

Anatomy of Shop Editor

In Realmz, you can place a shop anywhere you want. Each scenario can have up to 20 shops each with its own inventory and price scale. Take a look at Figure 8.0 and we will discuss each area of the Shop Editor.

Figure 8.0

First you will notice a listing of items. This is a complete list of every item available in Realmz. To the left of the item is the number of items of that type that are in the current shop you are editing. To the right of the item is the item's ID.

To add an item to the shop click on the item's icon. Each time you click, a quantity of that item will be added to the shop for purchase by the party. The amount added by each click is equal to the Change Inc value in the lower right hand side. Most often this will be 1 but if you want to add 50 of something just type 50 in the Change Inc field and each click will add 50 items to the shop.

Change Inc: Clicking the Change Inc button will change the value to a negative value. This lets you remove items from the shop each time you

click on the item's icon.

Item Category: On the right of the screen are 5 buttons with the categories of items in Realmz. By selecting those buttons you can move right to the beginning of that type of item.

Inflation: This is where you can set the overall prices for your shop. All items have a cost that is part of their definition. However, some shops may be more expensive than others. If you enter 100% in the inflation field, those items will have normal cost. If you put 200% it would be twice as expensive for the same item.

Clear Shop: Does just what it says. Removes all items from the shop.