

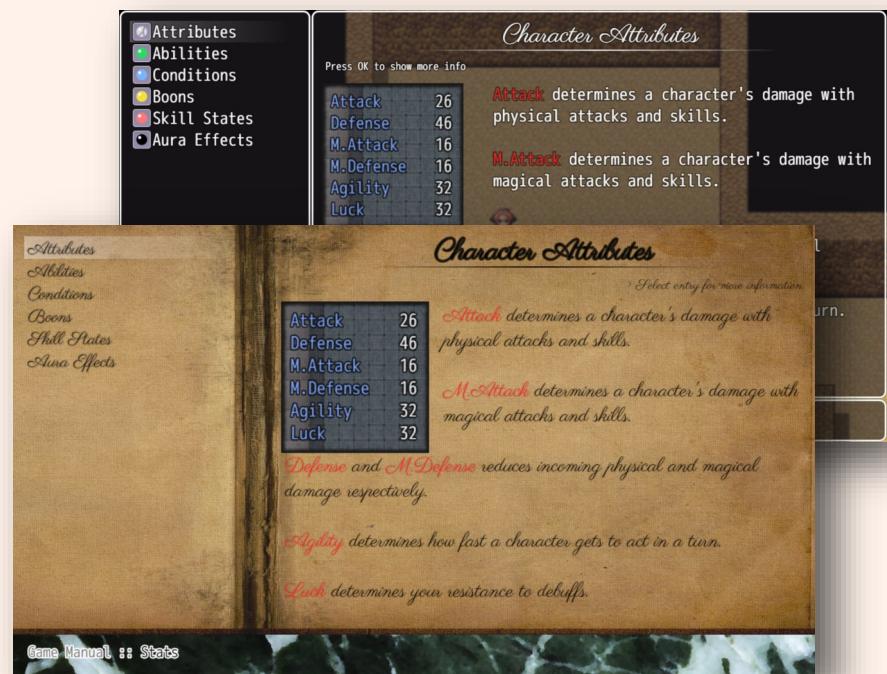
ATREYO RAY PLUGINS

IN-GAME MANUAL

- TUTORIAL -

If you have any question, or need to report a bug on this plugin, please use the official thread at RPGMaker forums ([link here](#)), or send me an e-mail (atreyo.ray@gmail.com).

This tutorial is based on the features presented on version 1.10 of the In-Game Manual Plugin. Please check version notes if you're using a different version.



BEFORE WE BEGIN...

Let's take a look on the **MAIN CONFIG** parameters of the plugin:

Manual Names: You have to list the name of each manual you are using. Use:

symbol: Name; symbol: Name; symbol: Name

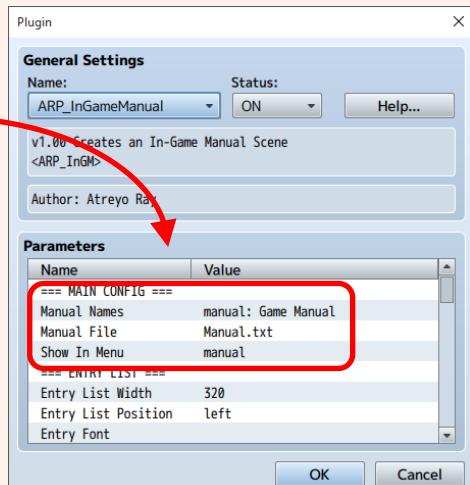
If you're using just one manual in your game, leave this parameter as 'manual: Game Manual', or just change the name. For example, if you want your manual to be called Game Info, set this parameter to 'manual: Game Info'.

If you're using more than one manual, see the [Advanced Configurations – Extra Manuals](#) section of this tutorial.

Manual File: That's the text file inside the 'data' folder of your project with manual data.

Show In Menu: Define here which manuals are going to be shown on the main menu. Use:

symbol; symbol; symbol



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SETTING UP MANUAL DATA

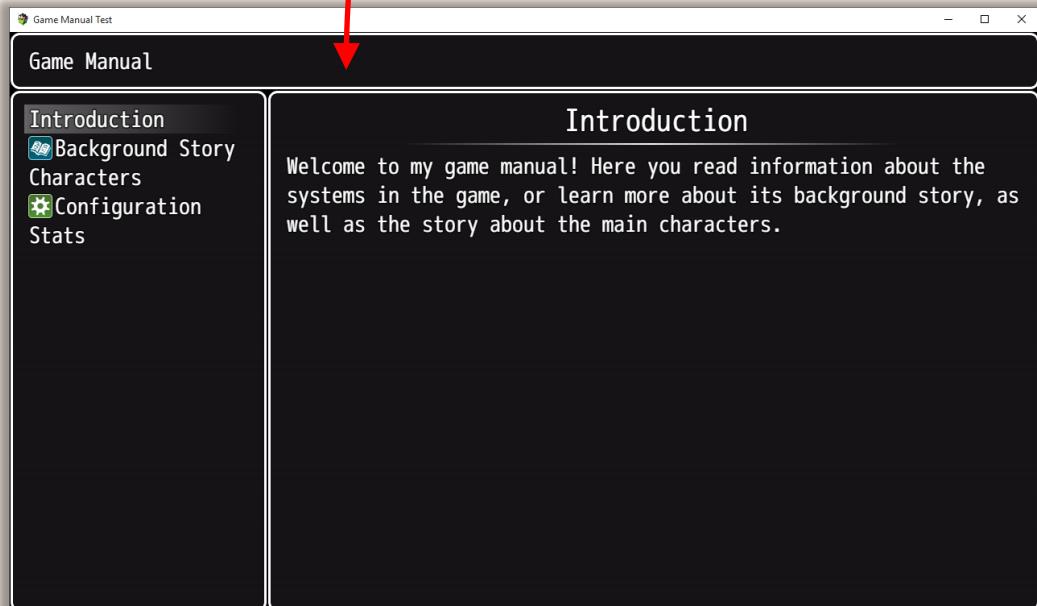
1) First, create a text file in the 'data' folder of your project and name it accordingly to the Manual File parameter (default is 'Manual.txt')

To create it, you may use, for example, Notepad. But don't use any rich-text type software, like Microsoft Word.

