



Level 13: Creating Yes / No Player Options

Welcome to Level 13 of the RPG Maker VX Introductory Course. In Level 12 we created a locked door Event.

The screenshot shows the Event Editor interface for a vehicle event. It is divided into four main sections: **Graphic**, **Autonomous Movement**, **Options**, and **Priority**. The **Graphic** section shows a blue and black checkered tileset with a small yellow vehicle icon in the center. The **Autonomous Movement** section has a **Type** dropdown set to **Fixed**, a **Move Route...** button, a **Speed** dropdown set to **3: x2 Slower**, and a **Freq** dropdown set to **3: Normal**. The **Options** section has four checkboxes: **Walking Anim.** (checked), **Stepping Anim.** (unchecked), **Direction Fix** (unchecked), and **Through** (unchecked). The **Priority** section has a dropdown set to **Same as Characters**. Below the **Priority** section is a **Trigger** dropdown set to **Action Button**.

In this Level, we'll create a Event that requests the player to select Yes or No in order to receive the airship.

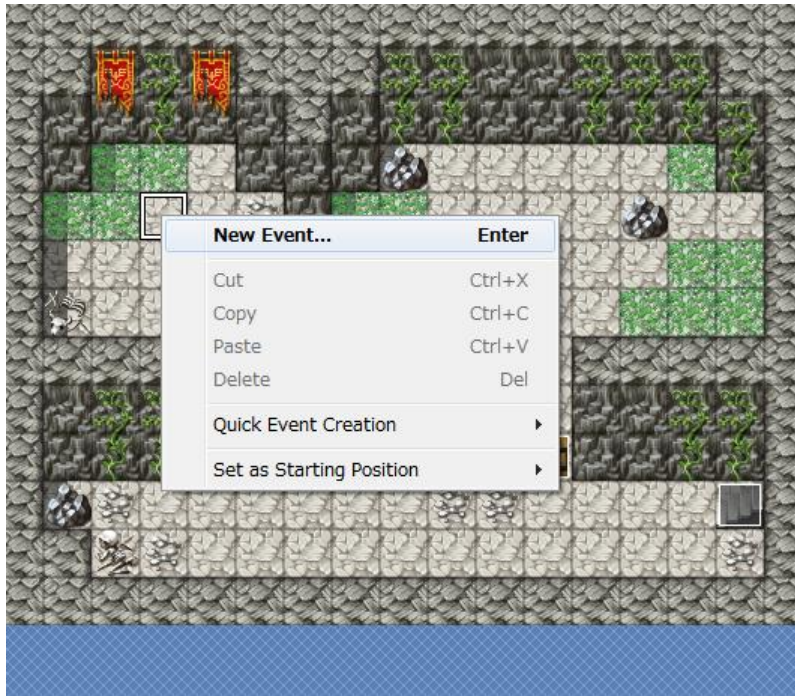
Step 31: Constructing the Airship Event

Before we go ahead and make the airship Event, let's plan the flow of the Event.

- The player speaks with a wise-man in the room with the locked door.
- An airship appears outside the Cave of Demons.

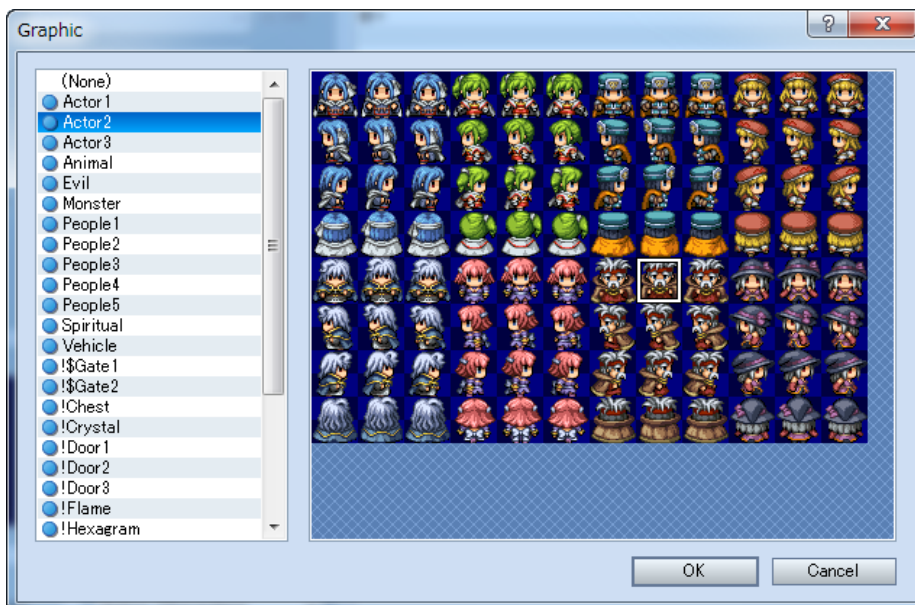
Creating the Wise-man Event

Since this is an Event where a vehicle will appear in the Field map after the player speaks with someone, the process is very similar to what we did with the ship in Level 9. The "Set Vehicle Location" command will execute after the player speaks with the wise-man and the airship will appear in the Field map.



