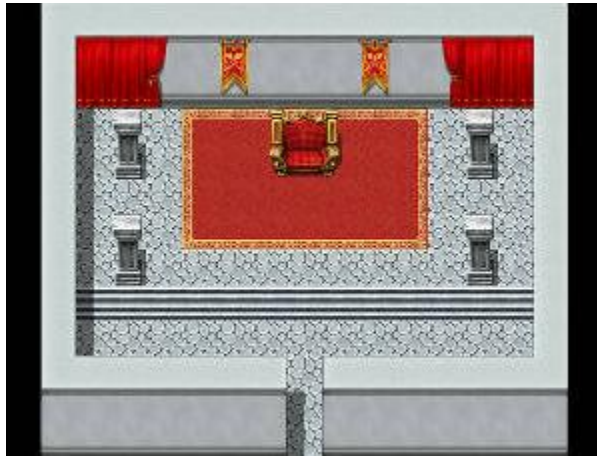




## Level 4: Talking with the King

Welcome to Level 4 of the RPG Maker VX Introductory Course. In Level 3, we used the Quick Event Creation function to connect the Good King's Castle map with the Field map.



In this Level, we going to create the conversation with the Good King in his castle. In addition to the basic explanation, we'll also talk about Switches - an essential part of RPG Maker.

### Step 8: Talking with the King

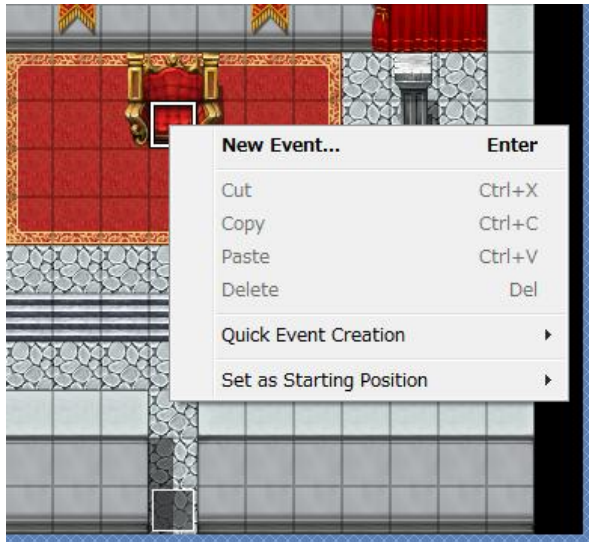
Let's create the King who will command our Hero to go forth and defeat the Devil King.

### Calling the Event Editor



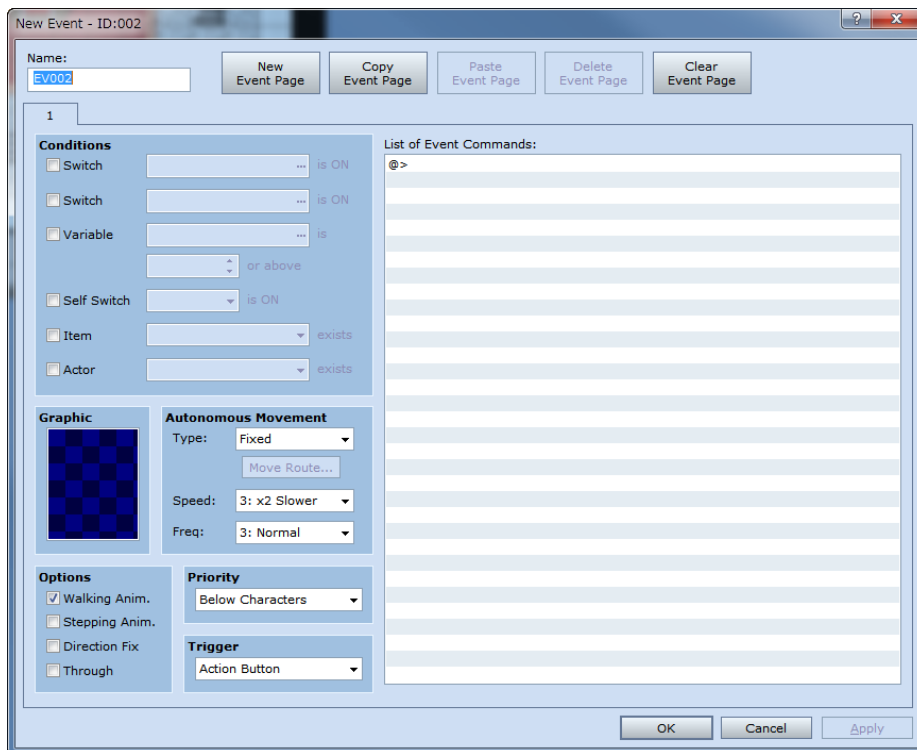
Switch to Event mode.

