



Level 12: Creating a Locked Door

Welcome to Level 12 of the RPG Maker VX Introductory course. In Level 11 we created a treasure chest using the Quick Event Creation function.



In this Level, we'll create a door in the Cave of Demons that can only be opened if the player has found the special key.

Step 28: Preparing the Locked Door

You won't find an Event Command for "Locked Door" in RPG Maker. Instead, we are going to make one ourselves. To do this, we need to prepare:

- An item to be used as the key.
- An Event that recognizes when the player has the key, thus opening the door.

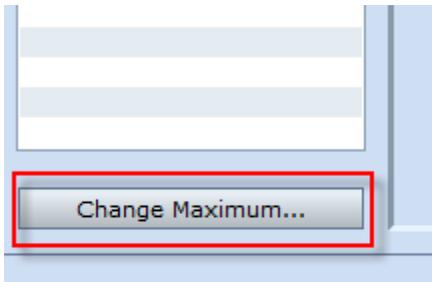
First, we'll create an item in the database. That item will be our key. After that, we'll create a door Event that recognizes when the player has the key. With just these two steps we can create our very own locked door.

First, let's create the key.

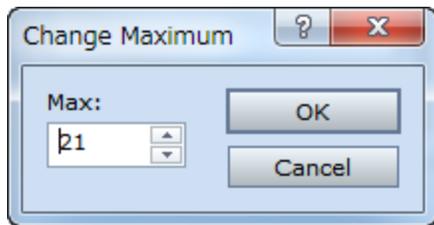
Opening the Item Tab in the Database



Call up the database window.

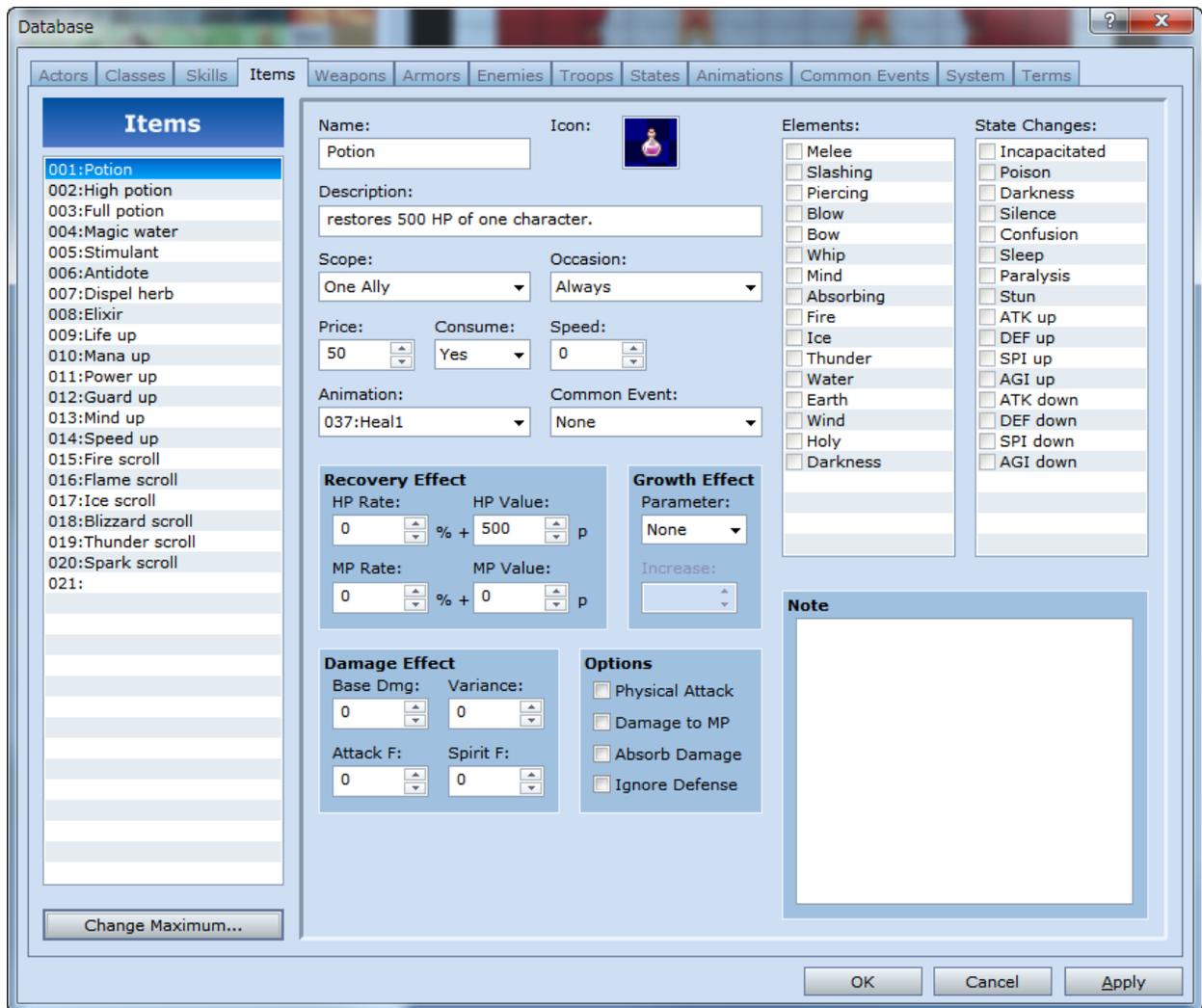


Click on the "Item" tab in the database window. Next, click on the "Change Maximum" button in the lower-left corner.



*Change maximum dialogue.

