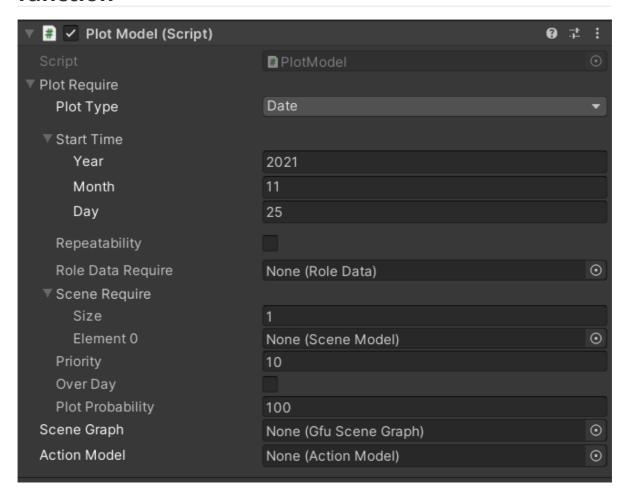
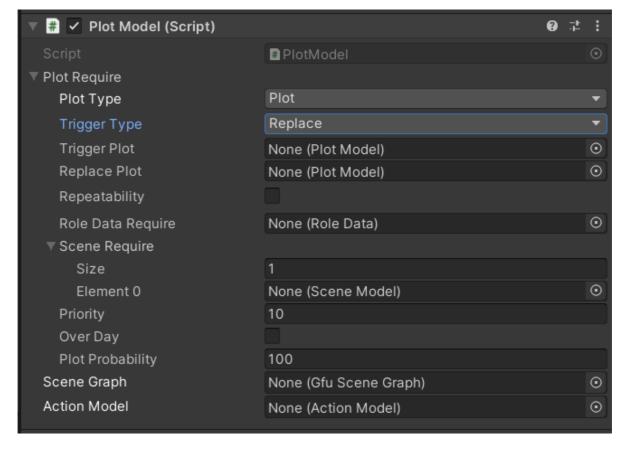
## Use of plot models

## function





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
- 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 The active model is obsolete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