**RPG MAKER MV Skill Tree Helpful Script Calls**

**Getting your party count (for battle members)  
(Set X to total actors in database, and Y to desired variable to use)**

*var totalactors = X*

*// Set this to total actor slots in database*

*var store = Y*

*//Party count variable*

*$gameVariables.setValue(store, 0);*

*for (var i=1; i <= totalactors; i++){*

*if($gameActors.actor(i).isBattleMember() == true){*

*$gameVariables.setValue(store, $gameVariables.value(store)+1);*

*}*

*};*

**Disabling Choices**

*disable\_choice(2,"true");*

*disable\_choice(3,"true");*

*disable\_choice(4,"true");  
  
// 5, 6, etc…*

**Setting a Variable to Actor’s Current Job Points  
(Replace X with your variable)**

*$gameActors.actor($gameVariables.value(X)).jp()*

**Gain or Lose Job Points (Replace X with your variable, and Y with desired amount)**

*$gameActors.actor($gameVariables.value(X)).gainJp(Y);*

*$gameActors.actor($gameVariables.value(X)).loseJp(Y);*

**Check the Self Switch of another Event \*Conditional Branch Script\*  
(Replace # with event ID to check) – (Can check A thru D by default)**

*($gameSelfSwitches.value([$gameMap.mapId(), #, 'A']))*

**Control the Self Switch of another Event – 1 is on, 0 is off  
(Replace # with event ID to control) – (Can change A thru D by default)**

*var key = [$gameMap.mapId(), #, "B"];*

*$gameSelfSwitches.setValue(key, 1);*

**Set Initial Job Points Amount of Actors  
(Set X to total actors in database, and Y to desired initial amount of JP)**

*var totalactors = X*

*// Set this to total actor slots in database*

*var initial = Y*

*for (var i=1; i <= totalactors; i++){*

*$gameActors.actor(i).setJp(initial);*

*};*