Evel 9: Getting a Boat

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

\downarrow
Speak with the King
\downarrow
Acquire a Boat at Minato Port

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.

New Event - ID:006		3
Name: EV006	New Event Page Copy Event Page Paste Event Page Delete Event Page Clear Event Page	
1		_
Conditions	List of Event Commands:	
Switch	is ON @>Text: 'Actor2', 0, Normal, Bottom : : Hello, I'm Cyrus.	
Switch	is ON : : Allow me to join you on this journey.	
🗖 Variable	is @>Control Switches: [0002:Cyrus Joins] = ON	
	or above	
Self Switch	- is ON	
- Seir Switch		
Item	✓ exists	
Actor	✓ exists	
Graphic	Autonomous Movement	
	Type: Fixed -	
<i>6</i> 3	Move Route	
	Speed: 3: x2 Slower V	
	Freq: 3: Normal	
Options	Priority	
✓ Walking Anim.	Same as Characters 🔻	
Direction Fix	Trigger	
Through	Action Button	
	OK Cancel Apply	

*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".

Show Text			8 ×
Face Graphic:	Text:	~	~
	If you want my ship, you'll has speak with the King.	ave to	
	Background: Normal Window 👻	Position: Bottom 👻	Preview
Batch Entry		ОК	Cancel

*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.

ew Event - ID:007 Name:		? ×
EV007	Event Page Event Page Event Page Event Page	
1		
Conditions	List of Event Commands:	
Switch	is ON @>Text: -, -, Normal, Bottom	
Switch	is ON is ON is ON is ON is ON is on .	
🔲 Variable	··· is	
	or above	
Self Switch	▼ is ON	
Ttem	▼ exists	
Actor	▼ exists	
Graphic	Autonomous Movement	
	Type: Fixed •	
100	Move Route	
	Speed: 3: x2 Slower 👻	
	Freq: 3: Normal 👻	
Options	Priority	
✓ Walking Anim.	Same as Characters 🔻	
Stepping Anim.		
Through	Action Button	
Through		
	OK Cancel	Apply

*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.

New Event - ID:006	35		1.1
Name: EV006	New Event Page	Co Even	ppy Pas t Page Event
1 Conditions	 -		List of Event Con
Switch	is	s ON	@>Text: 'Actor2 : : Hello, 1
Switch	••• is	s ON	: : Allow r @>Change Part
Variable	is		@>Control Swite @>

*Creating a new Event Page

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

1 2		
Conditions Switch	0001:Spoke with the K ···	is ON
Switch		is ON
🗖 Variable		
	<pre> or above </pre>	
Self Switch	🗸 is ON	

*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.

Graphic	Aut	tonomo	ous Movement
	Ту	/pe:	Fixed 👻
			Move Route
	Sp	beed:	3: x2 Slower 👻
	Fn	eq:	3: Normal 👻
Options		Priority	y
Valking Anim.		Same	as Characters 🛛 👻
Stepping Anim.			
Direction Fix		Trigge	r
🔲 Through		Action	Button 👻

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.

Show Text	The second se	Change Party, Namb	? ×
Face Graphic:	Text:	.	Ŧ
	I'll lend you my ship! It's waiting just outside the vi 	llage.	
	Background:	Position:	
	Normal Window 👻	Bottom 👻	Preview
Batch Entry		ОК	Cancel

*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.

Event Commands				
1 2 3				
Meyement				
Transfer Player	Wait			
Set Vehicle Location				
Set Event Location	Picture and Weather			
Scroll Map	Show Picture			
Set Move Boute	Move Picture			
Get on/off Vehicle	Rotate Picture			
	Tint Picture			
Character	Erase Picture			
Change Transparency	Set Weather Effects			
Show Animation				
Show Balloon Icon	Music and Sounds			
Erase Event	Play BGM			
	Fadeout BGM			
Screen Effects	Play BGS			
Fadeout Screen	Fadeout BGS			
Fadein Screen	Play ME			
Tint Screen	Play SE			
Flash Screen	Stop SE			
Shake Screen				
	Cancel			

*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.

