SMILE GAME BUILDER
Manual

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SMILE GAME BUILDER: Easily create your own RPGs!

SMILE GAME BUILDERis a game built for Windows that allows players to easily create their own RPGs. Using the large library of assets and the game's simple user interface, anyone can use this software to create a high-quality RPG, no illustration or programming skills required!

Feature 1   Easily create feature-rich 3D maps!

One of the best features about Smile Game Builder's map editor is that players can use it to easily create 3D maps. Select Map Parts, choose your map layout, or adjust terrain elevation; before you know it, you will have your own unique map ready to use.

Feature 2   Customize in-game data like characters, monsters, and items in any way you like!

Whether it's the look or abilities of the main character and party members, an item that will help your adventurers during their quest, or monsters that stand in the way of advancement, players are able to customize even small details to create their own unique in-game data. Creating things from scratch can be hard work, so SMILE GAME BUILDERalso comes with a built-in library full of different data options waiting to be used straight away.

Feature 3   Create Advanced Events in a series of simple steps

Say you wanted to create an event where the path forward opens after the player gives an item to a villager. In the same way as if they were placing a tree or a house on the map, all you need to do is to use an event template. SMILE GAME BUILDERcomes with a large library of event templates that have been designed with a wide range of events in mind, and players can either use these or customize them further to suit their own needs.

Foreword

This manual explains the following sections of Smile Game Builder: Start Menu, Main Screen, and Creating Your Own Games. However, it is not necessary to read each section in the order that they are listed in this manual. In particular, the How to Play section explains each of the functions of the editor in great detail, and it is unlikely that you will be able to absorb all this information in one sitting. It is recommended that you first familiarize yourself with the basics of the game as stated in the Creating Your Own Game section, referring to the How to Play section as you encounter functions you would like to know more about. Alternatively, you could open a completed game and try adjusting the settings, referring to the respective manual entry as you encounter functions they are unsure about. You should create games using the method that suits you best, customizing games and becoming more familiar with the functions as you play.
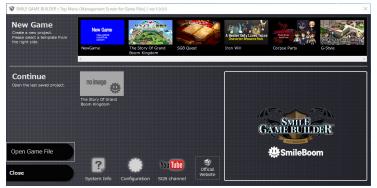
Start Menu

The following discusses the menu displayed when starting Smile Game Builder, or by selecting Game File after the game is already running.

📓 New Game

Create a Game File to start making a new game. This will be where all data for the game will be stored. There are two ways to begin a new game: by using the provided sample game with a pre-made map that you can then alter as needed, or by starting with a blank map and creating your own from scratch.

📕 Continue

Pick up a game already in progress from the last Game File that was saved. This option is not available if there is no save file.

📖 Open Game File

Choose a Game File from any of the previously saved files to continue working on that game. Selecting this option will open up a Select Game File screen. Once there, select the Game File you would like to open. You can also select a file from the Recently Projects list by double-clicking the file you wish to open.

🖌 Save File As…

Enter a file name and save the game that is currently open. This option is not available if there is no game currently open.

🖊 Save File

Overwrite and save the game that is currently open. This option is not available if there is no game currently open.

🛍 Create Public Game File

Export a finished game. Use this option to allow other people to play your game. This option is not available if there is no game currently open.

✖ Exit Editor

Close Smile Game Builder. Game Files that are not saved before closing SMILE GAME BUILDERcannot be recovered. Be sure to save your files before closing.

🎮 Visit Official SMILE GAME BUILDER Website

Open the official SMILE GAME BUILDERwebsite in a browser.

Main Screen

The following discusses the main screen used in Smile Game Builder.

Menu

The Menu in the upper-left-hand part of the screen is where you create and edit in-game data. Use this Menu to playtest the currently open game as well.

Map List

From here you can select a map to edit, change settings, or create new content. Below the toolbar is a list of maps that are in progress. Selecting one of these maps will display it in the main Map Edit screen where you can edit the map. Click and drag maps in the Map List to rearrange their order.

Edit Map

This refers to the central section where the map you select is displayed. You can edit maps here. At the bottom are the camera controls and a mini map that help adjust the view of the map. Click the tab on the left side of the map to toggle the Menu and Map List on and off.

Edit Tools

Next to the Map Edit screen are Edit Tools, consisting

of 14 icons. Use these tools to arrange items on the map, alter the height of the terrain, and in general create the setting of your game. Clicking on a Map Part will bring up a quick toolbar, while right-clicking on an item will bring up a context menu for that item, both of which can be used to edit your map.

Map Parts

SMILE GAME BUILDERprovides many Map Parts to create unique maps for your game. Map Parts are divided into three main categories: Terrain, Objects, and Events. In general, any selection from any category can be placed anywhere on the map, including indoors and outdoors.

Advanced Events

Some events in the game are already provided in the Map Parts section to place throughout your game. However, for a more individual, unique event, you can use the Advanced Events tool. Map Parts contain more than enough events to make a full game, but once you get used to the game-making process, try giving Advanced Events a go.

Main Screen > Menu

The menu in the upper-left-hand part of the screen is used for creating and editing in-game data. Use this menu to test the currently open game as well.

≡ Game File

Access Game File options. This will bring up the Start Menu.

Save File

Overwrite and save the game that is currently open.

Edit Game Data

Edit various in-game data such as the game's title,

characters, parties, monsters, items, skills, and so on. After creating data, be sure to click OK or Apply, or the data will not be saved.

▦ Add Assets

Check, add, or delete assets for the game such as images and sounds. Assets are already included in the game, but you can also add your own. The asset categories are: Characters, Monsters, Map, Game Images, Sound, and DLC.

▶ Playtest

Playtest the game currently being created. Use this mode to talk to NPCs in the game, inspect objects, buy items, fight monsters, and so on. By playtesting your game and checking everything down to the finest details, you can ensure the game works as intended. Note that running a playtest will overwrite the current save data.

⚡ Utilities

This menu allows you to check the version of Smile Game Builder, switch languages, and so on.

❶ Help

Displays the game manual using a PDF reader application.

Menu > 📖 Edit Game Data

Edit many types of in-game data such as the game's title, characters, party setup, monsters, items, skills, and so on. After creating data, be sure to click OK or Apply, or the data will not be saved.

▶ Game Settings

Configure your game's basic settings.

①Game Title & Subtitle

Input the game's title and subtitle, which will appear on the game's title screen. The game's title is different from the game's save file name.

②Starting Point Location/Coordinates

Set the map's starting point by either clicking on the map or typing in the coordinates. You can also set the starting point by right-clicking on the Edit Map screen and choosing Make This The Start Point.

The starting point is displayed on the map as a red marker.

③Starting Party

Select the characters who will be in the game's starting party. You can select any characters who have already been created. Parties can have up to four members, and the character at the top will be the controllable character in the map. To remove a character from the

party, select the Characters tab, then click Remove.

First character

④Game Info

Add information to help explain the game you're making.

⑤System Graphics

Change the window that pops up in-game for messages, menus, and options.

⑥System Sounds

Select background music and sound effects for various situations.

⑦Camera

You can change the settings for camera angles in games and control mode (grid movement or free movement.)

⑧Battle

You can change the settings for the battle system (2D or 3D) and also the battle camera movement in 3D battle.

⑨VR
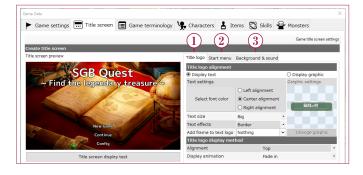
You can change the setting on or off for VR mode (beta version.)

⑩Common Events

You can create and/or change the settings for common events.(More details on page 93)

Menu > Edit Game Data

Title Screen

Configure your game's title screen. Click Title Screen Display Test to see if the title logo animation displays as intended.

①Title Logo

Customize the title logo. Configure settings for displaying text or graphics: text color, position, size, and effects, logo frame, graphics options, display position, and display animation.

Background

Start Menu

Title Logo

②Start Menu

Configure the title screen's start menu settings. Customize the text, display settings, and selection cursor.

③Background & Sound

Configure the title screen's background and sound settings. Customize the background image, background music, and sound effects. Test playback for the background music and sound effects is possible.

Game Terminology
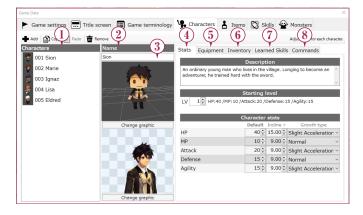
Configure text used in the game. Change text used for stores, attributes, items, menus, parameters, and battles. In the store section, the string "{0}" represents the item's name. In the battle section, "{0}" represents the character's name, and "{1}" represents the skill or item being used.

Please replace with your desired text string.	
Start battle	Monster appeared!
Leveling up	LevelUp!
Choose target for skill/item	Who do you want to use it on?
Escape	Escape
Miss	Miss!!
(Action) Idle	{0} is surveying the situation...
(Action) Critical hit	{0}'s critical blow!
(Action) Defend	{0} is defending...
(Action) Attack	{0}'s attack!
(Action) Use skill	{1}
(Action) Use item	{1}
(Action) Charge	{0} is charging up power...
(Action) Enemy escape	{0} escaped!
(Action) Escape succeeded	Ran away......
(Action) Escape failed	Could not escape!

Menu > 📓 Edit Game Data

🎭 Characters

Create characters for your game. Change graphics and parameters to fine-tune each character.

①Characters

Displays a list of characters that have been created so far. To create a new character, click Add. New characters will appear in the list as "NO NAME." From there, you can select the character and edit their details.

You can copy and paste by placing your cursor over a character and selecting Copy, and then placing your cursor over another character and selecting Paste. Doing so will overwrite all the details of the character that it has been pasted onto, so please be careful when doing this. To delete a character, place your cursor over a character and select Delete.

②Name

Enter the character's name.

③Change Graphic

Select a graphic for your characters from your assets to determine how they appear on the map and during conversations or battles. In the latter case, you can choose facial expressions for your characters: normal, happy, angry, or sad.

④Stats

Configure the character's description, starting level, and stats. Text entered in the Description box will be displayed in the in-game status screen. In the Character Stats section, you can set the character's starting stats, as well as setting their level up increase and growth type. The level up increase determines how many points their stats rise per level. By setting their growth type, you can fine-tune these points further. For example, if a character has an increase of 5 points for HP and their growth type is Normal, their HP will rise by 5 each time they level up. However, if their growth type is a faster (or slower) setting, they will gain slightly more (or less) than 5 points per level.

Menu > Edit Game Data

† About Character Stats

HP	The character's health. If their HP reaches 0, a character is knocked out (KO) and unable to fight.
MP	Characters must use MP in order to use their skills.
Attack	Characters with high Attack stats will inflict greater damage when attacking normally.
Defense	Characters with high Defense stats will take less damage when attacked normally.
Agility	Characters with high Agility stats are able to perform actions more quickly in battle, and have a greater chance of being able to run from battles.

⑤Equipment

Set your characters initial equipment. You can select items from Edit Game Data > Items. If Fix is checked, the character will be unable to unequip the item. There are four types of armor: arm armor, head armor, body armor, and accessories. Characters can equip up to two accessories.

⑥Inventory

Configure the items that characters can use: consumable items, weapons, and armor. Items that have been created (Edit Game Data > Items) can be selected.

⑦Learned Skills

Configure which skills characters can learn and at what levels they can learn them. These skills are similar to magic attacks and are separate from a character's normal attack. Skills that have been created (Edit Game Data > Skills) can be selected.

⑧Commands

Configure the commands that can be used in battle. You can set the icon, command name, function, and options. Each character can have up to five different commands (plus Escape). Escape is a fixed command; this means that each character is able to use Escape despite it not being set as a specific command. Please see below for more information about each of the commands available.

| Stats | Equipment | Inventory | Learned Skills | **Commands** |

	Command	Function		Options
	Attack	Attack	⌄	
	Defence	Guard	⌄	50
	Skills	Open skill list	⌄	
	Inventory	Open item list	⌄	

Reset to defaults   ✚ Add   🗑 Remove   Register battle commands.

† About Commands

Attack	Attack the enemy normally.
Charge	The next turn, the character's attack stat will rise by the amount (percent) that has been set in the Command options.
Defend	During the current turn, the character's defense stat will rise by the amount (percent) that has been set in the Command options, and they will take less damage.
Open Skill List	Allows player to open a list of skills and to choose one from the list.
Open Item List	Allows player to open a list of items and to choose one from the list.

Menu > Edit Game Data

Items

Create consumable items for use in-game. You can create them by selecting Consumables from the right-hand side.

Click these tabs

①Consumables

isplays a list of consumable items that have been created so far. To create a new consumable item, click Add. New consumable items will appear in the list as "NO NAME." From there, you can select the consumable item and edit its details. You can copy and paste by placing your cursor over a consumable item and selecting Copy, and then placing your cursor over another consumable item and selecting Paste. Doing so will overwrite all the details of the item that it has been pasted onto, so please be careful when doing this. To delete a consumable item, place your cursor over an item and select Delete.

②Name

Enter the consumable item's name.

③Change Icon

Select an icon for the consumable item from your assets.

④Basic Settings

Configure the consumable item's description and basic settings. Text entered in the Description box will be displayed in the in-game item screen and when shopping. In the Basic Settings section, you can set the item's price and set whether the item

can be used on the map or in battles. You can also make the item have the same effect as existing skills.

⑤Effect

5. Effect

Configure the effect parameters for each consumable item when used: HP and MP recovery amounts and rates, and stat boosts. If you set both a recovery amount and a recovery rate for an item, the effect will be doubled. For example, if a character has a maximum HP of 100 and the player uses an item which has a recovery amount of 10 and a recovery rate of 10, the character will recover 10 HP (HP recovery amount), as well as recovering 10 % of their maximum HP; in this case, 10 HP (HP recovery rate). Therefore, they would recover 20 HP in total.

Menu > 📕 Edit Game Data

⑥Status Recovery

Configure items to heal abnormal status effects.

† About Status Effects
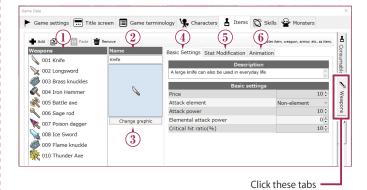
Poison	Effect	Character is poisoned and loses 1 HP every turn in battle and every step taken outside of battle.
	Cure	Skills, items.
Sleep	Effect	Character falls asleep and is unable to perform any actions. (Character will wake up if attacked.)
	Cure	Skills, items, battle end (each turn there is a chance the effect may heal by itself).
Paralysis	Effect	Character is paralyzed and unable to perform any actions.
	Cure	Skills, items, battle end (each turn there is a chance the effect may heal by itself).
Confusion	Effect	Character is confused and may attack allies. (Character will no longer be confused if they are attacked.)
	Cure	Skills, items, battle end (each turn there is a chance the effect may heal by itself).
Charm	Effect	Character becomes charmed and attacks allies. (Character will no longer be charmed if they are attacked.)
	Cure	Skills, items, battle end (each turn there is a chance the effect may heal by itself).
Knocked Out (KO)	Effect	Character's HP reaches 0 and they can no longer participate in battles.
	Cure	Skills, items.

⑦Animation

Configure the animation that is shown when the item is used in battle.

👤 Weapons

Create weapons for use in-game. Begin by selecting Weapons from the right hand side.

Click these tabs

①Weapons

Displays a list of weapons that have been created so far. To create a new weapon, click Add. New weapons will appear in the list as "NO NAME." From there, you can select the weapon and edit its details. You can copy and paste by placing your cursor over a weapon and selecting Copy, and then placing your cursor over another weapon and selecting Paste. Doing so will overwrite all the details of the weapon that it has been pasted onto, so please be careful when doing this. To delete a weapon, place your cursor it and select Delete.

②Name

Enter the weapon's name.

③Change Icon

Select an icon for the weapon from your assets.

Menu > Edit Game Data

④Basic options

Configure the weapon's description and general settings. Text entered in the Description box will be displayed in the in-game item equipment screen and when shopping. In the Basic Settings section, you can set the weapon's price, its element, its attack power, its elemental power, and its critical hit 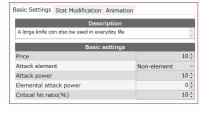ratio (%). Weapons can have one of the following elements: none; fire; ice; wind; lightning; holy; dark. Alternatively, they have may have one of the following status effects: poison; sleep; paralyze; death; confusion; charm. If a weapon has a fire element status, it will deal more damage when used against enemies weak to fire, rising in line with the weapon's elemental power. If a weapon has a status effect, elemental power is not applicable. The attack power determines how much damage the weapon deals via a normal attack. However, if, for example, using a weapon with a fire element against an enemy weak against fire, then the weapon's elemental power value will be added to its attack power in order to calculate the overall damage.

