**Basic Setup**

1. **Create a backup of your project.** I’m 96% sure nothing in my plugin will break your project, but it never hurts to back it up before installing a new plugin.
2. Install the TDW Berry Core and Dex plugin by copying it into your project’s Plugins folder.
3. Move the files in the Graphics and PBS folders included into the same respective folders in your project.
4. Explore the settings in Plugins > TDW Berry Core and Dex > 000\_Settings.
5. Edit the berry\_dexes file in PBS as you wish for your game. Similar to setting up a Pokedex, define the list and order Berries will appear. Currently, only the [0] dex will be respected, but multiple Berrydexes may be supported in the future.
6. Edit the berry\_data file in PBS as you wish for your game.
   1. By default, the item description for the berry will show in the Battle page of the Berrydex. However, not all descriptions would fit this. You can customize what description to show here by including a BattleDescription line for the berry in the berry\_data file to show that, instead.
7. **If you have custom Berries...**
   1. Open the berry\_data file in PBS.
   2. Define each of your custom berries. **Without setting this up, using your custom berries for some features will cause errors.**
   3. Make sure to add your berries to the berry\_dexes file in PBS so they will appear in the Dex!

**Documentation**

**Functions**

pbToggleBerryDex(Set)

* Description: Toggles access to the Berrydex.
* Argument:
  + Set
    - Optional. Set to true or false to force set access to the Berrydex to that value.
    - If this isn’t set, it will simply set it to the opposite of what it currently is.
* Examples:
  + pbToggleBerryDex => Toggles access to the Berrydex
  + pbToggleBerryDex (true) => Forces the player to gain access to the Berrydex
  + pbToggleBerryDex (false) => Forces the player to lose access to the Berrydex

pbBerryDex

* Description: Opens the Berrydex if the player has access to it. There are no arguments for this function.

pbRegisterBerry(Berry)

* Description: Registers a berry to the Berrydex. Returns **true** if the Berry was registered.
* Argument:
  + Berry
    - Required. A Berry ID
* Example:
  + pbRegisterBerry(:ORANBERRY)=> Registers the Oran Berry to the Berrydex

pbUnregisterBerry(Berry)

* Description: Unregisters a berry currently in the Berrydex. Returns **true** if the Berry was unregistered.
* Argument:
  + Berry
    - Required. A Berry ID
* Example:
  + pbUnregisterBerry(:ORANBERRY)=> Unregisters the Oran Berry from the Berrydex

pbBerryRegistered?(Berry)

* Description: Returns **true** if the specified Berry is registered in the Berrydex, else **false**.
* Argument:
  + Berry
    - Required. A Berry ID
* Example:

pbBerryRegistered?(:ORANBERRY)=> Returns **true** if the Oran Berry is in the Berrydex.

pbBerryDexCount

* Description: Returns the number of Berries the player has registered in the Berrydex. There are no arguments for this function.

pbCanViewBerryDex?

* Description: Returns **true** if the player has access to view the Berrydex and has at least 1 Berry registered, else **false**. There are no arguments for this function.

pbChooseBerry(Variable)

* Description: A style of item selection that restricts to choosing a Berry.
* Argument:
  + Variable
    - Optional. A variable ID to save the result to.
* Example:
  + pbChooseBerry(15)=> Opens an item selection scene for the player to choose a Berry. The choice is saved in Variable 15.

pbChooseBerryMultiple(Count, AllowLess, Remove)

* Description: A custom scene that allows the player to select multiple Berries at one time. Returns an array of the Berry IDs chosen.
* Arguments:
  + Count
    - Optional. An integer for the max number of Berries the player can select. The max that can be selected at once is 6.
    - If this isn’t set, the default is 2.
  + AllowLess
    - Optional. Set to true or false depending on if you want to allow the player to choose less than the number set in Count.
    - If this isn’t set, the player will be allowed to choose less than Count.
  + Remove
    - Optional. Set to true or false depending on if you want the Berries the player chooses to be removed from the bag after the function is called.
    - If this isn’t set, chosen Berries will be removed by default.
* Example:
  + pbChooseBerryMultiple => Opens a Berry selection scene for the player to choose up to 2 Berries. Returns the list of Berries as an array. The Berries are removed from the bag after confirming choices.
  + pbChooseBerryMultiple(6) => Opens a Berry selection scene for the player to choose up to 6 Berries. Returns the list of Berries as an array. The Berries are removed from the bag after confirming choices.
  + pbChooseBerryMultiple(3, false, false) => Opens a Berry selection scene for the player to choose exactly 3 Berries. Returns the list of Berries as an array. The Berries chosen are **not** removed.

**Manual Setup – Access Berrydex Entry from Bag**

You may want to give the player the option to jump to the Berrydex entry for a berry when viewing it from the bag. Due to the structure of bag commands for items, it’s easier have you add this manually than me overwriting a function and creating incompatibilities with other plugins.

If you wish to set this up, view the information in the 005\_Bag Command file in the Plugin’s folder.