle	The BGM that plays in the Battle Screen.
Victory	The ME that plays after battle when a party wins.
Defeat	The ME that plays after battle when a party loses.
Game Over	The ME that plays in the Game Over screen.
Boat	The BGM that plays when on a boat.
Ship	The BGM that plays when on a ship.
Airship	The BGM that plays when on a airship.

Sounds

The sound effects (SE) that play in situations such as when the player moves or performs an action during battle. Set the SE file that will play for each situation. The parameters for each situation are as follows.

Cursor	When moving the cursor.
OK	When confirming the command to use.
Cancel	When canceling a command in the Menu Screen, etc.
Buzzer	When selecting a command that cannot be used in the Menu Screen, etc.
Equip	When changing equipment in the Menu Screen.
Save	When saving the game.
Load	When loading the game.
Battle Start	When encountering an enemy.
Escape	When a party or enemy escapes during battle.
Enemy Attack	When an enemy performs a normal attack during battle.

Enemy Damage	When damaging an enemy during battle.
Enemy Collapse	When an enemy is knocked out during battle.
Boss Collapse 1	When the [Collapse Effect] of a [Trait] knocks out an enemy [Boss].
Boss Collapse 2	When the [Collapse Effect] of a [Trait] displays the vanishing effect of an enemy [Boss].
Actor Damage	When an actor is damaged.
Actor Collapse	When an actor becomes knocked out during battle.
Recovery	When an actor or enemy recovers during battle.
Miss	When a character fails to land a physical attack.
Evasion	When a character evades a physical attack.
Magic Evasion	When a character evades a magic attack.
Magic Reflection	When a character reflects a magic attack.
Shop	When buying or selling an item in the Shop Screen.
Use Item	When an item is used in the Menu Screen.
Use Skill	When a skill is used in the Menu Screen.

[SV] Attack Motions

Select motions that are displayed for normal attacks in side-view mode.

[SV] Magic Skills

List of skill types which require casting motions in side-view mode.

Advanced Settings

Perform other advanced system configurations.

Game ID

You can change the Game ID.

Screen Width/Screen Height

Configure the game screen's width and height.

UI Area Width/UI Area Height

Configure the UI area's width and height.

Screen Scale

Changes the scale of the screen when the game is run. An integer between 1 and 4 can be entered.

Main Font Filename

Configure the font.

Number Font Filename

Configure the font for displaying numbers.

Fallback Font

Configure the font for displaying characters not included in the main font.

Font Size

Configure the text size.

Window Opacity

Configure the opacity of the windows used in the game.

method for changing names is the same as the [Elements] section.

Armor Types

A list of the names of types that you specify in the [Armor Types] section. The method for changing names is the same as the [Elements] section.

Equipment Type

A list of the names of types that you specify in the [Equipment Types] section. The method for changing names is the same as the [Elements] section.

Terms Settings

This Data's Role

Terms are the collection of the names of things such as game commands and parameters. By changing the standard names to fit your game's world, you can create an even more original game.

You can enter characters in the space provided in each settings field. However, the entire name may not be displayed if it is too long.

Parameter Details

Basic Statuses		Parameters		Messages	
Level:	Level (abbr.):	Max HP:	Max MP:	Type	Text
<input type="text" value="Level"/>	<input type="text" value="Lv"/>	<input type="text" value="Max HP"/>	<input type="text" value="Max MP"/>	Always Dash	Always Dash
HP:	HP (abbr.):	Attack:	Defense:	Command Remember	Command Remember
<input type="text" value="HP"/>	<input type="text" value="HP"/>	<input type="text" value="Attack"/>	<input type="text" value="Defense"/>	BGM Volume	BGM Volume
MP:	MP (abbr.):	M.Attack:	M.Defense:	BGS Volume	BGS Volume
<input type="text" value="MP"/>	<input type="text" value="MP"/>	<input type="text" value="M.Attack"/>	<input type="text" value="M.Defense"/>	ME Volume	ME Volume
TP:	TP (abbr.):	Agility:	Luck:	SE Volume	SE Volume
<input type="text" value="TP"/>	<input type="text" value="TP"/>	<input type="text" value="Agility"/>	<input type="text" value="Luck"/>	Possession	Possession
EXP:	EXP (abbr.):	Hit Rate:	Evasion Rate:	EXP Total	Current %1
<input type="text" value="EXP"/>	<input type="text" value="EXP"/>	<input type="text" value="Hit"/>	<input type="text" value="Evasion"/>	EXP Next	To Next %1
				Save Message	Save to which file?
				Load Message	Load which file?
				File	File
				Party Name	%1's Party
				Emerge	%1 emerged!
				Preemptive	%1 got the upper hand!
				Surprise	%1 was surprised!
				Escape Start	%1 has started to escape!
				Escape Failure	However, it was unable to escape!
				Victory	%1 was victorious!
				Defeat	%1 was defeated.
				Obtain EXP	%1 %2 received!
				Obtain Gold	%1\G found!
				Obtain Item	%1 found!
				Level Up	%1 is now %2 %3!
				Obtain Skill	%1 learned!
				Use Item	%1 uses %2!
				Critical to Enemy	An excellent hit!!
				Critical to Actor	A painful blow!!
				Actor Damage	%1 took %2 damage!

Commands			
Fight:	Escape:	Attack:	Guard:
<input type="text" value="Fight"/>	<input type="text" value="Escape"/>	<input type="text" value="Attack"/>	<input type="text" value="Guard"/>
Item:	Skill:	Equip:	Status:
<input type="text" value="Item"/>	<input type="text" value="Skill"/>	<input type="text" value="Equip"/>	<input type="text" value="Status"/>
Formation:	Options:	Save:	Game End:
<input type="text" value="Formation"/>	<input type="text" value="Options"/>	<input type="text" value="Save"/>	<input type="text" value="Game End"/>
Weapon:	Armor:	Key Item:	Equip:
<input type="text" value="Weapon"/>	<input type="text" value="Armor"/>	<input type="text" value="Key Item"/>	<input type="text" value="Equip"/>
Optimize:	Clear:	Buy:	Sell:
<input type="text" value="Optimize"/>	<input type="text" value="Clear"/>	<input type="text" value="Buy"/>	<input type="text" value="Sell"/>
New Game:	Continue:	To Title:	Cancel:
<input type="text" value="New Game"/>	<input type="text" value="Continue"/>	<input type="text" value="To Title"/>	<input type="text" value="Cancel"/>

Basic Statuses

Terms for Level, HP, MP, TP as well as EXP. Specify the words used in the parameter provided for each default name. Those parameters with [(abbr.)] are where you can specify a shortened version to be displayed in places such as the status window in the Battle screen.

Parameters

Names of parameters. Specify the words used in the parameter provided for each default name.

Equipment Types

Names for the items which a player wears. Specify the words used in the parameter provided for each default name.

Commands

The names of commands and choices displayed in places like the game's Menu Screen. Specify the words used in the parameter provided for each default name.

Messages

Contents of the messages displayed during gameplay. Specify the sentences used in the parameter provided for each default name. [%1] and [%2] and so on will be replaced when the message is run.

How to Set Traits

Settings Overview

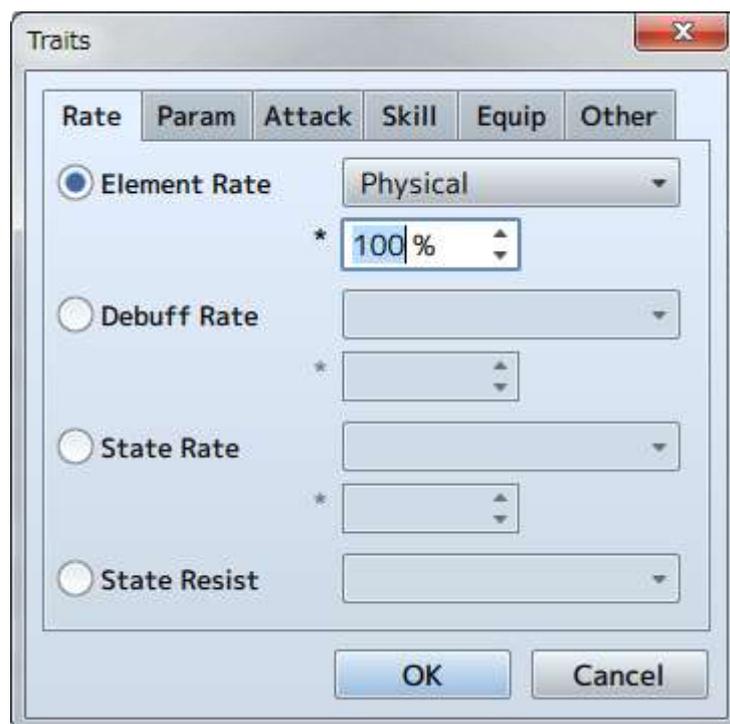
The [Traits] parameter for actors, classes, weapons, armors, enemies and states define the unique properties and functions for each type of data.

The 24 types of properties that can be given are found below. By giving these properties according to the contents of the data you wish to create, you can give the various types of data complex traits.

Traits for classes, weapons, armors and states will be reflected in a character's traits when that character has that type of data added (equipped).

Furthermore, please be careful when configuring traits that permanently restrict actions. For example, a weapon which is set to [Lock Equip] cannot be removed once an actor equips it.

How to configure



To set a trait, double-click an empty row in the Traits field. Select the property type in the displayed window, and specify what effects are applied.

The property details will be displayed in the [Traits] list. You can re-edit the contents of properties by double-clicking the item.

Additionally, you can perform actions such as copying the settings and deleting them in the context menu that is displayed when you right-click a trait.

Contents of Each Trait

[Rate] Tab

Element Rate

Change the damage received when an attack contains an element. Specify the desired element and its rate (0 to 1000%⁴). An attack's damage will become larger than normal if the rate is set over 100%, indicating that this character is weak against the specified element.

Debuff⁵ Rate

Change the success rate of items and skills which have a [Debuff] effect when used. Specify the desired parameter and the change of success (0 to 1000%, 100% means no change).

State Rate

Change the success rate of items and skills which have an [Add State] effect when used. Specify the desired state and the change in rate of success (0 to 1000%, 100% means no change).

State Resist

Negates the specified state. If [Knockout] is selected, a character will not be knocked out even when their HP reaches 0.

[Param] Tab

Regular Parameter

Raises and lowers parameters such as Max HP, and Attack Power at a fixed rate. Specify the desired parameter and the change (0 to 1000%, 100% means no change).

Ex-Parameters

Raises and lowers the values of extra parameters such as Hit Rate and Evasion Rate. Specify the desired parameter and the percentage to add (-1000 to 1000%, starting value is 0%).

Sp-Parameters

Raises and lowers the values of special parameters such as Target Rate and Guard Rate. Specify the desired parameter and the change (0 to 1000%, starting value is 100%).

⁴ Not a typo: « The default value for each element is 100%; a value higher than 100% will cause the battler to take increased damage, and a value less than 100% will reduce damage. »
(source : <https://www.rpgmakerweb.com/blog/a-primer-on-database-traits-and-effects>).

⁵ Effect that weakens an in-game character.

[Attack] Tab

Attack Element

Adds the specified element to normal attacks.

Attack State

Adds an effect of changing states to normal attacks. Specify the effect and the change in rate of success (0 to 1000%, 100% means no change).

Attack Speed

Raises and lowers agility when choosing a normal attack in battle. Specify the raise/lower value (-1000 to 1000).

Attack Times

Increases the number of times (1 time normally) a target is damaged using normal attacks. Specify the amount to increase.

Attack Skills

Specify the skill to be used as a regular attack.

Please see [Improvements to Artistic Expressions in Games] → [Database Improvements] → [Add "Attack Skills"] for more information.

[Skill] Tab

Add Skill Type

Allows the player to select the specified skill type command.

Seal Skill Type

Prevents the player from selecting the specified skill type.

Add Skill

Makes the specified skill usable.

Seal Skill

Makes the specified skill unusable.

[Equip] Tab

Equip Weapon

Makes the specified weapon type able to be equipped.

Equip Armor

Makes the specified armor type able to be equipped.

Lock Equip

Makes it so that equipment for the specified slot cannot be changed. Use this when you do not want to change the equipment of an actor that is temporarily in the party.

Seal Equip

Prevents equipment from being equipped in the specified slot. This allows you to create things such as "Two-handed Weapons" which seals shield equipment and "Full-body Clothing" that seals head equipment.

Slot Type

This can be only set to [Dual Wield]. In exchange for not being able to equip a shield, characters can equip two weapons.

[Other] Tab

Action Times +

Sets the chance of raising the number of actions during battle by 1 using the specified probability. If a character has multiple entries for this trait, each instance will be calculated separately on whether to increase the number of actions using the specified probability. For example, if a character has two of these traits with a probability of 50% each, the chance of the number of actions increasing 2 times, and the chance of actions not increasing even 1 time will both be 25% (50% x 50%).

Collapse Effect

This only effective towards enemies. The effect when an enemy is knocked out and collapses will change to the specified effect.

Special Flag

Grants special traits related to actions during battle.

Auto Battle	Characters will perform actions automatically without taking commands from the player.
Guard	Decreases the amount of damage taken by a fixed rate.
Substitute	Take damage in place of an ally when they are attacked when their HP is low.
Preserve TP	Accumulated TP will be preserved for the next battle. By default, TP will be reset each battle, and the amount of TP that each character has at the start of battle will be decided randomly.

Party Ability

Grants special traits related to the party's actions during battle. The various traits of each actor will be reflected as traits for the entire party when even just one of those

actors is in the party.

Encounter Half	The frequency of encounters while moving on the map will be reduced by half.
Encounter None	No encounters will occur while moving on the map.
Cancel Surprise	Suprise attacks (when only an enemy troop can perform actions on the first turn) will no longer occur when a battle starts.
Raise Preemptive	The chance of preemptive attacks (when only the party can perform actions on the first turn) when a battle starts will increase.
Gold Double	The amount of gold received when the party wins a battle will be twice the normal amount.
Drop Item Double	The rate of a party getting items from enemies after winning a battle will be twice the normal rate (only when an item has been configured for the enemy that is defeated).

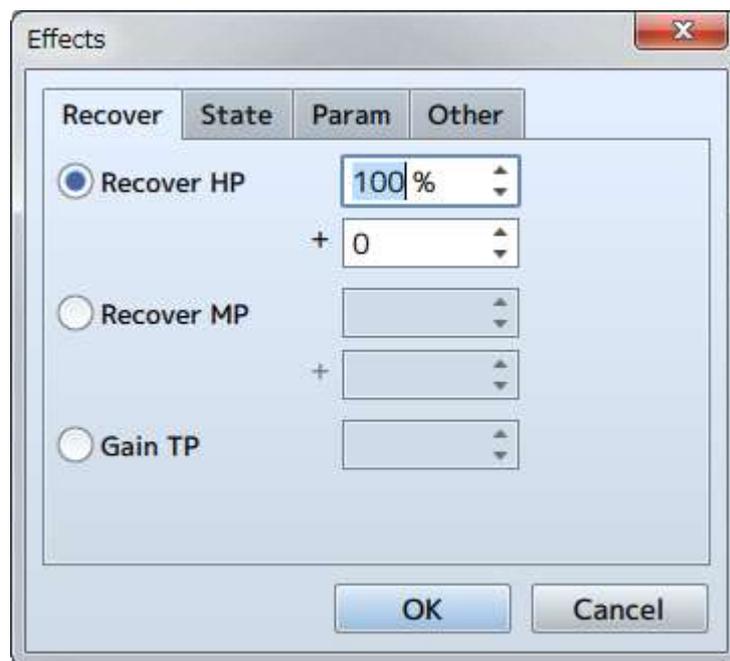
How to Set Effects

Settings Overview

The [Effects] parameter defines the effects that you give to the desired character when an actor/enemy uses a skill or item.

The 13 types of effects that can be given are found below. You can create skills/items which possess a combination of effects by configuring multiple effects.

How to configure



To set an effect, double-click an empty row in the Effects field. Select the type of effect in the window that is displayed, and specify such things as the targets which the effect applies to, the strength of the effect, etc.

The details of the configured effect will be displayed in the [Effects] list. You can re-edit the contents of effects by double-clicking the item. Additionally, you can perform actions such as copying the settings and deleting them in the context menu that is displayed when you right-click an effect.

Contents of Each Effect

Recover Tab

Recover HP

Recovers HP (adds to current value). Specify a value that is a percentage of the target character's Max HP (100% to 100%) and a set value (-999999 to 999999). In the case that you want to set just one of the values, set the other value to 0. Setting this effect to an item, the recovery value will change according to the user's [Pharmacology] special trait value.

Recover MP

Recovers MP (adds to current value). Specify a value that is a percentage of the target character's Max MP (-100% to 100%) and a set value (-9999 to 9999). In the case that you want to set just one of the values, set the other value to 0.

Gain TP

Increases TP by only the specified amount. Specify the increase using a set value (0 to 100).

[State] Tab**Add State**

Adds a state. Specify the desired state and the change in rate of success (0 to 1000%). By setting this to a value higher than 100%, this will have a higher chance of success to add the state than its original effectiveness.

Remove State

Removes a state. Specify the desired state and the change in rate of success (0 to 100%).

[Param] Tab**Add Buff**

Raises the fluctuation level of the specified trait by one. For each level, there is a 25% fluctuation in the original value. To have this raise more than two levels at one time, add this effect multiple times. Set the target trait and the number of turns (1 to 1000) this effect will last.

Add Debuff

Lowers the fluctuation level of the specified trait by one. For each level, there is a 25% fluctuation in the original value. To have this lower more than two levels at one time, add this effect multiple times. Set the target trait and the number of turns (1 to 1000) this effect will last.

Remove Buff

Resets a trait to its original value when the fluctuation level of the specified trait is buffed.

Remove Debuff

Resets a trait to its original value when the fluctuation level of the specified trait is debuffed.

[Other] Tab

Special Effect

You can set this only to [Escape]. The target character will flee from battle. If the actor has received this effect, they will not earn any EXP.

Grow

Permanently raise the value of a trait. Specify the target trait and the value (1 to 1000) to be added.

Learn Skill

An actor will learn the specified skill. This effect will not be applied to enemies.

Common Event

Run the specified common event. Only one of this effect can be set for one type of data.

Events

What Are Events?

In RPGs, the game processes through things that happen in the game such as conversations with characters, getting items from treasure chests and fighting with bosses. Using this software, you will prepare those things that occur using data called "Events".

Events are the mechanisms for carrying out some sort of process. For example, when a player talks to a character, you can assign an image and the sentences that appear on the screen for the character that responds by using events.

It is a device which causes different things to happen in the game by running events depending on the play conditions and actions from the player.

Event Types

Events consist of the following 3 types. Those events related to the game's story and progression are made using "Map Events".

Map Events

Events which are run on the Map Screen. Use this type of event to express things like conversations with characters, and chests from which players can get items. Additionally, you can define events related to the game's structure and progression such as players changing locations and cut scenes through events that don't have images.

To create and edit Map Events, switch to event editing mode by clicking the [Events] button in the toolbar in the Main Window (or by going to [Mode] → [Events] in the menu bar).

Battle Events

Events that are run in the Battle Screen. For example, these are used on events such as "Enemy transforms when HP is lower than the defined value". Create and edit these events in the [Troops] tab in the database.

Common Events

Events that are commonly run. Use these to call Map Events and Battle Events, and setting events that occur when using special items. Create and edit these events in the [Common Events] tab in the database.

Map Event System

Map Event Processing Flow

Expressing Events

The details of events expressed in the game using map events are defined following this flow: where (location), what kind of situation (appearance conditions), what action is taken (trigger), what happens (contents).

Events such as characters and chests with items in them are expressed by assigning images to the map events which defined the contents of what happens. Also, processes such as moving between the outside and inside of buildings, cutscenes that advance automatically can be prepared using events that do not have images.

When creating an event, you first need to decide "where (location) and what happens) in the map view of the Main Window. After doing this, you will decide the remaining contents such as "what situation (appearance conditions)".

Event Pages with "Conditional" Contents

It is possible to change the details of what happens according to the play conditions of the game using map events.

[Event Pages] are responsible for this. Event pages [conditionally] determine the contents of events. You can have one event with up to 20 event pages, and specify different images, triggers, and what processes are run for each. In other words, you can [conditionally] choose from 20 different events for one map event.

Restrict Event Pages Using Appearance Conditions

Deciding "what situation" to use the [conditional] event page is the [Conditions] parameter. Conditions are set based on criterion such as the values of [Switches] and [Variables], or "does the player have the specified item".

Map events occur during gameplay based on the contents of the page which meet these conditions. When there are multiple pages which meet these [Conditions], the event page with the highest number will be used on the map. Conversely, nothing will happen on the map if there are no event pages which meet the [Conditions].

Evaluating Play Conditions

Evaluating Play Conditions Using Switches

Under [Conditions] in the event page, [Switches] and [Variables] are primarily used for determining the play conditions of the game.

Switches record either the [ON] or [OFF] value. This is used for evaluating conditions of the game and state of progress such as "did the player accept the request from the king" or "did the player defeat the boss".

The game will start with all switches set to [OFF]. On top of that, when running an event that changes the position in the game, the specific switch's value in the "contents" will be switched to "ON".

By using that switch in the [Conditions] of other event pages, it is possible to use the switch being set to [ON] to switch the contents of the map event all at once. The games story can be built through continuously changing the state of the overall game through the changing of these events.

Variables That Store Values

[Variables] are what store arbitrary values (integers). The values at the start of the game are set to 0, and you can do calculations such as assigning values of your choice according to the state of the game or add to other values (use [Control Variables] event command).

By using this variable, you can do things like change the details of events using the HP of the player and the amount of gold they possess, allowing you to finely control the map event conditions and results.

Management Switch Variables

It is possible to use up to 5000 switches and variables each in one game. Which switch number/variable, what state is evaluated is up to the creator. Use names that help you understand their purposes so that you do not confuse the relationship of the two. You can set their names in the [Name] field in their respective selection windows.

Using the "Self Switch" for Autonomous Events

You can also use "Self Switches" in map events. This switch can be used only in each individual map event. You can store values in the 4 types of self switches, "A" through "D", included in an event.

This self switch is used for evaluating the state of events that are completed using self processing. For example, for treasure chests which contain items, by managing whether the chest was opened or not using self switches, and setting the contents for "before opening" and "after opening" in two event pages, you can make it so that an item can be obtained only the first time the chest was checked.

Map Event Creation and Controls

Map Event Creation and Controls

Switch to Editing Mode

To create and edit Map Events, switch to event editing mode by clicking the [Events] button in the toolbar in the Main Window (or by going to [Mode] → [Events] in the menu bar).

Creating a New Map Event

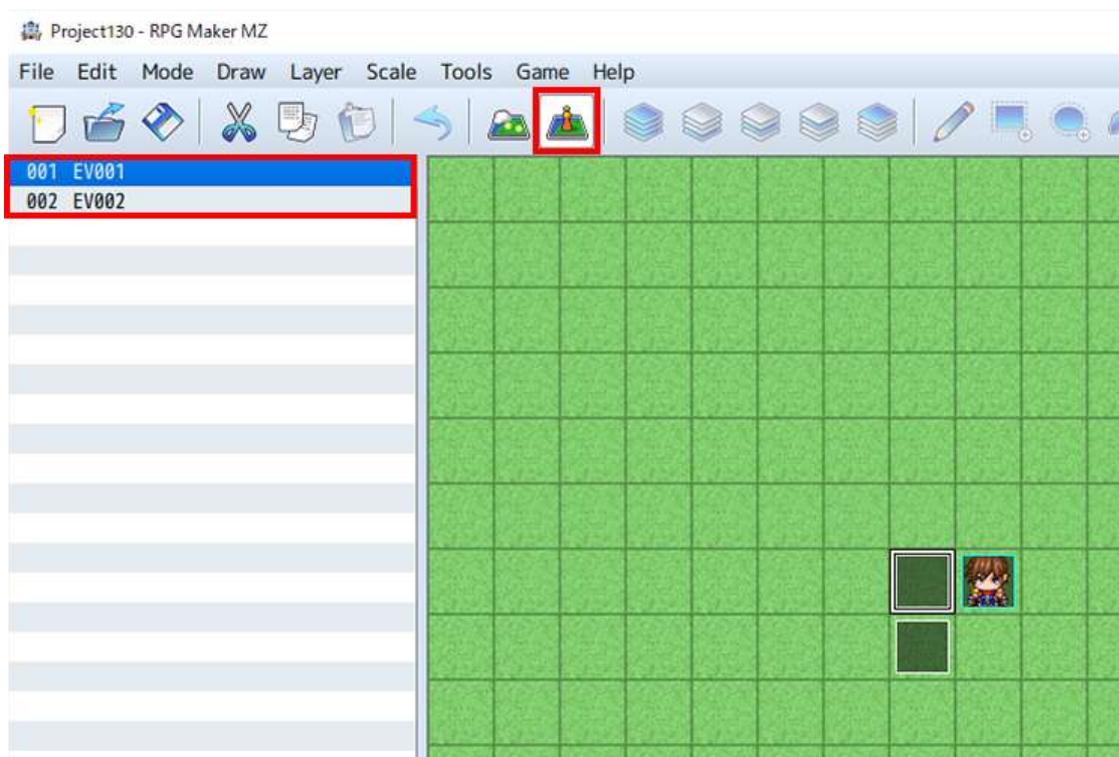
To create a new map event, double-click the location where you wish to place the event on the map view. Edit the settings for your event in the [Event Editor] Window that appears, and click [OK]. For more information on parameter details, please view [Map Event Settings].

