

Anatomy of Simple Encounter Editor

Now that you have gone through the hell of trying to understand Complex Encounters, let's take a shot at Simple Encounters. After the Complex Encounter, just about everything else in designing a scenario seems like child's play.

Let's look at some of the miscellaneous features of this screen first.

Prompt String: This is just the string you want to use for the prompt to the Encounter. The string ID of the prompt can be entered here.

Max Times: This is the number of times they can attempt some solution before it will default to the FAIL Result Code #4 and give them the boot. This will allow you to limit the number of times they can try something.

Can Backout: If this box is checked, Realmz will allow the player to back off on this encounter and try it again later. i.e. They will get

n the end of the Action Bar. If this is NOT checked, they will have no option to back out and will be forced to try and resolve the encounter right then and there.

Figure 10.0

Simple Encounters are just that, simple. When you activate a simple encounter you give the player up to 4 choices and they simply pick one. You can then have Realmz jump to one of 4 scripts that begin to execute just like normal Action Points.

In the above example, they are given 4 choices. Depending on which one they pick it sends them to Result Code #1 through #4.

You can have any choice go to any Result Code or even have several point to the same Result Code.

That's it. Pretty cut and dry and such a delight to even think about as compared to Complex Encounters.

Special Note: If you place -4 as the Result # for option 1, it will branch directly to Result #4 and skip giving the player any options. This will let you do some preliminary stuff prior to any choices being offered to the player.