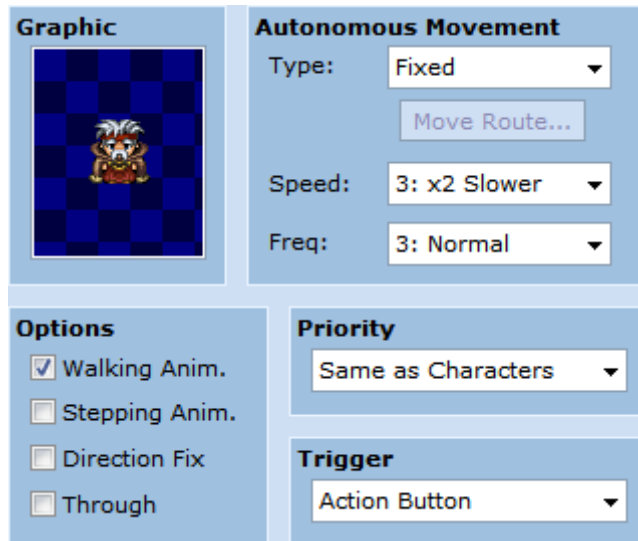
*Creating a new Event.

The wise-man will be waiting behind the locked door in the Cave of Demons Level 2. Right-click on where you'd like to set him (We've selected coordinates 003,004) and select "New Event..." from the pop-up menu.



*Selecting the Event graphic.

Double-click on the Graphic box to set the graphic for the wise-man. We've chosen the old man found in Actor2, second from the right on the bottom.



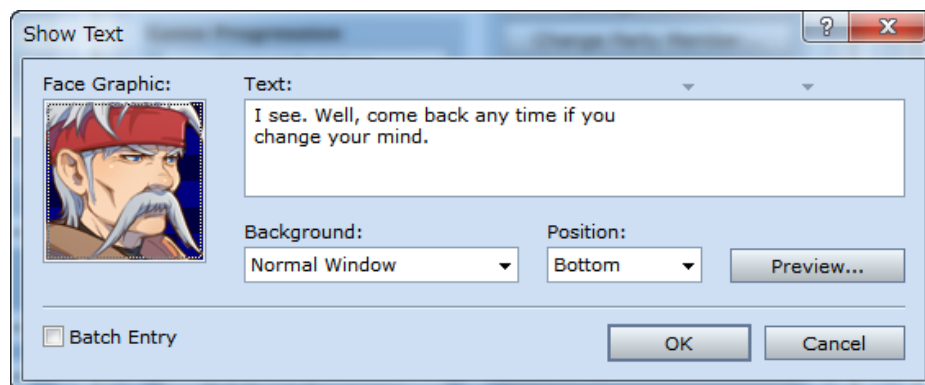
The image shows a configuration window for a character. It is divided into several sections:

- Graphic:** A small image of a character with a red headband and a white beard is displayed on a blue and black checkered background.
- Autonomous Movement:**
 - Type: Fixed (dropdown)
 - Move Route... (button)
 - Speed: 3: x2 Slower (dropdown)
 - Freq: 3: Normal (dropdown)
- Options:**
 - ☒ Walking Anim.
 - ☐ Stepping Anim.
 - ☐ Direction Fix
 - ☐ Through
- Priority:** Same as Characters (dropdown)
- Trigger:** Action Button (dropdown)

*Setting the options.

The remaining settings may be left at their defaults.