Re-editing and Moving

When you place a map event, an icon will be displayed at that location (the image that was selected on the first event page will be used). Double-clicking this icon will open the [Event Editor] Window where you can re-edit the event's settings details. You can change the location by dragging and dropping the icon.

Event List

Switching to Event Edit Mode will change the Tile Palette to the Event List. Selecting an event from the Event List will select the corresponding event on the map. Also, selecting an event on the map will select the corresponding event on the Event List. Double-clicking an item on the Event List will open the Event Editor.



Context Menu Controls

When you right-click the map view in event editing mode, you can perform actions such as copying and deleting the event that you placed. The functions of each item are as follows.

Edit ("New" when an event has not yet been placed)
Opens the Event Editor Window.

Cut
Copies the map event that you right clicked to the clipboard and delete it.

Copy
Copies the map event that you right clicked to the clipboard.

Paste
Places the map event in the clipboard at the location you right-clicked.

Delete
Deletes the map event that you right-clicked.

Quick Event Creation
Creates 4 types of events using simple settings (mentioned later).

Set Starting Position
Sets the position for the player and vehicles at the start of the game. The starting position will be indicated by a blue frame.
*Event icons use white frames.

Quick Event Creation Feature

By going to the [Quick Event Creation] section in the Context Menu, you can create the four following types of events often created in typical RPGs using simple settings: [Transfer], [Door], [Treasure] and [Inn]. The contents and parameter details for events that you can create using each option are as follows.

Just like other events, events created using Quick Event Creation can also have their parameter details edited, copied, etc.

Movement

Creates an invisible (no image) event that transfers the player to the specified location. Use this for things such as entrances and stairs. In [Location] and [Direction], specify the location after transfer and the direction that the player is facing.

Door

Creates an event with an image that transfers the player to the specified location. Specify the image used in the [Image] field, and the location after transfer in [Location].

Treasure

Create an event where a player can get an item from a treasure chest limited to the first time the treasure chest is checked. Set the image to display in [Image], and specify what the player can obtain (gold/items/weapons/armor) in the [Content] section.

Inn

Event which allows the party to complete recover. Set the image to display in [Image], and the price in the [Price] field.

Switch

Creates a switch-based event. [Image] displays a picture of the switch. [Switch] displays the switch ID that can be set to an ON or OFF state.

Map Event Settings

Common Settings and Event Page Controls



ID (Displayed in Title Bar)

The event's unique ID. IDs will be automatically set for each map in the order that they are created. This ID is used for occasions such as specifying events using variables.

Name

The name of the map event. This property is just used in the editor (does not affect the game). The name that uses the ID will be automatically entered in the initial state. Change the name of the event to something easily identifiable if necessary.

Memo

A text area where you can freely enter notes.

Event Page ID

The event page ID included in the event. By clicking a tab, you can switch to the event page that you want to edit.

Event Page Control Buttons

The buttons located towards the top of the window can be used to perform actions such as creating new event pages and deleting them. The functions of each button are as follows.

New Event Page

Creates a new consecutively numbered event page following the one that is currently being edited. Each following additional event page will have an ID that increases by 1 each time one is created.

Copy Event Page

Copies the contents of the event page currently being edited to the clipboard.

Paste Event Page

Adds (inserts) the event page in the clipboard using the ID that follows the event page currently being edited. Each event page added will have an ID that increases by 1 each time it is created.

Delete Event Page

Deletes the event page that is currently being edited. The ID for each event page that follows the one that was deleted will have its ID decreased by 1.

Clear Event Page

Deletes the entire contents of the event page currently being edited (returns it to its initial state).

Event Page Settings

Appearance Conditions

Conditions for the map event to appear on the map based on the settings of this event page. Enable what will be used as the conditions within the [Switch], [Variable], [Self Switch], [Item] and [Actor] settings, and set the criterion to be evaluated.

Leave the condition settings as disabled when you want to have an event occur without any conditions. If multiple conditions are set, an event will only occur when all conditions are met. If the conditions of multiple event pages are met, the event with the ID with the highest value will be used. Conversely, an event will not occur if there are no pages which meet the conditions set.

Switch

The event will occur when the specified switch is set to ON.

Variable

The event will occur when the specified variable is greater than the fixed value.

Self Switch

The event will occur when the specified self switch is set to ON.

Item

The event will occur when a party possesses the specified item.

Actor

The event will occur when the specified actor is in the party.

Images

Images that are displayed when an event occurs on a map. To specify an image, click the file list (left) and image (right) in order in the [Select an Image] window that appears when you double-click inside the frame.

An image will not be visible on a map if an image is not set. Select [(None)] located in the very top of the file list in the [Select an Image] window to delete the image you have set.

Autonomous Movement

Specifies how the map event will move based on the [Type], [Speed] and [Frequency] settings. [Speed] determines the speed when the map event moves and the greater the number, the faster the map event will move. [Frequency] is the interval at which the map event moves and the greater the number, the shorter the movement interval will be. You can choose from the following 4 types of movements in [Type].

Fixed

The map event will not move.

Random

The map event will move around at random.

Approach

The map event moves towards the location of the player.

Custom

The map event follows the specified route. You can specify the route in the window that appears when you click [Set Movement Route]. For more information, please refer to [Set Movement Route].

Options

How the image will be displayed. Enable the items to apply as necessary.

Walking

Displays animation when moving. Use when wanting to display characters and animals as walking.

Stepping

Displays the stepping animation while the character is stopped. Use when wanting to display the water's surface and fire as moving.

Direction Fix

Prevents the direction that the image is facing from changing while moving.

Through

Allows to pass through terrain and events that cannot be passed through.

Priority

Choose from the below in order to specify the priority of how players and other events are displayed on top of one another. The image that is on top will be prioritized and displayed when events and players can overlap.

Below characters

Players and so on will be able to move on top of this event. However, if a tile is selected in [Images], whether or not the player can move on top of that tile depends on the settings of the tile.

Same as characters

Will be at the same height as characters, and it will not be possible to go through this event.

Above characters

Players and so on will be able to move beneath this event.

Triggers

Choose the timing for when the processing of the [Contents] of an event that occurs on the map will be.

Action Button

When the player touches the event, and presses the action button while facing (when

overlapping an event where overlapping is possible) in the direction of the event

Player Touch

When the player touches the event (when overlapping an event where overlapping is possible), and presses the action button while in that state.

Event Touch

When an event makes contact (when overlapping where overlapping is possible) with a player through via the autonomous movement of the event as well as when in the same state as in [Player Touch].

Autorun

When the event appears after meeting appear conditions.

Parallel

When the event appears after meeting appear conditions (contents of the event will be repeatedly processed).

Contents

List of the processes that will be run when the [Trigger] is activated. For more information, please refer to the following [Editing Contents] section.

Editing Contents

Viewing the Contents of the List

Processes added to the game while playing are edited using commands called [Event Commands].

Event commands will be processed in order from the top item in the list and will be reflected in the game being played. Rows with a [◆] in the list indicate a registered event command. Rows with a [:] display the settings of event commands and indicate the position of where the flow of processes will be branched.

Additional Event Commands

Double-click the row with a [◆] to add an event command to the list. Select the event command to use in the window that appears, and define the details (excluding some parts) of the process. Double-clicking a row which already has an event command will insert the new event command in that position.

Context Menu Controls

Registered event commands will be displayed using a [◆]. Right-clicking this row will cause a menu to appear where you can perform actions such as [Copy] and [Delete]. Each available action is as follows.

New

Inserts a new event command at the selected position.

Edit

Re-edit the settings of the event command in the row that is selected.

Cut

Copies the contents of the selected row to the clipboard and deletes it from the list.

Copy

Copies the contents of the selected row to the clipboard.

Paste

Inserts the contents of the clipboard to the row that is selected.

Delete

Delete the event command in the row that is selected.

Select All

Selects everything in the list as items to be edited.

Copy as Text

Copies the selected lines of text to the clipboard.

Copy as HTML Tags

Copies the HTML of the selected lines of text to the clipboard.

Test

Tests the selected event in the game screen.

Toggle Skip

Creates a skip option that blocks the execution of selected lines. Refer to [Skip Event Commands] for more information.

Selecting Multiple Items at Once

While having one of the rows in the list selected, clicking another row while holding down the [Shift] key will select all the event commands (blocks that have a [◆]) within that range. Right-clicking those items selected (highlighted in blue) will allow you to perform actions to all the items via a context menu. However, you can only select the items which are in the same branch when including branch processes.

Skip Event Commands

Press Ctrl + / or select Toggle Skip from the context menu while execution content is selected to create a skip command.

The commands between [Skip] and [End] will not be executed. This function is useful for debugging or flow testing.

Contents

```
◆ Play SE : Chest1 (90, 100, 0)
◆ Set Movement Route : This Event (Wait)
  :                               : ◇ Direction Fix OFF
  :                               : ◇ Turn Left
  :                               : ◇ Wait : 3 frames
  :                               : ◇ Turn Right
  :                               : ◇ Wait : 3 frames
◆ Control Self Switch : A = ON
◆ Change Gold : + 1000
◆ Skip
  ◆ Text : None, None, Window, Bottom
  :       : 1000\G were found!
  ◆
  : End
```

```
◆
```

Event Commands

The following event commands that can be used in [Contents] in events are as follows. Make good use of these to produce your game's story.

Tab 1

▼Message

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[Erase Event](#)

▼Picture

[Show Picture](#)

[Move Picture](#)

[Rotate Picture](#)

[Tint Picture](#)

[Erase Picture](#)

▼Timing

[Wait](#)

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▼Audio & Video

[Play BGM](#)[Fadeout BGM](#)[Save BGM](#)[Replay BGM](#)[Play BGS](#)[Fadeout BGS](#)[Play ME](#)[Play SE](#)[Stop SE](#)[Play Movie](#)

Tab 3

▼Scene Control

[Battle Processing](#)[Shop Processing](#)[Name Input Processing](#)[Open Menu Screen](#)[Open Save Screen](#)[Game Over](#)[Return to Title Screen](#)

▼System Settings

[Change Battle BGM](#)[Change Victory ME](#)[Change Defeat ME](#)[Change Vehicle BGM](#)[Change Save Access](#)[Change Menu Access](#)[Change Encounter](#)[Change Formation Access](#)[Change Window Color](#)[Change Actor Images](#)[Change Vehicle Image](#)

▼Map

[Change Map Name Display](#)[Change Tileset](#)[Change Battle Back](#)[Change Parallax](#)[Get Location Info](#)

▼Battle

[Change Enemy HP](#)[Change Enemy MP](#)[Change Enemy TP](#)[Change Enemy State](#)[Enemy Recover All](#)[Enemy Appear](#)[Enemy Transform](#)[Show Battle Animation](#)[Force Action](#)[Abort Battle](#)

▼Advanced

[Script](#)[Plugin Command](#)

Messages

Show Text



Function

Opens the Message Window and displays text.

Settings

Face

Specifies the face image to display in the left side of the Message Window. You can select an image in the [Select an Image] Window that appears after double-clicking in the image area.

Text

Input the text to display. It is possible to display up to 4 lines of text at once in the Message Window. Press the [Enter] key to go to the next line when wanting to display text after the 2nd line.

Right-click to show the menu.

- [Plugin Help...] · · · Displays the Plugin Help.
- [IconSet Viewer...] · · · Displays the IconSet Viewer.

Background

Select the Message Window format that will display the text.

Window Position

Specify either [Bottom], [Middle] or [Top] for the display position of the Message Window.

Preview

You can check what will actually be displayed by clicking this.

Batch Entry

When enabled, it allows you to enter more than 4 lines of text. Text which exceeds 4 lines will be set in the contents window after dividing every 4 lines into multiple [Show Text] event commands.

Remarks

- Pressing [Ctrl] + [Enter] while inputting text is the same as pressing the [OK] button.
- The vertical line in the [Text] field is a guide for the amount of characters that are possible to display in the Message Window. To check whether the text is displayed as intended, enter text while checking the [Preview].
- You can display values of variables and names of actors by entering control characters into the text. Control characters and what will be displayed is as follows. Be sure to enter all control characters using half-width input.

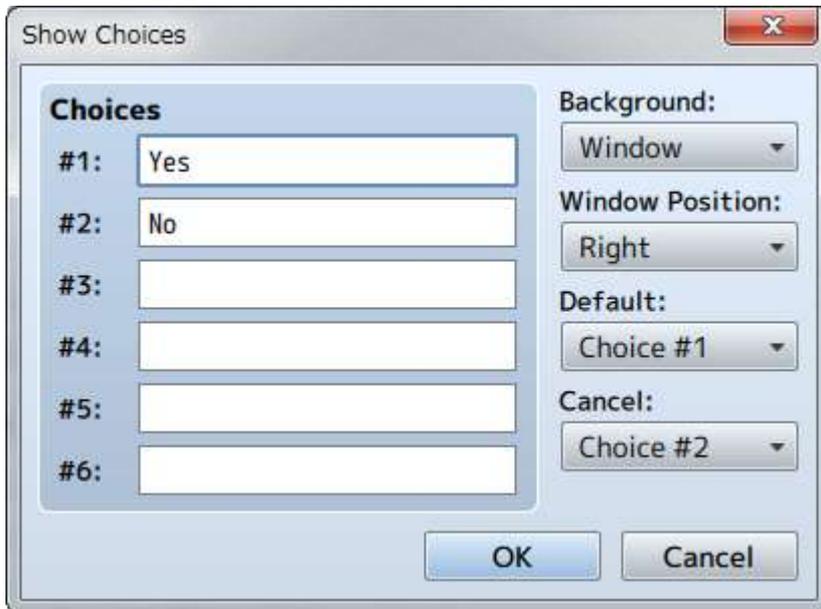
\V[n]	Will be replaced with the value of the nth variable.
\N[n]	Will be replaced with the name of the nth actor.
\P[n]	Will be replaced by the name of the nth (arranged order) party member.
\G	Will be replaced by the currency unit.
\C[n]	Draw the subsequent text in the nth color. Text color conforms to the contents of the [Window.png] system image.
\I[n]	Draws the nth icon.
\{	Increases the text by 1 step.
\}	Decreases the text by 1 step.
\\	Replaced with the backslash character.
\\$	Open the gold window.
\.	Wait for 1/4 second.
\	Wait for 1 second.
\!	Wait for button input.
\>	Display remaining text on same line all at once.
\<	Cancel the effect that displays text all at once.
\^	Do not wait for input after displaying the next.

* The control characters \V, \N, \P, \G, \C, \I, \\ may be used in the below places as well.

- Event Command: [Show Choices]
- Database: [Profile] in [Actor Settings]
- Database: [Message] in [Skill Settings]
- Database: [Description] in [Item Settings] and [Weapon/Armor Settings]
- Database: [Messages] in [State Settings]

- Database: [Save Message] and [Load Message] fields in [Messages] in [Terms Settings]
- Database: In [Messages] in [Terms Settings], the messages used during battle from [Party Name] and below (For things displayed in the window, \ \$ \. \| \! \> \< \^ may also be used)

Show Choices



Function

Displays the Choices Window (up to 6 choices), and handles branches according to the player's choices. You can use control characters similar to how you use them in messages.

Settings

Choices (1 through 6)

Specifies the text for the choices. Choices left blank will not be displayed.

Background

Specifies the background type for choices.

Window Position

Specifies the display position of the choices on the screen.

Default

Specifies the initial position of the cursor.

Cancel

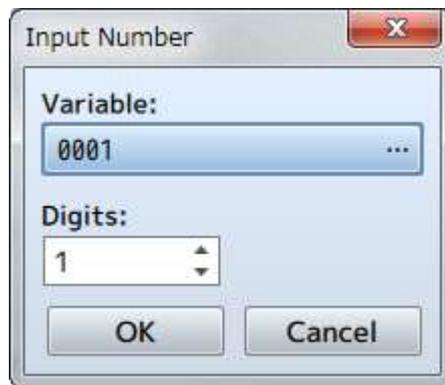
Handling method for when the cancel button is pressed.

Remarks

- After confirming your settings, all the branches that handle the choices

(including Cancel) will be created in the [Contents] section. What will be run after selecting a choice will be set in these branches.

Input Number



Function

Displays the Input Number screen, and assigns the value input by the player to a variable.

Setting

Variable

Specify the variable that will store the number specified by the player.

Digits

Specify the number of digits (1 through 8) that the input will accept.

Select Item



Function

Displays the Item Selection Window. Assigns the ID of the item that the player selects to a variable.

Settings

Variable

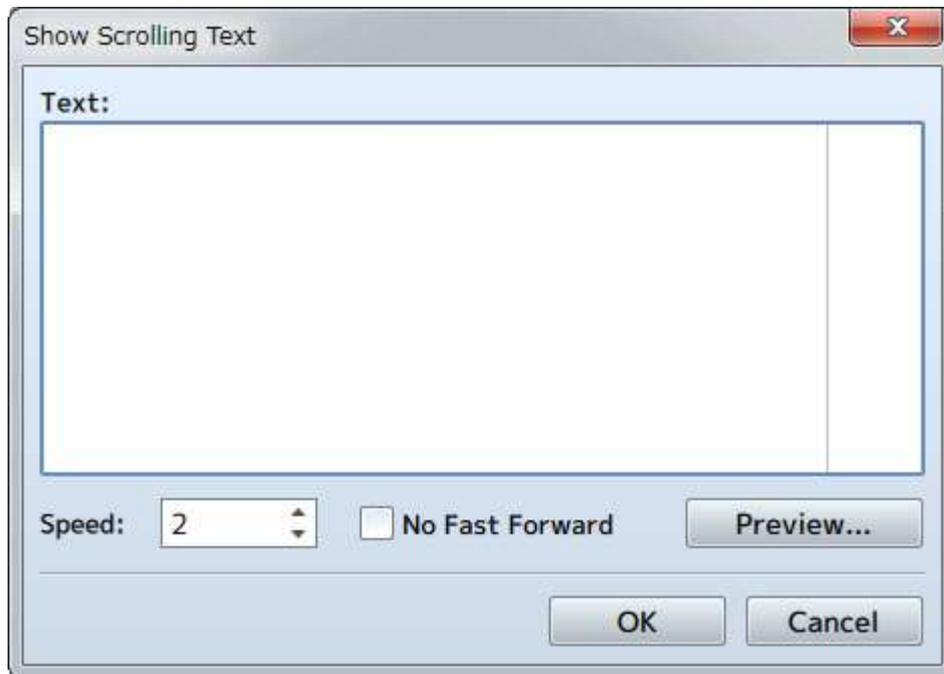
Specifies the variable that the item number (item ID) selected by the player

will be assigned to.

Item Type

Specify the types of items to display in the list.

Show Scrolling Text



Function

Displays text that scrolls from the bottom to the top. Scrolling will be fast forwarded when the confirm button is pressed.

Settings

Text

Input the text to display.

Right-click to show the menu.

- [Plugin Help...] · · · Displays the Plugin Help.
- [IconSet Viewer...] · · · Displays the IconSet Viewer.

Speed

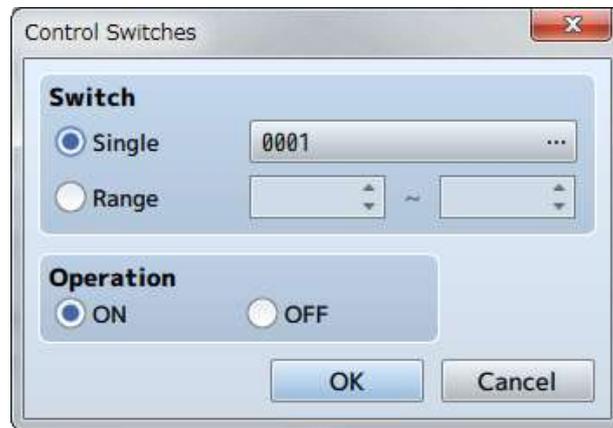
Specifies the scroll speed (1 through 8). The higher the number, the faster the scrolling becomes.

No Fast Forward

Fast forwarding will not be possible when the confirm button is pressed.

Game Progression

Control Switches



Function

Changes the values (ON/OFF) of switches.

Settings

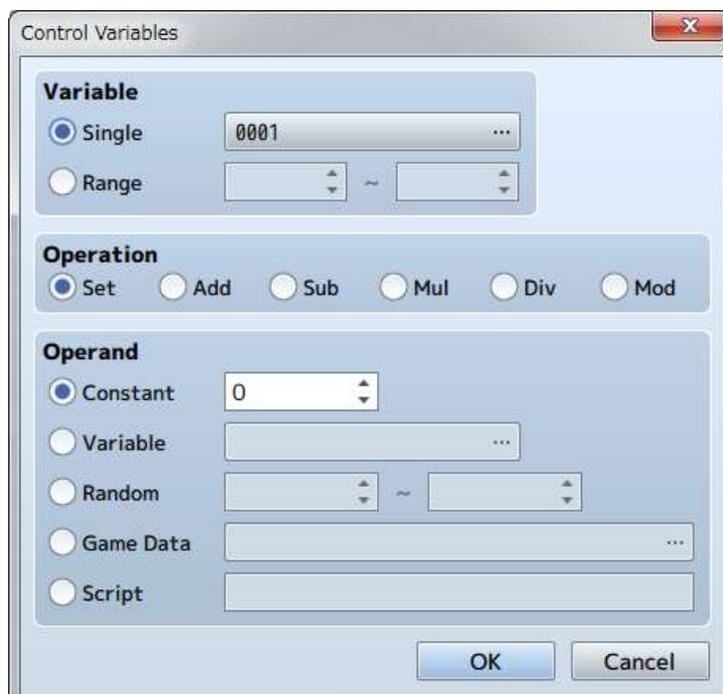
Switch

Specifies the switch to change. Select [Single] when controlling one switch, and specify the target switch. Select [Range] when wanting to change the values of a group of switches, and specify the number range of the switches.

Operation

Specifies the value (ON/OFF) to store in the switch.

Control Variables



Function

Changes the value stored in a variable.

Settings

Variable

Specify the variable of the value you want to change. Select [Single] when controlling one variable, and specify the target variable. Select [Range] when wanting to change the values of a group of variables, and specify the number range of the variables.

Operation

Specify how the numbers will be calculated (refer to remarks). The variable calculated in [Variable] will change based on the value before the operation, method of calculation, and the operand.

Operand

Specifies the operand used for the [Operation] calculation (refer to remarks).

Remarks

Details regarding the method of calculation specified under [Operation] are as follows.

Set	Sets the value of the operand (no calculation).
Add	Sets a value calculated using [variable value before operation + operand].
Sub	Sets a value calculated using [variable value before operation - operand].
Mul	Sets a value calculated using [variable value before operation x operand].
Divide	Sets a value calculated using [variable value before operation ÷ operand].
Mod	Sets a value which is the remainder of [variable value before operation ÷ operand].

Details regarding [Operand] are as follows. These can be set from -99999999 to 99999999).

Constant	Uses a fixed value. Specify the value in the right field.
Variable	Uses a variable. Specify the variable to reference.
Random	Uses a random (number chosen randomly) value. Range of the random value that can be generated (-99999999 to 99999999)
Game Data	Uses a value related to the play state of the game. Specify the information to reference in the window that opens when you click [...](refer below).
Script	Use the result evaluated as JavaScript for the value.

When selecting [Game Data] as the [Operand], the type of data which the operand will be evaluated as will be one of the following.

Item	Uses the possession count of the specified item.
Weapon	Uses the possession count of the specified weapon.

Armor	Uses the possession count of the specified armor.
Actor	Uses the actor's parameter (HP, MP, etc.) as the value. Specifies the target actor and parameter.
Enemy	Uses the enemy's parameter (HP, MP, etc.) as the value. Specifies the target enemy and parameter. This is only effective during battle.
Character	Uses values such as the coordinates and direction of the player or events. Map X, Map Y : Map coordinates of current location Direction : Current direction (up = 8 / left = 4 / right = 6 / down = 2) Screen X, Screen Y : Uses the display position coordinates on the screen (pixels)
Party	Uses the ID of the actor at the specified position in the party.
Other	Uses all other data.

Control Self Switch



Function

Controls the value of self switches.

Settings

Self Switch

Specify the target self switch (A through D).

Operation

Specifies the value (ON/OFF) to store in the switch.

Remarks

This cannot be used in battle events.

Control Timer



Function

Start/stop the timer that calculates the time limit (time remaining). Starting the timer will cause the time remaining to be displayed at the top right of the screen. The timer will temporarily stop (will not be calculated) while the menu is displayed. To branch a process using the time left on the timer, use the [Conditional Branch] event command.

