# Time Fantasy

Thanks for purchasing the **Time Fantasy** graphics pack for RPG Maker VX Ace!

Some of these tiles are more complex than the autotile-based RTP. This will ultimately give you more control and flexibility with these tiles. This document will help you make the most of these graphics.

"Shift Click" Mapping

By default, RMVX Ace uses autotiles that distort the terrain around them. In most cases, this is useful. For maximum control over your maps, you can use the *shift* key while placing tiles in order to ignore the distortion. This is commonly called "shift click" mapping.

Without holding *shift*, placing tiles from the TileA5 set onto an autotile will create a border around them:
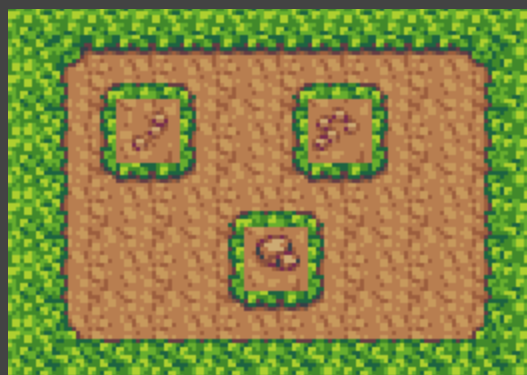
If the tiles are placed while holding *shift*, they will properly appear on top of the autotiles:


You can *right click* on a tile on the map to select that tile. If you hold *shift* while you right click on that tile, you can select specific autotile pieces. This will allow full control over all the combinations of autotile pieces.

Ground Varieties

Most TileA5 sheets include tile variations that are intended to be used to create variety on the base autotile terrain. They are intended to break up the repetition of texture.


In some cases, you might need to use *shift click* techniques to get the desired effect.
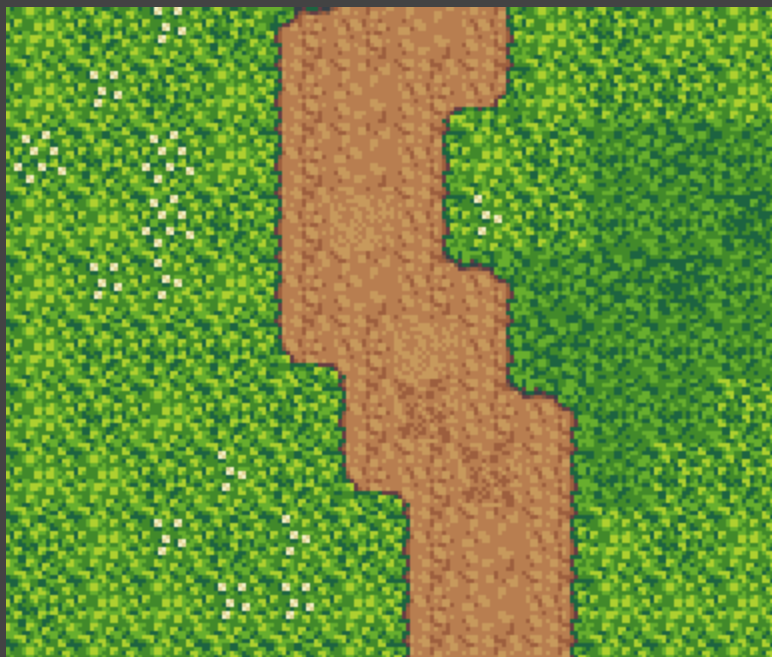
Mapping Cliffs

You'll find the cliff tiles on the A5 sheets. These tiles will give you more control than the square autotiles.

