SINNOH MAP SCRIPT v2.2

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FIRST OF ALL…

WHAT'S THIS?

This script will implement for you a fancy gen-4-styled region map, with which you will be able to check not only your current position in game, but also all the places you have already visited. Moreover, you can open a detail view to read the different descriptions and further information about all the places. But how does it look like? Check the images below!
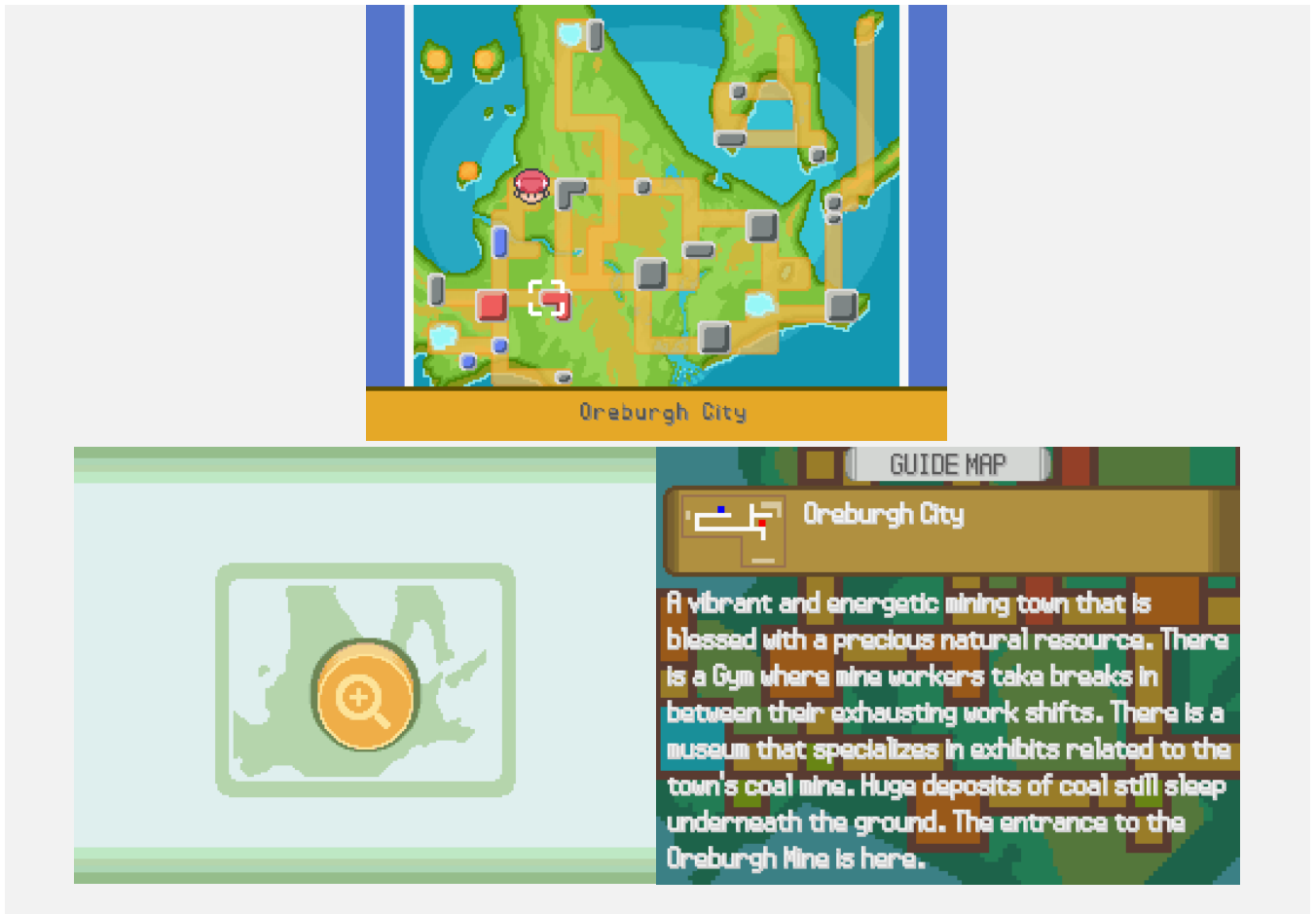
INSTALLATION

THE MOST BASIC PART IN ANY SCRIPT

I guess you might be wondering "How on earth do I install this in my own game?". So before moving on to how to control this script, let's see how to implement it.

1. **INSTALL SUSc:**
    Go to this **link** and install the latest version of SUSc plugin.
2. **INSTALL this script:**
    -   First, download the plugin kit using the link above.
    -   Extract the contents of the zip file into your game root folder.
    -   Next, go inside the folder "Pictures/Somerscripts/DPPTMap/" and rename the file "SinnohMap.png" with the name of your actual region. (if you don't know the name go to townmap.txt and look for **Filename=[the_name_you_are_looking_for]**)
    -   Note: You will need a background image for each region in your game.

AND THAT'S IT!

USAGE

THE MOMENT YOU'VE BEEN WAITING FOR

At this point, you should now have a perfectly working Sinnoh map system. Now, the real question: How does it work? This script provides lots of parameters to play with, so let's see them one by one. Well, let's first check how to even call the script. And that's as simple as calling **pbSinnohMap**. You won't need to worry about in which region you are currently in, since the script itself works it out. Here's how it looks depending on whether the constant DOUBLESCREEN from SUSc is set to true or not (aka, **single** or **double** screen mode).

Disclaimer: the screen size itself WON'T change just by enabling DOUBLESCREEN switch. In other words, it is not something inside this script's bounds, but something handled by SUSc plugin itself. In order to see how to properly customize your different screens (as well as how to properly **add the different locations information** into the script), see the documentation of SUSc.