2) Now let's create a simple entry to your manual. Inside the text file:

```
# Introduction  
  
<name> Introduction  
  
<text>  
  
Welcome to my game manual! Here you read information about the  
systems in the game, or learn more about its background story, as  
well as the story about the main characters.  
  
<end entry>
```

Shows up like this in game:



Use '#' in the begining of a line to make a comment. These lines won't be read by the plugin and are just to help you organize the data in your manual file.

* **<name> tag:** type the name of the entry beside this tag. The name of your entry appears on the list of entries.

* **<text> tag:** any text you write below this tag will show up in game after the title of the entry.



DON'T use semicolons (;) or underscore (_) on entry names.

DON'T use the same entry name twice or more.

DON'T write any text on the same line of a <text> tag. Write BELOW it.

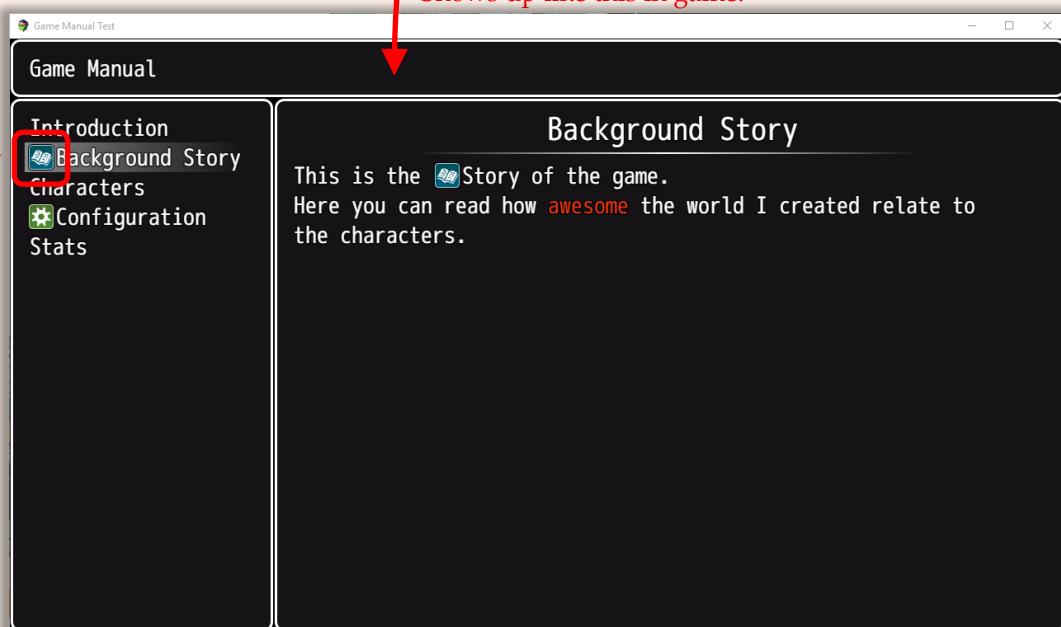
DON'T forget to end an entry with an <end entry> tag.

Use <end entry> right BELOW your text.

SETTING UP MANUAL DATA

3) There are more tags and features you can use to customize your entries. See this one below:

```
# Story  
<name> Background Story  
<icon> 189  
<text>  
This is the \i[189]Story of the game.  
Here you can read how \c[10]awesome\c[0] the world I created relate to  
the characters.  
<end entry>
```



Shows up like this in game:

* **<icon> tag:** use icon index. It'll show an icon beside the entry name on the list of entries. To know each icon index, access your project database, and when you try to change a skill or item icon, see its number on the bottom of the window.

You can use escape characters in your text. In the example above, \c and \i were used to change the color of the text and to draw an icon.



If you're using another plugin that adds escape characters to your project, like Yanfly's Message Core, make sure you place ARP_InGameManual plugin BELOW it for optimal usage.

