

Monster RPG Game Kit Manual

PiRho Soft

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Ability

Fields

Ecosystem *Ecosystem*

string *Name*

VariableList *Traits*

Expression *Use In World Condition*

InstructionList *Use In World Instructions*

Expression *Use In Battle Condition*

InstructionList *Use In Battle Instructions*

<<<

Animated Tile

Fields

bool *Randomize Start*

float *Animation Start Time*

float *Animation Speed*

float *Animation Speed Maximum*

List<**Tile Transform Info**> *Tiles*

<<<

Approach Mover

Fields

VariableReference *Toward*

<<<

Approach Node

Fields

bool *Wait For Completion*

bool *Use Pathfinding*

<<<

Approach Position

Area Controller

Fields

int *Left Distance*

int *Right Distance*

int *Up Distance*

int *Down Distance*

float *Movement Delay*

<<<

Audio Manager

Fields

AudioMixerGroup *Master Mixer*

<<<

Battle

Fields

SceneReference *Ui Scene*

VariableSchema *Schema*

<<<

Battle Action

Fields

string *Name*

<<<

Battle Action

Battle Ai

Battle Animation Events

Fields

[Battle Animation Clip Dictionary](#) *Clips*

[Battle Animation Sound Dictionary](#) *Sounds*

[Battle Animation Effect Dictionary](#) *Effects*

<<<

Battle Graph

Fields

[Battle Variable Source](#) *Battle*

[Trainer Reference List](#) *Trainers*

<<<

Battle Interface

Fields

bool *Hide World*

[Creature Display List](#) *Creature Displays*

<<<

Building

Fields

[Collision Layer](#) *Collision Layer*

[Rect](#) *Bounds*

float *Sort Point*

int *Roof Height*

[Part](#) *Roof*

[Part](#) *Facade*

[List](#)<[Door Part](#)> *Doors*

[List](#)<[Accessory](#)> *Accessories*

<<<

Check Accuracy

Fields

Expression *Test*

<<<

Checkerboard Tile

Fields

Tile Transform Info *First*

Tile Transform Info *Second*

<<<

Clear Transition

Controller

Create Creature

Fields

VariableSchema *Schema*

Expression *Initializer*

<<<

Creature

Fields

Species *Species*

string *Name*

VariableList *Traits*

Move List *Moves*

<<<

Creature Display

Fields

AnimationPlayer *Battler Player*

AudioPlayer *Battler Audio*

Animator *Creature Animator*

Animation Clip Dictionary *Animations*

Audio Clip Dictionary *Sounds*

Game Object Dictionary *Effects*

<<<

Creature Display Node

Fields

bool *Wait For Completion*

Creature Display Type *Display*

int *Display Index*

<<<

Cutoff

Deal Damage

Fields

string *Variable Name*

string *Hp Trait*

Expression *Base Damage*

Damage Modifier List *Modifiers*

<<<

Disable Controller

Dissolve

Fields

Color *Color*

Texture2D *Texture*

float *Noise Scale*

<<<

Door

Fields

AnimationClip *Open Animation*

AnimationClip *Close Animation*

AudioClip *Open Sound*

AudioClip *Close Sound*

<<<

Ecosystem

Fields

VariableSchema *Trainer Schema*

VariableSchema *Species Schema*

VariableSchema *Creature Schema*

VariableSchema *Ability Schema*

VariableSchema *Move Schema*

<<<

Enable Controller

Encounter

Fields

InstructionCaller *Instructions*

float *Encounter Chance*

Encounter Table *Encounters*

<<<

Face Direction

Fields

Movement Direction *Direction*

<<<

Face Mover

Fields

VariableReference *Toward*

<<<

Fade

Fields

Color *Color*

<<<

Follow Camera

Fields

float *Move Speed*

float *Zoom Speed*

GameObject *Target Object*

<<<

Follow Path

Fields

Path *Path*

<<<

Freeze Controller

Give Creature

Fields

Creature Reference *Creature*

<<<

Give Item

Fields

Item Variable Source *Item*

IntegerVariableSource *Amount*

<<<

Has Item

Fields

Item Variable Source *Item*

