SUMMARY:

1. Advantages of using VXA-OS

• Easy to use;

• Safe;

• Free;

• It has support;

• It is constantly updated;

• It is an open source tool;

• The client and the server use Ruby, a very popular programming language (if you want to learn how to program in Ruby click HERE);

• RPG Maker has an extensive worldwide community;

• Cheap resources;

• RPG Maker event commands allow you to create multiple systems, so you do not need to code.

2. Initial settings

2.1 RPG Maker

If the version of your RPG Maker is not the original updated (1.0.1), you need to update the RGSS DLL. To do this, **before making any modifications to VXA-OS**, you must go to the VXA-OS Client System folder and copy the DLL named RGSS300.dll.

If you have already opened VXA-OS by RPG Maker and modified something before copying this dll, you need to extract VXA-OS without any modification of WinRAR again, since the updated DLL that is in the System folder of VXA-OS will already have been replaced by the old RPG Maker outdated (pirate).

Now go to the folder where the RMVXA is installed on your computer, which usually stays in: My Computer > Local Disk (C:) > Program Files > Enterbrain > RPG Maker VX Ace.

After you find the folder, replace the DLL RGSS300.dll with the one you copied:

While the players in your project will not need to upgrade the RPG Maker DLL.

This replacement will not hurt your other games. This is just an official RGSS update that you, the developer, should already have on your computer.

If you do not make this substitution, every time you open the RPG Maker VX Ace Editor and click Save, you will encounter a problem similar to that when opening Game.exe:

2.2 DirectX

The original Game.exe has been replaced with another executable that uses DirectX 9. However, some computers do not have this updated version. Therefore, if a DirectX related issue occurs, Microsoft recommends that you install the latest update on the official website by clicking HERE.

If you plan to make a custom installer for your game, you can include this update in it, as most games that DirectX uses do. Otherwise, you can make the update link available with your game.
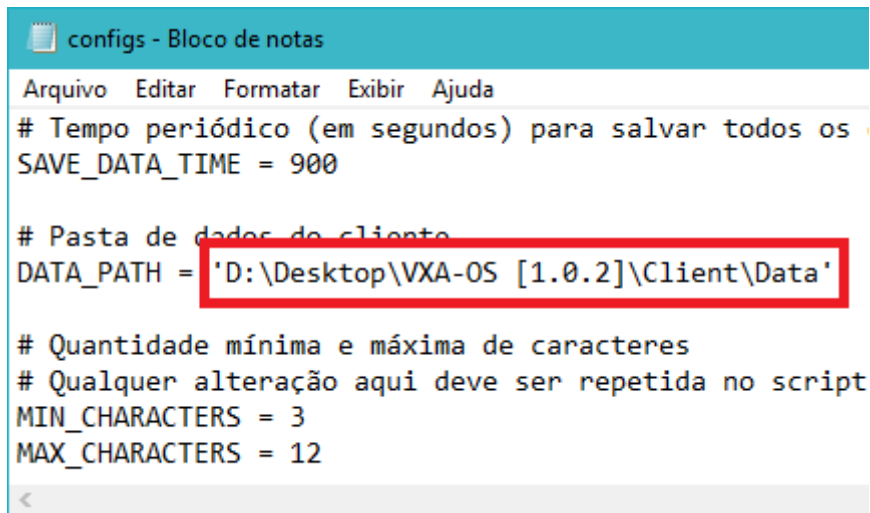
3. Server settings

The server needs to read some files from the main client's Data folder (which you, the developer, uses). This can be done in two ways:

a) Every time there is any change in some map or in the Database you can copy all files from the client's Data folder and paste them into the Data folder of the server; or

b) Before you run the server for the first time, you can set the path of the client Data folder in the **configs.ini** folder of the Server folder. To do so, just open the file, search for **DATA_PATH** and paste the path of the folder with **quotation marks**. Example:


In this file you can change various data such as port, maximum number of players online. Already the message of the day can be found in the **motd.txt** file. Lastly, in the **vocab.ini** file are some texts of the chat.