Ok, so now that you have got used to the script, let's see how to customize it. All these parameters can be found in the file "**[001] DPPT Map Settings.rb**".

PARAMETERS:

-TILE_SIDE: Width and height of each map tile. You'll have to take this into account when drawing your own map. Here's an example with TILE_SIDE==14 (the one that comes by default):

-MAP_WIDTH_TILES: Number of useful horizontal tiles (I'll explain more about this just below)

-MAP_HEIGHT_TILES: Number of useful vertical tiles (I'll explain more about this just below)

- X_MARGIN: Margin in tiles from the left side of the screen. The cursor won't be able to access these first columns. In the example above, X_OFFSET == 3

-Y_MARGIN: Margin in tiles from the top side of the screen. The cursor won't be able to access these first rows. In the example above, Y_OFFSET == 0

-ICON_NAME_M: Name of your male player icon (you can either change it with your custom one or keep the same name and just replace the base sprite)

-ICON_NAME_F: Name of your female player icon (you can either change it with your custom one or keep the same name and just replace the base sprite).

-MC_MOVEMENT_TIME: Frequency in frames of the (orange) minicursor.

-LOC_NAME_FG_COLOR and LOC_NAME_BG_COLOR: Respectively, foreground and background coors for the location names in the top screen.

-CURSOR_WIDTH and CURSOR_HEIGHT: cursor sprite size.

-CURSOR_FRAMES: Number of animation frames of the cursor.

-CS_FRAME_TIME: Blinking period in frames of the cursor.

-CSMOVEPERIOD: Delay in frames of the cursor movement. Always 1 or greater.

-**MC_STEPS_TRACKED**: Number of "last visited places" to be recorded (this will be used for the orange minicursor).

-**MINI_CS_PERIOD**: Period for the minicursor movement in time frames.

-LOC_NAME_X and LOC_NAME_Y: Coordinates of the location names of the top screen.

-**TAG_TEXT**: Text to be displayed on the top part of the bottom screen.

-**TAG_X and TAG_Y**: location of the "TAG_TEXT" tag.

-**TAG_TEXT_FG and TAG_TEXT_BG**: Colors of the tag text.

-**TAG_TEXT_X and TAG_TEXT_Y**: Location of the tag text relative to the tag graphic.

-**DESC_PANEL_X and DESC_PANEL_Y**: Location of the description panel.

-**MINIMAP_X and MINIMAP_Y**: Location of the minimap relative to the description panel.

-**CHANGE_PAGE_SE:** Name of the sound to be played when switching detail mode on and off.

-**EXIT_MAP_SE**: Opening and closing sound

-**SHOW_DESC_ON_ROUTES:** Whether the description should be shown when the cursor is over a route.

AND THAT'S IT!

CUSTOMIZATION

BECAUSE YOU MIGHT NOT WANT A SINNOH MAP BUT A [YOUR_REGION_NAME] MAP.

HOW TO ADD A NEW LOCATION:

In SinnohMap.txt and for each new location:

1. The first line will contain "Name: " plus the name of the location.
2. The next lines can contain either the description of the location or a map Id, using the format described in the table below.
3. You can add a line of comment starting that line with "##".

Note: each description must be written in one single line.

Desc: <location_name>	Description of the location
Id: <map_id>	Id of an outdoor map

In turn, after you write a map id, you can add either of the following. If not, they will get respective default values:

Syntax	Description	Default value
Icon: <X>	Icon used* (if any)	-1 (no icon)
Size: <X,Y>	Width and height in tiles of the location (used for correctly placing the player icon).	[1,1]
Pos: <X,Y>	Coordinates in tiles of the location in the map.	[0,0]
SecMaps: <X,Y,…,Z>	List of maps IDs that share the same location as the current mapId (aka the interior maps in most of the cases).	-

This is an example of a location (Sinnoh route 205):

```
160    Name: Route 205
161 ▼ Id: 28
162        Pos: 6,13
163        Size: 1,3
164        SecMaps: 30
165 ▼ Id: 29
166        Pos: 8,11
167    Desc: A quietly following stream and hilly terrain with one-way ledges make this a fun area for adventure. Near the entrance of the
       Eterna Forest is a cabin whose keepers offer rest to weary travelers that stop by. A wide, wooden walkway spans a large pond.
       Fishermen idle their time away dangling lines from the walkway.
```

4. Optional (in case you wanted to add a minimap to the bottom screen when the location is selected): Go to Graphics/Pictures/SinnohMap/SignPosts and place there your minimap. It should have a size of 96x64, but it can be of any other. The name of this file must be the same as the location name you wrote back in step 4.
   Note: There is no problem If you don't place any image with the name of the specific location. It just won't show anything as minimap.
   DONE!

Note: While you don't add a new line with **"Name: <something>"** the script will still be assigning the IDs data to that location, so be careful not to miss this field.

*By the way, regarding the location icons, here's the table correspondance (you can also add and modify new ones to the graphic following this grid):

CONCLUSION

JUST FOR THE SAKE OF GIVING THANKS (and a small spam with my sites if I may)

And this is it for this version. If you have any problem don't hesitate to mail me at somersault0023@gmail.com, or contact me via discord: **Somersault**#9770 (copy and paste it because you are not going to find me otherwise), and I'll be really glad to help you solve any problem with this or any other script.

I also invite you to check my **Deviantart** account as well as the site of ahuge **Sinnoh fangame** my team and I are developing (in which this script features, by the way!)

With all being said, I would also like to give huge thanks to you. Exactly! Infinite thanks for downloading and playing with this. I really appreciate it. I really hope you like it and you enjoy it. Stay safe and best regards!