

Welcome to Level 9 of the RPG Maker VX Introductory Course. In Level 8 we added Cyrus, the third member of our party.



With all the Event Pages and Switches needed to organize the game's Events our little project is starting to look very complicated. But if we look a little deeper, we can see the complexity is a result of our linking together a series of much simpler steps. If you start feeling confused at any point, just go back and re-read the relevant sections of this course.

The Event needed to create a boat for our Hero will require no extra knowledge, just one more step following the same process as we have until now.

Step 22: Considering the Flow of Events

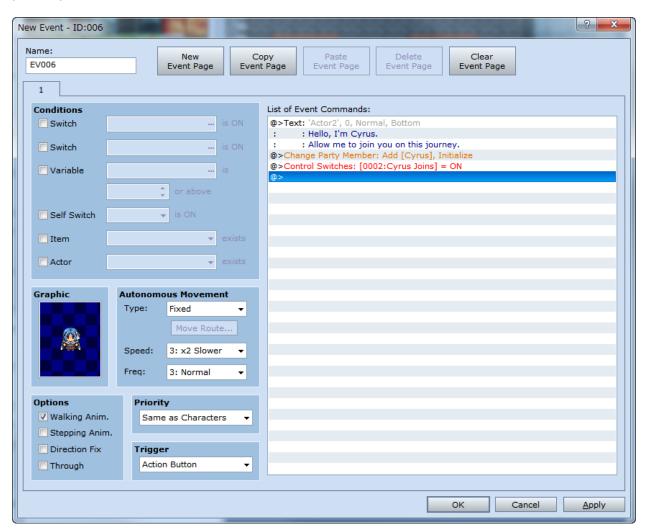
Creating the boat Event here in Minato Port gives us an opportunity to control the flow of Events in our game. For instance, it's entirely possible that a new player could skip speaking with the King, hop on the boat and go off alone. With the boat Event we have an chance to prevent that.

Here's how we'd like the game to flow from the player's point of view:

Start

```
↓
Speak with the King
↓
Acquire a Boat at Minato Port
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So how do we go about ensuring that the player speaks with the King before getting on the boat? That's precisely what Switches are made for.



*The "Spoke with the King" Event

In Level 4, we created the "Spoke with the King" Switch. When this Switch is "ON", the game will know that our Hero has spoken to the King. Similarly, we can have the game check if this Switch is "ON" or not before letting our Hero get on the boat.

Step 23: Linking the Boat Event

Creating a New Event

Here, we're going to link two Events so that our Hero will only receive the boat from the boat captain in Minato Port only after our Hero has spoken with the King.



Switch to Event mode.



*Creating a new Event.

Right-click where you'd like to place the Event (we've chosen coordinates 012,005) and select "New Event..." from the pop-up menu.

Creating Event Page 1



*Select Event Graphic

For the Event graphic, we've chosen the ship captain from People3. The Option, Priority and Trigger panes can also be left at their initial settings.

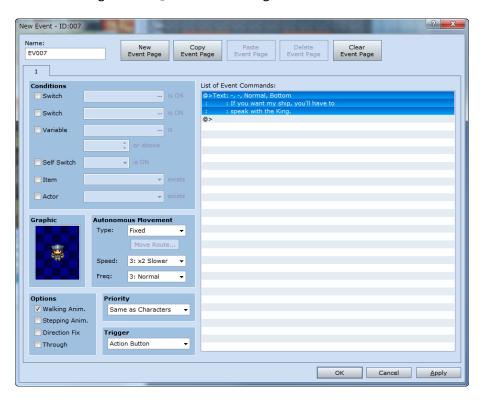
*The graphic we've selected is not available in the trial version.

We will use page 1 for when the "Spoke with the King" switch is "OFF".



*Inputting the lines for when the player hasn't spoken with the King.

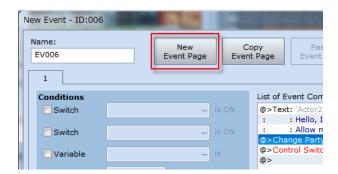
Page 1 is for when the player hasn't spoken with the King yet, so input some lines to that effect by double-clicking on the "@" mark and using the "Show Text" command.



^{*}Completed page 1.

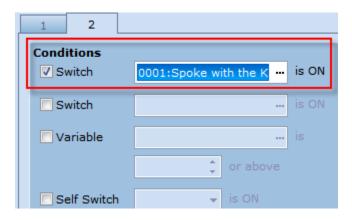
Creating Event Page 2

Event Page 2 will be used for when the "Spoke with the King" Switch is on. We'll link this Event with the boat Event.



*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 required for the Event to take place. Check "Switch" box in the Conditions panel and click on the ellipse on the right. Select "Spoke with the King" from the list.



Selecting Event Graphic

For the Event graphic, we've chosen the same boat captain from page 1. The Option, Priority and Trigger panes can also be left at their initial settings.



*Inputting the lines for when the player receives the boat.

First, let's set the lines for when the player receives the boat. Double-click on the "@" mark and select the "Show Text" command.



*Page 2 of the Event Command window.

Next, we'll set the boat's location with the "Set Vehicle Location" command found on page 2. This command allows us to position our vehicle at the coordinates of our desired map.



*The "Set Vehicle Location" Event Command.

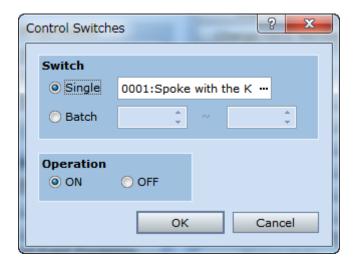
From the "Vehicle" menu you can select a variety of vehicles. Here we need a Boat. In the Location pane, make sure that "Direct Designation" is checked and click on the ellipse on the right.



*Setting the vehicle's position.

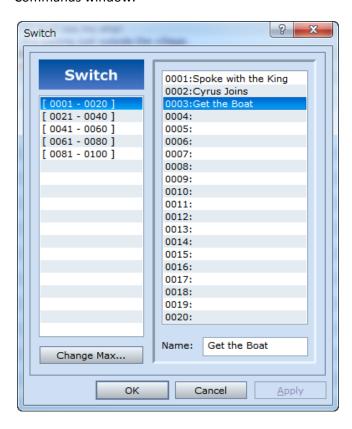
Let's set where our boat will make its appearance. The method is very similar to setting a character's destination with the "Transfer" Event. Select your desired map from the map tree on the left, then

select the desired coordinates on the preview map on the right. Since we'll be using the boat in the Field map, we've selected it along with a pair of coordinates (011,013) directly under Minato Port.