The King's throne should be located at coordinates 008,004 in the Good King's Castle map. Put the mouse pointer over this spot.



\*Select "New Event"

Right click on the throne to bring up the pop-up menu. Select "New Event" from the top of the list.



\*The event editor window.

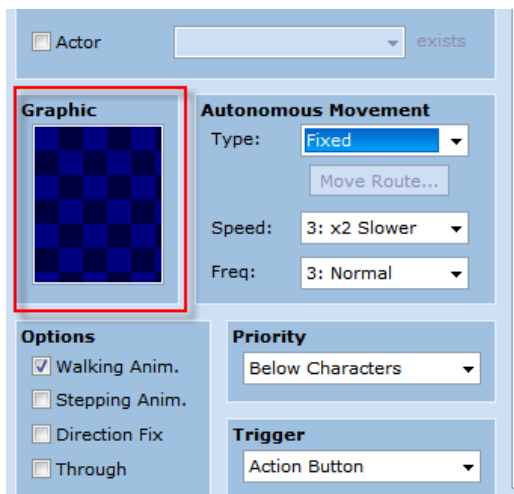


Point: New Event

This event editor is called when you create new events. In this window you can select not only event graphics, but adjust detailed settings regarding the conditions of the event as well as the contents of the event. With all of the options it can look a bit daunting. However, for some events the default settings are perfectly acceptable. For instance, when you want to create an event for a person who doesn't move, the walking setting (Autonomous Movement) doesn't need to be set.

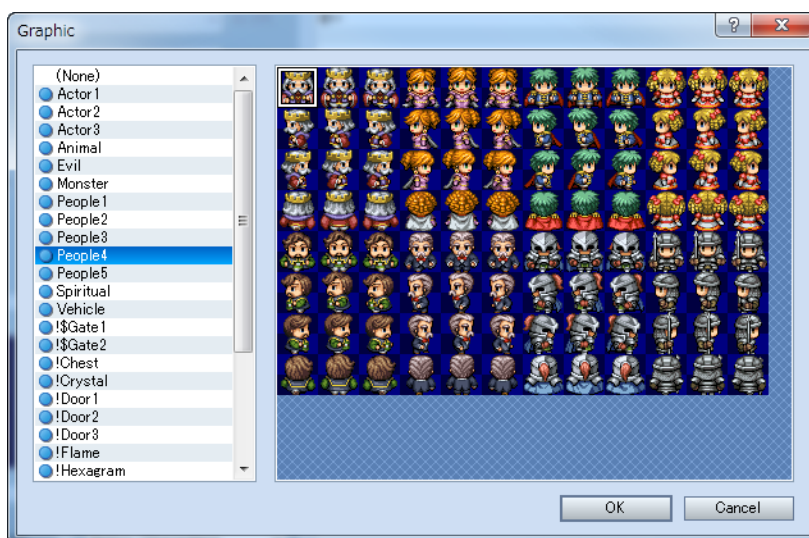
## Choosing the Graphic

Let's select the graphic to be displayed in the game.



\*Event editor -> Graphic

Double-click in the Graphic box.



\*Choosing a graphic from the list.

Now you'll see a list of all the available graphics to choose from. Since we're creating an Event involving the King, let's select "People4".

\*The graphic we've selected, People4, is not available in the trial version.