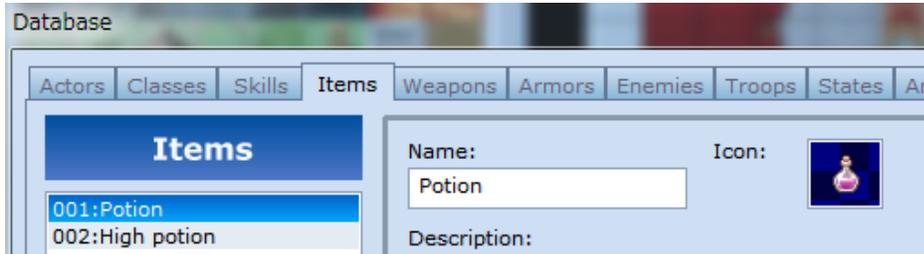
Let's raise the maximum by one. Then click "OK".



*One item space has been added to the list.

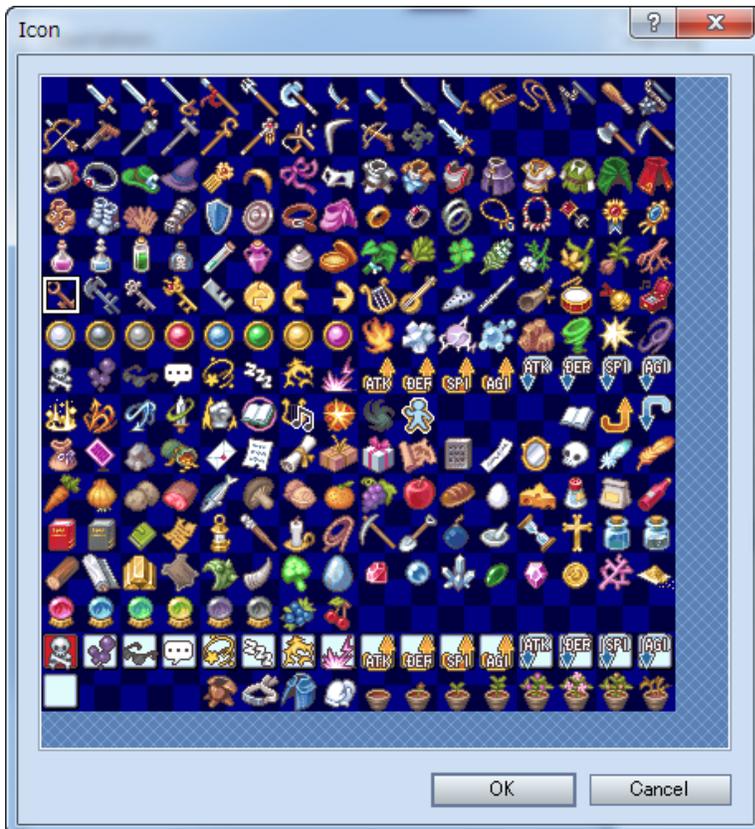
We now have an additional space to create the key.

Inputting the Item Settings



*Naming the item.

In the "Name" box you may enter the name of the key. Elaborate names like "Blood-stained key" can be fun, but when your game is full of keys, it can be difficult for the player to remember where to use which key. For that reason, we've used the easy to remember name, "Cave of Deamons key".



*Selecting an icon.

Double-click on the “Icon” box to the right of the “Name” box to select an icon. The key icons can be found in the sixth row from the top.

The “Description” box is for inputting text to appear when the player hovers the mouse over the key in the game. We’ve prioritized clearness in our description and wrote, “A key to open the locked door in the Cave of Demons”. With such a clear description, our player should have no trouble using the key.



*Completed Cave of Demons key setting.

Since this key is a one-use key with only one purpose, there is no need to set the Recovery Effect pane settings. We only need to set the bare minimum

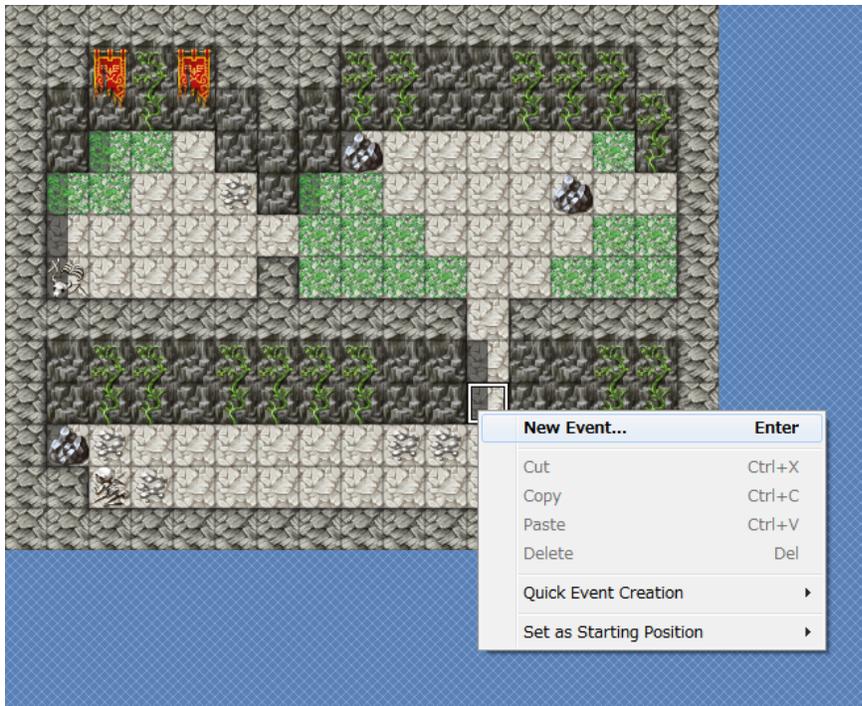
Items like our key that are used to move the story along must always have their value set to 0. Otherwise, the player might accidentally sell them at a shop and would then be unable to proceed in the game. Also, in order to prevent the key from being confused with regular items, always set the “Occasion” setting to “Never”. That way the key will not show up in menus during regular game play. Once you have adjusted these settings, the key is complete.

