

RC Spell Wizard

Documentation and Information



Official documentation for the RC Spell Wizard software v1.0.

For further information on RC Spell Wizard
as well as where to order this software

www.realm-store.webs.com

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First Editon

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Requirements and Information

Requirements to use RC Spell Wizard

- Windows XP, or above operating system
- Microsoft .net framework 3.5, or above

Additional software recommended

- Realm Crafter v1.25, or above
- Realm Crafter Community Edition

What is RC Spell Wizard?

RC Spell Wizard is a PC program written in VB .Net, and is designed to work with the user to create video game spells for the Realm Crafter game engine. RC Spell Wizard takes away countless hours of scripting and debugging, making it a fast and simple process to create advanced spells in a matter of minutes.

How does it work?

By having the user input various bits of data into the Spell Wizard's UI (user interface), and clicking a simple button, RC Spell Wizard takes all of the inputted data that the user placed into the program, and instantly writes hundreds, or thousands of lines of code in the Realm Crafter scripting language.

What is Realm Crafter?

Realm Crafter is a 3d MMORPG creation engine created by SolStar Games. The engine is written in Blitz3d, and BlitzPlus. The engine is based on the WYSIWYG concept, or, What You See Is What You Get, and makes creating a MMORPG a much more simpler concept. For further information visit the following websites:

Official RealmCrafter: www.realmcrafter.com

Community Edition RealmCrafter: www.realmcrafterce.com

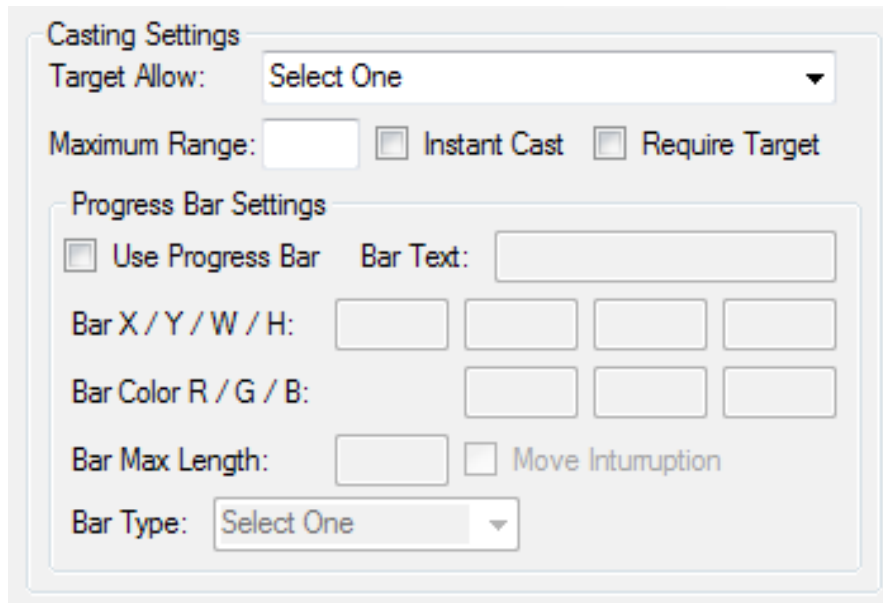
Ins and Outs of the Generator

Now that you know a little bit more about what RC Spell Wizard is, lets go over the generator. If you look below, here is a image of the generator.

[illegible]

It looks like a lot, but with this documentation you will learn what all of these things do, as well as how to use them properly to make the most out of the RC Spell Wizard.

Casting Settings



The screenshot shows a 'Casting Settings' window with the following fields and options:

- Target Allow:** A dropdown menu currently showing 'Select One'.
- Maximum Range:** A text input field.
- Instant Cast:** An unchecked checkbox.
- Require Target:** An unchecked checkbox.
- Progress Bar Settings:** A sub-section containing:
 - Use Progress Bar:** An unchecked checkbox.
 - Bar Text:** A text input field.
 - Bar X / Y / W / H:** Four separate text input fields.
 - Bar Color R / G / B:** Three separate text input fields.
 - Bar Max Length:** A text input field.
 - Move Intumption:** An unchecked checkbox.
 - Bar Type:** A dropdown menu currently showing 'Select One'.