Settings

Operation

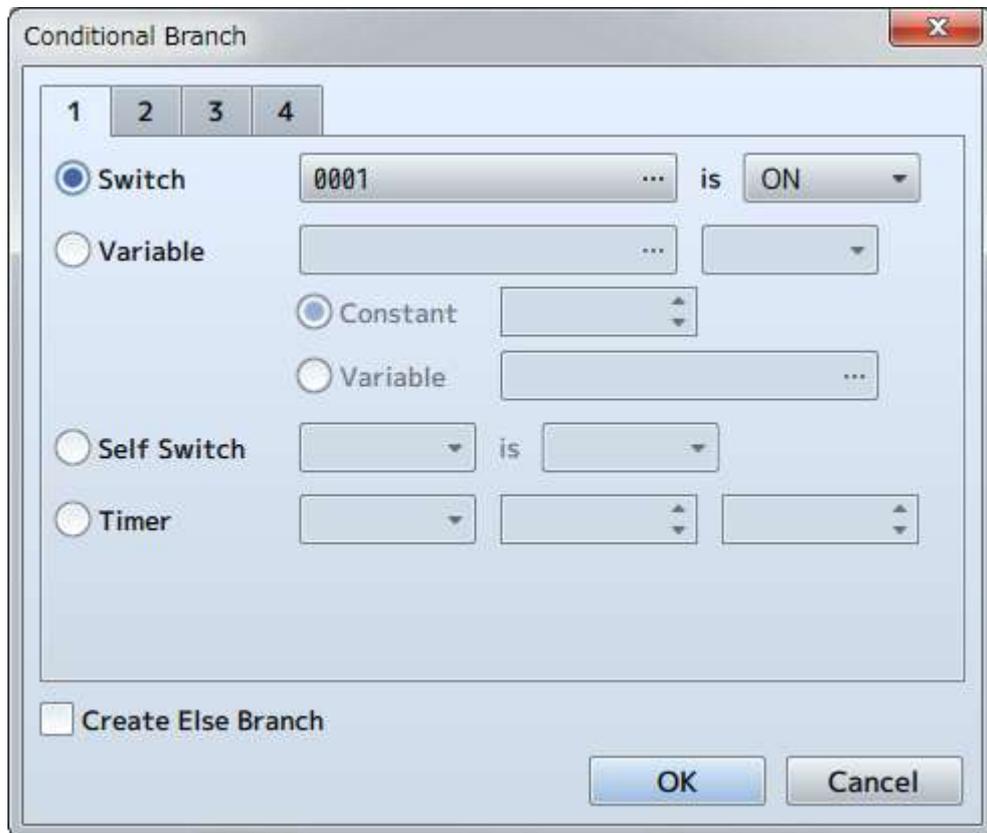
Select [Start] to start calculating the time limit and select [Stop] to stop calculating it.

Duration

In the case that [Start] was selected under [Operation], specify the time limit (0 minutes, 0 seconds to 99 minutes, 59 seconds).

Flow Control

Conditional Branch



Function

Specifies event commands which branch processes so that it is possible to run special processes only when specified conditions are met. When [Create Else Branch] is enabled, it is possible to branch conditions when the specified conditions are not met.

Settings

Specifies the conditions from the below options along with the evaluation criteria.

Switch

Use the value of the specified switch as a criterion. Set the target switch and its value to (ON/OFF).

Variable

Use the value of the specified variable as a criterion. Set the variable used to evaluate conditions, the value to compare, and the method for comparison. When using a variable for the value to compare, select [Variable], and specify the value to reference.

Self Switch

Use the state of the specified self switch as a criterion. Set the target self

switch and its value to (ON/OFF).

Timer

Use the remaining time on the timer as a criterion. Specify the remaining time and criterion (greater than/less than).

Actor

Use the specified actor as a criterion. Select the target actor, the content to reference (in party /name /class /skill /weapon /armor/state) and the evaluation criteria (specific item).

Enemy

Use the specified enemy during battle as a criterion. Select the target enemy and the evaluation criteria (appeared/state). This is only effective in battle events.

Character

Uses the direction of the player or map event as a criterion. Specify the target character and direction. This is only effective in map events.

Vehicle

Use whether the player is riding the specified vehicle (boat/ship/plane) as a criterion.

Gold

Use Gold possessed by the party as a criterion. Specify the amount and method for comparison (greater than/less than).

Items

Use whether the party possesses the specified item as a criterion.

Weapons

Use whether the party possesses the specified weapon as a criterion. When [Include Equipment] is enabled, the equipment that the actors are wearing will also be evaluated.

Armor

Use whether the party possesses the specified armor as a criterion. When [Include Equipment] is enabled, the equipment that the actors are wearing will also be evaluated.

Button

Use whether the specified button is pressed as a criterion.

Pressed

The conditions will count as being met the entire time the button is pressed.

Triggered

The conditions will count as being met only in the initial moment that the button is pressed.

Repeated

While the button is continually pressed, the conditions will count as being met in the initial moment the button is pressed, then 24 frames after, then every 6 frames after that.

Script

For advanced users: use the evaluation result of the script as a criterion. Right-click to show the menu and choose [Plugin Help...] to display the Plugin Help.

Loop

Function

Adds the event commands [Loop] and [Repeat Above] which carry out repeated processes used for control. You can repeatedly run the event commands set in the rows found between these two commands. It is also possible to use a "multiloop" which runs additional loops inside other loops.

Remarks

Event commands between [Loop] and [Repeat Above] will be repeated indefinitely. Use the event commands such as [Break Loop] to end repeated processes.

Break Loop

Function

Stops the process being repeated using the [Loop] event command. When this is run, the process will skip to the event command specified in the row after [Repeat Above]. There are no parameters to set.

Exit Event Processing

Function

Stops processing of the contents. Event commands after this will not be processed. There are no parameters to set.

Common Events



Function

Invokes common events. After the common event that was invoked is finished processing, the game will move to the next event command.

Settings

Common Event
Specify the common event to run.

Label



Function

Creates a jump location for processes which use the [Jump to Label] event command.

Settings

Label Name
Specify the name of the label.

Jump to Label



Function

Causes the current process to jump to the location of the specified label. The event command of the row following this label will then be processed.

Settings

Label Name
Specify the label name of the jump location. Only labels belonging to the same event page can be specified.

Comment



Function

Sets comments displayed in the contents list. Has no effect on the game.

Settings

Comment

Set the text to be displayed as comments.

Right-click to show the menu and choose [Plugin Help...] to display the Plugin Help.

Party

Change Gold



Function

Changes the amount of gold of the party.

Settings

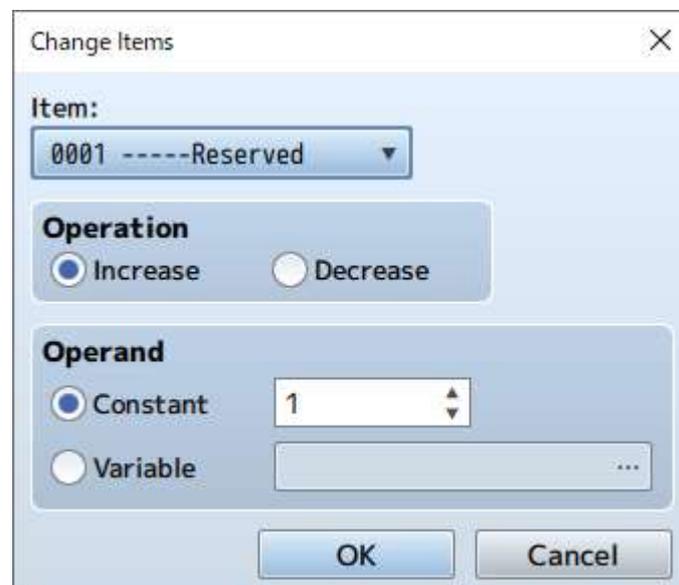
Operation

Specify whether to increase or decrease gold.

Operand

Set the amount to increase or decrease gold. Choose [Constant] to change the gold using a fixed value, and enter the amount. Choose [Variable] to set the amount using a variable, and specify the variable to reference.

Change Items



Function

Changes the quantity of items of the party. Upon changing the quantity, if that number is outside of the 0 to 99 range, the value will be adjusted to either 99 (max number a player can have) or 0 (none in inventory).

Settings

Item

Specify the item to increase or decrease.

Operation

Specify whether to increase or decrease the quantity.

Operand

Set the amount by which to increase or decrease the quantity. Choose [Constant] to change the quantity using a fixed value, and enter the amount. Choose [Variable] to set the amount using a variable, and specify the variable to reference.

Change Weapons

Change Weapons

Weapon:
0001 Short Sword

Operation
 Increase Decrease

Operand
 Constant 1
 Variable ...

Include Equipment

OK Cancel

Function

Changes the quantity of weapons of the party. Upon changing the quantity, if that number is outside of the 0 to 99 range, the value will be adjusted to either 99 (max number a player can have) or 0 (none in inventory).

Settings

Weapon

Specify the weapon to increase or decrease.

Operation

Specify whether to increase or decrease the quantity.

Operand

Set the amount by which to increase or decrease the quantity. Choose [Constant] to change the quantity using a fixed value, and enter the amount. Choose [Variable] to set the amount using a variable, and specify the variable to reference.

Include Equipment

When enabled, weapons that actors have equipped can also be decreased.

Change Armors

Function

Changes the quantity of armors of the party. Upon changing the quantity, if that number is outside of the 0 to 99 range, the value will be adjusted to either 99 (max number a player can have) or 0 (none in inventory).

Settings**Armor**

Specifies the armor to increase or decrease.

Operation

Specifies whether to increase or decrease the quantity.

Operand

Set the amount by which to increase or decrease the quantity. Choose [Constant] to change the quantity using a fixed value, and enter the amount. Choose [Variable] to set the amount using a variable, and specify the variable to reference.

Include Equipment

When enabled, armor that actors have equipped can also be decreased.

Change Party Member



Function

Change the formation of the actors in the party. You can also change the number of actors in the party to 0 using this command. If so, players will not be displayed on the map.

Settings

Actor

Select the actor to change.

Operation

Select which operation to perform (Add/Remove).

Initialize

When enabled, the traits when adding an actor will be reset according to the parameters in the [Database].

Actor

Change HP

Function

Changes the HP of the actor.

Settings

Actor

Select the target actor. Select [Fixed] when wanting to select a specific actor and specify the actor (all members will be selected when selecting [Entire party]). Select [Variable] when wanting to select an actor using an ID number, and specify the value to reference.

Operation

Specify whether to increase or decrease the HP.

Operand

Specify the amount by which to raise or lower the HP. Select [Constant] to set this to a fixed value, and enter a value (1 to 9999). Choose [Variable] to set the amount using a variable, and specify the variable to reference.

Allow Death

When enabled, the actors will be knocked out when their HP falls to 0 or lower. When disabled, the HP will be set to 1 in the event their HP falls to 0 or lower.

Change MP

The image shows a 'Change MP' dialog box with the following settings:

- Actor:** Fixed, dropdown menu: Entire Party
- Operation:** Increase, Decrease
- Operand:** Constant, spinner box: 1

Function

Changes the MP of the actor.

Settings

Actor

Select the target actor. Select [Fixed] when wanting to select a specific actor and specify the actor (all members will be selected when selecting [Entire party]). Select [Variable] when wanting to select an actor using an ID number, and specify the value to reference.

Operation

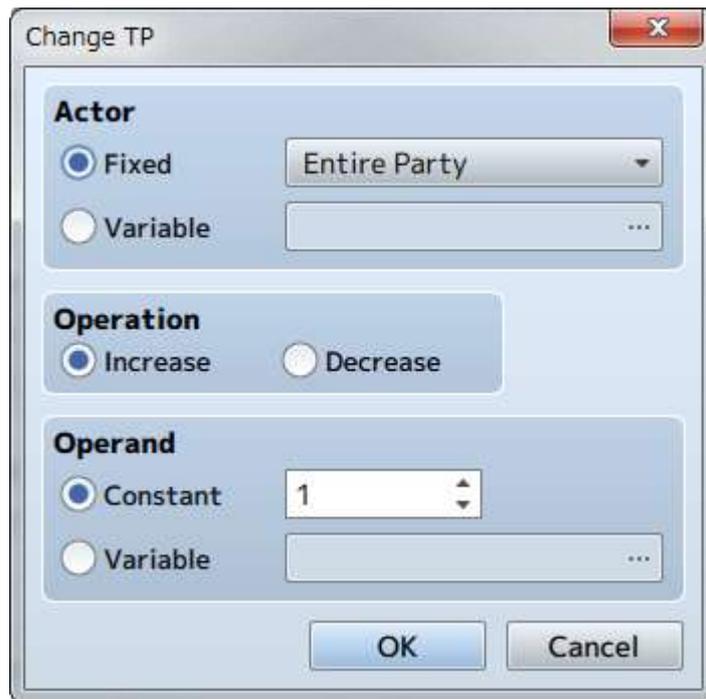
Specify whether to increase or decrease the MP.

Operand

Specify the amount by which to raise or lower the MP. Select [Constant] to set this to a fixed value, and enter a value (1 to 9999). Choose [Variable] to set the amount using a variable, and specify the variable to reference.

Change TP

(see image on next page)



Function

Changes the TP of the actor.

Settings

Actor

Select the target actor. Select [Fixed] when wanting to select a specific actor and specify the actor (all members will be selected when selecting [Entire party]). Select [Variable] when wanting to select an actor using an ID number, and specify the value to reference.

Operation

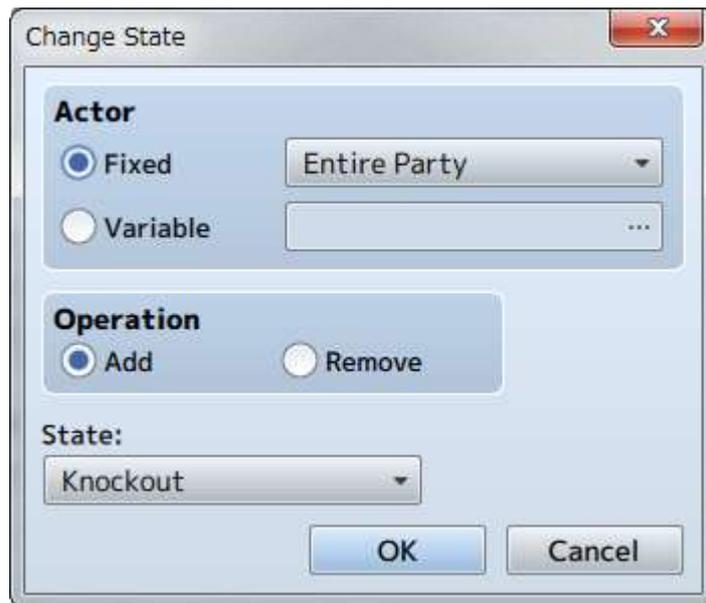
Specify whether to increase or decrease the TP.

Operand

Specify the amount by which to raise or lower the TP. Select [Constant] to set this to a fixed value, and enter a value (1 to 100). Choose [Variable] to set the amount using a variable, and specify the variable to reference.

Change State

(see image on next page)



Function

Changes the state of the actor.

Settings

Actor

Select the target actor. Select [Fixed] when wanting to select a specific actor and specify the actor (all members will be selected when selecting [Entire party]). Select [Variable] when wanting to select an actor using an ID number, and specify the value to reference.

Operation

Specify the content (Add/Remove) of the operation.

State

Specify the state that will be added or removed.

Recover All



Function

Fully recovers the HP and MP of the actor, and removes all states.

Settings

Actor

Select the target actor. Select [Fixed] when wanting to select a specific actor and specify the actor (all members will be selected when selecting [Entire party]). Select [Variable] when wanting to select an actor using an ID number, and specify the value to reference.

Change EXP

The screenshot shows a 'Change EXP' dialog box with the following settings:

- Actor:** Fixed, Entire Party (dropdown)
- Operation:** Increase, Decrease
- Operand:** Constant, 1 (text field), Variable
- Show Level Up
- Buttons: OK, Cancel

Function

Changes the EXP of the actor.

Settings

Actor

Select the target actor. Select [Fixed] when wanting to select a specific actor and specify the actor (all members will be selected when selecting [Entire party]). Select [Variable] when wanting to select an actor using an ID number, and specify the value to reference.

Operation

Specify whether to increase or decrease the EXP.

Operand

Specify the amount by which to raise or lower the EXP. Select [Constant] to set this to a fixed value, and enter a value (1 to 99999999). Choose [Variable] to set the amount using a variable, and specify the variable to reference.

Show Level Up

When enabled, a message will be displayed on the Play Screen indicating if an actor leveled up after their EXP increased.

Change Level

Function

Changes the level of the actor.

Settings

Actor

Select the target actor. Select [Fixed] when wanting to select a specific actor and specify the actor (all members will be selected when selecting [Entire party]). Select [Variable] when wanting to select an actor using an ID number, and specify the value to reference.

Operation

Specify whether to increase or decrease the level.

Operand

Specify the amount by which to raise or lower the level. Select [Constant] to set this to a fixed value, and enter a value (1 to 98). Choose [Variable] to set the amount using a variable, and specify the variable to reference.

Show Level Up

When enabled, a message will be displayed on the Play Screen indicating if an actor leveled up after their level increased.

Change Parameter

The screenshot shows a 'Change Parameter' dialog box with the following settings:

- Actor:** Fixed (dropdown: Entire Party), Variable
- Parameter:** dropdown: Max HP
- Operation:** Increase, Decrease
- Operand:** Constant (spin box: 1), Variable

Function

Changes the actor's parameters.

Settings

Actor

Select the target actor. Select [Fixed] when wanting to select a specific actor and specify the actor (all members will be selected when selecting [Entire party]). Select [Variable] when wanting to select an actor using an ID number, and specify the value to reference.

Parameter

Specify the type of parameter to increase or decrease.

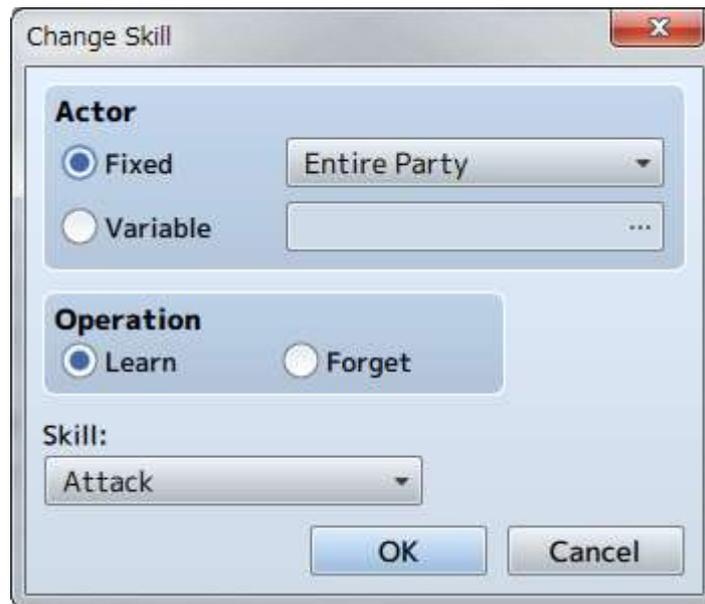
Operation

Specify whether to increase or decrease the parameter.

Operand

Specify the amount by which to raise or lower the parameter. Select [Constant] to set this to a fixed value, and enter a value (1 to 9999). Choose [Variable] to set the amount using a variable, and specify the variable to reference.

Change Skill



Function

Controls the skills that actors can use.

Settings

Actor

Select the target actor. When selecting a specific actor, select [Fixed] and specify the actor. Select [Variable] when wanting to select an actor using an ID number, and specify the value to reference.

Operation

Select [Learn] to make a skill useable, and select [Forget] to make it unusable.

Skill

Specify the skill that will be added or removed.

Change Equipment



Function

Changes the equipment of the actor.

Settings

Actor

Select the target actor.

Equipment Type

Specify the type of equipment to change.

Equipment Item

Specify the new equipment to equip. A party must possess the specified equipment.

Remarks

Equipment will not be changed in the party does not possess the specified equipment item. To forcibly equip an item, you must first give the equipment armor to the party using the [Change Weapons] and [Change Armors] event commands.

Change Name



Function

Changes the name of the actor.

Settings

Actor

Select the target actor.

Name

Specify the name after changing it.

Change Class



Function

Changes the class of the actor.

Settings

Actor

Select the target actor.

Class

Specify the class to be changed to.

Save Level

Check off the box to keep the same level as before class has been changed.

Remarks

Equipment and armor that cannot be equipped will automatically be unequipped.

Change Nickname



Function

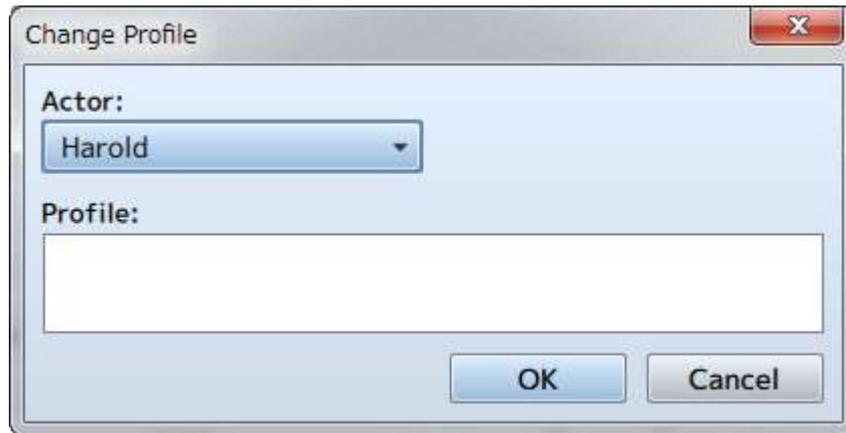
Changes the nickname of the actor.

Settings

Actor
Select the target actor.

Nickname
Specify the nickname after changing it.

Change Profile



Function

Changes the profile of the actor.

Settings

Actor
Select the target actor.

Profile
Specify the profile after changing it.

Movement

Transfer Player



Function

Changes the location of the party.

Settings

Location

Specify the location after changing it. To move a party to a specific location, select [Direct designation], and click to specify the location to move the party in the window that is displayed when you click [...]. To specify the location using a map ID and coordinates, select [Designation with variables], and specify the variables to reference in [ID], [X], [Y].

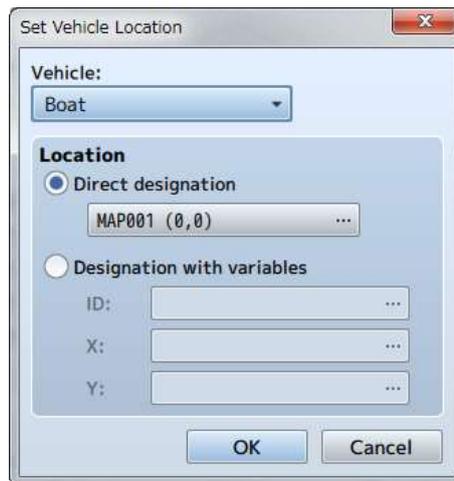
Direction

Specify the direction of the player after being transferred.

Fade

Specify how the screen will transition during a transfer. The screen will be displayed in black when choosing [Black] and [White] when choosing white, followed by displaying the new map location.

Set Vehicle Location



Function

Changes the location of vehicles.

Settings

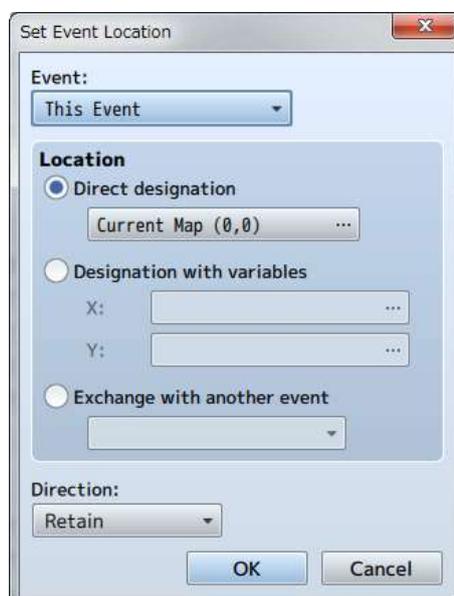
Vehicle

Specify the target vehicle (boat/ship/plane).

Location

Specify the location after changing the location. To move a vehicle to a specific location, select [Direct designation], and click to specify the location to move the vehicle in the window that is displayed when you click [...]. To specify the location using a map ID and coordinates, select [Designation with variables], and specify the variables to reference in [ID], [X], [Y].

Set Event Location



Function

Changes the location of an event.

Settings

Events

Specify the target event. By setting this to [This Event], the event itself will be the target for changing the location. Moving the event is limited to the same map.

Location

Specify the location after changing the location. To move an event to a specific location, select [Direct designation], and click to specify the location to move the event in the window that is displayed when you click [...]. To specify the location using a map ID and coordinates, select [Designation with variables], and specify the variables to reference in [ID], [X], [Y].

Direction

Specify the direction of the event after being moved.

Remarks

This cannot be used in battle events.

Scroll Map



Function

Moves (scrolls) the range of the map displayed while playing without changing the location of the player.

Settings

Direction

Specify the direction to scroll.

Distance

Specify the distance (number of tiles) to move.

Speed
Specify the speed (6 levels) of the scrolling.

Wait for Completion
When enabled, will wait until scroll is complete.

Remarks

This cannot be used in battle events.

Set Movement Route

Function

Forces the player or map event to move along a specified route. For more information please refer to the [Set Movement Route] chapter below.

Remarks

- Characters set on a movement route will start to move immediately.
- Using this event command on characters which are already set on movement routes will cause those settings to be abandoned, and only the new settings will be active. Choose [Wait for Completion] when wanting to set the next route after the movement from a previous route is completed.
- When [Wait for Completion] is enabled, the player cannot perform any actions until the movement command has finished (excluding processes running in parallel). If the character on the specified movement route runs into any obstacles during this time and the movement command is no longer able to run, the event will stop at that point. Enable options such as [Skip If Cannot Move] to avoid these sort of situations.
- The player's total number of steps will not be added using this event command even if they move.
- This cannot be used in battle events.