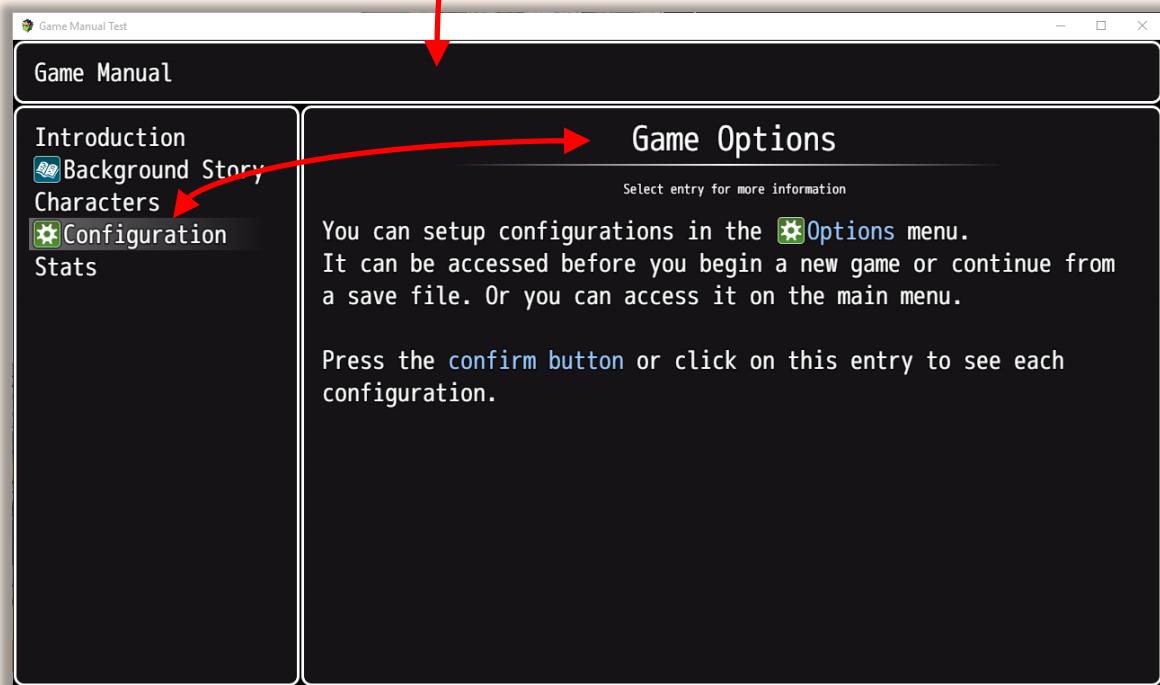
Because of how texts with escape characters are handled by RPGMaker, using tabulation (pressing TAB) under <text> tag will show as a single whitespace in game. Instead use whitespaces as many times as needed in a single line to suit your needs.

SETTING UP MANUAL DATA

4) Other optional tags may be used. See this one below:

```
# Configuration  
  
<name> Configuration  
  
<icon> 83  
  
<title> Game Options  
  
<subentries> Keyboard Config; Gamepad Config; Battle Speed; Other Config  
  
<text>  
  
You can setup configurations in the \i[83]\c[4]Options\c[0] menu.  
  
It can be accessed before you begin a new game or continue from  
a save file. Or you can access it on the main menu.  
  
  
Press the \c[4]confirm button\c[0] or click on this entry to see each  
configuration.  
  
<end entry>
```

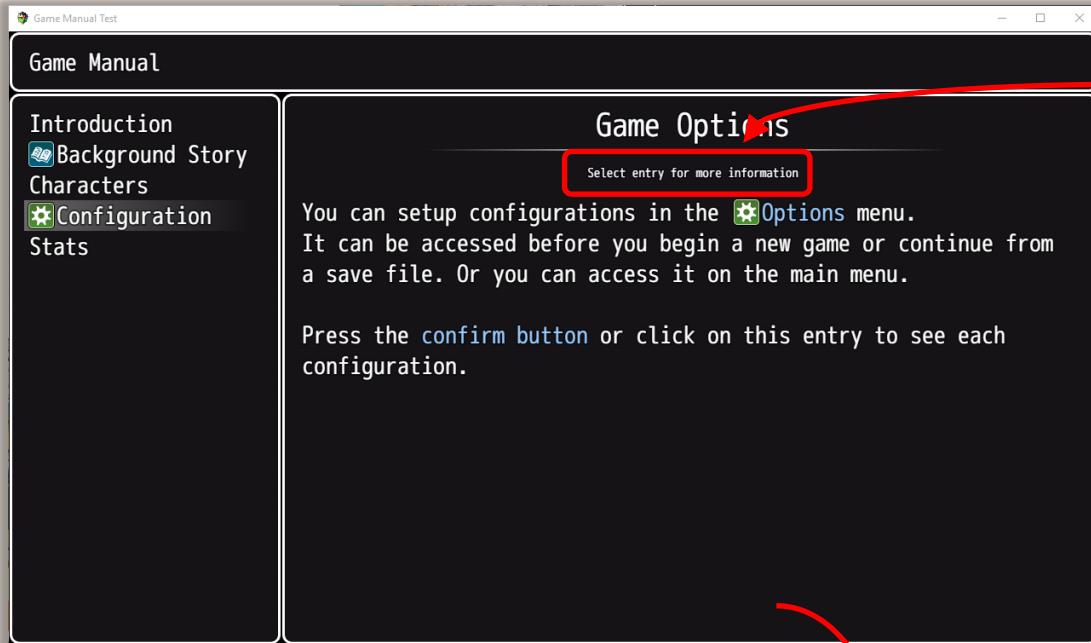
Shows up like this in game:



* **<title> tag:** If you want the title of your entry to be different from its name.

* **<subentries> tag:** when you define subentries to an entry, the user may press the confirm button (or select this entry) to force game manual to show the list of subentries defined by this tag. See the next page.

SETTING UP MANUAL DATA



Setting up a <subentries> tag will make this text appear. You can define it on the **More Info Text** parameter of the plugin, along with other options.

when you select an entry with subentries...