Casting Settings is the very basics of the spell, and this is the most important part when using RC Spell Wizard. If you do not fill this out, nothing will generate.

Target Allow

Target Allow is your initial setting. This makes it so the casters target has to be a friendly faction, or foe faction deciding on what you choose.

Target Allow has only two options: Allies and Enemies.

Specifications:

ALLIES: Caster and his target must have the same faction in order to cast.

Enemies: Caster and his target must be different factions in order to cast.

Maximum Range

Maximum Range is the only range setting in the spell. Once put, when the spell is being casted, the script will check the distance between the caster and the target. If too the distance to bigger than the range, it will not cast. Maximum Range is used in several other parts such as Sound and AOE (Area of Effect) pieces throughout the spell.

Specifications:

If you set the Maximum Range to 50

If the target is more than 50 meters from the caster, the spell will not cast.

Instant Cast

Instant Cast is a button that if clicked the spell will not use the Progress Bar (explained later), and will execute the spell instantly after checking the requirements.

Specifications:

If checked, the spell will be a instant cast.

If not check, the progress bar system will be used.

Progress Bar Settings

This entire box, and all of its components, creates a progress bar for casting spells. Also, will check every second to see if the spell has been interrupted, or if the caster still has the requirements.

Options:

Use Progress Bar – This needs to be clicked if you want to use the progress bar system.

Bar Text – This will be the text displayed on the progress bar while casting.

Bar X/Y/W/H – The progress bars X, Y coordinates, as well as its Width and Height on the screen.

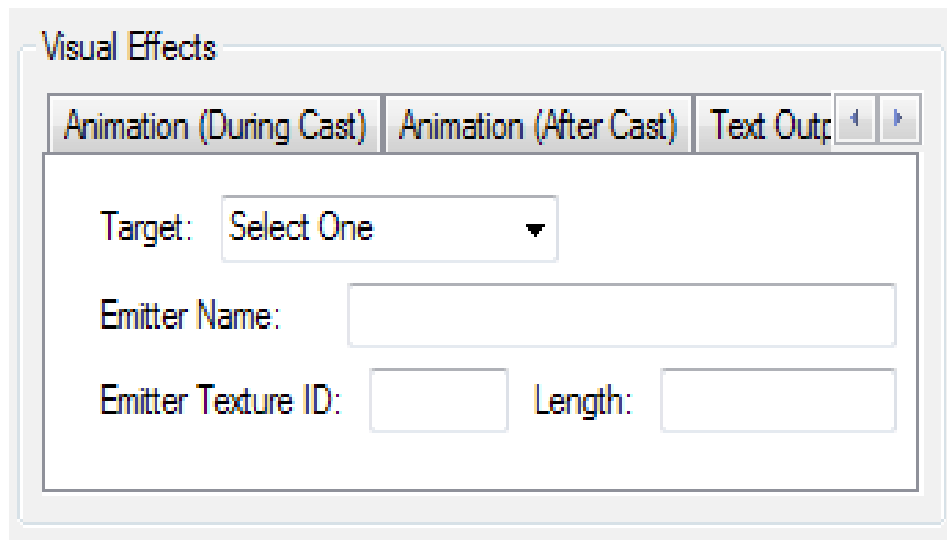
Bar R/G/B – The progress bars Red Green and Blue color, this is how you can color the bar different for different spells.

Bar Max Length – This is the casting time for the spell, for 3 second cast, just put 3. You can not put decimal numbers such as 3.5 for 3 and a half seconds.

Move Interruption – If you click this, while the casting is occurring, if the caster moves at all, the spell will be canceled.