Step 29: Creating the Locked Door Event

Next, we’ll create the Event that opens the locked door only when the player is carrying the key.



Switch to Event mode.

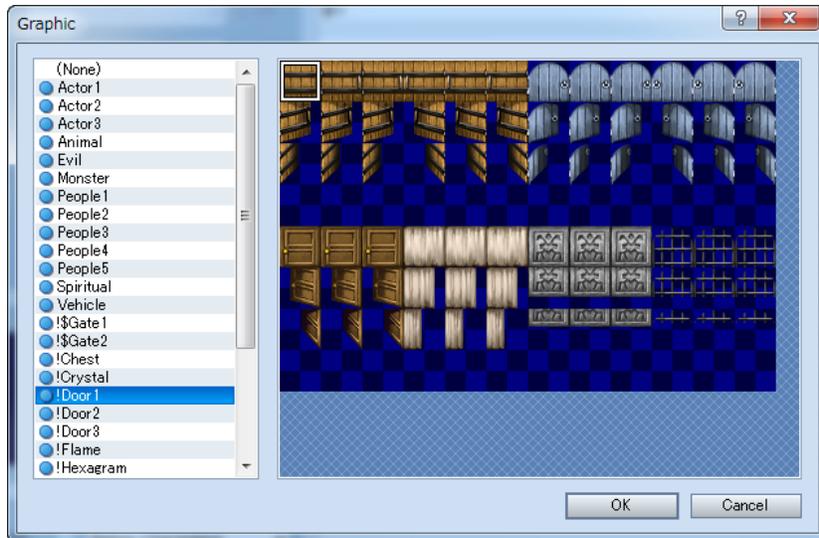


*Creating a new Event.

We'll put the Event at coordinates 011,009 on our Cave of Demons map Level 2. Right-click on that spot and select "New Event..." from the pop-up menu.

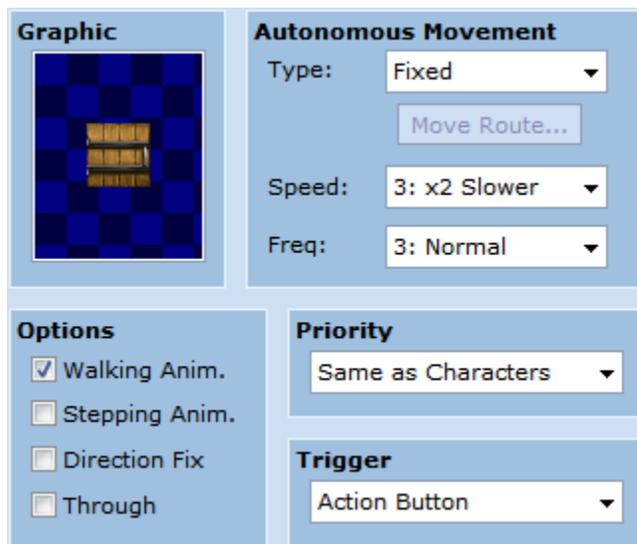
Creating Event Page 1

Page 1 will execute when the player attempts to open the door without the key. Of course, the door won't open and a message alerting the player that a key is needed will be displayed.



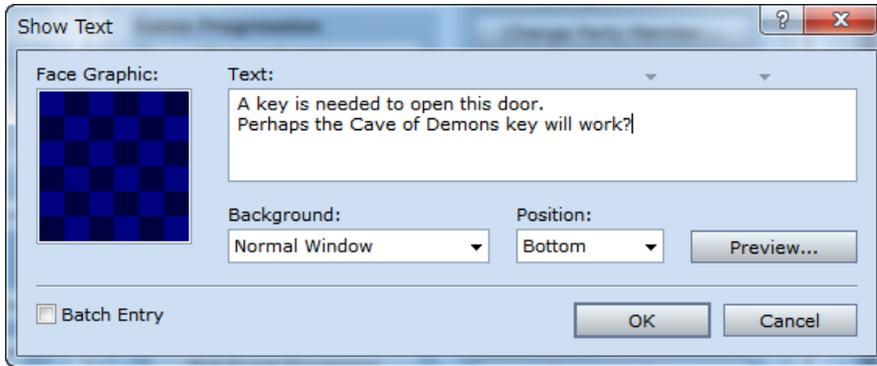
*Choosing the Event graphic.

Double-click on the Graphic box and select an appropriate door from the Door1 list of graphics. We went with the door at the top left.



