

Pixel Game Engine

Welcome to the Pixel Game Engine. User Manual where you can find the information you need, you can quickly index with the bookmark feature or skip to the corresponding chapter with the link below. Hopefully, this content will help you solve your problem.

- I. [Basic Settings](#)
- II. [Resouces](#)
- III. [Animations](#)
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- V. [Maps](#)
- VI. [Characters](#)
- VII. [Events](#)
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Before you get to the details, here is the basic process for creating a PGE project:

- Step 1: Create a new project
- Step 2: Enter the project name and select the material package (animation, music, DLC content, etc.) for the new project
- The third step is to set the basic setting of the project, including basic parameters, UI, variables, etc
- Step 4: Add a custom material
- Step 5: Edit the game content (character animation, character editing, event editing, etc.)
- Step 6: Edit the game map and arrange the game content in the corresponding position of the map
- Step 7: Debug the game
- Step 8 Setup localization
- Step 9: Pack the game file

So far, the basic process of a PGE project is over.

Pixel Game Engine Dedicated to creating a no-programming, visual, simple and fast game development environment. Please keep the program updated to the latest version to get the latest features and game kernel.

I . Basic Settings



1. Project Infomation

It is the first interface every time you enter a project, where you can set the basic information of the project, or here you can generate a package file.

Project name
ad

Game Title
Tutorial 1

Game Mode
Auto Battle

Author
Pixel Mon

Version
0.01

Project Management

Project Export

Create Game Package(X86)

1.1 Project name

The project name has been generated when the project was created and cannot be changed after the creation.

1.2 Game Title

Enter the game name, which is also the program name when the game runs

1.3 Game Mode

There are six options, including the following:



When switching between different game modes, the default game mode of the game run will be changed, and the corresponding setting options will appear in the parameter Settings. As for the detailed mode differences, please refer to the core of the game.

1.4 Author

Project author name.

1.5 Version

Current project version number

1.6 Project Export

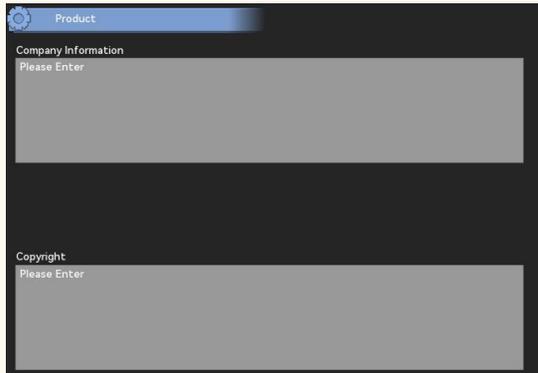
Export the items to a specific format for transport management. The same project file can be imported within the PixelGameEngine software on different platforms.

Note: Different versions of project files and IDE may have compatibility issues.

1.7 Create Game Package

Package the project into applications for the corresponding platform that can run.

1.8 Product



Editorial company (producer) information and related copyright information

2. Game Setting

Here, the main game parameters of the project are set, which includes the major gameplay of the game. Different Settings can determine changing the gameplay of the game. It is recommended to set according to the game content requirements, and turn off non-essential game functions to simplify the game functions.

[2.1 Battle Free Settings](#)

[2.2 Battle Settings](#)

[2.3 Level and Experience](#)

[2.4 Time and Day Night System](#)

[2.5 Inventory](#)

[2.6 Saving Method](#)

2.1 Battle Free Settings



◆ Team Size

The maximum number of teams determines the maximum number of teams in the game. Characters exceeding the maximum number of teams cannot join the team directly, so new characters can be added by replacing the players.

The current maximum maximum: 4

◆ Team Member Follow Player

When turned on, the teammates will always follow behind the player's main characters. When not on, the teammates will hide until the event begins or a battle occurs.

◆ Enable Jumping

The character will not jump through the button.

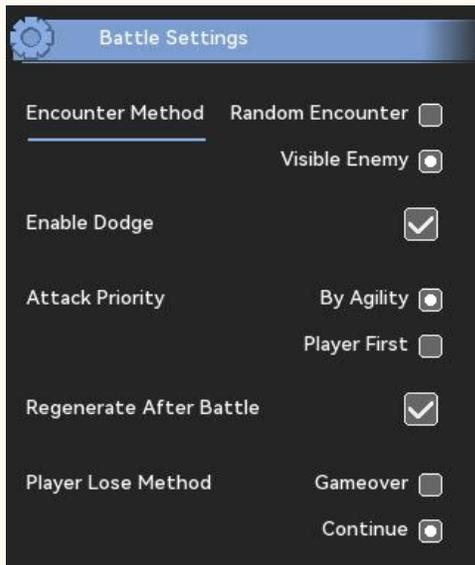
◆ Enable Inertia

After opening the inertial jump, the character will not be able to change direction while in the air.

◆ Enable Rest Regenerate

Use the hotel to restore the team status and remove the negative effects.

2.2 Battle Settings



◆ Encounter Method

For random enemies set in the map, if the enemy is visible, the enemy will appear in the screen, such as choosing to step on a mine, and randomly encounter the enemy group when moving.

Note: This option does not change the probability of an enemy appearing.

◆ Enable Dodge

When closed, all characters will not trigger the dodge.

◆ Attack Priority

Set the character attack order when the game mode is RPG and SRPG type. According to agility, the attack order will be set according to the agility of all the characters of the enemy, with high agility will attack first.

If the player is preferred, we will attack over the enemy, and the order of attack is determined by agility.

◆ Regenerate After Battle

When on, the character status will return to the highest status after each battle.

◆ Player Lose Method

When the character dies, the player can recover at the checkpoint; if there is no protection, the game

ends

◆ **SRPG Mode**

Optional traditional (mobile + action) or AP mode

◆ **Type of Movement of SRPG**

Live Move: The character will always follow the cursor movement.

Move after selecting the position: The Character will move from the original position to the target position once after the cursor position is determined.

2.3 Level and Experience



◆ **Enable Levels**

This option determines whether the player can accumulate experience points through combat.

◆ **Maximum Level**

Upper ceiling, 1-255.

◆ **Basic EXP**

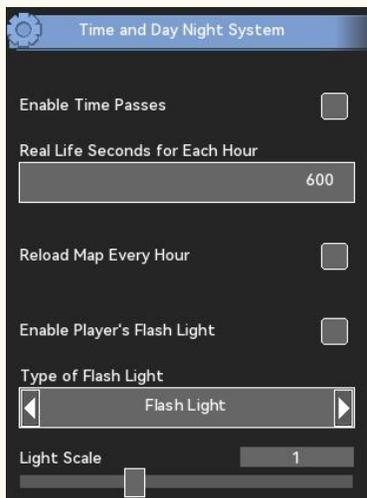
The initial empirical value base. That is, the experience value needed to rise to the next level at the level of 1. The higher this value, the more empirical values are required for upgrading.

◆ **EXP Ratio**

The empirical value growth index required for each level. The larger the index, the more empirical values are required to upgrade.

2.4 Time and Day Night System

The time versus day and night system can be used in games that often require day and night switching, or in games with high degrees of freedom. The default night time is from 20 pm to 6:00, and the brightness and color of the game screen will change depending on each hour. The system uses the built-in light and shader system of the engine, which will not significantly increase the amount of the system.



◆ Enable Time Passes

When it is turned on, the time automatically passes in the game.

◆ Real Life Seconds for Each Hour

After the dynamic time is enabled, the real world time required for each hour in the game is in seconds.

◆ Reload Map Every Hour

Whenever the game time reaches the hour, automatically refresh the game map. This feature can be used for more complex games containing a large number of occurrence / destruction conditions.

◆ Enable Player's Flash Light

When enabled, players can manually turn on the flashlight whenever the game time reaches 20 to 6. The flashlight shortcut keys can be modified in the key bit settings.

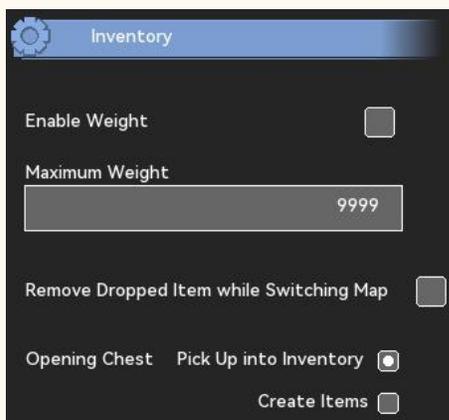
◆ Type of Flash Light

The type of light source on the player's character after the player's flashlight is activated.

◆ Light Scale

The size of the light source on the player's character.(Maximum 3)

2.5 Inventory



◆ Enable Weight

When enabled, the weight will be calculated based on the weight of the new item.

◆ Maximum Weight

The maximum is 9999, no new items beyond the maximum load, new items will fall on the ground.

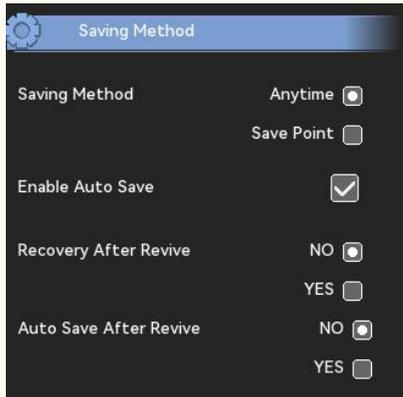
◆ Remove Dropped Item while Switching Map

When enabled, the map cache will not save the newly generated items left on the ground.

◆ Opening Chest

When choosing to put the backpack, a dialog box will pop up to prompt the item, and the new item will be automatically stored in the backpack. When you choose to create items, the items will drop on the ground.

2.6 Saving Method



◆ Save Method

If you choose to archive at any time, you can archive at any time in the game menu-system
 If you select the archive point, you need to set the archive point on the map, only when the Character interacts with the archive point

◆ Auto Save

If selected, it is automatically archived after completing important events

◆ Recovery After Revive

If the player fails to protect the death at the checkpoint

◆ Auto Save After Revive

2.7 General Settings (Platform, Arcade)

◆ Lives

The number of lives provided by an opportunity will reduce the number of lives when it goes to zero.
 The game ends when the number of lives is zero.

◆ Controllable Jump Height

After opening, the player character can hold down the length of time to achieve the purpose of small jump, big jump. Start falling when the player releases the jump button or the jump height reaches its maximum.

◆ Respawn Method

Select Current Position to revive in the Death position. Select "Relay point", it will be revived from the previous relay point or starting level.

◆ Invincible Timer(Sec)

Protection time in resurrection or appearance, in units (seconds).

◆ Enable Count Down Timer

When the countdown starts, when the countdown is back to zero, the player character is forced to die.

◆ Countdown (Sec)

Initial countdown for the number of seconds.

◆ Bonus Timer(Sec)

In arcade mode, the time of reward for defeating the enemy group is increased to the countdown.

◆ Enable Score

In the arcade mode, the game score for each player is displayed.

◆ Continues

The number of times the games can be continued. The game ends when the number of opportunities and lives is zero.

◆ Enable Two Players

When enabled, in arcade mode, player 2 can join the game by pressing key coins.

◆ Enable Coin Insert

When opened, unlimited coins can be cast.

 **3. Initial Setting**

Initialization is important for the game, it determines the state of the game. Here you can set the player's initial character, initial map and events. It should be noted that these settings are not mandatory. The producer can choose the initialization elements based on the story setting in the game.

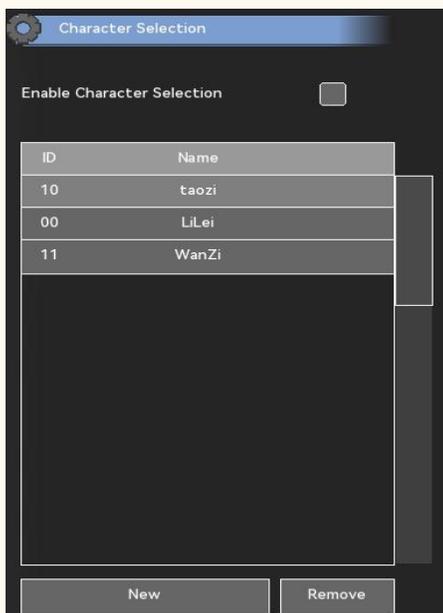
Initialization content includes:

[3.1 Character Selection](#)

[3.2 Starting Map](#)

[3.3 Game Image](#)

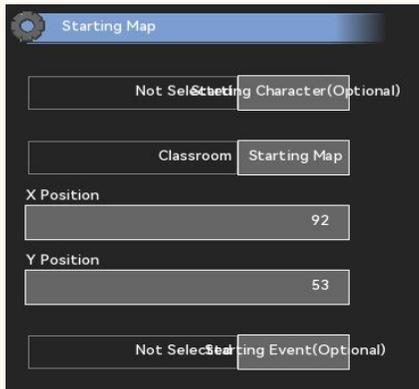
3.1 Character Selection



◆ Enable Character Selection

Free can remove can removed removed

3.2 Starting Map



◆ Starting Character

The characters in the character library are selected to generate on the corresponding coordinates of the initial map.

Note that this feature is turned off if character picking is enabled.

◆ Starting Map

Select a map from the map library as the initial game scene.

◆ Starting position

When the initial map scene is generated, the lens and the location of the initial character.

◆ Starting Event

Events performed immediately, when the initial map scene is generated.

3.3 Game Image

The start screen is composed of up to two static pictures. If you choose the beginning animation, the beginning animation will be loaded after the start screen ends. When the beginning animation ends, the main menu interface will be entered.

The main menu and other UI interfaces can be modified in the custom UI interface.



◆ Skip Start Up

The background picture when the game is loaded, which will automatically add the fade-in and fade effect.

◆ Start Up Movie

Select the movie resource in the repository and play after the startup screen ends. The animation can be skipped over.

📖 4. Variables

Global variables are mainly divided into preset variables and custom variables. Preset variables include money, and moral prestige. Custom variables can be freely named and set the initial values.

[4.1 Variables](#)

[4.2 Variable](#)

4.1 Global Variables



◆ Starting Money

The main global variable kept by the system, the player can view the money value through the menu. The method of view money in the text is "\$money".

◆ Starting Moral

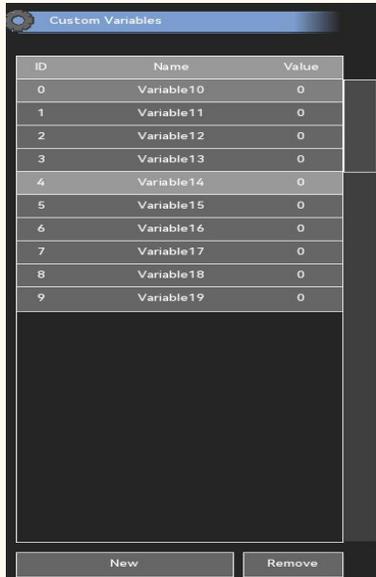
This variable is not essential, has no actual impact on the game content, and can also be used as a substitute for the global variable kept by the system. The producer can choose to use or not to use the variable. The method of calling a viewing morality in the text is "\$moral".

◆ Starting Fame

Ditto, it can also be complementary to the global variables kept by the system. The method in the text is "\$ame".

4.2 Custom Variables

The custom variable has ID, name and value, where ID and value are the most important. The producer can set a certain number of variables to use as needed. The main way to change a variable is to run the event to calculate, check, and modify the variable. If you need to view the value of a variable in the game, you can insert "\$" + "ID" in the dialogue and text information center to reference the variable value of the corresponding ID. For example, to view the first variable, you can add "\$1" to the text content to reference the value of the variable.



The screenshot shows a window titled "Custom Variables" with a table containing 10 rows of variables. Each row has an ID, a Name, and a Value. The values are all 0. Below the table are two buttons: "New" and "Remove".

ID	Name	Value
0	Variable10	0
1	Variable11	0
2	Variable12	0
3	Variable13	0
4	Variable14	0
5	Variable15	0
6	Variable16	0
7	Variable17	0
8	Variable18	0
9	Variable19	0

◆ **Number**

The current sorting number of the variable.

Note that when the pre-existing variable is removed, the subsequent variables will automatically fill the vacancy number. If the game content already heavily references the custom variable values, try to retain the current variable structure.

◆ **Name**

The name of the current variable, which is not displayed in the game.

◆ **Value**

Values for the current variable, ranging from -99999999 to 99999999.

5. Custom Properties

Character attributes as the most frequent and complex numerical interaction variables in the game, each attribute variable has a unique meaning and function. Similar to global variables, character attribute variables are also divided into basic attributes of system custody and custom attributes. The following content will explain the function and interaction formula of each variable.

5.1 Attribute Management

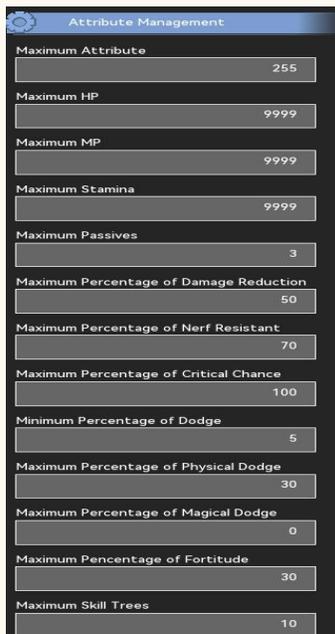
5.2 Basic Attributes

5.3 Character Custom Attribute

5.4 Equipments

5.1 Attribute Management

This column is mainly used to set the upper limit of the attribute value.



Attribute Management	
Maximum Attribute	255
Maximum HP	9999
Maximum MP	9999
Maximum Stamina	9999
Maximum Passives	3
Maximum Percentage of Damage Reduction	50
Maximum Percentage of Nerf Resistant	70
Maximum Percentage of Critical Chance	100
Minimum Percentage of Dodge	5
Maximum Percentage of Physical Dodge	30
Maximum Percentage of Magical Dodge	0
Maximum Percentage of Fortitude	30
Maximum Skill Trees	10

◆ Attributes Limit

Base attributes as well as the upper limit of the custom attributes. A character cannot exceed the upper limit by upgrading or adding an attribute, but it can be exceeded by temporary attribute adding or equipment.(Max. 999)

◆ Maximum HP

The character health cap, which also determines the vitality base obtained for each level.(Max. 9999)

◆ Maximum MP

The upper limit of Character mana, which also determines the base of mana obtained by each level.(Max. 9999)

◆ Maximum Stamina

The character strength limit, which also determines the strength base of each level.(Max. 9999)

◆ Maximum Passives

This value determines the upper number of passive skills that each character can carry. The exact number of skills that each Character can carry can be modified in Character editing.(Maximum 3)

◆ Maximum Percentage of Damage Reduction

This value determines the proportion of a character losing injury during defense.* (1-%) (1-99)

◆ Maximum Percentage of Nerf Resistant

Resistance reduces the time to suffer to an abnormal state without exceeding this set point. (0-100)

◆ Maximum Percentage of Critical Chance

Overcritical of critical limit. (0-100)

◆ Minimum Percentage of Dodge

By default, the character can dodge the value, even if the actual dodge chance is less than the value. (0-30)

◆ Maximum Percentage of Physical Dodge

The maximum physical damage dodge probability that a character can have, even if the character is greater than that value (0-100)

◆ Maximum Percentage of Magical Dodge

The maximum magic damage dodge chance a character can have, even if the actual is greater than that number (0-100)

◆ Maximum Percentage of Fortitude

The chance of starting a passive skill as an "unyielding" player. (0-100)

◆ Maximum Skill Trees

The maximum number of skill trees that a character can have. (1-10)

5.2 Basic Attributes

The name this column uses to edit basic attribute values. Once the name changes, the corresponding name is also displayed in the game. It should be noted that after the name is modified, if it needs to be localized, it can be found and translated through multilingual management-read system text and translated into other languages.



◆ Health Point

The most basic attribute of the character, the value is zero and the character is dead.

◆ Stamina

One of the active attributes of a Character that can be used as a consumption variable for releasing skills. The automatic response for this attribute is a percentage / second.

◆ Mana Point

One of the active attributes of a Character that can be used as a consumption variable for releasing skills. The automatic response for this attribute is the fixed points / s.

◆ Ultimate

One of the active attributes of a Character that can be used as a consumption variable for releasing skills. The attribute defaults to 0, which either hits an enemy character or receives an enemy character attack. The upper limit is set at 100.

◆ Strength

This property can be used as the primary harm calculation parameter. Physical attacks are

recommended.

◆ **Agility**

This attribute determines the order of action of the character in the turn-based system and the rate against damage.

◆ **Intelligent**

This property can be used as the primary harm calculation parameter. Magic attacks are recommended.

◆ **Vitality**

This attribute associates physical defense with health value growth. Each point can increase by $0.5 * (\text{upper health} / \text{upper Character attribute})$

◆ **Endurance**

This attribute correlates abnormal state resistance with physical strength growth. Each point can be increased by $0.5 * (\text{physical strength cap} / \text{character attribute cap})$

◆ **Mind**

This attribute is associated with magic defense and mana value growth. Each point can be raised by $0.5 * (\text{upper mana} / \text{upper character attribute cap})$

◆ **Weapon**

This property can be used as the primary harm calculation parameter. Recommended device attacks.

◆ **Stealth**

Raising this attribute extends the time it being found in the enemy's sight.

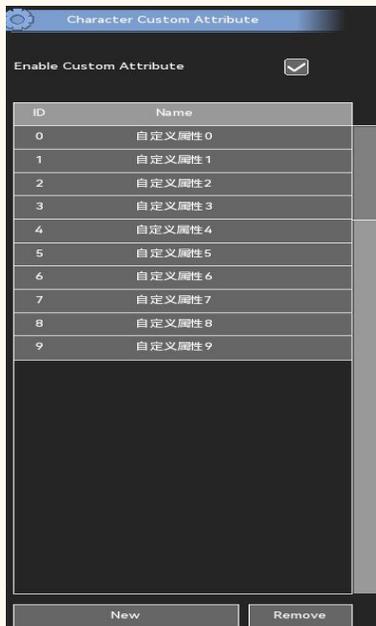
◆ **Luck**

This attribute is associated with critical t odds and magic attack avoidance rate.

5.3 Character Custom Attribute

When the basic attributes cannot meet the in-game attribute requirements, the character attribute variable can be expanded by adding custom attributes. This column can add or remove the custom attributes, and change the name to the custom attributes. Custom attribute values for each character can be assigned in the character Edit-Advanced attribute.

It should be noted that after the name is modified, if it needs to be localized, it can be found and translated through multilingual management-read system text and translated into other languages.



◆ Enable Custom Attribute

Custom properties take effect when enabled.

◆ Number

The number of the custom attribute in the system.

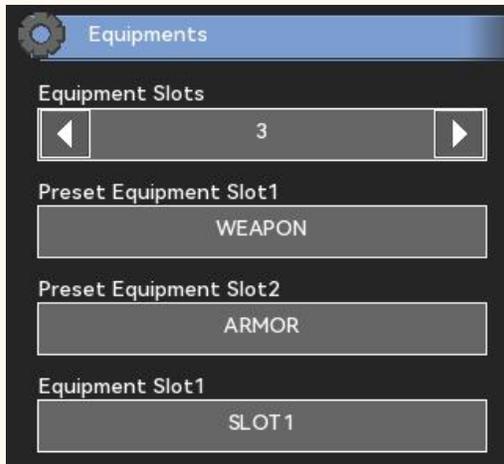
5.4 Equipments

This column controls the maximum number of equipment for a character. Preset a minimum of two equipment bars.

The initial equipment value for each character can be assigned in the character Edit-Initial equipment.

The equipment position of the items can be set in the item edit-equipment position.

It should be noted that after the name is modified, if it needs to be localized, it can be found and translated through multilingual management-read system text and translated into other languages.



◆ Equipment Slots

You can choose 2-10 equipment bars, consisting of two preset equipment bars and 8 custom equipment bars.

◆ Preset Equipment Slot

The default consists of weapons and armor, but is not limited to those two.

◆ Equipment Slot

Equipment field that can be set to any name.

6. Graphic

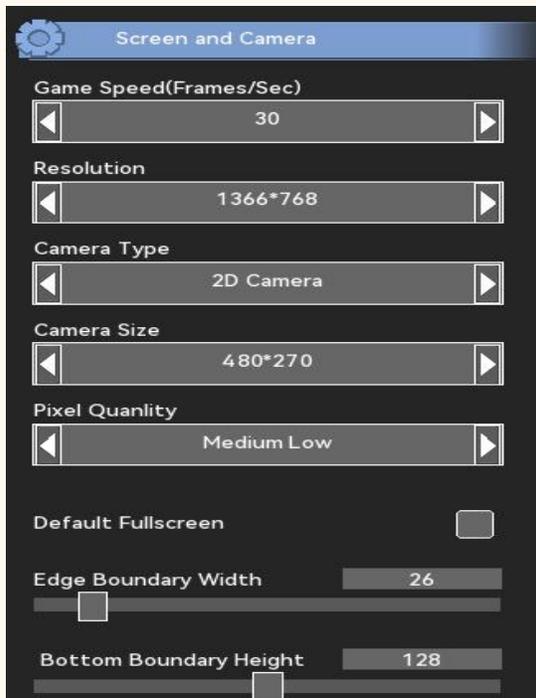
This unit mainly sets the initial image Settings of the game, and some of the image Settings can also be set in the game. Too high image settings may cause the system to run slower. Vertical synchronization is turned on in the game by default.

[6.1 Screen and Camera](#)

[6.2 Light and Shadow](#)

[6.3 Animation Settings](#)

[6.4 Other Graphic Settings](#)



6.1 Screen and Camera

The window and lens mainly control the style of the default window and the default lens. The game speed and resolution can be modified manually in the game, the lens type and size can be changed through events, and other Settings cannot be changed after the game runs. It should be noted that because the game is on by default, the game speed slows down when the speed exceeds the screen refresh rate.