Bar Type – This has two options, Filling and Draining. This is how the bar works. Filling will 'fill' the bar up (go from empty to full, left to right.) and Draining will 'drain' the bar empty (go from full to empty, right to left.)

VISUAL EFFECTS



This group of settings is used mainly for everything visual. I won't show pictures of all the tabs, but just explain them and what they do.

Animation (During Cast)

This will play a animation on the casters model, during the casting of the spell. For instant cast, it will play the animation once, for progress bar you should use a easy to loop animation.

Options:

Animation Name – This is the name of the animation within the Animations Tab of RealmCrafter, such as Magic Cast.

Animation Speed – The speed of which you want the animation played.

Animation (After Cast)

This will play a animation on the directly individual after the cast has successfully occurred.

Options:

Target – Two options, Player and Target. Player is the caster, target is target.

Animation Name – Name of the animation within the Animations Tab of RealmCrafter.

Animation Speed – Speed of which you want the animation played.

Text Output

Text output to do visual text. This utilizes the predetermined maximum range for all players within range.

Options:

Text Color R/G/B – Color the text will appear in Red Green Blue standard.

Text – The text you wish to appear.

Bubble Output

Output in which a bubble will appear over the casters head. This only comes out in white.

Options:

Output Text – Text you wish to appear over the casters head.

Create Emitter

Creates a visual emitter in the specified target area.

Options:

Target – This has three options, and is the target of the emitter. Player Target and AOE. Player is the caster, target is target, and AOE is all actors within the maximum range of the spell.

Emitter Name – Name of the emitter you created in the game editor.

Emitter Texture ID – ID number of the texture you want to appear on the emitter.

Length – Length in seconds for the emitter to stay in game before disappearing.

Set Name / Tag

Changes the targets name, or tag.

Options:

Set New Name – Sets the name of the target to text you placed in the box.

Set New Tag – Sets the tag of the target to the text you placed in the box.

Screen Flash

Creates a screen flash over the target of the spell.

Options:

Texture ID – The ID number of the image you want flashed on the target.

Alpha – The transparency of the image. 0 for no transparency, 100 for fully transparent.

Length – Length of time in seconds you want the image to stay flashed.

Color RGB – The color added to the texture in Red Green and Blue standard.

Warp

Transports the target to desired Zone / Waypoint.

Options:

Zone – Name of the desired zone.

Waypoint – Name of the waypoint in the zone.

Set Home Faction

Alters the targets home faction.

Fire Projectile

Fires a projectile from the projectile tab at the target. Input the name of the projectile.

Thread Execute

Executes another script at the same time of the cast of the spell. Automatically carries the Caster and Target to the next script.

Options:

Script Name – Name of the script you want executed.

Function – Name of the function in the script.

Set AI State

Sets the state of the NPC target's AI system.

Give XP

Gives the target +EXP at a desired amount.

Set Destination

Sets the NPC's destination to the X and Z coordinates of the zone.

Options:

X – The X coordinate plane on the zone.

Z – The Z coordinate plane on the zone.

Set Level

Sets the targets level to the desired number.

Set Reputation

Changes the targets reputation to desired amount.

Play Sound

Plays a sound on cast to all players within the maximum range of the target.

Set Visuals

Sets the visuals of the target, that is all pre determined inside the actors tab.

Options:

Hair – Sets the targets hair setting to desired number within the actors tab.

Beard - Sets the targets beard setting to desired number within the actors tab.

Face - Sets the targets face setting to desired number within the actors tab.

Clothes - Sets the targets clothes setting to desired number within the actors tab.

Gender – Changes the gender of the target.

Resistances Tab

Alters the targets resistance settings.

Options:

Resistance Name – Name of the resistance, pre set in the resistance tab.

Amount – Amount changed on the target.

Bufs & Debuffs

Adds or removes buffs from the target players.

Options:

Target – Has 3 options, Self Target and AOE. AOE is all actors within Maximum Distance.