A screenshot of a game manual window titled "Game Manual > Configuration". The left sidebar shows "Keyboard Config", "Gamepad Config", "Battle Speed", and "Other Config". The main content area has a title "keyboard Configuration" and text: "You can set **custom keys** for most shortcuts in the game, as well define how to move, interact or cancel using keyboard buttons. For your convenience, you can reset those to default, or use WASD movement-based preconfiguration." A red box highlights the subentries in the sidebar, and a red arrow points from this box to the "Configuration" section in the main content.

Now the manual lists the defined subentries



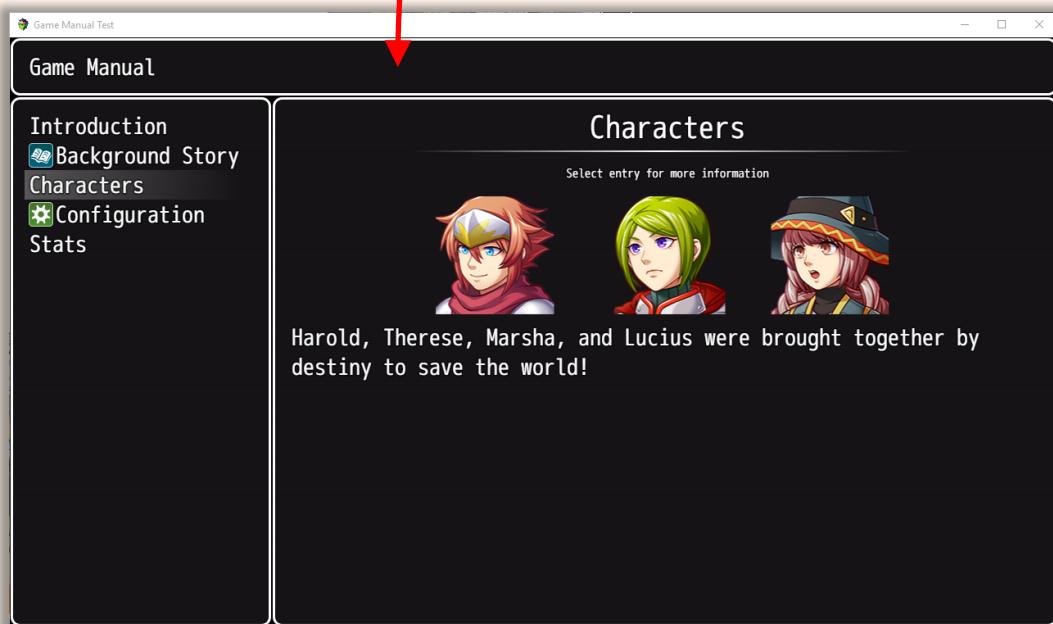
- Separate each subentry after the subentries tag with a semicolon (;)
- Use capital letters when necessary.
- Subentries are defined like any other entry! They have their own tags (like <name>, <text>, <title> or any other tag that a normal entry has).
- If you write an entry after a <subentry> tag that does not exist, your game will crash when you select this entry.

SETTING UP MANUAL DATA

5) And finally, one more last tag:

```
# Characters  
<name> Characters  
<picture> game character faces  
<subentries> Harold; Therese; Marsha; Lucius  
<text>  
Harold, Therese, Marsha, and Lucius were brought together by  
destiny to save the world!  
<end entry>
```

Shows up like this in game:



* **<picture> tag:** If you want the to show a picture in your entry's details.

In the example above, the image file is 'game character faces.png'



The image file must be a PNG file.

The image file must be placed inside 'img/pictures' folder of your project.

Typing the wrong name or not placing the image in the correct folder will crash your game as soon as it loads.

DON'T write the file extension (.png) after the <picture> tag

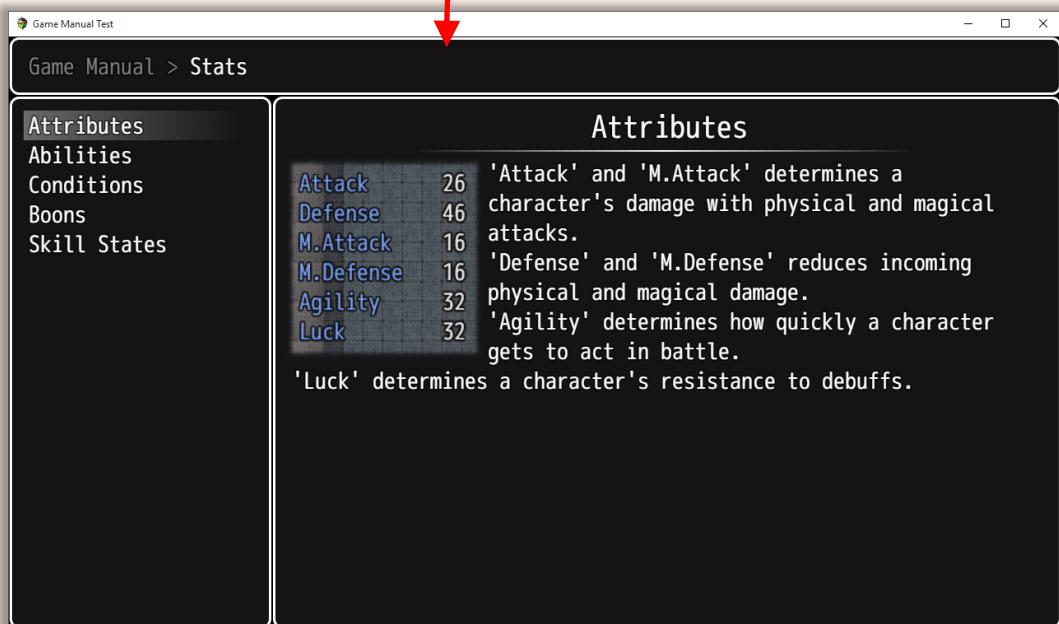
By default, using the <picture> tag will show a centered picture, and the text will come after it. See next page for more options.