Inputting the Wise-man's Lines



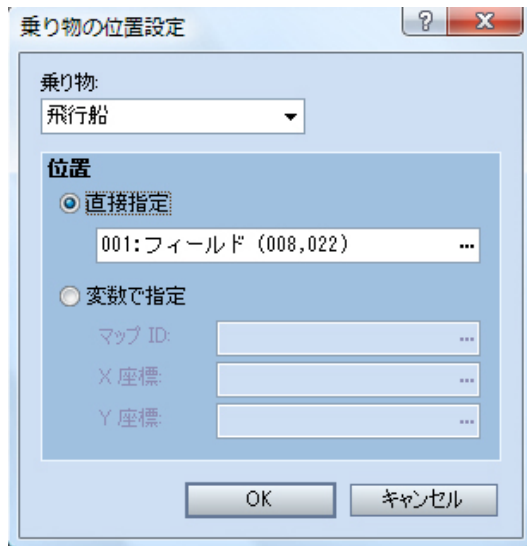
The image shows a 'Show Text' dialog box with the following fields and controls:

- Face Graphic:** A small image of the same character with a red headband and a white beard is displayed.
- Text:** A text box containing the text: "I see. Well, come back any time if you change your mind."
- Background:** Normal Window (dropdown)
- Position:** Bottom (dropdown)
- Preview...** (button)
- Batch Entry:** ☐ (checkbox)
- OK** and **Cancel** (buttons)

*The Show Text Event Command

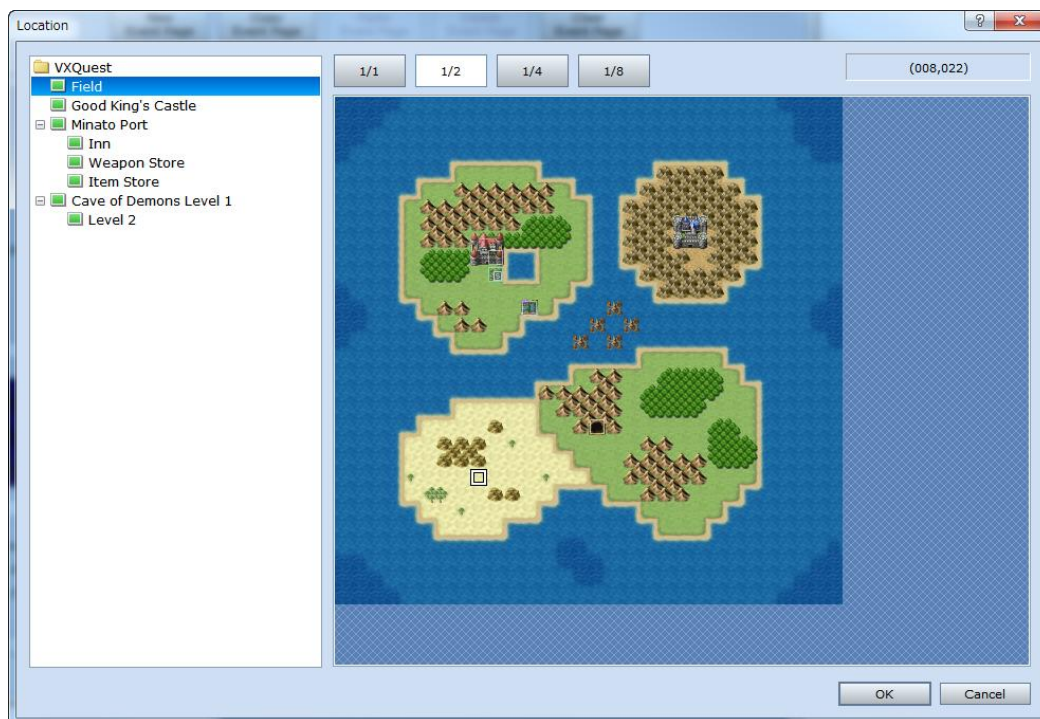
Double-click on the "@" mark in the Event Editor and select the "Show Text" command. Click once in the Text box and input what you'd like the wise-man to say. We've also selected the matching face graphic from the Actor2 list (second from the right, bottom row).

Creating the Vehicle with the Set Vehicle Location Command



*The Set Vehicle Location Command.

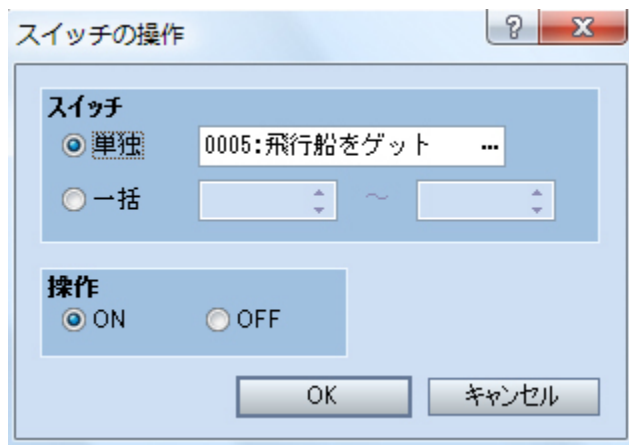
The Set Vehicle Location will allow us to put any vehicle we like on any map we like at the coordinates of our choosing. You can find it on page 2 of the Event Command List. Under Vehicle, select "Airship". In the Location pane, check "Direct Designation" and click on the ellipse to the right.



