



RPG MAKER XP: Scripts, tutorials, over 8 pages in MS Word!

Logged in as:
Guest

Printable Version

All Forums >> [Fan Artwork & Creativity] >> Gallery of Creative Adventurers >>



Page 1 of 8 **1** 2 3 4 5 > »

RPG MAKER XP: Scripts, tutorials, over 8 pages in MS Word!

Forum Login

Message

<< **Older Topic** **Newer Topic** >>

 RPG MAKER XP: Scripts, tutorials, over 8 pages in MS Word! - 6/3/2005 7:32:18 AM 

Dudemaster
Member

RPG Maker XP for Dummies :: By Dudemaster



Some recent projects I have seen:

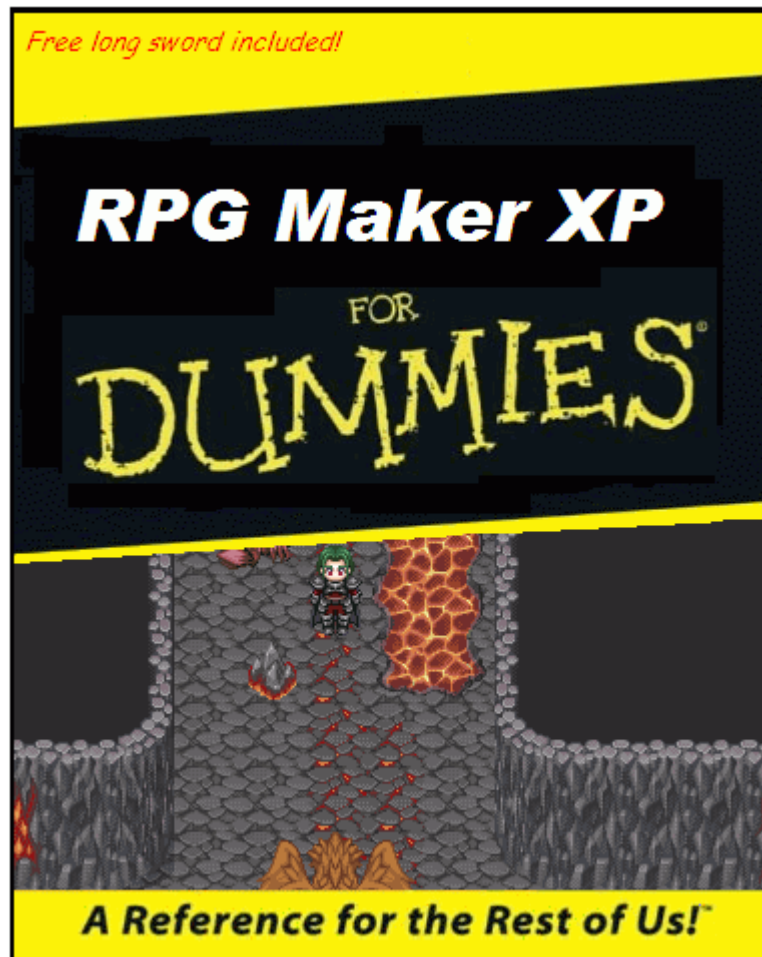
Paths of Darkness: <http://forums2.battleon.com/f/tm.asp?m=1261158>

Schion: <http://forums2.battleon.com/f/tm.asp?m=1001547>

Chronicles of Afar: <http://forums2.battleon.com/f/tm.asp?m=1212195>

Vamp vs Lycan THE GAME: <http://forums2.battleon.com/f/tm.asp?m=1255261>

Adventures of the Time Sage: <http://forums2.battleon.com/f/tm.asp?m=1220516>



Contents:

1. Tips and Tricks
 - Top 5 tips
 - Creating a quest using conditions and switches
2. Modifying the game
3. Monsters and Combat

Useful links:

www.rios-ent.com << Good game hosting
www.crankeye.com << Tutorials, scripts, resources. Click on forums there.
www.rmvp.net << same again. Forums are the best part.
www.freepgs.com/afarrpg << My website. Go to the forums for RPG Maker XP support, or find out about my game in the making!
www.freepgs.com/kris_net << Flygon's website (Fox RPG's) hosting games, support, games, etc
www.freepgs.com << best host ever. \$3 one off payment gives you enough space for thousands of RPG XP games! (Not thousands, maybe... 20 small to medium ones)(\$16 for 350 MB)(No bandwidth limitations)

====//====

1. TIPS AND TRICKS

To create a successful game in the RPG maker XP, there are a few things which must be followed.