◆ Game Speed

Game refresh rate, or FPS. It is recommended to set the game speed to 30 frames or 60 frames / second, and the player increases the refresh rate during the game. The setting method is to adjust the refresh rate in the setting of the main menu.

◆ Resolution

The game uses the default resolution, this option increases the GPU occupancy, and can be adjusted appropriately high when the font or the game screen feels blurred. This option can also be changed manually in the game via the setting menu.

◆ Camera Type (2D/3D)

Two main lens modes. This option does not significantly change the GPU burden, and users can decide on the game performance.

◆ Camera Size

The resolution of the main shots in the game can be adjusted when the character is too large or the character is too small. In the game, you can size the shot through the event edit-shot settings.

◆ Pixel Quantity

This option can adjust the quality of the pixels in the game screen, but does not affect the UI and text quality. The adjustment option is mainly used for the style display, and has no effect on the speed of the game.

◆ Default Fullscreen

When enabled, the first run will run in full-screen mode.

◆ Edge Boundary

The lens reserves an edge blank in the horizontal axis and the lower vertical axis in pixels. If the game is used on mobile devices, it is recommended to increase the edge thickness to prevent the game screen from tapping the virtual buttons on the screen.

6.2 Light and Shadow



◆ Light and Shadow Mode (Basic ,Advanced)

You can choose between low quality or high quality light and shadow effects. This option increases the GPU load.

◆ Enable Mouse Light

When enabled, a circular aperture is formed in the mouse position to illuminate the surrounding map.

◆ Enable Human and Object Light

When this option is enabled, the character and the objects that can interact with the character emit a low-light aperture after dark to prompt the player. The aperture is superimposed with the individual light and shadow effects of the object.

6.3 Animation Settings

When the game needs to improve the character expression, it can be adjusted with the setting



◆ Animation Speed

The default is 12 frames / second, and the larger this value, the more frames the character animation plays per second. It is important to note that adjusting this option may cause the animation to play too fast or too slowly, and this problem can be solved by adding the animation frames, but it may add additional work.

◆ Enable Blood

When on, the character creates a color splash at the damage position when damaged.

◆ Enable Injury Animations

When on, characters are standing and moving when their health is below 30%. This option is turned on by default.

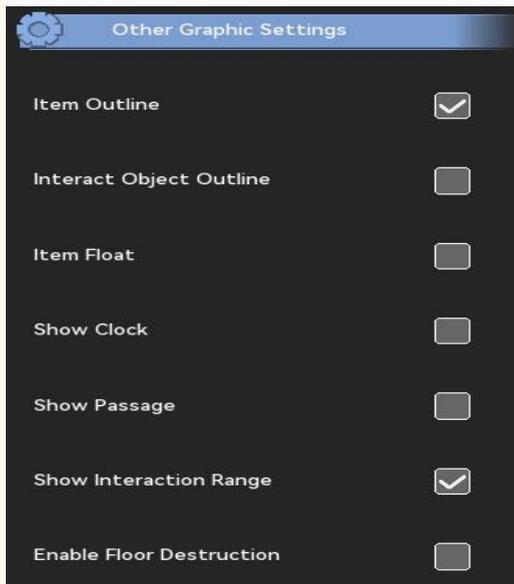
◆ Enhance the Sense of Impact

When on, the character has a brief tremor effect when taking damage to enhance the visual effect.

◆ Hit Flash

When on, the character flashes the corresponding color when it is damaged to enhance the visual effect.

6.4 Other Graphic Settings



◆ Item Outline

When enabled, the item position displays an aperture for the player to lock on the item position.

◆ Interact Object Outline

When enabled, a stroke will appear around the interactive objects to prompt the player to interact.

◆ Item Float

When enabled, the item will float up and down in its own position for the player to lock the item position.

◆ Show Passage

When enabled, the corresponding direction arrow appears in the channel position to prompt entry.

◆ Show Interaction Range

When enabled, a yellow flicker area appears on the ground for prompt interaction.

◆ Enable Floor Destruction

When enabled, when the attack is determined to sink to the ground, it will leave a corresponding crack on the ground.

7. Sound Settings

When the game needs to improve the character expression, it can be adjusted with the setting below.

[7.1 Sound Settings](#)

[7.2 System Music&Sound](#)

[7.3 Battle Music](#)

7.1 Sound Settings



◆ Enable SFX

The stereo mode is enabled, and the sound effect played in the game introduces the coordinates.

◆ Music Volume

Default background music volume, which can be adjusted in the game.

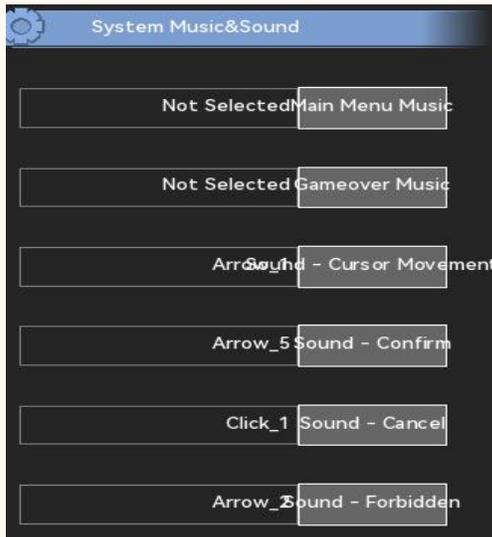
◆ Sound Volume

Default sound volume, which can be adjusted in the game.

◆ Dialogue Volume

The default dialogue voice volume, which can be adjusted in the game.

7.2 System Music&Sound



◆ Main Menu Music

The concert is played after playing the opening animation and enters the main menu of the game.

◆ Gameover Music

The concert was played at the definite end of the game.

◆ Sound - Cursor Movement

The sound effect played when the cursor moves in the menu.

◆ Sound - Confirm

Sound effects played when pressing the confirmation key in the menu and entering the lower menu.

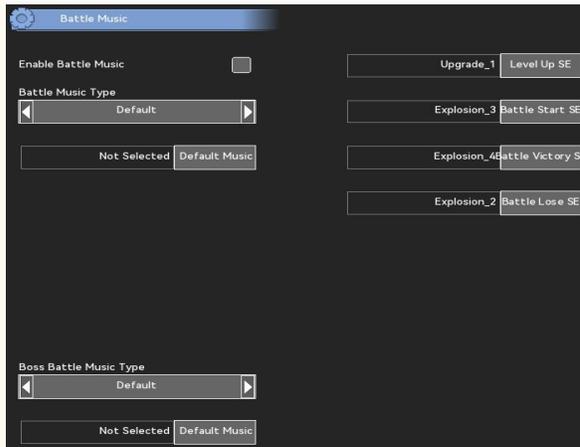
◆ Sound - Cancel

The sound played in the menu.

◆ Sound - Forbidden

Press the confirmation button in the menu to enter the sound played of the lower menu.

7.3 Battle Music



◆ Enable Battle Music

In turn-based and automatic combat modes, open this option to switch background music to combat music as the battle enters. Other game modes are turned off by default.

◆ Battle Music Type

Fixed combat music or randomly selected from several combat music.

◆ Boss Battle Music Type

You can choose a fixed Boss war music or randomly selected from several Boss war music.

◆ Level Up SE

The sound effect played when the game character is upgraded.

◆ Battle Start SE

Sound effects at the beginning of the battle in turn-based and automatic combat modes.

◆ Battle Victory SE

Sound effects in turn-based and automatic battle modes.

◆ Battle Lose SE

Sound effects in turn-based and automatic battle modes.

8. Dialogue

This section is used to set up conversations, system information and dialogue text in the game. There are two main forms of writing in the game, namely, the usual mode and the theater mode. In the usual mode, game text uses three dialog boxes, message box and bubble text to represent text. In theater mode, the dialog boxes and information boxes will be cancelled and replaced by subtitle information. This option is not switched within the game. The settings can be referred to in detail:

[8.1Text Settings](#)

[8.2Dialogue Settings](#)

[8.3Messages Settings](#)

[8.4Speech Bubble Settings](#)

8.1 Text Settings



◆ Message Showing Method

You can choose, usually mode (dialog box + message box + bubble text), or theater mode (subtitles + bubble text).

◆ Text Color

In-game dialogue, system information, and the color of the bubble text.

8.2 Dialogue Settings

This area option is for Normal Mode only.



◆ Dialogue Window Color

Select a picture in the preset picture as the dialog box. And you can color it.

◆ Dialogue Box Type

You can choose to stretch or to be centered. Select the stretch dialog to screen width, and the center dialog appears in the middle of the screen.

◆ Dialogue Window Transparency

If the dialog window is not required, you can adjust the transparency to 0. (0-1)

◆ Dialogue skip speed

Fast-forward speed of the conversation when holding down the confirmation button in the conversation. (0.5-10)

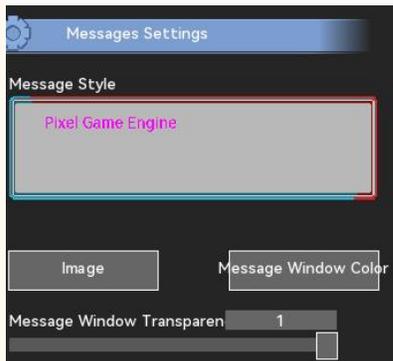
◆ Dialogue Box Move In/Out

The dialog box turns on or off and off. When the effect is turned on, it increases the overall conversation time.

◆ Size of Character

This option controls the size of the drawing in the screen. The larger the value, the higher the proportion of the screen. (1-4)

8.3 Messages Settings



◆ Message Style

Select a picture in the preset picture as the information box. And you can color it.

◆ Message Window Transparency

If the information window is not required, you can adjust the transparency to 0. (0-1)

8.4 Speech Bubble Settings



◆ Bubble Style

Select a picture as the bubble frame in the preset bubble frame picture. And you can color it.

9. UI

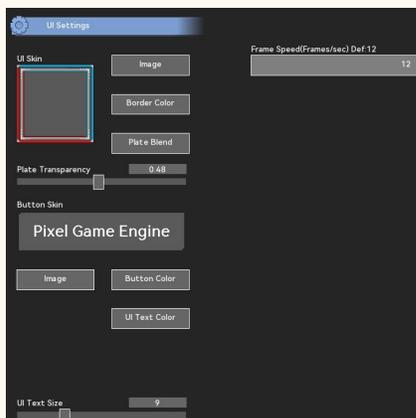
Set up the in-game base UI here. Menu, buttons and so on in the game will greatly use the content of the area. UI skin and button skin built-in set of corresponding UI elements.

[9.1 UI Settings](#)

[9.2 Character UI](#)

[9.3 Battle UI](#)

9.1 UI Settings



◆ UI Skin

Choose a set of style skin as the main UI skin, and you can color it.

◆ Plate Blend

Color of the inner floor of the UI border.

◆ Plate Transparency

Transparency of the floor inside the UI border.

◆ Button Color

Choose a set of style skin as the button skin, and you can color it.

◆ UI Text

It can be used to change the text color and size of the UI.

◆ Frame Speed

UI dynamic picture playback speed.(Default: 12 frames / s)

9.2 Character UI



◆ Player Healthbar

When our life bar is displayed, our life bar is displayed.(Only life bar / life bar plus value / life bar plus value and maximum value / not displayed)

Note that with all the attribute bars partially displayed, the system prefers the life bar plus value option.

◆ Enemy Healthbar

When the enemy life bar is displayed, the enemy life bar is displayed.(Only life bar / life bar plus value / life bar plus value and maximum value / not displayed)

◆ Healthbar Skin

Choose the picture as the color of both sides, you can change the color

◆ Manabar Skin

Choose the picture as the law of both sides, you can change the color

◆ Staminabar Skin

Choose the picture as the two sides of the physical strength bar, you can change the color

◆ Ultimatebar Skin

Choose the picture as the enemy and I must kill skills, you can change the color

9.3 Battle UI



◆ Player Side Color

The UI color of the player camp.

◆ Enemy Side Color

The UI colors of the enemy camp.

◆ Value of Damage

When enabled, both sides will show the damage number when they are hurt.

◆ Damage Showing

When selecting segment damage, a separate number will jump out for each segment determination damage. After selecting the combined display, combine all the injuries to the combined display after hitting the combined segments.

◆ Showing of Combo

When enabled, the number of combis displayed when the segment exceeds 2. The UI is updated with each combthereafter.

◆ Target Indicator

In Character-play mode, select the pointer style for the target.

◆ Show name when using a skill

When enabled, in Character playing and battle modes, the skill name bubble box pop up when the character uses the skill.

◆ Show name when using an item

When enabled, in Character playing and battle chess mode, the item name bubble box pop up when the character uses the item.

10. UI Layout

In addition to the basic UI in the game, the producer can make the advanced UI here. Here you can place pictures, text, buttons, etc. The stom contains nine layouts, including the UI of the main menu interface and other interfaces, which can also be unified here. The default game layout is the default. If you want to change other layouts, you can choose to change the UI layout in the Event Edit-system.

Details can refer to:

[10.1 UI Layout](#)

[10.2 UI Element](#)

10.1 UI Layout

The layout is divided into five categories, including the main menu, character selection, the end of the game is the menu layout, and the other layouts are the game layout. The game layout can be

◆ Main Menu

The main menu layout appears along with the main menu after entering the game and playing the opening animation.

You can add elements: background pictures, pictures, link buttons, and text

◆ Character Selection

Character Selection Layout appears when after the Character Selection function is enabled, the character selection menu appears when entering the game menu and selecting the new game.

You can add elements: background pictures, pictures, link buttons, text, and variables

◆ **Game Over**

When the game is over, it appears as the game end menu appears.

You can add elements: background pictures, pictures, link buttons, text, and variables

◆ **Default In-Game Layout**

When the game enters the player operation screen, it appears by default. It temporarily disappears when the game enters the event.

Add elements: background picture, picture, link button, text, variable, time button, menu button, character UI module, small map, clock.

◆ **In-Game Layout**

The game switches the custom game layout through event execution, and if the player files at this time, the layout is read when the player reads the file. It temporarily disappears when the game enters the event.

Add elements: background picture, picture, link button, text, variables, event button, menu button, Character UI module, small map, clock.

10.2 UI Element

The UI elements consisted of each module, and each module was presented independently. It should be noted that modules are added in order, and newly added elements are always displayed at the top. The current UI element is removed after switching the layout and reloaded in the new layout.

It should be noted that the parts of the UI element that need to click and interact are all done by the mouse / touch, and cannot be completed with the keyboard or gamepad.

◆ **Background Image**

The background picture is stretched to the full screen by default, and select an image from the image resource as the background picture.

◆ **Image**

Similar to the background picture, but it doesn't stretch out to the full screen.

◆ **Button(URL)**

The link button can open a web page by clicking the actual range of the button or open a local connection. The button range is the coordinate position, horizontal width and vertical height. This button can add a text title or select the image from the image resource as the button background. If

destroy on trigger is enabled, the button can only be used once.

◆ **Text**

Add the text content and set the text size. The width of the element determines the text line width.

◆ **Variable**

Select a variable to display its current value.

◆ **Button(Event)**

The event button can run the event by clicking on the actual range of the button. The button range is the coordinate position, horizontal width and vertical height. This button can add a text title or select the image from the image resource as the button background. If destroy on trigger is enabled, the button can only be used once.

It is not recommended to button the events that have a serious impact on the story.

◆ **Menu Button**

The player can enter the menu interface by clicking on the actual range of the menu button. The button uses the default menu button picture, and you can also replace the image by selecting the image resource. The first frame of the picture is the idle style, and the second frame is the style when the mouse enters.

◆ **Character UI**

The Character UI module displays the avatar and level of a team member, and you can also display other status bars by enabling the Basic Properties option. If you only want to show the life bar, you can enable both Basic Properties and Life Only Bar. If you allow the skill cooling icon to appear below the character avatar, turn on the Skill cooling icon.

◆ **Mini Map**

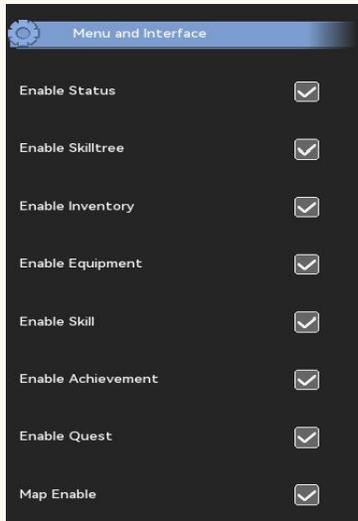
The module displays the small map on the screen. If you enable Show Landmarks or Whether, the landmark name of the current map is displayed below the minimap.

◆ **Clock**

This module displays the current game time.

11. Menu Image

The menu is entered when the player presses the menu button, or presses the menu button in the custom UI. Display the secondary menu buttons according on the number of menus enabled. Some menus can be enabled or closed depending on the game.



◆ Enable Status

The Character status interface displays the team members' attributes, capabilities, current equipment, and Character background information. Closing this menu cannot add the capability value by upgrade.

◆ Enable Skill

Players learn the preset skills through the skill tree interface, but if they close this menu, they cannot learn the skills through the skill tree. If you want to add skills to your Character after closing this menu, you can add skills to your Character by event editing-adjusting skill changes in attributes.

◆ Enable Inventory

The prop interface can view all the props, and conduct the props use, equipment, discard and other operations. If the game does not need to manage items through the item menu, you can close the menu.

◆ Enable Equipment

The equipment interface can change the equipment for the team characters. If the game only uses the item interface as the main interface for item management and item equipment, you can close the menu.

◆ Enable Skill

The skill interface can view all skills and enter the skill tree interface. It can also manually release skills, equip passive skills and set shortcuts to skills.

◆ Enable Achievement

Displays the currently achieved achievement, which can be closed if the game does not use the achievements.

◆ Enable Quest

The mission screen displays the current main task and the received / completed side missions. This interface can not do any action on the task, but only to view the task information.

◆ Map Enable

The map interface allows the location of the current scene in the large map. If fast travel is enabled in the map settings, you can select arrived scenes for fast travel on this interface.

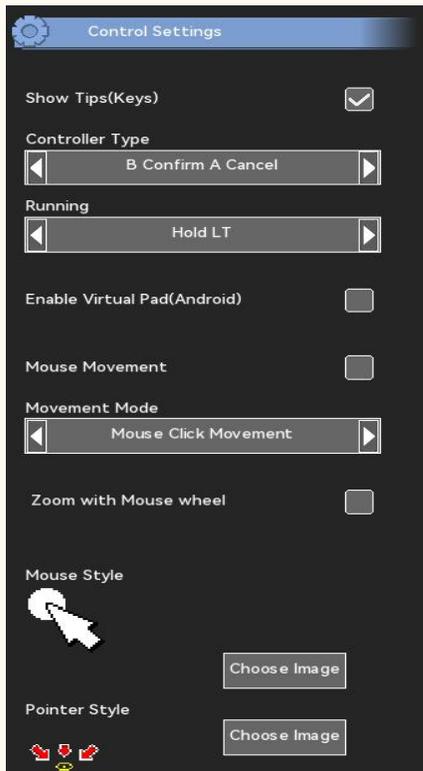
12. Control Settings

This area can set the key input and operation method in the game.

12.1 Control Settings

12.2 Player Keyboard Mapping

12.1 Control Settings



◆ Show Tips(Keys)

When enabled, display the keys and corresponding functions on menus, dialog boxes and other key-pressing occasions.

◆ Controller Type

You can select the key format of the controller. Gamepad keys are in the standard XBOX gamepad key format.

◆ Running

Character running operation mode 1: hold down the handle LT key or the corresponding keyboard key + direction key. Run aborts when releasing one of the keys.

Character running operation mode 2: quick double-click and hold down the direction key. Release the direction key and stop the run

◆ Enable Virtual Pad(Android)

Display the virtual buttons on the mobile end. The virtual key is automatically hidden during an event or conversation.

Note: To make the virtual buttons more suitable for use on mobile devices, the arrangement layout is not strictly according to the handle layout. Under the virtual button, manually set the menu button in

the custom UI layout. Otherwise, you may not be able to enter the menu.

◆ **Mouse Movement**

When enabled, players can move a character through a mouse, or through a touch on a mobile device.

◆ **Movement Mode**

When mouse control movement is enabled, you can change the Character movement mode in two ways.

Mouse click move: The player can move the player character by clicking the screen position or clicking the touch position on the mobile device. When the position is clicked near the edge of the screen, the player character runs, while the player character walks.

Mouse drag and drop: The player can move the character to the target by pressing the left button or on the mobile device by pressing the touch position. When the position is clicked near the edge of the screen, the player character runs, while the player character walks. When the player releases the left mouse button or releases the touch position, the character stops walking.

◆ **Zoom with Mouse wheel**

When mouse control movement is enabled, enabling this option will allow you to size the lens by sliding the mouse wheel.

◆ **Mouse Style**

Style of the mouse in the screen when the mouse control movement is enabled.

◆ **Pointer Style**

Destination pattern displayed at the game coordinate position corresponding to the mouse after mouse control movement is enabled.

12.2 Player Keyboard Mapping

The game of the controller button layout is fixed, and the engine automatically assigns the handle number according to the order of the access. The engine allows a maximum of two players to play simultaneously. If the player has the same screen, you can also use the keyboard or gamepad + keyboard mode to play the game.

Here, you can set the keyboard keys corresponding to the gamepad keys. In addition to confirm / cancel keys, set separate keys for each key bit as much as possible.

L-Stick Up(Move Up) UP	R-Stick Up(View Up) i	Start(Menu) ENTER
L-Stick Down(Move Down) DOWN	R-Stick Down(View Down) k	Select(Pause/Coin) ESCAPE
L-Stick Left(Move Left) LEFT	R-Stick Left(View Left) j	Confirm s
L-Stick Right(Move Right) RIGHT	R-Stick Right(View Right) l	Cancel a
Pad Up(Flashlight) i	Button LB(Dodge) x	Interact f
Pad Down(Map) k	Button LT(Sprint) z	
Pad Left(Inventory) j	Button RB(Switch Skills) c	
Pad Right(Skill) l	Button RT(Guard) v	
Button A(Jump) s	Button RB+A w	
Button B a	Button RB+B q	
Button X d	Button RB+X e	
Button Y f	Button RB+Y r	

◆ L-Stick

The Left joystick controls the character movement.

◆ Pad

The direction keys correspond to four shortcuts, which can quickly call the menu in the game. The key is not valid if the corresponding menu is not opened.

◆ R-Stick

The right rocker controls the lens movement in a specific point of view.

◆ Start(Menu)

Go to the menu, and the start key in arcade mode.

◆ Select(Pause/Coin)

Go to the pause menu, and the coin button in arcade mode.

◆ Confirm

Menu confirmation key, and page turn key in dialog mode.

◆ Cancel

Menu cancel keys, and fast-forward keys in dialog mode.

◆ Interact

Interaction keys between characters and interatable objects.

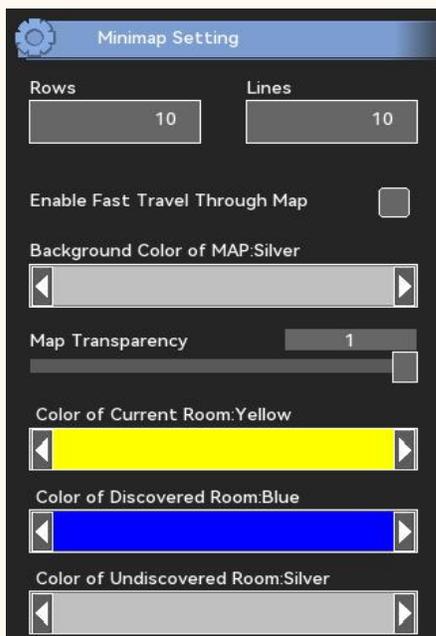
13. Map

The game map interface consists of a flat grid, each of which can specify a map scene. The final map composition is composed of several map scenes arranged in a regular or irregular order. The map interface can also introduce the game map. In the map interface, you can distinguish the scene between the current map scene and the color of the arrived scene.

13.1 Minimap Setting

13.2 Map Distribution

13.1 Minimap Setting



◆ Grids

Set the size of the map interface that you want to establish, where the number of ranks is the total number of scenes in the map interface. This number can be larger than or smaller than the actual game room scene.

◆ Enable Fast Travel Through Map

When enabled, the player can choose the scene they have reached in the map interface.

◆ Background Color of MAP

Background plate color of the map interface.

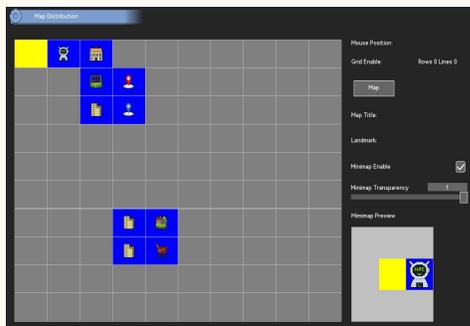
◆ Map Transparency

The overall transparency of the map interface.

◆ Color of Room

You can select the corresponding grid color for the map scene that the character is currently in, the arrived scene, and the scene that has not yet arrived.

13.2 Map Distribution



◆ Select distribution

You can select the map scene corresponding to the grid by double-clicking on the grid or by pressing the map selection button. The snapmap shows the surrounding scenes of the grid surrounding the current map scene. There is no direct connection between the grid, and users are free to put the room into any grid. Each map scene can only be placed in at most one corresponding grid.