*Setting the vehicle's location.

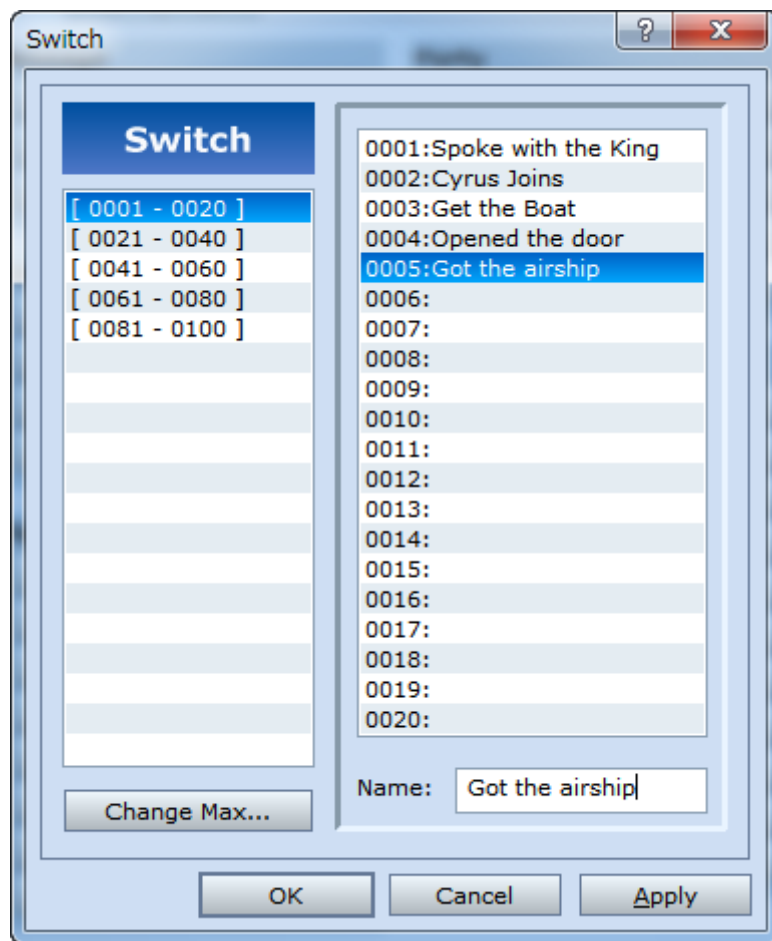
In the window that appears, you can set the exact map and coordinates for the vehicle. Select the Field map from the map tree to the left, and in the preview pane on the right, select a location somewhere near the entrance to the Cave of Demons. You can put the airship right next to the cave entrance, but we've chosen a spot that is a little further away (coordinates 008,022).

Setting the Switch



*The Control Switches dialogue.

Let's make sure the same event doesn't recur by setting a Switch. Double-click on the bottom-most "@" mark in the Event Editor and select "Control Switches" from page 1 of the Event Command List. We'll create a Switch to record the fact that the player received the airship. Make sure that "Single" is selected in the Switch pane and click on the ellipse on the right.



*Switches dialogue.

Here we'll use Switch number 0005. Choose an easy to understand name for the Switch. We've gone with "Got the airship". Click "OK".

New Event - ID:003

Name: EV003

New Event Page Copy Event Page Paste Event Page Delete Event Page Clear Event Page

1

Conditions

☐ Switch ... is ON

☐ Switch ... is ON

☐ Variable ... is

or above

☐ Self Switch ... is ON

☐ Item ... exists

☐ Actor ... exists

Graphic

Autonomous Movement

Type: Fixed

Move Route...

Speed: 3: x2 Slower

Freq: 3: Normal

Options

☒ Walking Anim.

☐ Stepping Anim.

☐ Direction Fix

☐ Through

Priority

Same as Characters

Trigger

Action Button

List of Event Commands:

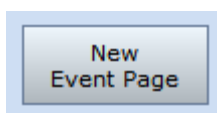
```
@>Text: 'Actor2', 6, Normal, Bottom
:      : You'll need an airship to reach the Devil
:      : King's Lair. Use mine. You'll find it up above
:      : the cave.
@>Set Vehicle Location: Airship, [001:Field] (008,022)
@>Control Switches: [0005:Got the airship] = ON
@>
```

OK Cancel Apply

*Event Page 1 completed.