⑤Effect

Configure how stats change when the weapon is equipped. It is possible to input values for evasion and accuracy: evasion refers to how likely the character is able to evade an enemy's attack and accuracy refers to how often the character's attack will hit the target without missing. A character's overall evasion and accuracy values are calculated by combining stat boosts from their weapons and armor.

⑥Animation

Configure the animation that is shown when the weapon is used in battle.

Armor

Create armor for use in-game. Begin by selecting Armor from the right-hand side.

Click these tabs

①View Armor List

Displays a list of armor that has been created so far. To create a new piece of armor, click Add. New armor will appear in the list as "NO NAME." From there, you can select the armor and edit its details. You can copy and paste by placing your cursor over a piece of armor and selecting Copy, and then placing your cursor over another piece and selecting Paste. Doing so will overwrite all the details of the armor that it has been pasted onto, so please be careful when doing this. To delete armor, place your cursor over it and select Delete.

②Armor Name

Enter the armor's name.

③Change Icon

Select an icon for the weapon from your assets.

④General

Configure the armor's description and general settings. Text entered in the Description box will be displayed in the in-game item equipment screen and when shopping. Choose type of armor (Arm, Head, Body, or Accessory) in the Equipped Type section. In the Basic Settings section, you can set the armor's price and the defense boost value when the armor is equipped.

Menu > Edit Game Data

⑤Effect

Configure how a character's stats change when the armor is equipped. A character's over all evasion and accuracy values are calculated by combining any stat boosts from their weapons and armor.

⑥Resistance

Configure the armor's resistance to elements and status effects. You can choose values from the 5 to 6 different options available, or input a specific value yourself.

Basic Settings	Stat Modification	Resistance Modification	
Elemental resistance			
Fire		No change 0%	
Ice		No change 0%	
Wind		No change 0%	
Lightning		No change 0%	
Holy		No change 0%	
Dark		No change 0%	
Resistance to abnormal statuses			
Poison		No change 0%	
Sleep		No change 0%	
Paralysis		No change 0%	
Confusion		No change 0%	
Charm		No change 0%	
Death		No change 0%	

◌ Skills

Configure in-game skills' effects and animations. Skills are equivalent to magic spells that are commonly found in RPG games, and require MP to use.

①Skills

Displays a list of skills that have been created so far. To create a new skill, click Add. New skills will appear in the list as "NO NAME." From there, you can select the skill and edit its details. You can copy and paste by placing your cursor over a skill and selecting Copy, and then placing your cursor over another skill and selecting Paste. Doing so will overwrite all the details of the skill that it has been pasted onto, so please be careful when doing this. To delete skills, place your cursor over it and select Delete.

②Name

Enter the skill's name.

③Change Icon

Select an icon for the skill from your assets.

Menu > Edit Game Data

④Basic options
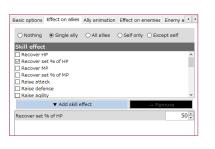
Configure the skill's description and basic settings. Text entered in the Description box will be displayed in the in-game skill screen. In the Basic Settings section, you can configure the following options: how much HP or MP the skill requires; whether characters can use skills on the world map; whether the character recovers the same amount of health as the damage inflicted by the skill; whether the character is knocked out (KO) after using the skill; whether, if the skill inflicts damage, if the damage is elemental, and the skill's chance of hitting. For example, if the skill inflicts fire element damage, it will inflict greater damage on enemies that are weak to fire.

⑤Effects on Allies

Configure the range of the skill and its effect. You can input values to determine a skill's HP/MP recovery rate or stat bonuses. It is possible to select several different effects for one skill.

⑥Ally Animation

Configure the animation for when the skill is used on ally characters during battle.

⑦Effects on Enemies
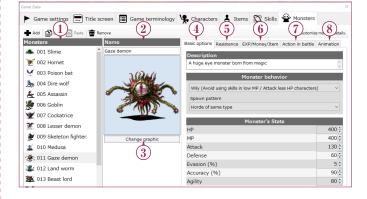
Configure the range of the skill and its effect on enemies. You can input values to determine how much damage the skill deals, or how the skill affects an enemy's stats or elemental defense. It is possible to select several different effects for one skill.

⑧Enemy Animation

Configure the animation for when the skill is used on enemy characters during battle.

Monsters

Create monsters that will appear in-game. You can configure how they look, their stats, how many experience points they give, and so on.

①Monsters

Displays a list of monsters that have been created so far. To create a new monster, click Add. New monsters will appear in the list as "NO NAME." From there, you can select the monster and edit its details. You can copy and paste by placing your cursor over a skill and selecting Copy, and then placing your cursor over another monster and selecting Paste. Doing so will overwrite all the details of the monster that it has been pasted onto, so please be careful when doing this. To delete monsters, place your cursor over it and select Delete.

②Name

Enter the monster's name.

③Change Graphic

Select a graphic for the monster from your assets.

Menu > 📕 Edit Game Data

④Basic options

Input information for the monster's explanation, personality, and stats. In the Monster's Personality section, you can configure options such as the monster's fighting style and how often it appears. In the Monster's Stats section, you can configure values for each of the monster's stats.

† About Monster Stats

HP	The monster's health. If their HP reaches 0, the monster is knocked out (KO) and unable to fight.
MP	Monsters consume MP when they use their skills.
Attack	Monsters with high Attack stats will inflict greater damage when attacking normally.
Defense	Monsters with high Defense stats will take less damage when attacked normally.
Evasion (%)	Monsters with high Evasion stats will frequently evade normal attacks performed on them.
Accuracy (%)	Monsters with high Accuracy stats will hit their target more frequently when attacking normally.
Speed	Monsters with high Speed stats are able to perform actions more quickly in battle.

⑤Resistance

Configure the monster's resistance to elements and abnormal status effects. You can choose values from the 5 to 6 different options available, or input a specific value yourself.

⑥EXP/Money/Item

Configure the EXP, money, and items that a player receives after they have defeated the monster. You can select up to two different dropped items, and set how likely the items are to drop.

⑦In-battle Actions

Configure how the monster acts during battles. You can also set actions that a monster will take after a set number of turns has elapsed. To begin with, set the turn number to "0" and decide on the monster's normal attack. The monster will use this attack for any turns that have not already been configured with a specific attack.

If you set several different attacks with the same turn number, one of the attacks will be chosen at random. You can also utilize the HP Lower Limit (%) and HP Higher Limit (%) options to have a monster perform different actions on the same turn, depending on their HP.

You can choose from the following actions: normal attack; critical; idle; use skill; defend; charge; escape. For Defend and Charge, a value should be entered in the options to determine how much the defense stat rises by (Defend) or how much the attack stat rises by (Charge). For Use Skill, a skill to be used should be selected in the options.

⑧Animation

Configure the animation for the attack used by monsters during battle.

Menu > ▦ Adding Assets

Choosing Add Assets from the main menu allows you to browse through, add, and delete images, sounds, and other files for use in your game. In addition to the pre-existing system assets, you can also add files you've created yourself (for more information on how to add your own files, see the Adding Your Own Assets section below).

Assets are organized into the categories of Characters, Monsters, Battle Effects, Maps, Game Images, Sound Files, and Purchased DLC (Downloadable Content). For any of these categories, to add an asset simply click Add, then choose the asset you want to use from File Select or DLC File Select etc., and it will be included in the list of content to choose from.

When you want to remove a file from the list, select it and click Delete. If you would like to add back a system file to the list that you have previously deleted, first click Add, then select Re-Add System Resources.

Add   Delete

List
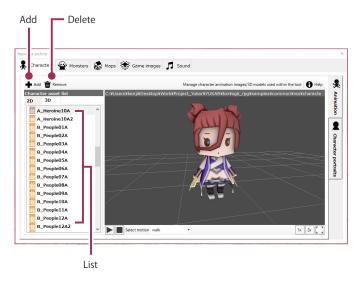
👤 Characters

Configure your characters' animations or 3D models. Use the tabs on the right to choose between either the character or the character's face.

Click these tabs

①2D Characters

Configure how your 2D characters' animations appear when they are on the map. The character models you select from the list have animation patterns broken up into Vertical Partitioning and Horizontal Partitioning components. Vertical values set how many directions your character can face, while Horizontal values control the number of frames in an animation. Together, the numbers you choose for the Vertical and Horizontal fields

will determine which animation patterns are available to your characters. Setting the Vertical value to 4 will allow a character to face in the four directions: up, down, left, and right, while setting it to 1 will leave the character only capable of facing in one direction. Setting the Horizontal value to 3, meanwhile, will include three frames of animation for each direction the character can face in. Finally, the Display Duration value controls the speed of the animation; the smaller the number the faster it will be.

When adding your own character model, remember to consider these vertical/horizontal divisions in advance and create several images of your character in different positions as a part of one drawing. For example, if your Vertical value is 4 and your Horizontal value is 3, you will need 4x3 (12 total) images for your character. Preview how your character moves based on your settings. Using the buttons below, you can choose to play or pause the animation, as well as change the direction the character is facing and increase the display size.

Menu > ▦ Adding Assets

✝ Animation Settings

Disable Loop
After reaching the last frame of an animation, that frame will continue to be displayed.

Reverse and Loop
The animation will play in reverse after reaching the last frame and continue to do so on repeat.
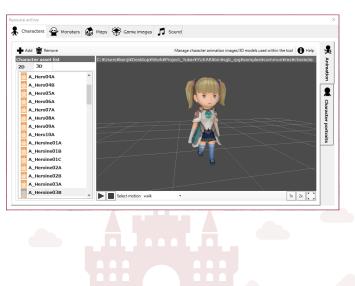
Loop
Upon completion, the animation will jump back to the first frame and continue to play on repeat.

First → Last

Up
Down
Left
Right

②3D Characters

Configure your 3D characters' animations when they are on the map. A preview will play in the right-hand window allowing you to see the animation for the character asset selected. This is not limited to human characters; particle effects for weather and the like are also included. With the buttons below the window, you can play or pause the animation, change the motion pattern, and alter the display size.
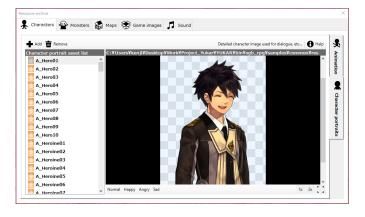
If you have created and added your own 3D characters and you want them to perform an animation, you will have to create it on your own in advance.

③Character Face

Here you can customize the large portrait images of characters that will appear during dialogue. Each character asset you can select from the list will have four different facial expressions (normal, happy, angry, and sad) that you can check using the preview window to the right. If you want your own characters to have different expressions, you will have to prepare them yourself.

Menu > ▦ Adding Assets
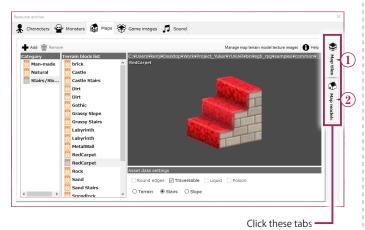
👾 Monsters

Contains the monster image files that can appear in your game. The monster asset you select from the list will be displayed in a preview on the right. You can change the display size with the buttons below the window.

🗺 Maps

Here you can organize and control the different components that you can place on your map. Using the tabs on the right, you can choose either Terrain or Map Objects.

Click these tabs

①Terrain

Contains images of various pieces of terrain that you can place on your map. These piece can be seen as the ground that you lay out over the game field. There are three different tile types, each with several assets

to choose from. Whatever you select from the list will be displayed in a preview on the right. For information on the various types of settings available, refer to the Asset Data Settings chart below.

† Asset Data Settings

Round Edges	When placed on the map, the corners of this piece of terrain will automatically be rounded off.
Traversable	Players will be able to travel across this terrain.
Liquid	The terrain will change so that it appears to be liquid. It will also appear slightly lower than other pieces of surrounding terrain.
Poison	If traversed, this terrain will poison the party.
Terrain	Will be treated as regular terrain.
Stairs	The terrain will be treated as a staircase. When placed, terrain that is one level above or below will become accessible.
Slope	The terrain will be treated as if it were a slope. When placed, terrain one level above or below will become accessible.

Menu > ⬛ Adding Assets
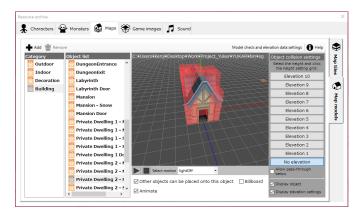
②Objects

Access images of objects that can be placed on the map. Several different assets are available in each of four different categories, and the item you select from the list will appear in a preview window to the right.

Object Collision Settings allows you to control the space that a selected object occupies, which cannot be entered. First choose a height from the ten different levels, then click on the grid to set that height in the preview. This will create a red column of corresponding height that cannot be traversed.

If you then click Allow Pass-Through Below, every layer of the column except the top one will turn green. That green area will now be traversable. For instance, if you have a column with a height of 4, blocks at a height of 1-3 will turn green, and it will be possible to traverse it. Use this feature when creating bridges or similar structures.

To delete a column (hitbox), select Height 0 and click on a column to get rid of it.

Click the checkbox to turn the display of the object or the elevation settings on or off. For information about what other changes you can make with these checkboxes, refer to the following table.
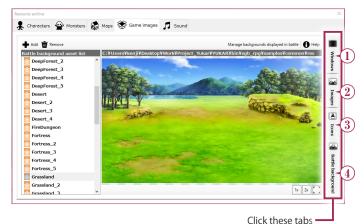
† Other Settings

Allow Object Stacking	Controls whether an object can be placed on top of the selected object.
Billboard	The same graphic will always be displayed, regardless of what angle the object is viewed from.
Animate	Make an object play an animation based on its motion data. Using the buttons above, you can play or pause animations as well as select which motion data to use.

⬢ Game Images

Access various images that can be displayed during gameplay. Using the tabs on the right, you can select between Windows, Images, Icons, and Battle Backgrounds.

Click these tabs

①Windows

Here you will find various images of windows for your game. Window assets that you select from the list will appear as a preview on the right. Each asset you select from the list can be set as the window for a specific game function, including messages, menus, and player choices. Go to Edit Game Data, then Game Settings, and finally System Graphics to assign these windows to the function of your choice.

Of the pre-existing system assets, the eight listed in the Functions for Window Assets List table on the next page have their functions already determined. If you intend to use your own assets for these functions, change the file names to match each of these and overwrite them.

Under Window Settings, you can control the size of the border along the top, bottom, left, and right of any window assets you've created yourself. Higher values will increase the border size, expanding in towards the center of the window and leaving less space for text. Choosing Display in Arranged Pattern will display the pattern repeatedly across the window.

Menu > ▦ Adding Assets

† Functions for Window Assets List

default_selectable	Background for menu items
default_selected	Background for menu items being selected
battle_command	Command window for battles
battle_selected	Background for commands selected in battle
battle_unselected	Background for commands not selected in battle
battle_skilllist	Skill/Item select window for battles
battle_message	Window for messages that appear in battle
title_cursor	Cursor for use on the title screen
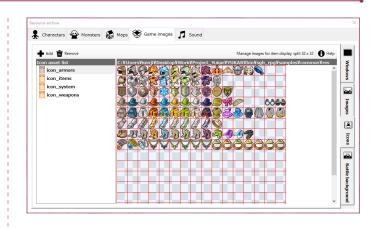
②Images

Access images for use in various places in the game, such as on the title screen or for events. Images selected from the list will appear in a preview on the right. Using the buttons below the window, you can increase the display size.

③Icons

Access images for item icons that will be used in your game. Icon assets selected from the list will appear in a preview on the right. Note that icons are broken up into squares of 32x32 out of a larger image; if you want to include icons of your own, it will be necessary to draw several different images as part of one large picture file.

④Battle Backgrounds

Access background images that will be displayed when battling monsters. Assets selected from the list will appear in a preview on the right. Use the buttons beneath the preview window to increase display size.

Menu > ▦ Adding Assets

♫ Sound

Manage your sound files from here. You can select from Sound Effects, Environmental Sounds, and Music using the tabs on the right. Sound files in every category can be listened to by clicking Play. Checking the Loop box in Music tab will make the file play again on repeat after it has finished. The System Assets checkbox cannot be altered.

Click these tabs

⬇ Purchased DLC

Access your purchased DLC (downloadable content). All DLC assets that have check marks next to them can be added in each category by clicking Add and then choosing Select from DLC. When DLC for this game is released, purchasing the DLC will make this tab available. If you haven't bought any DLC, this tab will not be accessible.

