Level 7: Creating Shops

Welcome to Level 7 of the RPG Maker VX Introductory Course. In Level 6 we created the maps for Minato Port and all of its shops.
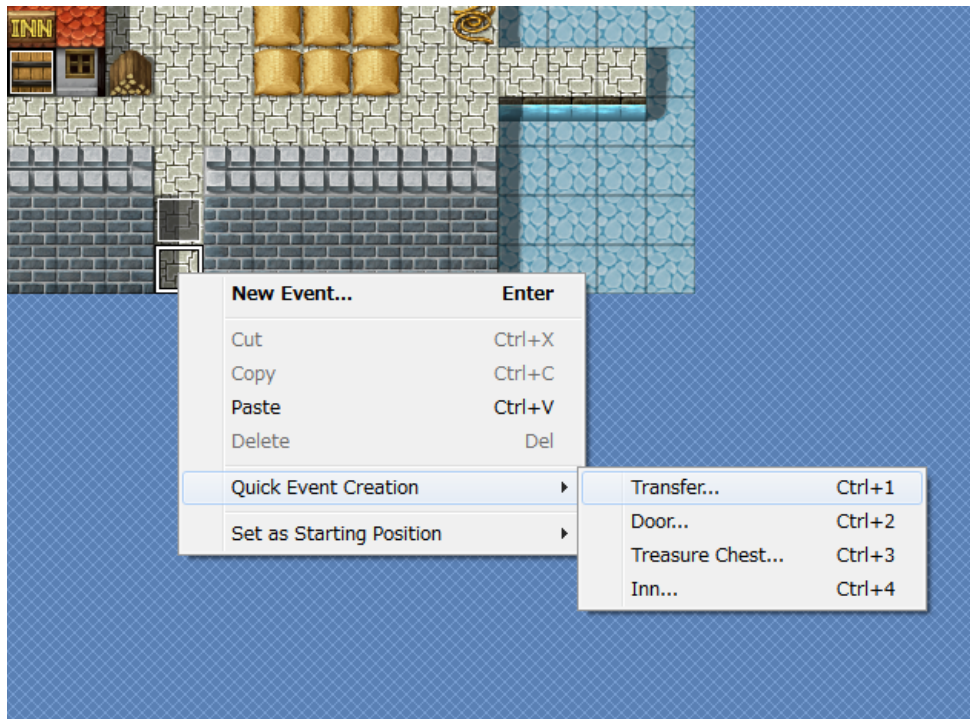

In this Level, we will create the villagers and Events for the shops.

Step 16: Creating Villagers

Let's start with creating the RPG standard: the person who tells you the name of the town.

Switch to Event mode.

Select the coordinates you want to put the person (we're using 007,008) and right-click. Select "New Event" from the pop-up menu.

Setting the Graphic and Other Options

Double-click the "Graphic" box to select the graphic for the character. We've chosen the girl second from the left in the top row of Actor1. Let's allow her to wander about the town freely.

*Setting the random movement feature.

Set an Event's movement using the Autonomous Movement pane. The default is set to "Fixed", or no movement. Characters can be set to move along a fixed path or randomly. To select random movement, click on the drop-down arrow "▼" to the right of "Type" and select "Random" from the pull-down menu. The Speed pane is for adjusting how quickly the Event moves, and the Frequency pane is for adjusting the number of occurrences. We can leave these at their default settings. The Option, Priority and Trigger panes can also be left at their initial settings.

Inputting a Message

*List of Event Commands (page 1)

Just as we did in Level 4, let's insert the characters lines by double-clicking on the "@" mark inside the "List of Event" Commands box and selecting "Show Text" from the next dialogue.
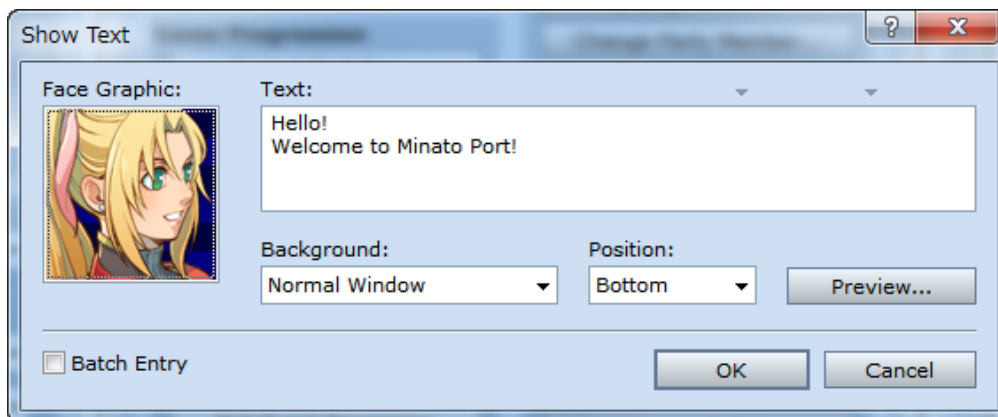
*The Show Text Event Command

Insert the cursor into the "Text" box and input the character's lines. Then go ahead and choose a suitable Face Graphic.

