Macros

Monster Macros: One of the coolest things you can do to spice up a battle is have special actions happen when a creature is destroyed.   Let's say for example you want a creature to turn to stone or explode in to a cloud of poison gas or whatever.   To do that, simply define an Extra Action Point dictating what you want to happen and place the ID of the Extra Action Point in the "Monster Macro" field when you define the monster in the monster editor.

Monster Macro Example:

Here is a step by step example of how to set up a monster macro that would turn a creature to stone, trapping the attackers weapon inside the monster and then have it explode into a fireball.   WOW!   Minus the acid for blood bit these guys are every bit as dangerous as the ALIEN...

1) Open the "Monster Editor" and click on the "Monster Macro" button.
2)   Script the Code / ID Listing as follows

Code	ID	
1:	122	E-Code ID
2:	17	E-Code ID
3:		
4:		
5:		
6:		
7:		
8:		

Script 1:   Code 122 will cause the attacker to fumble their weapon.   In effect this removes the weapon from the attacker.

For E-Codes you would use:

Item 1	Item 2	Item 3	Item 4	Item 5
1	600	0	0	0

Item 1:   1 =   String ID to display on fumble.   Just put a string there that
                    explains the creature just turned to stone and trapped your
                    weapon inside its body.   Oh Poop!
Item 2:   600 =   Sound ID to   play (if any).
Item 3:   Not used in this case.
Item 4:   Not used in this case.
Item 5:   Not used in this case.

Script 2: Code 17 cast a spell centered on the creature that just died.   In this case we will cast a level 7 fireball to represent the creature exploding in a hellstorm of flame and gore.

For E-Codes you would use:

Item 1	Item 2	Item 3	Item 4	Item 5
1306	7	0	1	0

Item 1:   1306 =   Spell ID to cast. In this case Spell 1306   = Fireball.
Item 2:   7 =   Power level of spell.
Item 3:   + / - to Save.   In this case we will not modify any characters

chance to DRVs the spell.
Item 4:   1 = No chance to save.   We will make each character take full

damage from this explosion.   Why?   Because we feel extra nasty.
Item 5:   Not used in this case.

Finishing Up: After you have completed the above script, just place the
Macro ID into the field "Monster Macro" in the monster editor and it will be
executed when the creature dies in combat.

There are a lot of things you can do when a creature dies.   How horrible
and devious is up to you.   Have fun.

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Battle Macro Example:

Here is a step by step example of how to set up a battle macro that would
give a 33% chance of bringing 1-6 creatures (monster ID = 50) into the
battle at the end of each round.

1) Open the "Battle Editor" and click on the "Battle Macro" button.
2) Script the Code / ID Listing as follows

Code		ID	
1:	126	E-Code ID	
2:			
3:			
4:			
5:			
6:			
7:			
8:			

Script 1:   Code 126 sets up the criteria to check for to determine whether or not the actual macro is going to be activated this round or not.   If it is activated it can activate a set X-AP script or can select one from a random range of X-APs.

For E-Codes you would use:

Item 1	Item 2	Item 3	Item 4
Item 5			
1	33	1	
0	0		

Item 1:   1 =   Activate on % Chance.
Item 2:   33 =   Set the % chance of this happening to 33%.
Item 3:   1 =   Check at end of each round to see if this happens again.
Item 4:   9 =   If this macro is activated then send it to X-AP No. 9 and begin to execute script.
Item 5:   Not used in this case.

Extra Action Point No. 9:

```
Code                    ID
1:          124             E-Code ID
2:
3:
4:
5:
6:
7:
8:
```

Script 2: Code 124 will spawn creatures.   This in effect just brings new creatures into the battle.

For E-Codes you would use:

Item 1	Item 2	Item 3	Item 4	Item 5
0	50	-6	0	0

Item 1:   0 =   Spawn individual creatures.   This is the only option for now.
Item 2:   50 =   Monster ID to bring into the battle
Item 3:   -6 =   No. of creatures to bring in.   (Negative allows a random No.)

Item 4:   600 = Sound ID to play as each creature enters combat. (if any)
Item 5:   Not used in this case.

Finishing Up: After you have completed the above script, just place the X-AP
ID containing the code 126 into the field "Battle Macro" in the battle editor
and it will be executed at the end of each battle.

Without question, Monster Macros and Battle Macros can make combat in
the Realmz a lot cooler.

Quests

Quests is just a snappy name I give to a set of flags   you can use to keep
track of   events that have happened in the scenario.

There are 100 Quests that can be either TRUE or FALSE to show if that
Quest   has been completed or not.   They all start in the FALSE position.

If you want to keep track of events that have happened, you can assign a
Quest flag to each event and set it to TRUE when the event has been
completed.

Example: Lets say you have 3 major battles you want to take place prior to
letting the party get into a castle.

Assume that Quest ID 1 represents the first battle:
Assume that Quest ID 2 represents the second battle:
Assume that Quest ID 3 represents the third battle:

In the script that follows each battle you would have a code 47 (Set/Clear
Quest) after the battle.   If the party is victorious in battle no. 1 then you
would set Quest ID 1 to TRUE to show that they have completed that
particular quest.

The same holds true for Quest 2 and Quest 3.   At the end of each battle you
would set the Quest that represents that battle to TRUE.

At the entrance to the castle you would have a script that checks to see if
each of Quest 1, 2 and 3 are TRUE.   If all are TRUE then you would
proceed to let them in the castle.

You would need to use a series of three Code 46s to check for each Quest

flag in turn.   If all 3 are set you can have it continue the script and let them in the castle.

You can use Quests to keep track of lever positions, battles won, areas explored, items taken or just about anything that can be either TRUE   or FALSE.