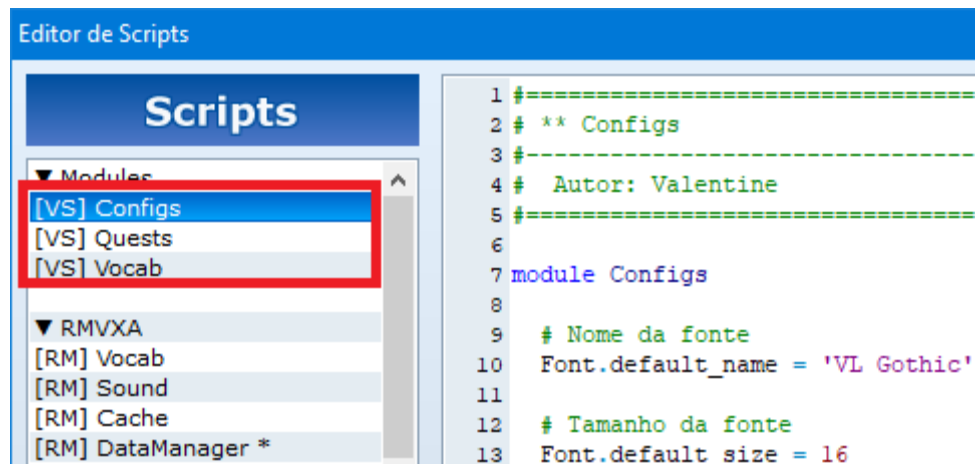Whenever any setting is changed, you must close the server, if it is on, and open it again.

Finally, to shut down the server and save all data before the time set in the settings, press Ctrl + C.

4. Client settings

Press **F11** or click **Script Editor**:
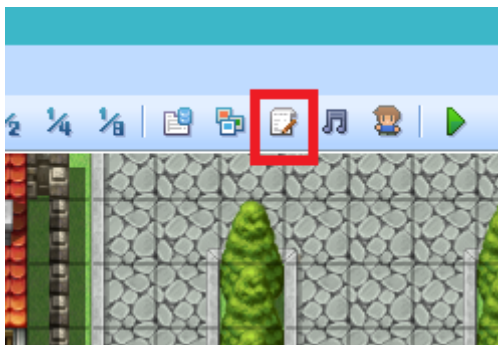
The general client settings are in three scripts: **[VS] Configs**, **[VS] Quests** and **[VS] Vocab**:

In the **[VS] Configs** script you can configure the IP, the network port, etc., **[VS] Quests** are responsible for the quests of the game. Finally, in the script **[VS] Vocab** are the texts of the game.

5. Controls

Key:	Function:
W or directional arrow up	Move the character to the top.
A or left arrow	Move the character to the left.
S or directional arrow down	Move character down.
D or right-arrow	Move the character to the right.
1 a 9	Hotbar.
Esc	Closes the windows and undoes the target selection.
I	Opens or closes the inventory.
H	Opens or closes the skills window.
C	Opens or closes the status window.
Q	Opens or closes the quests window.
F	Opens or closes the friends window.
M	Opens or closes the menu.
Enter	Sends messages from the chat.
Tab	Selects the nearest enemy.
Delete	Removes the selected name from the friends list.
F9	Opens or closes the admin panel.

Space	Pick up items from the floor.
Ctrl	Talk to events and attack.
Right click	Opens the interaction window.

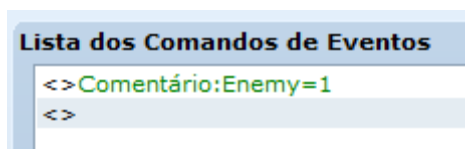# 6. Enemy creation on the map

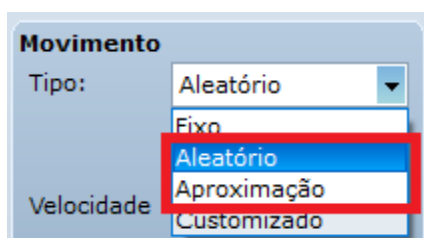## 6.1 Basic settings

Create an event on the map.