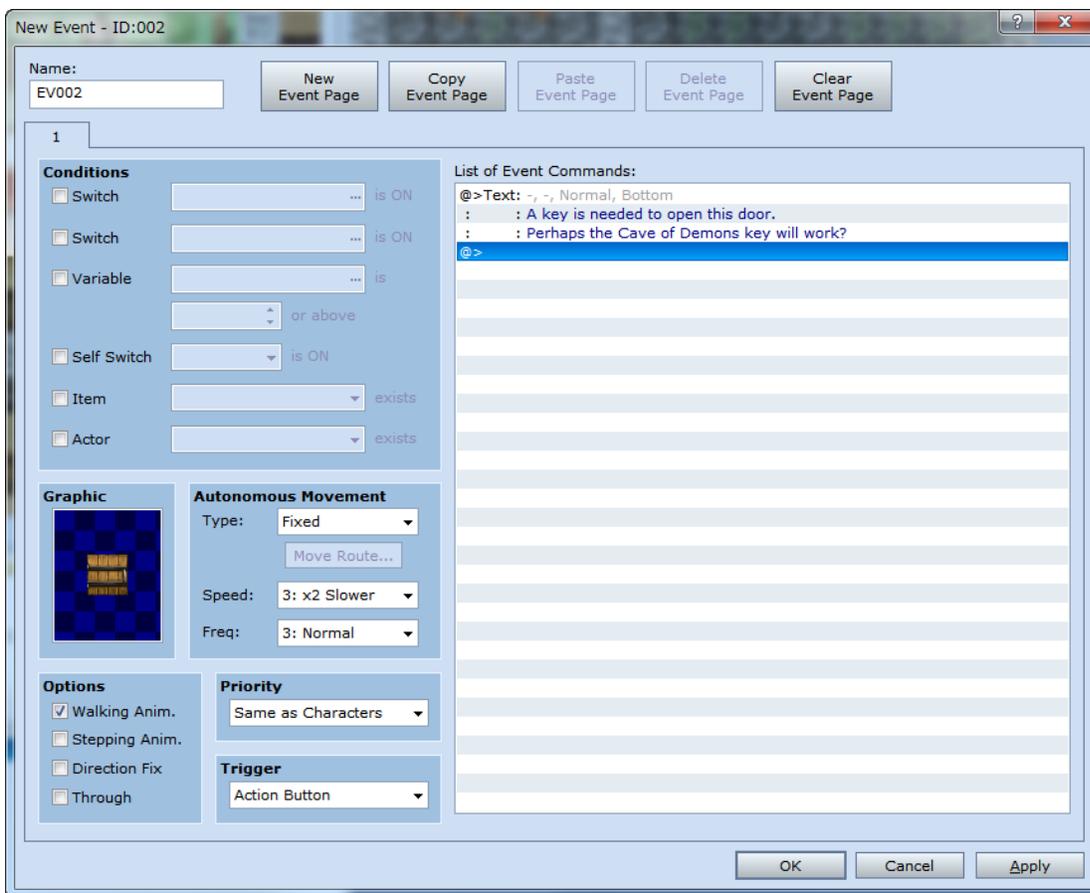
*Optional settings.

Other settings like Autonomous Movement, Options, Priority and Trigger can all be left as is.



*The Show Text Event Command

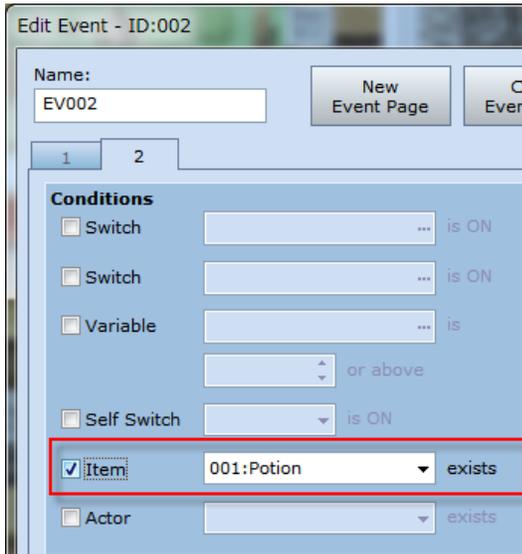
Double-click on the “@” mark in the List of Event Commands box. Select the “Show Text” command from the Event Command list. Click once inside the text area and input the message that is to appear when the player doesn’t have the key. It may be a good idea to give the player a small hint here, like mentioning the existence of the Cave of Demons key. And that completes Event Page 1.



*Completed Event Page 1.

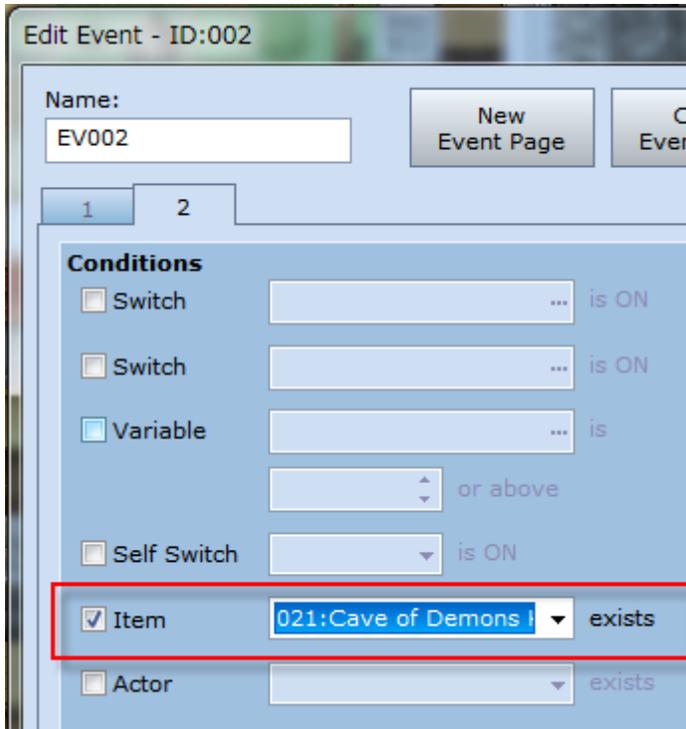
Creating Event Page 2

Event Page 2 will execute when the player is carrying the Cave of Demons key, opening the door. Click the “New Event Page” button near the top of the Event Editor window to create a second Event Page.