1. Have a deadline. If you are working for a set release date, you tend to get more done.
2. Don't make a demo! If you make a demo, people expect too much from your game in the future. Demos are often rushed, too short, and don't show the full game's potential. If you have to make a demo, around 40+ maps is essential. If your game is quest based, aim for around 5+ long quests. If your game is based on just one main quest like FFVII, then aim for around half an hour to one hour of gameplay in the demo.
3. Know your software! Create a test game, and try things out. Don't know what something does? Try it in a test game!
4. Only make a forum when your game becomes popular. Make a thread in your favourite forums about your game in the right place and see how many replies you get. If you get 5 pages of non-spam posts, set up a simple Proboards or Invisionfree forum.
5. Read some tutorials. This was a good place to start.

There are many features of the RPG Maker XP which are absolutely essential for creating a good RPG game. The main two of these are:

- Conditional Branch
- Switch

Here is how to use both of these functions:

Conditional Branch

Ever wondered how to make it so that a certain item is needed to finish a quest? Or how you need a certain person in your party to move further in the game? Then use a conditional branch. Along with switches, they are the most commonly used function in the RPG Maker XP (Other than the message function 😊). So obviously you need to know how and where to use one!

First of all, create a new game. Call this "Conditional Test Game" in whatever folder you want. Create an event. Make the graphic that of a man.

Now go into the database, (Tools >> Database) and make a new item. Call this "Scroll".

Go back to your event. Put this in the event:

"Conditional Branch"

Now, when the other box comes up, click on the 4th page. Now click on "Item held" or something similar.

Change this to "Scroll". This means that the next part of the event is only activated once the scroll item is possessed.

In the first part of the conditional branch, put this:

```
<Message:> Man: You have the scroll!
<Message:> \n[1]: Yes, it was hard to find but I have it now.
<Message:> Man: Well, here is your reward.
<Message:> Found 150 gold!
<Change money:> 150, increase
<message:> You now have \$ gold altogether!
<change items:> Scroll, decrease, 1
```

In the second part of the conditional branch, put this:

```
<message:> Man: I have lost my scroll! It is very important to me. I will pay you a reward
if you find it.
<message:> \n[1]: I will find it for you!
```

Now, on the same map, make another event with the graphics of a treasure chest.

In this event, put this:

```
<change items:> Scroll, increase, 1
<erase event>
```

Now save your game. You can click on "Game" "Test play" if you like, to test it out!

Congratulations! You have made your first conditional branch.

But I hear you cry. What is to stop me opening the chest before talking to the man?

Using switches

Switches are essential. And when used with conditional branches, the possibilities for quests and events are endless, literally. The only limit is your imagination!

Lets use our very first switch here in this tutorial.

Open the game "Conditional Test Game".

In the chest event we placed before, open it up. In the top left hand corner, are some boxes. One says "Switch". In the box next to it, double click. Now click "001" and type a name for the switch. Call it "Switch01". Now click apply, and ok.

Open the event for the man. After this,:

```
<message:> \n[1]: I will find it for you!
```

Put this:

```
Switch operation
```

```
Then
```

```
Switch 001
```

```
Then
```

```
To ON.
```

This means that after talking to the man for the first time, the switch to turn on the treasure chest becomes on.

It should look like this:

```
<conditional branch: scroll is possessed>
```

```
<Message:> Man: You have the scroll!
```

```
<Message:> \n[1]: Yes, it was hard to find but I have it now.
```

```
<Message:> Man: Well, here is your reward.
```

```
<Message:> Found 150 gold!
```

```
<Change money:> 150, increase
```

```
<message:> You now have \$ gold altogether!
```

```
<change items:> Scroll, decrease, 1
```

```
<Else handler>
```

```
<message:> Man: I have lost my scroll! It is very important to me. I will pay you a reward if you find it.
```

```
<message:> \n[1]: I will find it for you!
```

```
<switch operation: switch01, ON>
```

Now, after the change items: Scroll, decrease, 1, part of the event, put this:

```
Switch operation
```

```
then
```

```
switch01
```

```
then
```

```
To OFF.
```

This means it is turning the switch off, and that the treasure chest will no longer work even if you revisit the map unlike Erase Event.