*Learning the name of the village.

And this is how we use the "Show Text" Event Command to create people who give our character hints. Of course we don't need to restrict ourselves to just hints, but opportunities to learn about the game's worldview, bits of information to move along game play and even unrelated information can be very entertaining. Such characters are very important to creating the atmosphere of your game.

Step 17: Creating the Inn

Next, let's create the characters who will work in the various shops we have created. We'll begin with the Inn.

Switch to Event mode.

Connecting with the Field map

*Quick Event Creation

We can create the Inn Event using the Quick Event Creation function. Right-click on the coordinates you want to place your Inn-keeper (we're using 012,005), and select "Inn..." from the Quick Event Creation menu.

Setting the Graphic and Price

*Quick Event Creation "Inn" dialogue.

In the full version of RPG Maker the Inn-keeper's graphic is preset. If you wish to change it, just double-click in the Graphic box. The "Price" box is the cost, in gold, of one night's stay. In this case, the price is 10 gold for one night. Once you've decided on a graphic and a price, click on OK.

*Completed Inn Event!

The confirmation dialogue, music and other settings are adjusted automatically.

Edit Event - ID:002

Name:
EV002

[New Event Page] [Copy Event Page] [Paste Event Page] [Delete Event Page] [Clear Event Page]

Tab: 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: -, -, Normal, Bottom
 :      : 10G for one night. would you like to stay?\G
@>Show Choices: Yes, No
 :  When [Yes]
    @>Conditional Branch: Gold 10 or more
        @>Change Gold: - 10
        @>Fadeout Screen
        @>Play ME: 'Inn', 100, 100
        @>Wait: 300 frame(s)
        @>Recover All: Entire Party
        @>Fadein Screen
        @>
    :  Else
        @>Text: -, -, Normal, Bottom
        :      : You don't have enough money.
        @>
    :  Branch End
    @>
 :  When [No]
    @>
 :  Branch End
@>
```

[OK] [Cancel] [Apply]

*You may edit the default settings in the Event Editor.

After completing the Event, its contents can be edited in the Event Editor like any other Event. Feel free to change parts of the message if you wish.
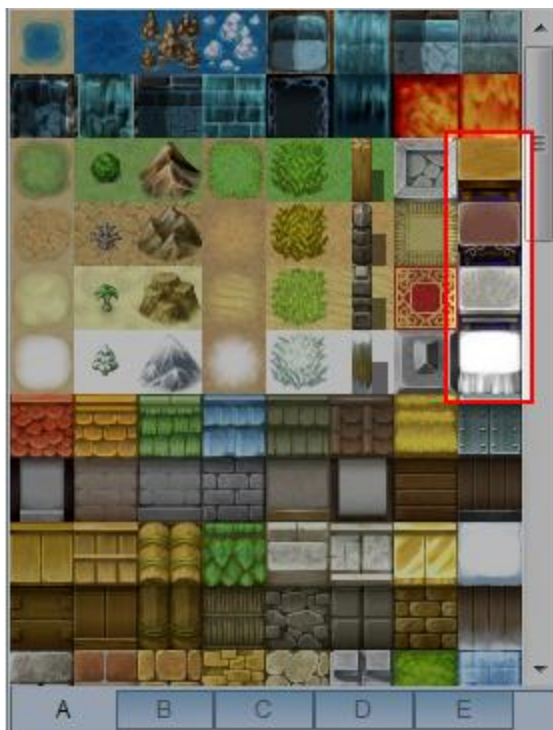
Tiles with Counter Attributes

Some of you may have noticed how our character is able to talk with the Inn-keeper even though there is a table separating them.


*Graphics with counter attributes.