Get on/off Vehicle

Function

Controls getting on and off vehicles. The player will get off onto the ground when on the vehicle, and get on the vehicle when not on it. There are no parameters to set.

Remarks

- This event forces the player to get on or off the vehicle just as when they use the [Action] key. Nothing will happen if there are no vehicles available that can normally be ridden (when there are no vehicles that can be boarded and when there is no ground to move to).
- This cannot be used in battle events.

Movement Route Settings

What is a Movement Route?

A movement route determines how a player or event will move. This is set if [Custom] is selected in the event's [Autonomous Movement] settings, as well as when using [Set Movement Route].

Either setting will be carried out in the [Set Movement Route] window. Routes can be edited when used with [Movement Commands] that control the movement, direction, etc. of the player. For example, entering in the [Move Right], [Move Down], [Move Left] and [Move Up] movement commands will cause the player, etc. to move in a loop going clockwise from their current location.

Parameter Details



Player

Specify the target actor/event for the movement route. This will be set only when configuring the [Set Movement Route] event command.

Preview

A preview of the movement route on the map will be carried out.

Command List

List of movement commands that have been entered. Movement commands are entered in the order of the route that will be set here.

Movement commands clicked in the movement command list will be added at the position of the item clicked in the list. Additionally, you can perform actions such as reediting settings and copying them using the context menu that is displayed when you right-click an item.

Movement Commands

Group of commands to control the movement and direction of characters (players/events). A command will be added (inserted) at the location which is currently selected in the command list by clicking a command's button. The movement for each command is as follows. The movement distance for 1 step is equal to one tile.

Move Down/Move Left/Move Right/Move Up/Move Lower Left/Move Lower Right/Move Upper Left/Move Upper Right
Move 1 step in the direction indicated in the command's name.

Move at Random

Move 1 step in a randomly selected direction between up, down, left and right.

Move toward Player

Move 1 step towards the direction of the player.

Move away from Player

Move 1 step in the direction away from the player.

1 Step Forward

Move 1 step in the direction currently faced.

1 Step Backward

Move 1 step away from the direction currently faced.

Jump

Move using a jump. Specify the distance to jump by setting the [X coordinate] and [Y coordinate] (each can be between -100 and 100, with a positive value being in the right/down direction). Players will move through obstacles during a jump. Moreover, members from the 2nd party member and on will remain in that location for parties which have [Show Player Followers] set to ON when jumping.

Wait

Specify the time to stop the process in number of frames (1 to 999). 1 frame is equal to 1/60th of a second.

Turn Down/Turn Left/Turn Right/Turn Up

Change the direction faced using the direction in the name.

Turn 90° Right/Turn 90° Left

Change the direction faced by 90° using the direction in the name.

Turn 180°

Face the opposite of the direction currently faced.

Turn 90° Right or Left

Change the direction randomly by 90°.

Turn at Random

Face up, down, left or right randomly.

Turn toward Player

Face toward where the player is.

Turn away from Player

Face the opposite direction of where the player is.

Switch ON/Switch OFF

Change the specified switch to the value in the name of the command.

Change Speed

Change the [Speed] setting under [Autonomous Movement] of the target map event. This change will continue even after movement has finished.

Change Frequency

Change the [Frequency] setting under [Autonomous Movement] of the target map event. This change will continue even after movement has finished.

Walking Animation ON/Walking Animation OFF

Change the value of the [Walking] setting under [Options] of the target map event. This change will continue even after movement has finished.

Stepping Animation ON/Stepping Animation OFF

Change the value of the [Stepping] setting under [Options] of the target map event.

Direction Fix ON/Direction Fix OFF

Change the value of the [Direction Fix] setting under [Options] of the target map event. This change will continue even after movement has finished.

Through ON/Through OFF

Change the value of the [Through] setting under [Options] of the target map event. This change will continue even after movement has finished.

Transparent ON/Transparent OFF

Change the image of the character to be displayed/hidden. The character will not be displayed when this is set to ON. This change will continue even after movement has finished.

Change Image

Change the character's image to the specified image. This change will continue even after movement has finished.

Change Opacity

Change the opacity (0 to 255) of the image of the character. The image will be invisible when this is set to 0. This change will continue even after movement has

finished.

Change Blend Mode

Change the blending method of the colors displayed for the characters and map.

- [Normal] . . . Displayed as normal.
- [Additive] . . . Displayed in a whiter color.
- [Multiply] . . . Displayed in a darker color.
- [Screen] . . . Displayed in a brighter color.

Play SE

Play the specified SE.

Script

Run the loaded script.

Options

This is a way to processes all movement commands entered into the command list. Enable the processes to apply as necessary.

Repeat Movements

When enabled, the contents of the command list will be run repeatedly.

Skip If Cannot Move

When enabled, the processes will be skipped when it is not possible to move via movement commands due to things like obstacles.

Wait for Completion

When enabled, all other processes will be temporarily stopped until all vent commands are finished being processed. This will be set only when configuring the [Set movement Route] event command.

Character

Change Transparency

Function

Controls the display (transparency) of the party moving on the map.

Settings

Transparency

Set to [ON] to make the party invisible, set it to [OFF] to make the party visible.

Change Player Followers

Function

Controls whether or not the party members from the 2nd member and on are displayed while walking.

Settings

Player Followers

Set to [ON] to make the party visible, set it to [OFF] to hide the party.

Remarks

- Only 4 actors starting from the first will be displayed even when there are 5 members in a party.

Gather Followers

Function

Moves all party members to the same location as the lead actor. There are no parameters to set.

Show Animation

Function

Shows animations on the map.

Settings

Character

The display location will be based on the position of the player and events.

Animations

Specify the animation to display.

Wait for Completion

When enabled, the event will be paused until the animation being displayed has finished.

Remarks

- This cannot be used in battle events.
- Use the [Show Battle Animation] event command when wanting to play an animation during battle.

Show Balloon Icon



Function

Display icons that express emotions using balloons that appear over the party and events. 10 types of icons such as "!" for being surprised and a light bulb when a character has a good idea are available. It is also possible for users to define their own balloon icons.



Settings

Character

The display location will be based on the position of the player and events.

Balloon Icon

Specify the balloon icon to display.

Wait for Completion

When enabled, the event will be paused until the balloon icon being displayed has disappeared.

Erase Event

Function

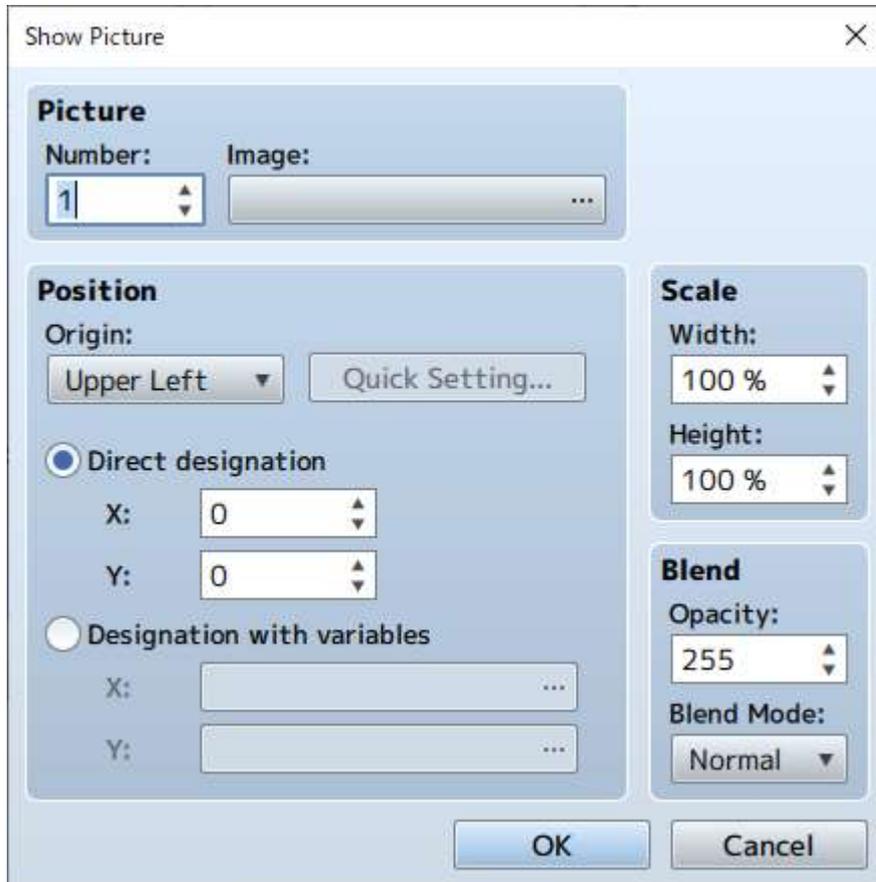
Temporarily removes the event currently being run. There are no parameters to set. The event will remain erased until the party moves to another map.

Remarks

This cannot be used in battle events.

Picture

Show Picture



Function

Displays a picture (static image) on the screen.

Settings

Picture: Number

Specify a control number (1 to 100) to link to the picture.

Picture: Image

Specify the picture to display.

Position

Specify the display position of the picture. First, select the [Origin Point] of the picture which can be the [Upper Left] or [Center] of the screen. After doing so, specify the position using coordinates which will use (0, 0) as the origin. When using [Direct designation], enter in coordinates (-9999 to 9999) for [X] which will be the horizontal position, and [Y] which will be the vertical position. To specify the location using variables to specify coordinates, select [Designation with variables], and specify the variables for [X], and [Y].

Scale

Specify the percentage to scale the image (between 0 and 2000% with 100% being the original size) using the [Width] and [Height] fields.

Blend

Specify the opacity (0 to 255) of the picture under [Opacity]. The smaller the value, the more transparent the picture will be (will not be displayed if 0).

Specify how to blend the image colors when changing the opacity of the image under [Blending Mode].

- [Normal] . . . Displayed as normal.
- [Additive] . . . Displayed in a whiter color.
- [Multiply] . . . Displayed in a darker color.
- [Screen] . . . Displayed in a brighter color.

Remarks

- 100 pictures can be displayed at one time. The higher the control number, the higher it will be prioritized when displayed.
- If there are multiple of the same control number, only the picture that was displayed last will be displayed (all earlier pictures will be erased).

Move Picture

Move Picture

Picture
Number: 1

Easing
Type: Constant speed

Position
Origin: Upper Left Quick Setting...
 Direct designation
X: 0
Y: 0
 Designation with variables
X: ...
Y: ...

Scale
Width: 100 %
Height: 100 %

Blend
Opacity: 255
Blend Mode: Normal

Duration
60 frames (1/60 sec) Wait for Completion

OK Cancel

Function

Moves the currently displayed picture.

Settings

Picture: Number

Specify the control number (1 to 100) for the target picture.

Position

Specifies the position of the picture after it has been moved. First, select the [Origin Point] of the picture which can be the [Upper Left] or [Center] of the screen. Next, specify the position using coordinates which will use (0, 0) as the origin. When using [Direct designation], enter in coordinates (-9999 to 9999) for [X] which will be the horizontal position, and [Y] which will be the vertical position. To specify the location using variables to specify coordinates, select [Designation with variables], and specify the variables for [X], and [Y].

Scale

Specify the percentage (0 to 2000%) by which to scale the [Width] and [Height] of the picture after it has been moved.

Blend

Specify the opacity (0 to 255) of the picture after it has been moved under [Opacity]. The smaller the value, the more transparent the picture will be (will not be displayed if 0). Specify how to blend the image colors when changing the opacity of the image under [Blending Mode].

- [Normal] . . . Displayed as normal.
- [Additive] . . . Displayed in a whiter color.
- [Multiply] . . . Displayed in a darker color.
- [Screen] . . . Displayed in a brighter color.

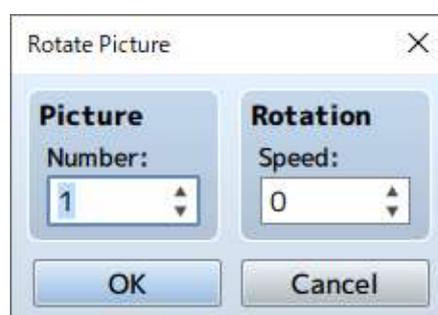
Duration

Specify the amount of time moving the picture will take in number of frames (1 to 999). 1 frame is equal to 1/60th of a second. When enabled, processing will wait for this event command to finish.

Wait for Completion

When enabled, processing will wait for this event command to finish.

Rotate Picture



Function

Rotates the displayed image.

Settings

Picture: Number

Specify the control number (1 to 100) for the target picture.

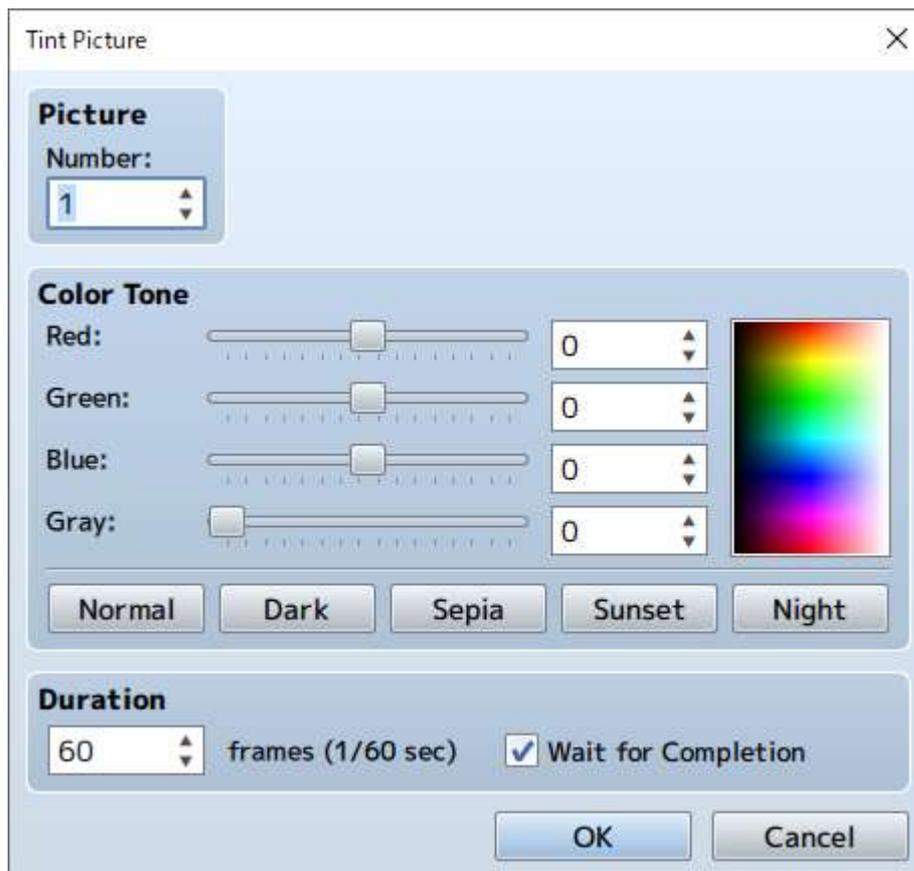
Rotation: Speed

It will be rotated clockwise when this number is positive, and counterclockwise when negative.

Remarks

The rotation axis (center point) will be set to the origin that was specified for the target picture when it's last displayed/moved.

Tint Picture



Function

Changes the color tone of the picture that is displayed.

Settings

Picture: ID

Specify the control number (1 to 100) for the target picture.

Color Tone

Specifies the amount of each [Red], [Green] and [Blue] to add (-255 to 255). Set the strength of the gray scale filter (0 to 255) by changing the [Gray] value. The higher the value, the stronger the overall color tone will be. Check the color tone using the preview area on the right.

Time

Specify the amount of time changing the tint of the picture will take in number of frames (1 to 999). 1 frame is equal to 1/60th of a second.

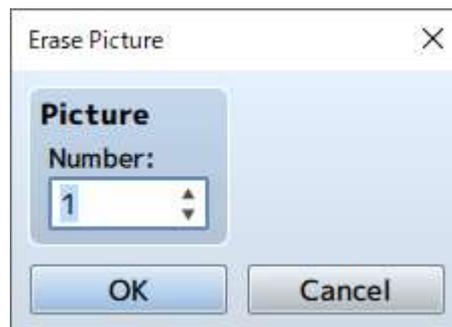
Wait for Completion

When enabled, processing will wait for this event command to finish.

Remarks

The changed color tone will be effective until updated again by this event command.

Erase Picture



Function

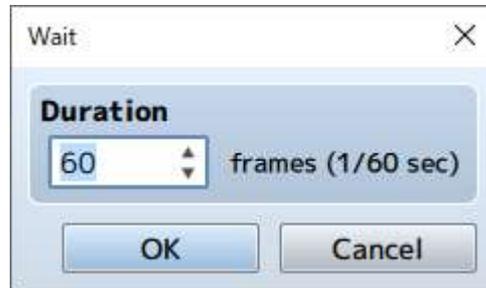
Erases the picture displayed.

Settings

Picture: NumberSpecify the control number (1 to 100) for picture to be deleted.

Timing

Wait



Function

Temporarily stops the event. While stopped, the player cannot perform any actions (excluding processes running in parallel).

Settings

Duration

Specify the time to stop the process in number of frames (1 to 999). 1 frame is equal to 1/60th of a second.

Screen

Fadeout Screen

Function

Fades out the screen (slowly fades the screen into black). There are no parameters to set.

Remarks

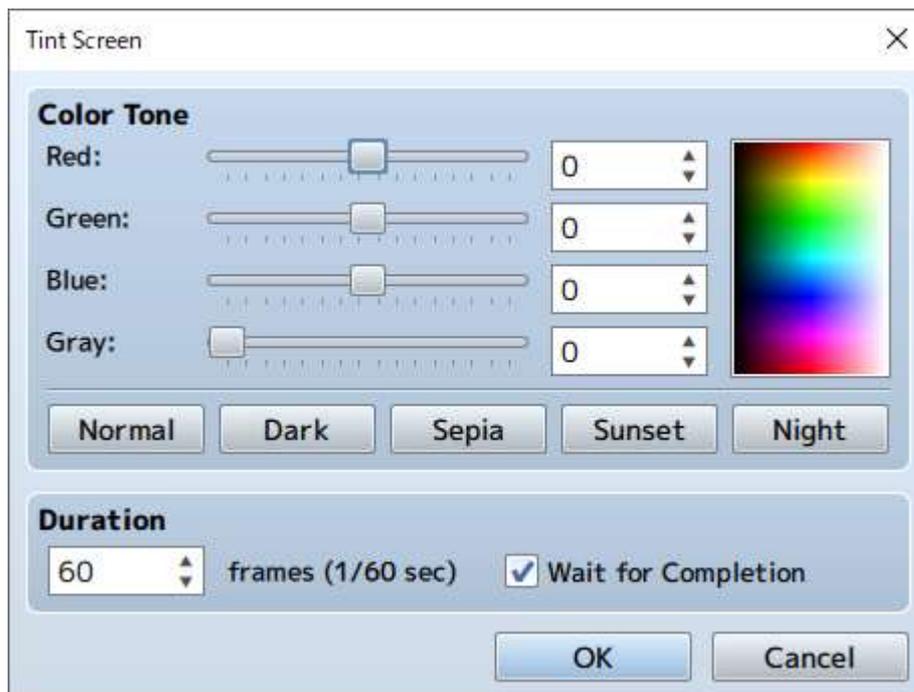
- The screen will remain faded out until the [Fadein Screen] event command is run.
- Elements such as the menu, message windows and battle command window will still be visible even while faded out.
- If run during a battle event, everything except the command window and messages will appear black, and enemies, etc. will not be visible.

Fadein Screen

Function

Returns the screen back to normal after using [Fadeout Screen]. There are no parameters to set.

Tint Screen



Function

Changes the color tone of the entire screen. The color tone of pictures and message

windows will not change.

Settings

Color Tone

Specify the amount of each [Red], [Green] and [Blue] to add (-255 to 255). Set the strength of the gray scale filter (0 to 255) by changing the [Gray] value. The higher the value, the stronger the overall color tone will be. By clicking the [Normal], [Dark], [Sepia], [Sunset] and [Night] buttons below, values representing each color tone will be applied ([Normal] will return the color tone back to its original setting). Check the color tone using the preview area on the right.

Duration

Specify the amount of time changing the tint of the picture will take in number of frames (1 to 999). 1 frame is equal to 1/60th of a second.

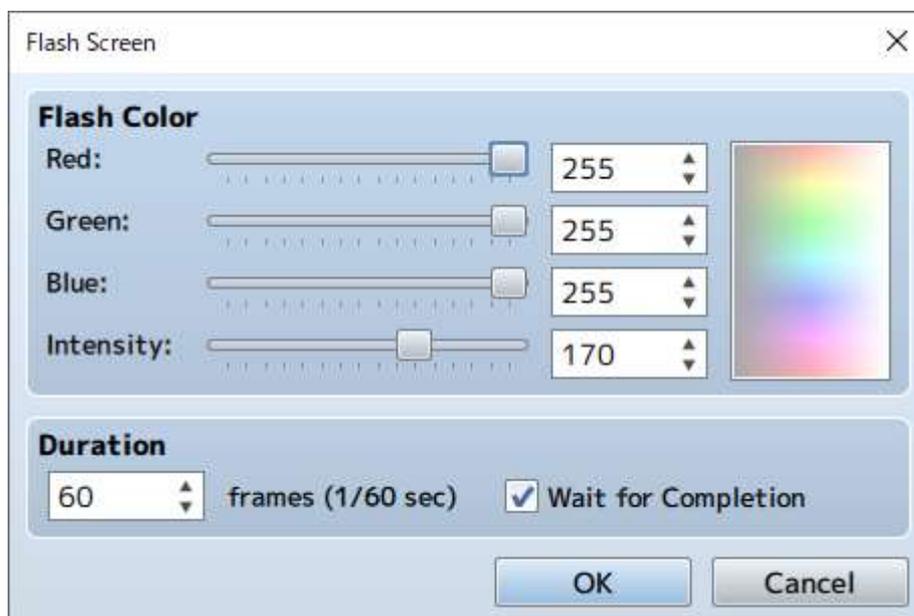
Wait for Completion

When enabled, processing will wait for this event command to finish.

Remarks

This color tone will remain in effect, including during battle, until using this event command is used again to change the settings.

Flash Screen



Function

Causes the entire screen to change to the specified color for just an instant, and will slowly return back to normal. You can use this to express things like lightning.

Settings

Flash Color

Specify the color to display based on each of the [Red], [Green] and [Blue] component values (0 to 255). The specified color can be checked in the preview area on the right. [Intensity] sets the opacity (0 to 255) of the color. Putting this to 0 will cause it to be completely transparent, and will not affect what appears on the screen.

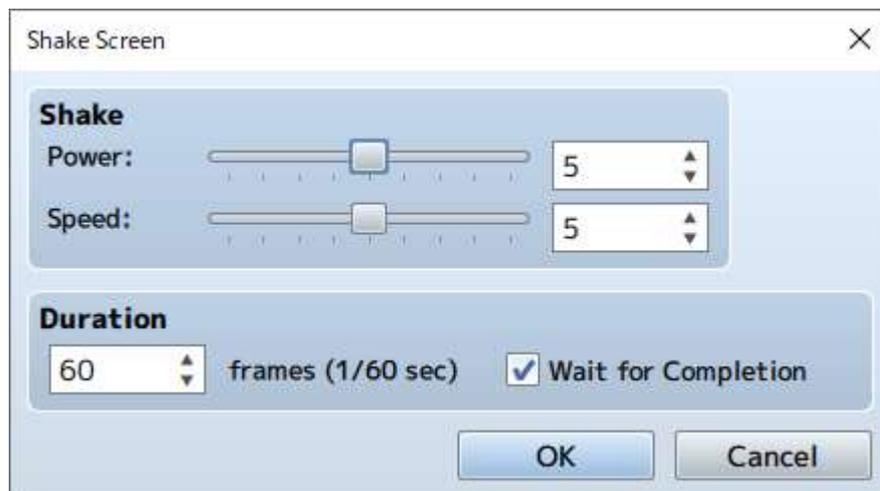
Duration

Specify the amount of time the flash will last in number of frames (1 to 999). 1 frame is equal to 1/60th of a second.

Wait for Completion

When enabled, processing will wait for this event command to finish.

Shake Screen



Function

Shakes the entire screen left to right.

Settings

Shake

Set the size (1 to 9) of the shaking range using the [Power] parameter, and the speed (1 to 9) of the shaking using the [Speed] parameter.

