Q: My Doki disappeared! What's wrong?

This will happen sooner or later! Characters disappear if you try to show them using a tag that doesn't exist. Technically an exception message shows on screen, but the characters are zoomed in enough that you normally won't see it, so they just appear to be invisible.

If When this happens, the first thing you should try is running the tool for that character. Maybe it just hasn't been run since your last changes were made, so it hasn't created the tag you needed yet. Make sure you type "-d" when running the tool so the computed tags go to .rpy files in your project instead of .txt files in the same folder as the tool (a safety feature so you don't accidentally overwrite existing files).

If they still aren't showing up, double check the line which should be showing them. (You should be able to find this quickly if you search for whatever dialogue was on screen at the time.) Make sure the tag you're using is valid, but check for more than that—I once had Natsuki fail to show because I spelled her name "natuski" by accident. (Be sure to run the tool once this is fixed if that's the issue.)

If you've run the tool recently and the tag seems valid, check if the image pieces you're expecting are in the right place in the character's folders. The tool never moves or deletes images, but they can be misplaced if you're moving folders around. Also, if you're trying to use an image which isn't in the default build, such as Monika's crazy eyes or Yuri's bandages, those files might still be in "i_Additional Resources" and have not yet been added to the folders they need to be in. Until permission has been fully and definitely secured for these images, they are not included in the default build even though they are shown in the cheat sheet.

Everything Else

- This method of loading images makes skipping slow and choppy (but still faster than button mashing). This is a non-issue for linear stories or scenes made just to make videos, but can be an issue if your players will be seeing the same scenes more than once. If you expect your players might use skipping, consider giving them a heads up about this (maybe in the help box which explains that you can skip dialogue you've seen).

- Exceptions and offsets have only been tested when a slot one folder is requesting the exception or offset for a later slot. It also can only be used to set a rule for a later slot against an earlier slot (so you can't exclude 2 from 3 for instance).

- Offsets affect the slot you specify and every slot that comes after them. For instance if Natsuki had an "extras" slot added, it would be offset by (18, 22) at the same time her face is. Good for glasses, not good for a necklace. Keep in mind that you may need to work around this if you're adding extras for the body.

- Using full output instead of the default "only what's necessary" output can crash Ren'Py when it tries to compile or run the files, even when chunked into smaller files. Megabytes upon megabytes of text is too much for the poor program.

- When the tool is run, all characters must be set to the same image size (960x960 by default). This isn't exactly friendly for additional characters, such as "Just Monika" from Monika After Story and such. This can probably be split out to a character-by-character basis in a future update.

- Leaving images in the top-level folder with file names that don't start with "i_" will break characters. I have mistakenly nuked Yuri's definitions file this way.

- The tool does not check for duplicate tags. If two or more combinations compute to the same tag, the one that was found most recently is the one that will be used. In a future update we should be able to see this coming, print a warning about which tags were computed more than once, and stop without printing the file the conflict would go to. For now, use caution not to let your tags collide with each other and double check everything if your tag gives you a different result than you expected.