BASE_VN DOCUMENTATION

1 BEFORE STARTING

THE FILES REQUIRED IN YOUR PROJECT, SO YOU CAN START USING IT, ARE:

SPRITES: SPRITE0; SPRITE01; S_EMPTY; S_MOUSEEFF

SCRIPTS:

SC_TEXTBOX

SC_ONSCREEN

SC_ADDOPTION

FONT: THE ONE YOUR PROJECT USES

OBJECTS:

O_CONTROL

O_SCENE

O_SCENE_OPTION

O_TEXTBOX

2 GLOBAL VARIABLE NAMES

THE NEXT GLOBAL VARIABLES WERE USED, PLEASE CHECK IF THE NAMES ARE AVAILABLE BEFORE STARTING OR CHANGE THEM USING "SEARCH AND REPLACE" BUTTON IN GMS2.

GLOBAL.MESSAGE_END

GLOBAL.MESSAGE_SPEED

GLOBAL.TEXT_LENGTH

GLOBAL.MESSAGE[]

GLOBAL.ONSCREEN_ARRAY[]

GLOBAL.FACE_YOFFSET

GLOBAL.BOX_COLOR

GLOBAL.BOX_ALPHA

GLOBAL.TEXTBOX_W

GLOBAL.TEXTBOX_H

GLOBAL.TEXTBOX_POS

GLOBAL.I

GLOBAL.J

GLOBAL.EVENT_NAME

GLOBAL.SHOWMAP

GLOBAL.FONT_USED

GLOBAL.TEXT_LENGTH

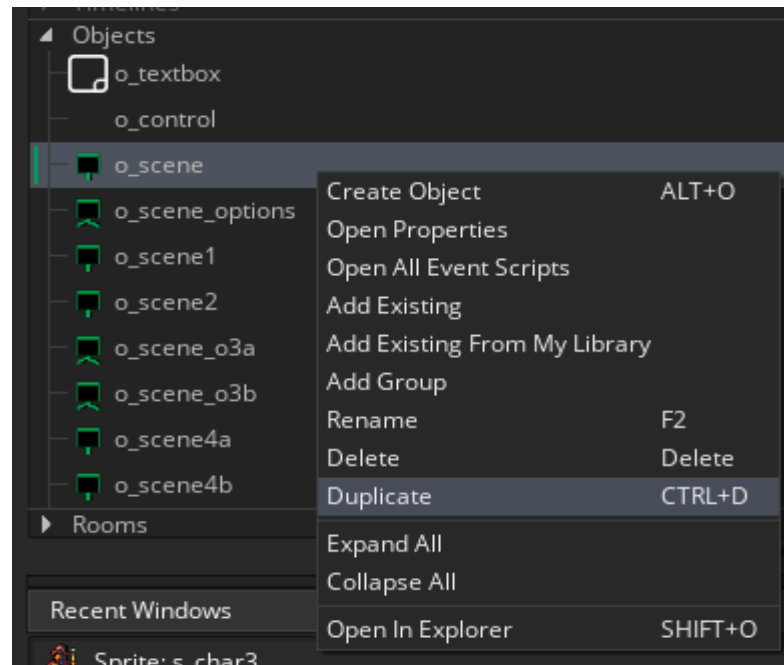GLOBAL.TEXT_NEXT

GLOBAL.MESSAGE_SPEED

GLOBAL.LAYER_C

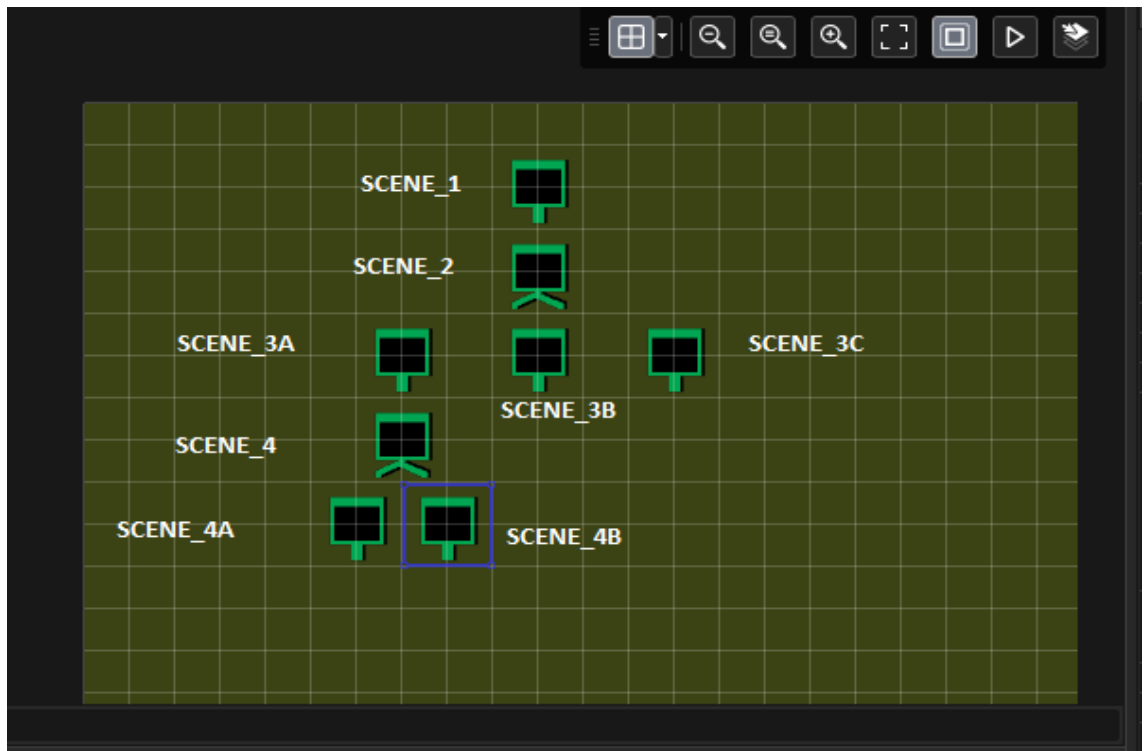GLOBAL.SUMMON_OPTIONS

GLOBAL.SELECT_ARRAY[]

3 TREES AND CLONING

INSTEAD OF A "PARENTING" KIND OF APPROACH OR A TIMELINE ONE, HERE ARE PRESENTED 2 KIND OF OBJECTS, O_SCENE SHOWS A LINEAR PATH AND O_SCENE_OPTION LET YOU CHOOSE UP TO 3 OPTIONS TO A NEXT SCENE TO CHOOSE.

YOU CAN USE DUPLICATE, TO DO AS MANY SCENES AS YOU WANT EACH ONE WITH ITS OWN BACKGROUND AND CHARACTERISTICS AND ADD THEM TO THE PROJECT, AS SHOW BELLOW:

THE ADVANTAGE OF THIS IS THAT EVERY SCENE ONLY NEEDS THE BASE O_CONTROL OBJECT AND ITS OWN SCENE OBJECT TO WORK

FINALY, THE ROOM WILL HAVE 1 O_CONTROL OBJECT AND AS MANY O_SCENE AND O_SCENE_OPTIONS AS YOU NEED

4 BASIC SETTINGS

THE O_CONTROL OBJECT IS THE ONE THAT TELLS WHICH ONE IS THE FIRST SCENE THAT WILL POP UP WHEN THE ROOM STARTS, AND IT'S THE ONE THAT HAS MOST OF THE SETTINGS THAT YOU CAN MODIFY.

```
2
3   //YOU CAN MODIFY THIS VALUES IF YOU NEED TO
4   global.textbox_w=520        // width of the textbox in pixels