SETTING UP MANUAL DATA

5.1) The <picture> tag can be customized:

```
#Attributes  
  
<name> Attributes  
  
<picture> stats; left; true  
  
<text>  
  
    'Attack' and 'M.Attack' determines a  
    character's damage with physical and magical  
    attacks.  
  
    'Defense' and 'M.Defense' reduces incoming  
    physical and magical damage.  
  
    'Agility' determines how quickly a character  
    gets to act in battle.  
  
'Luck' determines a character's resistance to debuffs.  
  
<end entry>
```

Shows up like this in game:



<picture> File Name; Position; Text Over?

Position can be: left, center, or right.

Text Over? can be:

true – shows text over picture;

false – shows text after the picture;

SETTING UP MANUAL DATA

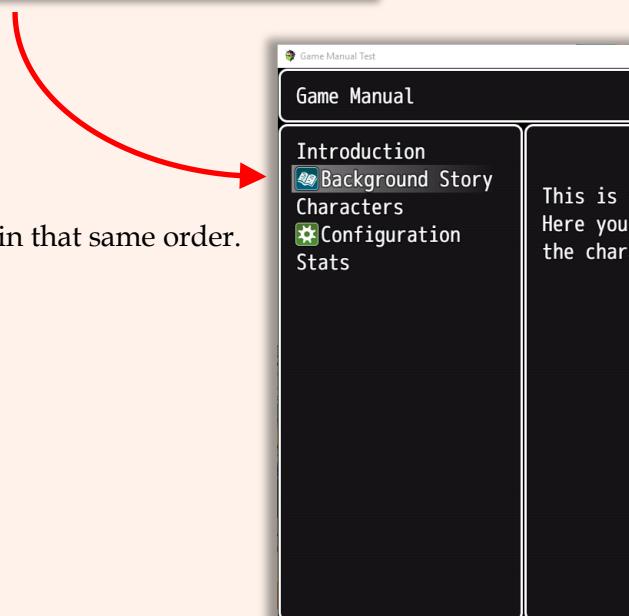
6) Here's a sample form you can use to create all the entries in your manual data file:

```
<name> (REQUIRED – must be unique, don't use semicolon or underscore)  
<icon> (OPTIONAL – Icon index)  
<title> (OPTIONAL – if you want it to be different from the name tag)  
<picture> (OPTIONAL – FileName [; Position; Text Over?])  
<subentries> (OPTIONAL – Entry Name; Entry Name; Entry Name)  
<text>  
Your text comes here.  
The text tag is also optional! (Maybe you just want to show a picture?)  
<end entry>
```

7) You're almost there! Now you just need to define which entries are shown right when you open the manual. In your manual data file, add the following line (may be at the top of the file):

```
<main entries> Introduction; Background Story; Characters; Configuration; Stats
```

This way, when you open our manual, it will list those entries in that same order.



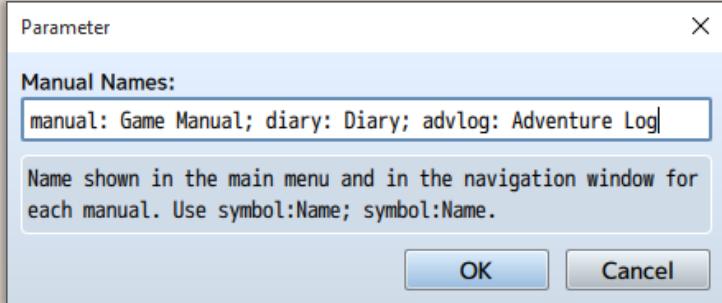
8) See an example of manual data file: [click here](#)

ADVANCED CONFIGURATION — EXTRA MANUALS

1) You can define more than one manual if you want.

The default manual symbol is: manual

Make sure you configure your extra manuals names on the **Manual Names** parameter. For example:

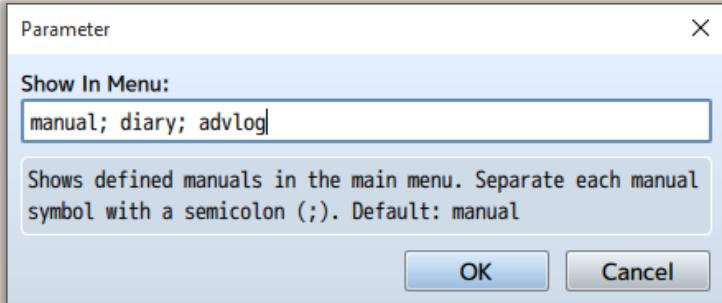


DON'T use whitespaces on symbols.

DON'T use the same symbol twice or more.

You may have as many “manuals” as you want! Be creative!