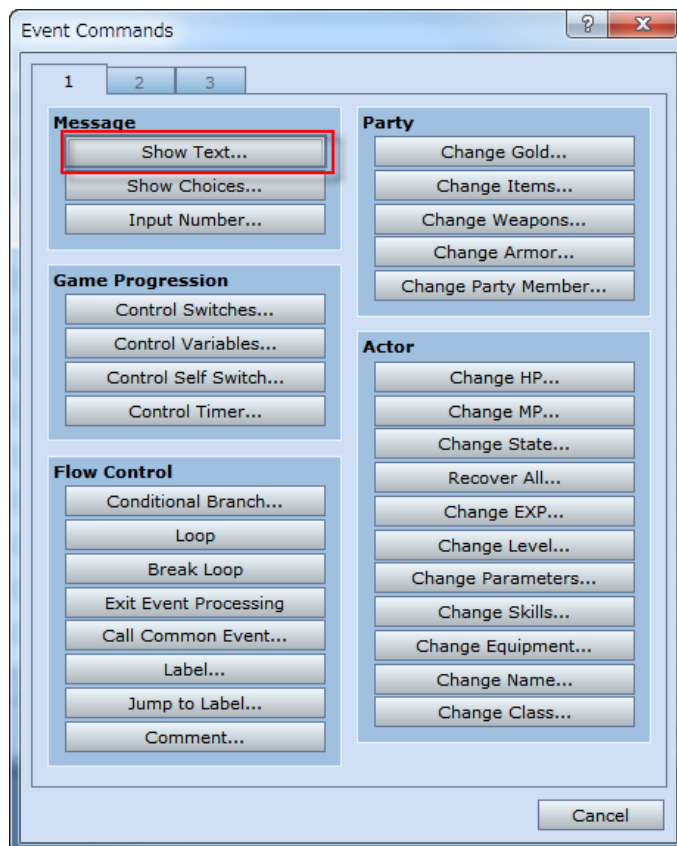
## Inputting a Message

Next, we'll input the King's lines. In the event editor, under the line "List of Event Commands" you'll see an "@" mark. Double-click on it. The Event Commands window should appear.



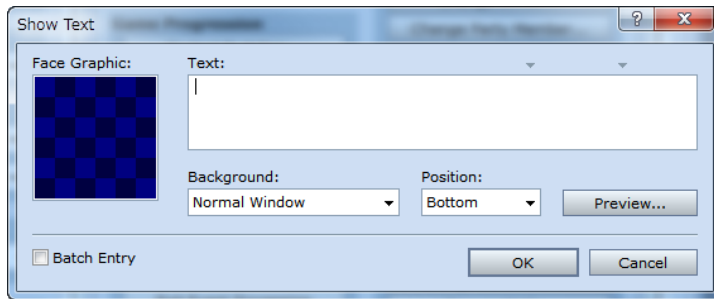
### Point: Event Commands

Just as its name suggests, the Event Commands window displays a list of event commands. Used properly, these event commands will allow you to program all the events in your RPG. Each command is described in the manual, however, you can display a simple explanation by clicking on the "?" in the upper-right hand corner of the window. Event commands listed in the List of Event Commands are run in order from top to bottom.



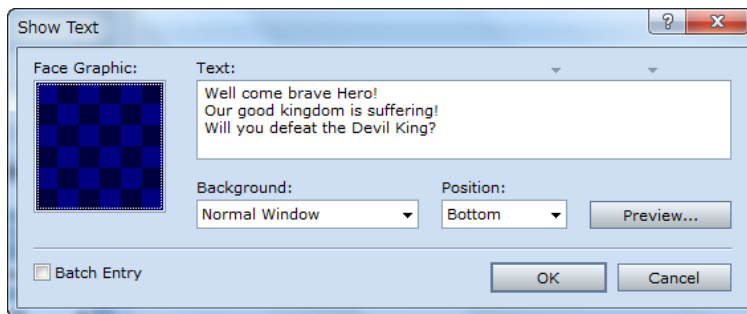
\*List of Event Commands (page 1).

When you want to input lines for a character or display a message during the game, you can select the “Show Text...” command.



\*Event Command “Show Text”.

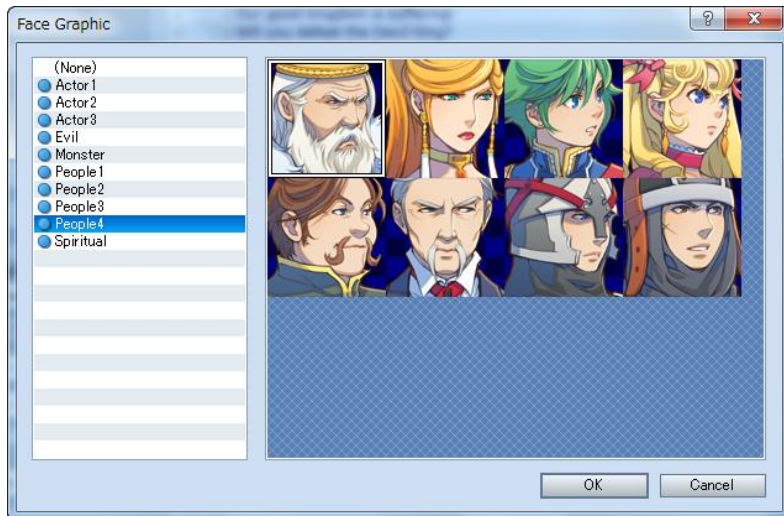
By clicking inside the “Text” box you will be able to begin inputting text. Let’s type out what the King will say. The maximum for one message window is four lines.



\*After inputting the King’s lines.