Menu > ▦ Adding Assets

◇Adding Your Own Assets

This section contains the guidelines and instructions (organized by category) that you will need to follow in order to add your own assets to the game. They include information about what formats and image sizes to use.

👤 Characters

◎2D

Add one character (one file) at a time.

· File Format

PNG image (full color)

· Size

One standard size frame is 48x64 pixels. As long as images display properly during a playtest, other sizes are fine.

· Layout

Lay out frames vertically and horizontally in a single image as described below.

Horizontal...

Draw the proper number of frames to complete one motion of an animation. For example, if your walking cycle will consist of 3 frames, draw those 3 frames in a horizontal row.

Vertical...

The different directions your character will face for each motion (such as four motions (up, down, left, and right) or one motion with no specific direction).
If the character is intended to move up, down, left, and right, then from the top going down, lay out four panels where the character is shown facing first up, then down, then left, and then right. The number of horizontal frames for each direction must be the same.

· To add files one at a time:

1. Click the +Add button.

2. Click on the File Select tab, then choose the file that you want.
3. Click Add.

◎3D

Add one character at a time. Each character will require three files: model data created in FBX7.4 (2014) according to all the official guidelines (*.fbx), a texture image in PNG format (*.png), and motion data (*.def).

· Polygons need to be triangulated.
· Typically each model will have one texture image and one motion data file associated with it.
· The file name for the texture image must be the same as the one specified in the data for FBX 7.4.
· The file name for the motion data must be the same as the one specified in the data for FBX 7.4.

· Preparing Your Data

Put all three of these files into the same folder. Alternatively, the texture image may be placed in a folder of its own, labeled "texture," beneath the other folder.

Example:
Base Folder
   + chr1.fbx
   + chr1.png
   + chr1.def

· Adding Data

1. Click the +Add button.
2. Choose the File Select tab, then select an FBX7.4-format file to add.
3. Click Add.
This will add the related texture image and motion data as well.

Menu > ▦ Adding Assets

◎Character Faces

Add character face data for each character to the relevant folder.

・Format

PNG image (full color)

・Size

The size should be 320x544 pixels. The image displayed on the main menu screen will be a portion of the original image taken from about 1/3 of the way down. The image displayed during battle will be a compressed version of the original image of which the top 64 pixels and the bottom 32 pixels have been removed.

・Prepare one image for each of four different emotions.

Anger: filename_anger.png
Normal: filename_normal.png
Happy: filename_smile.png
Sad: filename_sorrow.png

・Preparing Data

1. Create an appropriate folder. You may want to use your character's name when naming this folder.
2. Place all four PNG image files for the different emotions in that one folder. For characters that do not exhibit emotions, just one image is fine.

・Adding Data

1. On the Character Potraits click the +Add button.
2. Click on the File Select tab, then choose the folder you made from the column on the right.
3. Click Add.

👾 Monsters

Add one file at a time.

・Format

PNG Image (full color)

・Size

Try not to go over 544x360 pixels. Any larger than this and your images will appear, but may run off the screen or cause other problems.

・Adding your files: Add files one at a time.

1. Click the +Add button.
2. Click on the File Select tab, then choose the file that you want.
3. Click Add.

📖 Maps

For both terrain and objects, add files by category (by folder). You cannot add individual files one at a time. Prepare a proper folder for these files in advance.

◎Terrain

・Preparing your data

1. Create a new folder and give it a name that corresponds to a category.
2. Place texture images of the terrain inside the folder (See About Terrain Assets below).

・Adding your data

1. Click the +Add button in the appropriate terrain category.
2. Click on the File Select tab and choose the folder you made from the column on the right
3. Click Add.

○Terrain Assets

Terrain assets use texture images. One unit of terrain is fixed at 48 cubic pixels.

Menu > ▦ Adding Assets

· **Format**

PNG image (full color). One image is required for each component of terrain.

· **Vertical Size**

Each texture panel should be 48x48 pixels, and one complete image must consist of a panel on the top as well as one for each side. The sides need only be one unit high. When placing terrain in high positions, missing sections will be duplicated from existing sides.

■ Top layer - 48x48 pixels

□ Sides (duplicated as necessary based on height of terrain) 48x48 pixels

If you want a different pattern on the sides based on height, you can create as many additional side images as you need (from 1-9 units high). If the terrain is placed higher up than the number of sides you have prepared, the images on the lowest set of sides will duplicate as necessary.

■ Top layer 48x48 pixels

□ Sides (1 unit down from the top) 48x48 pixels

□ Sides (2 units down from the top and below, duplicated based on height) 48x48 pixels

For the stairs, it has to be three blocks: the step top surface, the step front surface and the side.

· **Horizontal size**

Normally one unit is 48 pixels, but for animations, such as with water, lay out the appropriate number of frames horizontally for the animation to complete.

◎Objects

Each object will require at least two files: model data created in FBX7.4 (2014) according to all the official guidelines (*.fbx) and a texture image in PNG format (*.png). If any kind of movement will also be involved, motion data (*.def) will be necessary as well.

· Polygons need to be triangulated.

· Typically each model will have one texture image and one motion data file associated with it.

· The file name for the texture image must be the same as the one specified in the data for FBX 7.4.

· The file name for the motion data must be the same as the one specified in the data for FBX 7.4.

· **Preparing your data**

1. Create a folder and name it after the corresponding category.

2. Place the FBX7.4-compatible model data, PNG-format texture image, and motion data into the same folder.

Alternatively, the texture image may be placed in a folder of its own, labeled "texture," beneath the other folder.

Example: Adding files for house1 and house2 into the Myobject category.

Myobject Folder

　+ house1.fbx

　+ house1.png

　+ house1.def

　+ house2.fbx

　+ house2.png

　+ house2.def

· **Adding your data**

1. Click the +Add button in the appropriate object category.

2. Click on the File Select tab and choose the folder you've created from the column on the right

3. Click Add.

Menu > ▦ Adding Assets

❖ Game Images

· **Format**

PNG image (full color)

· **Adding your files: Add files one at a time.**

1. Click the +Add button.
2. Click on the File Select tab, then choose the file that you want.
3. Click Add.

◎Windows

· **Size**

128x128 pixels. Borders are included in this size. Specify the size (width) of the borders in pixels under Top Border Size, Left Border Size, Right Border Size, and Bottom Border Size.

◎Images

· **Size**

960x544 pixels

◎Icons

· **Size**

512x512 pixels. Within this overall size, draw individual icons of 32x32 pixels each.

◎Battle Backgrounds

· **Size**

960x544 pixels

♫ Sound files

· **Format**

Ogg Vorbis

· **Adding your files: Add files one at a time.**

1. Press the +Add button
2. Click on the File Select tab, then choose the file that you want.
3. Click Add

◎BGM

· Clicking Loop will repeat the entire song from beginning to end, but if you've specified a loop point within the Ogg Vorbis file's metadata, you can get the song to loop from that point and/or only loop a selected part of the song instead.

Loop Start...
Looping will start from this point (based on whole integers in relation to sample size). Note: the song will play from the beginning for the first play, then begin here for each subsequent loop.

Loop Length...
Represents the length of the song to play before returning to Loop Start (based on whole integers in relation to sample size).

◎SFX/ENV

· There is no option to loop or not loop these sounds. SFX cannot be looped. Environmental sounds will loop automatically.

Menu > ▣ Playtest

Allows you to playtest your game as you make it. As you walk around on the map, you can talk with characters, interact with different objects, buy items, fight monsters, and make sure everything is working the way that you intended. Make use of this feature to double-check and fine-tune your game as much as you want.

† **Title Screen Menu**

New Game	Start playing your game from the beginning.
Continue	Play your game from the last point at which you saved.
Options	Change your game options. This can also be done as you play the game.

† **Options Menu**

BGM	Adjust the volume of the background music.
SFX	Adjust the volume of the sound effects.
Text Speed	Choose from four speed levels at which the text is displayed.
Cursor Position	Preserve or don't preserve the location of the menu cursor.
Restore Defaults	Return your options to the default settings.

◇Controls

Controls for the various actions you can perform in-game are listed below.

† **Controls: Keyboard**

Cursor/Character Movement	Arrows key/WASD
Run	Shift + arrow key
Main Menu	X/Esc
Confirm	Z/Enter
Cancel	X/Esc
Talk/Interact	Z/Enter
Move Camera Left/Right	Q/E
Move Camera Up/Down	R/F
Zoom In/Out	C/V
Reset Camera	K
Top-down View/First-person view	B
Exit to Title Screen	Ctrl + C
Open Debug Menu	F5

† **Controls: Xbox 360 Controller**

Cursor/Character Movement	D-pad/left analog stick
Run	X + D-pad/left analog stick
Main Menu	B
Confirm	A
Cancel	B
Talk/Interact	A
Move Camera Left/Right	Left/right on right analog stick
Move Camera Up/Down	Up/down on right analog stick
Zoom In/Out	LB/RB
Reset Camera	Click in the right analog stick
Top-down View/First-person view	Y

Menu > ▶ Playtest

◇Menu Screen

Pressing the Menu button while on the map will bring up the main menu screen. It is possible to select the actions listed below.

† Menu Screen Commands

Item	Display items not currently equipped on your party. Select item to use.
Skills	Use one of your character's skills. These will primarily be healing skills.
Equipment	Equip your characters with weapons and armor. Any stat changes made by equipping new equipment will also be displayed.
Status	Show your characters' status.
Save	Save the current game. There is a maximum of 40 save slots. It is not possible to load saves from within the game.
Exit Game	Quit the game without saving.
Config	Change the game's options. These options are the same as those accessible on the title menu.
Close	Close the menu and return to the game.

◇Battle Screen

Whenever you encounter a monster on the map, the battle screen will be displayed. Combat will commence after actions have been chosen for all the party members. After defeating the monster the results screen is shown, which displays the experience points, money (G), and items gained from the battle. If they've gained enough experience points, your characters will level up, which will improve their stats. If all of your party members are knocked out (KO), the game over screen will appear.

Note that there is a limit of four characters in a party, and their positions cannot be changed. Character positions have no effect on defense stats or the likelihood of being attacked.

Menu > ▶ Playtest

◇Debug Menu

Press F5 during a playtest to display the debug screen. This mode can be used power up characters, skip events, or temporarily do things in the game that would not normally be possible. This is useful if you want to get through the game quickly to test specific things.

Ignore Terrain Height

①Character Level

It is possible to change the displayed characters' current levels by entering a value in the box to the right to play with the characters at a level of your choice.

②Options

Configure the following debug options.

† Debug Options

Disable Encounters	Monsters won't appear.
Bypass Events	Allows the player to walk through events.
Ignore Terrain Height	Allows the player to walk over terrain and objects, regardless of their height.
Max HP/MP In Battle	Permanently sets HP and MP to their max values; applied from the next battle.
Max Stats In Battle	Sets your attack, defense, speed, etc. to their maximum values; applied from the next battle.

③Framerate

Displays in real-time how many frames per second the game is running at.

④Display/Edit Event Switches

Turn on or off different switches for events in the game. Event switches that have been triggered will be displayed with a checkmark, at the top of the list. Under the Now column, you can see which flags have been triggered so far. At the beginning of the game, all the event switches will be set to off. Choosing on/off from the Edit column allows you to change the state of these flags. This is useful for testing what has or has not changed before or after a event has taken place.

⑤Display/Edit Variables

Enter different values for created variables. Variables that have been checked off will be displayed in order from the top down. Under the Now column, you can see what the current values are for different variables. At the beginning of the game, all of the variables will be set to 0. Entering a number in the Edit column allows you to change each value. This is useful for testing what might happen when one specific variable changes.

⑥Apply

Clicking this button will apply all of the changes you've made to your playtest session of the game. Select Close to return to playtest. Changes cannot be applied mid-battle.

Menu > Utilities

Here you can check the current version of the editor, change language settings, etc.

①Localization Tool

The localization tool is used to convert each text entry used in the game to different text. This function has been included specifically for localization purposes, and is intended for just a select group of users.

If the text does not convert in the manner that you intended, it is possible that the game will no longer be playable, so be sure to create a back-up save file before carrying out this process.

Click Export to export your game's text data as a text document. Open the file in an appropriate text editor and enter the desired translation in the "Text To Replace" column. When you have finished, save the file and click Import to load the data. Once you click Execute Replace, all the text in your game will be replaced with the text you entered in the text file.

If you wish to edit the text data, do not make any changes to the Location Of Use, GUID, or Current Text columns. Each entry in the Location Of Use, GUID, Current Text, and Text To Replace columns should be separated by a tab. When saving the file after editing, ensure that the file is saved with the same type of encoding that the original had: Unicode.

Caution When Using Localizing Tool

When you execute "Import" from the localizing tool, every text will be replaced with the new ones. You cannot import any localizing text to the replaced project file again. You need to create a back-up data of the project file first and then execute localizing. If there are some changes you wish to make on the contents, duplicate the back-up data and execute localizing.

②Version Information

Displays information about the version of the editor you own.

③Software Licenses

Displays what licenses the editor uses to run.

④System Info

Clicking this will display information about your OS, CPU, and other details about your computer used in running the editor. You can copy this text onto your clipboard. This may be necessary should you require customer support and have to share the specifications of your machine.

⑤Other Settings

Change which language the editor runs in and alter the location of where your game files are saved.
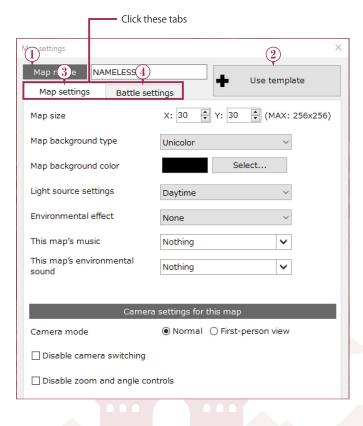
Main Screen > Map List

The map list, found on the left of the map editing screen, allows you to choose a map to edit, change the settings for the current existing map, add a new map, etc. Displayed beneath the toolbar are all the different maps for the current game. Clicking on a map will display it in the large Map Editing screen to the right where you can make changes. Drag maps up or down on the list to adjust the order in which they are displayed.

✚ Add New Map

The Map Settings menu will open when adding a new map. Maps that you customize here will be added to your map list, allowing you to then select and edit them from there. Clicking on the tabs gives you access to advanced settings where you can customize how your map, as well as its battle settings. You can also add a map without any customizations and make changes later.

①Map Name

Enter the name of your map.

②Use Template

Can only be used when adding a new location. Click here to load preexisting map assets and add them to the Map List. With File Select, you can add a location you've created as part of another game's data. Select From DLC allows you to add locations you've purchased as downloadable content.

③Map Settings

Allows you to adjust the settings for the map you want to add as it will appear in the overworld. The changes you can make are described in the following chart. When you've finished changing your settings, make sure to click OK to apply them.

Main Screen > Map List

† Map Settings

Map Size	Determine how large the map will be by entering the number of horizontal (X) and vertical (Y) spaces. The maximum size is 256x256.
Map Background Type	Choose the appearance of the area outside the borders of the map. Unicolor will change the background to the color you specify under Map Background Color. Click on Repeat to fill the surrounding space with exact copies of your current map. Choose Terrain and the background will be filled with the terrain you specify in Background Terrain below.
Map background color	Choose Unicolor under Map Background Type above and you can select the color of the map's background.
Terrain to be used as the map background	Choose Terrain under Map Background Type above and you can select which type of terrain to put in the background of the location you're editing.
Lighting Source Settings	Choose different lighting effects for your map. You can set various parts to adjust automatically, such as the sky or building lights.
Environmental Effect	Displays effects such as rain or fog. Although only a few of these can be configured in the Map Editing screen, all will appear in the game.
This map's music	Choose from the background music tracks you have registered to set the sound for this location. You can also preview tracks here.
Environmental Sounds	Choose from the environmental sound tracks you have registered to determine the sound for this location. You can also preview tracks here.
Camera Mode	You can choose between either a normal top-down camera or a first-person view when players first enter this location.
Disable camera switching	Check this box to fix the camera to the Initial Camera Mode. Players will be unable to change camera mode in-game.
Disable zoom and angle controls	Check this box to lock the camera in place in game. The camera position and degree of zoom will be fixed to the starting position.

④Battle Settings

Allows you to adjust the battle settings for the map you are editing. The changes you can make are described in the chart below. When you have finished choosing your settings, make sure to click OK to apply them. The monsters you have added to the list determines the monsters that spawn on the map.