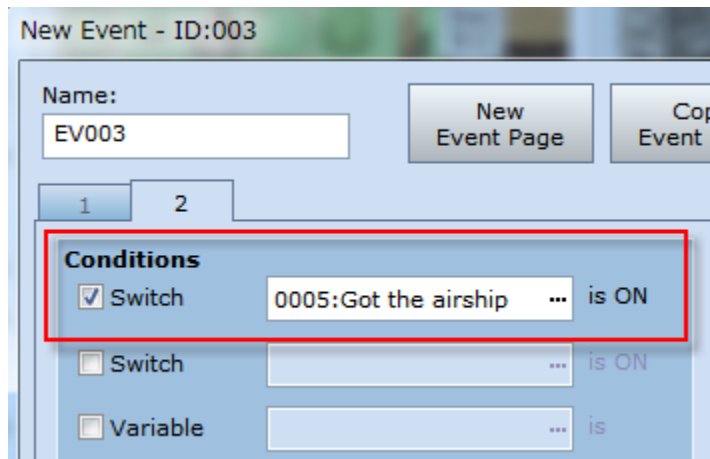
Step 32: Creating a Yes / No Player Option

After speaking with the wise-man, the player could walk all the way back up to the Field map, but why not create an option here for the wise-man to magically transfer the player up to the Field map instead? To do this, we'll use a new Event Command called "Show Choices". The player option will execute on a new Event Page.



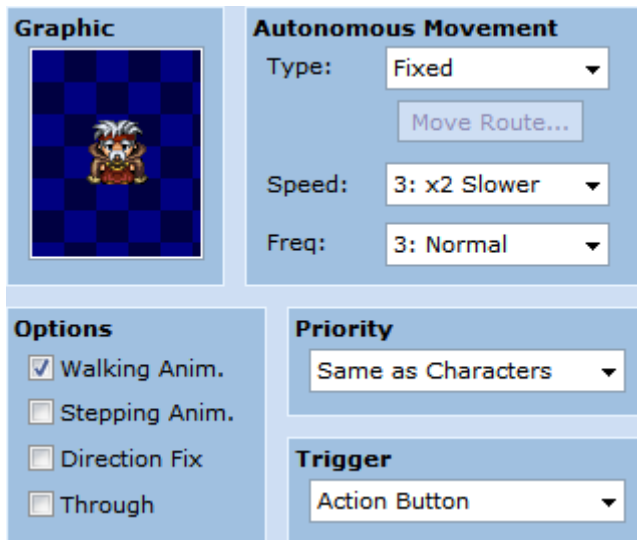
*Creating a new Event Page.

Click on the “New Event Page” button and create a new Event Page.



*Setting the Event conditions.

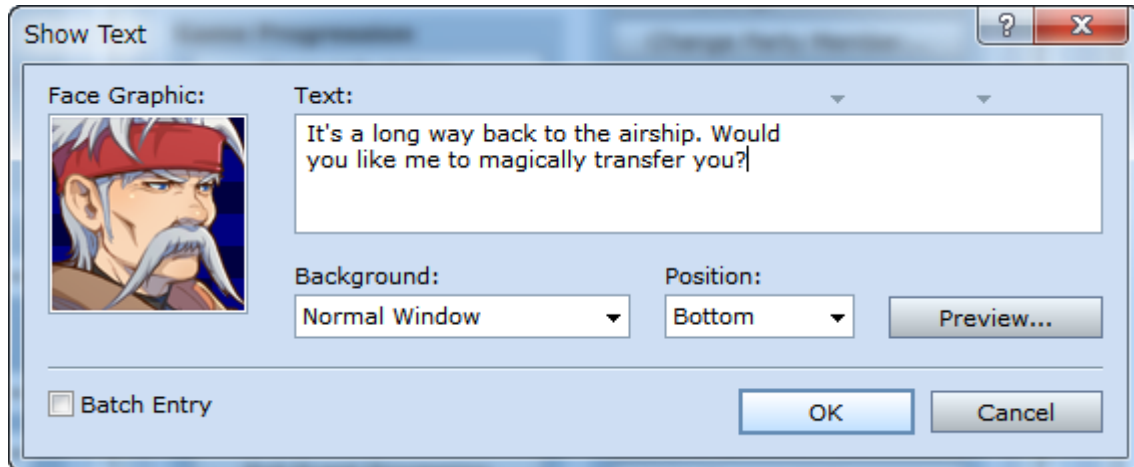
Now we'll set the conditions that need to occur before page 2 of this Event can execute. Click “Switch” in the Conditions pane and click on the ellipse to the right. From the menu select “0005:Got the airship”.



