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Chapter 1

00c49d78-0

1.1 RPGEEditor & RPGEEngine by John C. Bintz

```
RPGEEditor and RPGEEngine Version 1.0
By Internext Software
Programmed by John Bintz
Language: Amos Basic V1.36/APCMP V2.x
```

```
"Wow..."--Steve Dawson
"Cool..."--Alex Fazenbaker
"When can I use it, Bub?"--Justin Bintz
```

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    Why did I make it? ($$$)

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```

If you haven't done so

1.2 Introduction to RPGEEditor

Introduction to RPGEEditor and RPGEEngine

You have got in your grubby little hands a copy of what I beleive to be the best Role Playing Game creator for the Amiga (don't quote me on that). It has lots and lots of features and creates adventures small enough to hold several on one floppy disk. Here is a list of what it can do:

Both the Editor and Engine

- * Have 32 colors available to all the graphics
- * Use fast memory compression techniques to reduce file sizes (Pack and RLE)
- * Have 256 Map Icons, and Maps up to 500x500 squares
- * Have 256 Objects, with individual pictures and properties
- * Have Customizable Object Messages with scripting!

The Editor

- * Uses Click Tabs to organize the individual editors in a logical (I sincerely hope!) fashion
- * Has a neat Starfield Simulator screen saver

The Engine

- * Has title, description, and exiting picture support
- * Plays a Tracker MOD throughout the adventure
- * Is very very speedy (always a good thing)
- * Allows you, within object messages, to:

```
# Play a CheeseAnim
# Show an IFF or SPACK image
# Read a text file
# Pause the output
```

Back~to~Main

Registering

1.3 Registering

Registering RPGEEditor/RPGEEngine

So, you want to give me money for my product? I have no problem with that...please do!

If you do, I'll give you a real kickbutt Engine:

```

RPGEngine_Fast      (its faster)
  RPGEngine_Fast    (no annoying register message)
    RPGEngine_Fast  (it locks up your Amiga when you quit)
      RPGEngine_Fast (it has a neater Inventory selector)
        RPGEngine_Fast (its five US bucks)

```

You also get CheeseAnim (WOOHOO!)

And (amazingly) the Fast Engine is smaller than the original memory-wise, letting you play massively larger adventures!

As said above, both are five US dollars (probably pocket change in your country if not in the US) and you can make that payable to:

```

John C. Bintz
1715 Bren-Will Drive
Westminster MD 21158-2710

```

1.4 Getting Started

Getting Started

Well, you now have in front of you (along with an AmigaGuide window) two icons--RPGEitor and RPGEngine. There should also be an icon for the sample adventure, "TPoSS" (you'll understand). When you open up RPGEitor, a window like this comes up (best when view in a monospaced font):

```

+-----+
| ## Passable /0                               ## |
| ## Block Size: 32                             ## |
| Remaining Memory: 34567 bytes                 |
+-----+

|MapEdit|
##### Width: |

|ObjEdit|
##### 50 |

|ObjLcts|
##### Height: |

|ChrAnim|
##### 50 |

|Script~|
##### X: 0 |
| | ##### Y: 0 |
=====
| |Map |BigMap |Icons |Palette |Disk |
+-----+

```

The top section is where you select your current Map Icon, Object Image, or Animation Frame. Left-Click on it and drag left or right to move through

the objects. Right-Clicking on it brings you to zero, unless you're at zero--then, it brings you halfway through the maximum number of images for the current editor (127 for all but ChrAnim, which is 2).

Along the left are the click tabs for the different editors. Click on the editor you wish to use, and the back of the screen will change to the color of the tab. It also remember the last mini-editor you were in. Handy for using the Clipboard (explained later).

The big area to the right is where the mini-editors display their information. These are explained in the appropriate section.

On the bottom are the click tabs for the mini-sections. Simply click on it to choose your mini-editor.

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1.5 Map Editor

The Map Editor

This is where you edit the map the world is played on. Currently, your starting position is (0,0), the top lefthand corner of the map, but this will soon be rectified.

Blocks number 0-127 are passable...the player can walk over them.