Name – Name of the buff / debuff you wish to add or remove.

A / R – Toggle for adding and removing a buff. Stands for Add / Remove. Which checked it will ADD the buff to the set target. If you are removing a buff, you do not need to fill in the rest of the information.

Attribute Name – Name of the attribute you wish to buff.

Amount – Amount of the attribute you wish to buff / debuff. Placing a – in front of the number will result in the set target losing the much of the attribute.

Length – Time in milliseconds the buff / debuff will remain.

Icon ID – Icon ID number of the image for the buff / debuff.

Spawning

Uses to spawn a actor into the game after the cast.

Options:

Actor ID – ID number of the actor you wish to spawn in. Found in actor tab.

Spawn on Player – You can have the actor spawn ontop of the player. If you have this checked, actors will spawn on the player. You do not need to fill in zone, spawning xyz if you are using this.

Zone – Zone name of where to spawn the actor.

Spawning X/Y/Z – XYZ coordinates in the zone you wish to spawn the actor.

Right Click Script – Name of the script that gets executed when you right click the spawned actor.

Death Script – Name of the script that gets executed when the actor dies.

Number of Spawns – Number of spawns.

Set Name – Set a new name for the spawned actors.

Set Tag – Set a new tag for the spawned actors.

Set Level – Set a level for the spawned actors.

Controlled By Player – If this is checked, the actors will be under your control as a pet, and will fight anything you fight.

Give Spawned Actor Items – This has two options Item Name and Amount.

If you fill these boxes in you will be able to give items to the spawned actors.

Items Tab

This tab allows you to spawn items at your own determined area.

Options:

Item Location – This has 4 options. Spawn on Ground will have the items drop at the feet of the caster. Player will automatically go into the inventory of the caster. Target will have the items automatically go into the inventory of the target. AOE will place items automatically into the inventory of every actor within maximum range.

Item Name – Name of the item you want spawned.

Amount – Amount of the item you want spawned. If you place a negative amount, it will remove the items from the targets inventory instead of give them new ones.

Attributes Tab

This will allow you to alter attributes of surrounding actors. Automatically if the attribute goes negative then how it was prior to the cast it will be displayed in a red floating number, if its higher it will be a green floating number.

Options:

Name of Attribute – Name of the attribute to edit.

Alter – This has 3 options. + / -, x. /. + / - will add or subtract from the preexisting attribute amount. X is for multiplication. And / is for division.

Additional Info: Math Equation

- + / -: Targets Attribute Amount + Alter Amount
- X: Targets Attribute Amount * Alter Amount
- /: Targets Attribute Amount Divided by Alter Amount

Amount – Number to alter by. In +/-, placing – in front of the number will subtract.

Target – This has 3 options. Self Target and AOE. Self only targets the caster, target is target and AOE is all actors within maximum range.

Spell Requirements

All the rest of the required stuff to check before casting the spell successfully. All of these are only requirements, and are not consumed on use.

Options: Attribute Requirements Group

Name of Attribute Required – Name of the attribute you require to cast.

Amount – Amount required.

Options: Item Requirements Group

Name of Item Required – Name of the item you require to cast.

Amount – Amount required.

Options: Buff / Debuff Preventors Group

Caster Buff / Debuff Name – Name of the buff on the caster.

R / D – Stands for Required / Denies. Not clicking this means the buff is

REQUIRED to be on the actor to cast the spell. Clicking it means

having the buff DENIES you from casting the spell.

Target Buff / Debuff Name – Name of the buff on the target.

Sample Spell: Heal

Input the following into the RC Spell Wizard to get a Heal spell common in MMORPG's.

Spell is a 3 second cast on friendly target to heal 30% of their remaining health at the cost of 20 mana.

