

## 【How to use RemakeMapResourcePack】

[preparation]

Step 1. Create a backup of the project you are working on.

Step 2. Create a new project

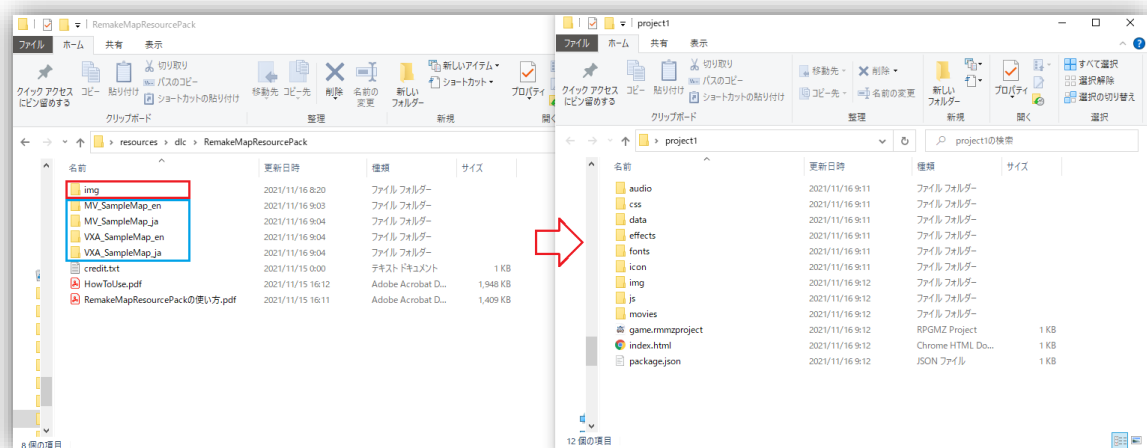
Step 3. Overwrite and copy the "data" and "img" folders from the RemakeMapResourcePack folder to the new project created in step 2.

### Folder Description

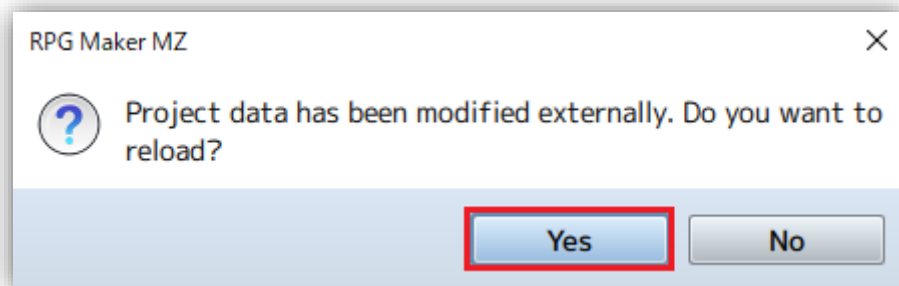
MV\_SampleMap\_en...This is a remake of the sample map collection from "RPG Maker MV".

VXA\_SampleMap\_en...This is a remake of the sample map collection from "RPG Maker VX Ace".

\*The "data" folder is included in the MV\_SampleMap\_en and VXA\_SampleMap\_en folders.



When the following message appears, press "Yes".