† Battle Settings

Footsteps until spawn	Enter the number of steps to be taken before a monster appears. The actual encounter rate will be somewhat randomized, so think of this as a general guideline.
Spawning Monsters	Decide which monsters will spawn in this location. Add or remove monsters to this list based on the monsters already registered under Edit Game Data. It is also possible to access monster settings from this menu.
Battle Test	Try out a battle with the current settings. You can select which party members fight, what level they are, and what gear they have equipped.
Max Simultaneous spawns	Set the maximum number of monsters that can
Battle Background	Select which background image is displayed during battles.
Battle Music	Select Use System Sound and the background music you have registered under Edit Game Data will be played in battle. Use Optional to choose a specific song to play during battle. You can preview the music here.
Environmental Sound During Battle	Select which sounds to play in the background during battle. You can also preview the sounds here.

Main Screen > Map List

🗑 Delete Map

Delete the selected map from the list. Once deleted, the map cannot be recovered.

📄 Copy Map

Copy the selected map. The copied map will not be added to the list until it is pasted.

📋 Paste Map

Paste a copy of the map selected via Copy Map. It will appear at the end of the map list.

📁 Add Folder

Add a folder to your map list. Drag and drop maps into the folder to organize them. As you create more and more maps, the map list will become longer and longer. Collect maps into folders to keep things organized.

⚙ Map Settings

Edit the settings of a selected map. Clicking this icon will display the Map Settings screen. All of the functions are the same as described above in Adding a New Map, except Load Map will be unavailable.

Main Screen > Editing Maps

The map currently selected in the Map List window on the lower left will be displayed in the center of the screen, and is editable. You can change the type of view you have of the map by using the Camera Controls and the mini map at the bottom of the screen. Also, by clicking on the Show/Hide Toolbar button, you can turn show or hide the Menu and Map List along the left-hand side.

Show/Hide Toolbar

Edit Map

Camera Controls

Minimap
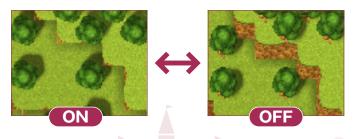
◇Camera Controls

You can use these controls to change the map's point of view and zoom while editing a map. Use the perspective you are most comfortable with to alter the viewpoint and verify any edits. Besides these controls, you can also freely pivot the camera 360 degrees by holding the Alt key and then right clicking and dragging your mouse.

① ② ③ ④ ⑤ ⑥ ⑦

① ⬡ Add/Remove Perspective

Adding perspective to your screen will display faraway objects as smaller and give your game a more 3-dimensional look. Clicking this button will turn the perspective on or off. It is off by default. The icon will turn white when it is turned on.

ON **OFF**

② ▢ Top-Down/Normal View

Returns the camera to a top-down perspective. The icon is white when the top-down view is on. Clicking

on the button again after turning top-down view on will return the camera to the previously set camera position. Even if you move the camera around after turning top-down view on, when turning it off you will return to your previous camera position. Click it again and you will return to your initial view.

ON **OFF**

③ ↔ Change Vertical Angle

Left-click to move the camera to a lower angle. Starting from a top-down perspective, each click will move the camera down by ten degrees. Right-click to raise the camera to a higher angle.

Main Screen > Editing Maps

④ ⟳ Change Horizontal Angle

Left-click to move the camera horizontally by 30 degrees. Right-click to move it in the opposite direction.
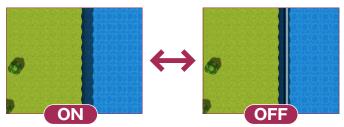
⑤ 🌱 ▬▬▬ ⛰ Zoom

Drag the slider left or right to change the magnification of the map (and double click to return to the default zoom). Click the icons on either side to zoom in or out by 10% per click.
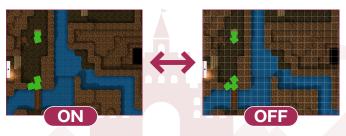
⑥ ⛶ Show/Hide Editable Areas

Displays a border line showing the point at which you can no longer edit your map. Click to turn this feature on or off.

ON ↔ **OFF**

⑦ ▦ Show/Hide Grid

Displays a grid composed of squares, each representing one unit of terrain. Click to turn this feature on or off. It can only be shown in top-down camera mode with perspective turned off.

ON ↔ **OFF**

◇Mini map

The mini map in the bottom right shows an overview of your map's terrain. The area surrounded by the red border on this mini map is what is being currently displayed in the map editor. This border can be dragged to change the area shown. Depending on the camera settings and window size, the size and position of the red border will change. You can show or hide the mini map at any time by clicking on the header.

Header

Red border

Main Screen > Editing Tools

To the side of the Map Editor screen is a row of icons for each of the 14 different editing tools. Using these tools, you can place different components on the map, raise or lower levels of terrain, and customize the game's setting.

You can also edit your map using the quick toolbar that appears when you select an object on the Map Editor screen or from the context menu accessed by right clicking on a particular component.

Editing Tools

Raise by one level
Lower by one level
Rotate
Raise to highest level
Lower to lowest level
Lower to zero
Set it as the starting point
Paste
Delete
Undo
Redo

Context Menu

Quick Toolbar

▣ Selector

Allows you to select terrain, objects, and events. In order to adjust the height of terrain or move around objects or events placed, you must first select them with this tool.

Clicking the downward facing arrow on the right will open up a submenu, allowing you to switch between the five different types of selector tools described below and select large areas of terrain. You can then use the Raise/Lower function to alter the height of the terrain.

Click on objects and events to select them, and drag them to change their location.

Map Parts

① Rectangle Select
② Trace _Select
③ Free Select
④ Select by Type
⑤ Select by Elevation

①Rectangular Selector

Selects a large rectangular area of terrain all at once. Objects and events placed inside the rectangular area will also be selected.

②Draw to Select

Allows you to select multiple pieces of terrain as if you were drawing on the map with a pen.

③Free Select

Drag to select an entire area of enclosed terrain

④Select by Type

Selects all terrain matching the type selected.

Main Screen > Editing Tools

⑤ Select by Height

Selects all terrain at the level of height that you have clicked on.

✎ Pen

Position the terrain, objects, and events you have chosen from the list of map elements on the right. Clicking on these components directly will automatically switch you to the pen tool.

☒ Fill

Changes all terrain of the same type in an area to the type of terrain chosen from the map elements on the right.
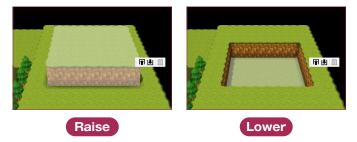
◆ Eraser

Erases slopes, stairs, objects, and events from spaces that you click on or drag over.
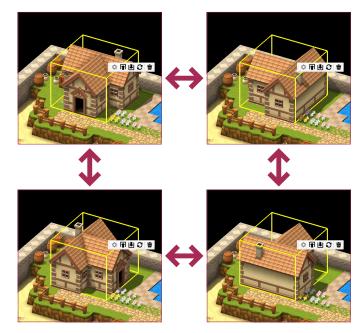
⬆ ⬇ Raise/Lower

Raises or lowers terrain that you've selected with the Selector by one level. If there are any slopes or stairs terrain, objects, or events selected, the terrain directly beneath them will be raised or lowered.

Raise   **Lower**

⟳ Rotate

Rotates hills/stairs (types of terrain), objects, and events selected with the Selector horizontally by 90 degrees with each click. Left click to rotate clockwise or right click to rotate counterclockwise.

Main Screen > Editing Tools

⊡ Map Scroll

The entire map will move one block in the direction that you scroll. When you click on the Scroll icon, a special window will appear with arrows pointing in four directions. Click one of them to move your map around.

Increasing the map size under Map Settings will only expand the available space in the lower right, so think of this as a function to use when you want to extend your map to the top left. First make your map larger under Map Settings, then make adjustments with this Scroll tool.

Note that any components that get moved outside the Map Editor screen range will be deleted and replaced on the opposite side by ocean tiles.

✂ Cut Event

Cuts an event selected with the Selector.

🗊 Copy Event

Copies an event selected with the Selector.

🗎 Paste Event

Pastes an event that was previously cut or copied. This cannot be used if you have not first cut or copied an event.

🗑 Delete

Deletes an object or event selected with the Selector.

↰ Undo

Undoes one change to the map. This is useful if you have accidentally misplace something on the map.

↱ Redo

Performs the edit to the map that was previously undone.

◇Quick Toolbar

When you select something with the selector, it will cause a quick toolbar to appear and you can use this to edit your map. As explained below, the options available to you will differ based on the component you have selected. Each tool's function is the same as in the editing toolbar, but Event Settings is a special function that is not included in the regular editing tools.

①Selecting Terrain

You can use the tools listed in the chart below. The ability to raise or lower a piece of terrain after it has been selected is useful when you want to quickly create terrain of differing heights. If you have previously cut or copied an event, you will be able to use Paste Event from this toolbar as well.

† Available Tools

🔼	🔽	Raise/Lower By 1 Level
🗎		Paste Event

Main Screen > Editing Tools

②Selecting Stairs/Slopes (Types of Terrain) or Objects

You can use the tools listed in the chart below. Choosing Raise/Lower will affect the selected under any map object. The Event Settings function, which is only available for certain components, is also accessible by double clicking on a compatible part of the map. Doing so makes it possible to add an event to the selected component, such as having a message appear if a character interacts with something, or changing where a character will move to when using a staircase.

† Available Tools

⚙	Event Settings
⬆ ⬇	Raise/Lower By 1 Level
🔄	Rotate
🗑	Delete

③Selecting Events

You can use the tools listed in the chart below to edit events. Double clicking on compatible map elements will also allow access to the Event Settings function. From there, you can directly edit the contents of an event.

† Available Tools

⚙	Event Settings
🔄	Rotate
📋	Copy Event
🗑	Delete

◇Right-Click Contextual Menu

Right clicking on the map will bring up a contextual menu. From there, you can edit the map. Different tools will be available depending on the selected map component, as described below. Each tool's function is the same as those in the editing toolbar, except for Event Settings, which is a special function not part of the regular editing toolbar.

①Selecting Terrain

You can use the tools listed in the chart below. Raise To Highest/Lowest Level allows you to move all selected areas of terrain to either the highest or lowest level currently selected. Lower To 0 moves selected pieces of terrain to the lowest point on the map. Clicking Make This The Start Point sets the chosen spot as the game's starting location.

† Available Tools

Raise/Lower By 1 Level
Raise To Highest/Lowest Level
Lower To 0
Set It As The Starting Point
Paste Event

Main Screen > Editing Tools

②Selecting Hills/Stairs (Types of Terrain) or Objects

You can use the tools listed in the chart below. Clicking Make This The Start Point sets the designated spot as the place the game will start, but note that if this is selected for an object that has a height value associated with it, the character will be unable to get down.

† Available Tools

Event Select
Raise/Lower By 1 Level
Rotate
Set It As The Starting Point
Delete

③Selecting Events

You can use the tools listed in the chart below. Event Settings allows you to edit the contents of an event. After choosing either Cut Event or Copy Event, you can then select Paste Event over a piece of terrain.

† Available Tools

Event Settings
Rotate
Cut Event
Copy Event
Delete

·Selected Tile Information Displayed Outside Editor

When you select a tile on the map, you can confirm its location information by looking to the bottom left of the Map Editor and noting the text displayed. It will be shown in the form of Position [X,Y]: Map Component Name (Terrain Height): @Name of Object Above. For instance, the reading "[35,39]:001_Grass(2):@Flower_003" indicates there is a map element labeled "001_Grass" at the position 35,39 on the grid, located on a piece of terrain with a height of 2, and directly it is an object labeled "Flower_003."

Main Screen > Map Parts

You can choose Map Parts for Terrain, Objects, and Events and place them on the map. As a rule, any part can be placed inside or outside of buildings. All selected parts other than Events are shown enlarged in the preview window. This section of the manual explains the parts found in each category.

♣ Terrain

You can lay down terrain such as grassland or brick. You can also increase the terrain elevation by up to ten levels to create a three-dimensional map. Characters walk on Natural and Man-Made terrain as if it is ground or flooring. Walls can be made by raising the terrain's elevation.

①Natural
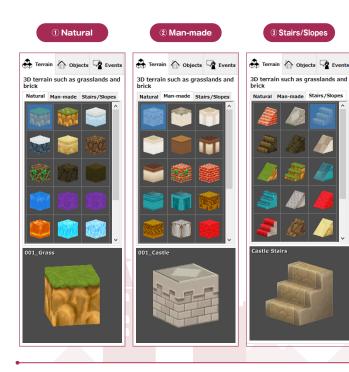
Natural terrain includes grassland and sandy soil. You can also place terrain that cannot be passed over, such as sea, or terrain such as a poison swamp that inflicts poison if the player character walks over it.

②Man-Made

Man-made terrain includes bricks and wood floors.

③Stairs/Slopes

Stairs/Slopes includes one level high slopes and staircases. Slopes and stairs can be rotated at 90° intervals.

⌂ Objects

You can place objects like buildings or shrubbery on top of terrain. Many objects have a specific orientation; rotate them in 90° ntervals to place them facing the desired direction. Player characters cannot pass through objects that have collision detection.

①Buildings

Buildings includes castles, bridges, and houses. Buildings with entrances are found under Event > Door/Stairway. Linking these buildings with separate maps, you can make them enterable for the player character.
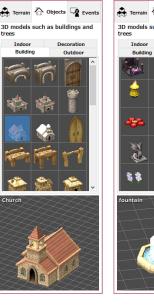
②Outdoors

Outdoors includes common outdoor objects such as fountains, shrubbery, and graves. Note that these can also be placed indoors. Some objects can also be used for events after being placed.

① Natural

② Man-made

③ Stairs/Slopes

① Buildings

② Outdoors

Main Screen > Map Parts
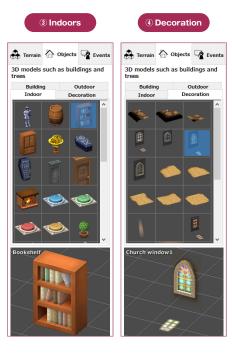
③Indoors

Indoors includes common indoor objects such as cabinets, beds, and tables. Note that these objects can also be placed outside. Some objects can also be used for events after being placed.

④Decoration
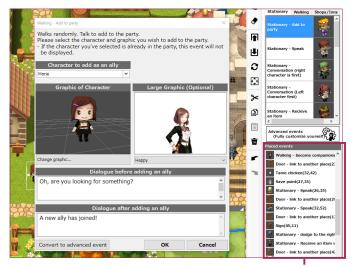
Decoration includes items that add a touch of decorative scenery to maps, such as snowy roads, windows, and light sources. Use these to give your map a unique, personal atmosphere!

Events

Events are able to control characters on the map or actions that occur in the game. You can create villagers who give hints when spoken to, merchants who sell items, treasure chests full of money, and events to connect different maps together. To add events, you can select from the pre-made templates in the Events tab and place them as you would a normal map part. You can customize events to your liking, as explained later in the Advanced Events section, but it is a good idea to first try using the templates.
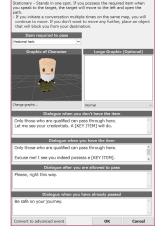
First, select the event you want to use and place it on the map by clicking on the desired location. Then, customize the event details in the settings window. Events placed on the map will appear in the Placed Events column. Clicking on them lets you edit the name of the event.

Placed Events

①Stationary

You can place stationary NPCs on the map who activate various events when spoken to.

Main Screen > Map Parts

† Event Examples

|	
Add to Party	The character will join the party.
Speak	The character will say fixed lines.
Conversation	The character will have a conversation with the party members.
Receive Item	The party will receive an item from the character.
Question	The character asks a yes/no question.
Different Conversation When You Have An Item	The character will say different lines based on the presence or absence of a specified item in the party's inventory.
Exchange Items	If the party has a specified item, the character will trade another specified item for the party's item.
Move If You Have An Item	If the party has a specified item, the character will move and open a path.
Move If Give An Item	If the party has a specified item, the character will move and open a path. Afterwards, the item disappears.
Speak To Initiate Battle	A monster battle will begin.
Leave The Party	A specified ally will leave the party.

②Walking

You can place moving NPCs on the map who activate various events when spoken to.

† Event Examples

Add to Party	The character will join the party.
Speak	The character will say fixed lines.
Conversation	The character will have a conversation with the party members.
Receive Item	The party will receive an item from the character.
Question	The character asks a yes/no question.
Different Conversation When You Have An Item	The character will say different lines based on the presence or absence of a specified item in the party's inventory.
Exchange Items	If the party has a specified item, the character will trade another specified item for the party's item.
Speak To Initiate Battle	A monster battle will begin.

Main Screen > Map Parts

③Stores/Inns

You can place interactive characters or green cubes on the map which act as stores selling items or inns that recover your party's HP.