◆ Minimap Transparency

Small ap overall transparency preview.

14. Localization

Localization is an important part of the game. In order to eliminate tedious text sorting as much as possible, PixelGameEngine adopts the mode of unified management of game text, which is convenient for creators to translate or extract text within the engine for translation. Creators can freely add or remove the game language from this setting. The newly added language copies the text of the default language, and you can also add fonts to each language.

Text consists of two parts: system text and project text. The system text includes the preset system text in the game, and the project text contains the dialogue text and name produced in the process of game creation.

It should be noted that the text exported by the creator arranges the text content according to the current language order. Import text overrides the current existing font, so be sure to export the text as a backup before overriding.

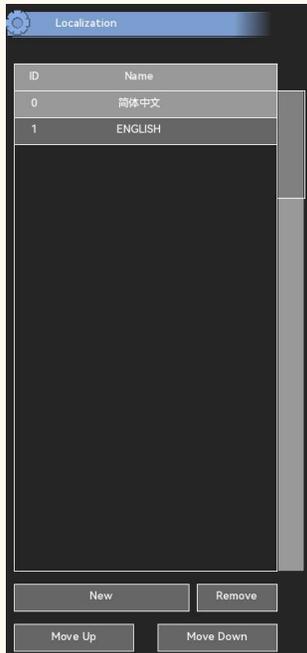
[14.1 Localization](#)

[14.2 Font Management](#)

[14.3 Text Data](#)

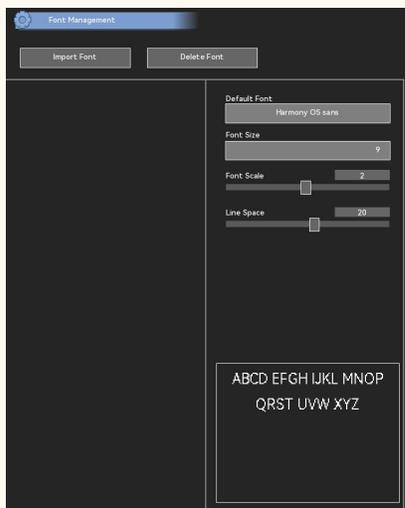
14.1 Localization

This setup box can be used to add / remove game languages and sort the added languages. The lower the number, the higher the priority. Double-click on the name to change the language name.



14.2 Font Management

The engine uses the built-in font by default. After selecting the game language, the font file will be copied into the project after importing the font, and the game language that does not import the font file will continue to use the default font.



◆ 14.2.1 Import Font

Can import .ttf perhaps. The font of the .otf.

◆ 14.2.2 Delete Font

Delete the previously imported font file.

◆ 14.2.3 Font Size

Set the default text size for a custom font, if the text is smaller than the default text size, and otherwise.

◆ 14.2.4 Font Scale

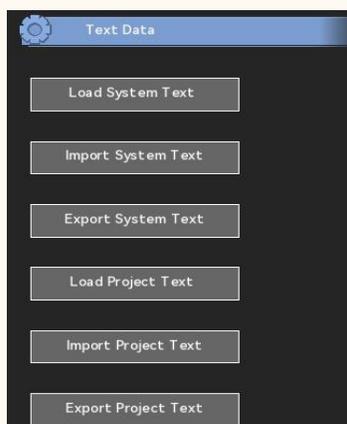
The multiple of the custom font when displayed. For normal text display, font size * font zoom should be ≥ 16 .

◆ 14.2.5 Line Space

The spacing of each line of text, when the font size * font zoom $>$ line spacing, the line spacing should be increased to prevent text accumulation.

14.3 Text Data

Text data can be exported as. In the csv format, where the column represents the language and the line represents the text content, where the first column is the pointer column, the pointer content should not be modified when modifying or translating the content. During the modification process, breaking the text arrangement format may confuse the text content display. Please be careful to modify.



◆ System Text

Read, import, and export the system text. System text requires no modification in the vast majority of cases. If you need to customize the system text, you can export the system text for modification.

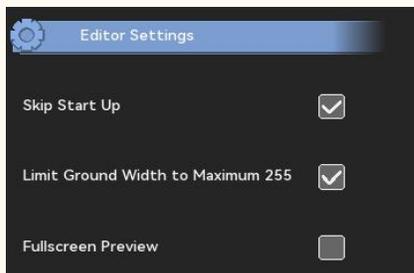
◆ Project Text

Read, import, and export the project text. If you translate the text in the engine, you can read the item text and translate it one by one for the corresponding language.

📁 15. Other

You can set up the editor here.

15.1 Editor Settings



◆ Skip Start Up

When enabled, the start screen is skipped when testing the game.

◆ Limit Ground Width to Maximum 255

When enabled, the ground width in the map scene will be fixed within 255. When the restriction is disabled, the ground map will stretch when the ground width is greater than 255.

◆ Fullscreen Preview

Force a full screen display for each preview, regardless of whether the window setting is full screen.

II. Resources

When the producers need to import material from outside, or need to modify the use of built-in material, the material will be saved in the resource tree, which according to the resource type is divided into pictures, sound, film, three categories, pictures and sound and small categories, namely image, background, elves, icon, music, sound, dubbing, video. Similar resources imported into the resource tree can be freely dragged into different subclasses. The the engine has image editing function.

1. External resources
2. Built-in material
3. Image editing



1. Custom Resources

Select the classification of the resource tree, and the option to import the material appears. When external resources are imported, they are not grouped to save by default. Creators can add group information to similar materials for facilitate management.

1.1 Image

Picture resources are divided into four subcategories, images, background, elves, icons. The formats that support import are PNG, BMP, JPEG, and JPG. The GIF mode can be imported but can only display the first frame and cannot form a full continuous frame. Such resources can freely set the size of the picture, or crop and change the number of frames. You can also export frame by frame PNG, PNG long band diagram, and GIF animation. Image resources in the game are stored in the video memory.



◆ Images

Image resources are mainly used for large pictures, UI, and character drawing. Pictures related to the map scenes and objects should not be placed in this category.

◆ Background

Background resources are mainly used for background maps of map scenes, and the images imported here can be seen in the background class customization in map editing. The usage is consistent with the background of the engine's built-in map. This kind of picture is applied to the scroll, you should try to choose the head and tail cycle picture as far as possible.

◆ Sprites

Elf resources are mainly used for character animation, map objects, map special effects, image collision, etc. Applied to all non-background class custom pictures. The original coordinates of the image imported by this class are fixed down in the image. This kind of pictures should try to choose a transparent background picture to avoid shape superposition.

◆ Icon

Icon resources are mainly used for props, skills, achievements and other icons. This kind of picture should try to choose the square icon to avoid stretching, the default size is 32 * 32.

1.2 Sound

Sound resources are divided into three small categories, music, sound effects, and dubbing. The format for import support is.OGG.

◆ Music

Music resources can be applied in the main menu, game scenes and other scenarios. The built-in music of the engine can also be imported into the classification. The volume of the music is controlled by the background music of the game. When the music is played, it will be played from the beginning. In order to ensure the continuity of the music, the circular music should be used as far as possible.

◆ Sound Effect

Sound resources can be applied to menu buttons, upgrade sound, determine sound, map sound, etc. The engine built-in sound is automatically loaded into the system and is not displayed in the resource tree. Such resources will be loaded into memory to easily read. Too large sound files can increase memory usage.

◆ Dubbing

Dubbing resources can be applied to dialogue dubbing, etc. The producer can import the entire dubbing file into the dubbing resource and use the dubbing file in the dialogue editor. Each voice acting file will play in sections according to the start of the setting. At the present stage, the engine does not support the localization management of dubbing files.

1.3 Video

Movie resources can be applied to opening animations or played within events. Support at this stage. A video in webm format, decoded from inside the engine.

Note that too large movie files will increase the reading time, so you should try to avoid using too large movie files.



2. Built-in Resource

Built-in materials can be opened through the menu-built-in materials material library. There are built-in character animation, the map background, map objects, ICONS, background music and other materials. These materials can be imported into the corresponding class resource tree at will.

The built-in material of the engine cannot be directly modified directly. If you need to modify the material, you need to import the material into the resource tree, then modify it, and finally select the modified material where it needs to be used.

◆ Animation

With the update of the version, the updated animation after each engine upgrade can be found here, and the animation here can be imported into the animation library according to the body type classification.

It should be noted that if the same animation already exists in the animation library, the newly imported animation does not overwrite the original file.

◆ Background

Pictures of the background class are grouped by map editing and can also be imported into the resource tree. Imported images can be edited and found in the import classification.

◆ Substance

Close-up images are grouped by map editing, and can also be imported into the resource tree. Imported images can be edited and found in the import classification.

◆ Effect

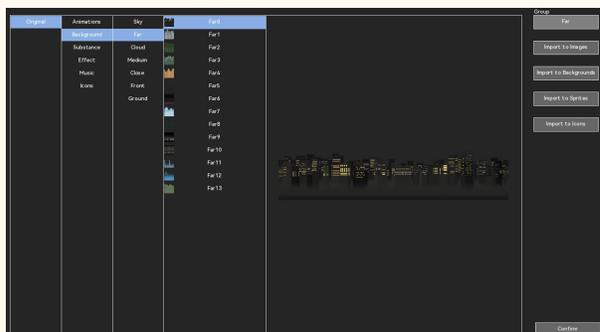
Special effects pictures are grouped according to the special effects type, and they can also be imported into the resource tree. Imported images can be edited and found in the import classification.

◆ Music

Sound files for the music category can only be imported in the music category.

◆ Icon

Pictures of icon classes are grouped by icon type and can also be imported into the resource tree. Imported images can be edited and found in the import classification.



3. Image Editor

Picture class resources imported to the resource tree can be edited using the engine's built-in picture editor. The editor is similar to other image software operation methods, which can draw existing images or blank images, color, deformation, etc., and can also be used to edit images frame by frame.

Image-edited image files automatically save and overwrite the original image.



3.1 Tools

◆ Pencil

The pencil tool draws the figure in the mouse position according to the brush style when clicking.

◆ Eraser

The Eraser tool cleans the graphics at the mouse position following the brush style when clicking.

◆ Colorpick

The straw tool can absorb the pixel lattice color in the mouse position.

◆ SQUARE

Use the mouse to drag and draw the fill color square from the start to the mouse release position.

◆ Filled Circle

Use the mouse to drag and draw the circle of the fill color from the start position to the mouse release position.

◆ Line

Use the mouse to drag and drop a brush thickness line from the start to the mouse release position.

◆ Selection

Use the mouse to drag the start position to the mouse release position.

◆ **Magic Wand**

The magic wand tool selects the shapes of all similar colors around it according to the mouse position pixel lattice color when clicking.

◆ **Paint Bucket**

Select the shapes of all similar colors according to the mouse position pixel color and replace the color.

◆ **Rectangle**

Use the mouse to drag and draw a square as thick as the brush from the start position to the mouse release position.

◆ **Circle**

Use the mouse to draw a brush thickness circle from the start position to the mouse release position.

◆ **Text**

Click the mouse position to generate a text box. After entering the text, the text changes to shape and overrides over the original image.

◆ **Bilateral**

When enabled, the pencil draws with the starting position ordinate of the mouse click as the center of symmetry.

◆ **Longitudinal**

When enabled, the pencil draws with the starting position abscissa of the mouse click as the center of symmetry.

3.2 **Brush**

◆ **Square Brush**

Square brush is filled with a $1 * \text{brush size}$ pixel lattice.

◆ **Circle Brush**

Circular brush is filled with $2 * \text{circular pixel lattice of brush size} + 1$.

◆ **Paint Color**

Brush colors can be selected through the color palette, and the main and secondary colors can be selected and switched by clicking.

◆ Transparency

Transparency size when the brush is filled.

3.3 Layer

You can add up to ten layers for a drawing for the current frame. Each layer can be edited or copied individually. When the drawing ends, the layers merge and are not saved until the next edit.

3.4 Frames

You can create or copy multiple frames for a drawing, and you can preview them by clicking Play. You can also switch the frames that you want to edit by clicking on different frames.

III. Animation Editor

Each character in the game will be assigned a collection of animation, and each skill. Characters play preset animations when using actions or skills. If the action or skill is not assigned an animation, then the action or skill will skip the animation playback step.

Select the corresponding body to edit and manage character animation, you can switch materials to apply parts to make character action animation. And set the type of action (standing, sitting posture, jumping, attack, skill, etc.), cancellation level, movement level, cycle method, etc. The finished animation can also be exported for previews. After the animation classification, even if it does not set any action and mask for the animation, it can also be used directly.

Use animation: you can assign the animation to the corresponding action, or call the character directly. You can also control the character to play the animation in the event.

1. [Animation information](#)
2. [Animation Editor](#)
3. [Custom pictures](#)



1. Animations

Producers can add information to the animation through the basic Settings.

1.1 General

◆ Animation Name

Draft the name of the resulting animation

◆ Animation Category

In the case of battle animation, the animation category will become the battle animation classification, which is mostly used for skill animation.

If it is not a combat animation, the animation category will become the character action classification, which is mostly used for the character preset animation.

◆ Category

Select the paper doll body category.

◆ Cancel Level

By setting the cancellation level, the rear shake generated by the skill action can be cancelled by the new skill to reduce the hard straightening time. Level setting small actions are canceled by large level setting actions.

◆ Section

The collision partition of action, divide into whole body upper section, middle section, lower section.

◆ Animation Loop

Select an animation loop or no loop and set the cycle parameters in detail.

◆ Ordered Drawing

Turn on, automatically select the next site for the drawing.

◆ Show Grid

The background shows the grid state, with more clearly seeing the size of the drawn image

1.2 Export Animation

The finished animation can be exported here, and the exported preview images will not include action and mask. Support one-click export of GIF and PNG files or long band diagram.

◆ Background

Change the background of the animation drawing area.

◆ Background Asset

Add auxiliary items.

◆ Canvas Width

Set the canvas width

◆ Canvas Height

Set the canvas height

◆ Output Size

The ratio of the exported file to the original image



2. Animation Editor

Split each block part, and display the different sets of the part below. You can switch the set preview and draw in the animated drawing area. When drawing, you can change the relationship between the components by adjusting the layer order. Clicking on the parts list selects the drawn parts, and using the adjustment key adjusts directly at the existing position.

It should be noted that the component system should be used with the paper doll. When the character category is selected, using the material of the character category automatically adapts to the paper doll. If the parts with multiple materials are used, the paper doll will not be used except for the parts in this character category. If a universal part is used, the part will not use a paper doll. So as to avoid the animation and paper doll appear disorderly collocation. If the animation confirms the use of a paper doll system, avoid parts that use multiple materials.

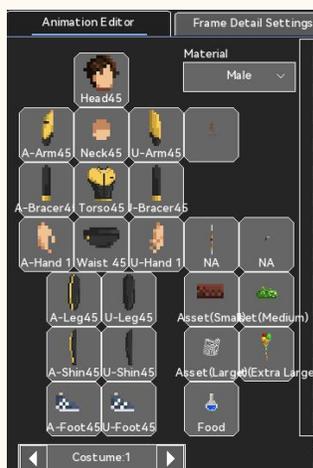
2.1 Costume

2.2 Layer, component sequence

2.3 Animation management

2.4 Category and materials

2.5 Avatar



2.1 Costume

The animated material is cut into multiple parts in four directions, and the set of each part is one part. Except for the common parts, each part can use the corresponding character type in the game. After drawing, you can change the position by dragging the mouse, or use the keyboard shortcuts to quickly realize image adjustment, copy and paste functions.



◆ Direction

Select a part orientation when adding a part. There are usually four directions, and some parts will have more than four directions. When the component is universal, all the contents of the universal component are displayed.

◆ Angle

Rotate the assembly, select it when drawing, and then rotate using the keyboard (Q / E).

◆ Position

Move the component horizontally (A / D). Move the component vertically (W / S).

◆ X Scale

Scale the components horizontally.

◆ Y Scale

Scale the components vertically.

◆ Mirror

Flip the parts vertically.

◆ Flip

Flip the parts horizontally.

◆ Alpha

Make a transparency adjustment to the objects.

2.2 Layers, Parts Order

When each component is drawn, information for the assembly is generated on the part list. It can be modified by clicking on the corresponding part on the list. You can also drag the component to switch the layer order. The earlier the default parts in the list, the more they are animated, and the later parts are superimposed on the top layer. Be sure to pay attention to the drawing relationship to avoid layer confusion.

Parts can be checked and changed by holding down the Ctrl key or the Shift keys.

◆ Quick Select Button

Quickly select multiple parts you want to check.

◆ Move Front Move Back

Controls the drawing order of the selected assembly.

◆ Cut

Move the selected part from the list to the clipboard.

◆ Duplicate

Copy all of the selected parts to the clipboard.

◆ Paste

Paste all the parts in the clipboard to the selected position. The shortcut key is the Ctrl + V.

◆ Remove

Remove all of the selected parts

2.3 Animations

This section can be used to manage the actions in every frame in the animation. You can also play to view the finished animation content. The animation played here does not show the action and decisions, and is all played around the center of the canvas.



◆ Play

Play this action on a loop.

◆ **New Frame**

Create a new page of a blank frame after the current frame.

◆ **Duplicate**

Copy a page of the current frame after the current frame.

◆ **Duplicate to ..**

Enter a frame number position, copy the current frame, and insert it into that position.

◆ **Delete Frame**

Remove the current frame.

◆ **Clear Image**

Only empty the images on the canvas.

◆ **2.4 Category、Material**

The category refers to the character category, which is the body of the specified paper doll. Material refers to the source of the parts currently used for the animation. The category and the material can be consistent or inconsistent.

◆ **Category**

You can select a variety of character categories. After the category is determined, use the same characters to apply their paper doll information to the animation when playing this animation.

◆ **Material**

Part material of the corresponding category. When the material is consistent with the category, the paper doll information is called when the character plays the animation. When the material is inconsistent with the category, the package information appears when the animation is generated.



2.5 Avatar

Paper doll system is the component assembly system. After the character animation is made, the skin can be replaced by assigning paper doll information to each part in the animation.

The information of the paper doll can be found in the character editing-appearance Settings. In the game, the character paper doll information can also be changed through events or props to achieve the purpose of changing clothes.

◆ Head

Paper doll head includes hair style, back hair, head, hat.

◆ Upper

Paper doll upper body includes jacket, upper arm, forearm, hands.

◆ Lower

Paper doll lower body includes pants, calves, shoes.

◆ Accessory

The ornaments include upper body ornaments and lower body ornaments. The decoration position is fixed to the trunk and waist.

◆ Arm

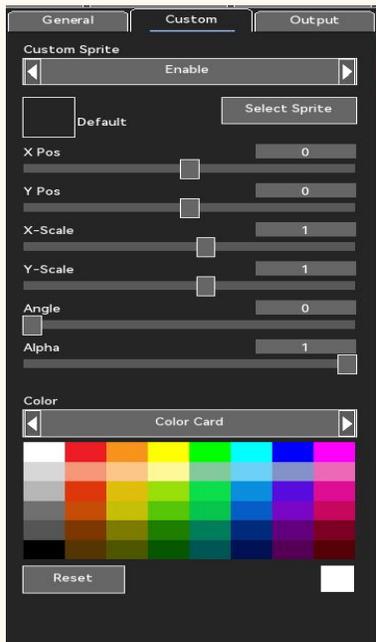
Weapons include cold weapons and hot weapons. If there are no weapon parts in the animation, the paper doll is not displayed.

3. Custom Sprite

In addition to using the animation editor to edit the animation, you can also use sprites already imported into the resource tree instead of paper doll animation.

No matter the size of the paper doll, it does not change the scope of the game character. When the custom sprite frame is less than the animation frames, the animation loop stops. When the number of custom picture frames is greater than the number of animation frames, the animation plays to the number of animation frames.

After using the custom wizard, the wizard picture itself does not trigger the paper doll. If both the custom wizard and the same material component are used in the animation, the component will continue to use the paper doll system.



◆ **Sprite**

Select Sprites from the resource tree.

◆ **Position Fix**

You can change the initial coordinates of the sprites.

◆ **Scale**

You can change the initial length-width ratio of a wizard.

◆ **Angle**

You can change the wizard angle.

◆ **Transparency**

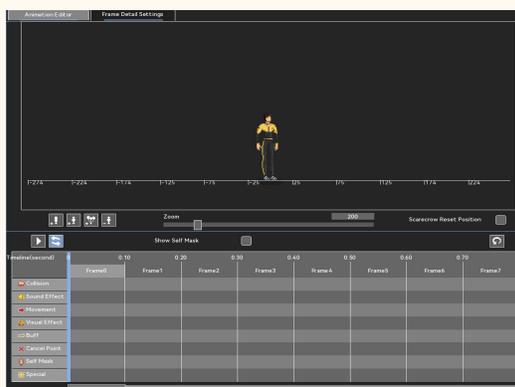
You can change spite transparency.

IV. Frame Detail Settings

After editing the animation, you can set the action or add mask and special effects to enrich the functions of the animation. Eight options can be added to each frame in the animation. The options do not interfere with each other. When the option is added, you can preview the specific effect by playing the animation, or you can see the interaction effect by adding a dummy. If you want to remove an option, you can find it in the timeline, click the option and remove it.

Specific options can be viewed as follows:

1. Collision
2. Sound Effect
3. Movement
4. Effect
5. Buff
6. Cancel Point
7. Mask Type
8. Special



1. Collision

Determination is the most basic damage trigger mechanism in the combat game, the producer can achieve accurate strike according to the graphics style, and can add motion mode and strike effect to the mask. mask can also achieve offset, counterattack and other functions. Multiple decisions can be set up in the same animation to achieve the combo effect. The decisions generated between the characters of the same camp do not interact with each other.

1.1 Type

1.2 Movement

1.3 Damage

1.4 Effect

1.1 **Type**

The final form of the determination module collision check is the determination style. The same determination image can be adapted to achieve a unique collision detection scheme by modifying its position, size, and angle.

◆ **Mask Image**

You can choose the engine built-in collision or special effects image, or you can use a custom wizard as a collision image. The image will be used as a specific collision mask according to the pixel outline in the image, and the transparent shape will not be used as a collision image.

◆ **Mask position**

You can enter the determination image coordinates by mouse placement or manually. The coordinate origin is the animated coordinate.

◆ **Mask Scale**

Change the lateral or longitudinal volume of the determination image. The collision volume is changed after the image change volume is determined.

◆ **Mask Angle**

Change the angle of the determination image. The collision shape is changed after the image is angle.

◆ **Alpha**

Transparency of the image when the determination image is set to be visible.

1.2 Movement

The decision motion can be used to specifically set the decision motion mode after generation. By adding motion properties to the mask, you can determine the image displacement, rotate or accelerate the motion. Cooperate with the mask image to realize the dynamic mask effect.

◆ Life of Mask

The default is the number of image frames, which can be changed manually, and the value should be the frame number of the animation, not the game frames.

◆ Movement Type

Coordinate: After the generation, the coordinates are integrated into the world coordinates, and the coordinates during the generation are taken as the origin coordinates, and then spread out around the coordinate.

Follow the initiator: after the generation, the origin coordinate is always the coordinate of the initiator, and the detection always follows the initiator frame by frame. That is, the collision motion always revolves around the current coordinates of the initiator.

Follow the enemy units: After selecting this mode, it will automatically find the enemy unit closest to the initial coordinate for determination.

◆ Move Speed

Select the direction of motion and move uniformly at that speed, per pixel / second.

◆ Gravity

Select the direction of gravity and perform the gravity acceleration motion at this gravity value, per unit pixel / second.

◆ Accelerated Speed

Select the acceleration direction and take the acceleration motion at the acceleration value, per unit pixel / second.

◆ Z Speed

Determine the movement speed in the Z axis, per unit pixel / s.

◆ Rotation

Rotation speed in motion, per unit angle / s.

◆ Position Adsorption

Adsorption of itself: after the hit will be determined to the coordinate position of the judged target.

Adsorb each other: after hitting, the judge party will be adsorbed to the determination coordinate

position.

1.3 Damage

Here you can choose to determine whether the settlement injury, and what attributes as the settlement parameter. You can also set up a single settlement or multiple settlement. The settlement value is crucial to the balance of the game, and too low or too high the settlement value will affect the game.

◆ Type

Here you can choose the collision type, respectively is the attack type collision, or the defense type collision.

Attack collision: after hitting the target, the collision will start to settle the damage, and the corresponding points will be deducted from the judged target. Generally speaking, the collision can only be hit and settle once damage. But here you can set through the damage or frame by frame determination to achieve multiple settlement effect.

Defensive collision: this kind of collision will not be settled or destroyed even if it collision with the enemy unit, and is usually used to offset the enemy collision for defense or counterattack.

◆ Damage Type

Floating damage: The damage is settled according to the character attributes of using the animation. The higher the corresponding attribute, the more damage.

Fixed injury: Injury will be settled with a fixed value as the initial value.

◆ Damage Source

Select the base or capability attribute as a source of damage and set a percentage base based on that capability. The value multiplied by the percentage base is the initial damage value. Up to two sources of damage can be selected.

◆ Extra Damage

In addition to the damage value from the attribute source, a fixed additional damage value can be entered as a damage correction. This value can be used as the minimum value of damage.

◆ Resistance

Resistance types can divide damage types into physical, magic, and real damage. Calculate the initial attribute value with the resistance attribute of the judged target, and the resulting value is the final damage value. If the resistance type chooses to ignore the defense, skip the resistance calculation.

◆ Lifesteal Mode

Blood sucking patterns were classified as fixed values or damage percentage. When the fixed value is

selected, the vitality of the source unit after each collision settlement. When the damage percentage is selected, the final damage value will be added to the judging source unit multiplied by the value of the percentage as the vitality response.