*Event graphic and option settings.

Select the same graphic for the Event as on page 1 and leave the other settings as they are.

Presenting the Player with an Option



*Asking the player if he wants to transfer up to the Field map.

Instead of just zooming the player up to the top unexpectedly, we'll present the player with an option. Use the "Show Text" command to input the wise-man's question.



Point: Using Choices

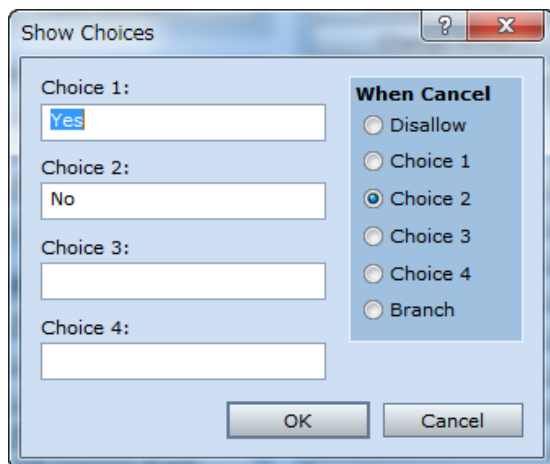
In RPG Maker VX, you can create Events where the player can choose from 2 to a total of 4 options. For example, in a Yes / No situation, you can set one Event to execute if the player selects Yes, and set a different Event to execute if the player selects No. In a similar way, you can set 4 separate Events to execute depending on the player's input.

Setting the Show Choices Command



*Event Command List page 1.

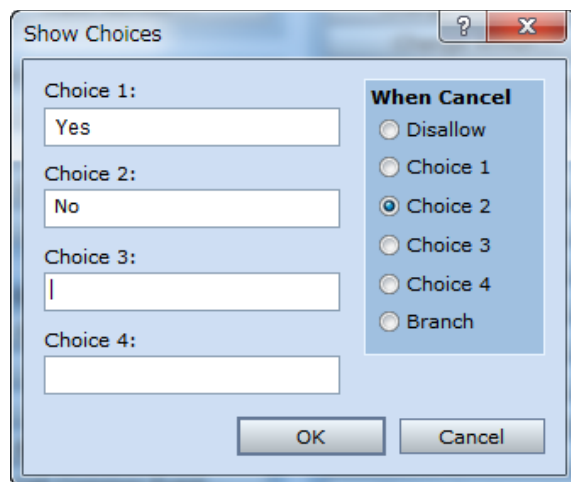
Double-click on the bottom-most “@” mark in the Event Editor to bring up the Event Command List and select the “Show Choices” command.



*The Show Choices Event Command.

The initial settings already have Yes and No entered into Choice 1 and Choice 2. Text entered into the Choice boxes are the options that the player will choose from in the game. There will be times when there are more than 2 possible answers, or the question is not a Yes / No style question. In those cases, feel free to add the appropriate text in the appropriate box. For our purposes, we will leave the settings as they are.

The When Cancel pane is for deciding what happens when the player cancels the selection process before making a selection. The default is “Choice 2”. This means that if the player cancels (say, by pressing the escape key), then Choice 2 will automatically be selected. “Disallow” means that no cancelling is allowed. “Branch” is for executing an Event outside of the possible selections. For our purposes, let’s leave this setting at “Choice 2”.



*The completed Show Choices dialogue.

If your dialogue matches the one above, then click OK”. Next, we’ll create the separate Events that take place when either Yes or No is selected.

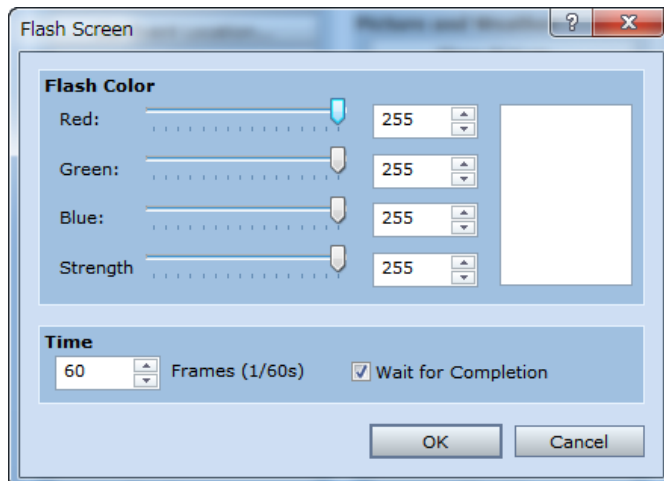
Creating the Yes Event

This is the Event for magically transferring the player up to the Field map. We could just use “Transfer” here, but that would be a bit boring for a magical transfer. Instead, we’re going to use the Flash Screen command to add a little excitement!



