# Using Control Codes in Your Quests

You can use several different "control codes" within your quests. This documents covers what they are and how to use them.

First, let's understand placement. The script will always respect any manual line breaks you make, but will attempt to auto break any lines that are too long. In the below example, we manually created a line break at the end of the first sentence, so the second sentence starts on a new line. But since the first sentence was too long, the script broke it into two lines.



Control codes can be used to manipulate the underlying text. The script will attempt to perform the same line breaking as with plain text but it may not account for everything (especially when using icons, custom fonts, or bold/italics). So if you experience poorly placed text, try adding manual line breaks to solve the problem.

## Dynamic Data

The first set of codes involves displaying dynamic data. You can display values from variables, actor names, and party gold.

## Dynamic Font

The second set of codes involves dynamically changing the font. You can change the color, bold, or italics. You can set a new font. You can add blank lines.

## Database Items

The third set of codes involves displaying items from the database. You can display armors, items, skills, and weapons.

**Mobius's Quest Journal**  — □ ✕

Main Quest
Treasure Hunt
Yellow Cake
Generic Quest Name
Advanced Quest
Advanced 2
Data Words Quest

This shows a key: 🗝
This shows a key: 🗝
An armor without an icon: Bronze Shield
An armor with an icon: 🛡 Iron Shield
An item without an icon: Potion
An item with an icon: 🧪 High Potion
A skill without an icon: Heal
A skill with an icon: ✴ Greater Heal
A weapon without an icon: Bronze Sword
A weapon with an icon: ⚔ Iron Sword

This shows a key: \icon[029-Key01]
This shows a key: \ICON[030-Key02]
An armor without an icon: \da[1]
An armor with an icon: \DAI[2]
An item without an icon: \di[1]
An item with an icon: \DII[2]
A skill without an icon: \ds[1]
A skill with an icon: \DSI[2]
A weapon without an icon: \dw[1]
A weapon with an icon: \DWI[2]

## Database Words

The fourth set of codes involves displaying words from the database. You can display any word in the database.

**Mobius's Quest Journal**  — □ ✕

Main Quest
Treasure Hunt
Yellow Cake
Generic Quest Name
Advanced Quest
Advanced 2
Data Words Quest

This is the word for gold: G
This is the word for hp: HP
This is the word for sp: SP
This is the word for str: STR
This is the word for dex: DEX
This is the word for agi: AGI
This is the word for int: INT
This is the word for atk: ATK
This is the word for pdef: PDEF
This is the word for mdef: MDEF
This is the word for weapon: Weapon
This is the word for armor1: Shield
This is the word for armor2: Helmet
This is the word for armor3: Body Armor
This is the word for armor4: Accessory
This is the word for attack: Attack
This is the word for skill: Skill
This is the word for guard: Defend
This is the word for item: Item
This is the word for equip: Equip

This is the word for gold: \wgd
This is the word for hp: \whp
This is the word for sp: \wsp
This is the word for str: \wstr
This is the word for dex: \wdex
This is the word for agi: \wagi
This is the word for int: \wint
This is the word for atk: \watk
This is the word for pdef: \wpdef
This is the word for mdef: \wmdef
This is the word for weapon: \wwpn
This is the word for armor1: \warm1
This is the word for armor2: \warm2
This is the word for armor3: \warm3
This is the word for armor4: \warm4
This is the word for attack: \wa
This is the word for skill: \ws
This is the word for guard: \wg
This is the word for item: \wi
This is the word for equip: \we

Words

| G (currency): | Weapon: |
| --- | --- |
| G | Weapon |
| HP: | Shield: |
| HP | Shield |
| SP: | Helmet: |
| SP | Helmet |
| STR: | Body Armor: |
| STR | Body Armor |
| DEX: | Accessory: |
| DEX | Accessory |
| AGI: | Attack: |
| AGI | Attack |
| INT: | Skill: |
| INT | Skill |
| ATK: | Defend: |
| ATK | Defend |
| PDEF: | Item: |
| PDEF | Item |
| MDEF: | Equip: |
| MDEF | Equip |