◆ **Invincible Timer(Sec)**

When the collision is completed and settlement, the judged target can be given a certain time of invincible time. Unit seconds.

◆ **Unable to Dodge**

After enabling, the dodge collision will be skipped when the trigger is determined, so as to settle directly.

◆ **Guard Break**

When enabled, when the collision is triggered, even if the judged target is in the defense state, the defense resistance will not be triggered, directly settling the damage, and making the defense state of the judged target invalid.

◆ **Collision by Step**

Usually each collision triggers the settlement only once for the same target. When this option is enabled, when the determination exists, each animation frame triggers a settlement when collided with the judged target.

◆ **Penetration**

Usually each collision will only settle the first target of the collision. When this option is enabled, the determination is once with each collision target when the determination exists. If frame-by-frame determination is enabled, multiple settlements occur with multiple targets.

1.4 Collision

The mask special effects can exert negative effects to the judged target, or add various kinds of special effects to the mask itself.

◆ **Push Back Unit**

After enabling, the judged target will have a small displacement in the determination direction after the collision settlement.

◆ **Blocking attacks**

After enabling, when their own collision and the enemy collision mask, make the other side collision invalid. Put the determination source into a subsequent skill state. If the determination is used for parry, enable the determination.

◆ **Special Effect**

Special effects can exert negative effects to the judged target according to the trigger probability, and the specific list can be referred to the special effect mechanism.

◆ **Lag**

After enabling, in the collision of settlement, can occur according to the object of a certain time of hard straight. The Character cannot be shifted or operated during hard straightening. This effect is enabled to enhance the impact. Units are an animated frame.

◆ **Collision Triggers Destroy**

When enabled, enter destruction mode after a collision.

◆ **Check Collision When Destroyed**

After enabling, it is determined that the determination stage will not enter after the collision, but again after the collision enters the destruction mode. The second determination image is determined by the image in the animation at the time of destruction.

◆ **Destroy Animation**

You can choose the engine built-in decisions or special effects images, or you can use custom sprites to destroy the images. The image can be used for the secondary determination image determined during destruction, and the transparent shape will not be used as a determination image.

◆ **Hit Effect Animation**

You can choose the engine built-in collision or special effects image, or you can use custom sprites as a strike effect image. After selecting an image, the default strike effect animation is not displayed.

◆ **Block Effect Animation**

You can choose the engine built-in collision or special effects image, or you can use custom sprites as a defense effect image. After you select an image, the default defense effect animation will not be displayed.

◆ **SE on Hit**

You can choose built-in or custom sound to play after a valid strike.

◆ **SE on Destroy**

You can select the engine built-in or custom sound to play after determining the destruction mode.

2. SoundEffect

Add sound effects to the selected frames in the animation. The sound effect will play once. Note that if the sound effect is already set, copy the frame back to the animation editor and copy it along with the sound effect. In order to avoid sound confusion in the animation, check for error copying after editing the animation.

◆ **Sound**

You can choose the engine built-in or custom sound to add to the frame play.

◆ **Volume**

The volume size when the sound effect is played. The final true volume size is related to the main volume set in the game.

3. Movement

Add displacement attributes to the character in the selected frame, and you can also stop the character's existing displacement and speed. If an animation contains a large number of complex displacements, it can be set frame by frame.

◆ **Movement Type**

Move types can be divided into start move and stop. Select Start Move when displacement is required to initiate and stop when all displacement properties are required to stop.

◆ **Instant Move**

Depending on the selected direction, set a distance and transients the character to that position.

◆ **Horizontal**

Add the lateral speed to the character, which gradually decreases based on the friction between the character and the ground.

◆ **Vertical**

Vertical displacement can be divided into take-off and fall. The Character changes longitudinal displacement according on the setpoint.

4. Visual Effect

When the animation to a frame need to add the picture effect, you can add special effects to use. Such as smoke, fires, explosions, and even judging pictures.

4.1 Effect Type

Add the picture effects for the special effects. This method is similar to the mask style, but it does not carry any value, just as a picture for visual display.

◆ Effect Image

You can choose the engine built-in effects or decision image, or you can use custom sprites as the effects image.

◆ Effect Position

You can place or manually with the mouse, the origin is the animated coordinate.

◆ Effect Scale

Change the lateral or longitudinal volume of the special effects image.

◆ Effect Angle

Change the angle of the special effects image.

◆ Alpha

Change the transparency of the special effects image.

4.2 Movement

Unlike the mask, the special effect picture plays until the end of the frame number. Its movement pattern is similar to mask, can be simple movement.

◆ Move Speed

Select the direction of motion and move uniformly at that speed, per pixel / second.

◆ Gravity

The default gravity direction of the special effects is 270 degrees, which means the ground is vertically downward. After setting the value, the special effect picture will accelerate in the direction of gravity.

◆ Random Range at Position

After setting the maximum value, the random value according to the preset coordinate position.

◆ Movement Type

Coordinate: After the special effects are generated, the coordinates are integrated into the world

coordinates, and the coordinates of the generation are taken as the origin coordinates, and then move around the coordinate.

Follow the initiator: After the special effect is generated, the origin coordinate is always the coordinate of the initiator, and the initiator is always followed frame by frame. That is, the collision motion always revolves around the current coordinates of the initiator.

5. Buff

You can attach gains to the animated character in that frame.

◆ Buff Category

Set the gain value and give the corresponding gain. Current optional shield, bully body, reply, cure. Specific gain description can refer to the special effect mechanism.

◆ Team Buff

When enabled, its own gain effect is also appended to all members of the team.

6. Cancel Point

After setting the cancellation point, the animation plays, and at this frame, you can interrupt the animation by using higher level skills. Setting up multiple cancellation points in an animation

◆ Cancel Level

After setting, higher level animation can be used to cancel the current animation.

7. Mask Type

Here to set the character itself, you can change its own determination framework and set the determination resistance. Mainly used to add variables to the animation, such as invincible, squat, bully body, etc.

7.1 Self Mask Type

You can change the current own decision box style according to the type. The changed self-decision box style lasts until the end of the animation or the next active change.

Full Body
Squart
Half Laying
Laying
Floated
Narrow
Core

◆ **Full Body**

The complete standing height determination box, with the upper section and the lower section, the size is 24 * 80.

◆ **Squart**

There are the middle and lower section of the collision box, the size of 24 * 48.

◆ **Half Laying**

Below the squat posture determination box, only the lower section, the size of 40 * 24.

◆ **Laying**

The full lying position determination box, only the lower section, the size is 80 * 24.

◆ **Floated**

Only the upper and middle sections of the determination frame, the size of 24 * 48.

◆ **Narrow**

Half-width standing height determination box, the upper middle and the lower section, the size of 12 * 80.

◆ **Core**

Only the middle section of the determination box, 24 * 28.

◆ **Invincible**

No decision box, select this Character will not be judged collision.

7.2 Hit Resistance

When the animation needs to enter the non-interrupt phase, you can set the decision resistance. After setting, within a certain number of frames, the character has a bully effect, which will not interrupt the animation when hit.

◆ Resistance Frames

Set a certain number of frames in an animated frame.

◆ Lag Frames

After setting the number of hard straight frames, whenever the character successfully resists the decision, he will be given the hard straight time for the frame number. The hard straight period will not shift and can not operate.

8. Special

You can select this option when the animation requires dynamic special effects. This option allows the lens, background and so on. Mainly used to enhance the expressiveness of the game.

8.1 Camera Effect

Lens special effects are used to change the lens to achieve near and far switching, flicker vibration and other purposes.

Shake
Feature*2
Feature*3
Flash
Feature(Target)
Feature(Target)*2
Feature(Target)*3

◆ Shake

The lens will vibrate randomly according to the set time.

◆ Feature

The lens pulls closer to the target and stays at the set time, in seconds.

◆ Flash

The screen flashes once depending on the set duration.

8.2 Dynamic Effect

Dynamic effects can be used to break the coherence of the picture and enhance the dynamic expression of the characters.

Slow Motion for All(x0.5)
Slow Motion for All(x0.25)
Slow Motion for All(x0.1)
Pause for all
Slow Motion for other(x0.5)
Slow Motion for other(x0.25)
Slow Motion for other(x0.1)
Pause for Other
Energy Release
Energy Gathering

◆ Slow Motion

According to the type of slow motion, slow down the amount of slow motion.

◆ Pause

The duration of the entire object entering a stationary state.

◆ Energy Release

The energy lines are placed from the character position and are set continuously.

◆ Energy Gathering

Energy lines from the edge of the screen to the character, the length of continuous setting.

8.3 Background Effect

Background effects can be used for close-up effects, hiding the original background and substituting special effects to switch the screen light and shadow effects.

Blackscreen
Moving Lines
Moving Stars

◆ **Blackscreen**

Hide the background, continuously setting duration.

◆ **Moving Lines**

A moving line with a single orientation from the background, the duration of continuous setting.

◆ **Moving Stars**

Roating stars with a single orientation from the background, continuously set duration.



V. Maps

Map scenes are the main stage for the game plot advance and gameplay, where map scenes are edited and managed. Edit the map to show the game's gameplay and content of the game. The producer needs to arrange the background (vision, close view) and the functional class (events, conversations, etc.) or NPC in the map scene. When the map scene is set, you can preview the game to enter the game to view the scene.

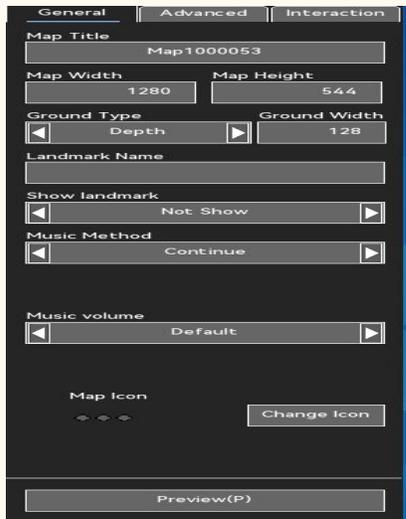
1. Map creation
2. Background and scene objects
3. Interactive objects
4. Functional
5. Effect
6. Light
7. Conditions
8. Pathing

1. Map Creation

Create the map scene and set up the map information. At the same time, you can add filters to the map, ground effects, etc. Setting up an enemy turns a map into a combat map or a non-combat map.

1.1 General

Basic map information, including map size, name, music, etc.



◆ Map Title

Enter the map title, which will not appear in the game.

◆ Map Width

Length of the map horizontal axis, in unit pixels.

◆ Map Height

Length of the map vertical axis, per unit pixel.

◆ Ground Type

Depth: ground longitudinal axis width. Players can move up and down. The default ground vertical axis width is limited to 255. The longitudinal axis width can be widened to 2550 by lifting the ground limit.

Horizontal: horizontal platform mode, the width of the ground vertical axis is 1, the player cannot move up and down. Regardless of the game mode, the producer is free to switch the ground type to the level, but when the game mode is horizontal ACT, the ground type of all map scenes is forced to switch to the level.

◆ Landmark

If the display landmark is enabled, the landmark name will be displayed in the game. If you need to translate the landmark into a different language, it can be found in the multilingual administration-project text.

◆ Show landmark

When enabled, the map landmark name is displayed when the game character enters the map.

◆ Music

Set up to continue the music of the previous map of the previous song;

Set to play the selected music when playing new music. Default volume or free volume adjustment. The maximum volume is determined on the game main volume and background music volume.

◆ **Map Icon**

The icon of the map scene displayed in the map menu or minimap.

◆ **Align to ground**

When enabled, the objects under the houses, trees, facilities, furniture, French Windows and luminous body options in the close-up category will be automatically placed on the ground level.

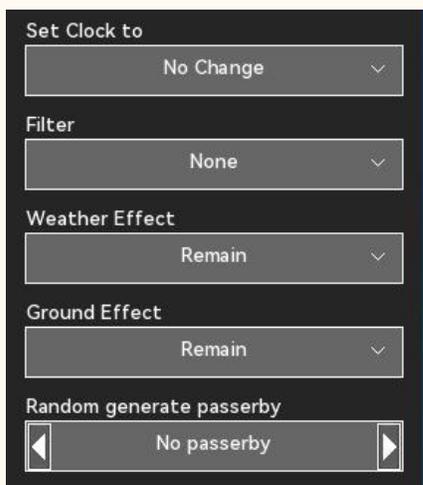
◆ **Enable Grid**

The ground grid is generated when turned on, and the nearby grid is automatically aligned when the object is placed. The mesh size is 16 * 16.

◆ **Show Item Boxes**

When on, display the outer outline frame of all map objects.

1.2Advanced



◆ **Set Clock to**

The default is no change. After setting the specific clock, the game clock will be switched to the set clock every time you enter the map. Suitable for use in fixed scenarios.

◆ **Filter**

When entering the map, set the screen filter to the specified filter. The filter is not automatically closed after application but until the next filter changes or reset.

◆ Weather Effect

When entering the map, set the weather effects to the specified weather. The weather will only take effect on the current map.

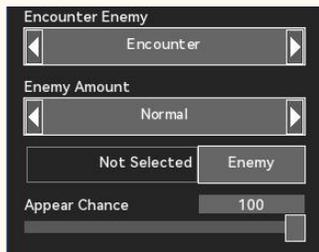
◆ Ground Effect

When entering the map, set the ground effect to the specified effect. This effect will only take effect on the current map.

◆ Random generate passerby

Choose whether to generate random passers and the maximum number.

1.3 Interaction



◆ Encounter Enemy

When choosing not to meet enemies, the map does not generate random enemies. Conversely, the map randomly refreshes the enemies over time.

◆ Enemy Amount

After setting, the enemy probability will be determined based on this option. The more enemies, the more likely the enemy.

◆ Chance of Encounter

After setting, the generation probability of the character each random enemy map.

2. Background and Objects

Background and scene objects constitute the uninteractive part of the scene. Generally speaking, the background and scene objects need to be set up in each scene. However, for some cases, such as the map of the same scene in different periods in the game, you can copy the map, and then change the background layer or scene object that you want to change.

2.1 Background

The scroll background displays multiple backgrounds. The engine is divided into sky, vision, cloud, middle view, close view, foreground, ground. Each layer of background has different depth of field, movement speed and movement mode. Interstaggered, asynchronous background movements in the game scene. Each background can be set individually, or you can use a custom to select an image from the background image of the resource tree as the image of the current layer. Not every scene requires all the background layers to be enabled, which can be decided according to the actual situation of the game. For example, in indoor scenes, most cases only require two to three background layers.

◆ Sky

The layer does not move, always stretches to the default position, and is always at the lowest level of the background.

◆ Far

The layer is end to end, in the penultimate layer of the background. The layer moves slowly as the lens moves.

◆ Cloud

The layer is end to end, above the distant layer. The layer moves slowly as the lens moves.

◆ Medium

The layer faces end to end, above the clouds. The layer moves slowly as the lens moves.

◆ Close

This layer is end to end, which is the vertical layer formed in the background layer and the ground layer. The layer moves synchronously with the lens.

◆ Front

The layer is end to end, at the top of all the background layers. The layer moves slowly as the lens moves.

◆ Ground

The layer is end to end, and the ground layer is tiled to the width of the ground. The layer moves synchronously with the lens.

2.2 Objects

Scene objects can be placed above or below the ground level of the map. When the object is placed above the level line of the ground, the object automatically becomes a layer, and there is no collision entity in itself. When the object is placed below the level of the ground, the object generates a collision entity based on the picture style. The collision entity is updated in real time according to the set volume and current position of the object.



◆ position

Absolute coordinates of the object in the game world.

◆ Z Position (Off Ground)

The coordinates of the object on the Z axis, the higher the value, the higher the object is from the ground.

◆ X Y Scale

The coefficient of width of the object. When the object has the collision entity, it affects the size of the collision entity.

◆ Alpha

Transparency of this object, 0= fully transparent, and 1= opaque.

◆ Angle

Angle of object. Changing the angle affects the collision range of the collision entity.

◆ Depth

Layer depth correction value of the object at the current coordinate position.

3. Interact Object

Classification by interaction type. Each object usually has a unique function, and not each object has a collision entity. These objects often need to act as background objects in the game and provide gameplay. The specific object content can be referred to in the detailed information:

[3.1Platform](#)

[3.2Stairs](#)

[3.3Vehicle](#)

[3.4Breakable](#)

[3.5Chair](#)

[3.6Door](#)

[3.7Air Wall](#)

[3.8Switch](#)

[3.9Trap](#)

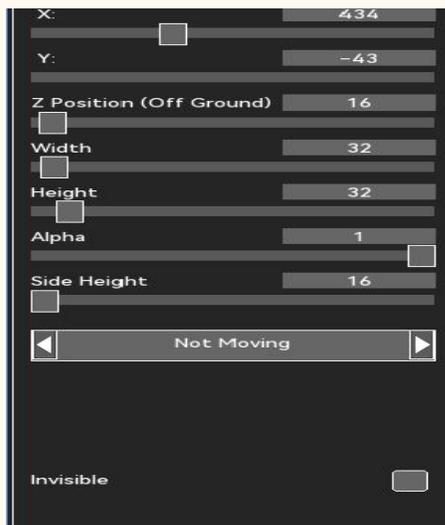
[3.10Chest](#)

[3.11Player](#)

[3.12Animal](#)

3.1 Platform

The platform can be an extension of the ground, can be placed at any height and seen as standing on the platform when the character falls above the platform.



◆ Z Position (Off Ground)

The coordinates of the object on the Z axis, the higher the value, the higher the height of the platform from the ground.

◆ Width

When the value is changed, the platform extends to one side.

◆ Height

When this value is changed, the platform extends further away to the ground.

◆ Side Height

Platform edge thickness, the character cannot pass below the platform, when the edge thickness is less than the character height.

◆ Visible

When Invisible, the platform appears as a hidden platform.

3.2 Stairs

The staircase contains an inclined plane with a section of the platform. When the character is on the front side of the stairs, it is seen as standing on a sloping platform.

◆ Height

The longitudinal axis width of the staircase.

3.3 Vehicle

The vehicle can be used as a scene object or an interactive object, and when the vehicle has a speed, it has a damage mask to the collision character. The driving-enabled vehicle can move after the interaction, and press the interaction button again to stop driving. The current version can be



◆ Direction

The direction of the vehicle initialization.

◆ Enable Driving

When enabled, press the interactive button to control the vehicle.

◆ Type

Depending on the nature of the vehicle, the driving mode can be changed. The two modes invoke a

character's ride drawing or driving animation.

◆ **Speed**

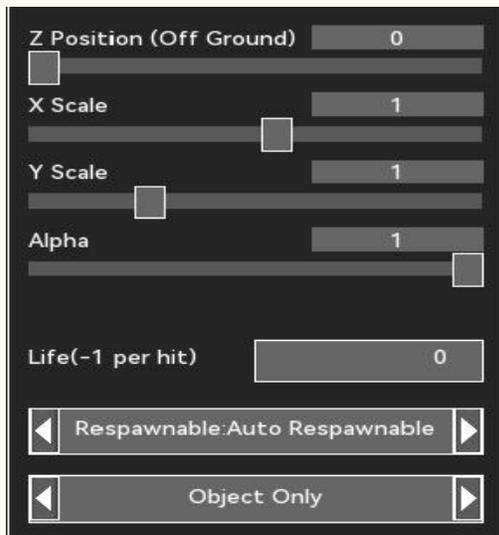
Maximum speed of the vehicle.

◆ **Interaction Title**

Custom interactive title. Default blank.

3.4 Breakable

Such objects have a certain health value. Reduce the health every time you get hurt, and when the object health is zero, the object disappears.



◆ **Health Point**

The health value that the object has, if that value is too high, it is difficult to destroy.

◆ **Respawnable**

Auto Respawnable: The object reappears after the map is refreshed.

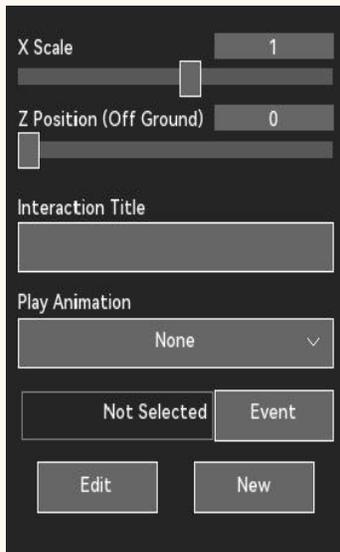
No Respawnable: The object disappears permanently after it is destroyed.

◆ **Item Drop**

After enabling the drop object, the object will drop objects when it is destroyed.

3.5 Chair

Interacting with the object can play character animations or trigger events, and the appearance style is not limited to the seat itself. Belongs to the commonly used interactive objects.



◆ Interaction Title

Custom interactive title. Default blank.

◆ Animation

After the selection, the character will play the corresponding animation after the interaction.

◆ Event

After selecting, execute the event immediately after interacting with the character.

3.6 Door

Interaction with the object can jump to the specified map location.



◆ Target Map

After selection, you will jump to the map scene after interacting with the character.

◆ Target Position

When jumping to the map, the interactive character is placed in the target coordinate position.

◆ Arrow facing

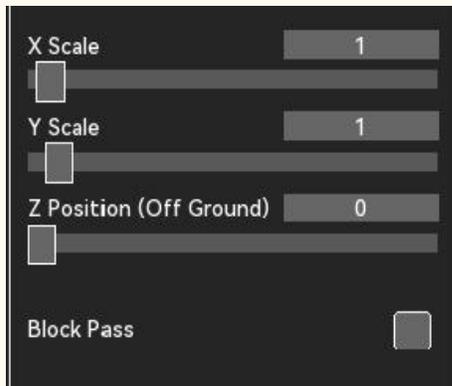
Select the direction of the arrow, on the ground.

◆ Door

Select the door lock style, and when this condition is met, it can be unlocked after the interaction. If this condition is not met, the door opening information will be displayed. You don't need to unlock it again.

3.7 Air Wall

The object forms an inaccessible, invisible wall on the ground, ignoring its genite collision box.



◆ Scale

The ratio of the horizontal and vertical axis of the wall.

◆ Block Pass

When enabled, ignoring the ground width completely blocks the target vertical axis.

3.8 Switch

The switch is used to change the status of the specified event. Interacting with the switch does not



◆ Switch Event

After selecting an event, the state of the event is changed after interacting with the switch.

◆ Mode

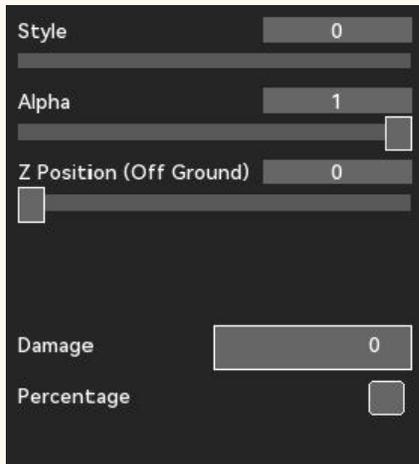
Select as On / Off, and the switch is a cycle switch. When the event state is "not started", the

interaction makes it "completed" and otherwise "not started".

When the option is Open Only, the interaction with it changes the event status to Completed Only. When the option is Close Only, the interaction changes the event status to Not Start.

3.9 Trap

Preset traps, and different traps are removed will cause different results.



◆ Style

The sprite style of the trap.

◆ Damage

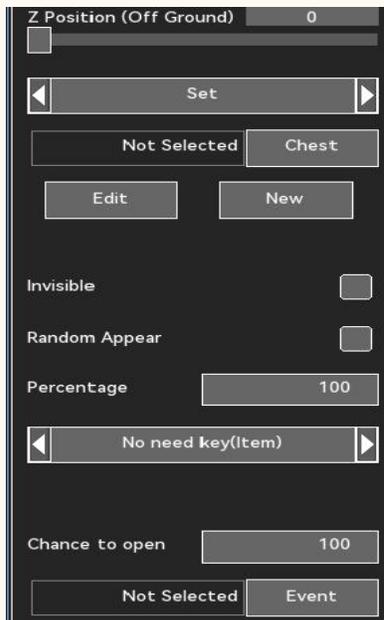
The absolute damage value caused when the trap is triggered.

◆ Percentage

When enabled, the damage to the trap changes from absolute damage to percent damage of character health.

3.10 Chest

Treasure chest can preset props and occurrence rate, can open the box fixed props, also can open random props. At the same time, the treasure chest can set the occurrence probability, or appear as a hidden treasure chest.



◆ Chest Type

Specify the chest: You can create or select a chest and specify the chest item and occurrence probability.

Random chest: You can create a completely random chest by selecting the type and quality of the items.

◆ Chest

You can choose the chest you created before.

◆ Invisible

When enabled, the treasure chest is not visible on the map.

◆ Random Appear

When enabled, the chest appears as a random value according to the occurrence probability.

◆ Lock

You can choose a condition to lock the treasure box. When this condition is met, the interaction can try to open the treasure chest.

◆ Chance to open

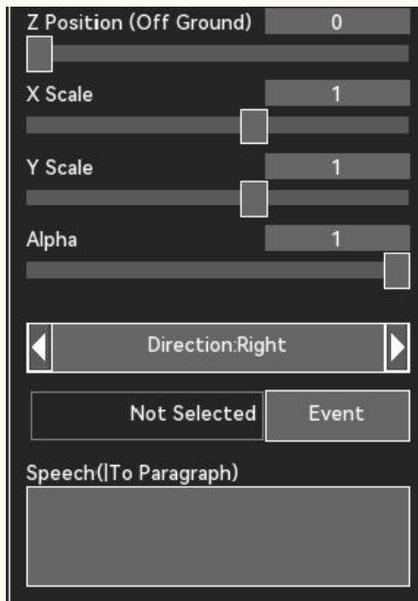
Probability of opening the treasure chest each time when the unpacking conditions are met. If the unpacking fails, the next unpacking needs to meet the unpacking conditions again.