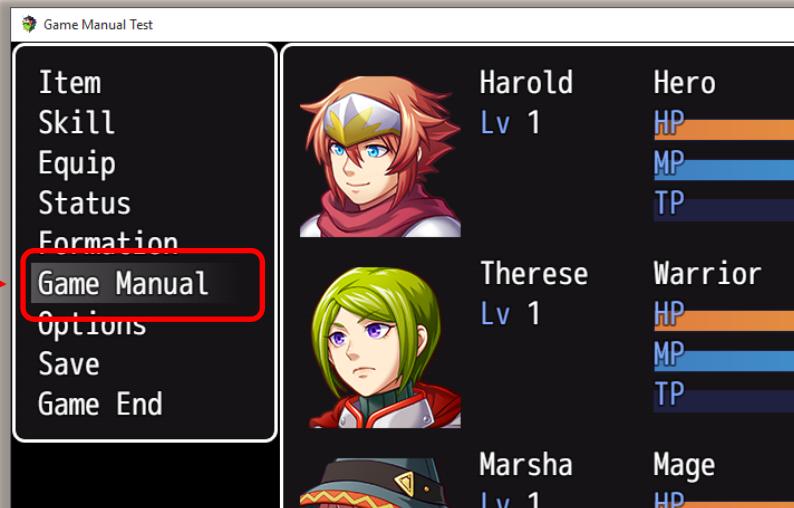
2) You can add as many “manuals” as you want to the main menu (assuming you defined them!)



You don't need to add all your “manuals” to the main menu.

In fact, if you want it, you don't need to add ANY manual (including the default one) to the main menu—just leave ‘Show In Menu’ blank.

There are other ways to open your manuals. See the [Plugin Commands section](#).



ADVANCED CONFIGURATION — EXTRA MANUALS

3) You have to define if an entry belongs to any of your extra manuals (or they'll be empty!)

By default, all entries belong to the default manual (the one with the symbol 'manual'), unless you specify it with an <at> tag:

```
<at> manual symbol; manual symbol; manual symbol
```

* For example:

```
<name> A sample entry  
→<at> diary; advlog  
<icon> 34  
<text>  
A sample text.  
<end entry>  
# = = = = = = = =  
<name> Another entry  
→<at> advlog  
<picture> sample img  
<end entry>
```



You may add a single entry to more than one "manual". Just separate each symbol with a semicolon (;).

4) You also have to define the main entries of your extra manuals in your manual data file:

```
<main entries of ManualSymbol> Entry Name; Entry Name; Entry Name
```

* For example:

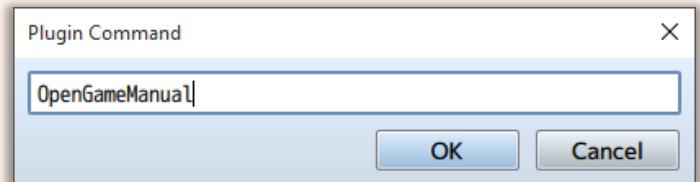
```
<main entries of diary> January; February; March; April  
<main entries of advlog> Areas; Monsters Defeated; Resources
```

ADVANCED CONFIGURATION — PLUGIN COMMANDS

1) To open a game manual:

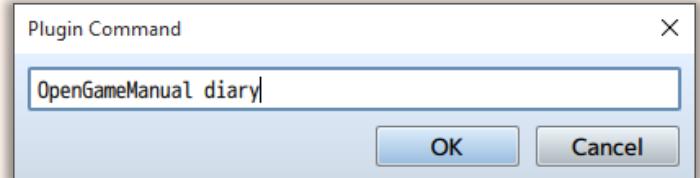
OpenGameManual

to open the default manual (symbol: manual).



OpenGameManual ManualSymbol

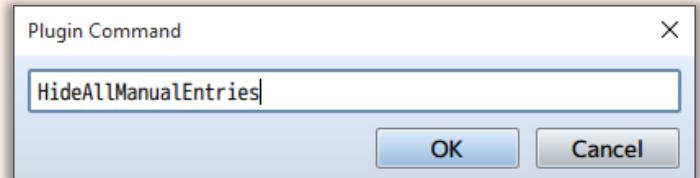
to open an extra manual.



2) To hide all entries of a manual:

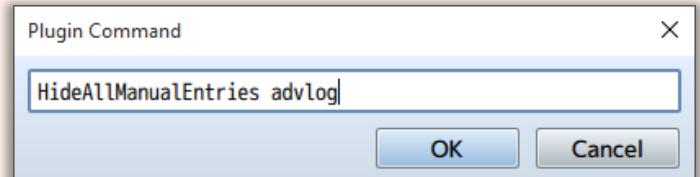
HideAllManualEntries

to hide all entries of the default manual.



HideAllManualEntries ManualSymbol

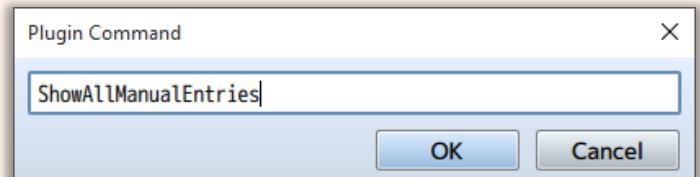
to hide all entries of an extra manual.



3) To show all entries of a manual:

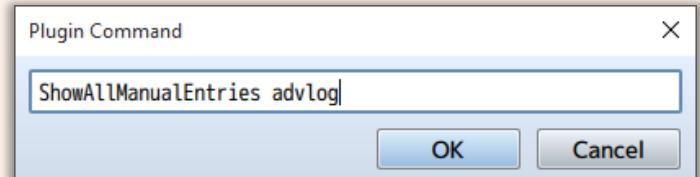
ShowAllManualEntries

to show all entries of the default manual.



ShowAllManualEntries ManualSymbol

to show all entries of an extra manual.