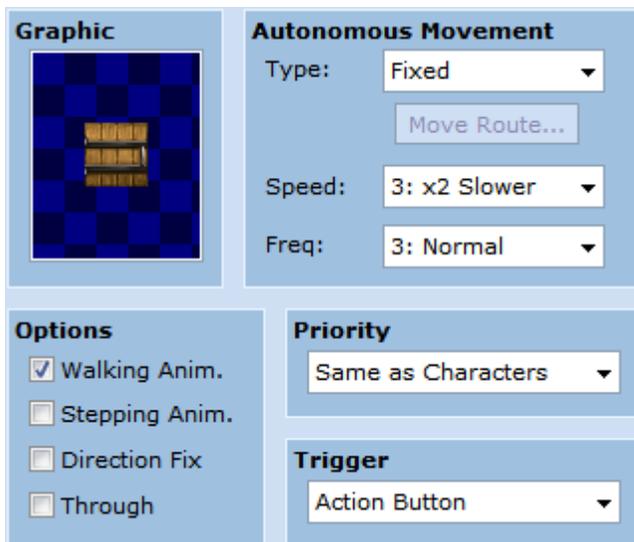
*Conditional item

On Event Page 2, check the box next to Item in the Condition pane. The grey area should become white and read “001:Potion”. You can now set the specific item the player must be carrying in order to execute this Event Page.



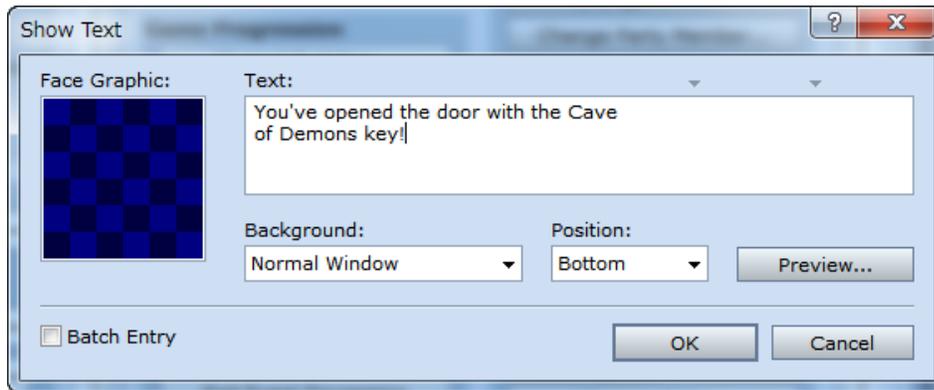
*Setting the item to “021:Cave of Demons key”.

Click on the “▼” to the right of “001:Potion” and select “021:Cave of Demons key” from the drop-down menu. The Event Page is now set to execute when the player is carrying the Cave of Demons key.



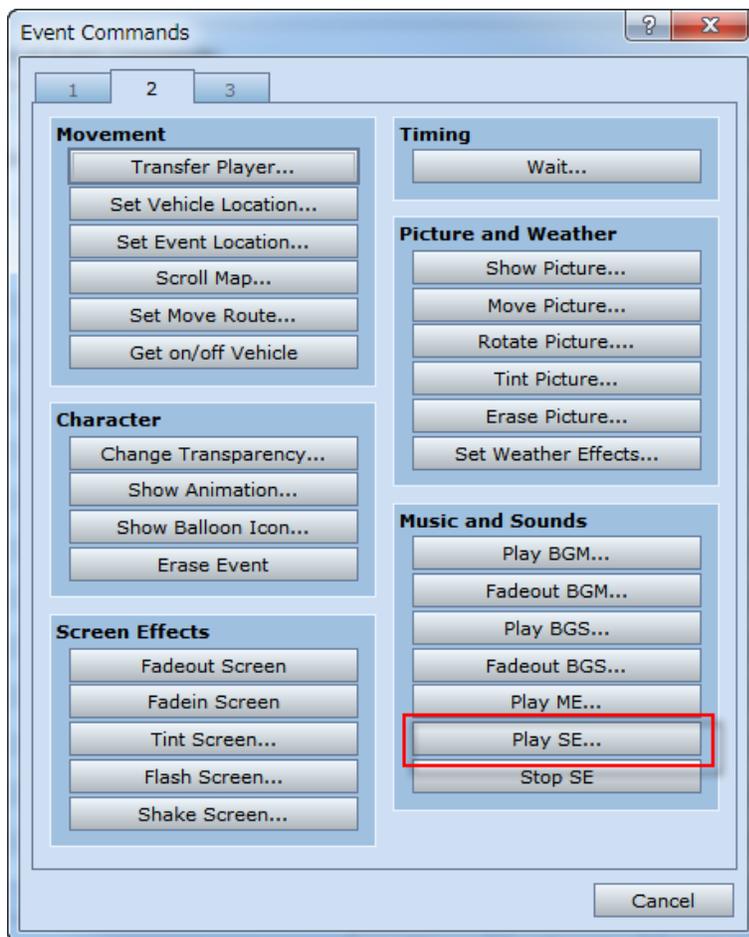
*Optional settings.

The optional settings can be left as they are.