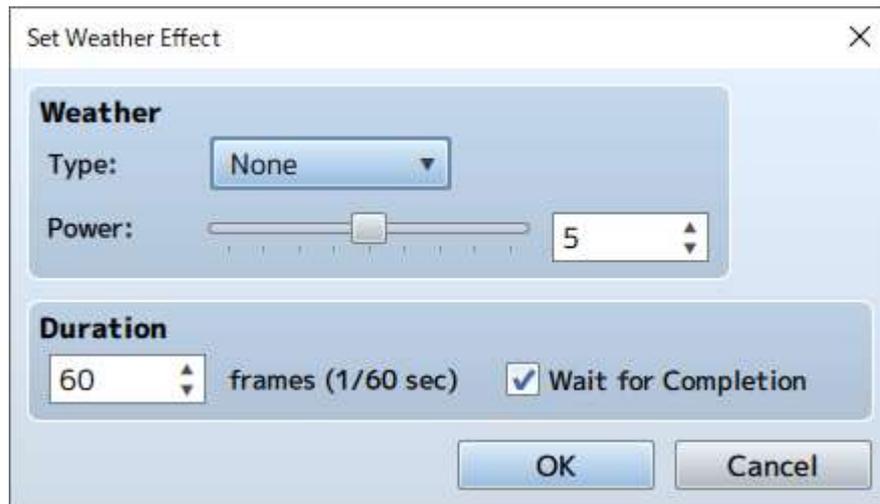
Duration

Specify the amount of time the shaking will last in number of frames (1 to 999). 1 frame is equal to 1/60th of a second.

Wait for Completion

When enabled, processing will wait for this event command to finish.

Set Weather Effect



Function

Controls the display of effects which represent weather (rain/storm/snow).

Settings

Type

Specify the type of image to display. Set to [None] to stop displaying an image.

Power

Specify the amount of images to display (1 to 9).

Duration

Specify the amount of time changing the weather will take in number of frames (1 to 999). 1 frame is equal to 1/60th of a second.

Wait for Completion

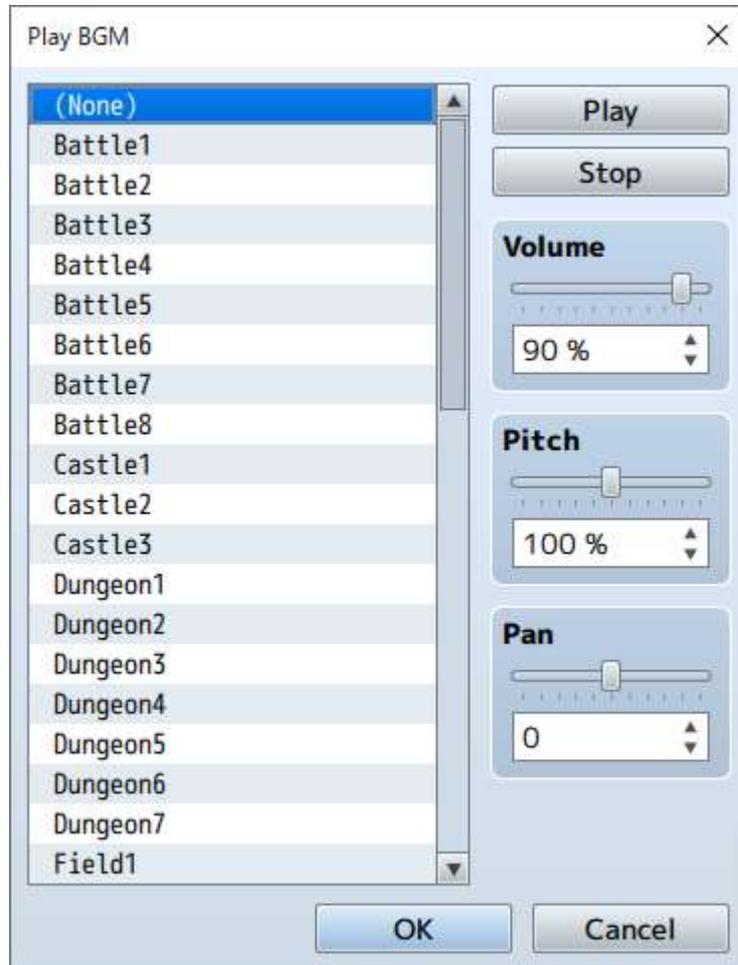
When enabled, processing will wait for this event command to finish.

Remarks

This cannot be used in battle events.

Audio & Video

Play BGM



Function

Starts playing the BGM (background music).

Settings

File List

Select the BGM file to play. Set to [(None)] to stop playing the music.

Play/Stop

By clicking [Play], BGM will start playing using the current settings. Click [Stop] to stop the music.

Volume

Specify the volume.

Pitch

Specify the pitch (50 to 150%). When this is set to over 100%, the playback speed becomes faster and the musical scale gets higher.

Pan

Set the pan (-100 to 100). When set to a negative value, more sound will come out of the left speaker. When set to a positive value, more sound will come out of the right speaker.

Remarks

This event will not run if the specified BGM is already playing.

Fadeout BGM



Function

Stops the playback while lowering the volume of the BGM.

Settings

Duration Specify the amount of seconds (1 to 60) the fade-out takes.

Save BGM

Function

Saves the BGM currently being playing including the playtime position. There are no parameters to set.

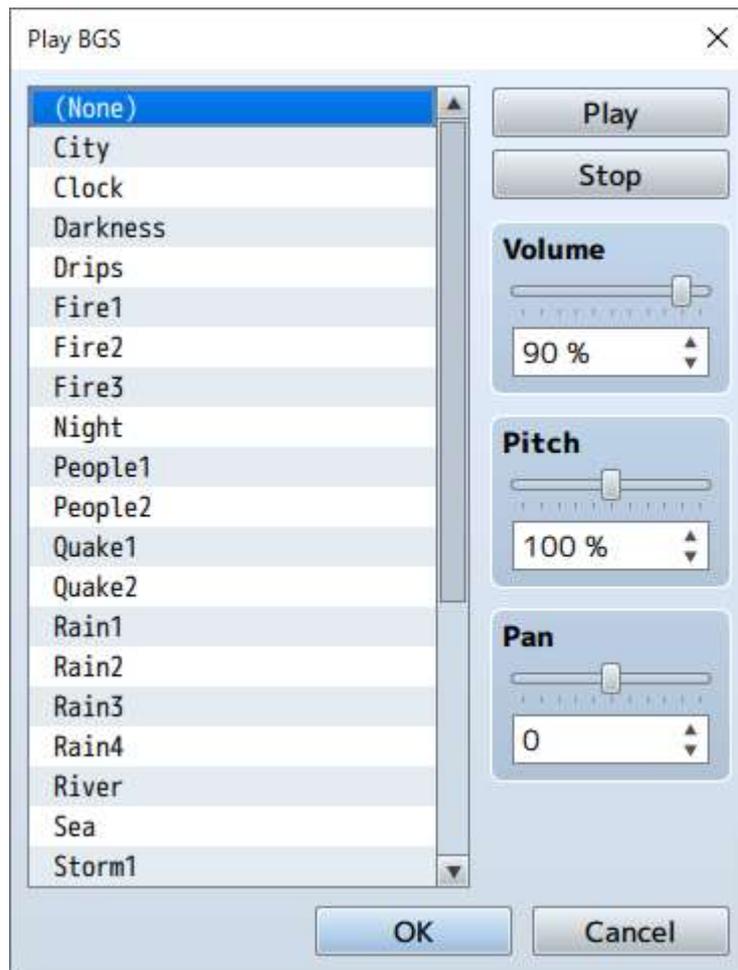
Rsume BGM

Function

Resume the BGM saved with [Save BGM]. There are no parameters to set.

Play BGS

(see image on next page)



Function

Starts playing the BGS (background sound).

Settings

File List

Select the BGS file to play. Set to [(None)] to stop playing the sound.

Play/Stop

By clicking [Play], BGS will start playing using the current settings. Click [Stop] to stop the BGS.

Volume

Specify the volume.

Pitch

Specify the pitch (50 to 150%). When this is set to over 100%, the playback speed becomes faster and the sound scale gets higher.

Pan

Sets the pan (-100 to 100). When set to a negative value, more sound will come out of the left speaker. When set to a positive value, more sound will come out of the right speaker.

Remarks

This event will not run if the specified BGS is already playing.

Fadeout BGS



Function

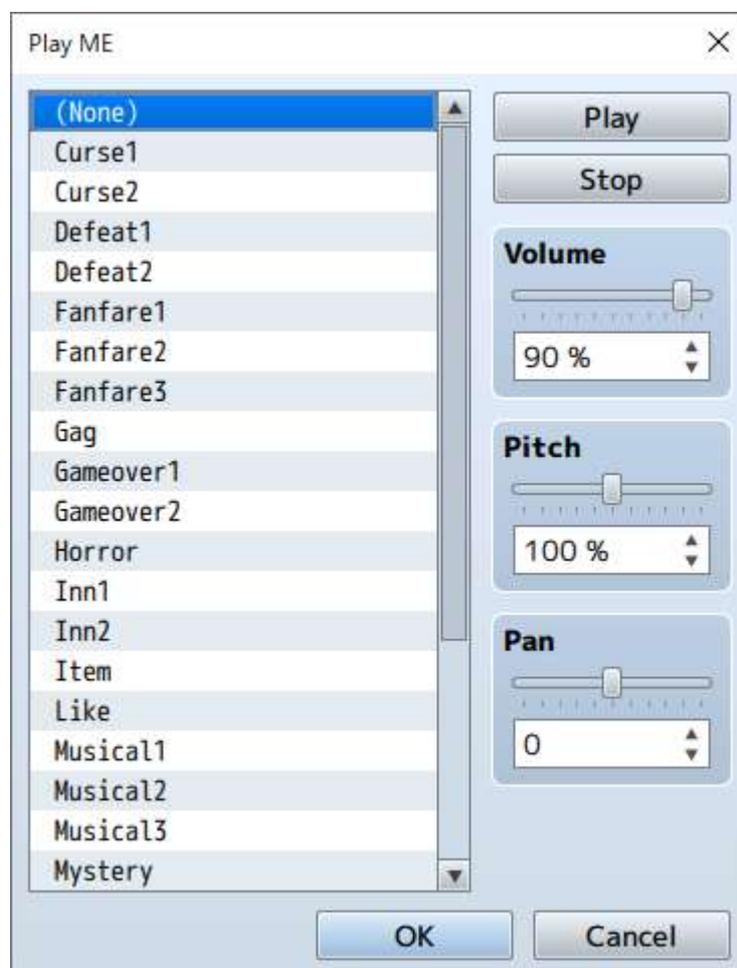
Stops the playback while lowering the volume of the BGS.

Settings

Duration

Specify the amount of seconds (1 to 60) the fade-out takes.

Play ME



Function

Starts playing the ME (Music Effect).

Settings

File List

Select the ME file to play. Set to [(None)] to stop playing the ME.

Play/Stop

By clicking [Play], ME will start playing using the current settings. Click [Stop] to stop the music.

Volume

Specify the volume.

Pitch

Specify the pitch (50 to 150%). When this is set to over 100%, the playback speed becomes faster and the scale gets higher.

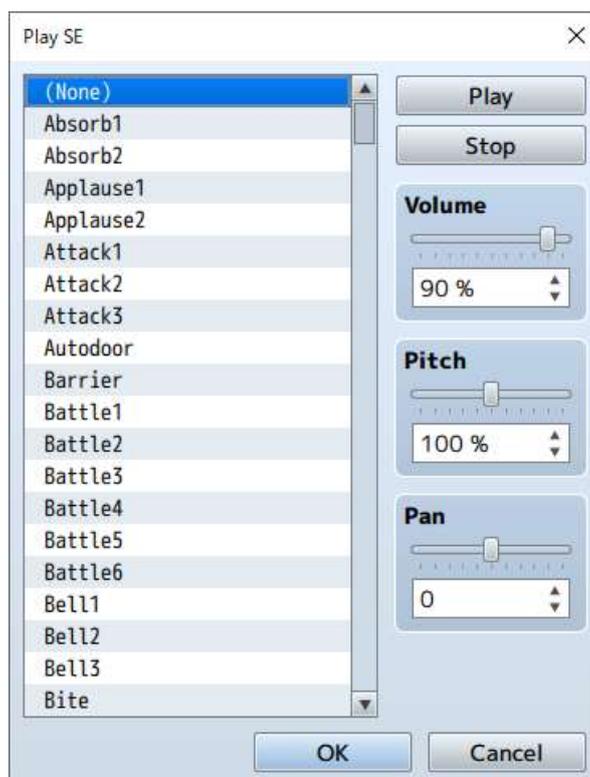
Pan

Set the pan (-100 to 100). When set to a negative value, more sound will come out of the left speaker. When set to a positive value, more sound will come out of the right speaker.

Remarks

This event will not run if the specified ME is already playing.

Play SE



Function

Starts playing the SE (sound effects).

Settings

File List

Select the SE file to play.

Play/Stop

By clicking [Play], SE will start playing using the current settings. Click [Stop] to stop the SE.

Volume

Specify the volume.

Pitch

Specify the pitch (50 to 150%). When this is set to over 100%, the playback speed becomes faster and the scale gets higher.

Pan

Sets the pan (-100 to 100). When set to a negative value, more sound will come out of the left speaker. When set to a positive value, more sound will come out of the right speaker.

Remarks

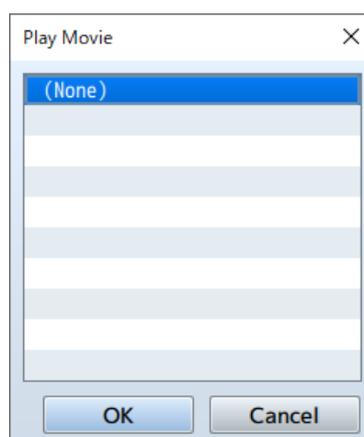
- If this command is run before the SE finishes playing, sound effects will be played on top of each other.
- SE will not stop playing even if [(None)] is played. Please use the Stop SE event command to stop SE from playing.

Stop SE

Function

Stops the playback of all SE (sound effects). There are no parameters to set.

Play Movie



Function

Plays a movie.

Settings

File List

Select the movie file to play.

Scene Control

Battle Processing



Function

Causes troops to appear and starts a battle.

Settings

Troop

Specify the troop that the player will fight against. Choose "Direct designation" and select the troop to have the player fight against a specific troop. To specify a troop by ID, choose "Designation with a variable" and enter in the value to reference. If you choose "Same as Random Encounter", the chosen troop will appear based on the [Encounter] settings of the map that the party is currently in.

Can Escape

When enabled, the [Escape] command will be enabled during battle, and you can make conditional branches based on "if player won" and "if player escaped".

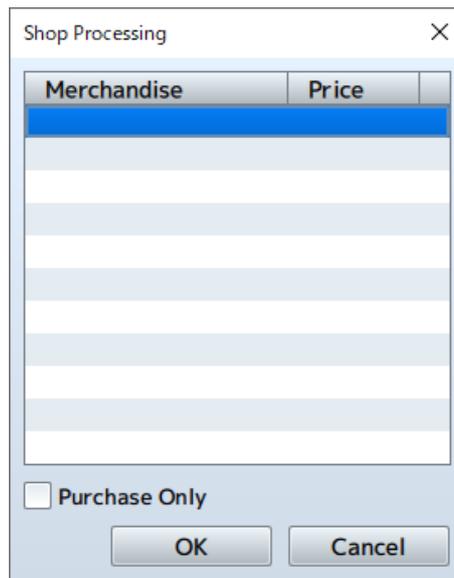
Can Lose

When enabled, there will not be a game over even if the entire party is defeated, and you can make conditional branches based on "if player won" and "if player lost".

Remarks

This cannot be used in battle events.

Shop Processing



Function

Calls the shop screen where the player can buy weapons, armors and items.

Settings

Merchandise

Specify the items to sell. Set the [Merchandise] and [Price] in the window that is displayed when you double-click an empty row in the list. Choosing [Standard] will set the price to what was set in the data, and choosing [Specify] will set this price only to what is specified using this event command.

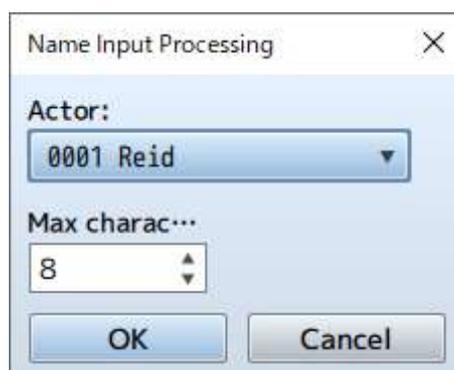
Purchase Only

When enabled, the player will be unable to sell items.

Remarks

This cannot be used in battle events.

Name Input Processing



Function

Displays the name input screen for actors, and the actors name will be changed according to the input of the player.

Settings

Actor

Specify which actor will have their name changed.

Max characters

Specify the max amount of characters (1 to 16) for the name.

Remarks

- This cannot be used in battle events.
- When entering a name while playing, you can move the cursor using the D-pad, and enter characters using the confirm button and delete the last character using the delete button.

Open Menu Screen

Function

Calls the Menu Screen. There are no parameters to set.

Remarks

This cannot be used in battle events.

Open Save Screen

Function

Calls the Save Screen. There are no parameters to set.

Remarks

This cannot be used in battle events.

Game Over

Function

Forces the game to end and displays the Game Over Screen. There are no parameters to set.

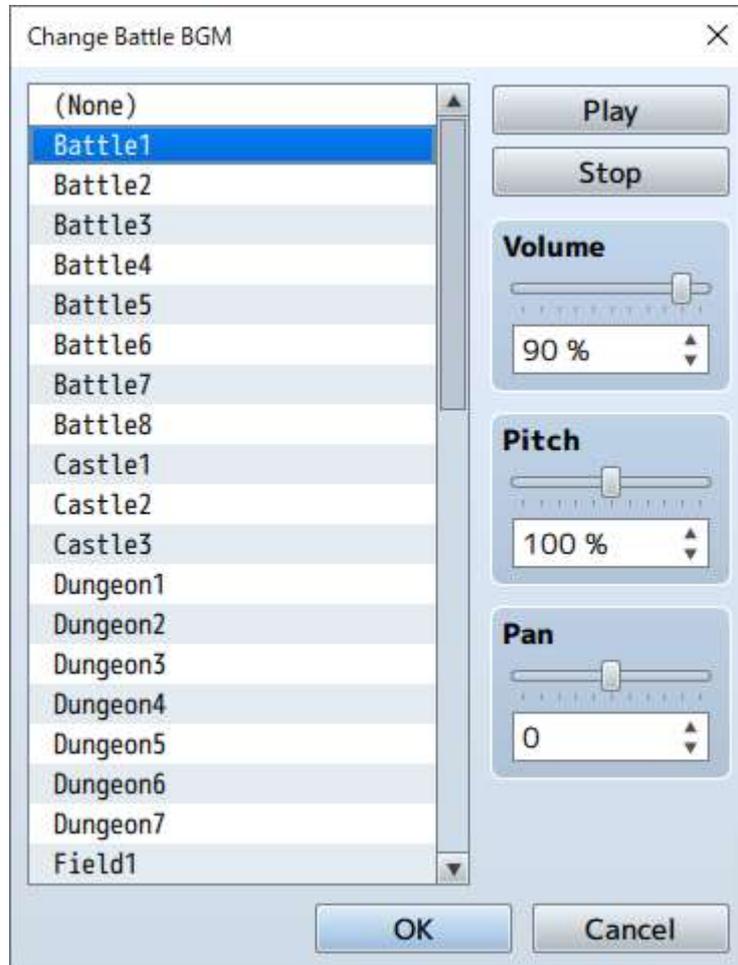
Return to Title Screen

Function

Forces the game to end and returns to the Title Screen. There are no parameters to set.

System Settings

Change Battle BGM



Function

Changes the settings of the BGM that plays during battle. These settings will be left unchanged until changed using this event command again.

Settings

File List

Specify the BGM file that will be used. Select [(None)] if you do not want to play a file.

Play/Stop

By clicking [Play], BGM will start playing using the current settings. Click [Stop] to stop the BGM.

Volume

Specify the volume.

Pitch

Specify the pitch (50 to 150%). When this is set to over 100%, the playback speed becomes faster and the scale gets higher.

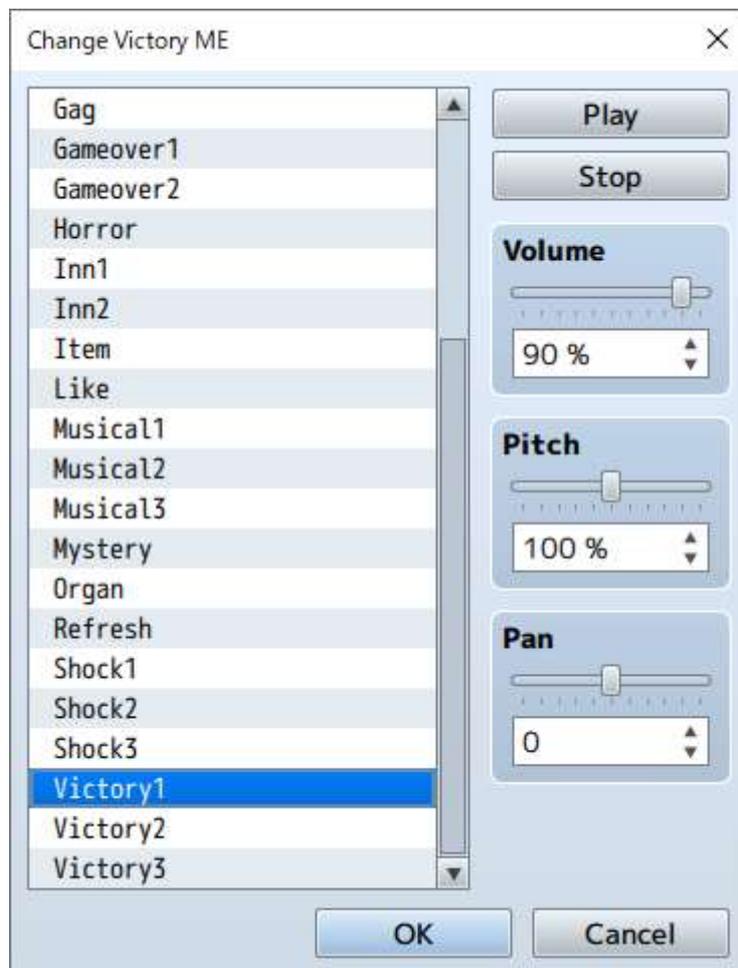
Pan

Set the pan (-100 to 100). When set to a negative value, more sound will come out of the left speaker. When set to a positive value, more sound will come out of the right speaker.

Remarks

- If this is changed during battle, the settings will take effect from the next battle.
- When the map and battle BGM is identical, the music will not stop when switching between screens.

Change Victory ME



Function

Changes the settings for the ME that plays when winning a battle. These settings will be left unchanged until changed using this event command again.

Settings

File List

Specify the ME file that will be used. Select [(None)] if you do not want to play a file.

Play/Stop

By clicking [Play], ME will start playing using the current settings. Click [Stop] to stop the ME.

Volume

Specify the volume.

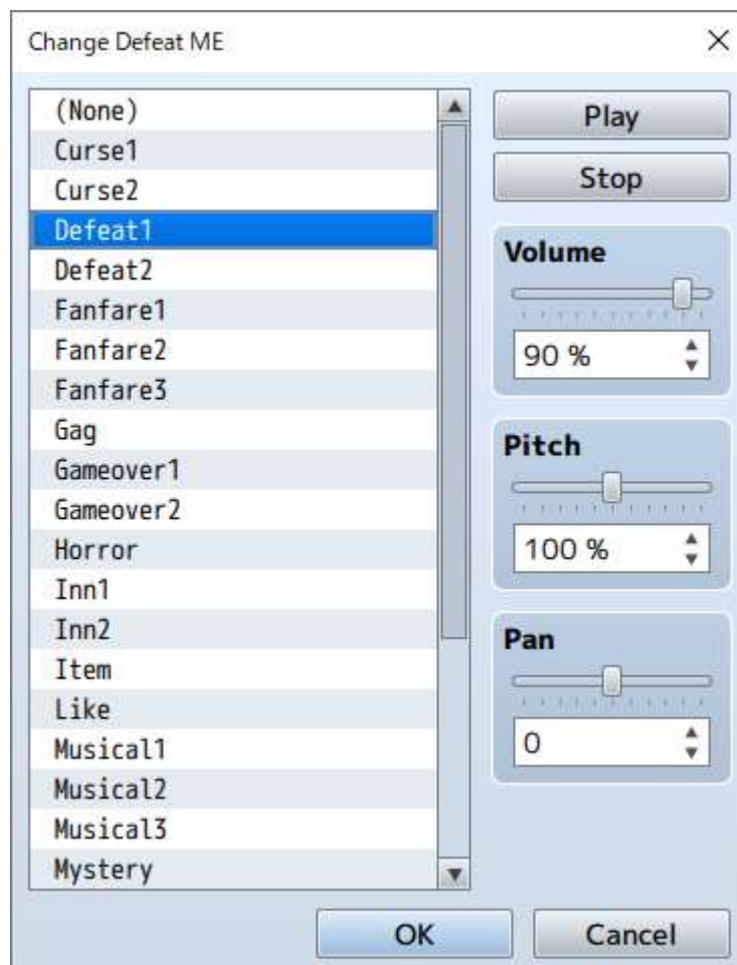
Pitch

Specify the pitch (50 to 150%). When this is set to over 100%, the playback speed becomes faster and the scale gets higher.

Pan

Sets the pan (-100 to 100). When set to a negative value, more sound will come out of the left speaker. When set to a positive value, more sound will come out of the right speaker.

Change Defeat ME



Function

Changes the settings for the ME that plays when losing a battle. These settings will be left unchanged until changed using this event command again.