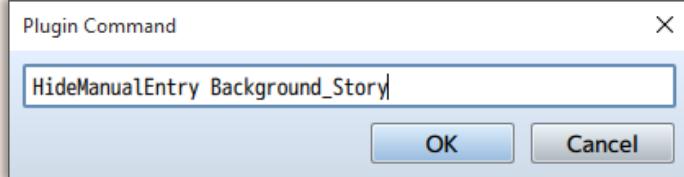


ADVANCED CONFIGURATION — PLUGIN COMMANDS

4) To hide specific entries:

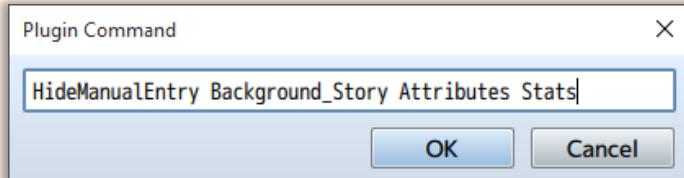
`HideManualEntry Entry_Name`

to hide a single entry.



`HideManualEntry Entry_Name Entry_Name ...`

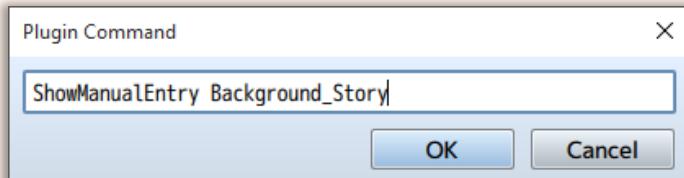
to hide a list of entries.



5) To show specific entries:

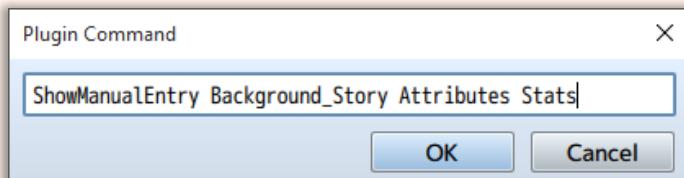
`ShowManualEntry Entry_Name`

to show a single entry.



`ShowManualEntry Entry_Name Entry_Name ...`

to show a list of entries.



Separate each entry with a single whitespace. Because of that...

If your entry name has a whitespace, replace it in the plugin command with an underscore (_).

For example, if you have an entry called 'Background Story', when you use it in a plugin command, make it 'Background_Shorty' instead.

Use capital letters where necessary.

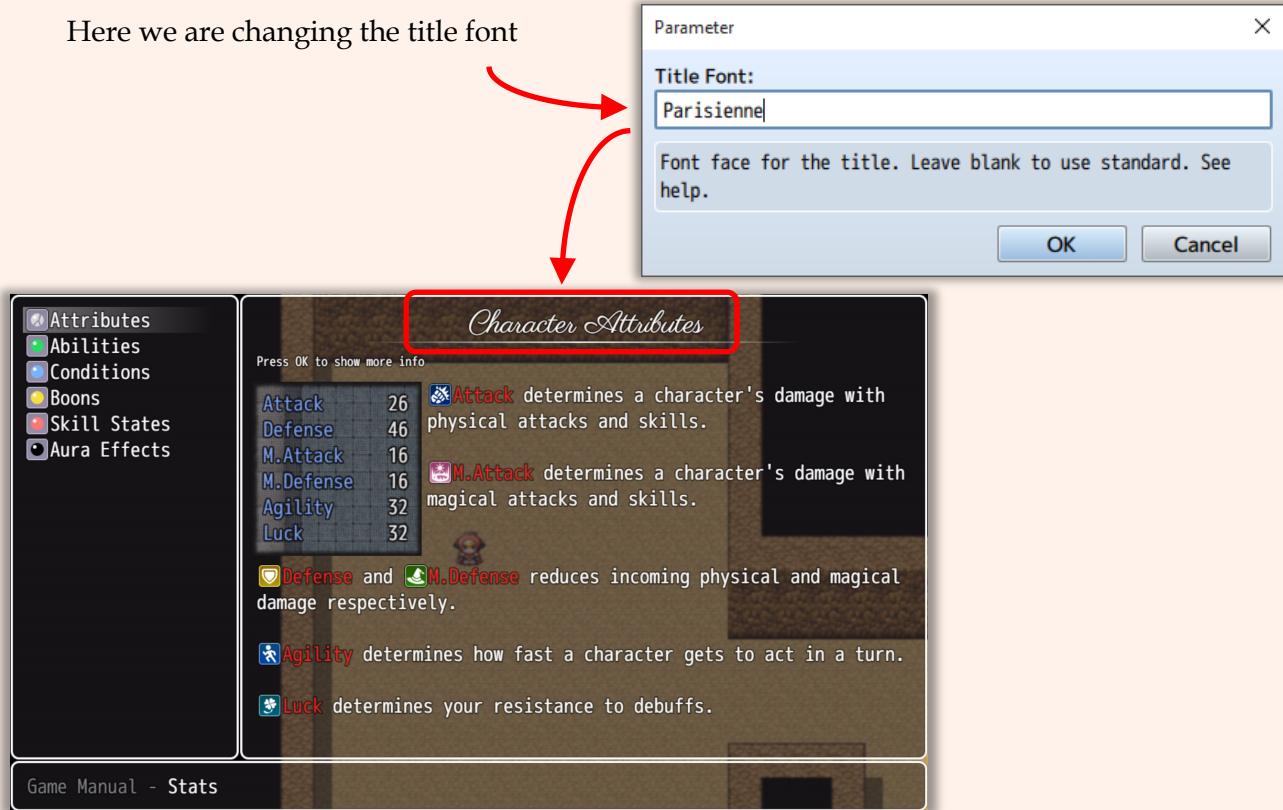
Hiding or showing specific entries WILL NOT show or hide their subentries! You have to hide or show them too.

