
RPG Maker VX(Ace) DLC Import Guide

This guide is to help you import the DLC packs you downloaded from the official store and Steam. This guide covers how to import them in RMVXAce. If you have any further questions, [you can post in our forums for help](#).

Where to find?

If you downloaded through Steam, by default it should be in:

64 bit OS: C:\Program Files (x86)\Steam\steamapps\common\RPGVXAce\dlc

32 bit OS: C:\Program Files\Steam\steamapps\common\RPGVXAce\dlc

If you downloaded through the official/ forum store.

Make sure to download [Winrar](#) and extract the contents in a folder.

How to Install?

The resource packs aren't installed directly to the RTP. You have to manually import them to your game project folder. By default, your project should be in the following paths:

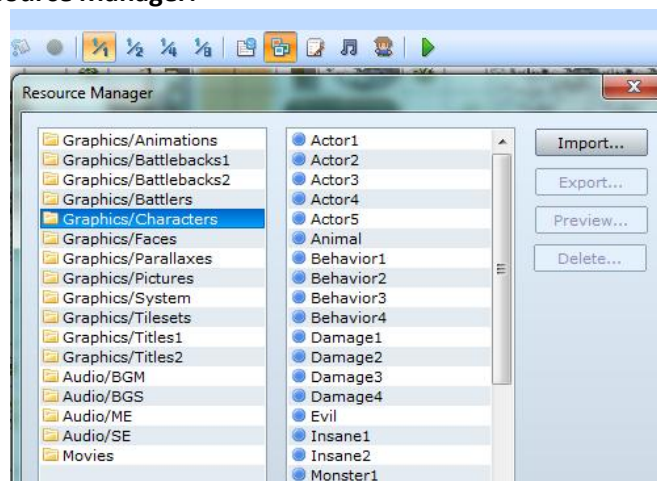
RPG Maker VX Ace: C:\Users\USERNAME\Documents\RPGVXACE\YOURGAME

RPG Maker VX: C:\Users\USERNAME\Documents\RPGVX\YOURGAME

RPG Maker XP: C:\Users\USERNAME\Documents\RPGXP\YOURGAME

Each pack is set up differently depending on the artist. I'll try to cover the bare basics.

You can use the Resource Manager:



Or look at the detailed guide below.

Characters

Also known as Character Sheets or sprites. Depending on the resource pack, they can have different presentations, but in a nutshell:

Samurai Pack: Characters

Futuristic Tiles: Characters

High Fantasy Pack: Character Sheets

RPG Maker DS Resource Pack: Characters and Event Objects

It is also a good thing to remember that **files with ! and/or \$ on their filenames are Character Sheets.**

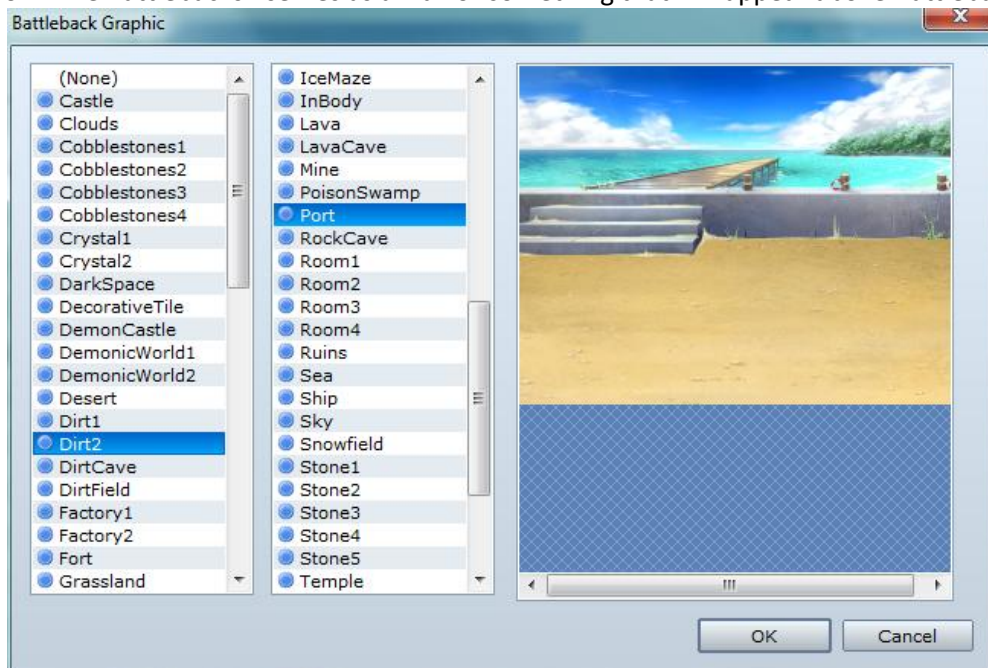
Character sheets can be either characters, monsters or even tile objects. Their purpose is to support as a new layer for any other decorations you might have for your levels. They are also in PNG format to support Alpha Transparency.