To make this possible, we've used table graphics that have counter attributes attached. These are used for counters in shops and are designed to allow our character to speak with the people (Events) on the other side. Tiles with this attribute are limited to the 4 tables in tileset A. Any other tile, even if they look like a table or a desk, do not have this attribute and will not allow for conversation.

Step 18: Creating the Weapon Shop

Next, let's create the weapon shop. We can't do this with the Quick Event Creation function, so we'll need to create a new Event.
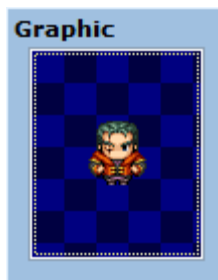
Calling the "New Event" Function
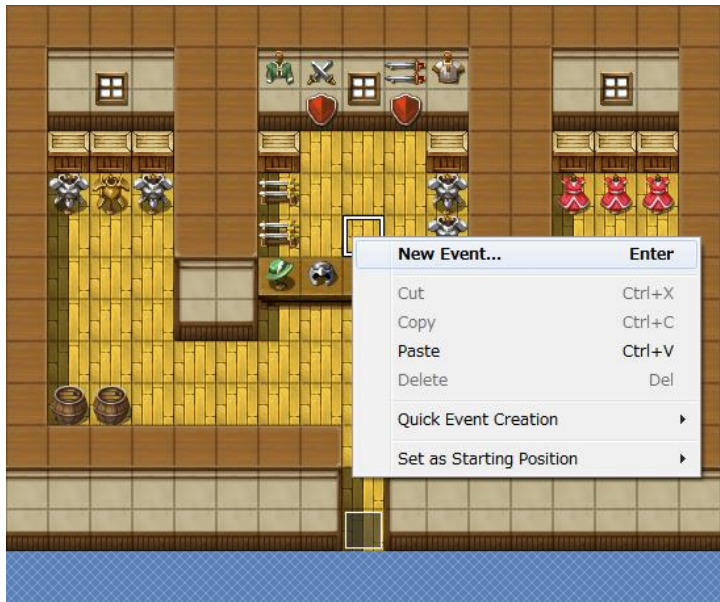
*Selecting "New Event"

Right-click on where you'd like the shop-keeper to be (we've selected 008,005) and select "New Event" from the top of the menu that appears.
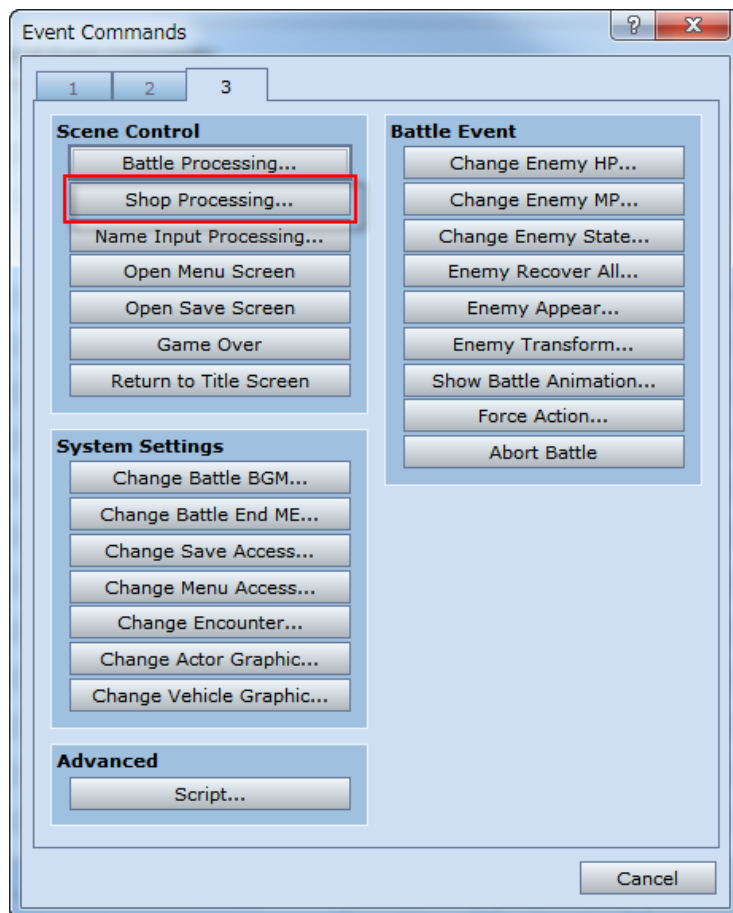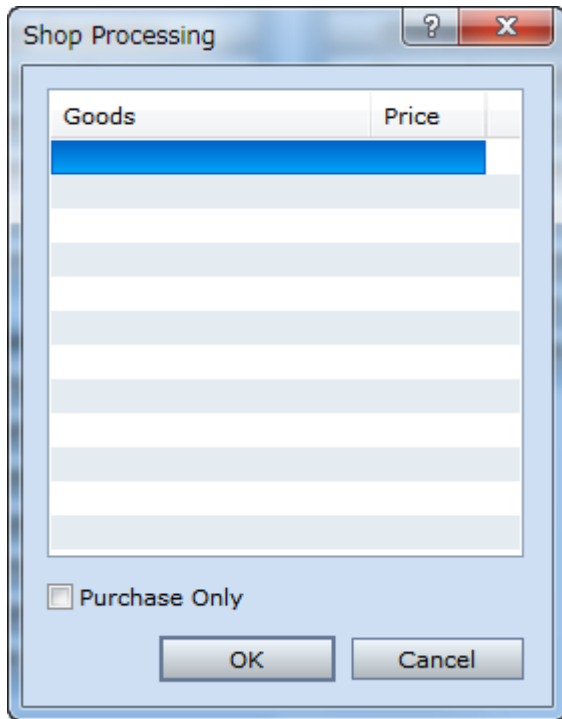
Setting the Graphic

*Graphic selection window

Double-click on the Graphic box to select the character's graphic. We've selected the warrior located second from the right in the bottom row of Actor1.
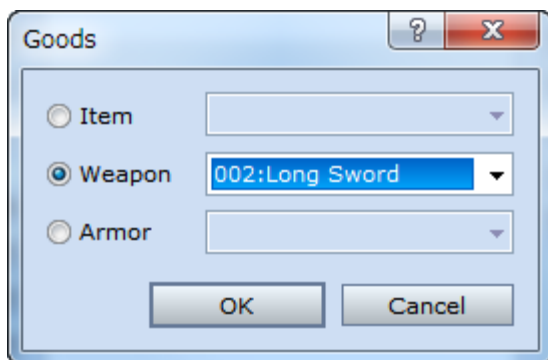
Shop Processing Event Command

Double-click on the "@" in the List of Event Commands box to bring up the Event Commands menu. Select page 3 and click on "Shop Processing".

*The "Shop Processing" Event Command dialogue.