## Displaying a Face Graphic with the Message

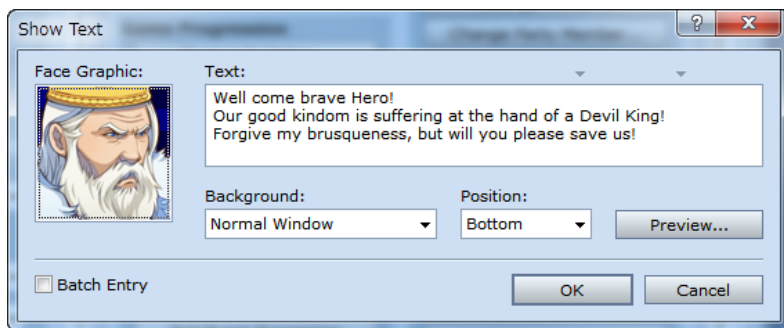
To select the face graphic that will appear along with the message, double-click on the box under “Face Graphic”. It is not necessary to select a face graphic, but since we’ve come this far let’s put a face to our Good King.



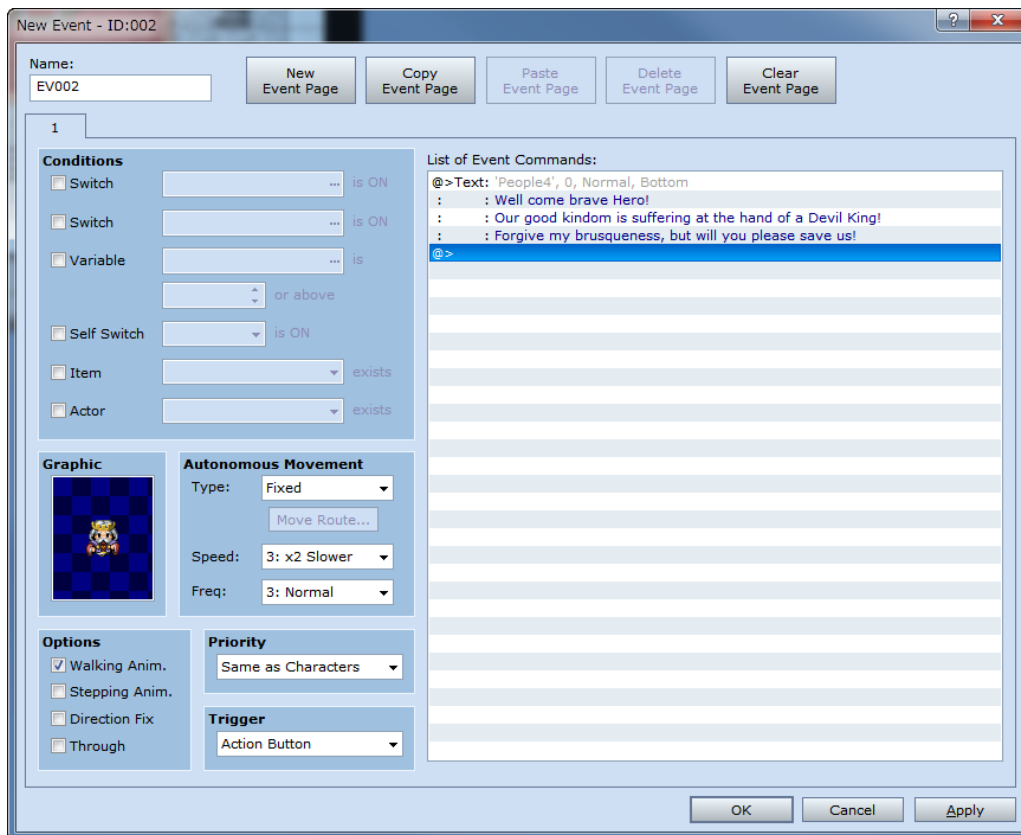
\*Face graphic list.

A list of available face graphics will appear. We've selected the King's face from "People4".

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



\*Select a face graphic of King



\*Finally, click “OK” and double-check the Event contents.

## Step 9: Organize Events with Switches

First, check your Good King Event with a playtest to make sure all is well. Enter the Good King’s Castle map and start talking with the Good King.



[\\*Try talking with the Good King.](#)

With the current settings, the Good King can only repeat the one set of lines we have given him. Let's program him to change what he says the second time we speak with him.

Now we can get to know Switches.