◆ Event

After selecting an event, it is triggered when the treasure chest opens.

3.11 Character

The object is a preset character that can trigger an event or a dialogue through interaction.



◆ **Direction**

The initialization orientation of the object.

◆ **Event**

After selecting an event, the interaction triggers the event.

◆ **Speech**

Enter a dialogue, and the object will display a bubble dialog box and display the dialogue.

4. Functional

Map objects with game functions, and many game functions in the game are realized through such objects. When using such objects, the use logic should be properly configured and checked to prevent unexpected errors.

4.1 Portal

When the player character moves to the portal area, it is teleported to the target map.



◆ Scale

Range size of the transfer area.

◆ Z Position

If the object is off the ground, the player can only trigger a teleport when the character's Z-axis is above the Z-coordinate.

◆ Target Map

After selection, you will jump to the map scene after interacting with the character.

◆ Target Position

When jumping to the map, the interactive character is placed in the target coordinate position.

◆ Absolute Height

When enabled, the portal completely ignores the map width vertical axis.

◆ Close after transport

When enabled, the portal is destroyed after the first transfer is triggered.

4.2 Message

Important information display system in the game. When information prompt is needed in the game, the object can be used and placed on the map.



◆ Scale

The range size of the trigger system text.

◆ Pop-up Method

Autopop-up: Text automatically pops up when the player character passes through the trigger area.
Manual button: the player presses the interactive button after the pop-up system text.

◆ Text Method

Automatic page turning: when the text content is more than one page, automatically jump to the next page.

Turn the page: When the text is more than one page, press the confirmation key to jump to the next page.

◆ Disable Player Control

When enabled, the player character cannot move during the system text pop.

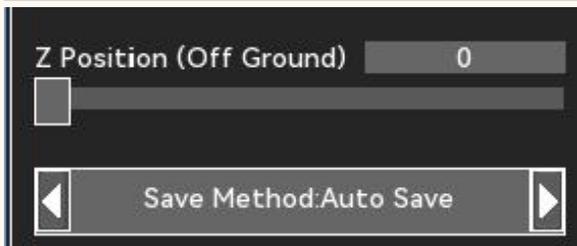
◆ Content

Edit the text that needs to pop up into the area. You can enter three conversations in total. When the

text is more than one paragraph, after playing a dialogue, the next interaction plays the next dialogue. When all conversations are played, the next interaction will play the first conversation.

4.3 Save Point

Important information display system in the game. When information prompt is needed in the game, the object can be used and placed on the map.



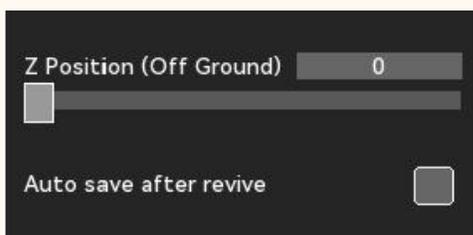
◆ Saving Method

Automatic archiving: When the player character passes through the location, the game is automatically saved in the automatic archiving location.

Open the archive menu: open the archive menu when the player character passes through the location. You can archive it freely in the menu. The method can be used when the game is not freely archived.

4.4 Revive Point

When the player character in the game passes through the resurrection point area, the player will automatically set the resurrection position to the current position.



◆ Auto save after revive

Each time the player character is revived in this position, the game is automatically saved in the automatic archive position.

4.5 Event

When the player character in the game passes through the event area, the specified event is automatically triggered when the event condition is met. This feature is very commonly used, but



◆ Scale

Size of the event-triggered regions.

◆ Z Position

When Z coordinates are greater than zero, events are triggered only if the player character's Z-axis height is greater than that Z coordinate.

◆ Absolute Height

When enabled, the event area completely ignores the map width vertical axis. This event cannot be avoided

◆ Manual Trigger

When enabled, the event is only triggered when the player presses the interaction key in the event area. This feature is mostly used for repeatable events or hidden events.

◆ Events

You can select an event waiting to be triggered.

◆ Interaction Title

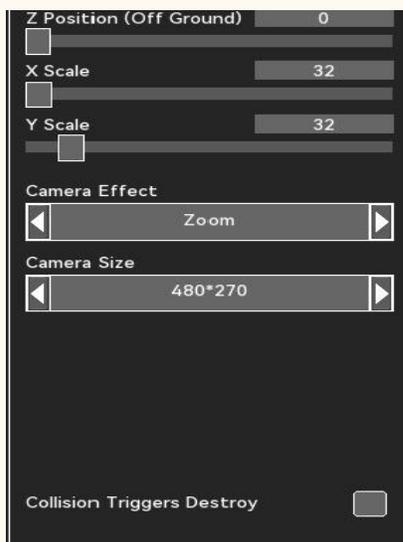
Custom interactive title. Default blank.

◆ Demonstration

Debug the event in the current map scene.

4.6 Camera Effect

When the player character passes through the event area, the camera changes according to the setting.



◆ Camera Effect

Zoom: Change the lens size according to the lens size.

Shock: When enabled, the lens turns on the shock mode and continues until the next change.

Stop all: abort all camera effects.

◆ Collision Triggers Destroy

When enabled, the object is destroyed after triggering once.

4.7 Dialogue

This feature is a dialogue trigger that plays conversations when the player character passes through the area.



◆ Scale

The range size of the triggered conversation.

◆ Z Position

When the Z coordinate is greater than zero, the conversation is triggered only if the player character Z-axis height is greater than that Z coordinate.

◆ Dialogue

Select a conversation to play on a trigger.

◆ Close after dialogue

When enabled, destroy after a conversation is triggered.

4.8 Passage

The channel functions the same as the door, but the function has no entity. Can be applied to more occasions than door-carrying doors.



◆ Target Map

After selection, you will jump to the map scene after interacting with the character.

◆ Target Position

When jumping to the map, the interactive character is placed in the target coordinate position.

◆ Arrow facing

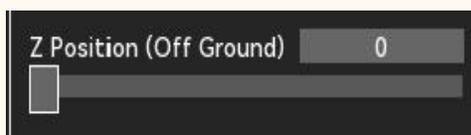
Select the direction of the arrow, on the ground.

◆ Lock

Select the door lock style, and when this condition is met, it can be unlocked after the interaction. If this condition is not met, the door opening information will be displayed. You don't need to unlock it again.

4.9Light

The light source is not solid, and it needs to be used with light and shadow.

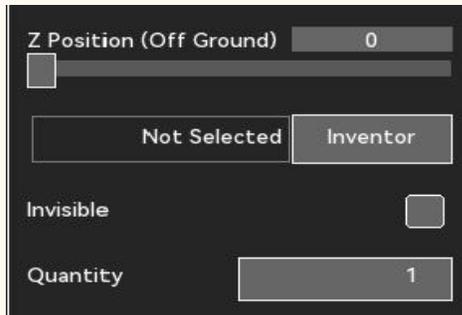


◆ Z Position (Off Ground)

The height of the light source at the Z-axis.

4.10Item

Items can be placed directly on the map and are commonly used in the game.



◆ Z Position

Item height on the Z axis.

◆ Item

Select an item from the already edited list.

◆ Quantity

After setting up, the corresponding number of items will be increased when obtaining the item.

4.11Shop

You can create a store by editing store content, or select a store from stores that have already edited. The store can add items and set the item number and price. When choosing the same store, the number of items in the store is shared in the game.



The screenshot shows a dark-themed editor window for a shop interaction. At the top, there is a label 'Z Position (Off Ground)' with a value of '0' and a small square icon. Below this is a text input field for 'Interaction Title'. Two buttons, 'Not Selected' and 'Shop', are positioned below the title field. Underneath are 'Edit' and 'New' buttons. A 'Sell to shop' checkbox is checked. There are two text input fields for 'Entering Speech' and 'Leaving Speech'.

◆ **Interaction Title**

Custom interactive title. Default blank.

◆ **Shop**

Create a new store or select a store that has been edited.

◆ **Sell to shop**

When enabled, items can be sold when entering the store in the game.

◆ **Entering Speech**

A conversation when opening the store.

◆ **Leaving Speech**

A conversation when quitting the store after the transaction.

4.12Inn

The hotel can reply to the status and choose whether to transfer the player to a designated map.

◆ **Cost**

The price of a single use reply, if the player's money is less than that value.

◆ **Teleport**

When transmission is enabled, the hotel is transmitted to the target map.

◆ **Target Map**

Select a map scene as the target map, while assigning the coordinates to make the player character teleported to that location.

◆ **Time Spend**

Single use of the hotel game time passes in hours.

◆ **Entering Speech**

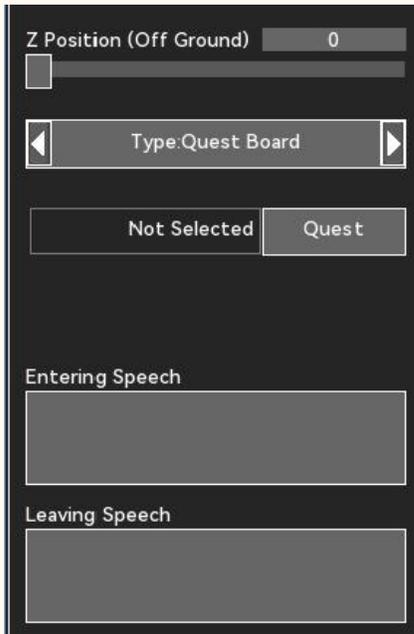
The conversation content when using a hotel.

◆ **Leaving Speech**

Use the conversation after the hotel.

4.13 Quest Center

A task center can publish or submit tasks in two types, namely a task board and a separate task.



◆ Type:

Taskboard: When the player character meets the task criteria, the task appears in the taskboard as a list. Players are free to undertake missions in the taskboard, while submitting or interrupting missions.

Separate task: Specify a task that the player can only undertake here.

◆ Entering Speech

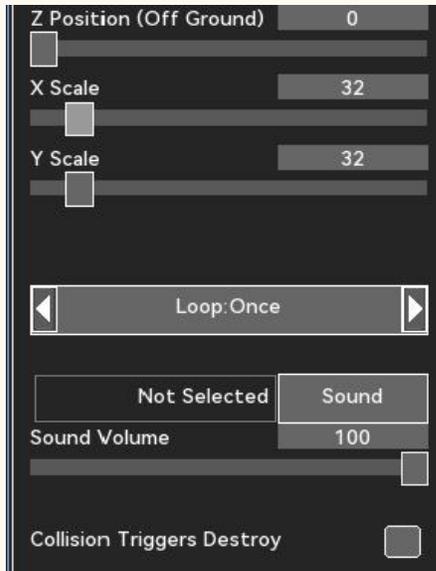
Dialogue content when using the task center.

◆ Leaving Speech

Dialogue content when leaving the center of the mission.

4.14 Sound

The object is a trigger for the sound effects. The sound effect plays back when the player character passes through the trigger range.



◆ **Z Position**

The height of the sound-effect trigger on the Z-axis.

◆ **Scale**

Range size of the sound trigger.

◆ **Loop:**

Always loop: Select this option to loop the sound when the player is within the trigger.

No loop: the sound effect plays once when the player is within the trigger. When the player character leaves the trigger range, it enters the trigger range again.

◆ **Sound**

Select played sound from the built-in sound or the resource tree.

◆ **Sound Volume**

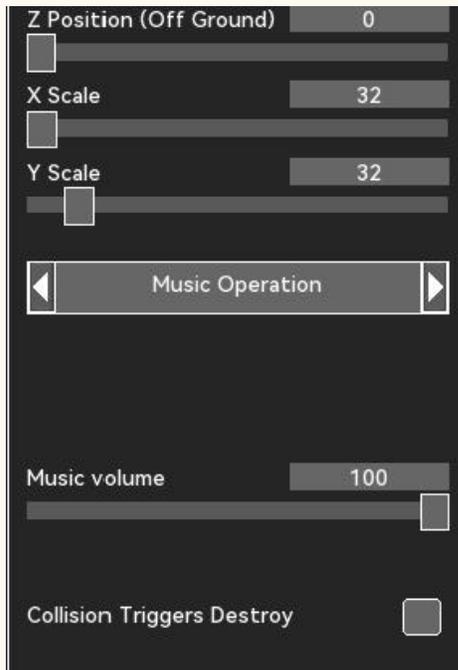
The playback volume of sound, the maximum volume of sound in the game is controlled by the main sound volume set by the system.

◆ **Collision Triggers Destroy**

When enabled, the object is destroyed after triggering.

4.15 Music

The object is the trigger of the background. The player character plays the music as it passes through the trigger range.



◆ Z Position

The height of the background music trigger at the Z-axis.

◆ Scale

Range size of the background music trigger.

◆ Music Operation

Interrupt: Disrupt the currently playing background music.

Restore interrupt: If the current background music exists and is interrupted, resume the background music.

Play music: Select the background music to play from the resource tree.

◆ Music volume

The playback volume of background music, and the maximum volume of background music in the

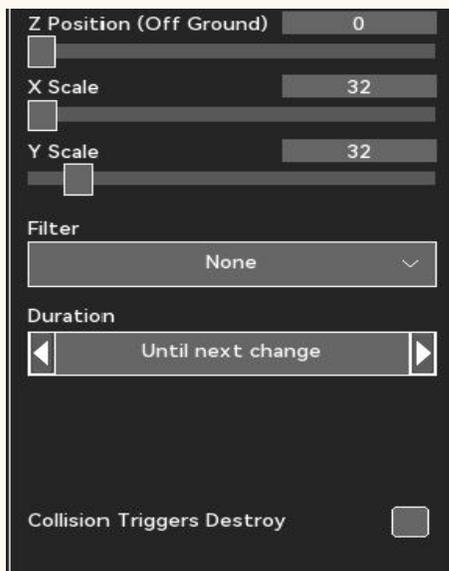
game is controlled by the main volume of background music set by the system.

◆ Collision Triggers Destroy

When enabled, the object is destroyed after triggering.

4.16 Camera Filter

The object is the trigger for the filter. The player character changes the filter as he passes through the trigger range.



◆ Z Position

The height of the filter trigger at the Z-axis.

◆ Scale

Range size of the filter trigger.

◆ Filter

Select a filter type to change, the detailed filter can refer to the filter.

◆ Period of Time

Until the next passive change: maintain the current filter until the next change.

Aborts the filter only after the current map: map scene is switched.

Always maintain: ignore the map filter change, always maintain the current filter.

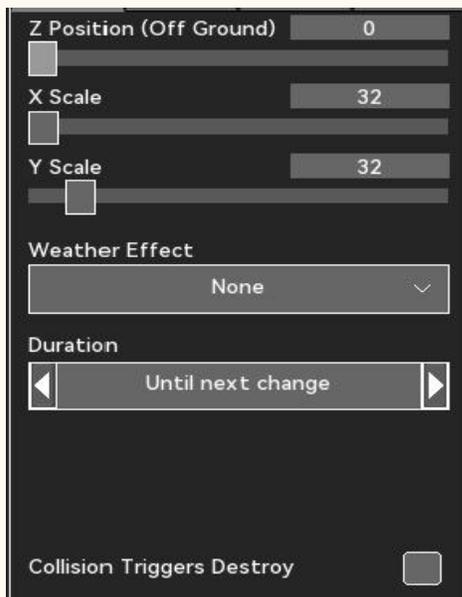
Countdown: enter the countdown time, abort the filter at the end of the countdown, in seconds.

◆ Collision Triggers Destroy

When enabled, the object is destroyed after triggering.

4.17 Weather

The object is a trigger for the weather change. The player character changes the weather as he passes through the trigger range.



◆ Z Position

The height of the weather trigger on the Z-axis.

◆ Scale

Range size of the weather trigger.

◆ Weather Effect

Select a weather effects type to change, and the detailed filter can refer to the weather.

◆ Period of Time

Until the next passive change: maintain the current weather effects until the next weather change.

Remove the weather effects only after the current map: map scene switch.

Always maintain: ignore the weather effects changes, always maintain the current weather effects.

Countdown: Enter the countdown time, remove the weather effects at the end of the countdown, in

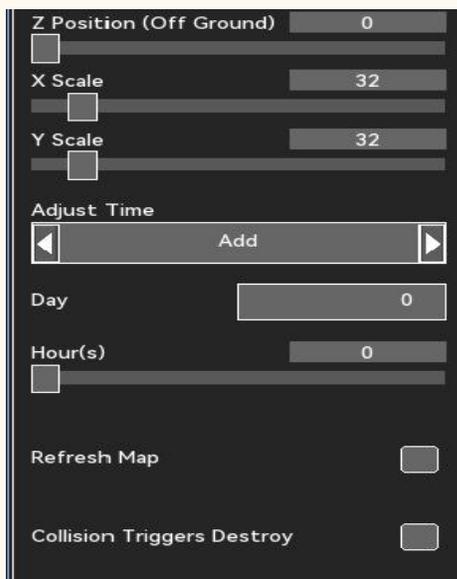
seconds.

◆ Collision Triggers Destroy

When enabled, the object is destroyed after triggering.

4.18 Clock

The object is a trigger for the clock change. The player character changes the clock when passing through the trigger range.



◆ Z Position

The height of the clock trigger at the Z-axis.

◆ Scale

Range size of the clock trigger.

◆ Adjust Time

Increase: After entering the days and hours, increase the time to the current clock. The game clock is pushed back.

Reduce: After entering the days and hours, reduce that time to the current clock. The game clock is early.

Specify: After entering the days and hours, the game time jumps to that time.

Note that this feature may cause some objects or functions based on time as a condition, so check the time-based game logic before using this feature.

◆ Reload Map

When enabled, refresh the current map when changing the time.

◆ Collision Triggers Destroy

When enabled, the object is destroyed after triggering.

5. Effect

You can use the elves as the special effects on the map. Special effects have two modes: trigger or resident, which can also add sound effects to special effects.



◆ Scale

Size scale of the special effects elf.

◆ Transparency

Transparency of the special effects elves.

◆ Angle

The Angle of the special effects wizard.

◆ Z Position

The Z-axis height of the special effects wizard.

◆ Trigger Method

Crash trigger: Play the special effect when the player character enters the collision area.

Always trigger: play the special effect when the map scene is loaded.

◆ Loop

The number of special effects play, choose "no loop", the special effects play once. Select "Always loop", and the special effects will play on a loop. When the trigger mode selects the collision trigger, play in a loop only when the player character is in the collision zone.

◆ Select Sound

Select the built-in sound or resource tree sound to play in the first frame of the special effects wizard. If the effects loop, the sound loop.

◆ Sound Volume

The playback volume of sound, the maximum volume of sound in the game is controlled by the main sound volume set by the system.

6Light and Shadow

Light and shadow effects can be added to the objects in the map scene. In the game, some objects can turn on the light at night by default. By setting the area options, you can add light to the objects at any time. Used to make ambient light, complex light, etc.



◆ Light

When on, the object will turn on the light effect.

◆ Light

Select a light source shape from the system list and select the color.

◆ Start end time

Select the start and end time, which on light. The default value is -1, always turning the light on.

◆ Movement

The light source is based on the coordinate shift of the origin of the object.

◆ Scale

The size of the light source.

◆ Angle of Light

Adjust the illumination angle, and it is only valid for irregular light sources.

◆ **Alpha**

Light transparency.

◆ **Flicker Size**

When the flicker amplitude is not zero, the light source will blink randomly by changing its own volume size.

◆ **Spin Speed**

When the rotation speed is not zero, the light source will rotate clockwise or counterclockwise.

◆ **Swing**

When the swing amplitude is not zero, the light source will swing according to the swing amplitude value and the swing speed.

◆ **Random On/Off**

When enabled, even in the start and end time, it will be randomly lit according to the system.

◆ **Mirror**

When on, the light source drawing is flipped.

◆ **Neon**

When enabled, the color of the light source changes to neon randomly.

 **7Conditions**

You can set the occurrence or destruction conditions for the objects in the map scene. Each object can be set for six conditions, in which the lower the occurrence condition, the higher the priority. When the conditions of high priority are met, the conditions are considered to be reached, and the subsequent conditions will not be implemented.

出现/销毁条件:停用 应用模式:销毁
条件类型:事件

◆ **Enable Condition**

When enabled, the condition takes effect.

◆ Application type

Destruction: When the application mode is destruction, the object is destroyed when the condition is met. It is often used for the lowest priority condition.

Occurrence: The object appears when the condition is met. When the condition is the lowest priority, the object only appears when the condition is met.

◆ Condition

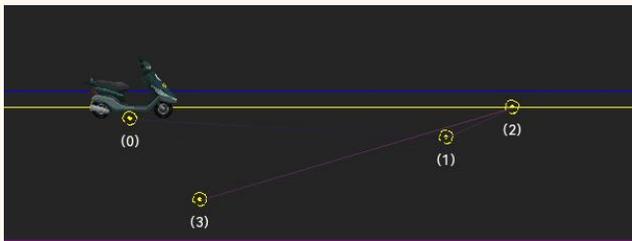
Event: The condition is met when the selected event is completed.

Task: The condition are met when the selected task is in progress.

Time period: When the game time is within the specified time period, the conditions are met.

📦 8Pathing

You can plan the motion of objects in the map scene, and each object can set up to 20 path nodes. Each node can be set for the speed and residence time.



◆ Position

The coordinate position of the path node, in which the object moves to the coordinate position of each node.

◆ Time

The time taken to move from the previous node is in seconds.

◆ Stay

The time during which an object reaches the node stays, measured in seconds.

VI. Character

In this editor, you can edit and manage the characters present in the game. The character editor sets the characters that appear, including the player characters and the NPC characters. In this module, you can set the basic information, appearance setting, basic attributes, character advanced attributes, initial equipment, character animation and skill tree. See below for each section.

1. [Information](#)
2. [Appearance](#)
3. [Character Property](#)
4. [initialise](#)
5. [Game Setting](#)



1. Information

The basic information includes character body shape information, the number of initial points, level experience, and some information used to distinguish characters. Some of the information will be displayed in the game.

◆ Model

Select character categories to apply body type information, vertical drawing and paper doll information. This category should be as consistent as the one in its character animation. After selecting the Character category, entering the appearance setting will automatically load the Character drawing of the corresponding category.

◆ Gender

Set the character gender. This option does not affect the appearance or appearance of the paper doll.



◆ Character Camp

Set the category of character use, divided into protagonist, teammate, NPC, enemy, leader, passers-by.



◆ Age

The ages of the characters shown during the game.

◆ Class

In the course of the game, fill in what class does not affect the game content.

◆ Background Story

Story description of the current character, if the text is not empty, you can view the text in the status menu when the character is in the team.

◆ Starting Level

Set the initial level of the Character that does not exceed the maximum level limit.

◆ Starting EXP

Sets the empirical value that the Character initialization carries.

◆ EXP Ratio

This index determines the multiple of the experience value required per liter level of the Character, and the larger the value, the more experience value is needed to upgrade.

◆ EXP to Next Level

Experience value required to rise to the next level under the current initial level and experience index.

◆ Attribute Points

Assigned attribute points that the character carries when they first joins the team.

◆ **Attribute Points per Level**

Assigned attribute points obtained by the Character during each upgrade.

◆ **Skill Points**

The assigned skill points that the character carries when he first joins the team.

◆ **Skill Points per Level**

Assigned skill point that the character receives for each upgrade.

◆ **Maximum Passives**

The maximum number of passive skills that the character can carry.

 **2. Appearance**

The character appearance consists of vertical and model entities. The vertical drawing can be created by the paper doll corresponding to the character type built in the system, or you can select pictures from the resource tree for customization. Using paper doll vertical drawing can be more detailed split (hair style, facial features, hair color, color, clothing, body, decorations, etc.), model entity composed of character collision model and segment animation, if the character used the system built-in parts of animation, the paper doll corresponding parts (head, body, upper body, hand, body, skirt, weapons, shoes, secondary weapons, body width) can be replaced model parts, so as to increase the variability of character dress up.

2.1 Character Preview

Whether using paper doll drawing, pre-set drawing or custom, developers can preview the drawing here. In addition to the basic vertical drawing pictures, you can also preview the facial expressions (expressionless, sad, angry, helpless, joy, unhappiness, arrogance, disgust, etc.) to observe the effect of vertical drawing.

Nature	Happy
Sad	Displeased
Angry	Arrogant
Helpless	Hate
Thinking	Doubt
Satisfy	Fear
Worry	Shocked
Clever	Wounded
Burst	

2.2 Preset Character



◆ Direction

The table parts in the paper doll drawing, each with a separate layer.

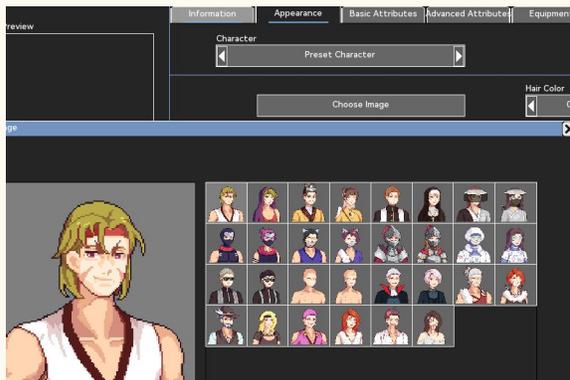
◆ Color

Changing the color will adjust the color of the paper doll vertical drawing and the paper doll model.

◆ Split

When the split is enabled, the paper doll vertical hairstyle, the top will be decoupled from the paper doll model.

2.3 Preset Character



◆ Choose Image

Select a picture from the preset character image library as the vertical picture image. It should be noted that choosing the selected pre-set picture will be unable to use the character expression.

