

SHORT INSTALLATION GUIDE FOR OCRAM -PLUGINS:

These are generic instructions and all OcRam -plugins are included. Please just ignore instructions considering plugin(s) you don't use.

1. Get plugins you like from <https://ocram-codes.net>
(Recommended to get MZ versions even for MV! - Just see part 11)
NOTE: You can also see plugin order from this site #1 is first etc...!
2. Install downloaded plugins (<https://www.rpgmakerweb.com/blog/using-plugins-in-mz>)
or for MV (<https://www.rpgmakerweb.com/blog/beginners-guide-to-plugins-part1>)
3. If time system, weather system, battle core or indicators are used:
 - a. Get https://ocram-codes.net/download.aspx?folder=misc&file=OcRam_Images&type=zip
 - b. Unzip it to .\img\ocram -folder in your project
4. Setup / check time system variables and switches (defaults to 1-9 variables and 1-5 switches)
5. Recommended to set or check Weather System "Weather Variable" (defaults to 10)
6. Setup OcRam_Events event bases map (either change map id or reserve map id 1 for event bases)
7. Recommended to set or check OcRam_Lights "Lights KILL switch" (default 6)
8. Default regions 16-22 (reserved for OcRam_Passages for higher/lower passability etc...) and 41-51 (reserved for OcRam_Core passabilities)
9. If Local Coop is used it is VERY IMPORTANT to set "Player in turn variable"
(defaults to 0 because it must be manually set (to ensure you know which variable it is))
NOTE: Do NOT edit value of this variable in-game (plugin will control this variable alone)
10. Fine tune parameters as you like! And see an example of default variables and switches (Appendix 1).
11. NOTE: If you are using MV and want to use MZ plugins - REMEMBER TO USE RETRO.js!
 - a. Get it from: <https://forums.rpgmakerweb.com/index.php?threads/retro.135715/>
 - b. For MZ like plugin commands in MV use:
<https://forums.rpgmakerweb.com/index.php?threads/retro-plugin-command-ui.137124/>
 - c. Install RETRO.js before any other MZ plugin!
12. Enjoy RPG Making!

APPENDIX 1: Examples for Variables and Switches after setup is completed:

Variable Selector

Variables

None

[0001 - 0020]

0001 Time interval

0002 Season

0003 Day phase

0004 Year

0005 Month

0006 Day

0007 Hour

0008 Minute

0009 Weekday

0010 Weather

0011 Player in turn

0012

0013

0014

0015

0016

0017

0018

0019

0020

Name:

Time interval

Change Maximum...

OK

Cancel

Apply

Switch Selector

Switches

None

[0001 - 0020]

0001 Time enabled

0002 Night

0003 Dawn

0004 Day

0005 Dusk

0006 Lights KILL switch

0007

0008

0009

0010

0011

0012

0013

0014

0015

0016

0017

0018

0019

0020

Name:

Time enabled

Change Maximum...

OK

Cancel

Apply