Settings

File List

Specify the ME file that will be used. Select [(None)] if you do not want to play a file.

Play/Stop

By clicking [Play], ME will start playing using the current settings. Click [Stop] to stop the ME.

Volume

Specify the volume.

Pitch

Specify the pitch (50 to 150%). When this is set to over 100%, the playback speed becomes faster and the sound scale gets higher.

Pan

Set the pan (-100 to 100). When set to a negative value, more sound will come out of the left speaker. When set to a positive value, more sound will come out of the right speaker.

Change Vehicle BGM



Function

Changes the settings for the BGM music that plays when riding a vehicle.

Settings

Vehicle

Specify the vehicle for the BGM.

BGM

Specify the BGM that will be played.

Change Save Access



Function

Changes whether or not the game can be saved by the player. These settings will be left unchanged until changed using this event command again.

Settings

Save

Set this to [Disable] to prevent the player from saving, and [Enable] to allow the player to save.

Change Menu Access



Function

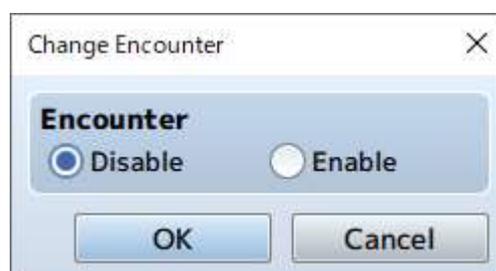
Changes whether or not the Menu Screen can be called by the player. These settings will be left unchanged until changed using this event command again.

Settings

Menu

Set this to [Disable] to prevent the player from opening the Menu Screen, and [Enable] to allow the player to open the Menu Screen.

Change Encounter



Function

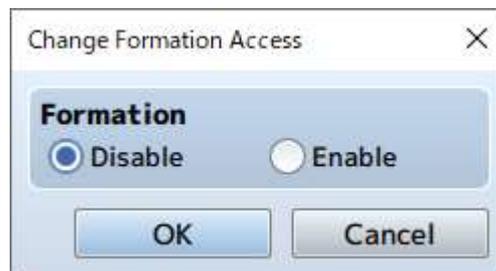
Controls whether or not encounters (process that randomly causes a battle against a troop) occur. These settings will be left unchanged until changed using this event command again.

Settings

Encounter

Set this to [Disable] to stop encounters, and [Enable] to allow encounters.

Change Formation Access



Function

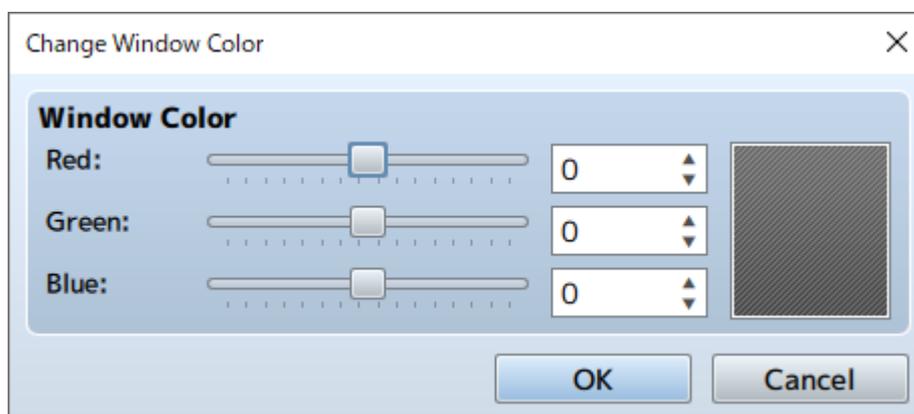
Controls whether or not a player can change the formation of his or her party members. These settings will be left unchanged until changed using this event command again.

Settings

Formation

Set this to [Disable] to prevent the player from changing the party, and [Enable] to allow the player to change the party.

Change Window Color



Function

Changes the window color settings. These settings will be left unchanged until

changed using this event command again.

Settings

Window Color

Specifies the color after it is changed based on each of the [Red], [Green] and [Blue] component values (255 to 255). The specified color can be checked in the preview area on the right.

Change Actor Images



Function

Changes the image of an actor. These settings will be left unchanged until changed using this event command again.

Settings

Actor

Select the target actor.

Images

You can set images for the [Face], [Character], and [[SV] Battler] in the window that opens when you double-click their images. Setting this to [(None)] will result in no image being displayed.

Change Vehicle Image



Function

Changes the image for vehicles. These settings will be left unchanged until changed using this event command again.

Settings

Vehicle

Specify the target vehicle.

Image

Double-click the image to specify the image that will display after the change. Setting this to [(None)] will have an image not be displayed.

Map

Change Map Name Display



Function

Controls whether or not the name of a map will be displayed when moving to a different map.

Settings

Map Name Display

Set to [ON] to display the name, set it to [OFF] to hide the name.

Change Tileset



Function

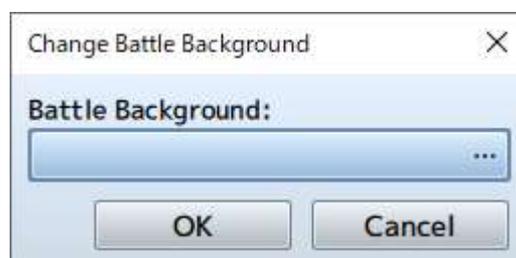
Changes the settings of the map's tileset. The tileset that can be changed is limited to the map where the event was placed.

Settings

Tileset

Specify the tileset after changing it.

Change Battle Background



Function

Changes the settings for the map's battle back. The battle back that can be changed is limited to the map where the event was placed.

Settings

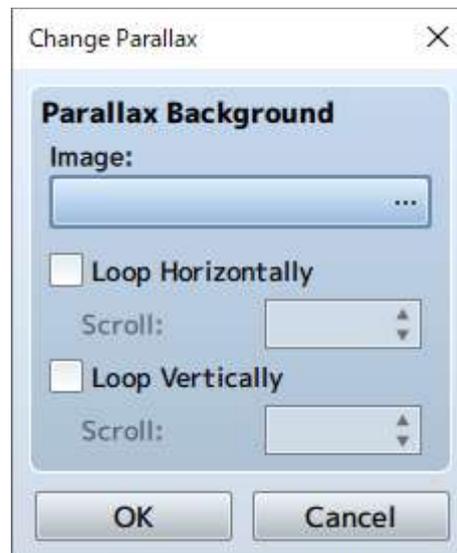
Battle Background

You can set the left and right images in the window that appears when you click the [...]. The specified image can be checked in the preview area on the right.

Remarks

If this event is run during a battle event, the background will change from the next battle.

Change Parallax



Function

Changes the settings for the map's parallax. The changing the parallax is limited to the map where the event was placed.

Settings

Images

Specify the image after it is changed.

Loop Horizontally

When enabled, the image will loop horizontally. Specify the speed (-32 to 32/0 to stop) in the [Scroll] section to auto-scroll the map.

Loop Vertically

When enabled, the image will loop vertically. Specify the speed (-32 to 32/0 to stop) in the [Scroll] section to auto-scroll the map.

Get Location Info

Get Location Info

Variable:
0001 ...

Info Type:
Terrain Tag ▼

Location

Direct designation
Current Map (7,6) ...

Designation with variables
X: ...
Y: ...

Designation by a character
▼

OK Cancel

Function

References the value at the specified location on the map and stores it in a variable. Variables that can be referenced are limited to the map where the event was placed.

Settings

Variable

Specify the variable to store the acquired value.

Info Type

Specify the type of information that is acquired.

Location

Specifies the location of where to acquire the value. Select [Direct designation] to specify a specific location, and select the location in the window that opens when you press [...]. To specify the location using a map ID and coordinates, select [Designation with variables], and specify the variables for [X] and [Y].

Battle

Change Enemy HP

Function

Changes the HP of enemies.

Settings

Enemy

Specify the target enemy. Setting this to [Entire Troop] will target all enemies.

Operation

Select either [Increase] or [Decrease].

Operand

Specify the amount by which to raise or lower the HP. Select [Constant] to set this to a fixed value and enter the value. Choose [Variable] to set the amount using a variable, and specify the variable to reference.

Allow Knockout

When enabled, the enemy will be knocked out when its HP reaches 0. HP will remain at 1 even if the enemy's HP falls below 0 when disabled.

Remarks

This can be used only in battle events.

Change Enemy MP

Function

Changes the MP of enemies.

Settings

Enemy

Specify the target enemy. Setting this to [Entire Troop] will target all enemies currently in battle.

Operation

Select either [Increase] or [Decrease].

Operand

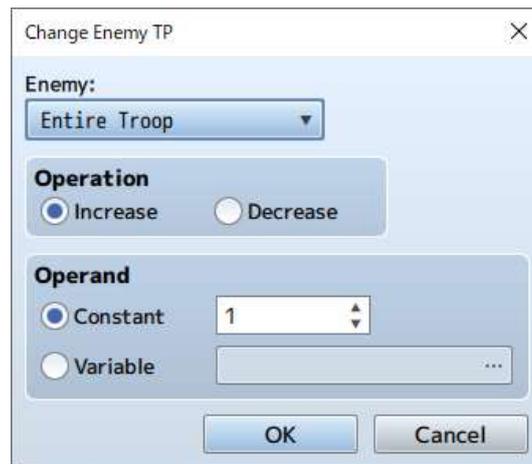
Specify the amount by which to raise or lower the MP. Select [Constant] to set this to a fixed value and enter the value. Choose [Variable] to set the amount using a variable, and specify the variable to reference.

Remarks

This can be used only in battle events.

Change Enemy TP

(See image on next page)



Function

Changes the TP of enemies.

Settings

Enemy

Specify the target enemy. Setting this to [Entire Troop] will target all enemies currently in battle.

Operation

Select either [Increase] or [Decrease].

Operand

Specify the amount by which to raise or lower the TP. Select [Constant] to set this to a fixed value and enter the value. Choose [Variable] to set the amount using a variable, and specify the variable to reference.

Remarks

This can be used only in battle events.

Change Enemy State



Function

Changes the state of enemies.

Settings

Enemy

Specifies the target enemy. Setting this to [Entire Troop] will target all enemies currently in battle.

Operation

Select either [Add] or [Remove].

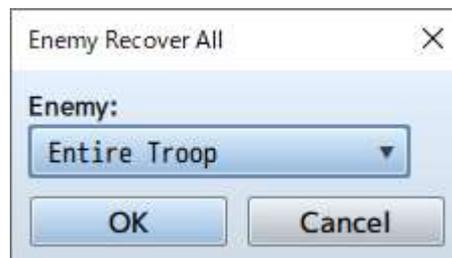
State

Specifies the type of state to add or remove.

Remarks

This can be used only in battle events.

Enemy Recover All



Function

Fully recovers the HP and MP of the enemy, and removes all states.

Settings

Enemy

Specifies the target enemy. Setting this to [Entire Troop] will target all enemies currently in battle.

Remarks

This can be used only in battle events.

Enemy Appear



Function

Causes an enemy to appear which was had the [Appear Halfway] option set in the Troop section.

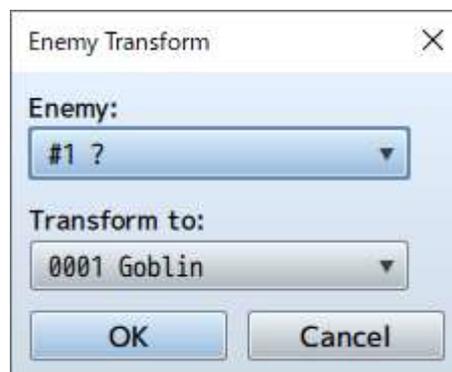
Settings

Enemy
Specifies the target enemy.

Remarks

This can be used only in battle events.

Enemy Transform



Function

Transforms an enemy currently in battle to a different enemy. The HP and MP from the enemy prior to transformation will be carried over to the new enemy.

Settings

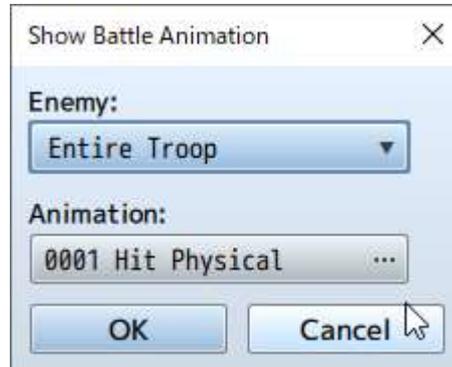
Enemy
Specify the enemy to transform.

Transform to
Specify what the enemy will be after transforming.

Remarks

This can be used only in battle events.

Show Battle Animation



Function

Displays an animation using the enemy as the target.

Settings

- Enemy
Specify the target enemy.
- Animation
Specify the animation to display.

Remarks

This can be used only in battle events.

Force Action



Function

Forces the enemy/actor to use the specified skill.

Settings

Subject

Specify the target enemy/actor.

Action

The skill that the enemy or actor will be forced to use is specified in [Skill]. Targets of the skill will be selected from the [Last Target] (the same target of the performer immediately before), [Random] (selected at random), [Index X] (X can be 1 through 8/refer to remarks for more information).

Remarks

This can be used only in battle events.

Abort Battle

Function

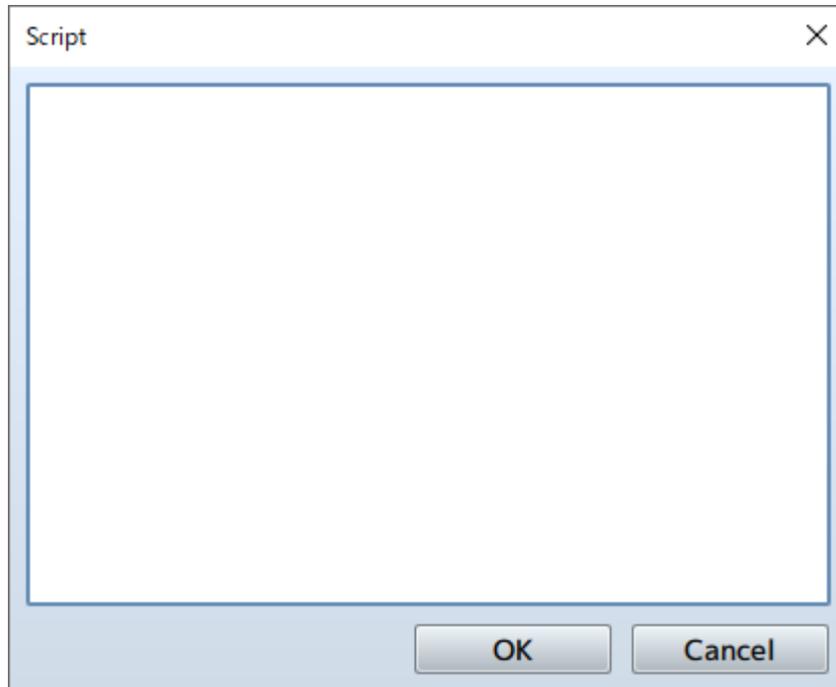
Forces the battle to end and the game to return to the map. There are no parameters to set.

Remarks

This can be used only in battle events.

Advanced

Script



Function

Evaluates text as JavaScript.

Settings

Script

Enter the JavaScript to be evaluated.

Right-click to show the menu.

- [Plugin Help...] · · · Displays the Plugin Help.

Plugin Command

(see image on next page)

Plugin Command

Plugin Command

Plugin Name: ... Command Name:

Arguments

Name	Value

OK Cancel

Function

Sends a command to a plugin.

Settings

Plugin Command

Input the command to send to the plugin.

- [Plugin Name] · · · Specify the plugin enabled in the Plugin Manager.
- [Command Name] · · · Select the Plugin Command.

Arguments

Set the arguments defined in the plugin.

Documentation

Documentation for the different formulas and asset standards have been included for when you make your game.

Please use this when you want to find out more about the technical specifications of this software.

Asset Standards

It is possible to use your own original files for all kinds of assets such as images and audio.

By copying the asset file into the appropriate folder you can select the asset from the editor.

Image Assets

All images will use the PNG format.

Animation Patterns (img/animations)

These are primarily the images used for animations shown as effects in the Battle Screen.

1 cell contains an image that measures 192x192 in size, and 5 cells lined up horizontally are treated as a block which will be stretched vertically only as necessary, becoming 1 file. A file can contain up to 20 blocks (100 cells).

* Images used are the same size as in the previous version (VX Ace).

Battlebacks (img/battlebacks1, img/battlebacks2)

Images used as the backgrounds for the Battle Screen.

A battleback measures 1000x740 in size, backgrounds in the battlebacks1 folder are primarily for floors, and those in the battlebacks2 folder are primarily for walls, and you can put these into any combination that you like in order to create your battleback.

The upper part of images in front-view battles and the lower part of images in side-view battles will be cropped then displayed.

Characters (img/characters)

Images shown for the characters on the map.

The size for a character image can be changed freely (normally 48x48), and consist of 4 directions (down, left, right, up) and 3 patterns for a total of 12 patterns that will be arranged in the provided order. A file for 1 character will be arranged into 2 rows and 4 columns equaling 8 images. The size of the character will be calculated using 1/12 of the width and 1/8 of the height of this file. Moreover, characters will be shown 6 pixels above tile so that they appear more natural when on top of buildings.

- It is possible to treat 1 character as 1 file by including "\$" at the beginning of the file name.
- Including a "!" at the beginning of the file name will prevent the image from being shifted 6 pixels and will no longer appear half transparent by bush elements. This is primarily used for objects found in the map such as doors and treasure chests.
- It is also possible to use the "\$" and "!" special characters together.

Front-view Enemies (img/enemies)

Images for enemies that are displayed in front-view battle. You can choose any size you want for the image

Face (img/faces)

Images which are displayed in the Menu Screen and message windows.
Face images are 144x144 in size, and arranged into 2 rows and 4 columns equaling 8 images.

Parallax (img/parallaxes)

Images shown behind maps. You can choose any size you want for the image. Like wallpaper, the top, bottom, left and right sides of the image will be connected when wanting to loop the image. Additionally, parallax files will be treated as floors (no parallax) when there is a "!" at the beginning of the file name.

Pictures (img/pictures)

Images which are displayed by using event commands during the game. You can choose any size you want for the image.

Side-view Allies (img/sv_actors)

Actor images which are displayed in side-view battle.
Please refer to [Side-view Character Standards].

Side-view Enemies (img/sv_enemies)

Images for enemies that are displayed in side-view battle. You can choose any size you want for the image.

System Images (img/system)

The various images used in the overall game.

Balloon.png

Asset used for actor chat balloons. The transparent area below the image is defined by the user.

ButtonSet.png

Buttons used when the game is displayed on devices such as smartphones which support touch controls.
This can be used for changing things like the number of items when purchasing them.

Damage.png

Asset used for displaying damage pop-ups in the Battle Screen.

GameOver.png
Asset displayed on the Game Over Screen.

Loading.png
Asset used for the Loading Screen.

IconSet.png
Assets used for the icons for items, weapons, skills, etc.

Shadow1.png
Asset for the shadow displayed when flying a plane.

Shadow2.png
Asset for the shadows of allies in side-view battle.

States.png
Asset for the states of allies in side-view battle.

Weapons1.png, Weapons2.png, Weapons3.png
The weapon images that are displayed when allies perform normal attacks in side-view battle.

There are 12 different types of images for Weapons1 and Weapons2. Weapons3 has 6 different types of images. Weapons3 is defined by the user.

Window.png
Collection of image assets that compose the windows.

Tilesets (img/tilesets)

Images which consist of the tiles (also known as map chips) that make up a map.

Title Screen (img/titles1, img/titles2)

Images displayed on the Title Screen.

The size for these images is 816x624. Titles1 contains files for the main background, and titles2 contains images for frames, etc. Use these in any combination to create the Title Screen.

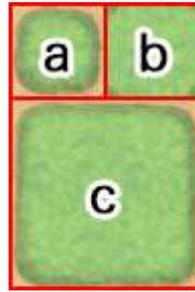
Tileset details

1 tile is 48x48 in size, and tiles need to be grouped in the 5 types of sets, A through E, below. Additionally, the specifications for some tiles can change according to the contents set under [Mode] found in [Tilesets] in the database.

Set A

This set will be used as the lower layer when drawing the map. This set is divided further into 5 parts, with most of them being called [Autotiles], which are composed of special tiles that have their boundary lines automatically created.

Autotiles are, as a rule, arranged in a pattern composed of 6 tiles as seen in the illustration below, making up the basic structure of the tiles.



a
Representative Pattern (for displaying in the tile palette)

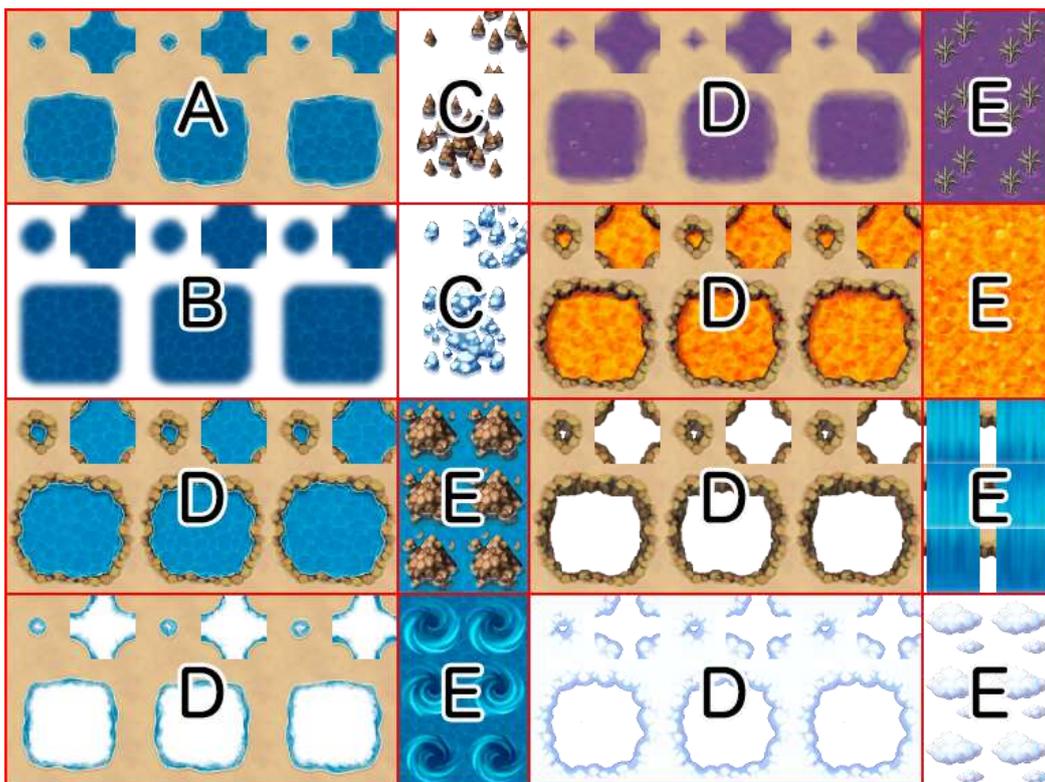
b
Pattern with boundaries at each corner

c
Group Pattern (refers to group of tiles with one in the center and 1 in each of the 8 directions)



If the autotile located in the (8,8) position from the bottom-right is transparent, that autotile will be evaluated as a "forest type". If a forest tile has the bush element assigned to it, character images will not appear as half transparent in the 8 types of tiles below which includes the bottom right and bottom left boundaries.

Part 1



These are 768x576 in size and made up of the 5-pattern blocks as in the illustration above.

Basically, tiles in this part will not have a boundary created even if they touch.

Boats and ships can only travel through the tiles in this part. However, tiles in this tileset will no longer be able to be entered using boats and ships if the tileset is configured to allow players to walk on the tiles.

Block A

Autotiles used as ocean tiles. By placing 3 autotile basic patterns horizontally in a row, it is possible to animate them.

Block B

Autotiles used as deep ocean tiles. Boundaries for ocean tiles will be created only when tiles in this block touch tiles in part 1. Tiles in Block A will automatically complete the transparent color of this block. Just like Block A, by placing 3 autotile basic patterns horizontally in a row, it is possible to animate them. Moreover, boats cannot travel through tiles in this block.

Block C

Autotiles which decorate ocean tiles in Block A. Tiles in Block A will automatically complete the transparent color of this block. Additionally, boats and ships cannot travel through tiles in this block.

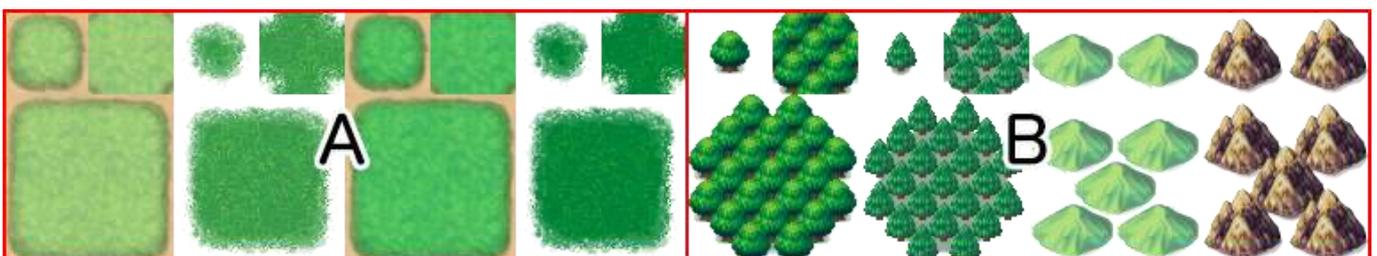
Block D

Autotiles used as water tiles. By placing 3 autotile basic patterns horizontally in a row, it is possible to animate them.