† Event Examples

Store: Behind Counter	A store that sells items. Can still be spoken to even when behind the counter.
Store: Counter Position	A store that sells items. Player characters cannot interact with the store if they are one step away, so be sure to place it in a map part.
Inn: Behind Counter	An inn that restores all party members' HP and MP, and heals status effects. Can still be spoken to when behind the counter.
Inn: Counter Position	An inn that restores all party members' HP and MP, and heals status effects. Player characters cannot interact with the inn if they are one step away, so be sure to place it in a map part.
Travelling Merchant	A travelling merchant that sells items.
Travelling Inn	A travelling inn that restores all party members' HP & MP.

④Searchables

By interacting with various items placed on the map, player characters can receive items, view display messages, and more.

† Event Examples

Chest, Dresser, Pot, Table	Gives money, specified items, or displays messages.
Bed	Gives money or specified items, displays messages, or restores all members' HP and MP.
Sign, Grave	Displays a message.
Sparkle	Gives a specified item.
Stuffed Toy	Displays an emotion marker above its head and says specified lines.
Display Message If Checked	Displays a message.

Main Screen > Map Parts

⑤Doors/Stairs

By placing doors and stairs, or green cubes with the same function, you can move player characters to specified locations. These are necessary when moving characters to other maps.

Treasure chest - acquire important item

Examine and you can acquire the item selected with "item to receive". A fanfare will sound, so it is fitting for receiving an item that is more important than a regular item.

Item to receive

Medicinal herb

Treasure chest graphic

Change graphic...

Convert to advanced event   OK   Cancel

† Event Examples

Stairs	Moves the player character to a specified place when touched. Can be placed on Terrain or in Buildings.
Cave Entrance:Links to Another Location	Moves the player character to a specified place when touched. Can be placed on Terrain or in Buildings.
Door: Links to Another Location	Moves the player character to a specified place when touched.
Door:Opens With Item	When the player character possesses a specified item, the door will open and allow passage.
Door:Links to Another Location With Item	When the player character possesses a specified item, moves the player character to a specified place when touched.
Door:Links to Another Location	Moves the player character to a specified place when touched. Can be placed on Terrain or in Buildings.
Warp Gate:Links to Another Location	Moves the player character to a specified place when touched. Can be placed on Terrain or in Buildings.
Warp Gate Function:Links to Another Location With Item	When the player character possesses a specified item, moves the player character to a specified place when touched. Can be placed on Terrain or in Buildings.
Well:Links to Another Location	Moves the player character to a specified place when interacted with.

⑥Devices

You can place devices on the map that activate various events when touched or interacted with.

Blue button

When touched the button will be turned on and the "blue button door" will open.
If touched again it will turn off and the door will close.
- The event switch "switch_blue" will be turned on/off.

Button graphic

Change graphic...

Convert to advanced event   OK   Cancel

† Event Examples

Button	Opens connected door on contact. On second contact, closes door.
Button Activated Door	Opens on contact when connected button is switched on.
Specified Event Activated Door	Allows passage when specified event switch is activated. The event switch can be turned on or off by a separate generic button.
Generic Button Treasure Chest	Chest can be opened when a specified event switch is on, giving money, items, or a message. The event switch can be turned on or off by a separate generic button.
Pushable Box	Block moves forward one space on interaction.
Block Breakable With Specified Item	Block breaks on interaction when the player character is in possession of a specified item.
Display Message on Contact	A message is displayed on contact.
Automatically Displayed Message	When a map with this event placed is displayed, a specified message is shown. It does not matter where the event is placed.

Main Screen > Map Parts

⑦Functions

When placed on the map, various functions can be activated.
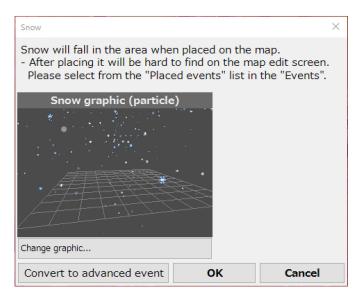
† Event Examples

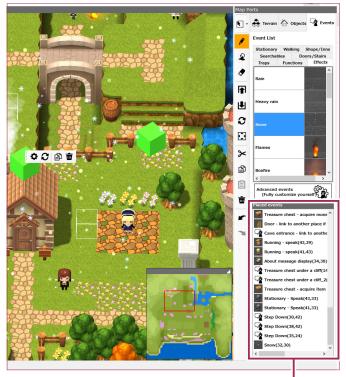|	
Disable Saves	When this event is placed on the map, the save function cannot be accessed from the menu. The game cannot be saved unless a special Save Point or Enable Saves event is placed.
Enable Saves	On contact, the Disable Saves event ends, allowing the game to be saved as normal.
Save Point	On interaction, selecting "Yes" to the question displayed will show the Game Save screen.
Disable Monster Encounters	When this event is placed on a map, carrying a specified item or activating a specified event will prevent monsters from appearing. It does not matter where the event is placed.
Ending – Staff Credits	Displays an ending screen with the names of the staff who made the game.

⑧Effects

Various effects can be activated by placing these on the map. Weather effects can be difficult to find on the map editor screen after placement, so it is best to find them via the Placed Events list.

Placed Events

Main Screen > Map Parts

† Event Examples

Rain, Heavy Rain, Snow, Fog, Confetti, Fireworks, Falling Leaves	When placed on the map, creates rain, heavy rain, snow, etc., in the area. It can be difficult to find the element on the map editor screen after placement, so it is best to find them via the Placed Events list.
Flames, Bonfire	Creates an impassable fire.
White Smoke, Sparks, Poison Gas, Lightning, Dark Flame	Creates white smoke, sparks, poison gas, lightning, dark flames etc.
Touch to Activate Spotlight	On contact, a spotlight appears and the outer part of the screen is blackened out.
Automatically Activates Spotlight	When a map with this event placed is displayed, a spotlight appears and the outer part of the screen is blackened out. It does not matter where the event is placed.
Touch to Deactivate Spotlight	On contact, the spotlight effect ends and the screen returns to normal.

Main Screen > Advanced Events

As mentioned before, you can use pre-made event templates for your game events, but by using the Advanced Events feature you can create more detailed and unique events. The supplied event templates are more than sufficient to make a game, but experienced users may enjoy the challenge of creating an Advanced Event.

It is possible to convert an event template to an Advanced Event, but once the template has been converted it is impossible to revert it back to its original configuration state.

✝ How to configure Advanced Events

Select Advanced Events from the Event Tab, then click on the position where you want to place the event.

Double click on an Event on the map, or, alternatively, choose Convert to Advanced Event from the Quick Toolbar or from the Event Settings menu (opened by right clicking).

Double click on an Object on the map, or, alternatively, first choose Convert to an Event, then Convert to Advanced Event from the Quick Toolbar or from the Event Settings menu (opened by right clicking). Only certain Objects can be converted to Events.

Double click or right click on an Event from the Placed Events column of the Events Tab and select Convert to an Advanced Event.
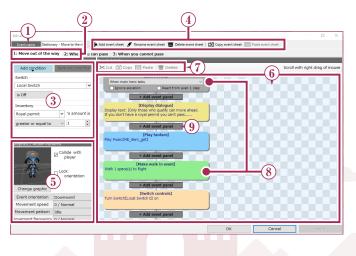
Advanced Events

Placed Events

◇ Event Editor

When you select Advanced Event, the Event Editor Screen appears and the Event to be placed is shown in chart form. When you are done editing, click OK or Apply and the details of your event will be applied.

This section will introduce each feature of the Event Editor screen.

① Event Name

The name of the Event being worked on is shown. This can be changed.

② Event Sheet Tabs

By making several event sheets, you can set up different conditions to make each one carry out different actions. By clicking on the Event Sheet Tabs, you can see the details of the corresponding event (⑥). On each Event Sheet tab, you can set the Event Sheet Conditions (③) that will activate the event when fulfilled.

Main Screen > Advanced Events

③Event Sheet Conditions

You can set different event conditions for each sheet. Click on Add Condition and choose the condition you want from the Conditions List. The behaviors on the sheet will only occur once the selected conditions are met.

If you want to remove a condition, select it and choose Remove Condition from the menu. If this space is empty, the event will become an unconditional event. If multiple conditions are set, the behaviors will only occur when all conditions are met.

When the conditions for several sheets are met at the same time, the last sheet (farthest right) gets priority.

† List of Possible Conditions

Event Switch	The selected event switch is turned on/off.
Variable Box	The value of the selected variable box is equal to/not equal to/greater than/less than a specified value.
Money	The amount of money in possession is equal to/not equal to/greater than/less than a specified value.
Inventory	The number of a specified item is equal to/not equal to/greater than/less than a specified value.
Ally	A specified member is present/not present in the party.

④Event Sheet Toolbar

This is the toolbar used in editing the event sheets.

† Toolbar Functions

✚ **Add Event Sheet**	
Adds a new event sheet. The Graphics and Movement Patterns (⑤) will be copied from the previous sheet, but the other parts will be empty.	
✏ **Rename Event Sheet**	
Changes the name of the event sheet in the Sheet Tab (②).	
🗑 **Delete Event Sheet**	
Deletes the selected sheet. All settings in the Event Details (⑥) will be deleted.	
📄 **Copy Event Sheet**	
Copies the selected event sheet to the clipboard.	
📋 **Paste Event Sheet**	
Pastes a previously copied event sheet as a new event sheet to the right of the current selected sheet.	

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Main Screen > Advanced Events

⑤Graphics and Movement Patterns

Select the graphic to be shown on the map, as well as its movement pattern. Each Sheet can have different settings.

† Customizable Settings

|	
Change Graphic	Choose the event graphic from the available assets.
Collide With Player	When checked, collision detection will be turned on. If unchecked, the character can pass through the event. NPCs who can have conversations will have this checked.
Lock Orientation	If checked, the set event orientation will not change. If unchecked, the event will turn toward the player character when the situation changes.
Event Orientation	The orientation of the event on the map. For events with no graphics, this is not a required setting.
Movement Speed	Choose the speed of movement. Not necessary for stationary events.
Movement Pattern	Choose the pattern of movement. Not necessary for stationary events.
Movement Frequency	hoose the frequency for movement. Not necessary for stationary events.
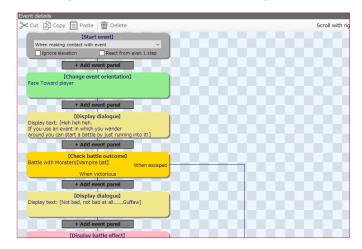
⑥Event Panel Editing Area

In the Event Panel Editing Area, you can arrange the event panels in chart form and set the details of their behavior.

At first, Events with no settings will have only two panels: Start Event and End Event. You can add more panels between these two and customize the details of the event more specifically to your liking.

You can convert a pre-made event into an Advanced Event and edit it. To view the parts of the event that run off the editor screen, hold and drag with either the left or right mouse button to scroll through the screen.

⑦Event Panel Toolbar

When you select an Event Panel, you can select Cut, Copy, Paste, and Delete from the toolbar. To ensure easier editing, players should familiarize themselves with these functions. You can access the same functions by right clicking on a panel. For event panels with more than one branch, selecting Cut, Copy or Delete will affect each panels of the selected event to its endpoint.

† Toolbar Functions

✂	**Cut**	Cut the selected panel and copy it to the clipboard.
▤	**Copy**	Copy the selected panel to the clipboard.
▤	**Paste**	Paste the event panel added to clipboard by Copy or Cut. When pasting, if Add Event Panel is selected, the pasted panel will be added after the panel currently selected.
🗑	**Delete**	Delete the selected panel.

Main Screen > Advanced Events

⑧Start/End Event Panels

Start Event and End Event are the only panels present after first creating an event, and they indicate the beginning and end of the event respectively. These two panels cannot be deleted. In the Start Event panel, you can set the starting and optional conditions for the event. Optional conditions are supplemental to the start conditions that begin the event.

[Start event]
When main hero talks
☑ Ignore elevation   ☐ React from even 1 step

+ Add event panel

[Display dialogue]
Display text: [Woooow!]

+ Add event panel

[End event]

✝ Start Event Conditions

When main hero talks	Begins when the player speaks or interacts with the event.
When making contact with player	Begins when the player comes into contact with the event.
When making contact with event	Begins when the Event comes into contact with the player.
Triggered Automatically	Begins automatically when the map with this event appears. You can choose to be One Time Only or Repeated.

✝ Optional Conditions

Ignore Elevation	When checked, the event can be interacted with regardless of a difference in elevation.
React from even 1 step	When checked, the event can be interacted with even from one-step away. This is useful when an event is across a store counter.

⑨Add event panel

When you click Add Panel, a panel will be added in your current position, and you can configure various behaviors in it. The types and details of addable panels are discussed in the Panel Types section. When a panel is being edited, it will display Editing··· with a pencil icon in the upper left corner. You can finish and apply your edits by clicking away on the Editing Area background (the checkerboard pattern area).

A finished panel can be edited again by clicking on it in the Panel Editor Area.

[Start event]
When main hero talks
☑ Ignore elevation   ☐ React from even 1 step

+ Add event panel

✏ Editing...   [Display dialogue]
Enter dialogue text to display.

Woooow!

Character displayed   Character displayed 2

Normal   Normal

⦿ Make character 1 talk   ○ Make character 2 talk
Select window position.
○ Top   ○ Center   ⦿ Bottom

+ Add event panel

[End event]

Editing
↕
Finished

[Start event]
When main hero talks
☑ Ignore elevation   ☐ React from even 1 step

+ Add event panel

[Display dialogue]
Display text: [Woooow!]

+ Add event panel

[End event]
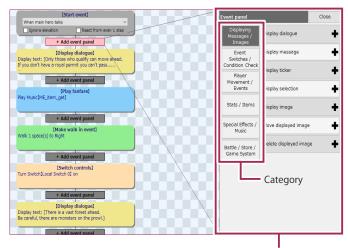
· Undo

Press Ctrl + Z to undo the previous event panel edit.

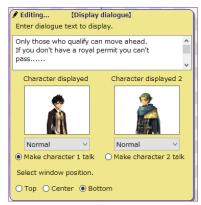## Main Screen > Advanced Events

◇Types Of Event Panels

When you click Add Panel, the Event Palette will appear on the right. Select the type of event panel you want from there. Event Panels are divided into several categories. By clicking on each category button, the panels registered under that category will be listed, and you can select the panel you want to add from the list. This section explains the different types of panels you can add.

Event Palette

①Display Message / Image

This category includes panels for character conversations, displaying pictures, etc.

† Available Event Panels

Display Conversation	Display Conversations. Can show one character portrait on the left and right sides.
Display Message	Displays text over the whole window. This is best for game openings or introducing special scenes. It is possible to set a background image and/or scroll the text.
Display Ticker Text	Displays text over the whole window. This is best for game openings or introducing special scenes. It is possible to set a background image and/or scroll the text.
Display Selection	You can create branching chart paths based on options like "Yes" or "No" answers. You can set 2-4 options.
Display Image	Display an image in the center of the game screen. You can set if the image disappears, moves, or if the game continues while displaying it.
Move Displayed Image	Move the image from Display Image to a specified place on the screen.
Erase Displayed Image	Erase the image displayed by Display Image.

Main Screen > Advanced Events

②Check Event Switch or Conditions

This has event panels for recording the game state, controlling event switches or variable boxes, or checking their details.

③Player Movement / Events

Includes panels related to controlling a character's walking, movement to another place, and the movement speed.

† Available Event Panels

Event Switch	Use various flags to turn Event Switches on/off.
Check Event Switch	Checks if a specified Event Switch is on or off and branches the chart.
Check Held Items	Checks for the presence/absence of specified item and branches the chart.
Check Held Money	Checks held money and branches the chart.
Check Party Members	Checks for the presence/absence of a specified party member and branches the chart.
Variable Box	Change variable values. Can use basic arithmetic operations on variables.
Variable Box Check	Checks current state of variable boxes and branches chart.

† Available Event Panels
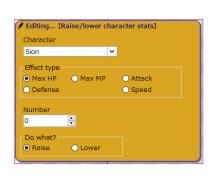
Move to Another Location	Moves the player character to another location.
Change Event Orientation	Changes the orientation of the Event.
Make Walk Event	Causes Event to walk in the set direction a set number of steps.
Change Event Movement Speed	Changes the Event's walking speed.
Change Event Graphic	Changes the displayed graphic for the Event.
Teleport Event	Teleports Event to another location on the same map.
Make Event Invisible/Visible	Makes an Event invisible or visible.
Change Player Orientation	Changes the orientation of the player character.
Make Player Walk	Causes player character to walk in the set direction a set number of steps.
Make Player Invisible/Visible	Makes the player character invisible or visible.

