

RunCommonEventOnce Plugin - Usage Guide

This document explains how to use the RunCommonEventOnce plugin for RPG Maker MV. The plugin provides commands for running common events once, resetting switches, and triggering common events on battle start or battle end. All commands and arguments are case-insensitive.

Plugin Commands

Command	Arguments	Description
runcommoneventonce	<CommonEventId> <TrackingSwitchId>	Runs the specified common event once. Switch tracks if it has run.
resetonetimeevents	(none)	Resets all switches tracked by this plugin, allowing one-time events to run again.
runcommoneventonbattlestart	<CommonEventId> <TrackingSwitchId> [true/false]	Runs the specified common event when a battle starts. [true] = once per battle. [false or omitted] = once ever.
runcommoneventonbattleend	<CommonEventId> <TrackingSwitchId> [true/false]	Runs the specified common event when a battle ends. [true] = once per battle. [false or omitted] = once ever.

Examples

Example Command	Effect
runcommoneventonce 5 21	Runs common event ID 5 once only. Switch 21 prevents it from running again.
resetonetimeevents	Resets all tracked switches so events can run again.
runcommoneventonbattlestart 6 22 true	Runs common event ID 6 every time a battle starts, once per battle. Switch 22 resets automatically.

<code>runcommoneventonbattleend 7 23 false</code>	Runs common event ID 7 only once ever, the first time a battle ends. Switch 23 prevents further runs.
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Notes

- Commands and arguments are not case-sensitive (e.g., RUNCOMMONEVENTONCE works the same).
- Switch IDs must be unique per event usage, otherwise they may overwrite each other.
- Debug logs are printed only to the console during Playtest mode.
- If an invalid ID is used, a warning will appear in the console.