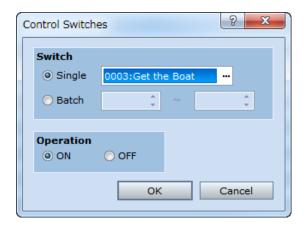
^{*&}quot;Control Switches" dialogue.

Finally, we'll create a Switch to prevent the Event from repeating. Click on the "@" mark underneath the "@set vehicle location:boat" line and select the "Control Switches" command from page 1 of the Event Commands window.



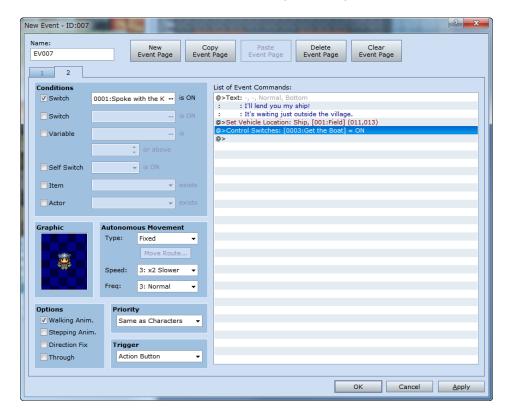
*"Switch" dialogue.

With this setting, we can use a Switch to ensure that the game remembers that we've already received the boat and so the same Event will not reoccur. Make sure "Single" is selected in the "Switch" pane and click on the ellipse on the right.



*The "Control Switches" dialogue after adjustments.

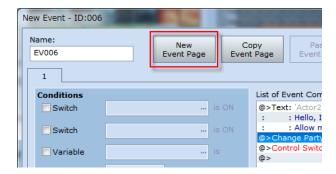
Here we'll make use of Switch number 0003. Let's go with an easy to remember name like, "Get the Boat". Ensure that "ON" is selected in the "Operation" pane and click "OK".



^{*}Completed Event Page 2.

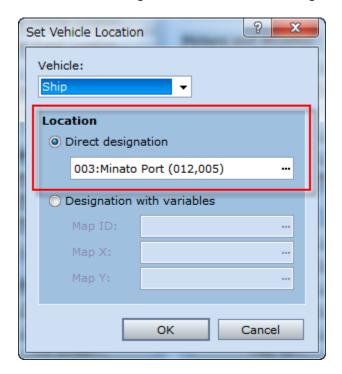
Creating Event Page 3

Page 3 will be used when Switch 003:"Get the Boat" is "ON", This will prevent the player from repeating the same Event. So, we just need to create an Event that takes place when that Switch is set to "ON".



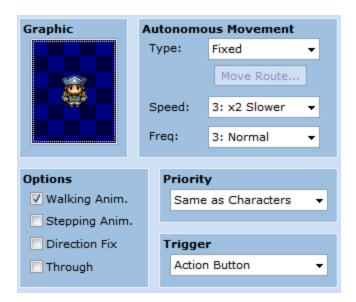
^{*}Creating a new Event Page.

Click "New Event Page" to create a new Event Page.



*Setting the Event conditions.

Page 3 will be used when Switch 003:"Get the Boat" is "ON", This will prevent the player from repeating the same Event. So, we just need to create an Event that takes place when that Switch is set to "ON".



*Selecting Event Graphic

Now we'll set the conditions required for the Event on page 3 to take place. Check "Switch" box in the Conditions panel and click on the ellipse on the right. Select "Spoke with the King" from the list.

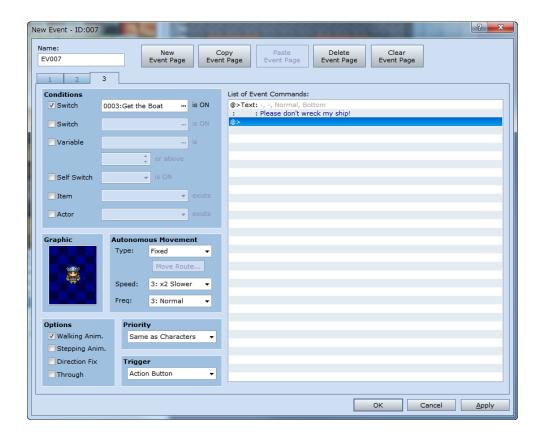
*Setting the Event graphic.

For the Event graphic, we've chosen the same boat captain from page 1 and 2. The Option, Priority and Trigger panes can also be left at their initial settings.



*Inputting the text for after receiving the boat.

Finally, let's set the lines for the boat captain to say after the player has received the boat. Double-click on the "@" mark and select the "Show Text" command.



*Completed Event Page 3.

Checking with a Playtest



*Before speaking with the King (page 1)



*Getting a boat after speaking with the King (page 2)



*Ensuring the boat appears on the Field map.



*Speaking with the boat captain after receiving the boat.

This Event requires 3 levels of testing. First, begin a Playtest and head straight to Minato Port to speak with the ship captain. This is how we check Event Page 1. Next, enter the Good King's Castle and speak with the King. Head back to Minato Port and speak with the ship captain again. If Event Page 2 is configured properly, he should lend you his ship. Don't forget to leave the village and check that the ship appears in the correct spot. Finally, head back into Minato Port and speak with the ship captain again. His lines should be the ones you set on page 3 of the Event.

Congratulations! You've cleared Level 9. Next, we will challenge the Dungeons!

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