Main Screen > Advanced Events

④ Stats / Items

This contains panels for changing the player character's HP or MP, increasing or decreasing the EXP or items gained, etc.

† Available Event Panels

Increase/ Decrease Items	Changes the number of held items.
Increase/ Decrease Money	Changes the amount of held money.
Add/Remove Party Members	Adds or removes a specified party member.
Increase/ Decrease EXP	Changes the specified party member's experience points.
Learn/Forget Skill	Gives the specified character a skill or forces them to forget it.
Increase/ Decrease Stats	Changes the specified character's stats.
Inflict/Cure Abnormal Statuses	Adds or removes a status ailment (poison, KO).
Restore/ Reduce Character's HP/ MP	Restores or reduces a specified character's HP and/or MP.
Fully Heal Party	Completely restore the whole party's HP and MP.

⑤ Special Effects / Music

This includes panels for displaying animations or special effects, playing sounds or music, staging, etc.

† Available Event Panels

Wait Specified Time	Waits a set amount of time. Music and background animations do not stop.
Play Music	Plays specified music. The previously playing music stops.
Play Sound Effect	Plays a sound effect. The music does not stop.
Play Fanfare	Pauses the current BGM, plays a different BGM as fanfare, then restarts previous BGM.
Display Battle Animation	Displays a special animation over the event or player character's location.
Display Emoticon	Displays an emoticon over the player character or the Event.
Brighten/ Darken Screen	Fades the game screen to black for a set amount of time, then fades it back in.
Change Screen Color	Changes the screen tint to a specified color for a set amount of time.
Shake Screen	Shakes the screen randomly for a set amount of time.
Flash Screen	Flashes the screen for a set amount of time.

Main Screen > Advanced Events

⑥Battles, Stores, Game Systems

This includes panels for battles, implementing stores and inns, save functions, etc.

Editing...　　[Check battle outcome]

Select spawning monsters

Slime	Skeleton fighter
Dire wolf	Nothing
Nothing	Nothing

☑ Can't escape

☐ No game over even if defeated

Change battle music

BGM_battle1

Change battle background

BossRoom

✝ Available Event Panels

Place Battle	Changes to the combat screen and starts a battle. The monsters that spawn are configurable. Branches the chart based on the outcome.
Create Store	Executes the store process. Sold items are configurable. Can branch the chart based on whether the player buys items or not.
Create Inn	Executes the inn process. Can configure HP/MP recovery and status ailment healing. Can branch the chart based on whether the player stays at the inn or not.
Enable/Disable Monster Spawn	Enables or disables monster encounters on the map.
Allow/Disallow Menu Screen	Enables or disables the menu screen.
Allow/Disallow Save	Enables or disables the menu command Save. The event command Display Save Screen is still usable regardless.
Display Save Screen	Displays the screen for saving game data.
Exit Game	Ends the game. You can set whether to display a Game Over screen or return to the Title Screen.
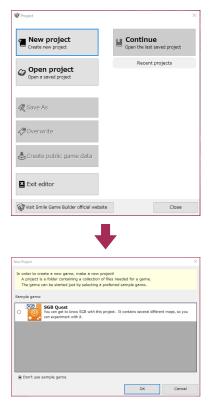
Game Creation Flow

This section explains the flow of creating a game with Smile Game Builder. An extremely simple game will be used as an example. Once you've learned the basics of game building, you should try making more complex games on your own. The game flow presented here is just an example; once you are familiar with the system, try to adapt the information presented here to find a method that suits your own style.

◇Create A New Game File
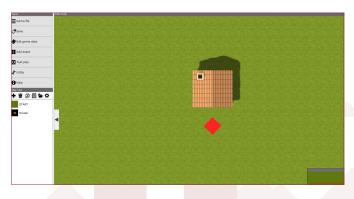
When you first start up Smile Game Builder, the Game File screen will appear. To begin making a game, choose New Project. Although it is possible make a game by using the sample and customizing the provided maps, please choose Don't Use Sample Game for now so that you can follow this guide, which will explain the flow of making a

game from scratch without any previously made data.
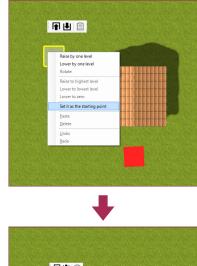
◇Create Map
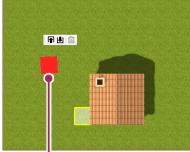
When you choose Don't Use Sample Game, you start with only two premade maps, Start and House. There is almost nothing on these first two maps. You can build up these maps by placing various Map Parts of your choice.

①Set a Starting Point

Set where the player appears when the game first starts.
This location is already fixed on the Start map, but you can change it. Right click on the location you want the player to appear, and choose Set It As The Starting Point from the menu to set it as the player character's starting location. A red cube will appear as a marker.

Starting Point

†Setting the starting point

1	Right click on the desired starting point on the map.
2	Choose Set It As The Starting Point Here from the menu.

Game Creation Flow
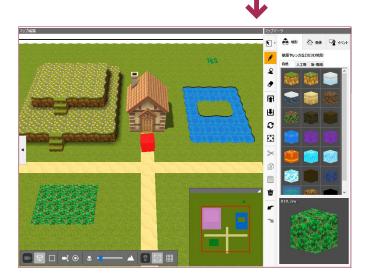
②Arrange the Terrain

Choose the Map Parts Terrain tab and place some terrain blocks. Begin by making the Start map the first village and setting suitable terrain. When you click on the desired terrain block, the toolbar automatically switches to the Pen Tool. Click on the desired location on the map to place the selected terrain block.

Also, you can change elevation by selecting an area with the Selection Tool and using the Raise/Lower By 1 Level function.

Place slope or stair parts to allow player characters to go up or down single-step variations in elevation.

† Placing terrain

1	Select the terrain block you want to place from the Terrain Tab in Map Parts.
2	Click on the desired location on the map.

† Adjusting elevation

1	Use the Selection Tool to select the area you want to raise or lower.
2	Change its elevation with the Raise/Lower function.

③Place Objects

After arranging the terrain, decorate the map by placing objects like buildings and trees. Begin by selecting the map House, which will be your home, on the Start map. From the Objects tab in Map Parts, select the object you want to place and click on the map location where you would like to place it. Many objects have an orientation, so it will probably be necessary to rotate the object to the appropriate orientation. After that, try placing buildings that can be turned into an inn and a weapons store, two locations that are vital to an RPG!

Outdoors

Indoors

† Placing objects

1	Click on the desired object from the Objects tab in Map Parts.
2	Click on the desired location on the map.
3	If necessary, arrange the orientation using the Rotate Tool.

Game Creation Flow

④Place Events

Events are NPCs or other elements that have functional roles on the map. Placing events is how you build the game's path or story. Select an event from the Events tab in Map Parts, then click on the desired map location to open the Configuration Screen, where you can set various elements of the event. Each type of event has different elements: for conversation events, you can set the NPC's lines; for Store events, you can set which items are for sale; destinations can be set for map transfer events, etc. For example, in a town, you need to place events so that the player characters have NPCs to talk to, inns and shops to visit, and so on.

Incidentally, the initial Map already has an event connecting the Start map to the House map. Placed events can be checked in the Placed Events list.

✝ Placing events

1	Select the desired event from the Events tab in Map Parts.
2	Click on the desired location on the map.
3	Set the necessary information on the Configuration Screen.

✝ Examples of High Priority Events

Event	Location in Event Templates
Conversation NPCs	Stationary → Stationary: Conversation, etc.
Add Character to Party	Stationary → Stationary: Add to Party, etc.
Shop	Stores/Inns → Store: Place At The Counter, etc.
Inn	Stores/Inns → Inn: Place At The Counter, etc.
Treasure Chest	Searchables → Treasure Chests
Move Between Map	Doors/Stairs → Door Function: Link to Another Location, etc.

*These are just examples of event template locations; there are many other pre-made event templates with the same or similar functions.

Game Creation Flow
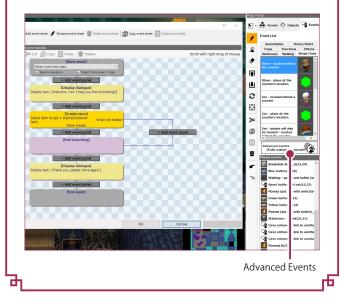
· For experienced users, try using Advanced Events!

In addition to the previously covered use of placed event templates as a base for Advanced Events, it is also possible to place an Advanced Event and set the details from scratch by yourself.

To do so, first select Advanced Events from the Events tab and click the desired location on the map. Then, the chart-like Event Editor screen will appear, allowing detailed configuration.

You can also place an event template and convert it into an Advanced Event for greater flexibility. To do this, select Convert to Advanced Event from the configuration screen or double click directly on an event on the map screen when placing an event template.

Advanced Events
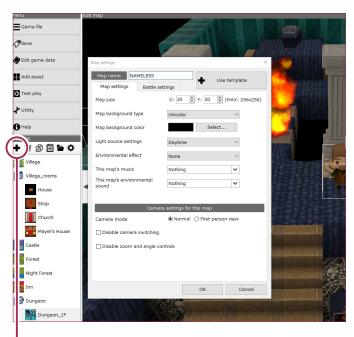
⑤Make Multiple Maps

At first, you will only have the Start and House maps, but you can widen the setting of your RPG beyond just a village by building maps like forests or mazes that house monsters, and even more villages beyond these locations. It is also necessary to make maps for the rooms inside our village's buildings, as well as maps for each floor of multi-floor mazes.

To make a new map, click on the New Map icon in the Map List. This will open the Map Settings screen where you can fix settings related to the map and to battles (although you can set these later, if you want). After clicking OK, an empty map with those settings will be added to the end of the map list. After this, you can add all kinds of things to this map to make a new area for adventuring. A map size of 30x30 (building interiors should be even smaller) is a good starting point until you better familiarize yourself with map-building, as very large maps can be tricky in the beginning.

Add New Map

† Adding new maps

1	Click Add New Map on the Map List.
2	Set the Map Settings, then click OK.

Game Creation Flow
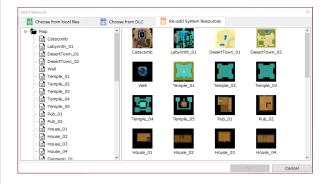
· It's also possible to use sample maps and other game files!

SMILE GAME BUILDERcomes with several pre-made maps included. After clicking Add New Map on the Map List, click Use Template on the Map Setting screen to add a pre-made sample map through the Re-Add System Resources menu.

Choosing Use Template also allows you to load maps from other game files. Please note that when these maps are loaded, all currently placed events are removed.

† Loading sample maps

1	Click Add New Map on the Map List.
2	From Map Settings, click Use Template.
3	Add a Map from Re-Add System Resources.

† Loading maps from another game file

1	Click Add a New Map on the Map List.
2	Under Map Settings, click Use Template.
3	Click Choose From Local Files and add the folder.
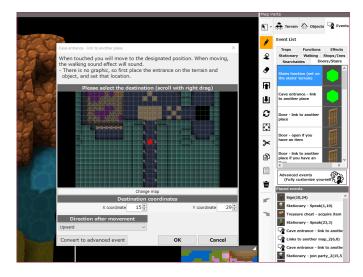
⑥Connecting Maps

In order to move between multiple maps, it is necessary to use Events to connect them. To do this, click on Doors/Stairs under Map Parts and select the template called Link to Another Place.

Then, click the starting location on the map and the Destination Setting screen will appear. There, select Change Map to select a map, then select a destination location on that map.

This will create a one-way route called Departure Map → Destination Map. To make the return journey, connect the Destination Map to the Departure Map in the same way. Now player characters will be able to move between the two maps.

† Connecting maps

1	Select Doors/Stairs from the Map Parts Events tab.
2	Choose Event: Link to Another Place.
3	Click on the starting point on the map.
4	From Change Map, select the destination map.
5	Click on the destination point on the map and click OK.
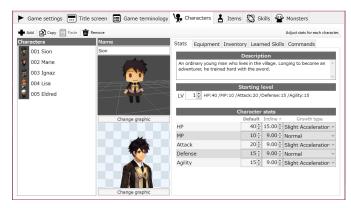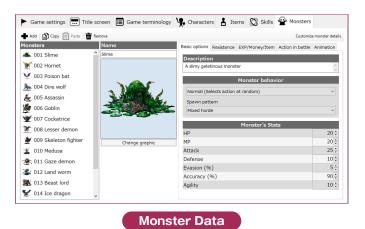
Game Creation Flow

◇Edit Game Data

SMILE GAME BUILDERallows you to use pre-made, registered data for characters, items, skills, monsters, etc., in your games. However, a great number of pre-registered sample data sets are also included from the beginning, and these should be more than enough to create your own game. Try making a game using the preregistered data.

Character Data

Monster Data

† Editing Data

Game Settings	Configures the basic game settings.
Title Screen	Change the settings related to the game's title screen.
Game Terminology	Change the terminology used in the game.
Characters	Create characters to appear in the game.
Items	Create items to be used in the game.
Skills	Create skills to be used in the game.
Monsters	Create monsters to appear in the game.

· How do I create the initial party?

You can set the game to start with 1-4 party members. From Edit Game Data on the Menu, you can call up the Game Data screen, and choose the starting party number in the Game Settings tab. It is possible to choose from the pre-made characters. To remove a character from the starting party, select "000 None" under the Main Hero List.

Choose a character from here.

† Setting the initial party

1	Click Edit Game Data on the Menu.
2	Under the Starting Party tab on the Game Settings tab, click on a character in the Character List and click OK.

Game Creation Flow
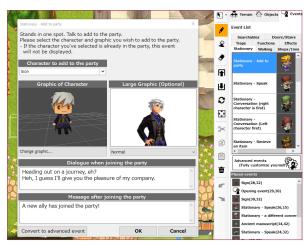
· How do I add a character to the party?

If you want to add a character to the party during the adventure, use an Event. After clicking on the Events tab in Map Elements, go to the Stationary Character or Walking Character tab and select the Event Template called Add to Party. Then click on the desired location on the map to place the character. At this time, you can select a character to add from the list of pre-made characters. You can select the Graphics to display for the character, but remember to choose something that matches the character. The maximum party size is 4 members.
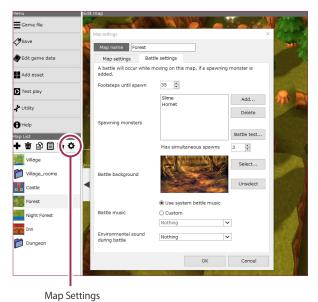
† How to add a character to the party

1	From the Events Tab in Map Parts, choose Stationary or Walking.
2	Select the Event Template, Add to Party.
3	Click on the location where you want to place the character.
4	Set the Character's graphic and dialogue, then click OK.

· How do I get monsters to appear on the map?

In Smile Game Builder, you can set the entire map to allow monsters to appear. To do this, first select the map you would like to add monsters to from the Map List, then click the Map Settings gear icon. The Map Settings screen will appear, and from here click on the Battle Settings tab, and under the Spawning Monsters list, add monsters using the Add button. You can choose from the pre-made monster data.

If a monster's name does not appear in the column, it will not appear in battles on the chosen map. If you do not wish any monsters to appear on a given map, then remove all names from this list and leave it empty.

Map Settings

† How to configure monsters on the map

1	From the Map List, choose a map you want monsters to appear on.
2	Click the Map Settings gear icon.
3	From the Map Settings screen, click the Battle Settings tab.
4	Add monsters using the Add button in the Spawning Monsters list and click OK.
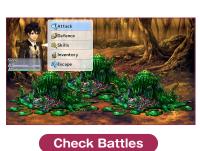
Game Creation Flow

◇Playtest: Checking The Game

By choosing Playtest from the menu, you can check how your game runs. It is not necessary for the game to be complete in order to try a playtest. In fact, it is important to occasionally playtest the game during the creation process to make sure that it runs the way you want it to. Use this function to perfect your game by repeatedly running playtests to test the game's maps and data.

Check Events

Check Battles

◇Create Public Game File

Once you have finished your game, click on "Game File" on the menu, then select "Create Public Game File" to create a complete, playable game file that can then be uploaded online or shared with friends; let others enjoy your hard work!