These files should go in:

C:\Users\USERNAME\Documents\RPGVXACE\YOURGAME\Graphics\Characters

Backgrounds

Backgrounds are simply images that appear in your battle screen. In VX Ace, it's named as Battlebacks1 and Battlebacks2. The difference between the two is that Battleback1 serves as the floor while Battlebacks2 serves as a wall or something that will appear above Battleback1.



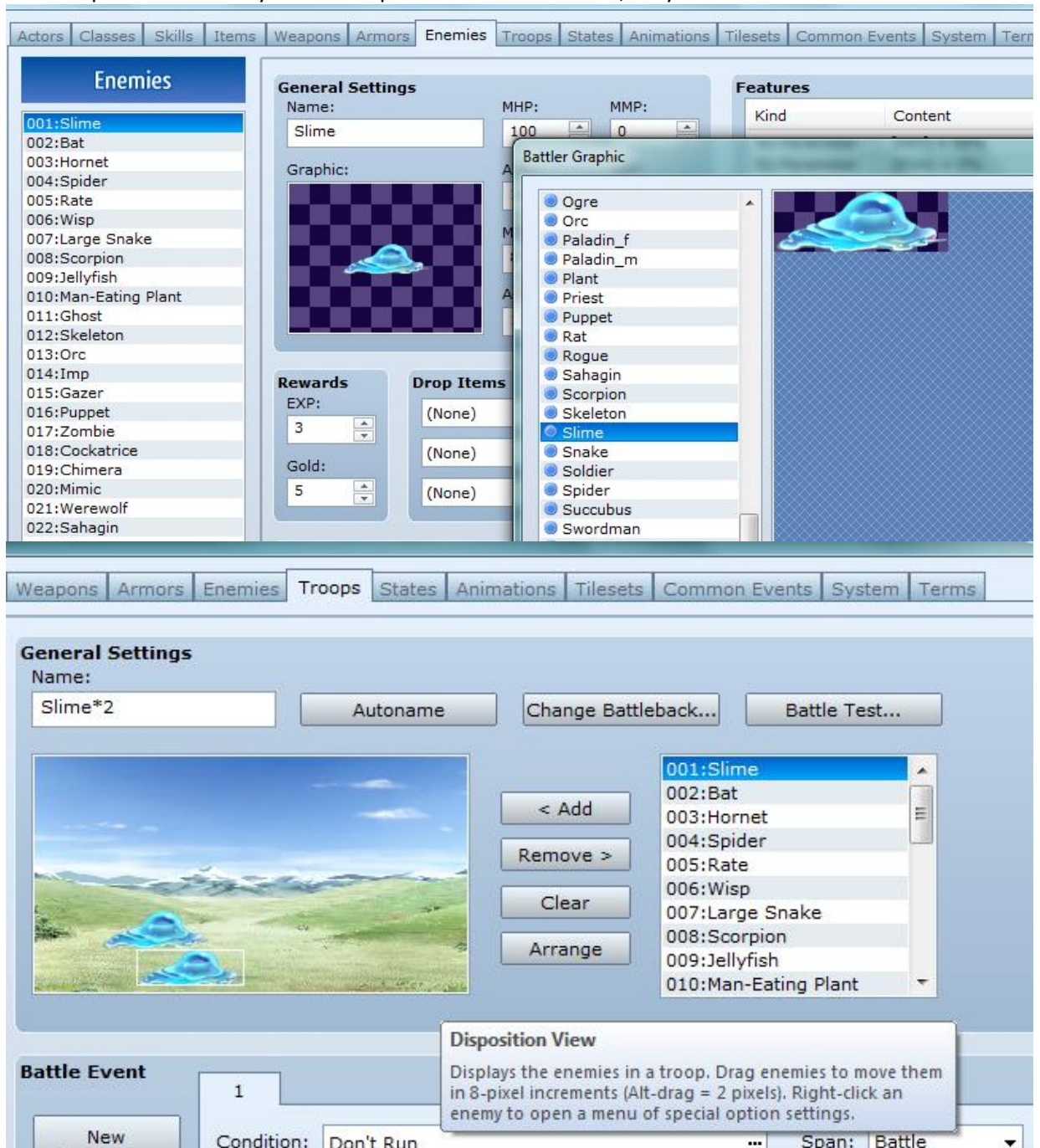
These files should go in either of the two:

C:\Users\USERNAME\Documents\RPGVXACE\YOURGAME\Graphics\Battlebacks1

C:\Users\USERNAME\Documents\RPGVXACE\YOURGAME\Graphics\Battlebacks2

Battlers

Battlers are simply static enemy graphics. Animated isn't supported by default and you will need a custom script to use them. It doesn't matter if they're sideview or frontview because you can set their position manually in the troops tab. In RPG Maker XP, they use the battlers in menus.

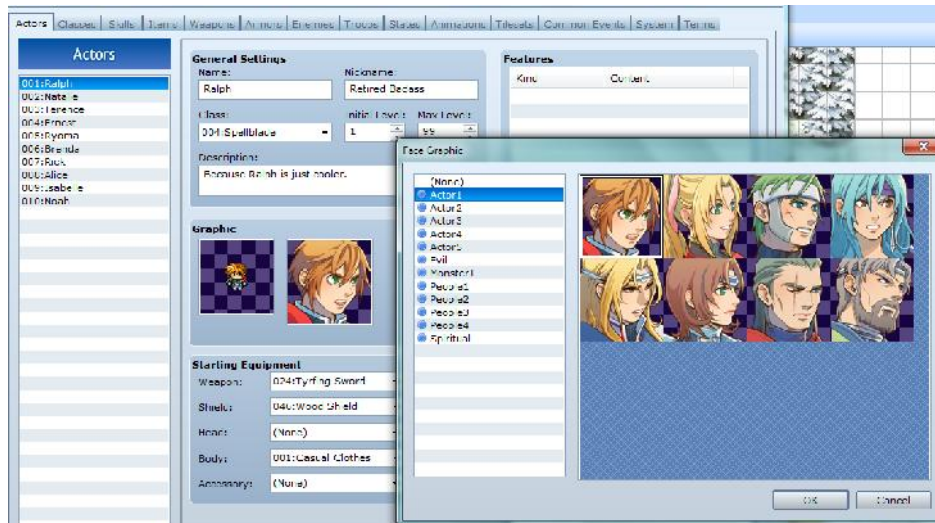


These files should go in:

C:\Users\USERNAME\Documents\RPGVXACE\YOURGAME\Graphics\Battlers

Faces

They're also known as Facesets. They are materials that you set in the actor tab in the database. They usually appear on menus and message windows if you want to do so. RPG Maker XP doesn't have this.