Blocks number 128-255 are impassable...the player cannot walk over them.

There is no support for invisible impassables yet, but I plan to add them.

For an example of these, play Chrono Trigger and walk behind a building.

Map--

This is where you can physically put blocks down and change the size of the map. Changing its size erases the current map, but not the icons. The scroll bars move you around the map.

BigMap--

For those who can't stand using Map to make their maps, BigMap allows a larger editing area, at the expense of Width and Height gadgets, or coordinate displays.

Icons--

A zoomed picture of the current block. Click on a color to select it and click on the big square to the left of the colors to draw. Check out the

Clipboard~features
here.

Palette--

The~Map~file~(.CMAP) stores the palette definitions for the entire

adventure. Click on a color to select it, and use the scrollbars (Red, Green, Blue in order) to adjust the colors. No spreads, exchanges, or copies (yet).

Disk--

Save and load your .CMAP files. Also give memory information.

Back~to~Main

1.6 Object Editor

The Object Editor

This is where you create your objects in your game, both drawing and defining object properties.

ZoomDraw--

Same as

MapEdit/Icons

...a zoomed up picture of the current object. The

Clipboard

is here, too.

Properties--

This is the place to customize your objects completely. It may take a bit of logic to understand how it works, but its pretty powerful.

Down the window are two lists of object names. Below that is an object naming gadget. After that, you can enter the object's type. After that, a place to choose a message type for your object's logic. Then, two gadgets for customizing opening and closing messages.

Now that that's been explained:

When you create your object, you should name it first.

Then, right-click on those two lists. The object names will change to the current object name.

Now, here's the hard part. Once you create a bunch of objects, you need to link them together in a (hopefully) logical pattern with these two lists.

The list on the left are objects that this object wants.

The list on the right are objects that it will give.

There are several ways these can be set, either being itself or another object:

OBJECT SELF

OBJECT will be added to the Want list, increasing the number of

objects this object wants--it also flushes the Want list.

SELF OBJECT

OBJECT will be added to the Give list, and the Want list will be flushed.

OBJECT OBJECT

The first OBJECT is put in the Want list; the second in Give. Then, both lists are Flushed.

SELF SELF

The Give list is flushed.

Probably a better way to explain this is with an example:

You have an object named Bill. He has the following logic:

Bill	Flute
Bill	Sword74
Bill	Bill
RayGun23	Bill
Glass of Beer	Bill
Video Game	Cellular Phone
AC Adapter	Scythe36W
Bill	Bill
Bill	Bill
Amiga Mouse	Amiga Hard Drive

Here is what will happen when you talk with Bill:

He will give you the Flute and Sword74, if you don't already have them. This will happen no matter what you have.

If you have RayGun23, a Glass of Beer, and a Video Game, he will give you a Cellular Phone in exchange for those objects.

Then, if you have an AC Adapter, he will exchange that for a Scythe36W.

A few places are skipped, as Bill is a disappearing character, and when a character is a disappearing character and his last bit of logic is fulfilled...in this case, when you possess an Amiga Mouse and he gives you an Amiga Hard Drive...he will disappear.

Probably the best way to figure this stuff out is to look at an existing file and go from there.

Disk Ops--

Save and load your .COBJ files

Back~to~Main

The~Engine...

1.7 Object Locator

The Object Locator

This is where you put down characters and objects on the map. A bit of warning: The Engine will slow down considerably with a lot of objects on the map. Keep the number you plop down to about 30 or 40--100 is the max.

Map--

Choose an object from the top
 (the~Top~Section,~remember?)
 . Then, click on
 the map where you want to place it. If you want to remove all the objects like the one at the top, right-click on the map.

Save/Load--

Save (and load!) your .OLCT files.

Back~to~Main

1.8 Character Anim

The Character Animator

This is probably the final step in creating your adventure...animating the main character. This is the only object with animation (right now!), so get it right!

Fore, Back, Left, and Right--

These choose the view of the character you wish to edit. The
 Top~Screen
 bar
 chooses which frame you wish to animate.