Table of keyboard shortcuts

† Keyboard shortcuts / Edit Map

DEL	Delete
CTRL+C	Copy
CTRL+X	Cut
CTRL+V	Paste
CTRL+Z	Undo
CTRL+Y	Redo
CTRL+S	Save
F9	Returns the camera to a top-down perspective
+	Raises terrain
−	Lowers terrain
1	Change horizontal camera angle
2	Change horizontal camera angle
E	Change vertical camera angle
D	Change vertical camera angle

† Special Operations on the Editor

Alt key + Left-Click of Your Mouse	Terrain Picker Function: A terrain block can be selected by clicking a terrain on the map.
Alt key + Right-drag of Your Mouse	Camera Rotation: The camera rotates freely with your dragging in a working map on the Editor.

Parameter maximum value

† Stats

HP	9,999 (For Monsters: 9,999,999)
MP	9,999
Attack	9,999
Defense	9,999
Agility	9,999

† Number of Items Which Could be Created

Consumables	1,000
Weapons	1,000
Armor	1,000

† Level / EXP / Money

Level	99
EXP	9,999,999
Money / Price	999,999

Battle data

† **Calculation Formula for Damages within Battles (Both Characters and Monsters)**

(Attack Side = AS, Defense Side = DS)

<Normal Attacks>
 [Attack of AS] / 2.5 - [Defense of DS] / 4 + [Elemental attack power of AS] * (100 - [Attribute Resistance of DS]) / 100

<Skill Attacks>
Skill Attack Power of AS] * (100 - [Attribute Resistance of DS] / 100

Note 1: [Skill Attack Power]: Damage Value which was assigned for Skills ([Damages for HP] [Percentage of Damages to HP])

Note 2: [Attribute Resistance of DS]: Both characters and/or monsters of DS Attribute Resistance Value which was assigned for Attribute Skills

*When a skill's damage value is set at -1 or below, it will have a healing effect of the set value. In this situation, any elemental defenses do not have an effect.

† **Accuracy and Evasion within Battles**

<Accuracy for Characters>
-Accuracy of one character will be a total accuracy percentage of all equipped items such as weapons and Armors.
-If a character doesn't equip any weapons, the accuracy will be 95%.

(Examples)
- When Character A equips "Accuracy 90% Weapon", "Accuracy 10% Up Helmet" and "Accuracy 5% Down Armor":

>   [Accuracy on Weapon] + [Accuracy on Helmet] + [Accuracy on Armor]
>   [90] + [10] + [-5] = 95 (%)

- When Character A was attacked with Accuracy 10% Down Skill in a battle:
>   [95] + [-10] = 85 (%)

<Evasion for Characters>
-Evasion of one character will be a total evasion percentage of all equipped items such as weapons and Armors.
-It'll go up and down; it depends on effects from skills.
-If a character doesn't equip anything, the evasion will be 0%.
-The effects will be calculated with addition method.

<Accuracy and Evasion for Monsters>
-Assigned ability values for [Accuracy] and [Evasion] percentages will be the monster's accuracy and evasion.
-It'll go up and down; it depends on effects from skills.
-The effects will be calculated with addition method.

Battle data

† Abnormal Statuses

<Success/Failure Evaluation during Abnormal Statuses (Weapons, Skills)>
1   Hit Evaluation will be calculated with Accuracy or Success Rate -> If it failed, it counts as a miss hit.
2   If it succeeded, it compares with Resistance Value (if it's 70%, it's 70) by a random number (0~100).
3   Abnormal statuses will be triggered successfully if a random number is more than Resistance Value.

<Recovery from Abnormal Statuses>
  These statuses, Sleep, Paralysis, Confusion and Charm, will be recovered with 30% probability in every turn. (It'll be recovered automatically when a battle is done.) However, Poison and KO have to be recovered by using healing items, skills and/or events.

<Multiple Abnormal Statuses>
-        If characters were in a status of KO, other statuses cannot be doubled.
-        Poison can be doubled to other statuses. (Except KO)
-        Other statuses will be overwritten to a last abnormal status.
(A degree of relative priority is Paralysis > Sleep > Charm > Confusion.)

† Escape from Battles

For characters:
Formula of Success/Failure Evaluation

(1.5 - [Maximum Agility of Monsters] / [Maximum Agility of the Party (Player)] * 100

Note: It's 100% success escaping rate for Monsters.

Level up data

† Level Up

<Formula for Ability Value Elevation>
[Current Value] + [Increase from Previous Level] * [Growth type (Coefficient)]

Note: Coefficient of each [Growth type]
        Acceleration:1.02
        Slight Acceleration:1.01
        Normal:1.00
        Slight Slowdown:0.99
        Slowdown:0.98

† Essential EXP Value for Level Up

The EXP for level up are fixed .

Lv	Essential EXP for Next Level
1	26
2	58
3	102
4	164
5	250
6	366
7	518
8	712
9	954
10	1250
11	1606
12	2028
13	2522
14	3094
15	3750
16	4496
17	5338
18	6282
19	7334
20	8500
21	9786
22	11198
23	12742
24	14424
25	16250

Lv	Essential EXP for Next Level
26	18226
27	20358
28	22652
29	25114
30	27750
31	30566
32	33568
33	36762
34	40154
35	43750
36	47556
37	51578
38	55822
39	60294
40	65000
41	69946
42	75138
43	80582
44	86284
45	92250
46	98486
47	104998
48	111792
49	118874
50	120000
～99	120000
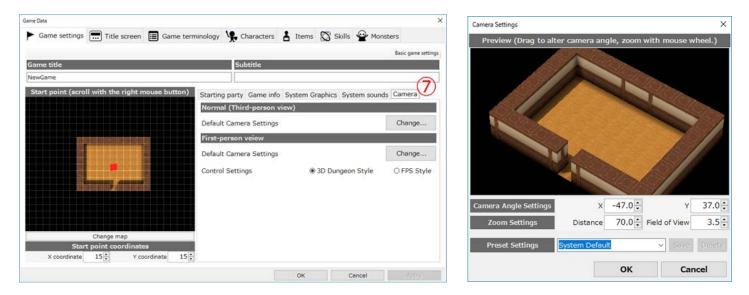
Additional Features

Menu > 📖 Edit Game Data

▶ Game Settings

7) Camera

It is possible to edit the camera settings for the entire game.
If an event panel or a map has no defined camera settings, the settings configured here will be used.
When using the First-person view, it is possible to choose from a "3D Dungeon Style" and a "FPS Style" setting.

Additional Features

⚙ Map Settings

It is possible to change the camera settings while editing.

If camera settings are not configured here, the settings in the Camera tab in Game Settings will be used.

追加機能

Advanced Events

2. Event Switches / Condition Check

† New Event Panel

Advanced Variable Box Operation	It is possible to enter or calculate various in-game data (as values) into the designated variable box.

*Special Values

Key Input

While the designated key is being pressed, it will return the value "1," the moment it is pressed, "2," and the moment it is released, "-1."

Map Enviromental Effect

This will return weather conditions set under Environmental Effects as a variable value.
None = 0, Rain = 1, Snow = 2, Storm = 3, Fog = 4, Cold Wind = 5, Confetti = 6,

Now Date

This will check the current time and return a value based on this time.
When "Day of the week" is selected, the following variables will be returned.
Sunday = 0, Monday = 1, Tuesday = 2, Wednesday = 3, Thursday = 4, Friday = 5, Saturday = 6
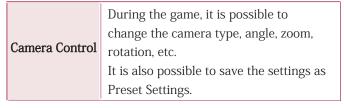
Player/This Event's Direction

Regarding values relating to Player/This Event's Direction, facing up is 0, facing down is 1, facing left is 2, and facing right is 3.

5) Special Effects / Music

† New Event Panel

Camera Control	During the game, it is possible to change the camera type, angle, zoom, rotation, etc. It is also possible to save the settings as Preset Settings.

6) Battle / Store / Game System

† New Event Panel

Disable player control	Prohibits the control of the player until the [Enable player control] is executed.
Enable player control	Cancels the setting of [Disable player control] and allows control of the player again.

Additional Features

Advanced Events

5) Special Effects / Music

† New Event Panel

Stop sound effects	Force stop sound effects during an event. It is possible to choose the stop sound effect from a list.

6) Battle / Store / Game System

† New Event Panel

Disable camera control/Enable camera control	Enable or disable the player from changing the camera angle. If changing the camera is disabled, the player will not be able to change the camera until this setting is changed.

Additional Features

3D Battle

It is possible to choose from a 2D or a 3D battle system. This setting can be changed in Game Settings > System > Battle System. Changing the battle system to 3D enables numerous 3D battle settings to be modified.

Additional Features

3D battle settings

Edit Game Data > Game Settings > Battle

◇Battle Camera Movement

Set the way the camera changes under certain circumstances during battle, such as at the start of a battle or when a skill is used.
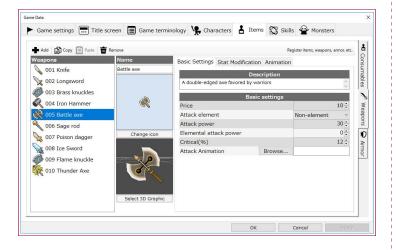
For battle camera settings, 0,0 is designated as the coordinates of the map's center. (This differs from the handling of the game camera coordinates set via event panels.)

Additional Features

3D battle settings

Edit Game Data > Item > Weapons
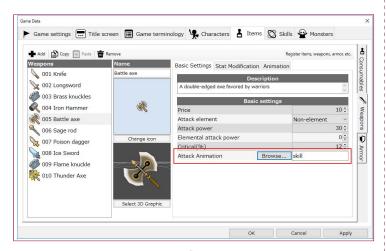
Select 3D Graphics

Set the graphic of the weapon the character holds during a 3D battle.

Edit Game Data > Item > Weapons > Basic Settings
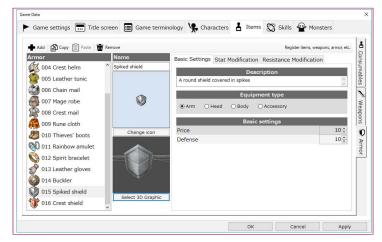
Attack Animation

Set how a character's weapon moves when performing an attack during a 3D battle.

Edit Game Data > Item > Armor
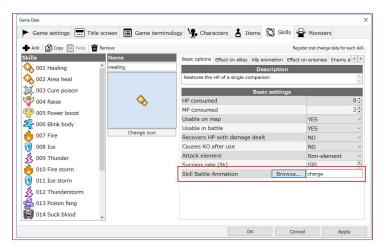
Select 3D Graphics

This is only applicable for arm armor. Set the graphic of the shield the character holds during a 3D battle.

Edit Game Data > Skill > Basic Setting Settings

Select 3D Graphics
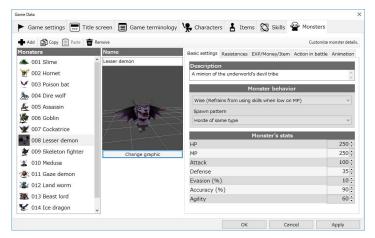
Set each animation shown after a character uses a skill during a 3D battle.

Additional Features

3D battle settings

Edit Game Data > Monsters

Select Graphics

It is possible to select 3D character models from the graphic selection screen.

Map Settings > Battle Settings

Battle Background

It is possible to select user-created battle maps in addition to the included battle maps. These maps are formed from a 9x9 grid, within which characters and monsters can be placed.
When using user-created maps, be aware that changing the battle system to 2D will clear these settings.

Additional Features

3D battle settings

Advanced Events

6) Battle / Store / Game System > Place Battle

Monster Position

Set the monster's position during battle.
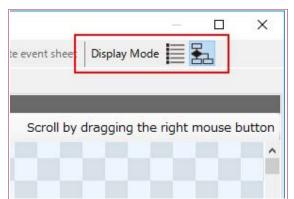(This is only applicable when using the 3D battle system.)

Additional Features

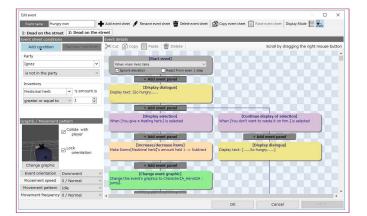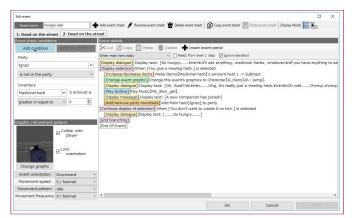## Event Display Mode

Advanced Events

 Display Mode

Change the way an event is displayed. Text Mode will display the selected event in a simple, text-only form. Flowchart mode will display the events in an easy-to-understand flowchart that shows how events are connected.

Flowchart Mode

Text Mode

Additional Features

Change Game Icon

Game > Create Public Game File

When creating a public game file, it is possible to choose the game's application icon. The icon size must be a square-shaped, and sized between 32x32 and 256x256 pixels.

Additional Features

VR Mode (Beta Version)

VR Mode has been added as an experimental test feature. It enables players to enjoy user-created games in VR through a VR device.

Please refer to the official website for setup instructions and other details related to VR Mode.

http://smilegamebuilder.com

This is an experimental feature. Movement during VR Mode is not guaranteed to function correctly. We are unable to provide support for individual issues, but any related reports will aid future product development.
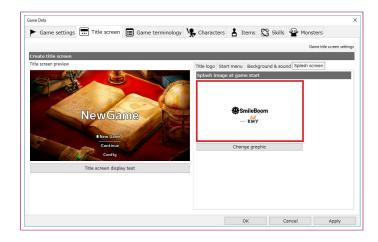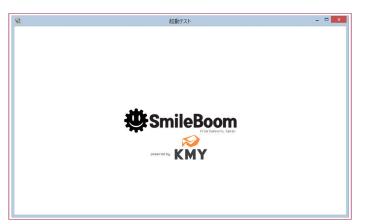
Additional Features

Edit Game Data > Title Screen > Splash Screen

Change Splash Screen

It is possible to change the splash screen that displays when opening public game file (i.e. sgb_rpgplayer.exe).
If a graphic is not selected, the game will load to the title screen without displaying a splash screen.

Menu > ## Add Assets

🚶 Character

2D

By preparing 2D character graphics with filenames that start with "_", it is possible to set animations for 2D characters. Using the filenames listed below will allow the game to automatically link these animations. It is possible to choose different animations from a list located in the event panel for changing character graphics and the graphic select screen.

When Moving On The Map

_wait : Idle animation
_run : Running animation

In Battle

_attack : Attack animation
_charge: Charge command animation
_guard : Guard animation
_skill : When using a skill
_item : When using an item
_damage: When taking damage
_KO : KO animation
_win : Winning pose animation
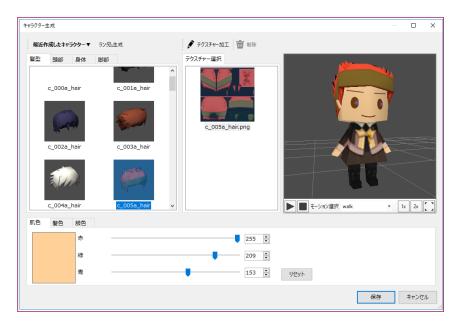**_escape:** Escape animation
_wait2 : When waiting for your turn

*When the animation graphics that follow the above format are added via the Add Assets menu, they will be added as the character animation for the selected character.

For example, if a "dot_cha001_wait" resource is added for the character "dot_cha001", it will added as a selectable wait animation for this character.
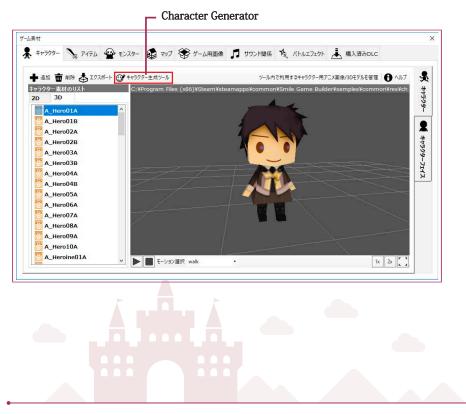
In addition to the above patterns, by preparing 2D character graphics with filenames that start with "_", it is possible to set animations for 2D characters freely.

Additional Features

Add Assets > characters > 3D > Character Generator
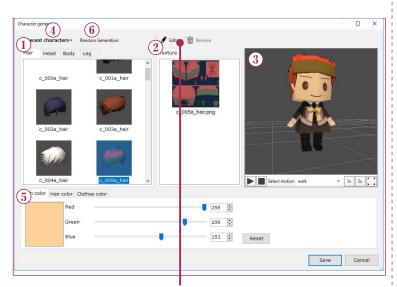
Character Generator

Customize the hairstyle, head, body, and legs to create a unique 3D character to appear in the game
Navigate to Add Resources > Character and click Character Creation Tool in the 3D tab to display the tool screen.
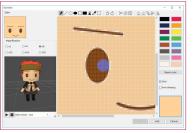
Character Generator

Additional Features

Character Generator

The texture editing tools

1) Parts Tab

Character creation is divided into four parts, "hairstyle," "head," "body," and "legs," each with their own tabs.