Now we need to make it so that you cannot take the quest again. We do this with another conditional branch.

First, highlight everything in the MAN event.

Press Ctrl and X at the same time. Now put conditional branch, and say that switch 002 (Quest01Finish) must be OFF. Now in the first part of the conditional branch, press Ctrl and V at the same time.

Now, after it changes switch 01 to off, put this:

```
<switch operation: Quest01Complete, ON>
```

The event should now look like this:

```
<conditional branch: switch Quest01Complete, OFF>
```

```
<conditional branch: scroll is possessed>
```

```
<Message:> Man: You have the scroll!
```

```
<Message:> \n[1]: Yes, it was hard to find but I have it now.
```

```
<Message:> Man: Well, here is your reward.
```

```
<Message:> Found 150 gold!
```

```
<Change money:> 150, increase
```

```
<message:> You now have \ $ gold altogether!
```

```
<change items:> Scroll, decrease, 1
```

```
<Else handler>
```

```
<message:> Man: I have lost my scroll! It is very important to me. I will pay you a reward if you find it.
```

```
<message:> \n[1]: I will find it for you!
```

```
<switch operation: switch01, ON>
```

```
<else handler>
```

```
<message:> \n[1]: I am looking for a quest!
```

```
<message> Man: I do not have any more quests at this moment in time.
```

Now make sure you save the game!

Click game >> test play to try out this new quest.

Congratulations, you have now successfully made:

!-Your first conditional branch

!-Your first switches

!-Your first working quest!

====//====

2. MODIFYING THE GAME

Customizing the game

Who wants to play a cheap game, one which is just made simply with no new features, and is just like most any other rpg maker xp game that has ever existed? The key to a successful game is being something new but not over the top.

Scripts are always good, but don't over do them or people won't know how to play the game.

Cheats are never good because then no one will play the game to it's full potential and the game will be too easy.

Customizing images is always a good thing to do, add some new characters or monsters.

Don't base the game on another game, that's just a cheap ripoff.

The best ways of customizing the game are:

=Creating your own, or editing images=

You can use paint for this, and to be honest that's the easiest program. Open an existing character or monster in paint, and then edit it a bit. Now save as a .png, and open the rpg maker, and click tools >> resource manager. Now find your image!

=New names for monsters, characters, towns=

Here's a good way of a character or town name:

Take your first name and last name.

Daniel, Badger

Search for the last name on the internet, and find the first word that isn't that name.

Are

Add this word to the middle of the first name.

Danareiel

Remove a few letters to make a cool name!

Danariel

DON'T BASE ANY THINGS IN THE GAME ON REAL PEOPLE! Who would want to play Daniel Badger: The Timeless Chronicles?

How to make new controls for your game

Right.

We want to make the number 1 key open the save menu, so here's what we do:

Go to the database, and to common events.

Make a new event called "SaveFile".

In this event, make it "Parallel process".

Now in the event put a conditional branch that says the letter "1" is pressed or held.

Now in the event put "Open save menu".

It should look like this:

```
<conditional branch: key "1" is pressed> Or whatever it says  
<open save menu>
```

```
<else handler>
```

What if we want it to only be able to save in certain places?

We need another conditional branch, and use switches. Put this:

```
<conditional branch: switch "SaveUnAvailable" OFF>  
<conditional branch: key "1" is pressed> Or whatever it says  
<open save menu>
```

```
<else handler>
```

```
<else handler>
```

To make it so that you can't save in an area, then in all parts teleporting to the area put this:

```
<teleport to "Map name">  
<switch operation, SaveUnAvailable, ON>
```

This means we can't save.