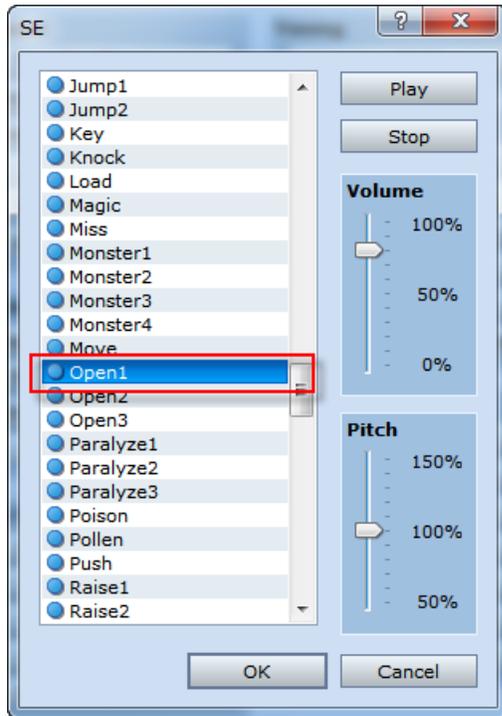
*The "Show Text" Event Command.

Next, let's input the text that will appear when the door opens. Use the "Show Text" command just like we did for page 1. Set your message to something like "The key opened the door!" and click on "OK".

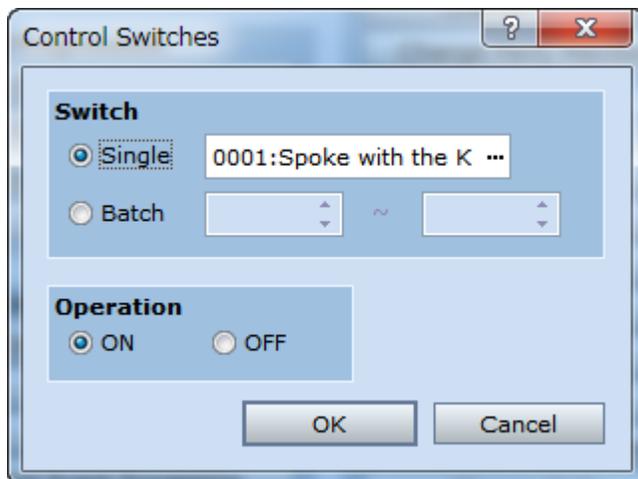


*Event Command list (page 2).

To add to the atmosphere, let's set a sound for when the door opens. Double-click on the bottom-most "@" mark in the List of Event Commands box, select page 2 in the Event Command list and then select the "Play SE..." command (SE = Sound Effect).

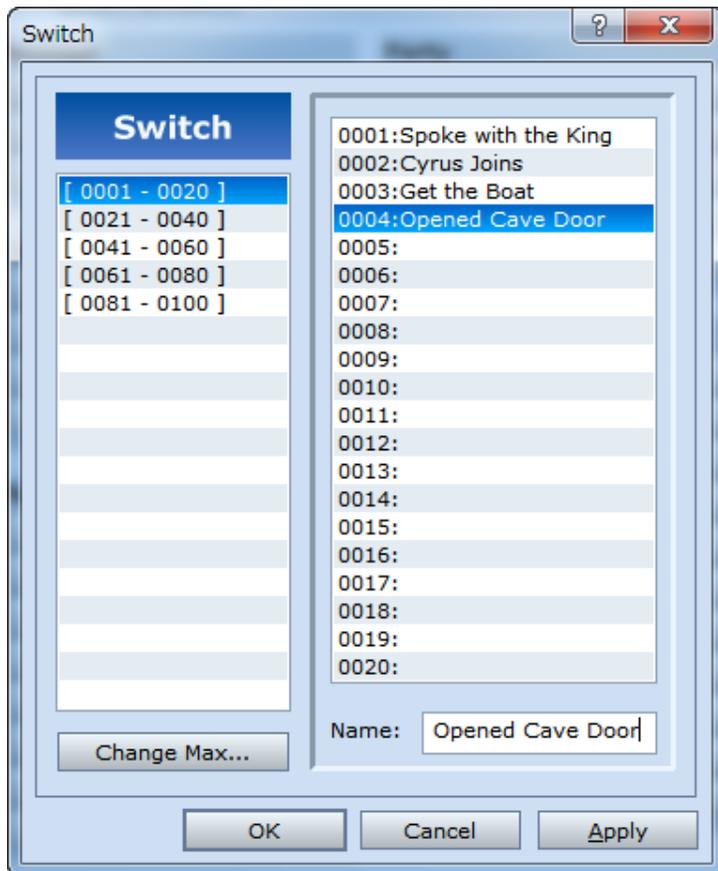


*SE settings.