I've discovered, after staring at several of the Chrono Trigger characters, that the animation looks more realistic if there is no "middle-frame". Leave me to explain this concept (WARNING! Cheesy Ascii GrafX!)--

```

  O   O   O   If you can't decipher this, there is a frame in the
 /#-  #  \#-  middle where the character's legs and arms...at least
 / \  |  / \  the back ones..are hidden. This not look good!
```

If you get your hands on a copy of Chrono Trigger, watch how they walk. This should help explain it a lot better than cheese Ascii graphics! Especially look at Marle. [drooling] 8^)

Disk--

Saving and loading your .CANM file

Back~to~Main

1.9 Script

The Script Editor

At Last!! You can now put together all the elements of your adventure and take it for a test drive! The Engine requires a completely full script in order to work properly, so you MUST have all the following filled in:

Opening IFF Image
Description Background IFF Image
Description ASCII Text File (up to 24 lines long)
.CMAP File
.COBJ File
.OLCT File
.CANM File
Sound/Noise/ProTracker Module (played with those wonderful
Amos Track Commands!!)
Closing IFF Image

One missing file, and KAPUT! There goes the Engine!

Disk--

Save your Script File (its in Ascii...open it up and figure our how its put together!)

The~Engine...

Back~to~Main

1.10 The Engine

The RPGEEditor Engine Version 1.00.Chives

This is your guide to a very powerful engine. More powerful than Doom. More powerful than a John Deere. More powerful than even LightWave 4.0. Why? Because it has chive power. (Just Kidding!)

No, the Engine is a sad attempt at mimicing at least part of the Final Fantasy I engine, and I hope I did a good job. We all know the specs. So lets get down to the dirty work.

You can start it up at the command line, like so:

RPGEngine

You can start it up with the name of a script file (WARNING! The Engine searches the CURRENT directory for all the Script files!):

```
RPGEngine World.Script
```

You can start it from Workbench, and even MultiSelect a Script file to use! But, the best place to start it is a startup disk, as it gobbles memory. The Engine uses a cache to store Map Blocks already pasted for faster access. The more memory, the larger the cache.

When you start it up, it'll show you the Intro pic. Then, it'll overlay the text in the Description file over the Description picture, picking the lightest and darkest colors for the overlay. Then, it'll load the game files. Then, the Tracker MOD. Finally, it'll ask you for your name, and draw the game map.

You really should use the joystick for this program, but mouse and keyboard work minimally. Move in the direction you want to go and run into things and people to talk to or pick them up. Push the fire/left mouse/space bar to get to the inventory. Scroll through your objects and push fire to use the current one. Pull back to exit the inventory.

While in the inventory, push F1 to load a game, F2 to save a game, and F3 to quit your game. When you quit, or beat the game, the Closing pic will be shown, and you're done!

If you want more info on the Engine and how to make it work for you, read on. Otherwise,

```
go~back~home
```

```
.
```

Message Inserts--

You can insert commands into messages! Just type them into the Opening or Closing messages.

```
\TXT:Filename\    will print out the ASCII file Filename, just like a
                  regular message (even with inserts!)
\PAUSE:Seconds\  will pause output for a number of seconds
\ANIM:Filename\  will play a
                  CheeseAnim
                  during the conversation
\IFF:Filename\   will show an IFF picture during the conversation
\SPACK:Filename\ will show a SPACK file during the conversation
```

Beating the Game--

Remember~how~you~make~an~object~disappear?

Well, to beat the game, object

255 must disappear. Make it so object 255 disappears somehow and you're a winner!

Back~to~Main

1.11 The RPGEditor Clipboard

The Clipboard

Who out there has used Windows? That invention by Bill Gates to lock up IBM computers left and right? Well, one good thing came out of it...the Clipboard. The Amiga tried to emulate one, but I haven't seen much of it.

RPGEditor has one. Its the Copy and Paste icons on all the Zoomed Draw Editors. Click Copy, and the current image is copied to the Clipboard. You can view the Clipboard in the upper-right hand corner. Click Paste, and the current image is replaced with the Clipboard image.