To turn saving on again, we put this:

```
<teleport to "Map name">  
<switch operation, SaveUnAvailable, OFF>
```

This can be done with a lot of things in the game, for instance opening the main menu, or making the character jump two spaces in a certain direction!

```
====////////====  
3. MONSTERS AND COMBAT
```

Making monsters as events

First of all, you need to know how to use switches. There is a tutorial above.

Now we need to create an event. Use custom made monsters, or you could use one of the monster graphics for this.

Call the event whatever you like. Now in the event put whatever messages you like, and then put this:

```
Start Combat  
Monster (Whichever one)  
Choose whether you can flee or not. (Escape)
```

Now after the combat part, we need to make a switch. So we need to out this:

```
Switch operation: monster1  
We need to turn it ON.
```

Now click on new page, and leave everything blank except for in the left hand top corner, put that switch monster1 needs to be on.

There we have it! A monster which appears on the map in front of you.

This can be done with characters joining the party too, just replace combat with change party!

Useful Scripts:

If these don't work, here is the directory path: <http://www.freepgs.com/afarrpg/scripts>

- [Caterpillar](#)- Makes party members follow you like in FFVIII (Final Fantasy 8)
- [Ring Menu](#)- See the post a few posts below for a screenie
- [Bestiary](#)- Shows stats and info of every monster you have defeated !-READ THE INSTRUCTIONS IN THE FILE-!

More to come soon

Wow that was a long tutorial. Well, we've learned a lot about the game so far. Come back later for an update!

By Dudemaster, a.k.a Wyatt, a.k.a Dan

< Message edited by **Dudemaster** -- 6/5/2005 6:46:40 AM >

RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 9:39:45 AM



Electro 8
Member

Nice DM,I didn't read all of it because I don't plan on getting RPGM XP but the beggining was helpful.



Character Email PM Addr. Block

Post #: 2

RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 9:50:16 AM

Xyiphis Dragonmaster
Member

Why don't you share some scripts you have

For Example.



PS:dude master you have aim?

< Message edited by **Xyiphis Dragonmaster** -- 6/3/2005 10:14:08 AM >

Character Email PM Addr. Block

RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 10:58:49 AM



Dudemaster
Member

No I don't have any instant messenger.



SAFIRIA's
ELITE



I'll add some scripts soon.

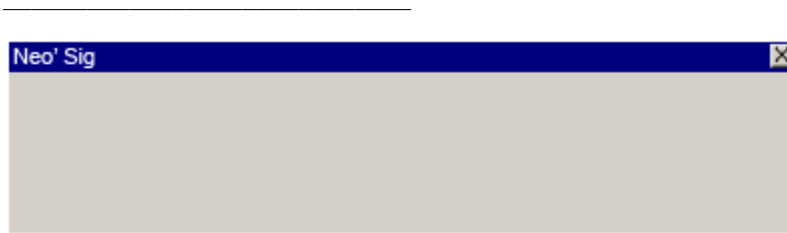
 [Character](#)  [Email](#)  [PM](#)  [Addr.](#)  [Block](#)

Post #: 4 

 RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 11:29:29 AM 



Neo_the_Man
Member

dudemaster i have a question to do with rpg maker
how do u make it so they only face a single enemy not 2 of them or 3



 [Character](#)  [Email](#)  [PM](#)  [Addr.](#)  [Block](#)

Post #: 5 

 RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 11:30:26 AM 



tonto14
Member

isn't this probably in flygons tutorials



 [Character](#)  [Email](#)  [PM](#)  [Addr.](#)  [Block](#)

Post #: 6 

 RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 11:35:53 AM 



Neo_the_Man
Member

i found out how heres a new question
k how do u make a monster run away of screen after it says something to you



 [Character](#)  [Email](#)  [PM](#)  [Addr.](#)  [Block](#)

Post #: 7 

 RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 11:42:35 AM 

Dudemaster
Member



how do u make a monster run away of screen after it says something to you:
What do you mean??

SAFIRIA's
ELITE



 [Character](#)  Email  PM  Addr.  Block

Post #: 8 

 RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 11:56:05 AM 



Neo_the_Man
Member



k dont worry bout that
new question
can a character like talk to himself
so you can see what hes thinkin (in other words make ur char talk)

 [Character](#)  Email  PM  Addr.  Block

Post #: 9 

 RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 11:58:19 AM 

Dudemaster
Member

There are scripts for this, but they are very complicated. You would have to search google for it, and it might mess up your game.