With the "Shop Processing" command, we can set what goods the shop sells.

*Goods dialogue.

Double-click in the "Shop Processing" box to bring up the Goods dialogue. By selecting the Item, Weapon or Armor categories you can access a list of goods by clicking on the "▼" on the right. From this list you can choose what you'd like to shop to carry. The goods listed in each menu are controlled by the "Item", "Weapon", and "Armor" tabs in the database.
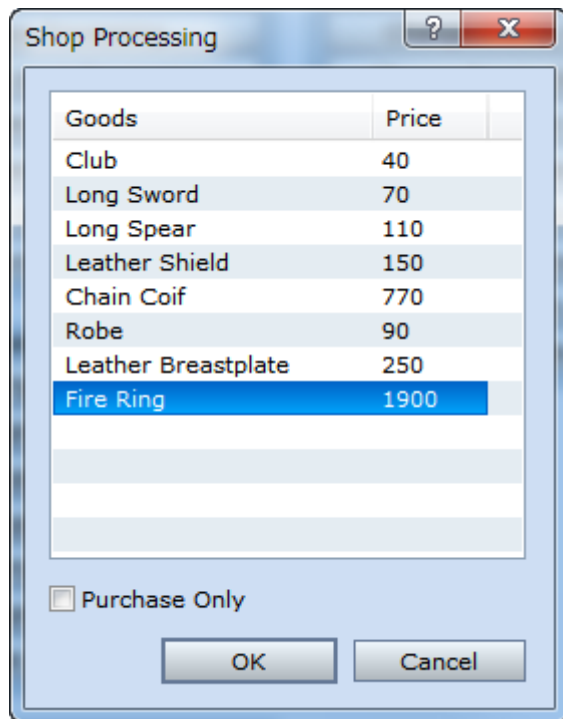
Since this is a weapons shop, we'll make sure the Long Sword at least is available. Feel free to add whatever other weapons and armor you see fit. Each item must be chosen individually.
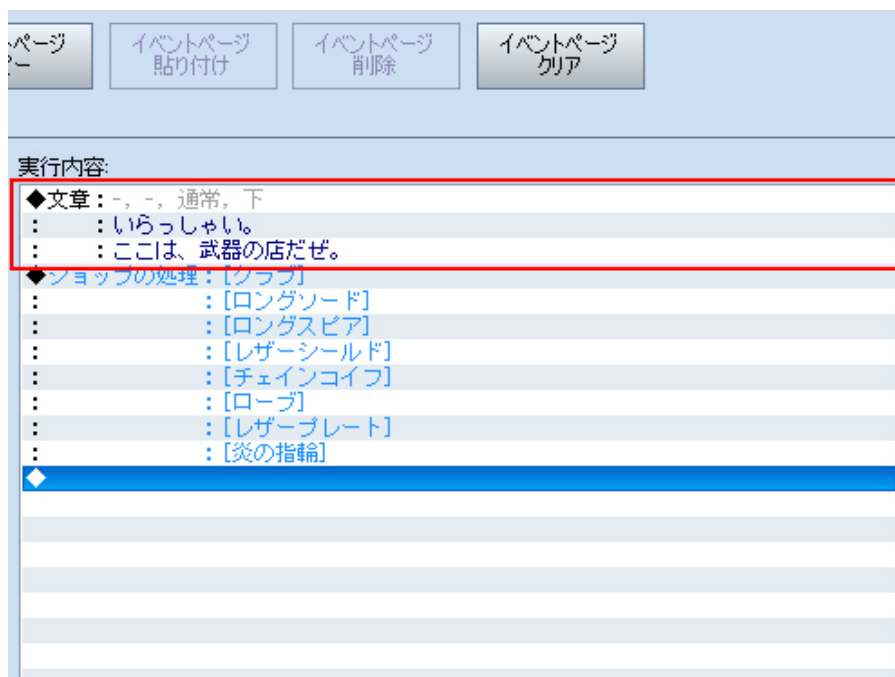
You can enter lines for the shop-keeper using the "Show Text" command. For example, if you'd like the shop-keeper to offer a greeting before purchasing, then you need to set that command to occur before the "Shop Processing" command. To do this, select the "@>Shop Processing" line and double-click. Then select "Show Text" to insert the lines.
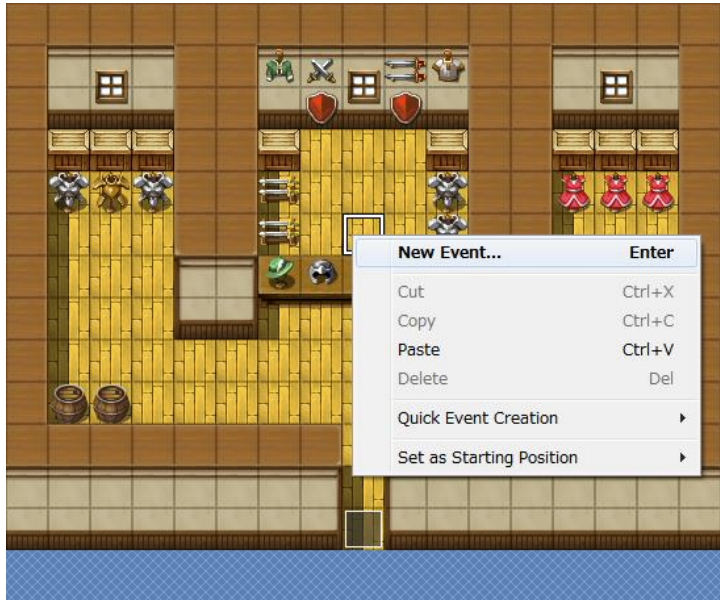

*Completed weapon shop event.

Step 19: Creating the Item Shop

We've separated the weapon and the item shops on our map, but the "Shop Processing" command is needed to create either of them. While they sell a different category of goods, the steps we take to create them are essentially the same.