Target Allow: Allies

Maximum Range: 40

Use Progress Bar: Clicked

Bar Text: Casting Spell: Heal

Bar X/Y/W/H: 0.4, 0.7, 0.025, 0.2

Bar Color R/G/B: 0, 255, 0

Bar Max Length: 3

Move Interruption: Clicked

Bar Type: Filling

Bubble Output > Output Text: Casting Heal!
Create Emitter > Target: Target
Create Emitter > Emitter Name: Healing Spell
Create Emitter > Emitter Texture ID: 1
Create Emitter > Length: 200
Attributes Tab > Name of Attribute: Health
Attributes Tab > Alter: X
Attributes Tab > Amount: 1.3
Attributes Tab > Target: Target
Attributes Tab > Name of Attribute: Mana
Attributes Tab > Alter: + / -
Attributes Tab > Amount: -20
Attributes Tab > Target: Self
Spell Requirements Tab > Name of Attribute Required: Mana
Spell Requirements Tab > Amount: 20
Spell Requirements Tab > Caster Buff / Debuff Name: Stunned
Spell Requirements Tab > R / D: Clicked

Sample Spell: Strength Buff

Input the following into the RC Spell Wizard to get a Strength Buff spell common in MMORPG's.

Spell is a instant cast on AOE to buff their strength by 15 for 1 minute.

Target Allow: Allies
Maximum Range: 20
Instant Cast: Clicked
Text Output > Text Color R/G/B: 250, 215, 110
Text Output > Text: < Strength Buff Cast! >
Buffs & Debuffs Tab > Target: AOE
Buffs & Debuffs Tab > Name: Mighty Strength
Buffs & Debuffs Tab > A / R: Clicked
Buffs & Debuffs Tab > Attribute Name: Strength
Buffs & Debuffs Tab > Amount: 15
Buffs & Debuffs Tab > Length: 6000
Buffs & Debuffs Tab > Icon ID: 1
Attributes Tab > Name of Attribute: Mana
Attributes Tab > Alter: + / -
Attributes Tab > Amount: -10

Attributes Tab > Target: Self

Spell Requirements Tab > Name of Attribute Required: Mana

Spell Requirements Tab > Amount: 10

Spell Requirements Tab > Caster Buff / Debuff Name: Stunned

Spell Requirements Tab > R / D: Clicked

Sample Spell: Stun

Input the following into the RC Spell Wizard to get a Stun spell common in MMORPG's.

Spell is a instant cast on enemy target to debuff them with a stun for 2 seconds.

Target Allow: Enemies

Maximum Range: 5

Instant Cast: Clicked

Animation (During Cast) > Animation Name: One Handed Attack

Animation (During Cast) > Animation Speed: 1

Screen Flash > Texture ID: 1

Screen Flash > Alpha: 75

Screen Flash > Length: 200

Screen Flash > Color R/G/B: 0,0,0

Bufs & Debuffs Tab > Target: Target

Bufs & Debuffs Tab > Name: Stunned

Bufs & Debuffs Tab > A / R: Clicked

Bufs & Debuffs Tab > Attribute Name: Speed

Bufs & Debuffs Tab > Amount: -100

Bufs & Debuffs Tab > Length: 200

Bufs & Debuffs Tab > Icon ID: 1

Spell Requirements Tab > Caster Buff / Debuff Name: Stunned

Spell Requirements Tab > R / D: Clicked

Sample Spell: Explosion

Input the following into the RC Spell Wizard to get a time bomb, for items.

Spell is a 6 second cast that you can move around while doing. Requires the caster to have a Time Bomb item in their inventory.

Target Allow: Enemies
Maximum Range: 60
Use Progress Bar: Clicked
Bar Text: Casting Spell: Explosion
Bar X/Y/W/H: 0.4, 0.7, 0.025, 0.2
Bar Color R/G/B: 200, 0, 0
Bar Max Length: 6
Move Interruption: Not Clicked
Bar Type: Draining
Resistances Tab > Resistance Name: Fire
Resistances Tab > Amount: 0
Item Tab > Item Location: Caster
Item Tab > Item Name: Time Bomb
Item Tab > Amount: -1
Attributes Tab > Name of Attribute: Health
Attributes Tab > Alter: + / -
Attributes Tab > Amount: -15
Attributes Tab > Target: AOE
Spell Requirements Tab > Name of Item Required: Time Bomb
Spell Requirements Tab > Amount: 1
Spell Requirements Tab > Caster Buff / Debuff Name: Stunned
Spell Requirements Tab > R / D: Clicked

Sample Spell: Icebolt

Input the following into the RC Spell Wizard to cast a Icebolt spell.