2.4 Import Character



◆ Choose Image

Select the image resource from the resource tree as the vertical image. In order to achieve the best pixel effect, the length and width of the picture should be around 140 * 140 pixels as far as possible.

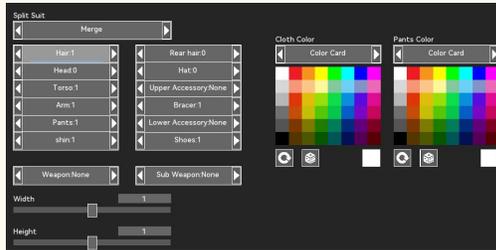
◆ Emotion

In addition to the basic vertical drawing, the custom vertical drawing also supports adding a vertical drawing to each expression. Note that not every expression needs to be added. An expression without added drawings will not appear in the expression selection list.

2.5 Build the character animation images

In the character animation preview, you can view the various animations of the current character. If the character uses a paper doll animation, you can even switch to its paper doll parts to see the final effect.





◆ Direction

The table parts in the paper doll model may not be the same size as similar parts. If there is a layer drawing error occurring during the part switch, you can try to view the part drawing order of the frame in the animation.

◆ Color

Changing the color adjusts the color of the paper doll and the paper doll model.

◆ Split

When the split is enabled, the paper doll model is decoupled from the vertical drawing, while the forearm, the upper arm from the top, and the calf from the pants.

◆ Group

You can adjust your appearance by adjusting the width and height. Note that changing this parameter does not change the Character determination box, if you want to change the Character determination box, you can move to the parameter setting.

2.6 Animation Preview



◆ Select Preview Animation

The default shortcut button contains several basic animations for a quick preview. Click the corresponding button to preview the character animation and play the corresponding animation. If the character is not set, it is not displayed.

3. Custom Properties

Adjust the basic and custom attributes of the character as the corresponding attributes of the character initialization. The amount of each attribute value is not associated with its initialization level. However, the ability of the character to grow will affect the growth of the attributes.

3.1 Basic Attributes

◆ Health Point

生命abc
50

生命abcRegen(% per Sec)
0

The initial health of the Character and the rate of life recovery. Too high health or too high life recovery rate can make characters hard to beat.

◆ Stamina

Enable 体力
On

体力
50

体力Regen(% per Sec)
0

The character's of the value, as well as the response rate, can be turned off. Physical response is a percentage response, suitable as a consuming attribute of sustained strike skills.

◆ Mana Point

The initial mana and response rate, can be turned off. Mana response is a fixed value reply, which is suitable as a consumption attribute of explosive skills.

◆ Ultimate

Enable 必杀技
On

必杀技
100

必杀技Charge Point
1

The initial kill value and the set speed, this attribute can be turned off. Each time a character causes effective or damage, the kill will increase the amount of likes, and never increases at 100.

◆ Growth Ratio

The growth factor of the attribute when the Character is upgraded. The higher this value, the easier it is for each attribute to achieve the maximum growth value. At the same time, when the Character is level corrected, the Character calculates the final ability value based on the base ability value, the level correction value and the growth index.

◆ Other basic properties

You can refer to the Character attributes-basic attributes.

3.2 Advanced Attributes

◆ Attribute

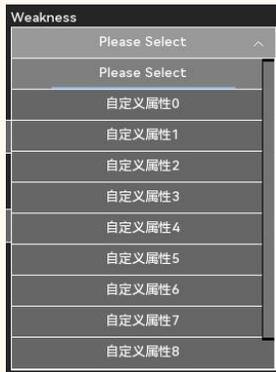
Custom attribute set in the global variable, for which you can set the initial attribute value.

◆ Resistance



Select an attribute as the resistance attribute from the custom attribute. The character gets a 50% damage reduction when damaged from that attribute.

◆ Weakness



Select an attribute as the vulnerability attribute. The character gets a 100% damage penalty when damaged from that attribute.

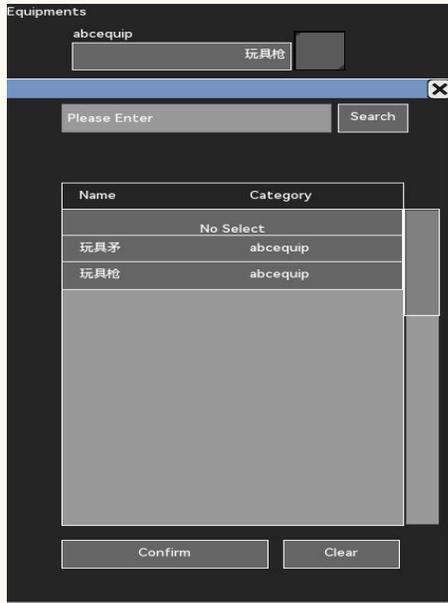
📦 4. initialise

In initialization, you can set the initial equipment, preset animation, preset skills, etc. This class is set to non-necessary but the character subject to use whenever possible.

4.1 Item, equipment initialization

◆ Equipments

From the equipment list, the item of the corresponding equipment position is selected as the initial equipment, and the ability value or skill given by the equipment will be accumulated after the character initialization.



◆ Award

Items items when the character is defeated as an enemy unit.



◆ Item Drop Condition

Set an item drop condition, and the item can be rewarded to the player only if the condition in the

game is reached.



◆ MONEY Award

When the character is an enemy, defeat the monetary reward from the character.

◆ EXP Award

The character defeats the character as an enemy. If the upgrade is disabled, the experience values cannot be obtained.

◆ Fame Award

Reward the character as an enemy by defeating the character.

◆ Moral Award

For the character as an enemy, defeat the moral reward from the character.

◆ Score Award

When the game mode is arcade mode, beat the character.

4.2 Animation initialization

◆ Number of Animations

The number of character animations is divided into complete and simple. The complete animation includes all categories of animations generated by the character interacting in the engine. Simple animation contains the minimum number of animations for engine interaction, and no included interactive animation uses simple animation instead. The number of animations used can be based on the character in the game.

◆ General Animation

General animations contain all movement, jumps and behavior animations.

◆ **Battle Animation**

Combat animation contains animations that the system needs to call when the character participates in the battle. If the character does not participate in the battle, the animation can not be set.

◆ **Default**

The system selects the preset animation based on the built-in default animation library and the character categories. If the project does not use the built-in animation, the default is not set.

◆ **Random All**

The system assigns animation one by one according to the animation classification of the character category in the animation list, and if the animation category exists, it is not set.

4.3 Skills initialization

◆ **Passive Skill**

The corresponding passive skills can be set according to the maximum number of passive skills carried by the character.

◆ **Fixed**

According to the game mode, set the skills on the corresponding keys. Some keys cannot assign skills due to the system presets.

◆ **Active - Ground**

This skill can be used in any mode, and the character automatically learns the skill. Most of these skills are used in a standing position.

◆ **Active - Jumping**

This skill is only used in action game mode, and after the skill is assigned, the corresponding button will not assign other skills. This skill is only used in the air.

4.4 Skills tree initialization

◆ **Auto Learn**

The skills learned by the Character in the process of upgrading do not consume the skill points, and will be automatically acquired when the Character level reaches the learning condition.

◆ **Skill Tree**

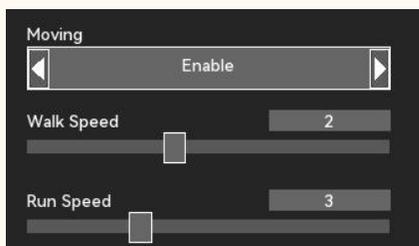
Assign one or more skill trees, and use the character to select the skill tree and learn the skills one by one. If a learned skill is present in the skill tree, skip the skill.

5. System Properties

You can adjust the system attributes of the character in the parameter settings, or adjust the computer AI of the character as a non-control character.

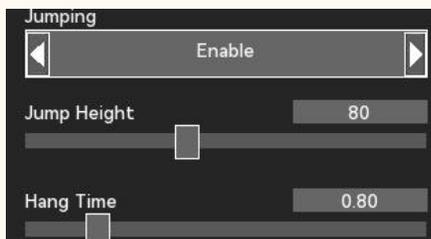
5.1 System Properties

◆ Movement



Character's default walking and running speed. If movement is disabled, the Character will be fixed in the initial position, but the Character will still be hit fly, bounce wall and other displacement effects.

◆ Jump



Maximum jump height and lag time of the character. After jumping is disabled, the character will be unable to jump, and if the character encounters an obstacle while moving, it may be unable to reach the destination.

◆ Float

When enabled, the character will leave the ground. The character's jumping or falling movements are also completed in the air, not falling back to the ground. However, the character will still be knocked down, hit fly and other forced landing displacement effect.

◆ Show Self Mask

When enabled, display the Self Decision box.

◆ Mask

Adjusting the width and height can change the character's collision volume.

5.2 AI policy

◆ AI Level

The higher the computer level, the stronger the computer's collision speed and collision ability. It's also the more difficult for the player to fight against the character.

◆ Aggression

The higher the aggressive the computer, the easier it is to attack.

◆ Action Tendencies

The lower the action tendency, the more likely the computer is to launch remote attacks, and the higher the action tendency, the more likely the computer is to get close to the target.

◆ Use Skills in Order

When enabled, the character releases the skill in any game mode according to the preset skill order.

5.3 Resistance

◆ Poison Resist

When enabled, the Character cannot enter the poisoning state.

◆ Bleed Resist

When enabled, the character cannot enter the bleeding state.

◆ Slow Resist

When enabled, the character cannot enter a deceleration state.

◆ Wound Resist

When enabled, the character cannot enter the injured state.

◆ Knock Down Resist

When enabled, the character cannot be knocked down.

◆ Push Back Resist

When enabled, the Character cannot be repelled.

◆ Knock Off Resist

When enabled, the character cannot be struck off.

◆ Stun Resist

When enabled, the Character cannot be stunned.



VII. Events

Events are the most important logical control method in the game. There are two ways to trigger an event, the map trigger and the intra-event trigger. Map trigger is an event triggered when the character moves to a predetermined position in the map scene, which can also be triggered by interacting with the map objects (such as NPC, switches, etc.). The intra-event trigger is that when the game performs an event, the event performs or changes the next logical event by jumping, control, and other commands.

The event execution logic uses the state machine method, usually executing the next one when an event command is completed. If the mask order is encountered, it will be executed according to the mask result (failure to execute the first, successful article 2). Perform the command for the option when selected. When encountering a jump, it directly crosses all commands before the target. Until the event is interrupted or the last command is executed. The event has two states, not started and completed. Events that are currently completed status cannot be executed again. So the event can give the current event an end state to ensure that the event can be continued later.

When making events, try to avoid using a large amount of complex logic in the same event to reduce unpropulsion or endless events. For completed events, you can be used to view the game performance of the event to reduce the probability of error.

1. [Event information](#)
2. [General Event](#)
3. [Character Event](#)
4. [Camera Event](#)
5. [Advanced Management](#)
6. [Event Control](#)



1. Event

In general, if an event has an impact on the story, it needs to be adjusted repeatedly to ensure that it achieves the desired results. If the event is used as a variable switch, or has no effect on the story, it is considered a simple switch event.

◆ Event Title

Title name of the current event. In order to ensure the independence and uniqueness of each event, the event title should try to avoid duplication.

◆ Disable Player Control

When enabled, the player character is not operable when the event is executed. This option should

be used for events related to the story development to avoid changes in the event elements caused by the player's actions, which prevent the story.

◆ **Demonstration**

The trigger coordinates and event Character of the event can be set and demonstrated, and the event can be promoted using both automatic propulsion and manual (space). The demonstration uses a public scene as a map scene, which does not contain objects and NPCs, which may affect some events with terrain or scene requirements. If you need to demonstrate the event in the map scene, you can refer to the functional class-event.

◆ **Output**

The log of the event presentation is displayed in the output.

◆ **Event Logic**

When the event has more than one command, you can see the logical order the event is currently in the event logic. If collisions or options are included in the event, the logical order produces branches. The producer can check events by quickly preview the event logic.

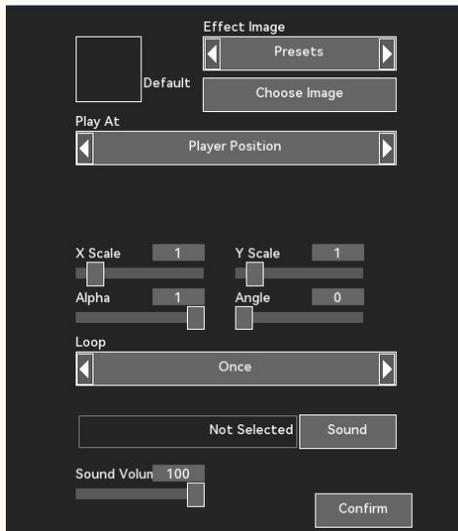


2. General Event

General events include event commands that interact with the content and scene of the game. Such event commands are simple commands and usually do not affect the logic of the game system.

2.1Effect

Special effects images and sound effects in the specified coordinates, can be played once or loop.



◆ Effect Image

Select the wizard image in the preset or resource tree as the special effects image.

◆ Play At

Lead position: the player's character in the game.

Coordinate location: Manually enter the coordinates and generate special effects on that coordinate.

Specify Character: Select a Character from the Character list and check its location, generating it if the named Character exists in the scene. If there are multiple characters in the scene, the character is generated at the earliest character generated in the game.

◆ Scale

Volume size of the special image.

◆ Loop

Optional no-cycle or permanent cycle.

◆ Alpha

Transparency of the special effects image.

◆ Angle

Angle of the special effects image.

◆ Sound Effect

Select the built-in sound or resource tree sound to play in the first frame of the special effects wizard. If the effects loop, the sound loop.

◆ Sound Volume

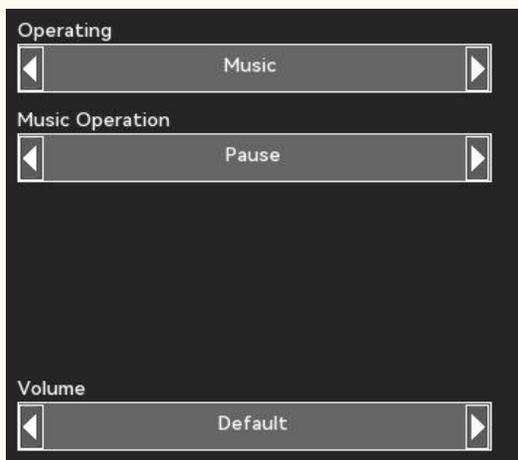
The playback volume of sound, the maximum volume of sound in the game is controlled by the main sound volume set by the system.

2.2 Music & Sound

Play or stop the background music or sound effects.

◆ Operating

Select the background music or the sound effect.



◆ Music Operation

Interrupt: Disrupt the currently playing background music.

Restore interrupt: If the current background music exists and is interrupted, resume the background music.

Play music: Select the background music to play from the resource tree.

◆ Volume

Adjust the playback volume of the background music or sound effects. The maximum volume is controlled in the system settings.

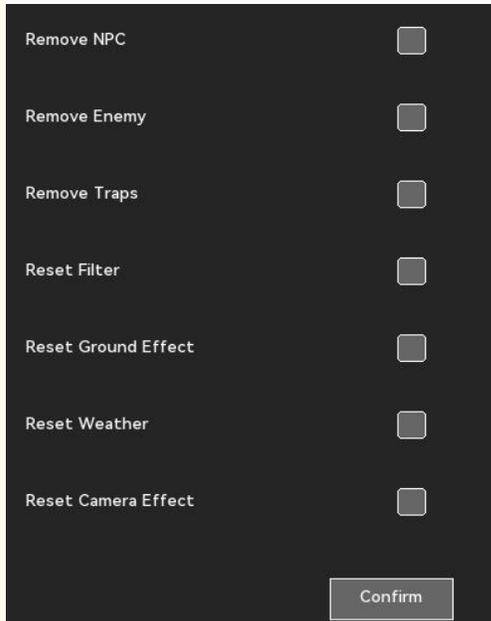


◆ Sound End

You can choose to stop playing or loop on the current sound effect.

2.3 Refresh Map

Immediately refresh the map scene and continue executing the event. When the game needs to reset the object's appearance conditions or remove the map object, you can do it by refreshing the map.



◆ Remove NPC

When enabled, refreshing the map removes all of the NPC units in the scene.

◆ Remove Enemy

When enabled, refreshing the map removes all enemy units in the scene. If this option is not enabled, all enemies refresh after the map refresh.

◆ Remove Traps

When on, remove the trap when you refresh the map.

◆ Reset Filter

When on, remove the filter when refreshing the map.

◆ Reset Ground Effect

When enabled, remove the ground effects when refreshing the map.

◆ Reset Weather

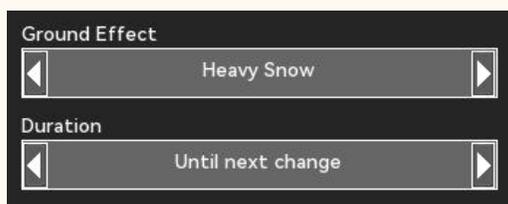
When enabled, remove the weather effects when refreshing the map.

◆ Reset Camera Effect

When enabled, remove the lens effects when refreshing the map.

2.4 Ground Effect

Turn on close or change the ground effects of the map.



◆ Ground Effect

When entering the map, set the ground effect to the specified effect.

◆ Period of Time

Remove the ground effects only after the current map: map scene switch.

Until the next passive change: maintain the current ground effects until the next change of ground effects.

Always maintain: ignore the ground effects change, always maintain the current ground effects.

2.5 dialogue

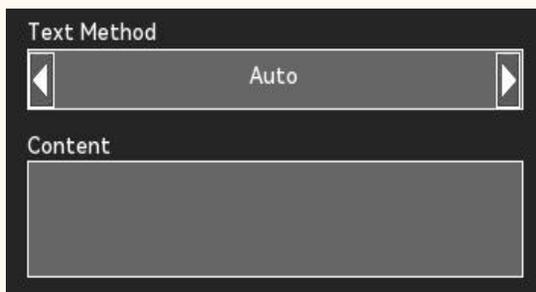
Play the specified conversation and execute the next event command.

◆ Dialogue

Select a dialog from the dialog list to play.

2.6 Message

Play the system text, and after the text ends, execute the next event command.



◆ Text Method

Automatic page turning: when the text content is more than one page, automatically jump to the next page.

Turn the page: When the text is more than one page, press the confirmation key to jump to the next page.

◆ Content

Edit the system text content to be played into the area. Use '|' as a line break.

2.7 Pictured Words

Can be set in the static system text pop up in the middle of the screen, can also scroll, can be set as the opening of the story or event narration, can be used as a conclusion or a list of producers. When the text content is empty, execute the next event command. If the text content is not empty, execute the next event command when all the text content is played.

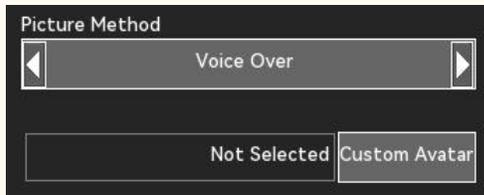
◆ Picture Method

Picture appears: Select the image resource to play the display in the resource tree. The image stays

on the screen until the execution image disappears.

Image disappears: Remove the image from the screen.

Picture cycle: Select the image resource to play the display in the resource tree. The pictures will disappear together when the text is played.



◆ Picture Size

Center: The picture appears in the center of the screen.

Stretch: The picture stretches up to 3 / 4 of the screen.

Full screen: Pictures will be displayed in full screen.

◆ Text Method

Static: automatically turn the page according to the page turning cycle and execute the next event command when all pages are played.

Scroll: The text plays in one direction. Run the next event command when the text ends.



◆ Text Color

Text drawing color, can be used with the bottom plate color.

◆ Plate Blend

When on, draw the base plate at the bottom of the text. The color of the base plate can be selected.

2.8 Battle

Set up and start a battle. Check the result of the battle after the battle, execute the next event order when the battle fails, and execute the second event order over the first one when the battle is won;

◆ Enemy

At most eight characters are selected as battle objects, and each character can correct the level individually.

◆ Use Characters In The Map

When enabled, when the selected enemy unit is already included in the map, the unit on the map is preferentially used as a combat object.

◆ Boss Fight

When enabled, the Boss battle music will be played in combat.

2.9 Transition

The screen will gradually go into the black screen and gradually switch back to the screen. Events can be inserted in the transition field.

◆ Transfer mode

There are a total of gradients, and up and down the four progressive ways.

◆ Movement Speed

The movement speed of the black screen during the transition. When the black screen covers the full screen, enter the black screen to stay for time.

◆ Blackscreen Remains

When the screen is completely black, stay in the corresponding unit of time. If an event is inserted in the transition, the longer the stay, the more events occur.

◆ Screen Color

You can choose the color to replace the black screen when switching over.

◆ Next Step Starts at

Black screen in: when the transition field enters the black screen residence time, execute the next event command immediately.

End of the black screen: When the transition is complete, execute the next event command.

2.10 Portal

Switch the map scenes and position the player character to the coordinates.

◆ Map

Select a map scene from the map list to move.

◆ Target Position

Enter the destination abscissa, ordinate, and Z-axis coordinates.

◆ Direction

Default orientation when the player character completes the displacement.

2.11 Video

Play the movie in the game, and execute the next event command. You can skip the button during the movie playback.

◆ Video

Select the movie file in the resource tree that you want to play to.

2.12 Weather

Change the weather effects immediately, or remove the currently existing weather effects.

◆ Weather Effect

Select a weather effects type to change, and the detailed filter can refer to the weather.



◆ **Period of Time**

Until the next passive change: maintain the current weather effects until the next weather change.

Remove the weather effects only after the current map: map scene switch.

Always maintain: ignore the weather effects changes, always maintain the current weather effects.



3. Character Event

Character events operate on characters in the scene or team, including adding or removing characters, adjusting team members, changing the player's control character, assigning status or adjusting attributes to the character, animating characters, etc.

3.1 Add NPC

Add a character in the setting coordinates, you can select its type. If the event appears only as an extra, the character will be removed on the map after the event.

◆ **Target Type**

Extras: The character will be removed after the event ends.

Player or NPC: The character stays in the scene after the event ends

◆ **Set Position**

The coordinate position to which the Character is being added.

◆ **Direction**

The default orientation of the Character being added.

◆ **Play Animation**

The default animation of the character being added.

◆ **Event**

An event carried by the added character, and if the character is not an extra, it interacts with the character after the event ends.

◆ **Speech**

The event is carried by the added character, and if the character is not an extra, interacting with the named character after the event ends can trigger the dialog bubble box.

3.2 Remove NPC

Remove the NPC or extras who have joined the event, or also remove the NPC in the map. The removed map NPC does not automatically recover.

◆ **Target Type**

Exas: The character will be removed immediately.

Player or NPC: If the character exists in the map scene, remove it. And will not recover after the event ends.

3.3 Join Team

Add the assigned character to the team, and its member attributes are updated after entering the team.

◆ **Character**

Select a Character from the Character list.

◆ **Join as**

Follow only: The character cannot be fought as a combat unit. It is important to note that if all the characters in the team are not fighting teammates, they automatically fail when facing an enemy.

Combat teammate: The character can join the team as a combat unit. You can get a combat reward.

◆ Joining Level

Default Level: This Character joins the team at the default level. If the character has previously joined a team, the character joins the team with its pre-departure level and attributes.

Specify the level: Join the team by correcting the Character. The attribute values of the character change after the correction level. The change value refers to the growth ability of the character.



◆ Enable EXP Receiving

When enabled, the Character gets an experience value.

◆ Enable Equipment

When enabled, the Character can change the equipment.

3.4 Remove Team

A character in the team, separated from the team, can be directly removed or become an NPC, and the items carried or equipped by the teammate can be destroyed or put in a backpack. The departure character's ability attributes are stored in the system, and when the character the next time he joins the team, they are read from the last departure time.

◆ Character

Select a Character from the Character list and leave if the Character is already in the team.

◆ When the character leaves

Change to the NPC: The Character is left in the current position, and the Character camp is changed to the NPC.

Remove: The character is removed from the map scene.

◆ Equipment

Return: The character's equipment items will be moved to the backpack.

Not returned: The character item will be removed.

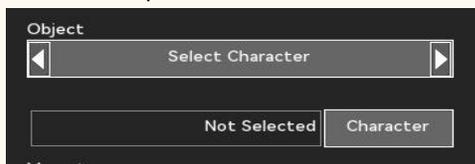
3.3 Walk to..

Get the specified character to walk or run to the specified coordinates, and set its final orientation. If there is an impassable obstacle between the character and the destination, it is forced to move to the destination.

◆ Object

Lead: Select the character under the player's current control.

Specify Character: Select a Character from the Character list that is automatically selected if it is in the current scene. If more than one Character exists in the current scene, the earliest generated Character is preferred.



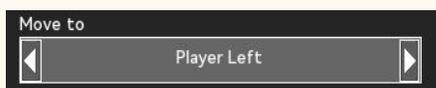
◆ Move to



Coordinate location: Enter the coordinates and move the target Character to the specified coordinates.

Character Location: Select a Character as the move object, and if the Character is in the current scene, move the target Character next to the object Character.

Position: When there is a leader in the team, move the target Character to the leader.



◆ Direction

Adjust the orientation of the target Character when it reaches its destination.

◆ Movement Speed

The movement speed of the target Character to the destination.

◆ Next step starts at

Immediately: When you move from the target character, start the next event command immediately.

Revival: Start the next event command when the target Character reaches the destination.
 Countdown: enter the countdown to start the next event command, in seconds.

3.6 Teleport

Transfer the specified character instantly to the specified coordinates, and set its final orientation.