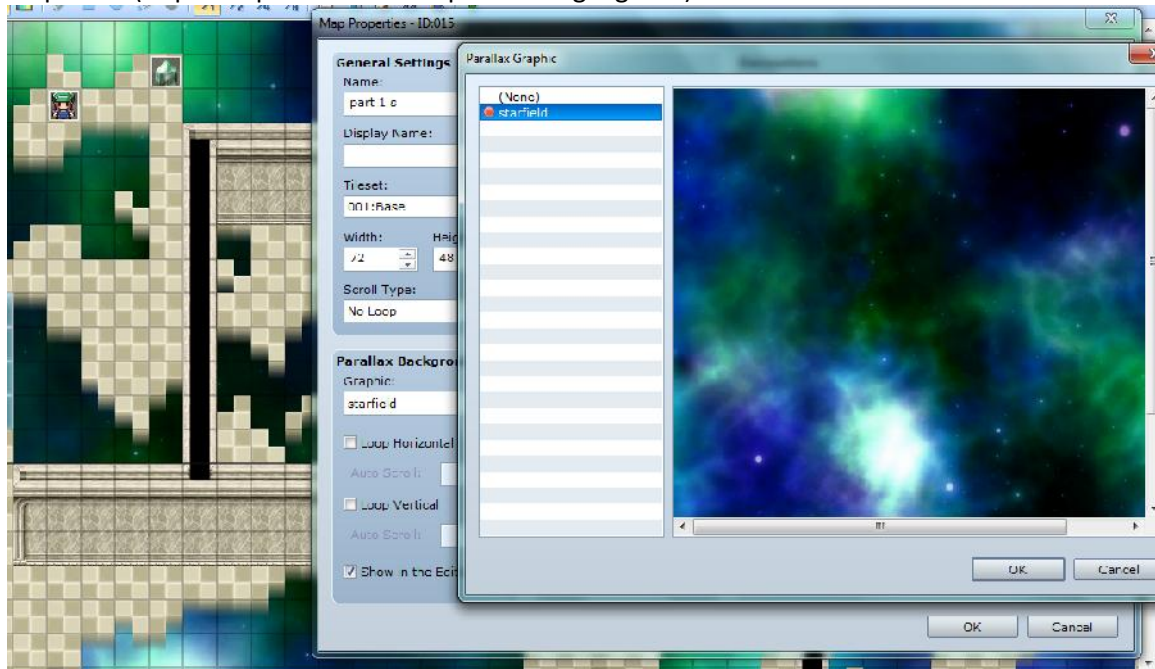


These files should go in:

C:\Users\USERNAME\Documents\RPGVXACE\YOURGAME\Graphics\Faces

Parallaxes

Also known as Panoramas. Parallaxes are images that appear beneath your map's tiles if there are transparent or half-transparent tiles present. You can access them in by Right Click-> Map Properties (or press space while a map tree is highlighted).



These files should go in:

C:\Users\USERNAME\Documents\RPGVXACE\YOURGAME\Graphics\Parallaxes

Tilesets

They are also known as Tiles. They are objects that is used to create your maps/levels.

- **Tiles A1 - A4** use the engine function called Autotiles. Consult the help file for more information. Walls, grounds, animations go in here.
- **Tiles A5** is the only "A" layer that doesn't use the autotiles and present the tiles as is.
- **Tiles BCDE** are upper tiles that don't have any special formatting. It is however important to remember to keep the uppermost left of Tile B a star passability or it will affect your tileset's passability settings.

Mode is an option in the Tileset Tab that changes how A2 Ground Autotiles work. Here's a quick explanation by Scinaya.

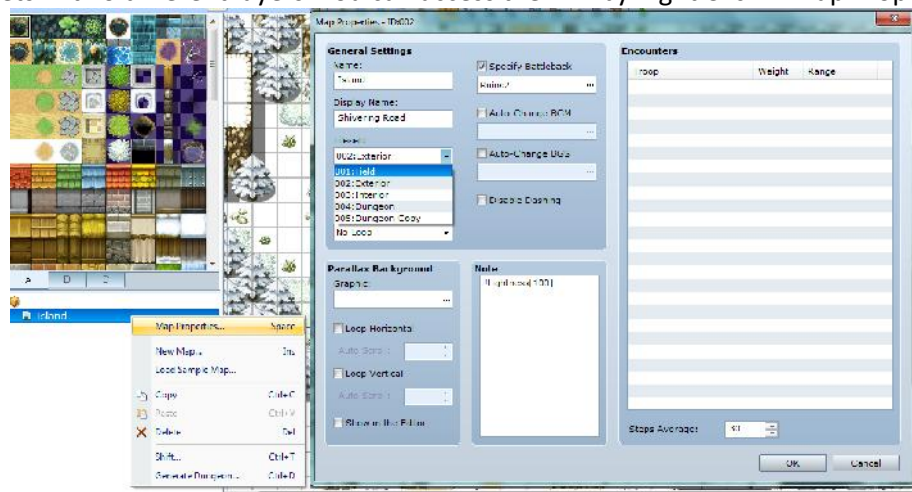
The pictures are made with color codes to show how they are drawn differently depending on the mode. Autotile columns marked with red will be handled as the bottom layer. The yellow tiles will be drawn with the red marked tile on their left side underneath them and are on the second layer. The green marked columns are on the second layer as well, but can be drawn on top of any red marked autotile on the bottom.



