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.

A man named Simon asked you to get some yellow cake for him for his son's birthday.

He told you the bakery in Hafsgar has the best cakes.

Main Quest
Yellow Cake

A man named Simon asked you to get some yellow cake for him for his son's birthday.

He told you the bakery in Hafsgar has the best cakes.

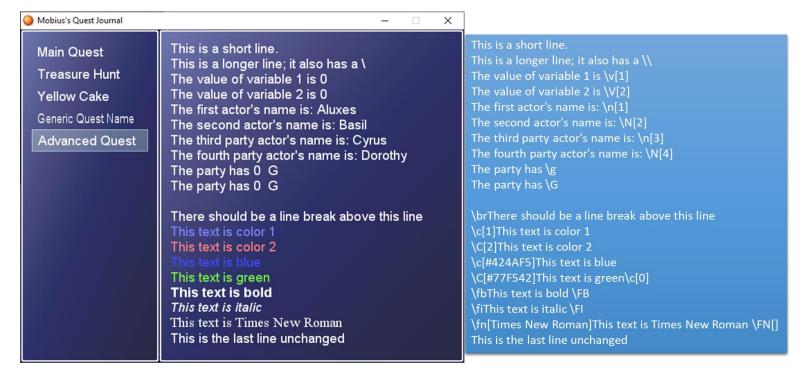
Control codes can be used to manipulate the underlying text. The script will attempt to perform the same line breaking as with plain text but it may not account for everything (especially when using icons, custom fonts, or bold/italics). So if you experience poorly placed text, try adding manual line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

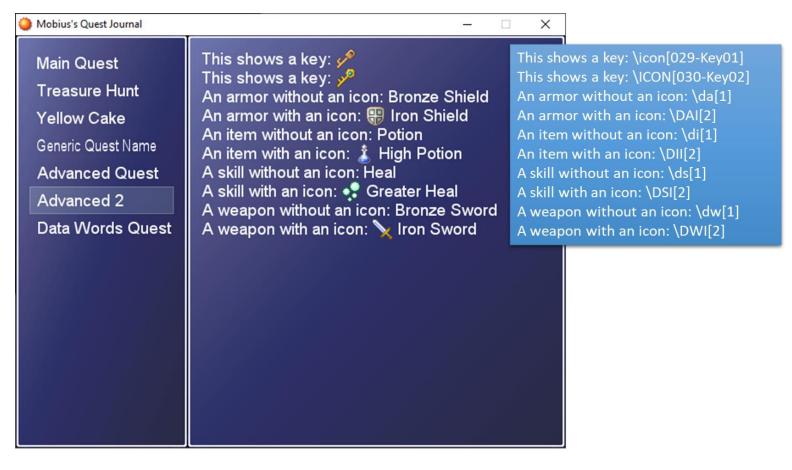
Dynamic Font

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.



Database Words

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