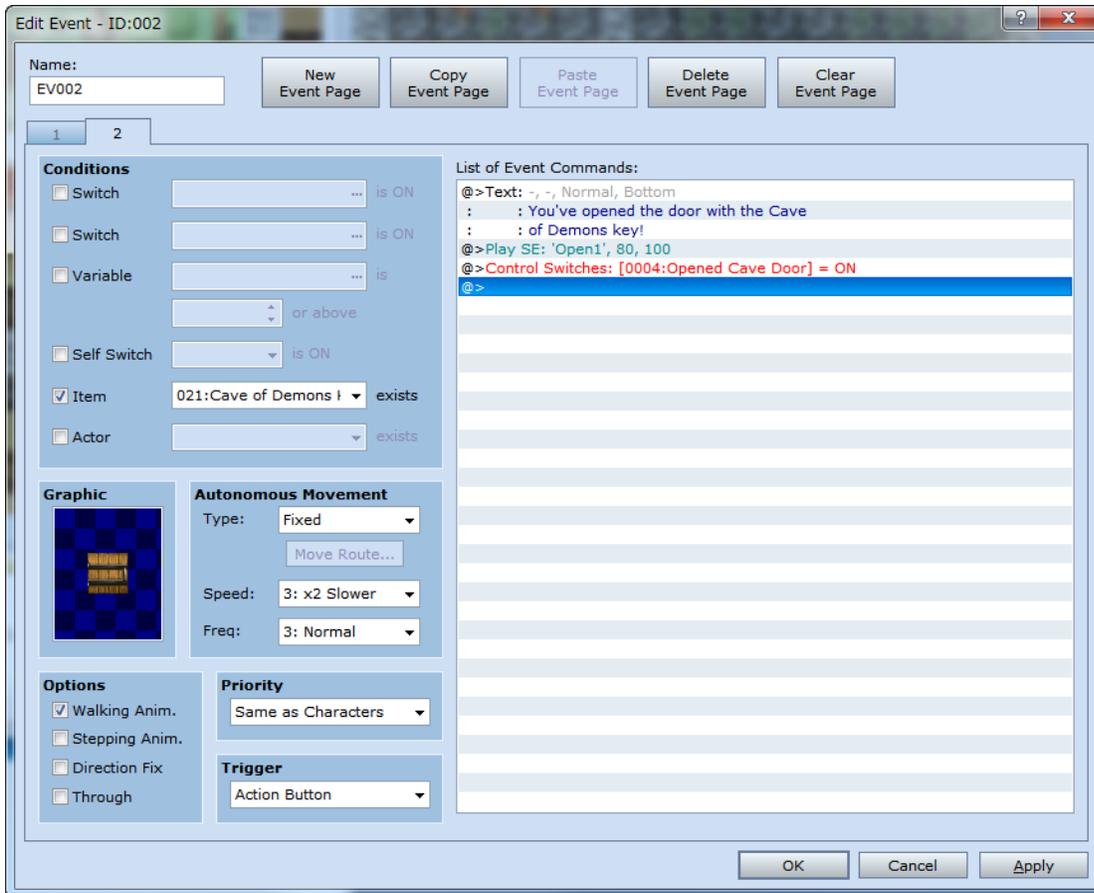
*The "Control Switches" Event Command

Next, we need a switch to prevent the door from locking again. Double-click on the bottom-most “@” mark and select the “Control Switches” command from the first page of the Event Command list. With the “Single” option selected in the Switch pane and “ON” set in the Operation pane, click on the ellipse.



*Setting a new Switch.

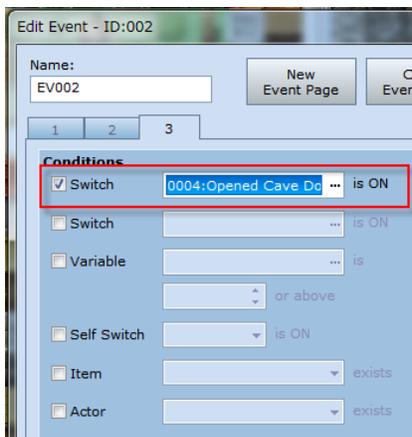
Let's set the new switch. Select Switch number 0004: and name it something easy to understand like, "Opened Cave Door". This completes Event Page 2.



*Completed Event Page 2.

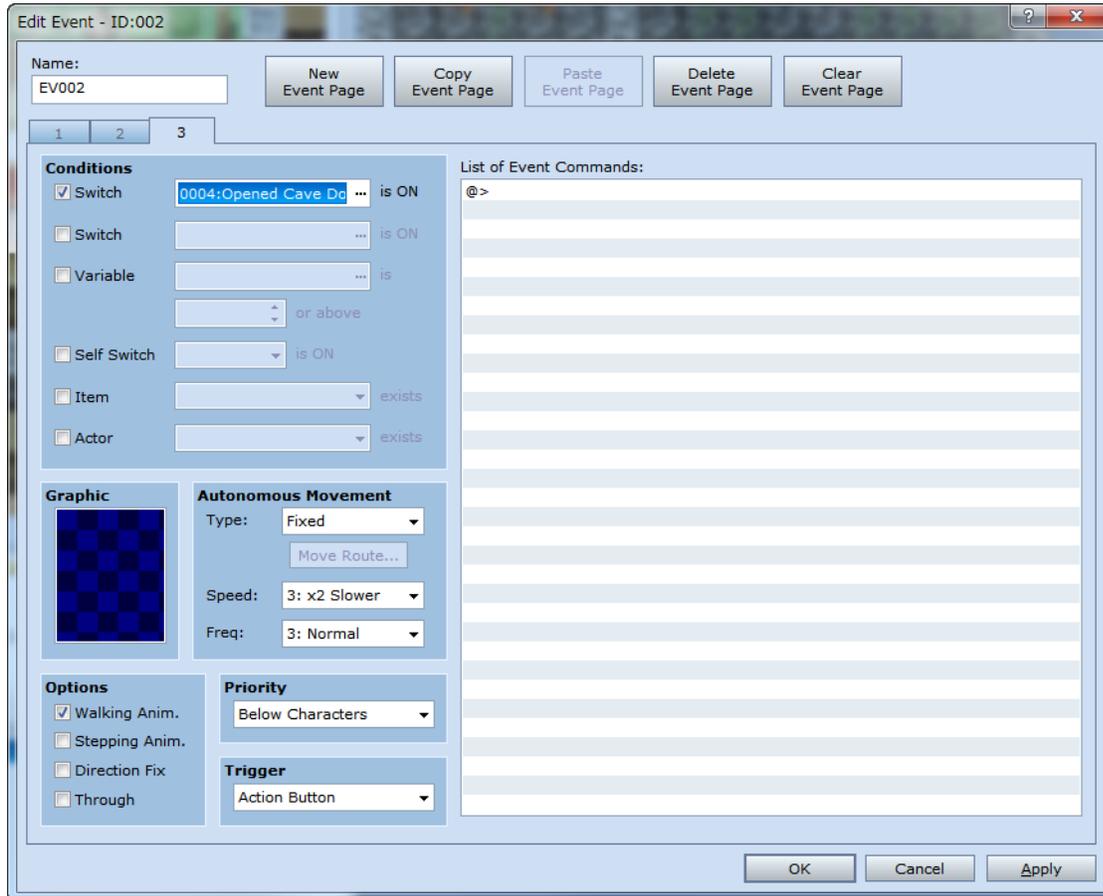
Creating Event Page 3

Event Page 3 will execute after the door is opened. Click on “New Event Page” and create Page 3.