*Event Command List page 2.

Double-click on the “@” mark directly under “Yes” in the Event Editor. Then select “Flash Screen...” from page 2 of the Event Command list.



*The Flash Screen Event Command.

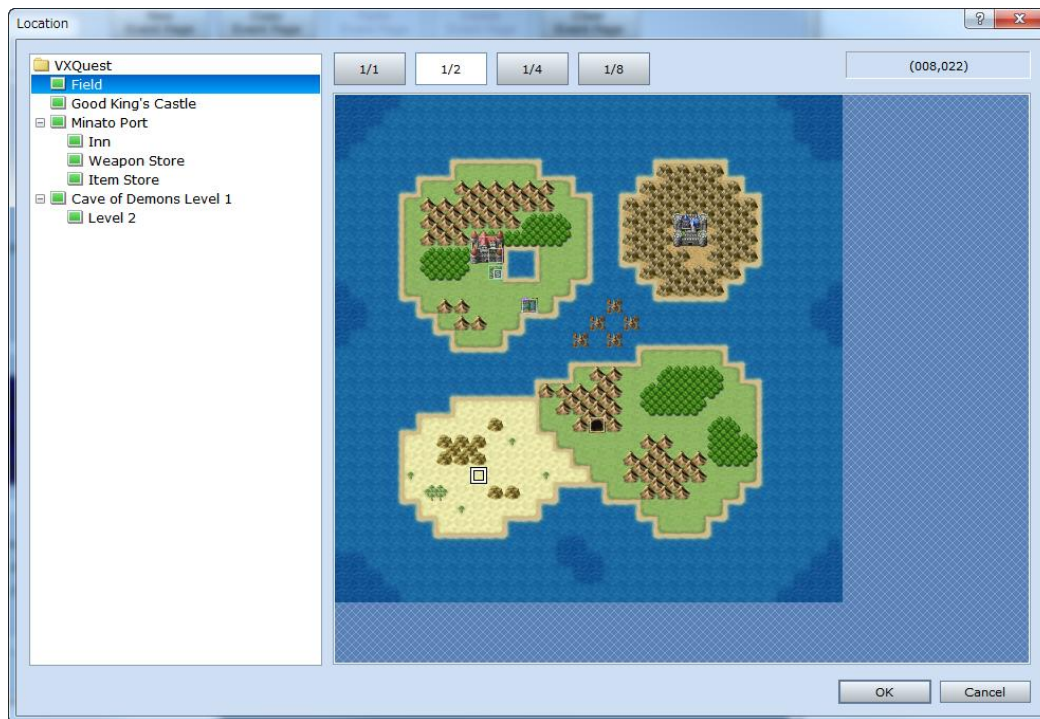
The Flash Screen pane is where you can adjust the color and the impact of the flash. Time is for setting the length of the flash. If the “Wait for Completion” box is checked, then the game will wait until the flash is over before executing the next command. Leave everything here at the initial settings and click “OK”.

After the flash, we want the player to appear up on the Field map. We’ll do this with the “Transfer Player” command this time.



*Event Command List page 2.

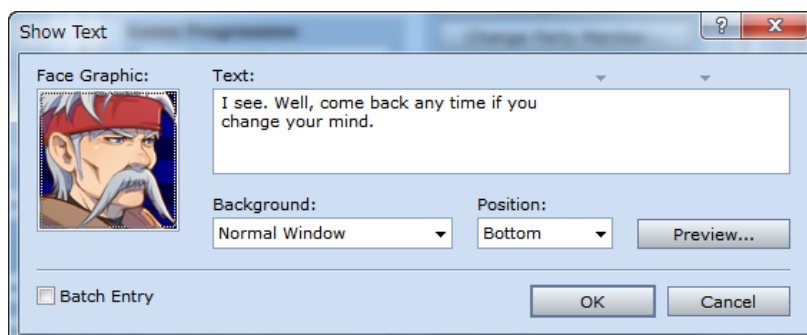
The “Transfer Player” command is located on page 2 of the Event Command List.



