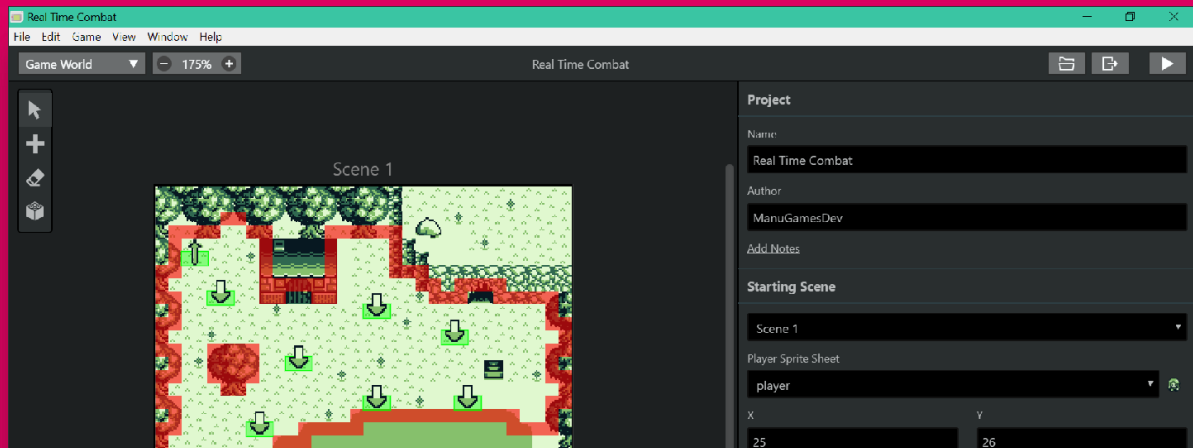




# Real Time Combat

for  GB Studio



## Documentation / How to use

Press B to attack.

All 8 enemies are already implemented. This is the maximum number of enemies because of the actor limit. You can remove as many as you want but make sure you just delete the right amount, because adding enemies is not (or with a lot of work) possible. Also: Always remove the corresponding code from the swords script too! (E.g. if you remove the enemy1 actor you have to remove the two blocks in the image below)

You can copy the scene if you want more scenes with enemies. I recommend copying it only with all enemies in it because otherwise it could cause bugs. At the time this documentation has been written, GB Studio had a bug when you copy a scene, in the scripts most actors were not correctly set. **This means for now it is not possible to copy the scene without much cleanup work!** Hope this will get fixed soon.

