

Use of plot models

function

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Plot Model (Script)

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Script

PlotModel

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Plot Require

Plot Type

Date

▼

Start Time

Year

2021

Month

11

Day

25

Repeatability

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Role Data Require

None (Role Data)

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Scene Require

Size

1

Element 0

None (Scene Model)

Priority

10

Over Day

☐

Plot Probability

100

Scene Graph

None (Gfu Scene Graph)

Action Model

None (Action Model)

Section	Property	Value
Plot Require	Script	PlotModel
	Plot Type	Plot
	Trigger Type	Replace
	Trigger Plot	None (Plot Model)
	Replace Plot	None (Plot Model)
	Repeatability	<input type="checkbox"/>
	Role Data Require	None (Role Data)
	Scene Require	
	Size	1
	Element 0	None (Scene Model)
Scene Require	Priority	10
	Over Day	<input type="checkbox"/>
	Plot Probability	100
	Scene Graph	None (Gfu Scene Graph)
	Action Model	None (Action Model)

Story requires two trigger modes, story and date,

In date mode, the story responds to events such as date changes, and in story mode responds to events triggered by the story

For the date plot

1. The date scenario will only be executed once a day
2. The story will be triggered when the system date is in line with the start time (effective on the same day, if it needs to be effective for more than one day, please check the repeatable setting duration)
3. After checking repeatable, you can select the duration of the story (days). If it is negative, the story will trigger every day (in fact, it will trigger 2^{32} days at most, and the duration will start days after the start time).
4. The story will be triggered only when all the values in the character data requirements are greater than or equal to
5. The story will only be triggered when the current scene is one of the scene requirements, and will not be required when it is empty
6. The lower the priority is, the higher the priority is
7. Check the end of the current day. After the story is over, the current date will be transferred to tomorrow
8. Story trigger rate determines the probability of success when the story is triggered
9. The scene diagram is the container for the story, without which the story triggers are useless
10. The active model is obsolete

For alternate scenarios

1. Substitution scenarios will only be performed once when triggered
2. You can choose to execute the trigger before, after, or after it is replaced

Trigger validation is triggered when the story is about to execute

4. Alternate plot refers to replacing the trigger plot with the specified plot
5. After checking repeatable, you can select the number of substitutions (times) for the story. If the number is negative, it will be infinite (in fact, the maximum substitutions are 2^{32}).
6. The story will be triggered only when all the values in the character data requirement are greater than or equal to
7. The story will only be triggered when the current scene is one of the scene requirements, and will not be required when it is empty
8. The lower the priority, the higher the priority
9. Check the end of the day, after the end of the story, the current date will be transferred to tomorrow
10. The story trigger rate determines the probability of success when the story triggers
11. The scene diagram is the container for the story, without which the story triggers are useless
12. The active model is obsolete

Story models are automatically attached, validated, and executed once the game starts, without you having to do anything else.

Your plot diagram needs to be attached to the scenario diagram of the story model to run, and of course you can control the execution of the plot diagram through scripting