Select the tab of the body part to be modified to change the body part list.

Hairstyle
The character's hairstyle. The part colored with R:128 G:128 B:128 is designated as the character's skin, and will change color.

Head
The character's head. The part colored with R:255 G:255 B:255 is designated as the character's skin, and will change color.

Body
The character's body. The part colored with R:255 G:255 B:255 is designated as the character's skin, and will change color.

Legs
The character's legs. The part colored with R:255 G:255 B:255 is designated as the character's skin, and will change color.

2) Texture Selection

This will display the texture image that corresponds to each body part. A list will be displayed when multiple textures are being used.Textures saved via the texture creation tool will be added to the list as a new texture.
The maximum size for a texture is 512x512 pixels.
Click the Editor button to bring up the texture editing tools.

3) Preview
Preview the character being created.

4) Recently Created Characters
A maximum of 10 recently saved created characters are selectable.Clicking the save name of the created character will load it.

5) Color Change Tab
Change the color of a specific body part.

Skin Color
Change the character's skin to the specified color. Adjust the red, green, and blue balance with the color slider.

Hair Color
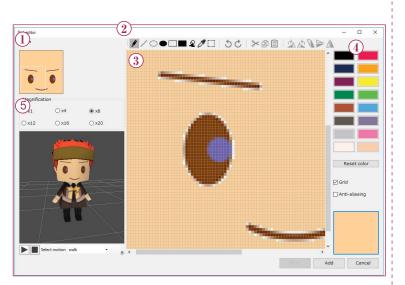Change the character's hair to the specified color. Adjust the red, green, and blue balance with the color slider.

Clothes Color
Change the color of the character's clothes. Adjust the hue, saturation, and brightness with the slider.

Additional Features

Texture editing tools

Undo

Redo

Cut

Copy

Paste

Rotate the selected area 90 degrees to the right.

Rotate the selected area 90 degrees to the left.

Rotate the selected area 180 degrees.

Flip the selected area vertically.

Flip the selected area horizontally.

1) **Choose to copy, paste, rotate, etc. from the drop-down menu.** These editing tools can also be selected via the icon buttons at the top of the screen.

2) **Tool Icons**

Draw dots using the selected color.

Draw a straight line with the selected color.

Draw a circle with the selected color.

Fill a circle area with the selected color.

Draw a square with the selected color.

Fill a square area with the selected color.

Fill an area with the selected color.

Copy the clicked color.
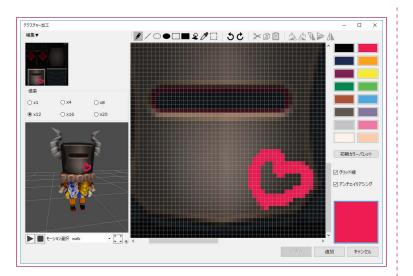
Set the edit area.

3) **Main Canvas**

4) **Color Pallets**
Choose a color. Double click that color to set the desired color.

R: 255 / G: 255 / B: 255 white is automatically handled as character's skin color.The part painted white is changed in color with the slider bar of "skin color".

5) **Zoom in and out the canvas**
Shrink or expand the size of the current texture being edited.

Additional Features

Texture editing tools

Reset Color
Reset color palette to default.

Grid
Display gridlines.

Anti-aliasing
It is possible to blend the edges of two bordering colors to make the color transition appear smoother.

Save
Save and overwrite current texture.

Add
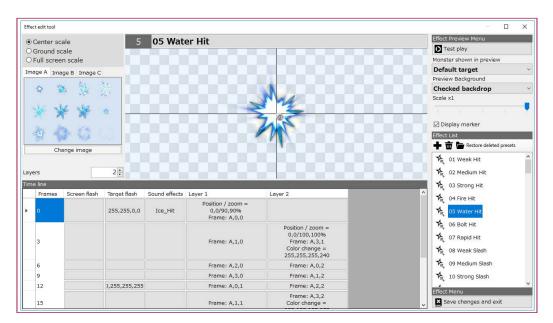Save the current texture as a new texture with its own file name.

Cancel
Close texture editing tools.
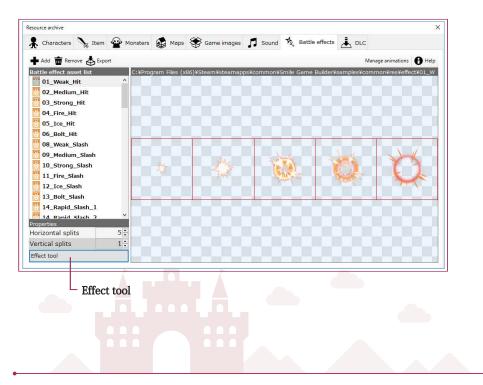
Additional Features

Add Assets > Battle effects > Effect tool

Effect Tool

This is a feature that lets you use 2D graphics to make animations within the editor. Multiple frames can be connected to make animations. It is the same as the single frame concept used when creating anime. A lined-up combination of "Screen Flash," "Target Flash," "Sound Effect," and "Layer" on the timeline equates to one frame. It is possible to show an animation by lining up frames in ascending numerical order.

Effect tool

Additional Features

Effect Tool

1) Animation Name
Enter the animation name. Within the editor, it will be displayed with this name. Adding an exclamation mark (!) to the end of the file name will allow the animation to be selectable from a list in the event panel for displaying emotions.

2) Animation area
Select the area where the animation will occur.

3) Graphic
Register 2D graphics used for the animation. One animation can use a maximum of three image graphics.

4) Layer Number
Set the number of layers usable for each frame. A maximum of 32 layers can be used. The number selected will indicate the number of images superimposed together in a single frame.

5) Timeline
On the timeline, animation frames can be set one-by-one. To add frames, enter the number of frames in the empty frame number box below the timeline. It is possible to adjust the display length of each frame via this number.

Screen Flash
Make the screen flash during the currently selected frame. It is also possible to choose the flash color.

Target Flash
Make a target monster or character in the currently selected animation flash. It is also possible to choose the flash color.

Sound Effect
Choose the sound effect to play for the currently selected frame.

Layer
Select the display image for the currently selected frame. It is possible to change the color balance, position, magnification, rotation, and other details for each layer. Editing the interpolation settings can make the animation transition smoother. A maximum of 32 layers can be used for a single animation.

6) Animation Preview Menu
Preview the animation currently being edited. It is also possible to change the preview background as well as the animation's target (such as a monster).

7) Animation List
This displays a list of registered animations. This can be used to add, copy, and delete animations.

8) Animation Menu

Close
Save edited contents and exit out of the animation tool.

23. Grouping Map Objects

This is a feature that you can group several 3D models into one object. After you group several map objects, you can move, copy, delete and so on as one object; this feature can help designing maps efficiently

23.1. How to Group

Use the selector cursor to drag & select groups and/or 3D objects which you'd like to make them as a group, or use Ctrl + Left-Click to select them.

After selecting them, place the cursor over one of the objects, then right-click; the context menu will appear and choose "Group".

When the process is done, all of the grouped 3D models will be surrounded by a yellow line.

※**Check**

The grouping feature only works for 3D models/groups on maps. 3D models with events cannot be grouped.

24. Common Events

This feature can be used commonly from every map and these events are called "Common Events". These events which were established here could be automatically and simultaneously started from the beginning of the game and also you can execute it by using an event panel, "Run Common Event", in the advance events at any time. It's the same step to create an event on maps.
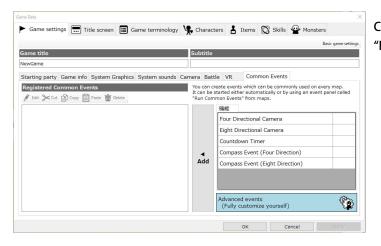
Examples on Using Common Events

1. Create common systems throughout the game such as limit camera controls, timer and compass which can be displayed on the screen all the time.
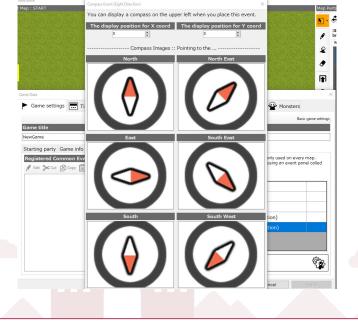2. Create common events throughout the game such as save points, healing points and so on
3. Run original combination of event panels repeatedly

24.1. Use Sample Common Events

On the "Functions" tab, there are several templates you can use right away. Let's try registering "Compass Event (8 Directions)" to your game.

Click "Compass Event (8 Directions)" on the "Functions" tab, then click "Add" button.
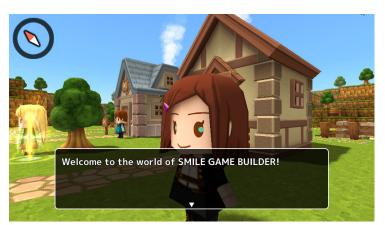

Enter coordinates for the compass position and click "OK". For the default position, they are both 0 for X and Y coordinates and it'll be displayed at the upper left. (*It can be converted into the advanced event as other event templates.)
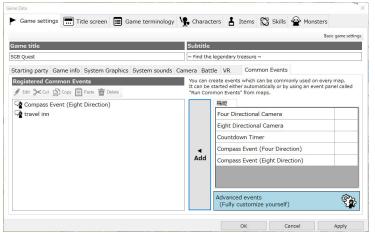
When the process is complete, it'll be listed under "Registered Common Events".

When you play the game, the compass will be displayed on the upper left at all the time.

24.2. Create an Original Common Event
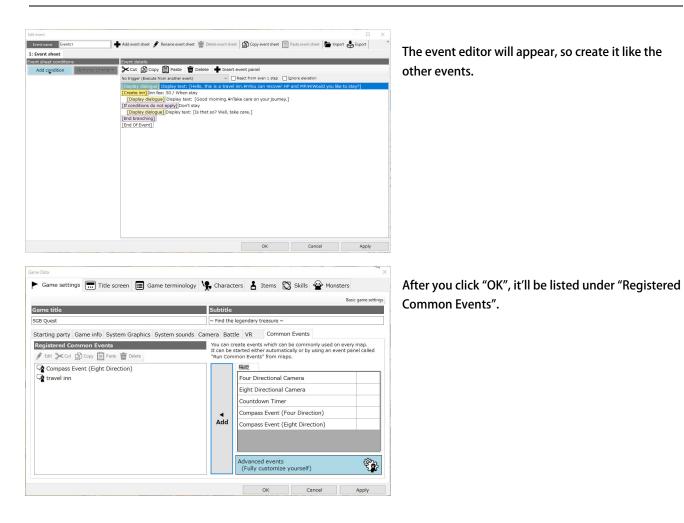
Click "Add" button while the "Advanced Event" is selected.

"

The event editor will appear, so create it like the other events.

After you click "OK", it'll be listed under "Registered Common Events".

24.3. Run Common Events from the Advanced Event

You can use registered common events in the advanced event any time. When you try to make an original system, you have to create similar events repeatedly. If you register the combination of event panels as a common event, you don't have to make similar events over and over to develop your game. You can add "Run Common Event" from "Battle / Store / Game System".

26. SMILE GAME BUILDER Exporter for Unity5.6（DLC）

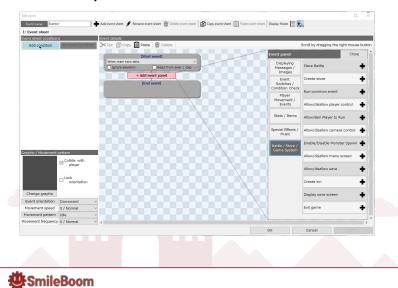With this DLC, you will be able to convert your game files into version 5.6 "Unity" projects. After conversion, you can customize your games with Unity's powerful graphic features. You can publish your games to various platforms which Unity supports like iOS and Android for smart phones, WebGL apps and so on.

26.1. Preparation

Unity installation is a must before you use this DLC.

1.　　　First of all, you need to access this URL, https://unity3d.com/get-unity/download
2.　　　Click "Older Versions of Unity", and then download "Unity 5.6.4 Oct, 2017".
3.　　　Follow the steps to install it.
4.　　　After the installation, please purchase the DLC from this page.
　　　　http://store.steampowered.com/app/766450/SMILE_GAME_BUILDER_Exporter_for_Unity_56/
　　　　After the purchase process is complete, the feature will be added automatically when you launch SMILE GAME BUILDER.

※For beginners and hobbyists, you can use the Unity Personal version for free. Please visit their site for more details. https://store.unity.com/download?ref=personal

How to Convert and Open it on Unity

Convert
1.　　　Open the game file which you'd like to convert into Unity project.
2.　　　Click "Utilities" and choose "Export Unity" tab. Select the export destination for "Unity Project File".
　　（※ Only alphanumeric characters should be used to name the folder.)
3.　　　After clicking "Export" button, the Unity project file will be exported into the folder you chose.

Open it on Unity
Find the folder you've exported and open a folder called "Assets", and then click a file (Unity scene file) named "Entry" with the Unity icon. Unity will launch automatically and the initial setting will start. After the setting is complete, you can edit and build your game freely on Unity.

How to Create Apps for Each Platform

The apps can be made only with Unity for some platforms, but you need to have special developing environment for other platforms. In this section, you can find how to create apps for smart phones.

27.1. Apps for iOS

・Preparation

Mac

Not only Windows, but you need to have a Mac in order to develop apps for iOS.

Xcode

It's developing environment software. You can obtain it from iTune store for free.

Register with iOS developer program

It's a support system for developers. It can support them to test, debug and distribute their apps for iPhone and iPad. You need to register in advance when you'd like to test your apps on your devices.

A Flow of Making Apps for iOS

1.   Open Unity project on Unity.
2.   When you build for iOS on Unity, the data for Xcode will be generated.
3.   Load the data into Xcode and execute building process.

27.2. Apps for Android

PreparationWindows
 PC

Android Studio
Download it from here and install it.
https://developer.android.com/studio/index.html
After the installation is complete, download other tool from here.
http://dl-ssl.google.com/android/repository/tools_r25.2.5-windows.zip
You need to replace the installed tool whole with this one.
Android NDK
Download and install version "r10e" from this page.
https://developer.android.com/ndk/downloads/older_releases.html
After installation of all software is complete, go Edit > Preferences > External Tools, then assign each directory for each tool.

-        A Flow of Making Apps for Android
1.   Open Unity project on Unity.
2.   Select File > Build & Run, and select Android for the target device.
3.   Set up information such as minimum system environment, icon and so on at Player Setting.
4.   After the building process, an APK file will be generated. Install this file into Android devices.
    (※You need to register as a developer separately in order to register with Google Play.)

    ※We're currently working on some documents for details. Thank you for your understanding and patient.

・Androidアプリ制作の流れ
1.   制作したUnityプロジェクトをUnityで読み込む。
2.   File->Build&Runを選択し、ターゲットデバイスにAndroidを選択する。
3.   Player Settingsにて最低必要環境やアイコンなどのセッティングを行なう。
4.   ビルドを行ない、完了するとAPKファイル作成されます。このファイルをAndroid端末にインストールしてください。（※Google Playに登録するには別途デベロッパー登録が必要です。）

※詳細につきましては、別途資料を準備予定です。ご不便をおかけいたしますが、少しお待ちください。

Change log

September 21th, 2016
p.09 : Fixed [Add Assets]
p.67 : Added [Table of keyboard shortcuts]
p.68 : Added [Parameter maximum value]
p.69 : Added [Battledata]
p.71 : Added [Level up data]

November 7th, 2016
p.72 : Added [Game Settings:Camera]
p.73 : Added [Map Settings:Camera Settings]
p.74 : Added [Advanced Events:New Event Panel]

December 23th, 2016
p.74 : Added [Player/This Event's Direction] to [Advanced Variable Box Operation]
p.75 : Added [Stop sound effect] and [Disable/Enable camera control]
p.76 : Added [3   Battle] (~p.80)
p.81 : Added [Event Display Mode]
p.82 : Added [Change Game Icon]
p.83 : Added [VR Mode](Beta Version)

Febrary 16th, 2017
p.84 : Added [Change Splash Screen]
p.85 : Added [Add animations patterns for 2D characters]

Febrary 23th, 2017
p.33 : Added [Caution When Using Localizing Tool]

March 31th, 2017
p.86 : Added [3D Character Editor]
p.90 : Added [Effect Tool]

December 19th, 2017
p.92 : Added : [Grouping Feature]
p.93 : Added : [Common Events]