Many of the tiles will be easy to understand. The following are the ones that may be confusing at first. Once you begin to use them and see how they piece together, it will begin to feel natural.
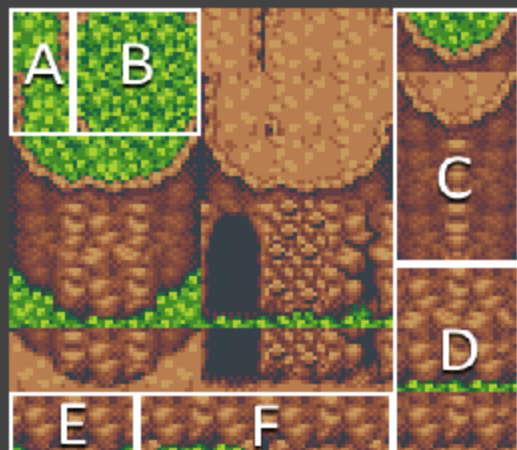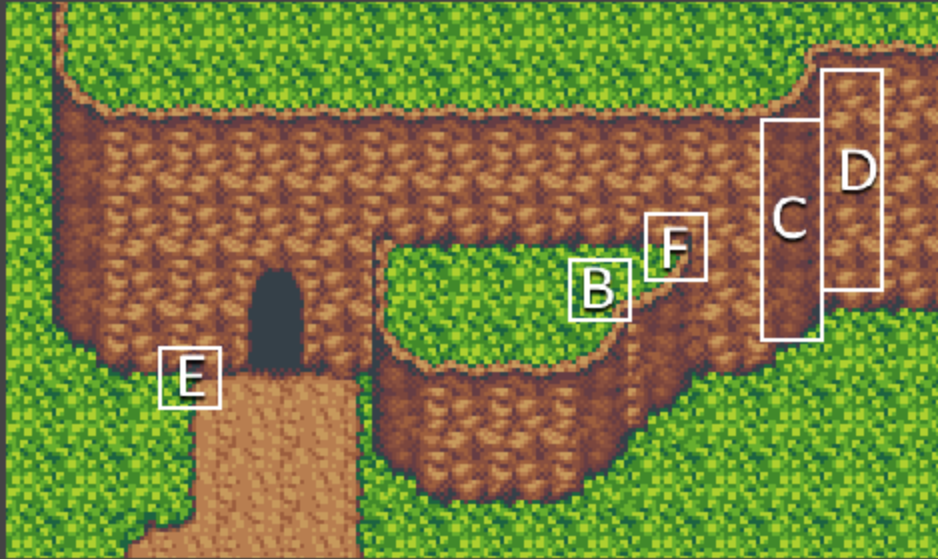

A Sides for cliff tops.

B Interior corners.

C Smooth edges. Used for bends. See below.

D Used next to the smooth edges of C. Makes for a nice transition. See below.

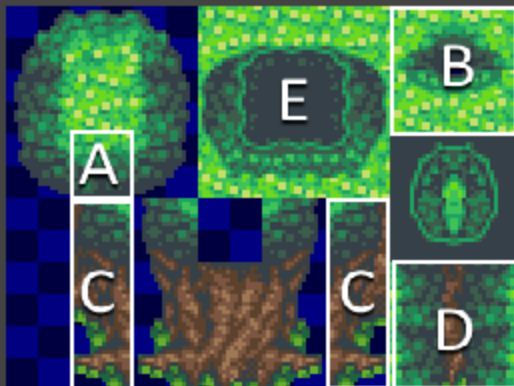**E** Used to make a smooth border between the grass and dirt tiles. Shift click may be necessary.

F For joining sides to the walls. See below.

The tops for the cliffs can be found on TileB. This allows them to use transparency, so the hero can naturally move below them.

Forest Trees

On TileB, you'll find the tiles used to create thick walls of trees for forests.
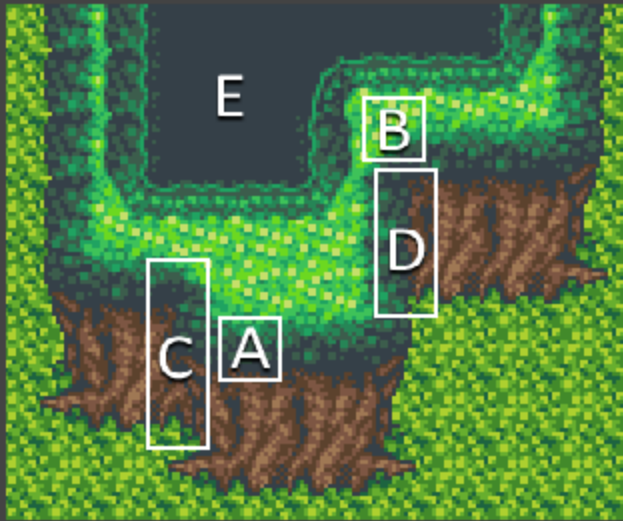

A Canopy bottom.

B Interior canopy corners.

C Trunk corners.

D Trunks in the side of the canopy.

E Canopy depth.

The example below should help you see how the pieces work together. Experiment with the tiles to get a feel for how they fit.

Houses

Building tiles will be found on TileB sheets (named TileC, but they can be used in any of the B-E slots for the tileset). There are extra building tilesheets that have alternate colors for rooftops. In RMVXAce's database, you can make a tileset that uses multiple building sheets in order to use different roof colors on a single map.

A variety of houses can be made with the tiles in these sheets. They are arranged in a way that shouldn't be too complicated. Experiment with the roofs and walls to see the different ways they can be put together.

Interior Walls

You have two options for interior walls. First, there are the TileA4 walls that function as standard RPGMaker autotiles.