Area type is recommended on the A2 sets in which the first 4 columns don't have transparency in them. While VX Compatibility mode is perfect for VX formatted tile sheets. An example would be Celianna's Futuristic tile pack or the REFMAP VX Tiles.

The modes also affect the battle backgrounds selection. If the map is in Field Type, it will base the battle background to what tile the player is standing on. If the mode area is Area Type or VX-Compatible, the map and its effects will be used for the battle backgrounds.

Resource Packs like the Futuristic Tiles and the High Fantasy Pack should be set as VX Compatible. You can load a Tile E sheet to Tile B. It doesn't really matter. You can also load the same sheets in two different layers. You can access them in by Right Click-> Map Properties.

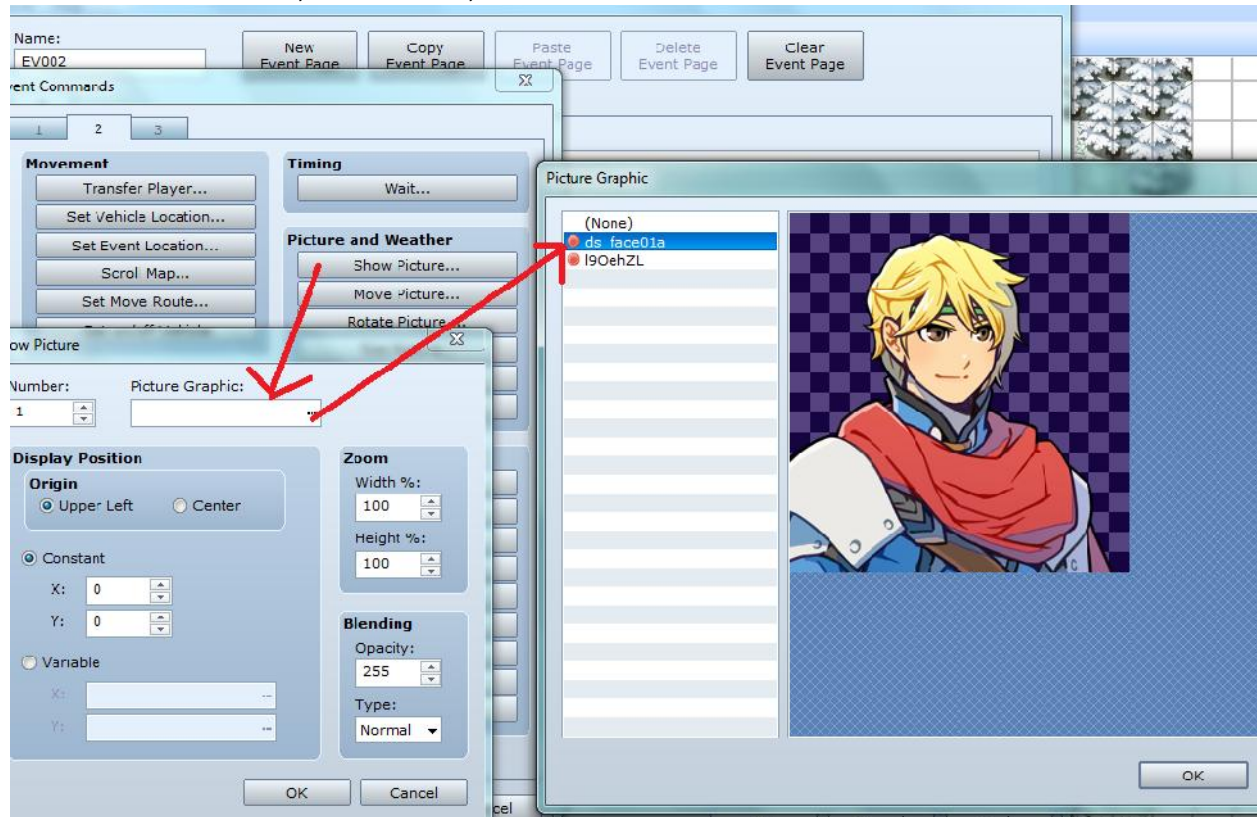


These files should go in:

C:\Users\USERNAME\Documents\RPGVXACE\YOURGAME\Graphics\Tiles

Pictures

Pictures are assets that can be literally anything. They also appear above everything except the menus. This includes but not limited to portraits and overlays. You can access them through the Event Command, Show Picture, Move Picture and Erase Picture.