Block E

Used for waterfall tiles. You can create a group pattern by placing two tiles horizontally, and animate them by placing 3 vertically in a row. Additionally, boats and ships cannot travel through tiles in this block.

Part 2



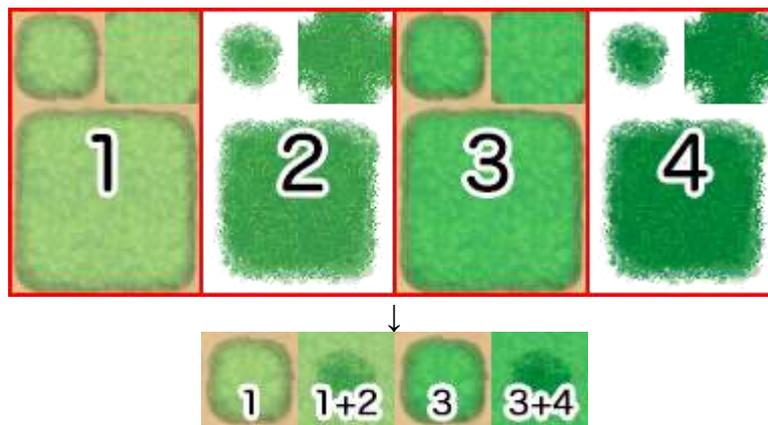
These are 768x576 in size and composed of 4 2-pattern blocks placed vertically in a row as in the illustration above.

Specifications for this part only can change according to the contents set under [Mode] found in [Tilesets] in the database. If the tiles in this part have the counter element, they will be used as autotiles to create tables, and the bottom of the pattern will be displayed as shifted 12 pixels down when placed.



Block A (Field Type)

Composed using 4-pattern autotiles, and will be handled as 1 only, 1 and 2 overlapping, 3 only, 3 and 4 overlapping in the actual tileset.



Block B (Field Type)

It is possible to store 4 patterns, and are special tiles that can be placed over tiles in Block A in the actual tileset.

Block A (Area Type)

It is possible to store 4 patterns, and are tiles that can be placed over tiles in Block B in the actual tileset.

Block B (Area Type)

It is possible to store 4 patterns, and are tiles that can be placed over tiles in Block A in the actual tileset.

Part 3

Autotiles which will be primarily used for the appearance of buildings. These are 768x384 in size, and are composed by placing 8 tiles horizontally and 4 tiles vertically, formed using only the autotile group pattern.

By placing two or more tiles in this part together vertically when designing your map, shadows will automatically be created on the adjacent touching tile on the right side.

However, shadows will not be automatically generated if the adjacent tile belongs to a part other than Part 2 (excluding Block C) or Part 5.

Part 4

Autotiles which will be primarily used for walls. These are also used for walls for dungeon instances. These are 768x720 in size. Composed by placing 8 tiles horizontally and 3 tiles vertically using autotile basic structures and those tiles placed vertically in a row using only the autotile group pattern.

By placing two or more tiles in this part together vertically when designing your map, shadows will automatically be created on the adjacent touching tile on the right side. However, shadows will not be automatically generated if the adjacent tile belongs to a part other than Part 2 (excluding Block C) or Part 5.

Part 5

These are 384x768 in size and please be sure to place the tiles here in an 8x16 arrangement. Tiles contained in this file will all be treated as normal tiles. The 3rd, 5th and 7th tiles from the top are used also for the floors of dungeon instances.

Set B through Set E

These sets will be used as the upper layers when drawing the map.

These are 768x768 in size and be sure to place the tiles here in a 16x16 arrangement.

- Leave the tile located in the top left of Set B blank as this represents nothing being placed in the upper layer.

Audio Files (Music, Sound Effects)

The file formats that are playable depend on the operating environment, so please prepare the below 2 file formats with the same file name.

- Ogg Vorbis(.ogg)
- AAC(.m4a)

* When creating a game that will be played on Windows or Mac, please prepare only the Ogg Vorbis file format. When creating a game that will be released on the web or made for Android/iOS, both file formats are required.

Video Files (Movies)

The file formats that are playable depend on the operating environment, so please prepare the below 2 file formats with the same file name.

- WebM(.webm)

- MP4 (.mp4 encoded with H.264 codec)

* When creating a game that will be played on Windows or Mac, please prepare only the WebM file format. When creating a game that will be released on the web or made for Android/iOS, both file formats are required.

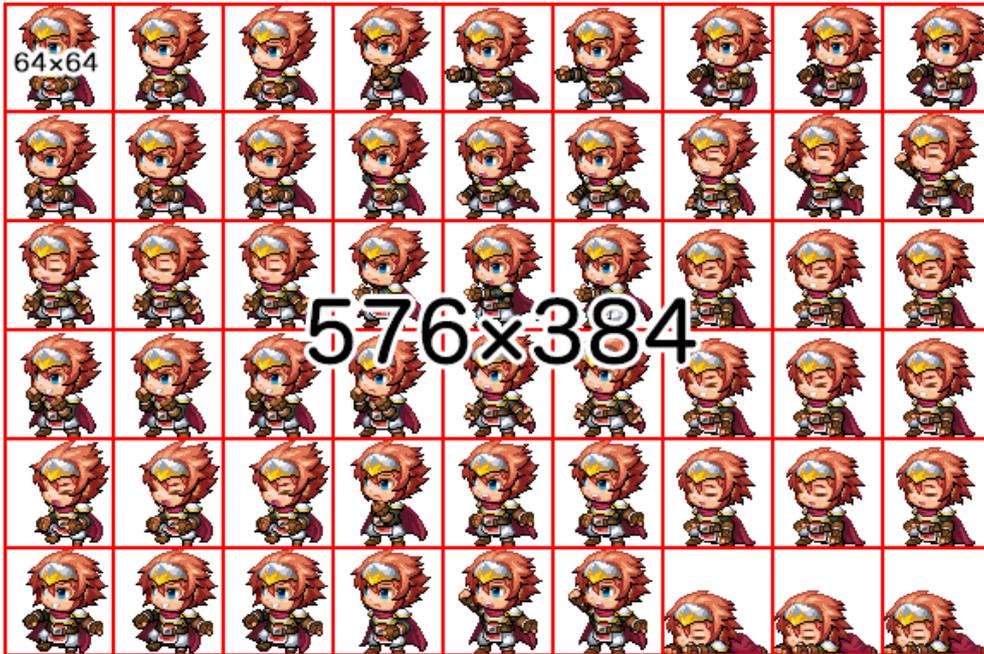
It is possible to use your own original files for all kinds of assets such as images and audio. By copying the asset file into the appropriate folder you can select the asset from the editor.

Side-view Character Standards

These are the standards for images used as the battle graphics of actors displayed in Side-view Mode. It is possible to use one image file per character.

Specifications

Images are stored in a file in a 9x6=54 pattern.



- The width of the image is 9 and the height is 6, which becomes the size for 1 character.
- The image size for standard assets is 576x384.

3 patterns lined up in a row will be treated as one motion.



- Looping standby motions will be repeatedly displayed in a 1-2-3-2 order starting from the left.
- Motions that occur only 1 time such as damage motions will be shown in 1-2-3 order starting from the left.

Output Formats

Deployment



Exports the deployment package for each platform. It is possible to output for Windows, macOS, and web browsers.

For Windows

The exported game folder will be deployed.

For macOS

Distributes the exported game folder or the Game.app file inside the game folder.
 *Game.app will be displayed as a folder in a Windows environment, but you can run this as an application in a macOS environment.

Web Browsers

You can run your game on a web browser by uploading your exported project folder to a web server.

Gameplay System Requirements

System Requirements	Environments which support HTML5 Canvas and Web Audio API iOS 12 or higher Android 8 or higher
Recommended Browsers	Google Chrome, Safari, Firefox, iOS Safari, Chrome for Android

*Please use Wi-Fi when playing using a browser on a smartphone.
*Can exclusively be played on browsers that supports WebGL.

Options [Exclude Unused Files]

Check the option [Exclude Unused Files] during deployment to export the game folder without including unused files in the game. Use this function to reduce the file size. Files that can be excluded will be unnecessary files contained in the following folders.

- Project Folder/img/all nested files
- Project Folder/audio/all nested files
- Project Folder/effects/all nested files

Depending on a plugin's design, files specified by a plugin may end up being excluded. Files can be excluded by configuring them in the "MaterialBase" official plugin.

Encryption

Encrypt image or sound files that you use in the game.

Image Files

Check the box to encrypt all image files included in the package.

Sound Files

Check the box to encrypt all sound files included in the package.

Encryption Key

Enter a character string. This character string will be used in the file when encrypting.

***You can not use encrypted files within the project folder.**

***Due to circumstances beyond our control regarding browser games, we cannot guarantee that these measures will prevent your game from being unlawfully copied.**

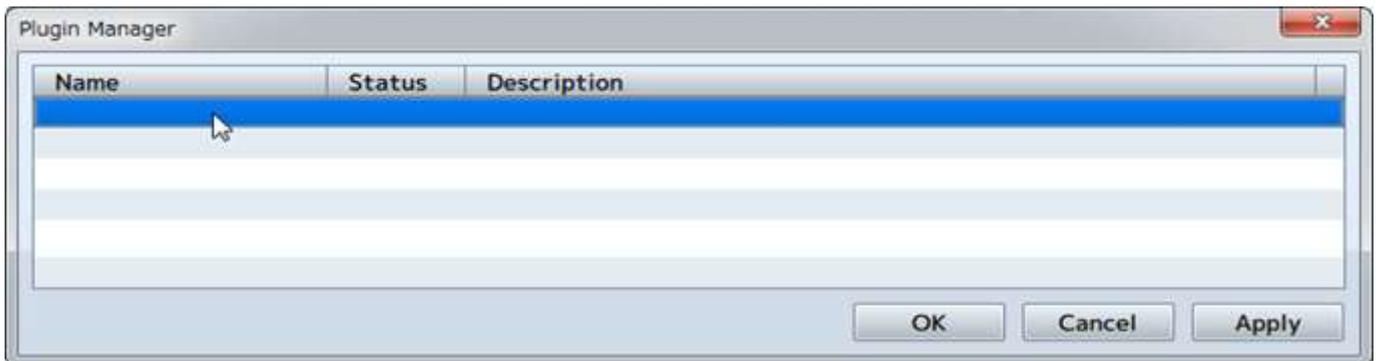
Enabling Plugins

Users can find easier to use plugin features in RPG Maker MV.

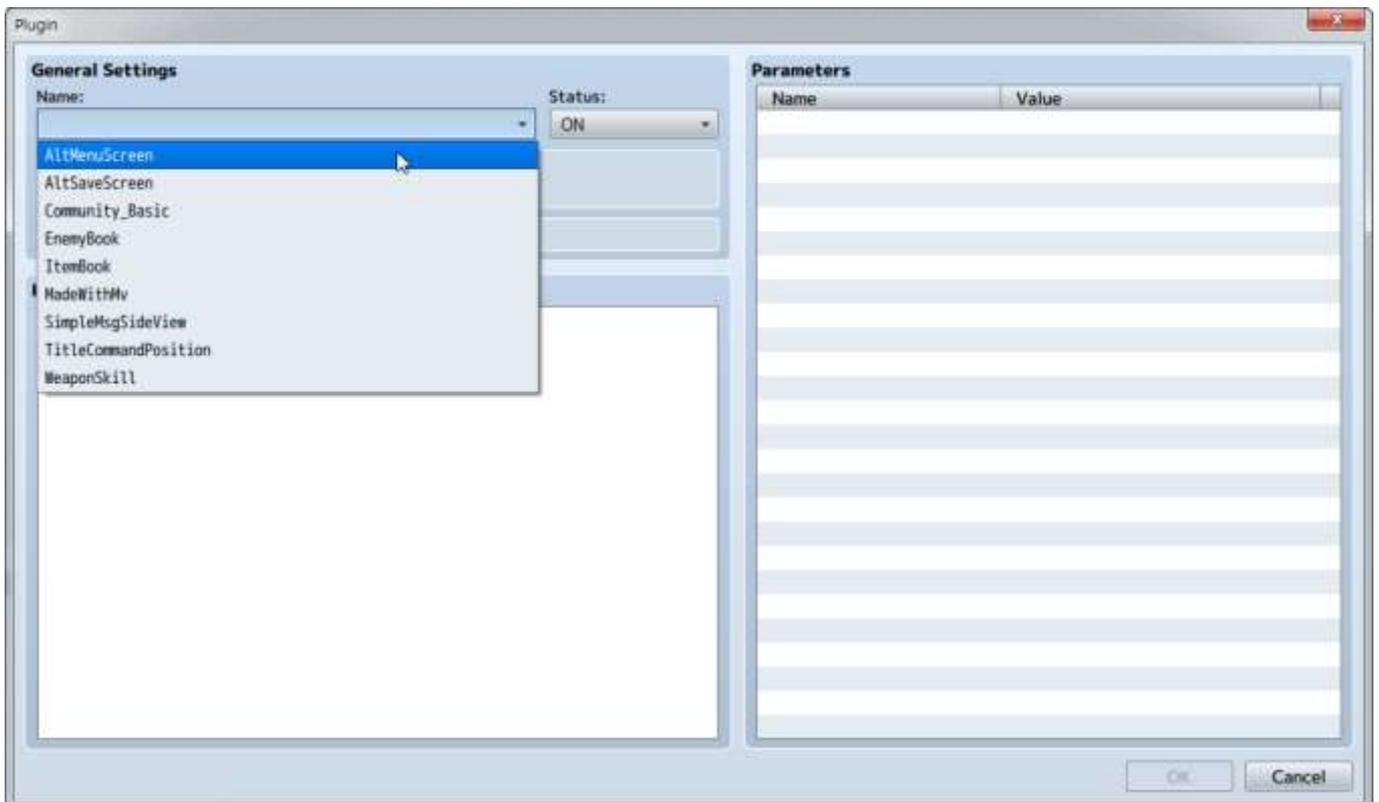
Enabling Plugins

Enable plugins using the [Plugin Manager] found under [Tools].

1. Double-click an empty row.



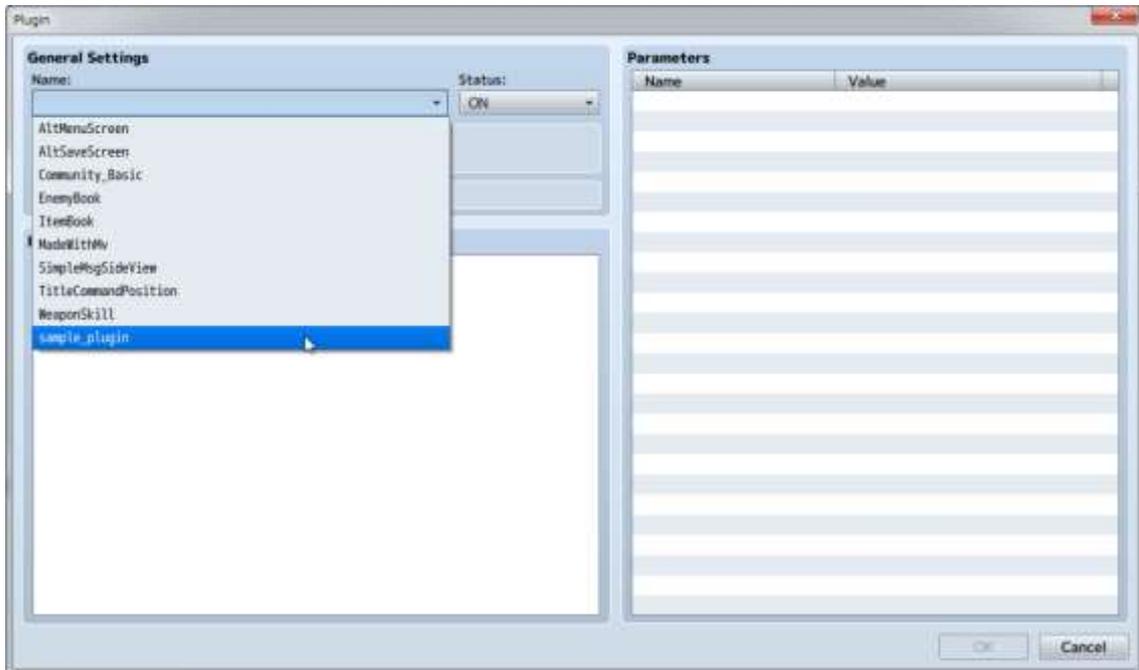
2. Select the plugin you want to use and click the [OK] button.



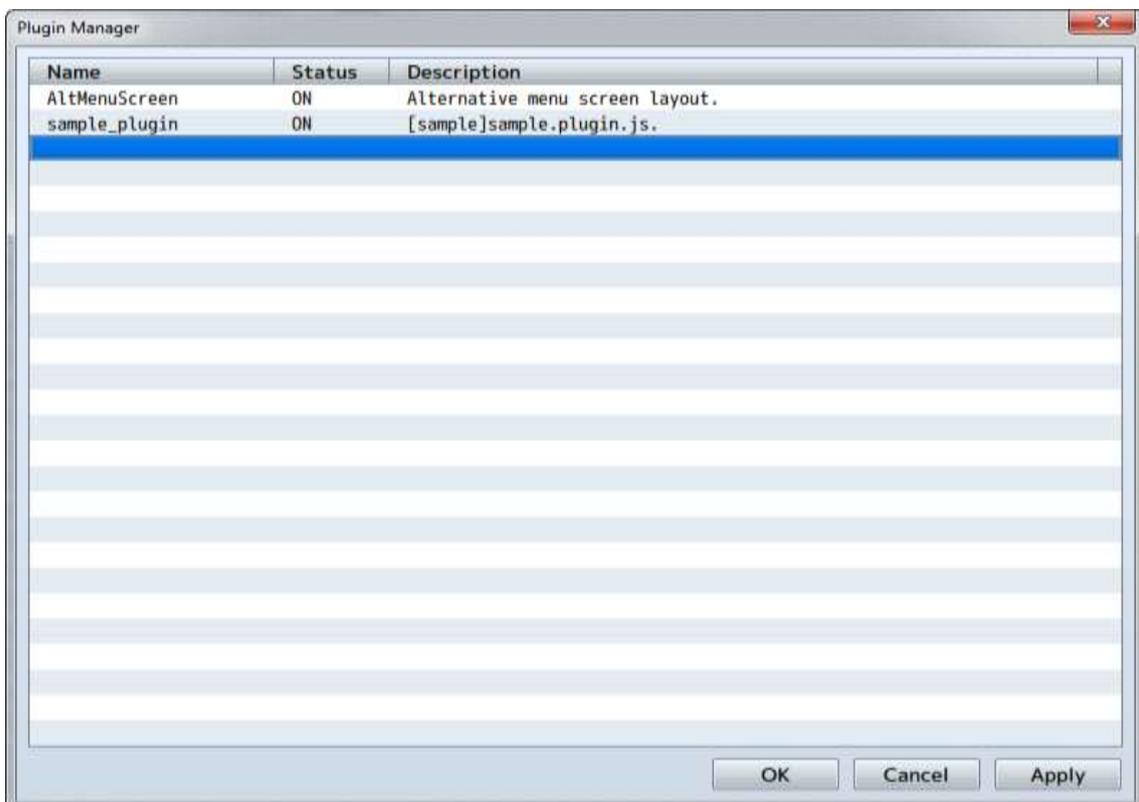
3. The selected plugin will appear in the list.

(see image on next page)

- Double-click an empty row in the Plugin Manager and the name of the plugin that was added will appear when you click [Name]. Select the name and click [OK].

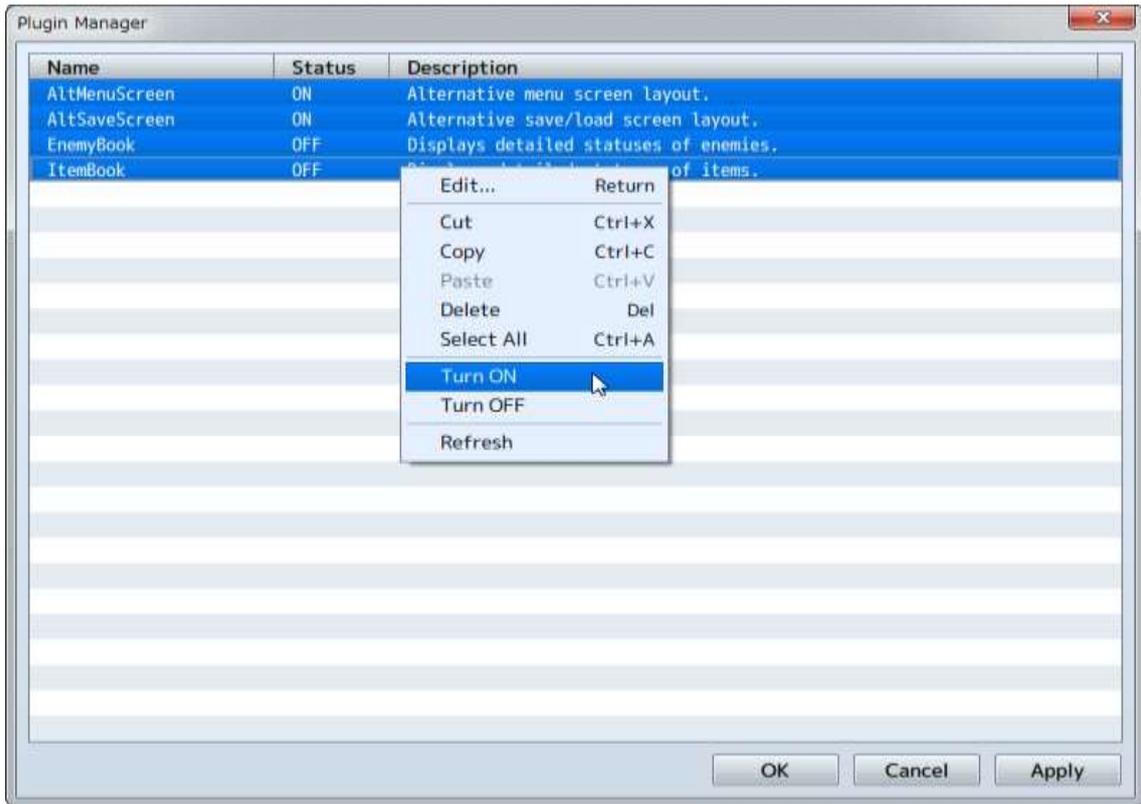


- The selected plugin will appear in the list.



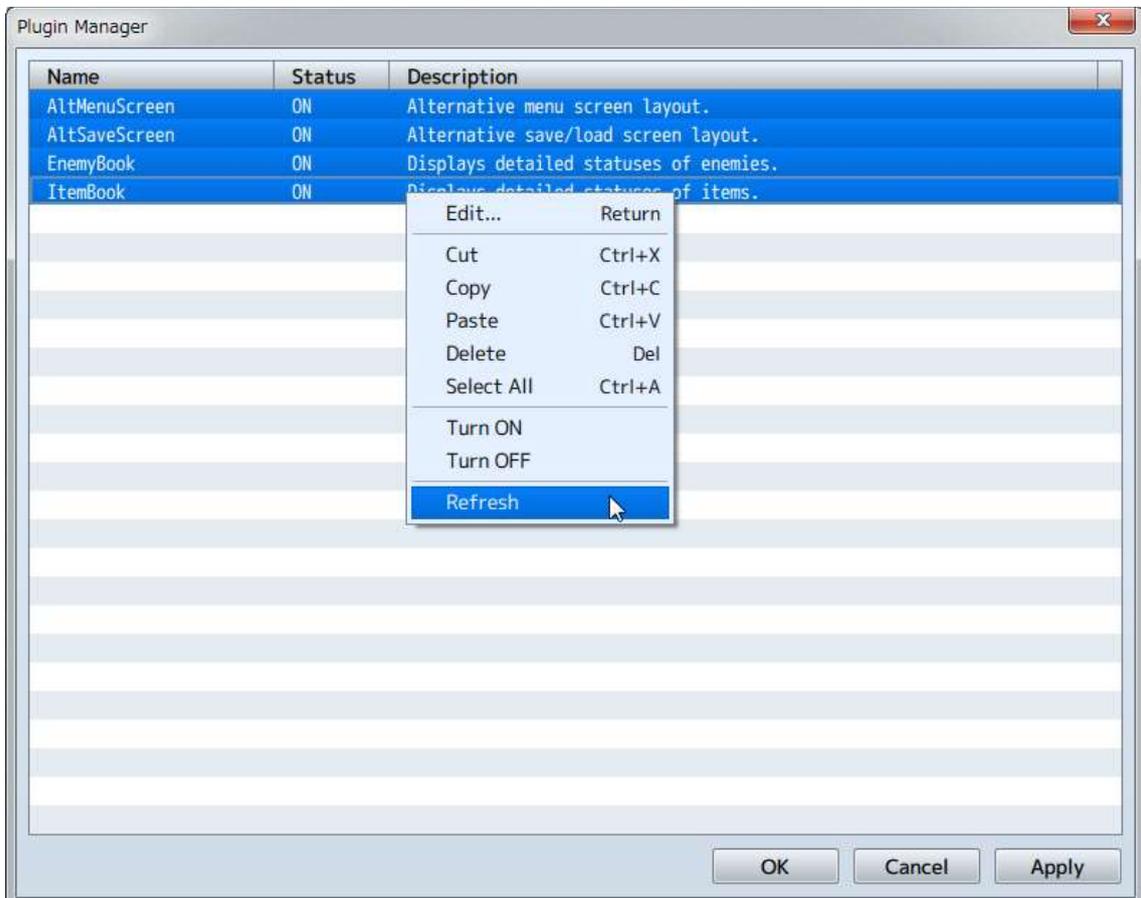
Changing multiple [Statuses] at once

Press the Shift key to select multiple plugins and right-click to change all statuses at once.