Spell is a 1 second cast that deals damage and slows. If someone has divine bubble on them, they cannot be hit by Icebolt.

Target Allow: Enemies
Maximum Range: 40
Use Progress Bar: Clicked
Bar Text: Casting Spell: Icebolt
Bar X/Y/W/H: 0.4, 0.7, 0.025, 0.2
Bar Color R/G/B: 0, 0, 255

Bar Max Length: 1
Move Interruption: Clicked
Bar Type: Filling
Fire Projectile: Icebolt
Buff & Debuffs Tab > Target: Target
Buff & Debuffs Tab > Name: Chilled
Buff & Debuffs Tab > A / R: Clicked
Buff & Debuffs Tab > Attribute Name: Speed
Buff & Debuffs Tab > Amount: -25
Buff & Debuffs Tab > Length: 300
Buff & Debuffs Tab > Icon ID: 1
Attributes Tab > Name of Attribute: Health
Attributes Tab > Alter: + / -
Attributes Tab > Amount: -5
Attributes Tab > Target: Target
Attributes Tab > Name of Attribute: Mana
Attributes Tab > Alter: + / -
Attributes Tab > Amount: -15
Attributes Tab > Target: Self
Spell Requirements Tab > Name of Attribute Required: Mana
Spell Requirements Tab > Amount: 15
Spell Requirements Tab > Caster Buff / Debuff Name: Stunned
Spell Requirements Tab > R / D: Clicked
Spell Requirements Tab > Target Buff / Debuff Name: Divine Bubble
Spell Requirements Tab > R / D: Clicked

Sample Spell: Divine Bubble

Input the following into the RC Spell Wizard to get a Strength Buff spell common in MMORPG's.

Spell is a instant cast on AOE to buff their strength by 15 for 1 minute.

Target Allow: Allies
Maximum Range: 40
Instant Cast: Clicked
Animations (During Cast) > Animation Name: One Handed Attack
Animations (During Cast) > Animation Speed: 1
Create Emitter > Target: Target
Create Emitter > Emitter Name: Bubble

Create Emitter > Emitter Texture ID: 1
Create Emitter > Length: 600
Buffs & Debuffs Tab > Target: Target
Buffs & Debuffs Tab > Name: Divine Bubble
Buffs & Debuffs Tab > A / R: Clicked
Buffs & Debuffs Tab > Attribute Name: Health
Buffs & Debuffs Tab > Amount: 0
Buffs & Debuffs Tab > Length: 600
Buffs & Debuffs Tab > Icon ID: 1
Buffs & Debuffs Tab > Target: Target
Buffs & Debuffs Tab > Name: Stunned
Buffs & Debuffs Tab > A / R: Not Clicked
Buffs & Debuffs Tab > Target: Target
Buffs & Debuffs Tab > Name: Chilled
Buffs & Debuffs Tab > A / R: Not Clicked
Attributes Tab > Name of Attribute: Mana
Attributes Tab > Alter: + / -
Attributes Tab > Amount: -30
Attributes Tab > Target: Self
Spell Requirements Tab > Name of Attribute Required: Mana
Spell Requirements Tab > Amount: 30
Spell Requirements Tab > Caster Buff / Debuff Name: Stunned
Spell Requirements Tab > R / D: Clicked
Spell Requirements Tab > Target Buff / Debuff Name: Divine Bubble
Spell Requirements Tab > R / D: Not Clicked