In Event Commands, click **Comment**:

Type **Enemy=** and, finally, the **ID** of the enemy in the Database. Example:

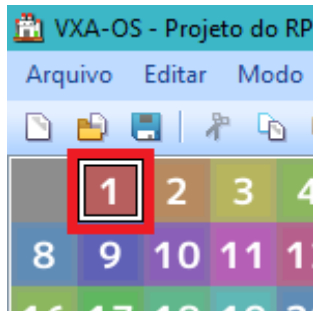Now in Movement type you have two options: **Random** and **Approximation**:

The **Random** option causes the enemy to continue to walk randomly and only attack if attacked. If you select **Approximation**, the enemy will attack the player who approaches the range of sight.

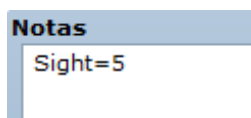Close the event and press **F7** or click **Regions**:
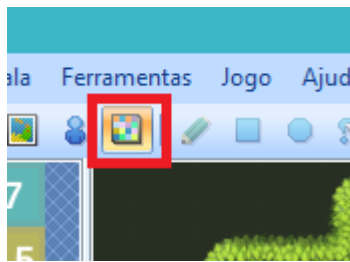
Select the first region:

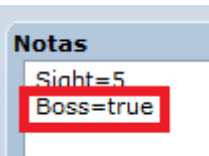Now choose the places where your enemies can be reborn. Example:

To set the range of enemies' views, press **F9** or click **Database** and go to the **Enemies** tab. In the **Notes** field, type **Sight=** and, finally, the scope of the view. Example

6.2 Boss

To create a boss, simply type **Boss= true** in the **Notes** field. Example:
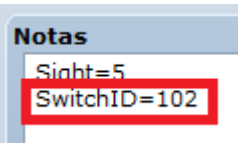
In addition to the color of the boss's name being different, their HP bar is larger than that of other enemies and fixed on players' screens:
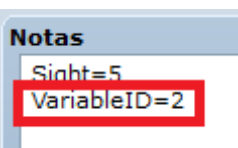

6.3 Optional settings

To enable or disable a switch when the enemy dies, type **SwitchID=**, and finally the switch ID in the **Notes** field. Example:

If the switch is active, it will be disabled; if it is disabled, it will be activated.

On the other hand, to increase the value of a variable, type **VariableID=** and, finally, the variable ID in the **Notes** field. Example:

7. Pvp map creation

By default, all maps are non-pvp, ie players can not cope. To create a pvp map, right click on the desired map, press **Space** or left click on **Properties...**. In the **Notes** field, type **PvP= true**. Example:
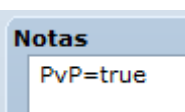
8. Level requirement for weapons and armor

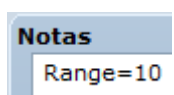By default, weapons and armor do not require level to be equipped. To impose level, press **F9** or click **Database**, go in the **Weapons** or **Armors** tab. In the **Notes** field, type **Level=**, and then the level. Example:

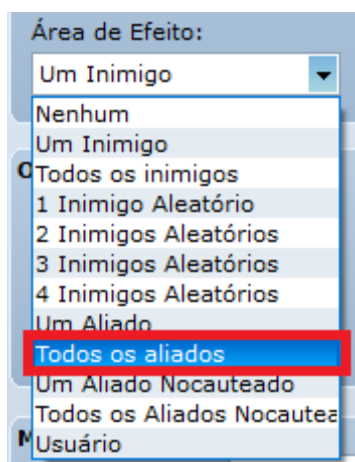# 9. Configuration of items and skills

9.1 Range

Press **F9** or click **Database**, now go to the **Items** or **Skills** tab. In the **Notes** field, type **Range=** and, finally, the range in tiles. Example:

9.2 Area of effect

In order for the skill or item to be used at the same time on all members of the group, go to the **Effect Area** field and select the **All Allies** option:

If the user of the item or skill is not in a group, the item or skill will only be used on it.