Refreshing Plugins

When changes have been made to a plugin, the changes will be reflected to the editor by clicking the Refresh button.



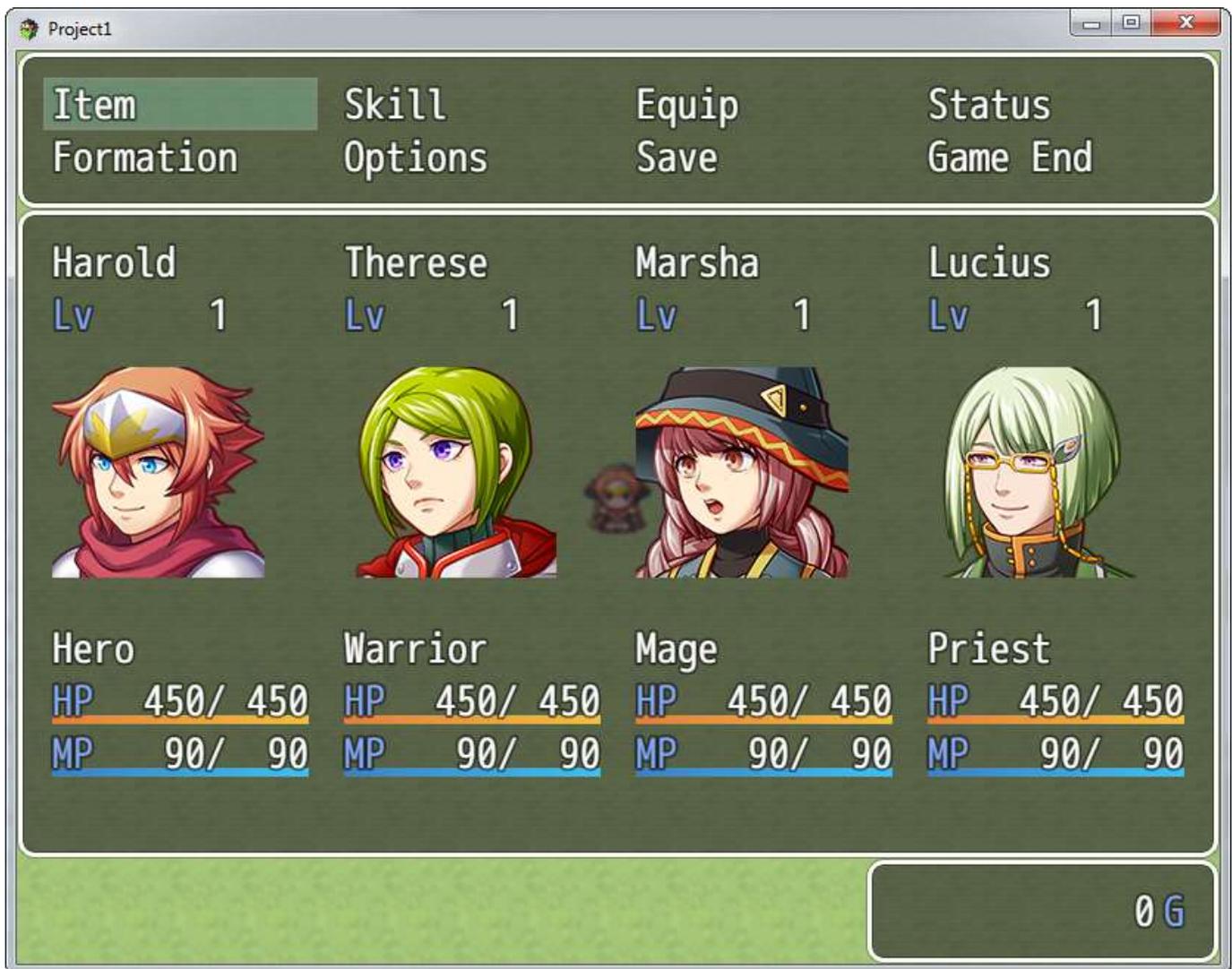
Using Official Plugins

In RPG Maker MV, there are several plugins already included in your new project and can be used with simple settings.

AltMenuScreen

A plugin that changes the Menu Screen to a different layout.

Party members will be displayed horizontally.



AltSaveScreen

A plugin that changes the Save Screen and Load Screen to a different layout.

It becomes possible to display images such as the faces of party members.



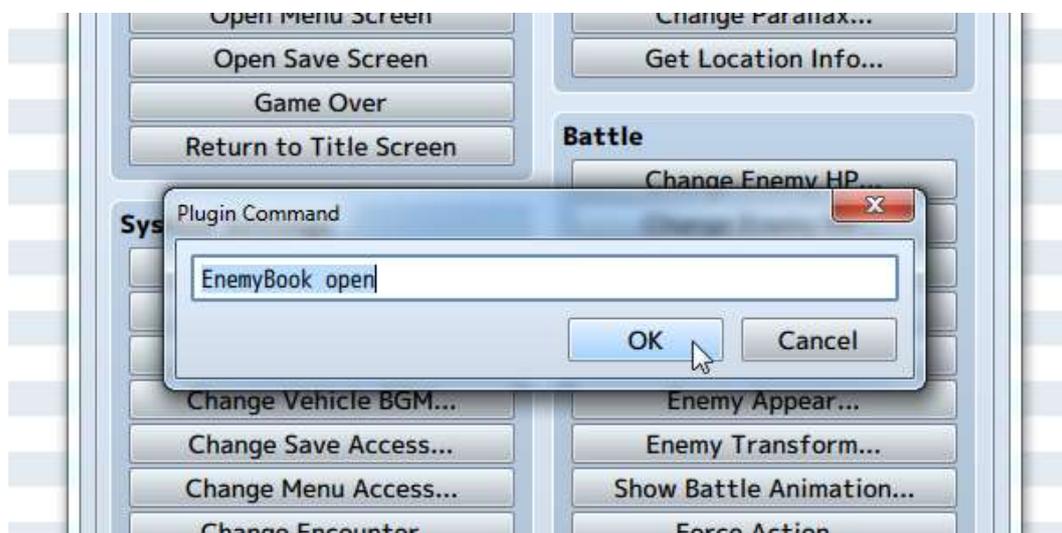
EnemyBook

Monster Enemy Book

You can make a [Monster Enemy Book] which lists the enemies the player has fought.

Plugin Command

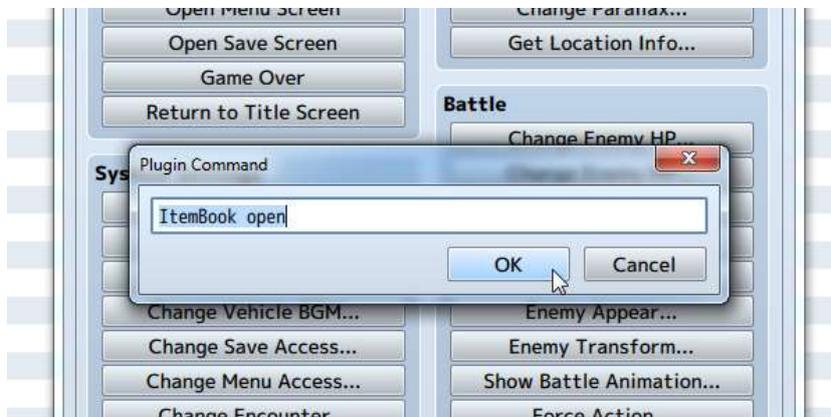
Set up as an event using the [Plugin Command] advanced event command.



collected.

Plugin Command

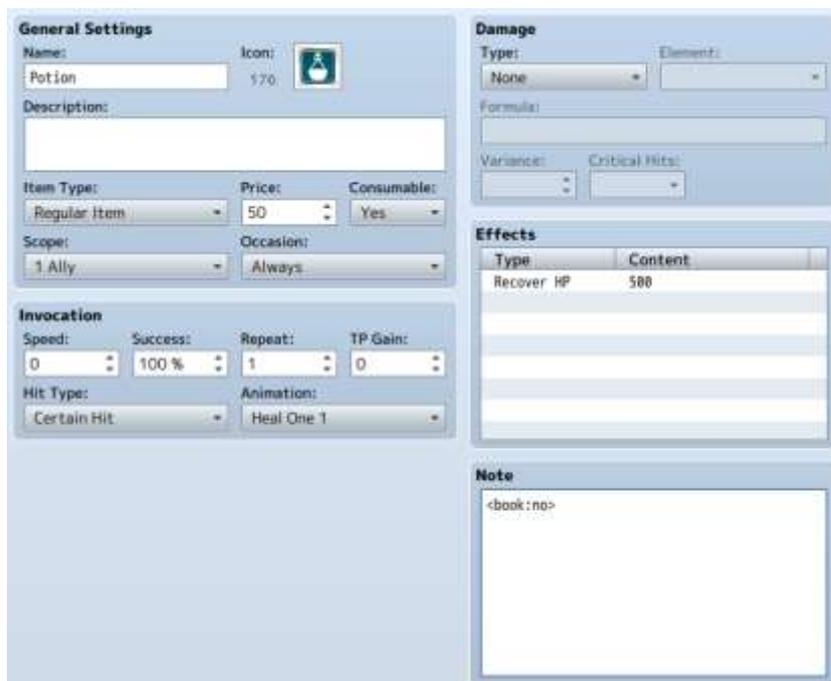
Set up as an event using the [Plugin Command] advanced event command.



ItemBook open	Open the Item Book Screen
ItemBook add weapon 3	Add weapon 3 to the Item Book
ItemBook add armor 4	Add armor 4 to the Item Book
ItemBook remove armor 5	Remove armor 5 from the Item Book
ItemBook remove item 6	Remove item 6 from the Item Book
ItemBook complete	Complete the Item Book
ItemBook clear	Clear the Item Book

Item (weapons, armors) Note

Writes to the [Note] field in the [Items (weapons, armors)] tab in the database.



<book:no>

Use when you will not put in the Item Book

SimpleMsgSideView

Hide the battle log shown in side-view during battle. Only the names of skills, items and actions (Attack and Guard) will be displayed in the upper part of the screen.

Parameters

displayAttack

Whether to display a normal [Attack] or not.

Will not be displayed when set to 0 (default), and will be displayed when set to 1.

position

Whether to display the names of skills and items to the left or in the center.

Left when set to 0, and in the center when set to 1.

TitleCommandPosition

A plugin that changes the position of the command window on the Title Screen and its background.

Parameters

Offset X

The offset value for the X coordinate.

Offset Y

The offset value for the Y coordinate.

Width

Width of the command window.

Background

The background type. You can select from 3 different types: 0 - Normal, 1 - Dark, 2 - Transparent.

WeaponSkill

A plugin that changes the skill ID for the normal attacks for each weapon.

Create the skill that you want to add to the weapon. Specifying the skill ID in the [Note] field of the weapon will cause that skill to be activated when attacking with a weapon.

Example: <skill_id:3>

You can create the following types of weapons.

- Make a weapon that attacks multiple enemies.

- Make a weapon that attacks 2 or 3 times.
- If recovery magic is set to a skill, you can select an ally and cause them to recover when you select [Attack].
- It is possible to create weapons which are equal to the Guard command, etc.

Sets the [Skill Type] to "None" for skills selected using weapons.

In the case that a Skill Type whose use can be disabled, the player will not be able to select "Attack" if that skill is disabled.

TouchUI

This will change the current UI to touch controls.

*This plugin cannot be used simultaneously with other plugins that change the UI. (AltMenuScreen, AltSaveScreen, SimpleMsgSideView, TitleCommandPosition, etc.)

Parameters

Menu Command Text

This is the text on the Menu button that shows up in the map scene.

Previous Command Text

This is the text on the Previous button displayed in the menu.

Next Command Text

This is the text on the Next button displayed in the menu.

Gacha / GachaBook

This is a plugin that allows you to add a Gacha system.



Gacha

A probability system that generates random chances to obtain items.

Parameters

Help Message Text

A Help Message in the Gacha screen. `Required Amount` is replaced by required G.

Button Text

Text displayed on the Gacha Button.

Get Message Text

Message displayed after a Gacha is done. `Item Name` will be replaced by the obtained Item Name.

Show Item Description

Turns on/off to display the description when item is obtained.

Choose from the following; 0: do not show description, or 1: show description.

Effect

Sets the animation number for when items are obtained.

Rank1~5 Effect

Sets the animation number for Rank 1 to 5.

ME

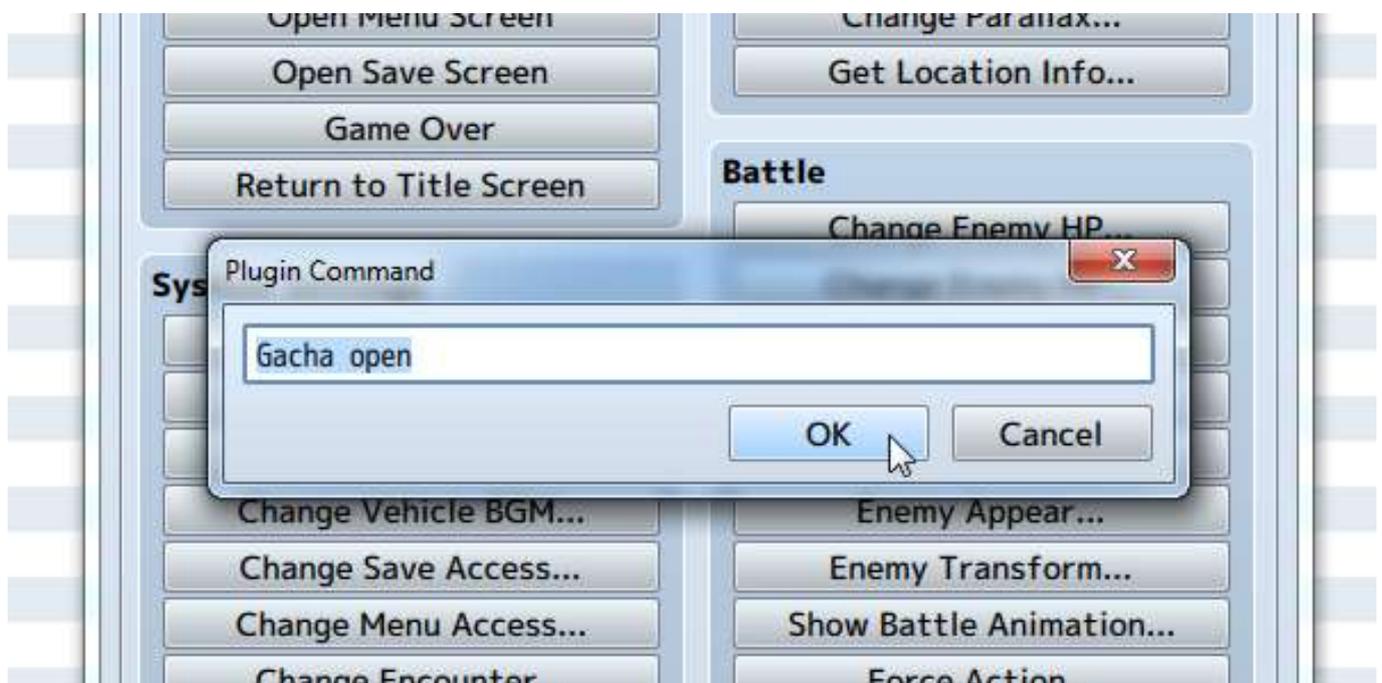
Sets ME for when items are obtained.

Required Amount

Required G to do a Gacha.

Plugin Command

Sets as an event in [Plugin Command] in Advanced under Event Commands.



Gacha open	Opens Gacha screen.
Gacha add item 1	Adds item no. 1 as obtainable item in Gacha.
Gacha remove item 1	Removes item no. 1 as obtainable item in Gacha.
Gacha clear	Clears all obtainable items in Gacha.

Items (Weapon/Armor) Note

Writes to [Note] in [Items (Weapon/Armor)] under Database.

General Settings

Name: Icon:  188

Description:

Item Type: Price: Consumable:

Scope: Occasion:

Damage

Type: Element:

Formula:

Variance: Critical Hits:

Invocation

Speed: Success: Repeat: TP Gain:

Hit Type: Animation:

Effects

Type	Content

Note

```

<gachaImage:card03>
<gachaNumLot: 3>
<gachaRank: 3>
                
```

<gachaImage: image>	Choose image for Gacha item. Add image file under img/gacha/(this folder).
<gachaNumLot: 10>	Sets number of Gacha.
<gachaRank: 5>	Sets rank (1 to 5) for Gacha item.

GachaBook

Displays list of Gacha Items.

Parameters

Unknown Data

Name of an unknown Gacha item.

Price Text

This is the text for [Price].

Equip Text

This is the text for [Equipment].

Type Text

This is the text for [Type].

Rank Text

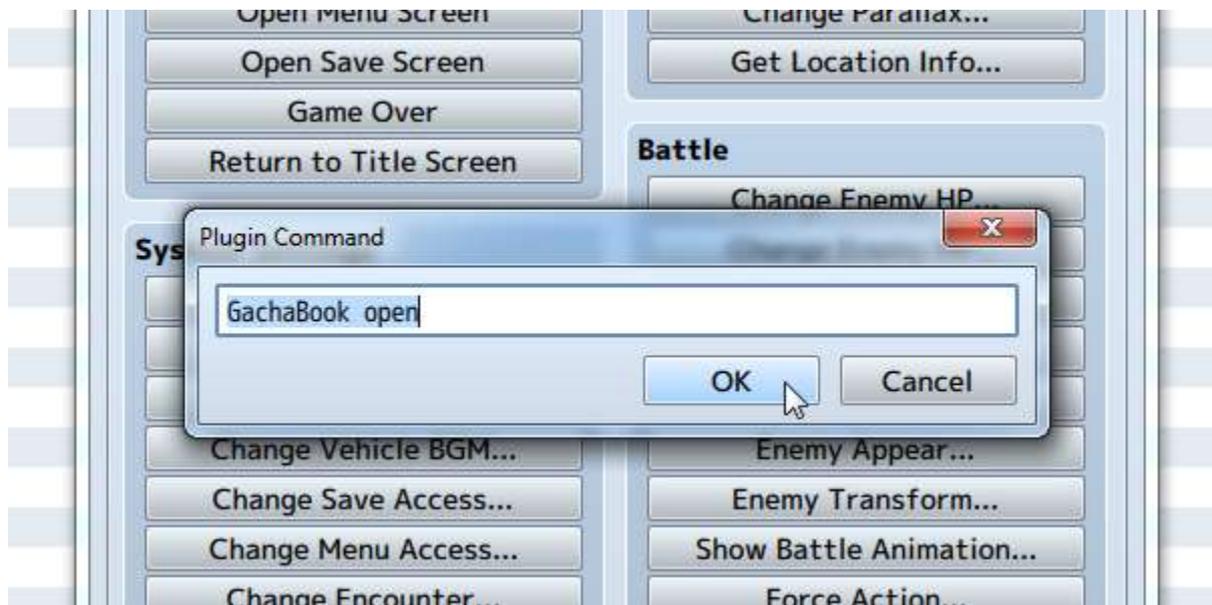
This is the text for [Rank].

Simple Display

Switches the display method for description display. Choose from the following;
0: Normal Display, 1: Simple Display (name and description only).

Plugin Command

Set as an event in [Plugin Command] in Advanced under Event Commands.



GachaBook open	Opens Gacha book.
GachaBook add weapon 3	Adds Weapon No. 3 to Gacha book.
GachaBook add armor 4	Adds Armor No. 4 to Gacha book.
GachaBook remove armor 5	Removes Armor No. 5 from Gacha book.
GachaBook remove item 6	Removes Item No. 6 from Gacha book.
GachaBook clear	Clear all content in Gacha book.

SlotMachine

This is a plugin to add a slot machine system.



Parameters

Variable ID

This is this variable ID to manage the amount of coins owned.

Help Text

This is the message for help.

Won Text

This is the message shown when winning. `Win Coin` will be replaced by the amount of obtained coins.

Lost Text

This is the message shown when losing.

Replay Text

This is the message shown when choosing to retry or not.

Coin Full Text

This is the message shown when coins reach maximum amount.

Bet Text

This is the text for the Bet Command.

Spin Text

This is the text for the Spin Command.

Yes Text

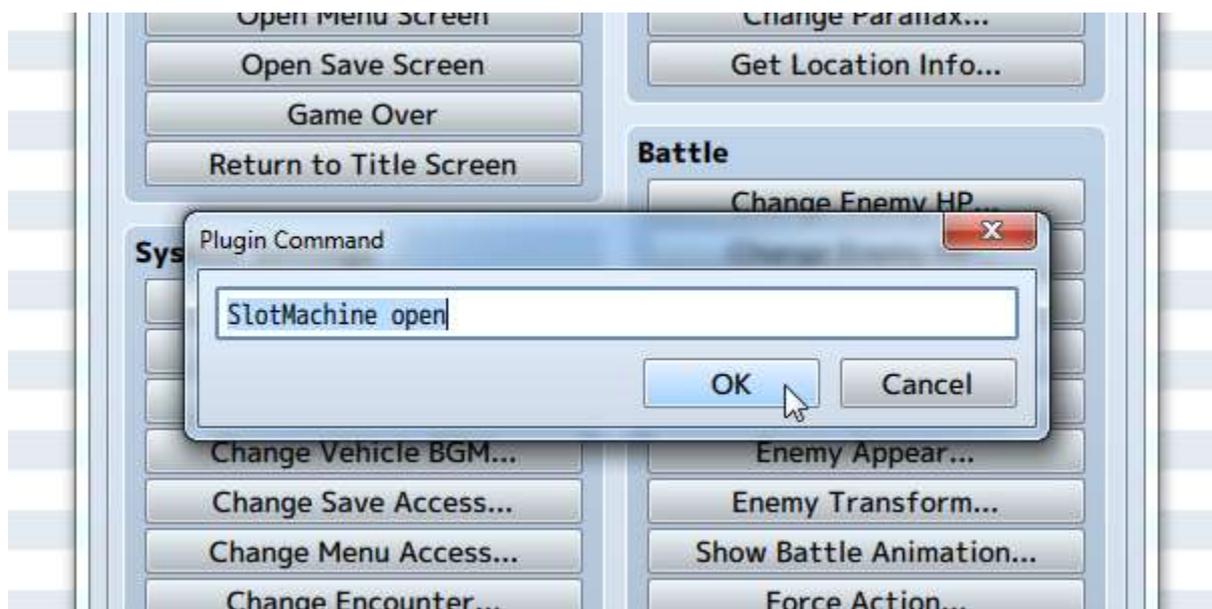
This is the text for the Yes Command.

No Text

This is the text for the No Command.

Plugin Command

Set as an event in [Plugin Command] in Advanced under Event Commands.



SlotMachine open	Opens slot machine.
SlotMachine expectation 0.5	Sets expected value to a number in between 0 to 1. The closer to the value 1, the better chance of winning, though there is never a 100% chance.
SlotMachine scale 0	Sets the multiplying factor. Value 0 is x1, 1 is x10, and 2 is x100.

Community_Basic

This plugin allows you to set basic parameters for your game.

Parameters**cacheLimit**

Maximum cache limit for image file memory (MPix)

screenWidth
Screen size (width)

screenHeight
Screen size (height)
changeWindowWidthTo
Change the screen width to the set value

changeWindowHeightTo
Change the screen height to the set value

renderingMode
Rendering mode (canvas/webgl/auto)

alwaysDash
Default setting for auto-run (on/off)

RPG Maker MV Staff Credits

■ Executive Producer

Shinichiro Inoue

■ Co-Executive Producer

Masayuki Aoyagi

Hikaru Mitani

■ General Producer

Minoru Noda

■ Producer/Director

Hiroyuki Ichinose

■ System Design/Programming

Yoji Ojima

■ Programming

Takeya Kimura (ENTACL GRAPHICXXX)

■ Sample Graphics

IXILL

Noriyo Shirotani Mari Sawashima Chicken Yu Takemoto Angelo Di Rosa

Yuka Tabira Osushi Yasuda Hitomi Wada Tsukasa Taki Keiichiro Morita

■ Pixel Images

Dot E Seisakujo

■ Sound Composer

North Sound

■ Title Illustration/Character Design

Toridamono

■ Sample Map

Hanabi Papa

■ Icon Design

ENTACL GRAPHICXXX

■ Debug

KINSHA

■ Manual Design

KINSHA

■ Production Support

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KADOKAWA

■ Publisher
Degica