◆ Object

Lead: Select the character under the player's current control.
 Specify Character: Select a Character from the Character list that is automatically selected if it is in the current scene. If more than one Character exists in the current scene, the earliest generated Character is preferred.

◆ Move to Position

Coordinate location: Enter the coordinates and move the target Character to the specified coordinates.

Character Location: Select a Character as the move object, and if the Character is in the current scene, move the target Character next to the object Character.

Position: When there is a leader in the team, move the target Character to the leader.

◆ Direction

Adjust the orientation of the target Character when it reaches its destination.

3.7 Behavior

Change the specified character status, and appearance.

◆ Object

Lead: Select the character under the player's current control.

Specify Character: Select a Character from the Character list that is automatically selected if it is in the current scene. If more than one Character exists in the current scene, the earliest generated Character is preferred.

◆ Direction

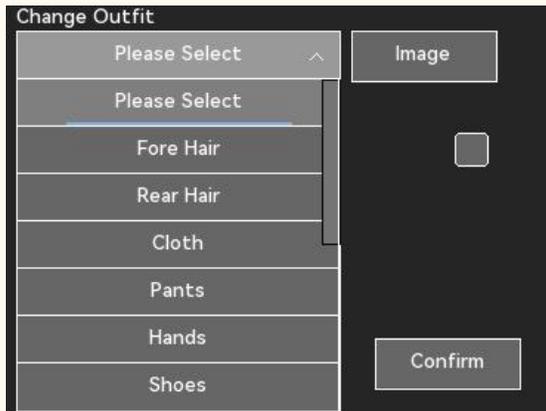
Change the orientation of the target Character.

◆ Change behavior



Change the current status of the character, If you want to change the status has the corresponding animation, play the corresponding animation.

◆ Change Outfit



Select a part location and click Select Picture to change its part number. The target Character changes its paper doll assembly as it performs this command.

◆ Revive

When enabled, if the current Character is dead, return it to normal.

3.8 Animation

Make the specified character play the animation.

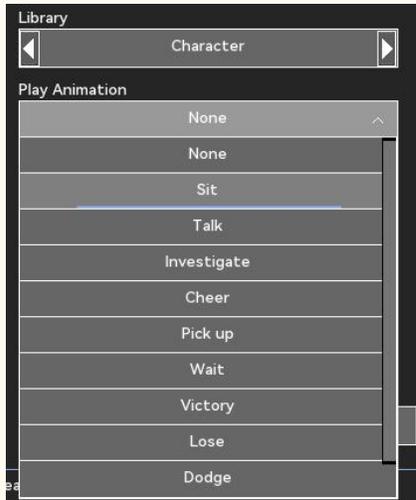
◆ Object

Lead: Select the character under the player's current control.

Specify Character: Select a Character from the Character list that is automatically selected if it is in the current scene. If more than one Character exists in the current scene, the earliest generated Character is preferred.

◆ Library

Character animation: Select and play the animation of the current character preset.



Specify the animation: Select any animation player from the animation list. It is important to note that if the character plays a paper doll animation that is not of his own type, the animation may not be as expected.



◆ Animation loop

No repetition: stop after playing the animation once.

Number: Enter the specified number of times and stop after playing it.

Continuous playback: Play the animation on a loop.

◆ Next step starts at

Immediately: Start the next event command immediately when the animation starts playing.

Set time: Enter time, from play start to set time, start the next event command.

After the animation: Start the next event command when the animation is played.

3.9Property

You can change the attribute value of a specified character, or add or remove a skill to the character.

◆ Object

Lead: Select the character under the player's current control.

Specify Character: Select a Character from the Character list that is automatically selected if it is in the current scene. If more than one Character exists in the current scene, the earliest generated Character is preferred.



◆ Properties

Select an attribute, and select a change mode. The change mode can be increased, reduced or set to a specific value.

◆ Skill Change

Add skills: Select a skill from the skill list and learn the assigned skill to the target Character.

Reduce skills: Select a skill from the skill list and remove the target character if it has it.

3.10 Visibility

When the story develops to a certain period of time, you may need to hide the NPC or passers-by in the map scene to express the story. This function can be used to mask or display the NPC population.

◆ Choose Group

All people: All Character units, including teams and enemies.

All passers-by and NPC: all NPC units except our units and enemy units.

Only protagonist: When there is a team leader in the team, the target is the captain.

Leading character and team members: all members of the team.

Enemy members: all enemy units in the map scene. After hiding such units, they cannot enter the battle with them.

Exas: A temporary NPC added by the event.

Select a Character: Select a Character from the Character list, and select it if it is in the map scene. If more than one Character exists in the map scene, the earliest generated Character is preferred.

◆ Visibility

Appearance: adjust the selected unit to be visible.

Invisible: Adjust the selected units to be invisible.

3.11 Change Main

Assign a character to become the team leader, under the direct control of the player.

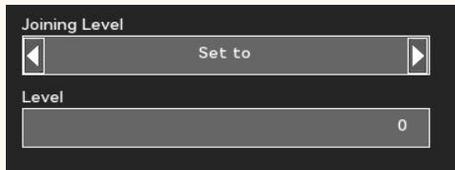
◆ Character

Select a Character from the Character list that is directly in the current position and joins the team as team leader. If the team previously has a captain, the character stays in its current position as an NPC.

◆ Joining Level

Default Level: This Character joins the team at the default level. If the character has previously joined a team, the character joins the team with its pre-departure level and attributes.

Specify the level: Join the team by correcting the Character. The attribute values of the character change after the correction level. The change value refers to the growth ability of the character.



◆ **Fight Enable**

When enabled, the character can join the battle. Note that if all the characters in the team are untouchable, the team automatically enters a battle failure when it meets an enemy.

◆ **Enable EXP Receiving**

When enabled, the Character gets an experience value.

◆ **Enable Equipment**

When enabled, the Character can change the equipment.

◆ **Reform Original Team**

After the activation, dissolve the original team and empty the team members. Then the team left only the target Characters.

◆ **Reset Inventory**

When enabled, the backpack will be emptied when the captain changes. All previous items in the backpack will be destroyed.

3.12 Bubbles

Initiate the dialogue bubble box, the content can choose the text or facial expression icon. Execute the next event command when the conversation completes.

◆ **Character**

Lead: Select the character under the player's current control.

Specify Character: Select a Character from the Character list that is automatically selected if it is in the current scene. If more than one Character exists in the current scene, the earliest generated Character is preferred.

◆ **Bubble Content**

Text: Enter the text content, and the target Character will display the bubble box and play the content.

Emoji: Select an emoji image from the built-in emoji list. The target character plays the dynamic expression.

4. Camera Event

Lens events are used to adjust in-game shots or to enhance game dynamic performance. Is a common function.

4.1 Camera movement

When moving the lens to the specified position, it should be noted that the coordinates of the lens refers to the central position of the picture. After the change, the original character will not be followed. If the lens coordinates are lost at this time, "lens follow" can be used to follow a character again.

◆ Camera move direction

Lateral movement: move only the lens abscissa to the specified coordinate position.

Camera move direction

Move Horizontal

X: 0

Longitudinal movement: Move only the lens ordinate to the specified ordinate position.

Camera move direction

Move Vertical

Y: 0

Specify a location: Enter the coordinate location to move the lens center to the location.

Camera move direction

Position

X: 0

Y: 0

Specify Character: Select a Character from the Character list, moved in the Character scene in the current map location. If more than one character exists in the current scene, the lens moves to the earliest generated character location.

◆ Camera movement speed

Immediately: The camera teleports to the destination.

Specify time: input time, the lens will move to the destination in that unit of time, per unit of seconds.

4.2 Camera Follow

Make the camera follow the specified character, and follow the protagonist if the character does not exist. After changing the camera to follow the object, it should be changed back to the protagonist before the end of the event to avoid the camera does not follow the player.

◆ Camera Target

Lead: Select the character under the player's current control.

Specify Character: Select a Character from the Character list that is automatically selected if it is in the current scene. If more than one Character exists in the current scene, the earliest generated Character is preferred.

4.3 Camera Effect

You can change the lens type and add special effects to the lens. After the camera effects are added to the event, the effects should be suspended at the end of the event or during the game, so that the camera effects do not stop. In addition, in order to ensure the consistency of the game, the game should minimize the camera type changes.

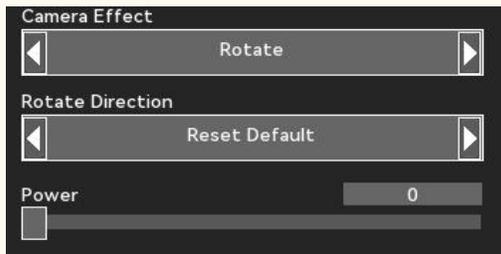
◆ Camera Type

Current: No change in lens type.

3D lens: set the lens to a 3D lens.

2D lens: Set the lens to a 2D lens.

◆ Camera Effect-Tilt



The lens can be tilted according to its intensity,

◆ Zoom

Change the lens size.



◆ Camera Effect-Shake



Set the direction of shock for long in time, and the lens will shake randomly in the specified direction.

◆ Camera Effect-Swing

Set the direction and amplitude of the swing, and the lens will swing in the amplitude range.

◆ Camera Effect-Rotate

Select the direction of rotation, set the intensity, and the lens will constantly rotate in that direction.

◆ Stop ALL

Remove the lens special effects currently in effect.

4.4 Camera Filter

Apply the filter effect to the lens, and the filter effect will work immediately after use. It should be noted that the filter effect is not automatically removed, and if the game needs to abort the filter, you can use it to turn off the filter effect again before the event ends or during the game process.

◆ Filter



The selected filter is applied immediately, and the detailed filter can be referred to the filter.

◆ Period of Time

Until the next passive change: maintain the current filter until the next change.

Aborts the filter only after the current map: map scene is switched.

Always maintain: ignore the map filter change, always maintain the current filter.

👤 5. Advanced Management

Advanced management events can be checked and judged on the values of the game system, often used to make game branch routes, or exclusive stories or treasures.

5.1 Choices

Up to five options can be created. Each option corresponds to an event command, and can be found in the multilingual administration. If there are complex events in the option, you can make separate events for them and make the event jump. If the original event does not need to be executed again, the original event in the new event.

◆ Information

Option information that is displayed in the game.

◆ Number of Choices

Select the corresponding number of options, and set the text for each option.

5.2 System

The game system, but will affect the progress of the game, careful use.

◆ System Operation

Archive: Set up the game archive.

UI layout: Change the custom UI layout.

Game End: Forced entry into the game end menu.

◆ Save Operation

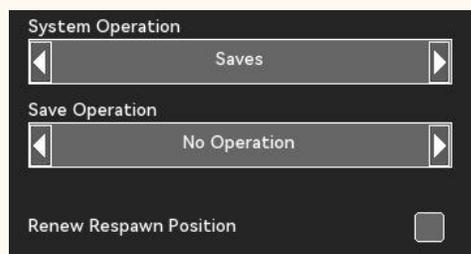
Automatic archiving: force archiving to the automatic archive file.

Disable archiving: the archiving function is disabled immediately.

Enable Archiving: Open the disabled archive function.

Open the archive interface: open the system archive menu.

Open the reading interface: open the system reading menu.



◆ Renew Respawn Position

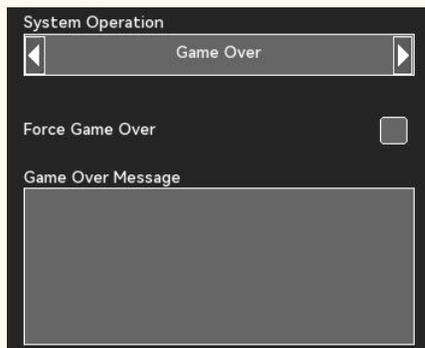
When enabled, the current coordinate of the player captain is set to the rebirth position.

◆ UI Layout

Select the custom UI layout already set for replacement.

◆ Force Game Over

When enabled, the game is forced into the end of the game ending. This feature can be used for plot kill.



◆ Game Over Message

The system information displayed before the end of the game and the game can be used to prompt the player why the game failed. Localization of this text can be found in the multilingual settings.

5.3 Achievement

Achievement in the game, the current achievement system is only used for display, has no impact on the content of the game.

◆ Achievement Grade

The producer can choose the achievement level based on the value of the achievement.

◆ Image

You can select the achievement icon from the system.

◆ Achievement Title

Main title of the achievement display.

◆ Achievement Content

The content of the achievement is achieved.

◆ Plate Blend

The background color of the achievement.

◆ Text Color

The text color that the achievement displays.

5.4 Password

The producer will preset the password, which is entered by the players in the game. Execute the first event command when the password is wrong, and execute the second event command when the password is correct.

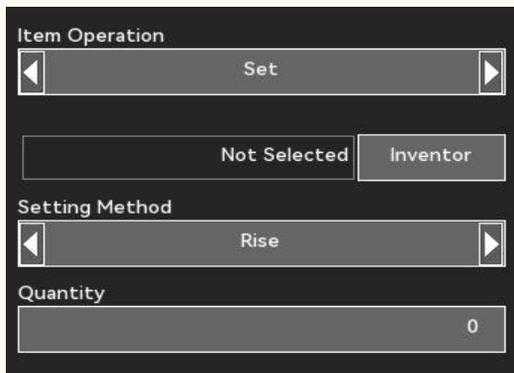
◆ Password Format

Enter a digit password of four or six digits.

5.5 Inventory

Check to add or move the specified item to failing the first event command. Check by executing the second event command.

◆ Set



Item Operation

Set

Not Selected Inventor

Setting Method

Rise

Quantity

0

Select the items to be set, select the change mode and enter the number of changes.

◆ Verify

Item Operation

Verify

Not Selected Inventor

Checking Method

Equal to

Quantity

0

Select the items to be checked, set the inspection method and enter the inspection number. If the number of items in the backpack matches the inspection result, the inspection will pass.

5.6Quest

You can change the main task information here and operate on the side task.

◆ Change Main Storyline

Quest Operation

Change Main Storyline

Quest log

Modify the main task message, which is displayed in the game screen notification area. It can be viewed in the quest menu. Localization of this text content can be found in multi-lingual management.

◆ Start Sub Quest

Select the task from the task list and change the task status to progress.

◆ Finish Sub Quest

Select the task from the task list and change the task status to completed.

◆ Close Sub Quest

Select the task from the task list to change the task status to an invalid.

5.7 Variables

Check or set up the variables. Change variable can be selected to increase a certain value, reduce a certain value and direct setting. The check variable can be selected to be greater than, less than or equal to a certain value, when the check passes the second command, if not, the first command. Note: Only execute one command whether the variable is passed or not, and the subsequent events should be set to continue or interrupt the subsequent events through the "execution events". If the subsequent events are not executed immediately, you can choose to place the flag to prepare for the later.

◆ Variable

Select a system built-in variable or a custom variable to operate on.

◆ Set Value

Select the change mode, enter the change value, and select the selected variable for the change operation.

◆ Check Value

Select the check method and enter the check value. If the variable value matches the check result, the check fails, and otherwise, the check fails. Execute first event command when check fails and second event command when check passes.

5.8 Time

Operate and manage the game clock, and you can also check the time. This function is mostly used for the branch story or the exclusive story.

◆ Change Time

The screenshot shows the 'Change Time' event configuration interface. It includes the following elements:

- Time Operation:** A dropdown menu currently set to 'Change Time'.
- Adjust Time:** A dropdown menu currently set to 'Add'.
- Day:** A text input field containing the value '0'.
- Hour(s):** A text input field containing the value '0'.

According to the input days and hours, according to the current clock.

◆ Verify

The screenshot shows a configuration panel for the 'Verify' event. It contains the following elements:

- Time Operation:** A dropdown menu with 'Verify' selected.
- Checking Method:** A dropdown menu with 'Later Than' selected.
- Day:** A text input field containing the value '0'.
- Hour(s):** A text input field containing the value '0'.

Select the check method and enter the check value. If the current game time matches the check result, the check passes, and otherwise, the check fails. Execute first event command when check fails and second event command when check passes.

🍪 6. Event Control

Operations on current or other associated events is often used to change the current event status or jump events, and can also be used for event checking.

6.1Check

If the event check is not completed, the first event is completed, and if it is completed. The interrupt event can be selected to exit the event. This event can be triggered repeatedly until the check passes.

6.2Set

The status can be changed for current or other events, and you need to carefully check and test the event logic to avoid event confusion that can not be triggered or blocked.

6.3Execute

The specified event starts immediately and will not continue even if there are unfinished events in the original event.

6.4Suspend

To abort the current event, you can choose whether the event change status is completed, only withdrawn events can be repeated, and completed events cannot be executed again. Be careful to use the check logic, to avoid the plot can not continue.

◆ Just Quit

The event can be triggered again without changing the event status.

◆ Event Finish

Change the event status to complete and the event ends.

VIII. Dialogues

Each conversation can be freely called in an event or a map. Each dialogue is composed of several pieces of dialogue, each dialogue can set individual parameters and effects, and the character drawing and drawing expressions are set for each dialogue. Also, dubbing files can be added, and one dubbing file can be used for each conversation.

1. [Dialogue](#)
2. [Variable](#)
3. [Dubbing](#)



1. Dialogue

To create a dialogue, first click the "Add dialogue" button, select the initiator of the dialogue in the pop-up dialogue bar, and edit the dialogue content. In addition, if you need to adjust the parameters of the dialogue, you can set the corresponding options behind the dialog bar.

◆ Dialogue Title

The title of this conversation, in order to ensure the uniqueness of each conversation, should try to avoid using repeated titles.

◆ Character Selection

After clicking, you can select a Character from the Character list and use the Character drawing and Character name. If you want to change the Character name, you can change it manually.

◆ Content of dialogue

Add content to each conversation. The game automatically changes the conversation, and the producer can manually changes the dialogue.

◆ CG Position

You can choose to draw on the left, draw on the right, and draw in the center.

◆ Facing

The default direction of the vertical drawing, you can choose the left or right. When the vertical drawing uses a custom image, the vertical drawing direction controls its mirror image.

◆ Text speed

The default speed of the dialogue when played.

◆ Emotion

Choose the dialogue to draw the expression of joy, sadness, anger and so on

◆ CG Method

Use the character's avatar when drawing, and the silhouette becomes a black silhouette.

◆ Sound Effect

You can select sound from the built-in or resource tree to play sound when the dialogue plays to the segment.

◆ Special

You can select special effects for your characters.

0	Shake(Fade)
1	Shake
2	Trun
3	Trun*2
4	Trun*3
5	Fade
6	Forward
7	Backward
8	Around
9	Away

◆ Inherit Speaker

When enabled, the Character in the previous conversation is automatically copied when the conversation is added.



2. Variable

Display global variables can be called in a conversation. The use method is to use "\$" plus "ID" in the text. The specific operation method of each variable is shown in detail.

◆ Money

Enter "\$money" in the text to view the money count.

◆ Fame

Enter \$ame in the text to view the prestige value.

◆ Moral

Enter "\$moral" in the text to view the moral values.

◆ Variables

Enter "\$" + number in the text to view the custom variable for the corresponding number.

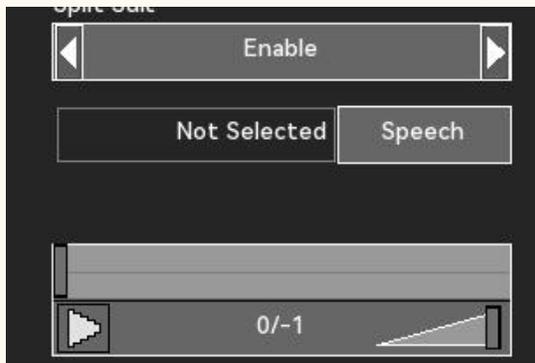


3. Dubbing

After selecting the dubbing file, each dialogue can choose to play a section of the dubbing of the paragraph. When making the dubbing file, the producer can record the entire dialogue into a file, leaving a gap between each dialogue, so that the fit between the text and the dubbing can be

◆ Speech

When enabled, you can select the dubbing file from the resource tree.

**◆ Start/End Time**

When the dubbing file is configured, the start time and the end time of the dialogue in the dubbing file are adjusted, so that the dubbing and text fit.

IX. Items

Edit and manage items, including equipment, consumables, story items, other items, etc. Equipment is divided into weapons and armor, and the effect of only one piece of equipment can be obtained by using the same part of the equipment. Consumables can be superimposed by using, and items will be lost after use. Plot items are the key items to promote the development of the plot, and can not take the initiative to use the items. Weight: Set the weight of the item, and confirm the upper weight limit of the backpack in the basic setting.

1. [Prop information](#)
2. [Consumables](#)
3. [Equipment](#)
4. [Quest Item](#)
5. [Other items](#)



1. Item

Prop information can be used to distinguish the quality of props, introduce the purpose of props, and set the basic parameters of props.

◆ Change Icon

Select the item icon from the system built-in or from the resource tree.

◆ Item Level

The quality of the item. Classes vary from low to high performance in the colors displayed in the game.

◆ Cannot Trade

When enabled, the item can not be bought and sold.

◆ Weight

When the weight system is turned on in the basic setting, the weight load of the backpack will be added each time the item is placed into the backpack.

◆ Purchase Price

The default purchase price for this item.

◆ Sell Price

The default selling price of the item.

◆ Gender Limitation

If the gender limit is set, only the corresponding gender character can use or equip the item.

◆ Add Description

A brief introduction of the item is displayed in the menu of the items in the game. Localization of this text content can be found in multi-lingual management.

🍪 2. Consumables

Consumables can get a property bonus for the character, or you can drag. Using items simultaneously can also trigger events. There are two ways to use consumables, one to find consumables through menus and one to use consumables through item selection in combat. Attribute bonuses are also divided into two bonus modes, temporary or permanent bonuses.

2.1 Properties

◆ Item Property

Various types of attributes can be selected, including random attributes.



◆ Setting Method

You can choose to increase or decrease the values, or specify that the attribute changes to a fixed value.

◆ Point Method

You can enter a fixed value or select a random range as the change value for the item.

2.2 Item Usage

◆ Pick up Method

Put in the backpack: When the character picks up the item, the item automatically joins the backpack.

Direct use: when the character picks up the item, yes, use it directly and destroy it.

◆ Consume Type

Permanent Change: Select this option, then permanently change the capability value.

Temporary benefit: Select this option, enter the duration, the capability value change disappears.

◆ Method after use

Destruction: Remove the item and release the backpack space and weight.

Stay in the backpack: become an unused item that still takes up space and weight in the backpack.

◆ Target Group

You can choose the object for your own single or all, the enemy single or all.

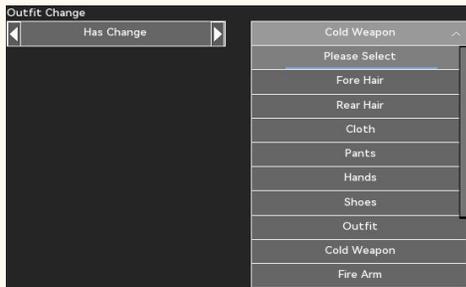
2.3 Crowded Control

Special effects can be applied to the applicable object, and the specific effect can refer to the special effect mechanism.

2.4 Event after use

If you want to use the item to trigger events, you can select the event you want to trigger here. The event triggers after the item is used. If the status of the event is completed, the event is not triggered again by using the item.

2.5 Outfit Change



Select a part location and click Select Picture to change its part number. The target character changes their paper doll parts after using the item.

3. Equipment :

According to the number of equipment bars in the basic setting, you can edit the equipment suitable for different equipment bars. Equipment can not only get the attribute ability bonus, but also can add additional skills or change the attack skills.

3.1 Properties

◆ Item Property

Various types of attributes can be selected, including random attributes.

◆ Setting Method

You can choose to increase or decrease the values, or specify that the attribute changes to a fixed value.

◆ Type of Value

You can enter a fixed value or select a random range as the change value for the item.

3.2 Equipment

◆ Equipment Slot

Equipment location used to distinguish the equipment. You can choose from all of the equipment bars. In the same position of the equipment bar in the game can only be equipped with unique equipment.

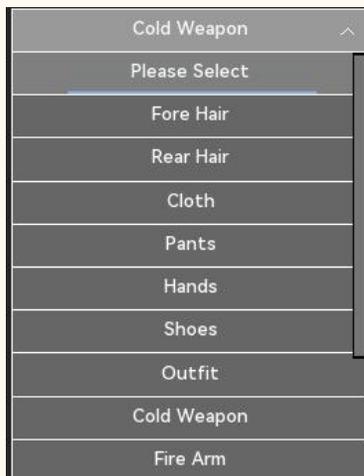
◆ Pick up Method

Put in the backpack: When the character picks up the equipment, the equipment automatically joins the backpack.

Direct use: when the character picks up the equipment, it will automatically send the equipment to the corresponding equipment bar. If the gear bar is previously equipped, add it to the backpack.

3.3 Outfit Change

Select a part location and click Select Picture to change its part number. The target character changes their paper doll parts after using the item. If the equipment is a weapon, you can choose either a cold weapon or a hot weapon. When you have a weapon, you can release a skill that requires the corresponding weapon to release.



3.4 Equippable Skill

Select a skill from the skill list, and automatically acquire the skill when the character in the game. When the equipment is removed, the skill is removed.

3.5 Attack Skill Change

If the device is a device that changes the way the character attacks in the game, you can apply the second option. The selected skill replaces the character's default attack skill. When the device is relieved, the character recovers the initial attack skill.

When the game mode is action mode, you can change the attack skills of air attack and squat attack.

4. Other Items

Other items include drama items or useless items. Usually have no function, only as a general item in the game.