Calling the "New Event" Function

*Selecting "New Event…"

Right-click on the coordinates you'd like to place the shop-keeper (we're using 008,005) and select "New Event…" from the pop-up menu.
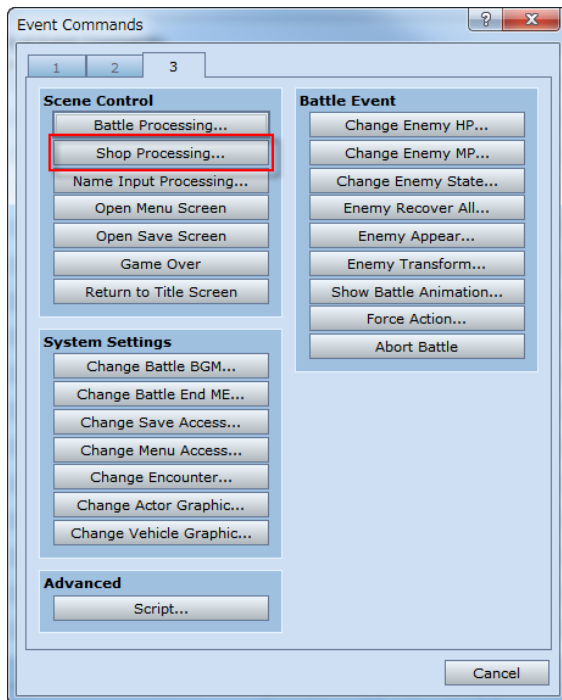
Setting the Graphic

*Graphic selection pane.

Double-click on the Graphic box to select the character's graphic. We've selected the sorceress on the far right of the bottom row of Actor2.
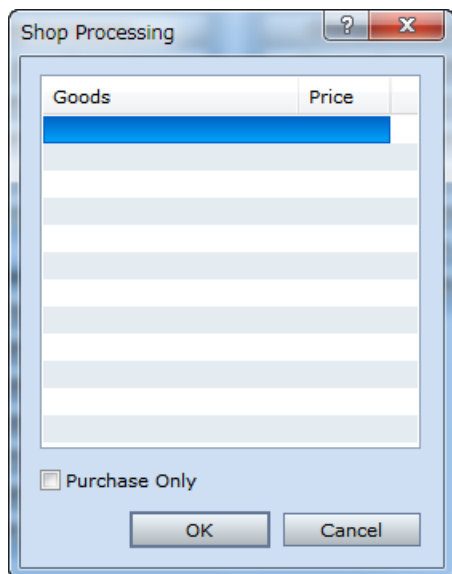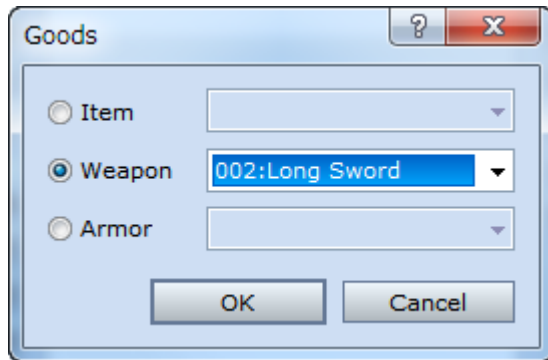
"Shop Processing" Event Command

*Event Command window.

Double-click on the "@" in the List of Event Commands box to bring up the Event Commands menu. Select page 3 and click on "Shop Processing".
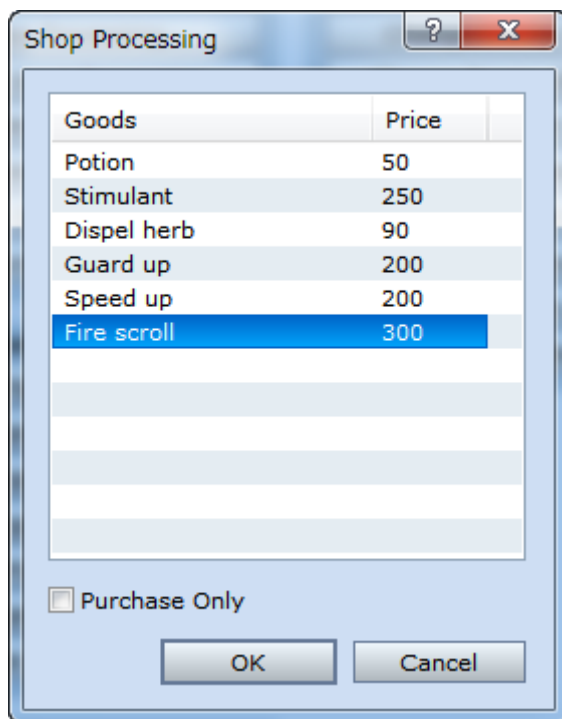

*The "Shop Processing" Event Command dialogue.

Next we will set what goods the shop sells.

Double-click in the "Shop Processing" box to bring up the Goods dialogue.

Since this is an item shop, we'll make sure it at least sells potions (001:Potion). There are many more items to choose from. If you'd like to enter a message from the shop-keeper, follow the instructions above and use the "Show Text" command.

Congratulations! You have cleared Level 7. In the next lesson we will add teammates to the initial party.