

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.

Mobius's Quest Journal

Main Quest

Treasure Hunt

Yellow Cake

Generic Quest Name

Advanced Quest

This is a short line.
This is a longer line; it also has a \

The value of variable 1 is 0
The value of variable 2 is 0
The first actor's name is: Aluxes
The second actor's name is: Basil
The third party actor's name is: Cyrus
The fourth party actor's name is: Dorothy
The party has 0 G
The party has 0 G

There should be a line break above this line
This text is color 1
This text is color 2
This text is blue
This text is green
This text is bold
This text is italic
This text is Times New Roman
This is the last line unchanged

This is a short line.
This is a longer line; it also has a \\
The value of variable 1 is \v[1]
The value of variable 2 is \V[2]
The first actor's name is: \n[1]
The second actor's name is: \N[2]
The third party actor's name is: \n[3]
The fourth party actor's name is: \N[4]
The party has \g
The party has \G

\brThere should be a line break above this line
\c[1]This text is color 1
\C[2]This text is color 2
\c[#424AF5]This text is blue
\C[#77F542]This text is green\c[0]
\fbThis text is bold \FB
\fiThis text is italic \FI
\fn[Times New Roman]This text is Times New Roman \FN[]
This is the last line unchanged

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: \wat

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):
G

Weapon:
Weapon

HP:
HP

Shield:
Shield

SP:
SP

Helmet:
Helmet

STR:
STR

Body Armor:
Body Armor

DEX:
DEX

Accessory:
Accessory

AGI:
AGI

Attack:
Attack

INT:
INT

Skill:
Skill

ATK:
ATK

Defend:
Defend

PDEF:
PDEF

Item:
Item

MDEF:
MDEF

Equip:
Equip