Set Vehicle Location	on 🤋 🗙
Vehicle:	
Ship	▼
Location	
 Direct desig 	nation
003:Minat	o Port (012,005)
 Designation 	with variables
Map ID:	
Map X:	
Map Y:	
	OK Cancel

*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.

Control Switche	25 ? X
Switch	
Single	0001:Spoke with the K
🔘 Batch	÷ ~ ÷
Operation	○ OFF
	OK Cancel

*"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	8 ×			
Switch				
Switch	0001:Spoke with the King			
[0001 - 0020]	0002:Cyrus Joins			
[0021 - 0040]	0004:			
[0041 - 0060]	0005:			
[0061 - 0080]	0006:			
[0081 - 0100]	0007:			
	0008:			
	0009:			
	0010:			
	0011:			
	0012:			
	0014			
	0015:			
	0016:			
	0017:			
	0018:			
	0019:			
	0020:			
Change May	Name: Get the Boat			
Change Max				
ОК	Cancel Apply			

*"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.

Control Switch	es	8 ×
Switch		
Single	0003:Get the Boat	
🔘 Batch	÷ ~	4 *
Operation <pre>ON</pre>	OFF	
	ОК	Cancel

*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".

New Event - ID:007		
Name: EV007	New Co Event Page Event	Page Paste Event Page Clear Event Page
Conditions Switch 00 Switch Variable	01:Spoke with the K is ON is ON 	List of Event Commands: @>Text: -, -, Normal, Bottom : :1'll lend you my ship! : :1's waiting just outside the village. @>Set Vehicle Location: Ship, [001:Field] (011,013) @>Control Switches: [0003:Get the Boat] = ON @>
Self Switch	v is ON v exists v exists	
Graphic	Autonomous Movement Type: Fixed • Move Route Speed: 3: x2 Slower • Freq: 3: Normal •	
Options V Walking Anim. Stepping Anim. Direction Fix Through	Priority Same as Characters ↓ Trigger Action Button ↓	
		OK Cancel Apply

*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".

ſ	New Event - ID:006				
	Name: EV006	New Event Pa	ge	Co Even	py Pas t Page Event
					List of Event Con
	Switch		is	ON	@>Text: 'Actor2 : : Hello, 1
	Switch		··· is	ON	: : Allow r @>Change Part
	Variable		is		@>

*Creating a new Event Page.

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

5	Set Vehicle Location					
	Vehicle:					
	Ship 🗸					
	Location					
	 Direct designation 					
	003:Minato Port (012,005)					
	O Designation with variables	1				
	Map ID:					
	Map X:					
	Map Y: ····					
	OK Cancel					

*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".

Graphic	Au	Autonomous Movement		
	ту	/pe:	Fixed 👻	
***			Move Route	
	S	peed:	3: x2 Slower 🔻	
	Fr	eq:	3: Normal 🔻	
Options		Priorit	y	
✓ Walking Anim.		Same	Same as Characters 🛛 👻	
📃 Stepping Anim.				
Direction Fix Through		Trigge	r	
		Actio	n Button 👻	

*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.

Show Text			? ×
Face Graphic:	Text:	~	Ψ
	I'll lend you my ship! It's waiting just outside the v	illage.	
	Background:	Position:	
	Normal Window 👻	Bottom 👻	Preview
Batch Entry		ОК	Cancel

*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.

New Event - ID:007		
Name: EV007	New Event Page Eve	Copy ant Page Event Page Delete Event Page Clear Event Page
1 2	3	
Conditions		List of Event Commands:
Switch	0003:Get the Boat is ON	@>Text: -, -, Normal, Bottom
Switch	is ON	@>
🗖 Variable	is	
	¢ or above	
Self Switch	▼ is ON	
🗖 Item	▼ exists	
Actor	▼ exists	
Graphic	Autonomous Movement	
	Type: Fixed -	
	Hove Route	
	Speed: 3: x2 Slower -	
	Freq: 3: Normal 👻	
Options	Priority	
Walking Anim	Same as Characters 👻	
Direction Fix	Trigger	
Through	Action Button -	
		· · · · · · · · · · · · · · · · · · ·
		OK Cancel Apply

*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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