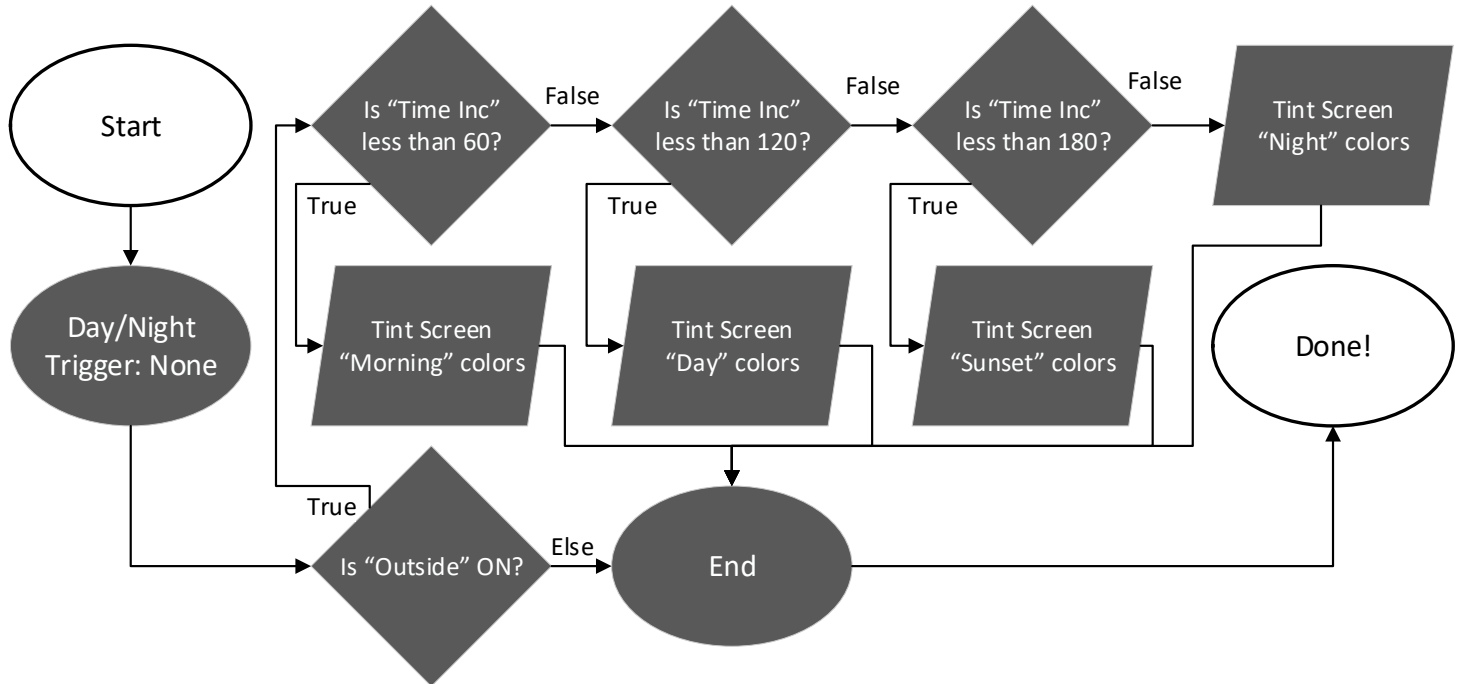


Day/Night System [Switches, Branches, Common Events] Required: Time System

Time systems are a little useless without Day and Night, so create the effect of the sun rising and falling.

Whenever we are outside, the sun should be lighting our game world in a way that is consistent with the current game time (unless you have a whacky fantasy world where the light doesn't come from a sun). For this, we will create a switch called "Outside" and a Common Event called Day/Night.

In the new Common Event, add the commands as shown in the flow chart below:



Insert the following into the flowchart for **Time System**:



The first of two really important things to remember is that we need to use the Map Loader event on every map to set whether or not that map is "Inside" or "Outside", by turning the "Outside" switch ON or OFF.

The second important thing we need to know is that the only way make the game adjust the colors of the lighting is by "calling" the event. Unlike other events in the game, this "Day/Night" event cannot run automatically or whenever we press a button. It has to be run as part of

another event. The game will "jump" from one event, do the commands in the day night event, then jump back to finish the first event. This is called a "jump", "function", or "subroutine".

The event that will "call" the "Day/Night" event is the "Time System" event. Just insert a "Common Event..." command between where it adds to the "Time Inc" and checking to see if the day as passed.