ADVANCED CONFIGURATION — CUSTOM FONTS

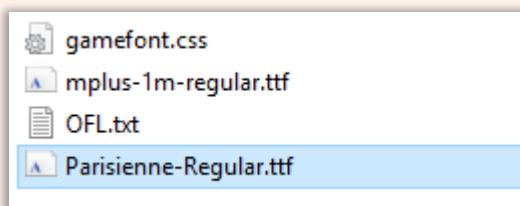
1) Working with custom fonts require a little bit of extra work.

If you want to use a font (other than the standard font you are using in your project) you have to begin by specifying these fonts in the parameters.

Here we are changing the title font



2) Place your custom font file inside the 'fonts' folder of your project.



3) Edit 'gamefont.css' to include your custom font.

Just add another '@font-face' block with your custom font details

```
@font-face {  
    font-family: GameFont;  
    src: url("mplus-1m-regular.ttf");  
}  
  
@font-face {  
    font-family: Parisienne;  
    src: url("Parisienne-Regular.ttf");  
}
```

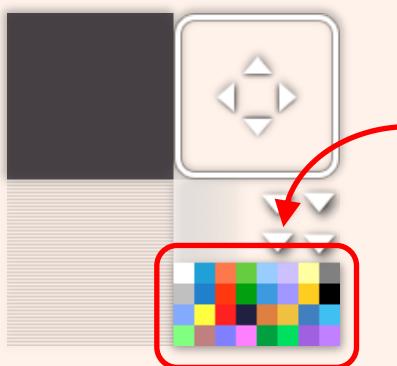
The screenshot shows the "gamefont.css" file. It contains two "@font-face" declarations. The first declaration is for the "GameFont" family, which uses the "mplus-1m-regular.ttf" font. The second declaration, which is highlighted with a red box, is for the "Parisienne" family, which uses the "Parisienne-Regular.ttf" font. A red arrow points from the text "Just add another '@font-face' block with your custom font details" to the second "@font-face" block in the code.

ADVANCED CONFIGURATION — VISUAL CUSTOMIZATION

There are a lot of visual customizations to your game manual. Each one of them can be easily defined using the parameters of the plugin.

1) Working with color parameters:

Past Entry Color and **Current Entry Color** parameters require the number of a system color.



System colors are defined in your Window.png file in 'img/system' folder of your project. Start counting from 0, left-to-right, and you'll have the number you need.

Any other color parameter requires a CSS color format. For example, you can use:

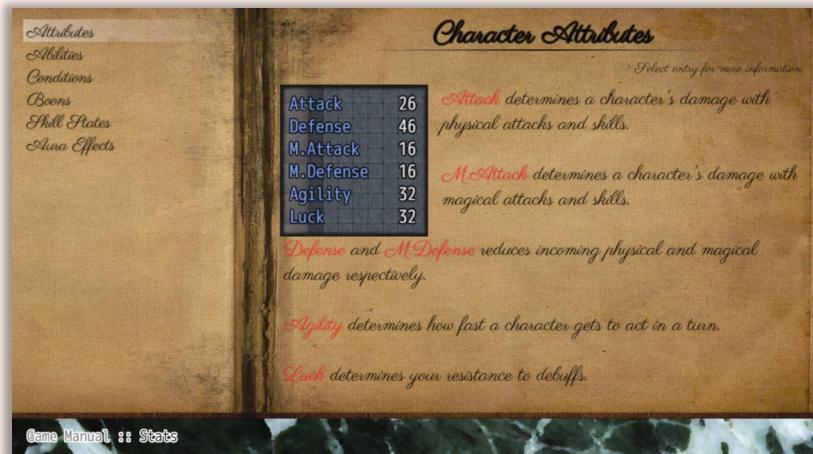
#ffffff or rgba(255,255, 255,1), for white color.

To learn more about CSS color format, [access this link](#).

2) Working with a custom background and windowskins

You can use a custom background on your manual. Just place your PNG image file inside the 'img/system' folder and set the 'Custom Background' parameter.

If you decide to do so, all the windows within the manual will have their backgrounds hidden (opacity set to 0), even if you are using custom windowskin files.



Remember that windowskin files should be PNG and their extension should not be written in the parameters.

A MANUAL.TXT EXAMPLE

```
<main entries> Introduction; Background Story; Characters; Configuration; Stats

# Introduction

<name> Introduction

<text>

Welcome to my game manual! Here you read information about the
systems in the game, or learn more about its background story, as
well as the story about the main characters.

<end entry>

# Story

<name> Background Story

<icon> 189

<text>

This is the \i[189]Story of the game.

Here you can read how \c[10]awesome\c[0] the world I created relate to
the characters.

<end entry>

# Characters

<name> Characters

<picture> game character faces

<subentries> Harold; Therese; Marsha; Lucius

<text>

Harold, Therese, Marsha, and Lucius were brought together by
destiny to save the world!

<end entry>

#Harold

<name> Harold

<picture> harold profile

<end entry>

#Therese

<name> Therese

<picture> therese profile

<end entry>

...

```