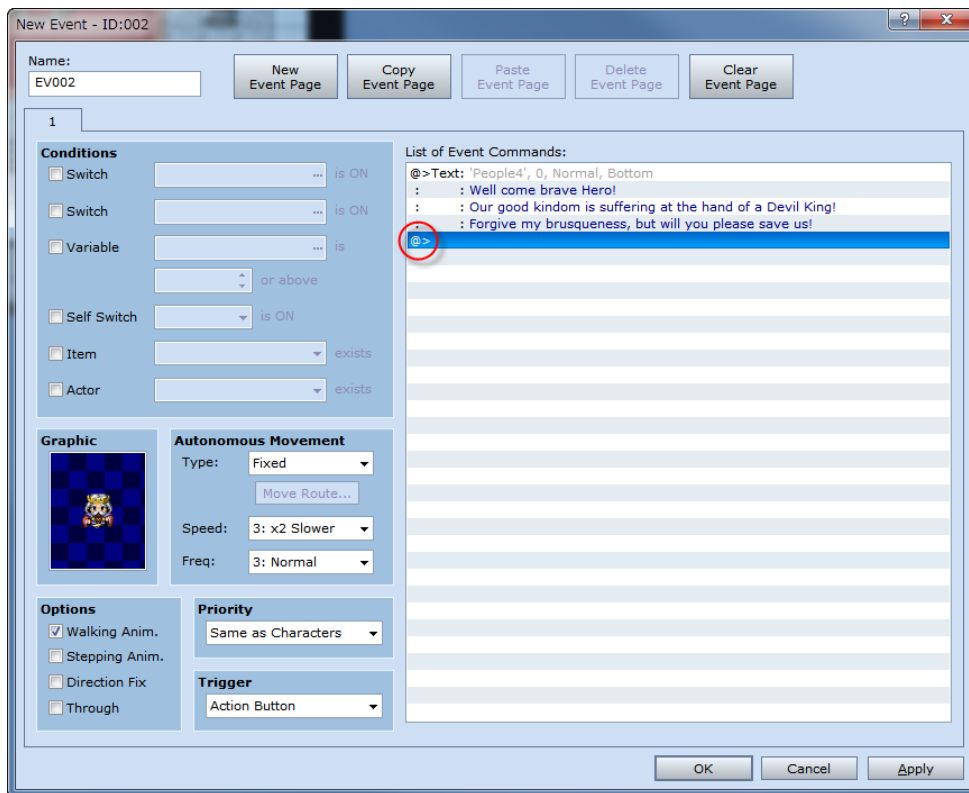
### Point: Switch

Switches are special points inside the game that record if an action or event has occurred or not. Switches can be set to either ON or OFF. Their default setting is OFF. For example, when we want the game to remember that we've spoken once with the King, we can set that Switch to turn ON after we speak with the King. In other words "Switch A is on" = "The hero has spoken with the King". RPG Maker VX allows for 5000 switches in one game.

Now, let's use switches to get the King to say something different each time we try to talk with him.

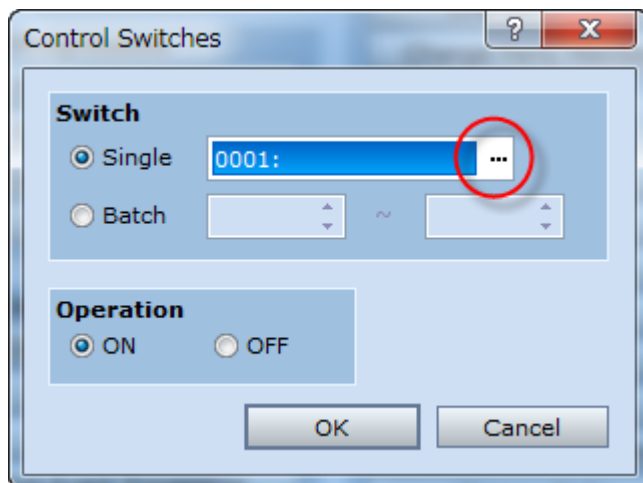
Double click on the King Event we just created and the Event editor will appear.