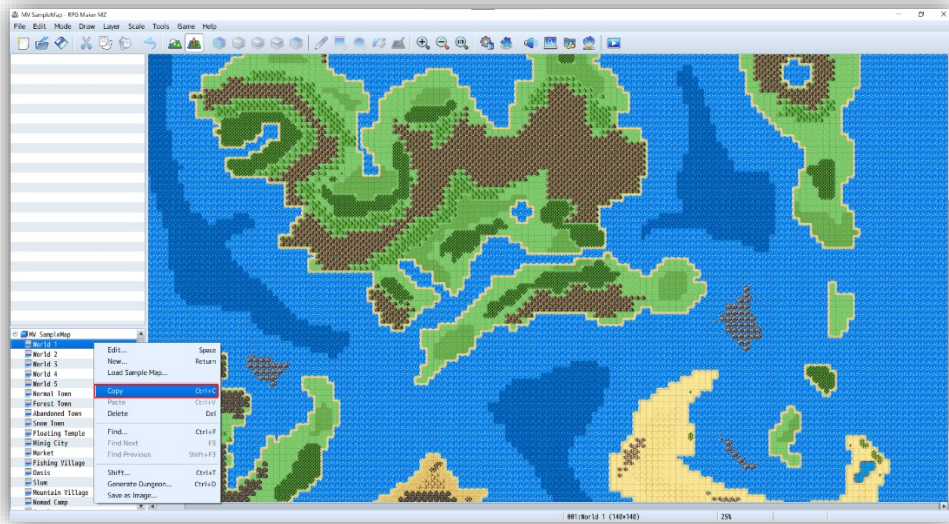
Step 4. Copy the "img" folder from the RemakeMapResourcePack folder to the project you

are working on.

[Copying map data]

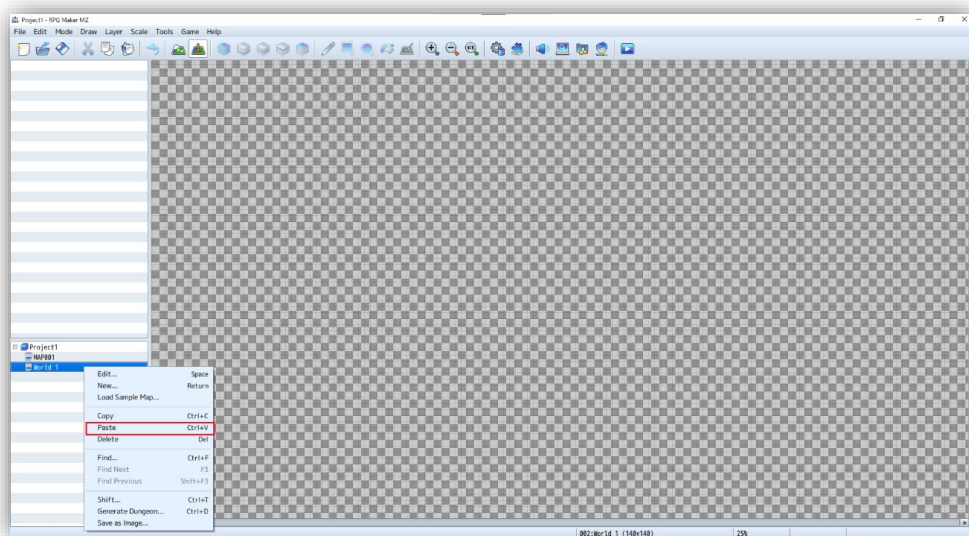
Step 5. Select the map you want to copy from the map tree of the new project created in step 2, and right-click "Copy".

Example. Copy "World 1".



Step 6. Open the project you are working on, and right-click on the map tree and press "Paste". Once the data has been copied, overwrite the project and close it.