I'll post the following scripts soon:

- Ring menu
- Caterpillar (Make character's follow you like FFVIII)
- Bestiary

Possibly some more.

 [Character](#)  Email  PM  Addr.  Block

Post #: 10 

 RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 12:00:11 PM 



Neo_the_Man
Member



k one more question
after uve dne a quest and get back to the castle can i make the king say something different (this is based on my game)

 [Character](#)  Email  PM  Addr.  Block

Post #: 11 

 RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 12:07:24 PM 



Krywallyn
Member

You just make a switch.
Nice tuts DM. They are helpful for people want to games better.



 [Character](#)  Email  PM  Addr.  Block

Post #: 12 

 RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 12:10:19 PM 

Flygon13
Creative



quote:



ORIGINAL: Neo_the_Man

dudemaster i have a question to do with rpg maker
how do u make it so they only face a single enemy not 2 of them or 3

its in my tutorial

 [Character](#)  [Email](#)  [PM](#)  [Addr.](#)  [Block](#)

Post #: 13 

 RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 12:12:33 PM 



Neo_the_Man
Member

i no i went and read it and worked out how
i dunno how do to switches il read this tutorial



 [Character](#)  [Email](#)  [PM](#)  [Addr.](#)  [Block](#)

Post #: 14 

 RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 12:15:22 PM 

gamemaster
Member

Can you make one for RPG Maker 2003. I will need it!



< Message edited by **gamemaster** -- 6/3/2005 12:16:00 PM >



~GM~
Just because I'm wearing a suit, doesn't mean I'm important!
[Ultimate Poetry Battle 2: Vote Now!](#)

 [Character](#)  [Email](#)  [PM](#)  [Addr.](#)  [Block](#)

Post #: 15 

 RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 12:28:30 PM 



Dudemaster
Member

I have never really used 2k3 so I cannot. I used to use 2000, but now I specialise in XP.



 [Character](#)  [Email](#)  [PM](#)  [Addr.](#)  [Block](#)

Post #: 16 

 RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 12:57:48 PM 



Flygon13
Creative

wow this pwns mine good work DM 😊



 [Character](#)  [Email](#)  [PM](#)  [Addr.](#)  [Block](#)

Post #: 17 

 RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 2:24:04 PM 

Xyiphis
Dragonmaster
Member

Dude master I've been looking for catipiller forever!



Character Email PM Addr. Block

Post #: 18

RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 3:45:40 PM



Hehe, this sounds very helpful. Almost makes me want to make my own little game.



Character Email PM Addr. Block

Post #: 19

RE: RPG Maker XP For Dummies: Making quests, using swit... - 6/3/2005 4:19:19 PM

Dudemaster
Member

I'll upload some scripts in a minute, including the caterpillar script!

Edit:



Useful Scripts:

If these don't work, here is the directory path: <http://www.freepgs.com/afarrpg/scripts>

- Caterpillar- Makes party members follow you like in FFVIII (Final Fantasy 8)
- Ring Menu- See the post a few posts below for a screenie
- Bestiary- Shows stats and info of every monster you have defeated !-READ THE INSTRUCTIONS IN THE FILE-!

< Message edited by **Dudemaster** -- 6/3/2005 4:34:58 PM >

Character Email PM Addr. Block

Post #: 20

Page: [1] 2 3 4 5 next > >>

[All Forums](#) >> [\[Fan Artwork & Creativity\]](#) >> [Gallery of Creative Adventurers](#) >>

Page 1 of 8 [1](#) [2](#) [3](#) [4](#) [5](#) > >>

RPG MAKER XP: Scripts, tutorials, over 8 pages in MS Word!

Jump to: -- [Gallery of Creative Adventurers](#)

Icon Legend

- New Messages
- No New Messages
- Hot Topic w/ New Messages
- Hot Topic w/o New Messages
- Locked w/ New Messages
- Locked w/o New Messages

- Post New Thread
- Reply to Message
- Post New Poll
- Submit Vote
- Delete My Own Post
- Delete My Own Thread
- Rate Posts