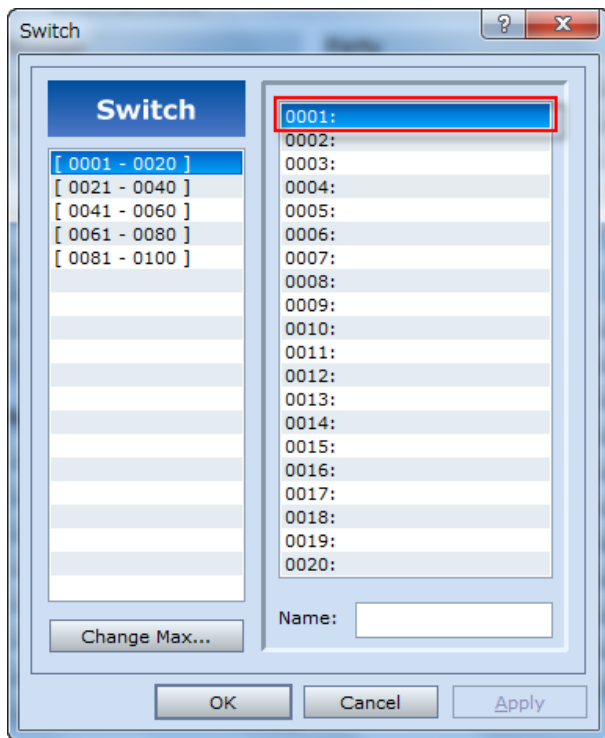
\*Opening the Event editor for the King event.

Double-click on the @ symbol located under the King's lines in the List of Event Commands box. This will open the Event Commands window. Select "Control Switches".



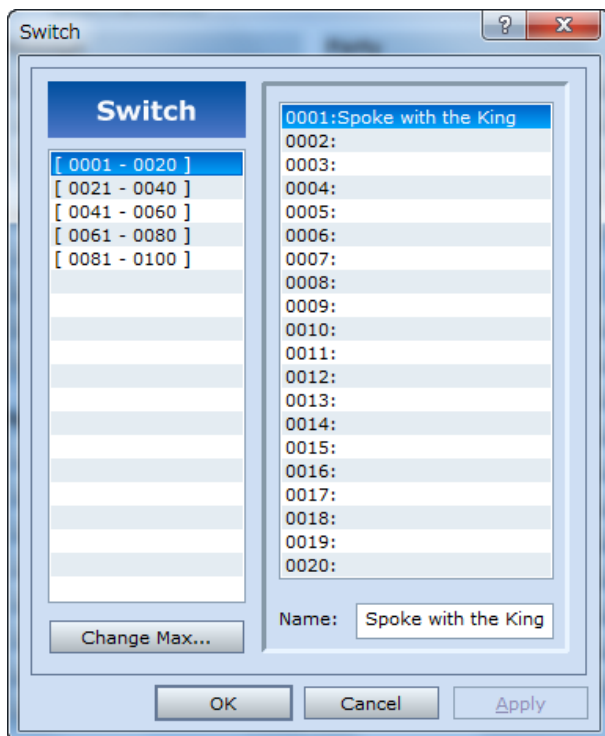
\*Control Switches dialogue.

Leave "Single" checked in the Switch pane. Click on the ellipse to the right of "0001:"

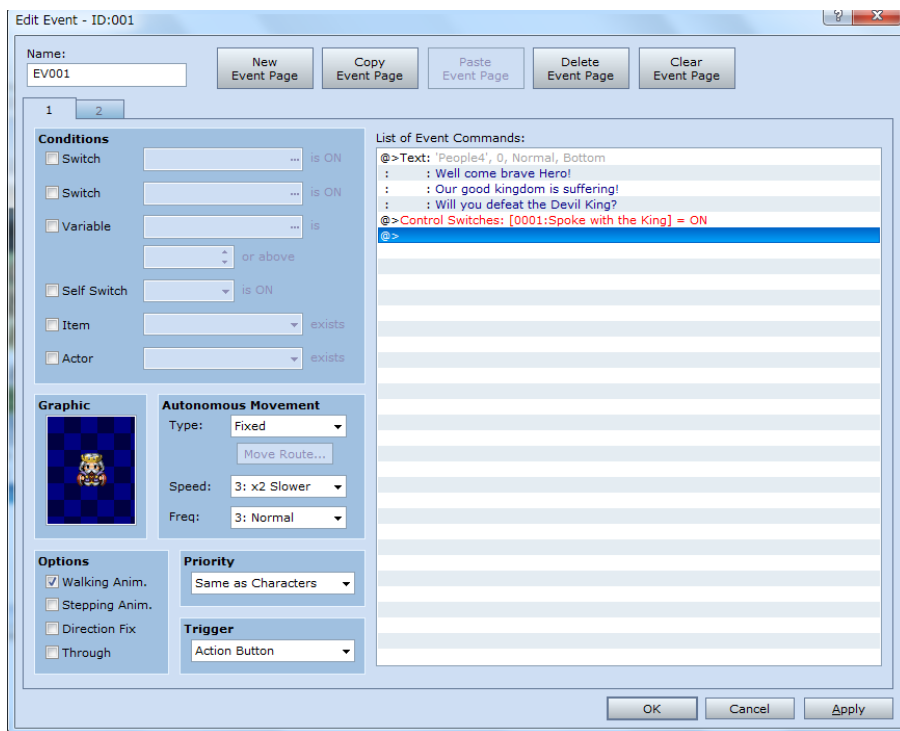


\*Switch dialogue

Now we can choose which Switch to use. Lets select Switch number 0001.