Secondly, some TileA5 sheets have wall tiles that can be used instead; you'll simply need to place the edge tiles yourself. These have more detail than the autotile walls.
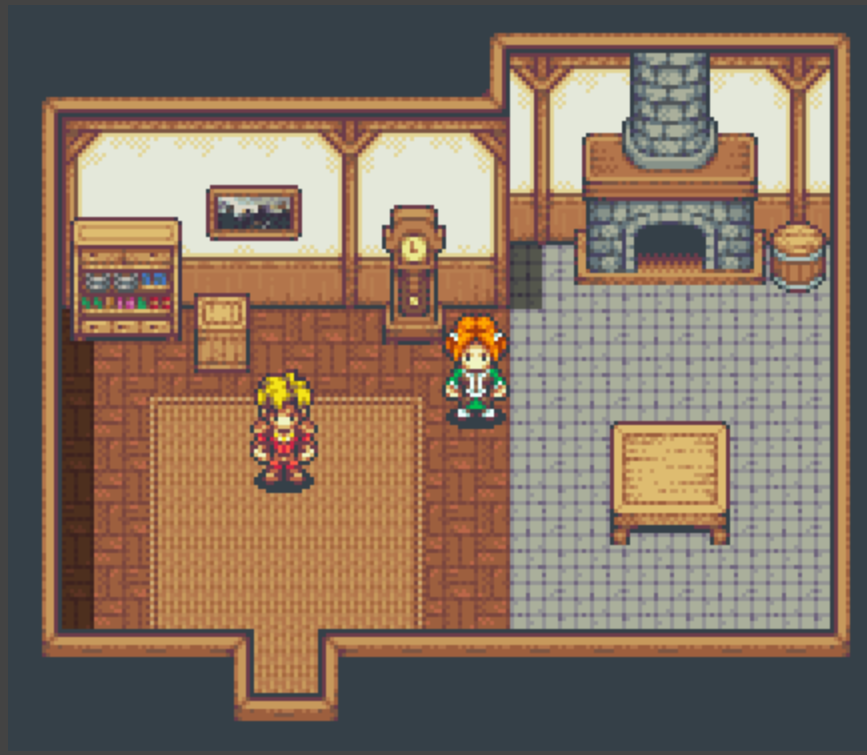
Dungeon Wall Columns

Some pieces of the dungeon TileB are intended to be used as bottoms for the walls found in the dungeon TileA5. To prevent confusion, here is a simple guide to how these pieces fit together.
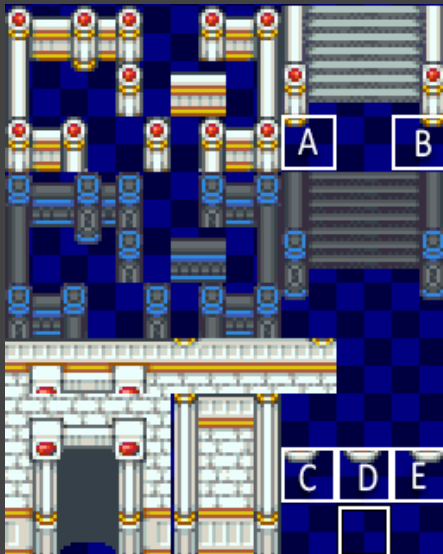
The tiles marked *A* and *B* are also used as the bottoms of the posts in the fence-like rails you see on the dungeon TileB sheet (pictured above).

Animated Object Events

Some animated objects use four frames of animation. You'll notice the fire animations are arranged vertically. The "stepping animation" will not work with these objects. To animate these in RMVXAce, you'll need to set a custom *move route*:
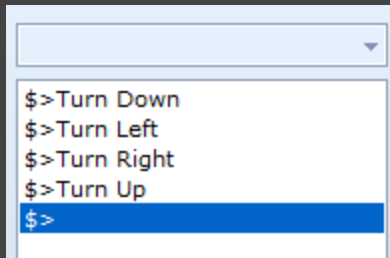
Add *wait* commands and other effects as you desire.

Emotion Character Animations

This *Time Fantasy* pack includes a number of animations for the characters. There are four animations for each character:
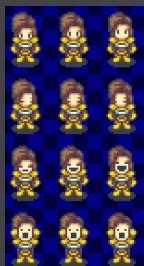
● Nodding
● Head shaking
● Laughing
● Surprise

The animations are arranged in a way that the "stepping" animation will cycle through the frames correctly. Depending on the situation, you may need to use "direction fix".

The tips in this document should help you with any questions about some of the more complicated aspects of these graphics. When in doubt, experiment!

For more about these graphics, such as free extras or updates on future releases, check out timefantasy.net. For additional support, you can join the official RPG Maker forums at rpgmakerweb.com.

Enjoy.