5   global.textbox_h=100        // height of the textbox in pixels
6   global.box_alpha=0.6        // transparency of the textbox 0 to 1
7   global.box_color=c_black    //textbox color
8   global.textbox_pos=0.9   // Position of the textbox in room:
9                            // [-1 up; -0.9; -0.8;... 0 center; 0.1; 0.2; 0.3;... 1 down]
10
11  global.font_used=f_ken12  //default font
12  global.event_name="scene1" //First scene enabled while room starts
13
14  global.text_length=100  //how many characters the textbox can contain
15  global.text_next=vk_space  //
16  global.message_speed=0.7    // message speed of the text
17
18  global.face_yoffset= 200    // y_position for faces, default 200 pixels above the bottom
19
20
21  mouse_support=1             // 1 = MOUSE CAN BE USED
22  mouse_sparks=1             //ONLY WORK WHEN MOUSE_SUPPORT=1
23  mouse_animated=s_mouseeff  //The sprite used when mouse clic, or moves, etc
24  testing=1                  // 1= TEST KEYS ENABLED 0 = TEST KEYS DISSABLED
25                             // TEST KEYS  1:Shows map  2:Shows variables stats  3:Reset room
26
27
28
29  //DONT TOUCH THIS-------------------------------------------------------------------
30  //-
```

5 TEXT AND SPRITES

IN EVERY SCENE, IN THE CREATE EVENT, THERE IS A BASIC CONFIGURATION SPACE THAT YOU WILL NEED TO CONFIGURATE, SO EVERY SCENE HAS HIS OWN SCENE_NAME (YOU CANT REPEAT THE NAMES!) AND BACKGROUND.

TO ADD A TEXT AND SPRITE TO YOU HAVE CALL THE FOLLOWING

SCRIPT AS BELLOW:

SC_ONSCREEN(CHAR1, CHAR2, CHAR3, "TEXT")

THE ARGUMENTS OF THE SCRIPT ARE:

CHAR1: SPRITE AT THE LEFT ;   CHAR2: SPRITE AT THE CENTRE

CHAR3: SPRITE AT THE RIGHT ;   "TEXT": THE MESSAGE THAT WILL APPEAER IN SCREEN.

YOU CAN USE THE SCRIPT AS MANY TIMES AS YOU WANT.

AFTER YOU FINISH, YOU NEED TO TELL THE SCENE WHAT SCENE WILL COME NEXT.