*Setting Event conditions.

We will use the Switch we created on Page 2 as the condition for Page 3. Check the “Switch” box in the Condition pane and click on the ellipse on the right.



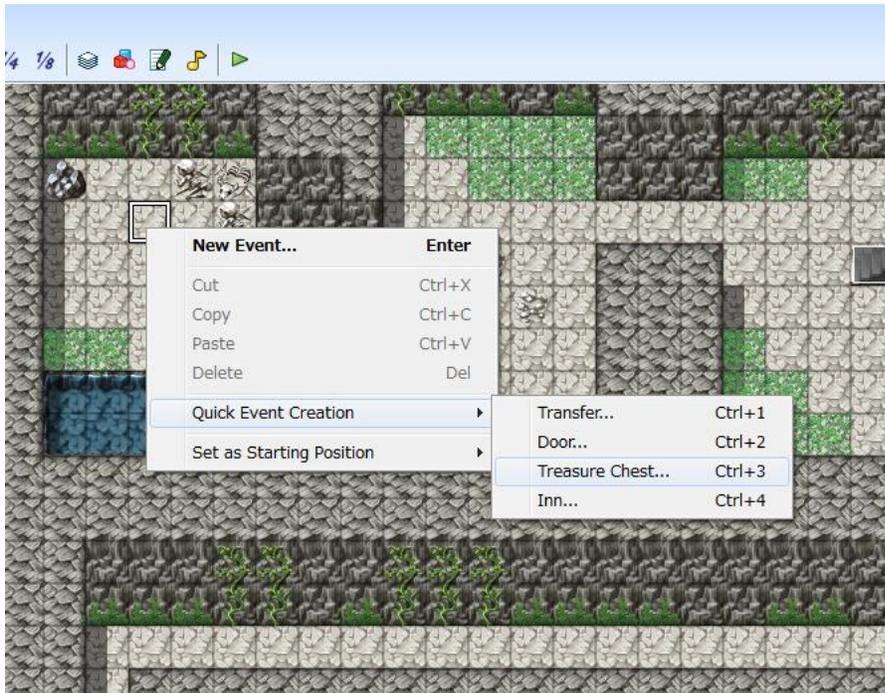
*Completed Event Page 3

That’s all that is needed for Event Page 3. There is no need to set a graphic or any Event Commands. This page is to prevent one-time Events (like opening a door with a key) from recurring. This completes the locked door Event.

Step 30: Placing the Key in a Treasure Chest

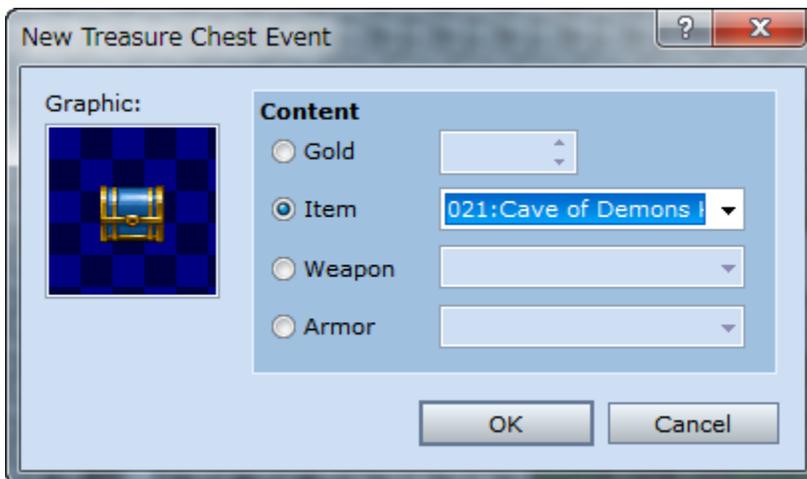
Lastly, and most importantly, we must create the Event where the player receives the Cave of Demons key. For without the key, the player cannot continue on in the game. As we have many times before, we will use the Quick Event Creation function here.

Adjusting Treasure Chest Settings



*Calling the Quick Event Creation function.

Select an appropriate location on you map (we've chosen 010,009) and right-click to display the pop-up menu. Select "Quick Event Creation" and then "Treasure Chest".



*Creating the Treasure Chest Event.

Feel free to choose whatever graphic suits you. In the Content pane, select “Item” and click on the “▼” to access the list of available items. From there, select “021:Cave of Demons Key” .

Checking with a Playtest

Finally, let’s check all our hard work with a playtest. Be sure to check these four points:

- Does the locked door message appear when you don’t have the key?
- Does the Cave of Demons door open when you have the key?
- Does the door disappear after you open it?
- Is the treasure box containing the Cave of Demons key set up on Level 1?

If any of these points don’t go as planned, head back to the game and check the Event Conditions and Switches. The problem will most likely be resolved there.

Congratulations! You’ve cleared Level 12. In the next Level, we’ll add some interactivity with Yes / No player options.

[Return to Table of Contents](#)