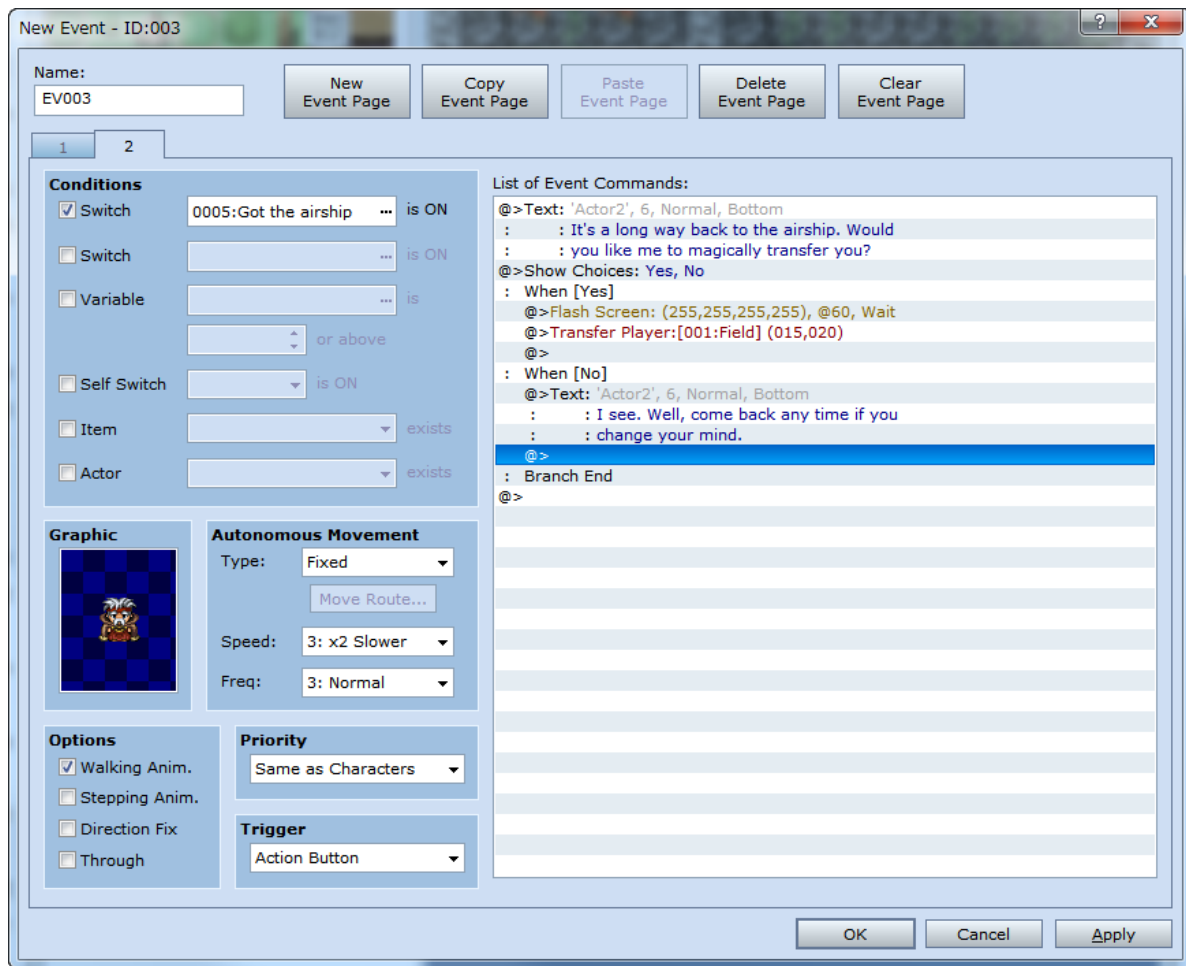
*Setting the destination map and coordinates.

Setting the destination is the same as with the Quick Event Creation method. Make sure “Direct Designation” is checked and click on the ellipse on the right. Choose the Field map as the destination and in the map preview pane, select coordinates 015,020 and double-click. Direction can be left as is.

Creating the No Event



We’ll need to input the wise-man’s response to the player’s refusal of his offer. Double-click on the “@” mark under “No” in the Event Editor and use the Show Text command. This completes the wise-man Event



*Completed Event Page 2

Checking with a Playtest

Finally, check everything with a playtest. Here are the major points to check:

- *Does the wise-man offer you an airship when you first speak with him?
- *Does the airship appear in the correct location afterwards?
- *Does the wise-man offer you the option to magically transfer up to the Field map?
- *Is the transfer successful if you choose yes?
- *Do the correct lines appear when you select no?



*Does the airship appear?



* Do the correct lines appear?

Congratulations! You've cleared Level 13. Next, we'll create the final dungeon, the Devil King's Lair.

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