4.1 Quest Item

Plot items are the key items to promote the development of the plot, usually do not have any function, and cannot actively use the item.

5.2 Useless

Useless items are mostly items dropped by enemy units, or meaningless items obtained from the game, which usually do not have any function, and can be used for sale.

X. Skills

Skill is a collection of skill animations and skill information. The same skill can contain animations of multiple character types and share skill information. Skills include passive skills and active skills. Active skills can consume a portion of the character resources when used, while passive skills continue to work. Manufacturers can assign preset skills to characters, or let them learn to acquire new skills in the game.

- [1. Skill Information](#)
- [2. Passive Skill](#)
- [3. Active Skill](#)
- [4. Skilltree](#)

1. Skill Information

The skill information includes the display status of the skill in the game and how to use it.

◆ **Change Icon**

Select the skill icon from the system built-in icon or from the resource tree icon.

◆ **Skill Level**

Set the intensity levels for the current skill.

◆ **Cooldown**

Time intervals using the same skill, in turns or seconds.

◆ **Can be used through menu**

When enabled, the skill can be used in the skill menu. It is also used in non-combat situations.

◆ **Can be used in air**

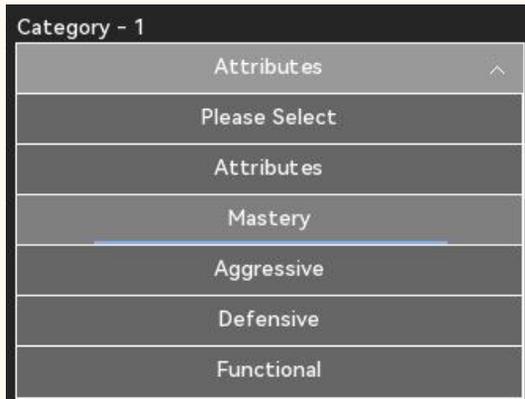
When enabled, the skill can be used in the air. Air skills requires this option to be enabled.

◆ **Skill Description**

A brief introduction of the skill is displayed in the skill menu or battle menu in the game. Localization of this text content can be found in multi-lingual management.

2. Passive

Passive skills can be equipped by selecting the passive skill bar from the skill menu. The passive skill takes effective when the character equipment the passive skill. The types of passive skills are



2.1 Attributes and Mastery

Attribute bonus is mainly for the basic attributes and ability attributes of characters, while specialization is mainly for the custom attributes of characters. When the passive skill is disabled, the bonus is disabled.

2.2 Aggressive

Attack passive skills provide characters with higher damage, explosion, and battery life.

Repeat Strikes
physicalal Increase ment
Magic Increase ment
Drain health
Drain Stamina
Critical Chance
Critical Damage
Accuracy Fix
Backstab Damage

◆ **Repeat Strikes**

Character release skills are settled twice when causing damage to an enemy unit.

◆ **physicalal Increase ment**

Improve the character's physical damage settlement ability, and the magic damage and real damage is invalid.

◆ **Magic Increase ment**

Improve the character's magic damage settlement ability, and the physical damage and real damage is invalid.

◆ **Drain health**

Character release skills to restore their health when causing damage to enemy units.

◆ **Drain Stamina**

Character release skills to restore their own strength when causing damage to an enemy unit.

◆ **Critical Chance**

Increase the probability of the Character triggering a critical strike.

◆ **Critical Damage**

Improve the damage correction of the character's critical strike.

◆ **Accuracy Fix**

Improve the base hit rate.

◆ **Backstab Damage**

Increase damage settlement when the character causes damage to his enemy unit.

2.3 Defensive

Defense-type passive skills provide characters with higher defense, damage avoidance, and battery life.

Damage Reduce
Damage Reflection
Dodge Fix
General Resistant
Nerf Resistant
Fortitude

◆ Damage Reduce

When an enemy unit causes damage to itself, a part of the damage value shall be reduced after the damage settlement.

◆ Damage Reflection

When an enemy unit causes damage to itself, rebound some of the damage to the damage sponsor.

◆ Dodge Fix

Increase the character base avoidance value.

◆ General Resistant

Improve the character's defense against all damage.

◆ Nerf Resistant

Improve the character's resistance to abnormal states and reduce the duration of abnormal state.

◆ Fortitude

When the character's life is zero, a certain probability xes the health to a point, preventing the character from entering the dead state.

2.4 Functional

Functional passive skills provide auxiliary abilities to the characters.

Health Regenerate
Stamina Regenerate
Mana Regenerate
Cooldown fix
Item Drop Rate

◆ Health Regenerate

Increase the character's ability to recover from his life.

◆ Stamina Regenerate

Increase the character's physical resilience.

◆ Mana Regenerate

Increase the character's magic response ability.

◆ Cooldown fix

Reduce the cooldown time for character usage skills.

◆ Item Drop Rate

Increase the probability that the character will receive a reward after a battle victory.



3. Active

Skills that need to be actively released by the player. Skill can be released using shortcut keys by assigning initial skills to characters, or by going to the skill menu in the game. You can also open the skill instruction and release the skill by entering the skill command.

3.1 Category

Skills types include non-combat skills, ordinary attack, combat skills, kill skills, defense and counterattack, remote attack, air skills, air skills, and auxiliary skills. Different skill classifications will affect the plan of AI computers when using skills.

No Combat Skill
Normal Attack
Standing Skill
Ultimate
Defend and Counter
Ranged Skill
Air Strike
Dragon Punch
Support Skill
Attack(Melee)

◆ No Combat Skill

This skill does not cause any damage, such as jumping skills, displacement skills, etc.

◆ Normal Attack

This skill is used for common attacks of a character and is a lower priority skill classification.

◆ Standing Skill

Skills used by characters in standing state.

◆ Ultimate

High-priority skills with greater benefits.

◆ Defend and Counter

Skills used for a defense or a counterattack.

◆ Ranged Skill

A skill that can be released when there is a distance between a Character and a target.

◆ Air Strike

Skills that a character can use in the air.

◆ **Dragon Punch**

The ability to damage the target when it is in the air.

◆ **Support Skill**

Provide beneficial skills to your Character or team.

◆ **Attack(Melee)**

Skills used when equipped with a melee weapon.

◆ **Attack(Ranged)**

Skills used when equipped with a remote weapon.

3.2 Requirements

Add some restrictions to the skill release. Attack skills commonly used for switching between weapons and equipment. The condition to judging whether the equipment is equipped is whether the corresponding parts are modified.



◆ **NONE**

Skills that are ready to use

◆ **Bare Hands**

Only when the character's cold weapon and hot weapon parts are not replaced, regarded as empty-handed state.

◆ **Cold Weapon**

When the cold weapon parts of the character are replaced, it is regarded as holding the cold weapon state.

◆ **Fire Weapon**

When the hot weapon parts of the character are replaced, it is regarded as holding the hot weapon state.

3.3 Cancel Level

When the player uses the skill to cancel the animation, the cancellation level of the skill can be set. If the cancellation level is greater than the cancellation level of the cancellation points in the animation, the skill is released immediately.



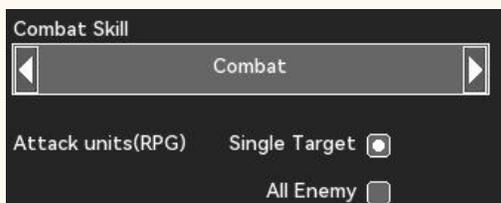
3.4 No Combat Skill

If the skill is a non-combat skill, no target selection function will be assigned to the skill in character-playing or battle flag games, which cannot cause substantial damage to enemy units.



3.5 Combat Skill

If the skill is a combat skill, the skill is assigned a target selection function.



◆ Attack units(RPG)

Single enemy: Select one of all enemy units as the target.

All enemies: use all enemy units as strike targets. The damage determination will be settled separately for each enemy.

◆ **Attack Range(SRPG)**

The selection range of this skill in the battle flag game.

◆ **Collision Range(SRPG)**

The determination range of this skill in the attack range in the battle flag game. This range is the final damage range. All enemy units in this range will determine the damage.

3.6 Move Command

The move commands include action commands and key commands. The engine system will automatically record the latest certain number of key commands, and release the corresponding skills when the key commands meet the action commands and press the corresponding key commands to the press. The command system has a priority. Generally speaking, the more accurate and the longer the command, the higher the priority. The system can be used when the skill shortcut key does not meet the number of skills used in the game.

3.7 Consume type

In order to improve gameplay and strategy, games usually increase skill consumption. Reasonably allocating the cost value of each skill can enrich the gameplay.

◆ **No Cost**

The skill consumes no attributes and can be released indefinitely. For example, common attack skills.

◆ **Attribute**

Select one of the basic attributes to consume, depending to the maximum percentage value or fixed value of the type.

Consume type 1

Attribute

Please Select

Type of Value: Fix Value

Points: 0

◆ Variable

Select a custom variable for consumption, set to the maximum percentage value or the fixed value. Custom variables can usually be negative, but as consumer variables can only be consumed when their value is positive

Consume type 2

Attribute

Please Select

Type of Value: Fix Value

Points: 0

◆ Items

Select an item from the item list as consumables. When the number of items stored in the backpack is greater than the number consumed, the consumption conditions can be met.

Consume type 1

Items

Not Selected Inventor

Points: 0

3.8 Combo Skill

The combo system can be enabled if the current skill can connect subsequent combo, or if the current skill is part of the counterattack skill. The combo-click system is divided into manual trigger and automatic trigger.

◆ Manual Use Combo Skill

Both the initial collision frame and the effective collision frame number are entered. When the current animation plays to the initial collision frame, the second skill input can be completed within the effective collision frame number, which is regarded as an effective combo. The selected combo skill will be released after the skill animation ends.

Combo&Counter Skill

Manual Use Combo Skill

攻击连段1 Skill

Combo starting frame

2

Combo available frame

5

◆ Auto Use Combo Skill

Without manual buttons, the current skill is automatically released at the end of the animation.

Combo&Counter Skill

Auto Use Combo Skill

攻击连段1 Skill

3.9 Animation

The character type and animation included in the skill. After enabling the character type and selecting the corresponding skill animation, the character type can use the skill.

Skill Animation

Male Skill Animation Not Selected ▶

Female Skill Animation Not Selected ▶

Teen Skill Animation Not Selected ▶

Big Guy Skill Animation Not Selected ▶

Monster Skill Animation Not Selected ▶



4. Skill Trees

The skill tree in the engine is a linear skill tree, and learning the skills in the skill tree requires learning all of its leading skills. Add the skills and set the cost points and levels.

4.1 Skill Trees

The skill tree in the engine is a linear skill tree, and learning the skills in the skill tree requires learning all of its leading skills. Add the skills and set the cost points and levels.

◆ In-Game Name

The name of the skill tree is displayed in the game. If localization changes to that name are required, they can be found in Multilingual Administration.

◆ Change Icon

Select the corresponding icon of the skill tree from the system built-in icon or the resource tree icon.

◆ Number Of Skills

The number of skills in the skill tree.

◆ Points

The total number of skill points spent on how to learn the skill tree.

◆ Minimum Level to Learn

Learn the minimum level requirements of the skill tree.

◆ Maximum Level to Learn

Learn the maximum level requirements of the skill tree.

4.2 Add Skill

Click Insert skill to add a skill to the current serial number in the skill tree and sets the skill point and learning level for the skill. When the number of skills in the skill tree reaches ten, you cannot continue to add skills.

XI. Quests

The main task is released by events, and there is no reward for completing the main task. Tasks in this list are for side tasks only. The status of the task is divided into four types, not started, ongoing, completed, and invalid. If it does not start, the player can start the quest. Once the task is received, the task status is changed to ongoing. When the task is completed and the accounting is completed, the task status is changed to be completed. If the task fails in progress or the timeout is not complete, the task status changes to invalid.

1. Task information
2. precondition
3. Task accounting
4. Reward Type
5. Time Limit



1. Quest

◆ Quest Title

Title name of the current task, in order to ensure the independence and uniqueness of each task, the task title should try to avoid duplication.

◆ In-Game Title

The title of the task appears in the in-game task menu, and the localization of the text can be found in multilingual management.

◆ Quest Level

Enter a level number, and the player captain can only receive the level.

◆ Repeatable

When enabled, the task is automatically reset to unstarted after submitting or after the task fails. The player can receive the mission repeatedly.

◆ Accept though event only

When enabled, the task does not appear in the task list and can only collect the task in Event Edit-Task Management.

◆ Quest Description

A brief introduction to the task, and the text will be displayed in the task menu. Localization of this text can be found in multilingual management.

2. Premises

The task premise consists of a maximum of two conditions, and can only be received if all the set premises are met.

◆ **Call from Event**

When the status of the elected event is completed, the condition is reached.

◆ **Call from Quest**

When the status of the selected task is completed, the condition is fulfilled.

3. Requirement Type

The task accounting condition consists of one or several conditions, and the producer can formulate the accounting condition according to the difficulty of the task. Task accounting is only passed when all conditions are met.

◆ **No Premise Event**

You can submit tasks directly without any conditions.

◆ **Call from Event**

When the status of the elected event is completed, the condition is reached.

◆ **Call from Quest**

When the status of the selected task is completed, the condition is fulfilled.

◆ **Items(cost)**

When the number of items in the backpack is greater than the specified number, deduct the number of items, and the conditions are achieved.

◆ **General Variables(cost)**

When the specified global attribute value is greater than the specified value, deduct the global attribute value and the condition is reached.

◆ **General Variables**

When the specified global attribute value is greater than the specified value.

◆ **Variables(cost)**

When the specified custom variable value is greater than the specified value, deduct the variable

value, and the condition is reached.

◆ Variables

Conditional achieve when the specified custom variable value is greater than the specified value.



4. Reward Type

When the task is successfully accounted for, the task rewards are distributed to the player. At most, five same or different rewards can be selected. The item reward will be distributed to the backpack, the variable reward will be increased to the corresponding variables, attribute points and skill points, and the experience value reward will be distributed to all the members currently in the team.

◆ Items

Select the item from the item list and enter the number of rewards. The item will be added to the backpack.

◆ Variables

You can select a global variable or a custom variable and enter a reward value, and the system will stack the current variable value with the reward value

◆ Attribute Rewards

You can select the experience value, attribute point, skill point, enter the reward value, the team members receive the reward.



5. Time Limit

After the time-limited task is enabled, the task ends from the time when the task is collected. If the task is successfully submitted, the task is completed, and otherwise, the task fails.

◆ Countdown

Give the task a countdown, and the task fails at the end of the countdown.

◆ Specific Time

Specifies the task completion time, and the task fails before the game time arrives.

XII. Game Kernel

The kernel of the game cannot be read in the software. Developers can decide the production direction of their game by choosing the game type and adjusting the game system setting, avoiding the time and cost of directly developing the cumbersome game kernel. When the permissions are open, developers can allow two or more game types to be added at the same time, and they can switch between the games.

1. Game Mode

1.1 RPG

The mode is a traditional turn-based RPG mode, in which players contact enemies in the map to fight. Instead of switching between maps during combat, the current map is used as a real-time combat scene.

- The menu cannot be called in the battle
- The enemy will call for other enemy units within a certain range to fight
- Skills, items can be used to select a single person target or group target depending on its setting
- The skill cooled, and the duration of the abnormal state changed to the number of turns
- The order of enemy attacks in each turn is determined by the speed of the character's action. You can also reduce the difficulty of the game by setting our character to attack first
- Each character can only act once per round
- The damage determination of the animation in this mode is automatically determined in turn
- Not skill in non-combat mode
- In this mode, escape can be enabled and disabled to adjust the difficulty, and the Boss battle cannot escape

1.2SRPG

The mode is a turn-based SRPG mode, similar to the RPG mode, where players contact enemies on

the map to fight. Do not switch maps during combat, and use the current map as a real-time combat scene. It should be noted that the number of grids during combat is related to the scene edge position and the lens size, which is usually $32 * 32$.

- If there is an inaccessible area on the map during combat, the area is set as disabled by the system. It should be noted that too complex maps may appear without access. In this case, there may be situations where the battle cannot end.
- The range of application and release of skills can be adjusted in the skill setting
- The menu cannot be called in the battle
- Character movement speed can be adjusted in the character settings
- Setting up a large number of random encounters in the map can lead to prolonged battles
- The damage determination of the animation in this mode successively determines all enemy units within the release range
- Not skill in non-combat mode

1.3ARPG

The mode is a traditional ARPG mode, where players manipulate the characters to complete the story, interaction, and combat. You can freely call the menu, archive and read the game.

- Skills setting can be used to assign skill recruitment instructions
- The Y-axis thickness of the character is 16 pixels
- The Y axis thickness in the character animation is 16 pixels

1.4Platform

This mode is the traditional side-side Platform game mode. The player uses the characters throughout the story, interaction, and combat. You can freely call the menu, archive and read the game. Unlike the ARPG mode, the map width to 1.

- Direction key to play the squat animation
- Skills setting can be used to assign skill recruitment instructions
- In a character animation, the damage determination is always in the same plane as the character

1.5 Arcade

Arcade mode is similar to other action modes, where the player plays by casting coins and using life counts. Two-player games can be played in this mode.

- The menu can't be called throughout the game
- Props can be operated by setting up the automatic equipment and use of props
- In this mode, if you encounter an enemy group, you need to defeat all the enemies to unlock the next area
- It cannot be archived or read in this mode

1.6 Auto Battle

Automatic combat uses full AI for combat games. Battle characters will automatically specify battle strategies based on their attributes and skills, as well as the setting of the character AI. Among them, the variable control is various and complex, affecting the combat results.

- It can allow players to switch and manipulate characters in combat by enabling manual combat
- No menus and items are available in combat.
- Not skill in non-combat mode

2. Game Control

The default operation in the game is the keyboard + gamepad, in which the key position of the gamepad cannot be changed, and the corresponding key position of the keyboard can be adjusted through the basic setting-operation Settings. In the game, the operation of the controller and keyboard are switched in real-time, without manual setting.

3. Camera Mode

3.1 2D Camera

The 2D lens is a traditional flat game lens that points the center of the lens at the operating character.

3.2 3D Camera

The 3D lens uses the projection effect to process the original 2D lens to 3D, but the 3D lens does not affect the speed of the game. Adjusting the lens size in this lens mode simultaneously adjusts the lens distance.

4. Animation Mechanism

The character's animation can be divided into simple and complete. Often not all the characters need to make a full animation. When you want to make a high-quality game, try to make a complete animation for the characters.

4.1 Simple

In the simple animation mechanism, several independent character interactive animations will be merged into one, so the overall number of animation required is much less than the complete animation mechanism. The disadvantage is that the character behavior is too single and lack of dynamic performance ability. However, using simple animation can greatly reduce the workload of making the named character, which can usually be used to make NPCs and enemy units.

Standing: standing
 Standing up (in battle): combat posture
 Standing (HP below one-third): injured standing
 Standing (when equipped with weapons): Standing (melee weapon)> Standing (remote weapon)
 Walking: walking
 Walking (HP below one-third): injured walking
 Run: Run
 Running (HP below a third): injured running
 Jump: Jump-fall-get up-stand up
 Squat: squat-get up-stand up
 Investigation: Investigation
 Hit: Hit (light)
 Hit (over 10% damage): hit (middle)
 Hit (more than 30% damage): being hit (heavy)
 Hit (air): Hit (air) -fall
 Hit (floating): Hit (floating) -get up-stand

4.2 Total

In the full animation mechanism, each interaction applied to a character causes the named character to play its corresponding animation. At the same time, the workload of making the named character will also increase. Even in a complete animation, you can choose the same animation for different categories.

Death: Death (standing up)
 Death (damage overflow greater than 10%): Death (break)
 Sit down: Sit down-sit up up
 Wait: Stand up-wait
 Talk: Talk
 Fall: fall (back) or fall (down) -get up-stand
 Strike fly: strike fly-fall-get up
 Bulb wall:, hit fly-float-get up
 Halo-out: Halo-standing
 Suppression: stunning-standing
 Skills: Skills-Standing
 Air skills: skill-fall-get up-stand up
 Vehicle: riding or driving
 Adge: dodge 1 or 2-Stand
 Defense: Defense-Standing
 Use props: use props
 Pick up the items: pick them up

5. Special Effect Mechanism

Special effects refer to all the gains and gains applied to the character. The effect is mainly divided into single-type, persistent type. The duration is also divided by the game mode into (...) Round and (...) second.

5.1 Buff

Gain attributes can add attributes to a character over a period of time to help him increase his combat capability.

◆ Temporary Armor

Temporary extra blood volume superimposed on the blood volume, with priority over the own blood volume deduction

◆ Temporary Endure

Ignoring the control for a period of time

◆ Attribute Gain

Add a certain attribute value over time

◆ Revive

Restore a character who cannot fight to a state where you can fight

◆ HEAL

Restore a certain amount of health value

◆ Nerf Remove

Remove the negative state

◆ Stun Recover

Remove the halo effect.

◆ Slow Recover

Remove the deceleration effect.

◆ Bleed Recover

Remove the bleeding effect.

◆ Wound Recover

Remove the injury effect.

◆ Poison Recover

Removal of the toxic effect.

◆ Blind Recover

Remove the blinding effect.

5.2 Debuff

Loss class attributes add negative effects to the character and last for a while. The same character can be subject to multiple subtraction class attributes at the same time.

◆ Death

Zero the character HP immediately

◆ Poison

1% reduction in current health per (second / round), minimum of 1 point

◆ Bleed

Max HP decreased by 1% per (second / round), minimum of 1 point

◆ STUN

Unable to act until the duration ends or an injury is received

◆ Downed

The character is forced to knock down, gets up after a while, unable to move

◆ WALL BOUNCE

The character will fly to the side of the wall after the ground, while unable to move

◆ KNOCKOFF

The character will fall to the ground, get up after a while, unable to move

◆ SUPPRESS

The character is unable to act after being hit and is relieved after a time

◆ Push Back

The character is hit for a short distance back

◆ Blind

The character hit rate is halved

◆ WOUND

The character physical strength slot maximum was limited to 60%

◆ Slow

Character action speed and movement speed decreased

◆ Floated

The character floats up in the air and shifts up

XIII. Debugging

1. Hotkey

When the debugging mode is turned on, you can use the shortcut keys to quickly implement the function during the test process.

◆ F1 Create、Remove Player Character

If the Captain currently exists, remove the Character. Conversely, randomly generate Characters and change their unused captains.

◆ F5 Error Log

View the list of errors occurring in the game process.

◆ F6 Hide UI

The UI can be adjusted to be semi-closed, completely closed. For viewing the scene details.

◆ F7 Switch Camera Mode

Switch the lens to the 2D, 3D mode.

◆ **F8 Camera Zoom**

Zoom out to the lens.

◆ **F9 Window and Fullscreen**

Quickly switch to the full screen, and the window changes.

◆ **F12 Exit Debugging**

Quit the test mode and return to the editor.



2. Switch Game Mode

Quickly switch to change the current game mode, this instruction is used only for debugging.



3. Debug Point

It can be used as a quick archive. The pilot can record the current game state. When the test comes to a certain stage, it can be used to make the record, which is convenient to quickly reach the state in the next test.

◆ **Save**

Record the current game status to the adjustment pilot.

◆ **Load**

Select the pilot and read the records.



4. Inventory

The instruction can quickly generate items.

◆ **Create at place**

Enter the coordinate position, the item quantity, and generate the selected item to that location.

◆ **Pick Up into Inventory**

Enter the item quantity and place it in the backpack.

5. Character

This instruction can quickly generate characters.

◆ **Create Player**

Select the character in the Character list to generate the captain Character. If a captain exists on the current team, the character is placed on the map. In the test, you can switch the team leader by talking to the character.

◆ **Create Teammate**

Select the person in the Character list to generate the team Character. In the test, you can join the team by talking to the character.

◆ **Create NPC**

Select a character in the Character list to generate the NPC Character.

◆ **Create Enemy**

Select people in the character list to generate enemy units that can fight.

6. Battle

It can be used to control the presence of enemies, or to force teams to fight.

6.1 **Random**

Turn on or off random encounters in the map to save test time.

6.2 **Forced Encounter**

◆ **Enemy Amount**

Enter the number of enemies, and then select Force combat to generate that number of random enemies.

◆ **Level of Enemies**

Enter the enemy level, and then select forced combat to correct the random enemy to that level.

6.3 End Battle

◆ Victory

Forced battle victory, and remove the current enemy.

◆ Lose

Forced combat defeat.

◆ Escape

Forced end of the battle, no battle reward.

6.4 Invincible

When enabled, the player team will not be hurt. Skills do not consume base attributes.

6.5 Collision Visibility

When enabled, the game displays all damage decisions, including the system default invisible collisions.

7. Event

To debug the status of the switching events.

◆ Set Not Started

The completed event can be reset, and the event in the game process can be triggered again.

◆ Set Completed

You can set events that are not started to complete.

8. Quest

Several states used for debug switching tasks.

◆ Set Not Started

You can reset the task to the initial state.

◆ Set In Progress

You can adjust the task from another state to an ongoing state.

◆ Set Completed

You can adjust the task from another state to a completed state. Adjusting this state will not receive a task reward.

◆ Set Failed

Adjust the task to a failed state.

9. Map

For quick map switching.

◆ Move to Map

Select a map scene from the list to move to the map.

◆ Move to Position

Select a map scene from the list and enter the coordinates, and move to the coordinate location of the map.

10. Variables

Select the variable and modify its value. Effective immediately.

11. Clock

Adjust the in-game clock.

12. Camera

Switch to the lens mode, and you can view the places outside of the current lens.

◆ Free

Free-moving lens mode, using the right joystick to control the lens position, or operating using Home, End, Delete, Page Down on the keyboard.

◆ Game

The lens mode in the game flow.