Here, you can name all your Switches. It's a good idea to name your Switches in a way that's easy to remember when you refer to them later. We named Switch 0001 "Spoke with the King". Let's make sure the Switch is ON by looking at the Operation pane. If ON is checked, click "OK".

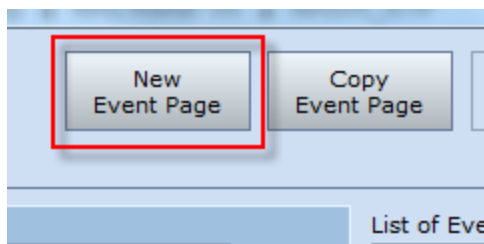


\*Completed Switch setting

## Step 10: Enhancing Events with Event Pages

We've completed setting up the Switch for talking with the King. Now, let's use this Switch and prepare the King's next set of lines. While doing this, we'll learn how to use Event Pages.

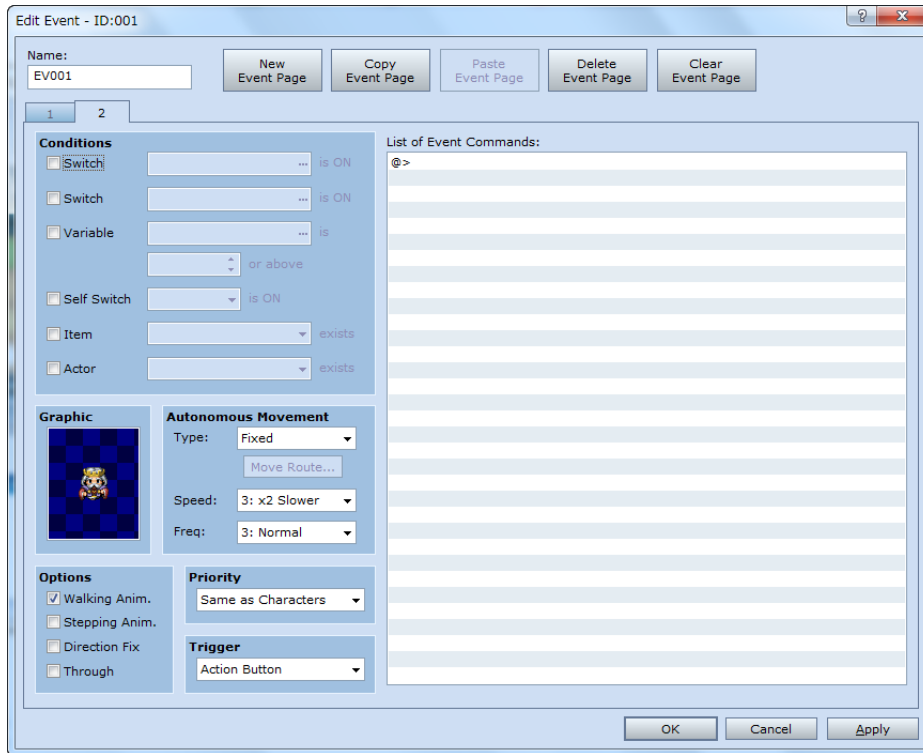
Click the "New Event Page" button located at the top of the King's Event display.



\*Creating an Event Page

That should have opened a new tab titled "2" and brought it to the forefront. Just like a good notebook, Events can hold a great deal of pages. This allows us to attach several actions to one Event. The "New