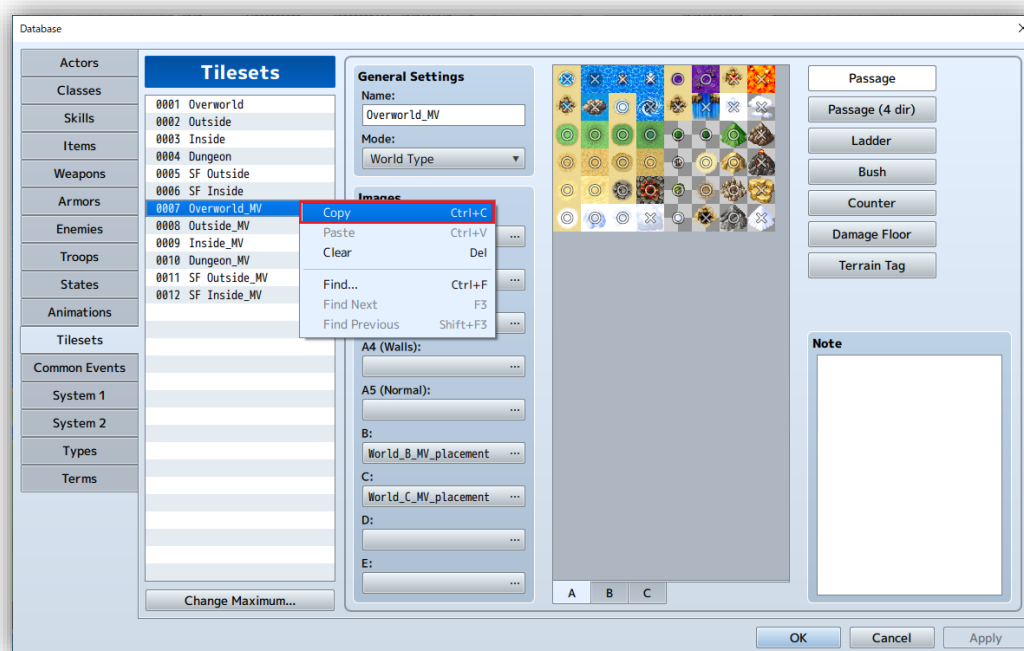
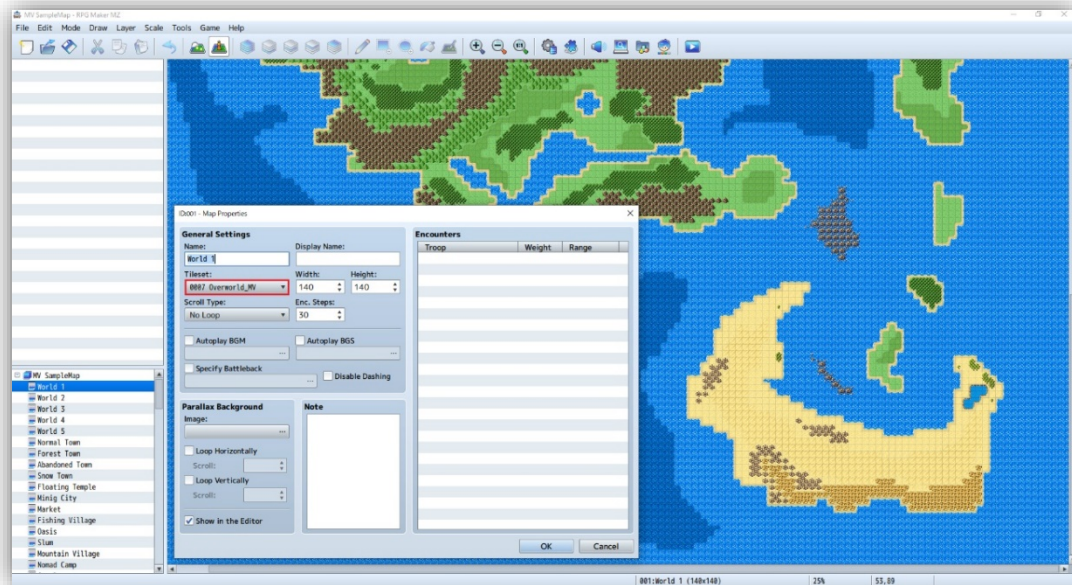
\*The map will be displayed by proceeding to Step 8.



[Copying the tileset data]

Step 7. Open the new project created in step 2, select Database → Tileset, select the tileset of the map copied in step 5, and click "Copy".

Example. Copy the tileset "0007 Overworld\_MV" into "World 1".



Step 8. Open the project you are working on and right-click on the map tree and press "Paste".