# 10. Changing character creation charts

Press **F9** or click **Database**, now go to the **Classes** tab and change what is written after **MaleSprites=**, **FemaleSprites=**, **MaleFaces=** and / or **FemaleFaces=** in the **Notes** field. Look:

```
Notas
   MaleSprites=Actor4/0,Actor1/0
   FemaleSprites=Actor3/1
   MaleFaces=Actor4/0,Actor1/0
   FemaleFaces=Actor3/1
```

The first line represents the male graphics, the second, in turn, the female images. The third and fourth lines are equivalent to the male and female faces respectively.

Each chart is separated by a comma, the value after / represents the index of the chart in the editor that starts at 0 and ends at 7:
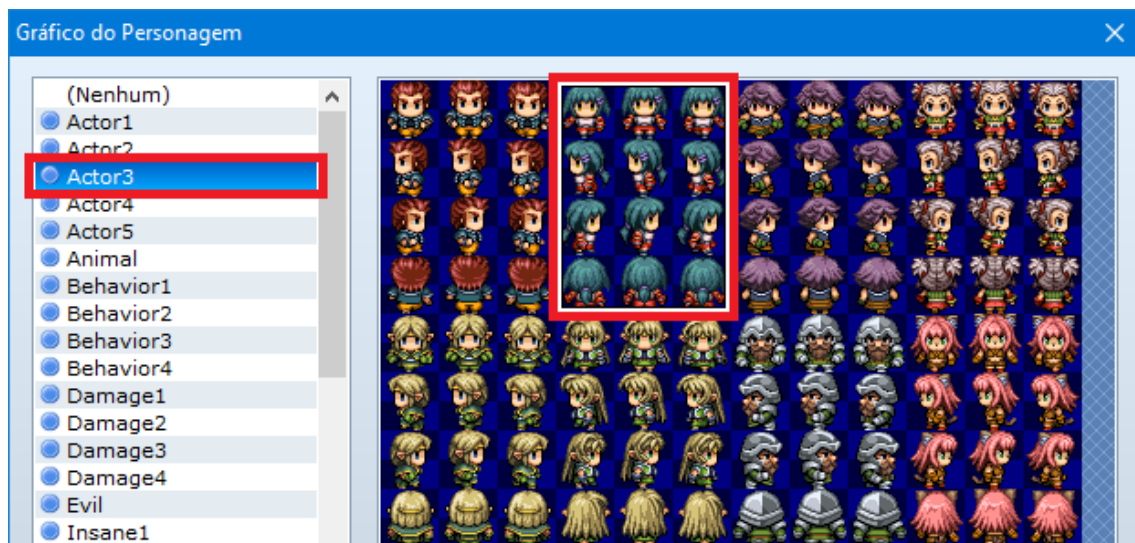
Let's imagine that you have chosen the graphic of the blue haired woman from the image above. In this case, you should write in the second line the following: FemaleSprites=**Actor3/1**.

11. Equipment paperdoll configuration

To display the weapon or equipped armor graphic on the character, press **F9** or click **Database**, now go to the **Weapons** or **Armors** tab. In the **Notes** field, type **Paperdoll=**, the name of the chart, / and the chart index that starts at 0 and ends at 7. Example:
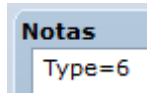


```
Notas
   Paperdoll=Shield2/1
```

In game:

12. Configuration of the type of armor

If you want to create an amulet, cape, glove or boot, press **F9** or click **Database**, now go to the **Armors** tab. In the **Notes** field, type **Type=** and, finally, type: 5 (amulet), 6 (cape), 7 (glove) and 8 (boot). Example:
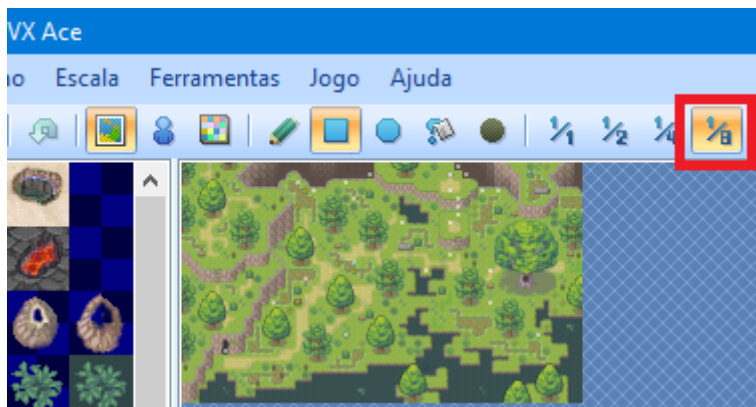

13. Creating a two-handed weapon

Press **F9** or click on the **Database**, now go to the tab **Weapons**. In the **Notes** field, type it **TwoHanded=true**. Example:
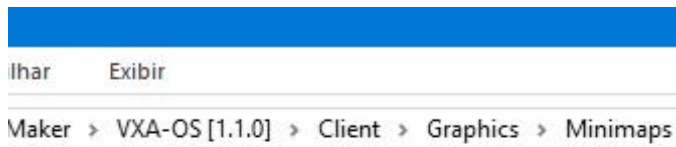

14. Creation of minimap

In the map editor, click the 1/8 scale to zoom out the map:

Press **Print Screen** and paste the image into Paint or another image editor.

Now save the image in the folder **Minimaps**, which is inside the Graphics folder, and in the Name field type the Map ID. Example:
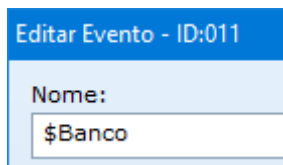
Map ID is at the bottom of the map editor:

15. Name setting on events and enemies

To display the name of the events on the screen, open the event. In the field **Name**, type it **$** and then the name of the event. Example:
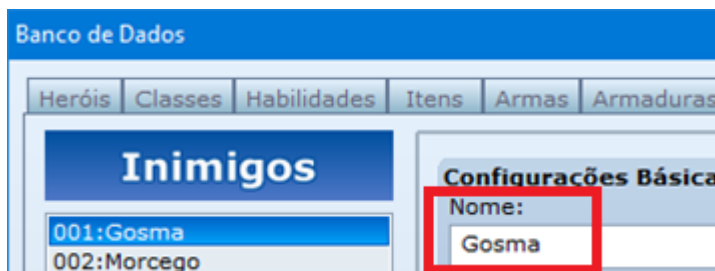

Now click **Ok**.

The dollar sign is not shown in the game:

Already the name of the enemies can be changed in the field **Name** of the tab **Enemies** of the Database, and it is not necessary to make any changes in their event:

16. Chat commands

/who: shows in the chat which players are online.

17. Resources

As a very popular engine, RPG Maker has several free and paid features that can be used in your game. See below some sites where you can find these resources.

Free resources:

[Sithjester Resources](#)

[Pixanna](#)

[Grandma Debslitt Lebits](#)

[Division Heaven](#)

[Hanzo Kimura Resources](#)

[Pixel Art World](#)

[Maru's Resources](#)

[Steampunk Tiles](#)

[Ayene's Tiles](#)

[Candacis' Resources](#)

Resources paid:

[RPG Maker Web](#)

[Pioneer Valley Games](#)

[Steam](#)

[Pixanna](#)

Please, if you use any of these features, especially the free ones, credit the creator on the topic of your game.

18. License

VXA-OS is a free open source framework, distributed under a very liberal license (the well-known MIT license). The project can be used for any purpose, including commercial purposes, without any cost or bureaucracy.

VXA-OS is not in the public domain and its creator retains its copyrights.

The only requirement is that if you use VXA-OS, you must give credit to the creator by including the copyright notice somewhere in your game.

In no event shall the copyright owner or copyright owner be liable for any claims, damages or other liabilities.

19. Credits

Creator:

Valentine

Thank you:

Cidiomar

Soreto

LeonM²

Komuro

zh99998

RGD