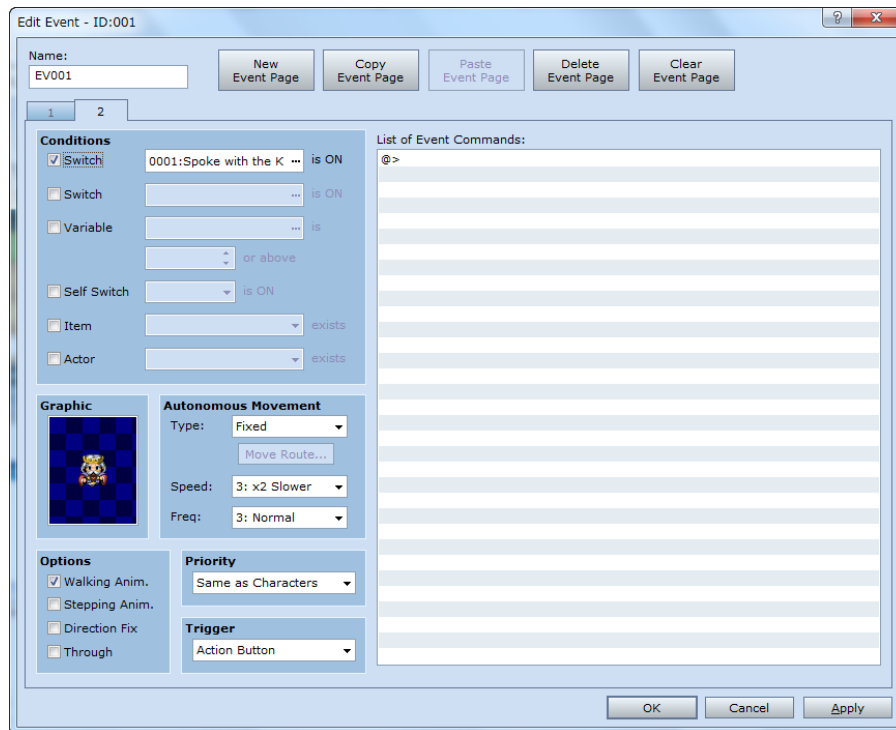
Event Page” function allows us to add additional pages to an Event. The new page in front of you is the second page in the King Event we have created. On page 1 is the first set of lines the Good King will speak. You can edit and review all the pages in the Event at anytime.



#### \*A new Event Page.

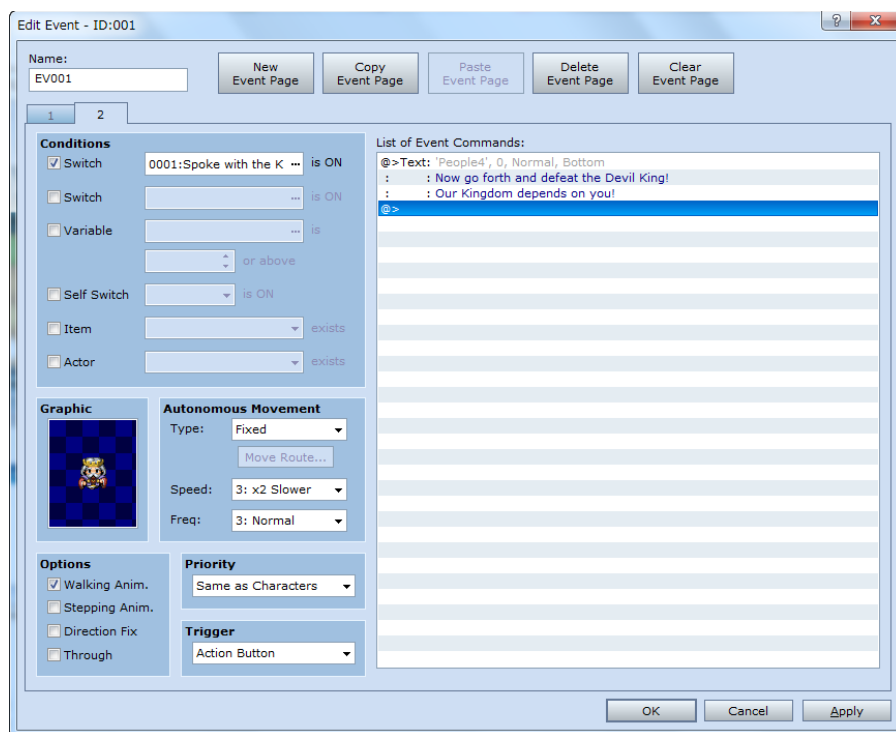
Let’s prepare the King’s second set of lines on the second page.

First, check the Switch box in the Operations pane and select “0001:Spoke with the King”. By doing that, we’ve instructed the game to use page 2 of the Event when the Switch is set to on.



### \*Setting the Switch Operation

Set the graphic for the King's face and select the "Show Text" Event Command. This is the same as the previous command, but don't forget the second set of lines!



### \*Setting the King's second set of lines.

Let's run a playtest. The Event is completed successfully if the King's lines change the second time you speak with him.



\*Speaking with the King (1st)



\*Speaking with the King (2nd)

Now, we've completed the King Event.

Congratulations! You've completed Level 4.

\*The "Open Project" feature is disabled in the trial version of RPG Maker VX. In order to use this sample data, you will need to purchase the full version.

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