IN AN OPTION SCENE YOU CAN WRITE EVERY OPTION WITH THE CORRESPONDING SCENE USING THE SCRIPT:

SC_ADDOPTION("SCENE_NAME", "TEXT")

WHERE THE ARGUMENTS:

"SCENE_NAME": THE EVENT_NAME OF THE SCENE YOU WANT TO GO NEXT

"TEXT": THE TEXT THAT WILL APPEAR IN THE OPTION BUTTON

IN AN OPTION SCENE YOU CAN HAVE 2 OR 3 OPTIONS, SO YOU WILL CALL THE SCRIPT 2 OR 3 TIMES, ONCE FOR EVERY OPTION.

IN A NORMAL SCENE YOU ONLY NEED TO WRITE THE NAME OF THE NEXT SCENE AS SHOW BELLOW:

NEXT_EVENT="SCENE2"

IF YOU NEED TO CHANGE ROOM OR CLOSE THE GAME YOU CAN USE "NEXT_ROOM" AND "GAME_OVER" AS EVENT NAMES IN THE OPTIONS MENU OF THE O_SCENE_OPTIONS OBJECT OR WRITE THE NAME OF THE ROOM WITHOUT QUOTES IN THE NEXT_EVENT VARIABLE OF THE O_SCENE OBJECT

6 WHEN TESTING YOUR GAME YOU CAN USE THE NEXT CONTROLS:

[1] SHOWS/HIDE THE SCENE TREE

[2] SHOWS/HIDE VARIABLES FROM SCENE

[3] RESETS ROOM

REMEMBER THAT THOSE BUTTONS ONLY WORK WHEN TESTING=1 AT THE CREATE EVENT OF THE O_CONTROL OBJECT. IF YOU WANT TO DISABLE THEM YOU NEED TO GO TO THE O_CONTROL OBJECT AND CHANGE IT TO TESTING=1 IN THE CREATE EVENT.

7 HOW TO: BASIC STEPS.

7.1 CHANGE THE SETTINGS IN O_CONTROL CREATE EVENT SO THEY FIT YOUR GAME.

7.2 DUPLICATE MANY O_SCENE AND O_SCENE_OPTIONS, ONCE FOR EVERY SCENE IN YOUR GAME.

7.3 CHANGE THE EVENT_NAME VARIABLE OF EVERY SCENE, THEY CAN'T BE THE SAME, AND THEN WRITE YOU STORY USING THE SC_ONSCREEN( ) SCRIPT.

7.4 YOU CAN USE "NEXT_ROOM" OR "GAME_OVER" IN A NEXT_EVENT VARIABLE OR IN THE SC_ADDOPTION( ) SCRIPT AFTER YOU FINISH ALL THE SCENES.

8 FAQS AND IDEAS:

HOW CAN I ADD MUSIC/ SNOW/ GIFTS/ AT THE START OF EVERY SCENE?

THERE IS A BLANK SPACE IN THE CREATE EVENT OF THE O_SCENE OBJECT WHERE YOU CAN CALL YOUR OWN SCRIPTS OR MUSIC FUNCTIONS OR CREATE_OBJECT_LAYER EVENTS!

WHY NO MUSIC?

BEFORE MUSIC MADE HTML5 COMPATIBILITY A HEADACHE. YOU CAN USE THE MUSIC SCRIPT THAT SUIT YOUR NEEDS AND THEN CALL IT DIRECTLY BELLOW "CHANGE_BG" SO IT WILL PLAY WHEN THE SCENE STARTS. THERE'S A "TYPING" SOUND ON DEFAULT INCLUDED.

IF YOUR GAME HAS SOUNDS/MUSIC AND YOU WILL EXPORT TO HTML5 I RECOMMEND YOU TO READ THE NEXT TREAD SO YOU DON'T FIND ANY ISSUES (2019):

HTTPS://FORUM.YOYOGAMES.COM/INDEX.PHP?THREADS/GMS2-HTML5-AUDIO-2-2-2.58935/

MOUSE SUPPORT?

IT HAS. YOU CAN TURN IT ON AND OFF. EVERYTHING MOUSE-RELATED IS DONE WITHOUT A MOUSE_OBJECT SO YOU DONT HAVE TO MERGE OR HAVE TO DEAL WITH 2 OBJECTS FOLLOWING THE MOUSE IF YOU ALREADY HAD ONE IN YOUR PROJECT.

MY GAME ONLY HAS SOME VN ELEMENTS!

YOU CAN MAKE A PERSISTENT ROOM WHERE THE STORY HAPPENS AND GO BACK TO IT ONCE IN A WHILE, FOR EXAMPLE, AFTER A MID BOSS BATTLE OR A LEVEL 1, LEVEL 2, LEVEL 3.. IS COMPLETED, OR HAVE DIFERENT ROOMS FOR DIFFERENT PARTS OF THE GAME WITH VN ELEMENTS.

9 THANKS!

THANKS FOR READING THE DOCUMENTATION, I HOPE YOU CAN HAVE FUN MAKING GAMES, YOU CAN WRITE ME AT ERRE.88@LIVE.COM .

YOU CAN PLAY A 2 SCENES DEMO HERE:

HTTPS://4POLO.ITCH.IO/BASE-VN