These files should go in:

C:\Users\USERNAME\Documents\RPGVXACE\YOURGAME\Graphics\Pictures

System

System is where the Window (also known as Windowskin) and Iconset are located. If you have icons, you have to manually edit the existing RTP Iconset and merge them together.

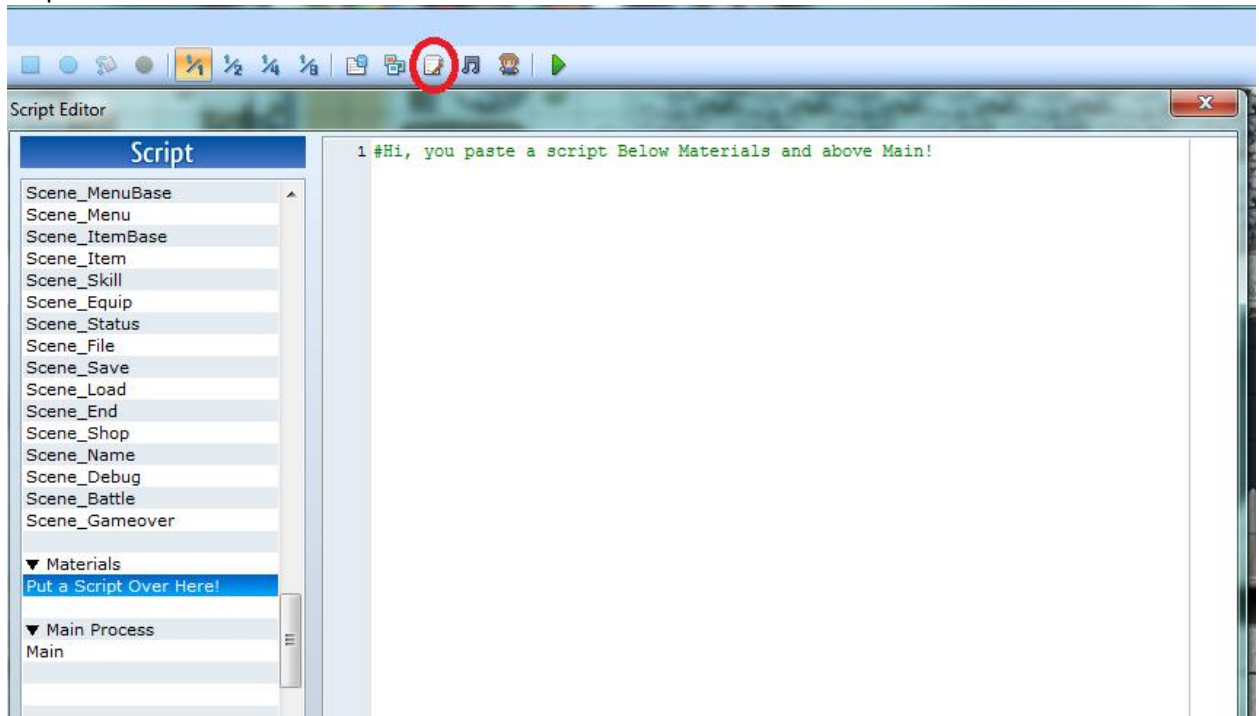


These files should go in:

C:\Users\USERNAME\Documents\RPGVXACE\YOURGAME\Graphics\System

Scripts

Scripts are materials that directly modify how your game works and can add features. Each script has different configuration depending on their creators. To paste scripts, press F11 or the Script Icon.



It is important to remember that sometimes, Scripts have an "order" going on to be compatible with each other. This is highly dependent on the script, so don't be afraid to ask in the forums about that.

A General Guideline would be, Visual Battler Scripts usually have to be below all other Mechanical Battle Scripts.

The End!

If you have any other questions, you can talk to the makers of the Resource Packs in [Product Discussion and Support](#) in the official forums.