IntegerVariableSource *Amount*

<<<

Interaction

Fields

Interaction Direction *Directions*

InstructionCaller *Instructions*

<<<

Item

Fields

string *Name*

string *Description*

Item Type *Type*

int *Purchase Cost*

int *Sell Cost*

Expression *Use In World Condition*

InstructionList *Use In World Instructions*

Expression *Use In Battle Condition*

InstructionList *Use In Battle Instructions*

<<<

Layer Sorting

Fields

Collision Layer *Layer*

bool *Force To Bottom*

<<<

Line Of Sight Trigger

Fields

int *Distance*

bool *Sees Through Walls*

<<<

Map Properties

Fields

bool *Clamp Left Bounds*

bool *Clamp Right Bounds*

bool *Clamp Bottom Bounds*

bool *Clamp Top Bounds*

float *Left Bounds*

float *Right Bounds*

float *Bottom Bounds*

float *Top Bounds*

Tile Dictionary *_tiles*

<<<

Move

Fields

Ability *Ability*

Creature *Creature*

string *Name*

VariableList *Traits*

<<<

Mover

Fields

Collision Layer *Movement Layer*

int *Direction Delay Frames*

float *Move Speed*

Renderer *Shadow*

Movement Direction *_direction*

<<<

Mover Animator

Npc

Fields

string *Name*

string *Guid*

<<<

Occupy Tiles

Path Controller

Fields

bool *Begin On Awake*

Path *Path*

<<<

Pathfinding

Fields

Node[] *_nodes*

<<<

Path Node

Fields

bool *Wait For Completion*

<<<

Pixelate

Fields

int *Max Amount*

<<<

Play Battle Clip

Fields

Battle Animation Clip *Clip*

<<<

Play Battle Effect

Fields

Battle Animation Effect *Effect*

<<<

Play Battle Sound

Fields

Battle Animation Sound *Sound*

<<<

Player

Fields

string *Name*

<<<

Player Controller

Fields

string *Horizontal Axis*

string *Vertical Axis*

string *Interact Button*

KeyCode *Interact Key*

<<<

Play Transition

Fields

Transition Phase *Phase*

bool *Auto Finish*

<<<

Process Creature

Purchase Item

Random Tile

Fields

float *Noise Scale*

List<**Tile Transform Info**> *Tiles*

<<<

Release Creature

Reset Creature

Reset Move

Reset Trainer

Reset Traits

Fields

[Reset Trait List](#) *Traits*

<<<

Rule Override Tile

Fields

[Rule Tile](#) *Override Tile*

[Rule](#) *Default Rule*

[List](#)<[Rule](#)> *Rules*

<<<

Rule Tile

Fields

[Rule](#) *Default Rule*

[List](#)<[Rule](#)> *Rules*

<<<

Save Game

Fields

[GameObject](#) *Saving Indicator*

<<<

Shop

Fields

[Shop Item List](#) *Items*

<<<

Species

Fields

Ecosystem *Ecosystem*

string *Name*

Sprite *Icon*

AnimatorOverrideController *Animations*

VariableList *Traits*

Skill List *Skills*

Mount Point Dictionary *Mount Points*

<<<

Spinner Controller

Fields

Spin Type *Type*

float *Spin Delay*

<<<

Start Path

Static Collider

Fields

Collision Layer *Collision Layer*

<<<

Teach Ability

Fields

Ability *Ability*

<<<

Teach Skill

Thaw Controller

Toss Item

Trainer

Fields

Ecosystem *Ecosystem*

VariableList *Traits*

Inventory *Inventory*

Roster *_roster*

<<<

Transition

Fields

float *Duration*

<<<

Transition Manager

Transition Renderer

Fields

Transition Render Type *Type*

<<<

Typewriter Control

Fields

float *Characters Per Second*

<<<

Unoccupy Tiles

Use Item

Fields

VariableSourceType *Type*

Item *Item*

VariableReference *Item Reference*

<<<

Warp Mover

Fields

Movement Direction *Direction*

Collision Layer *Layer*

<<<

World

Fields

SceneReference *Main Scene*

List<SceneReference> *Ui Scenes*

AudioClip *Background Music*

VariableSchema *World Schema*

VariableSchema *Player Schema*

VariableSchema *Npc Schema*

Map Layer List *Map Layers*

List<Zone> *Zones*

<<<

World Listener

Fields

World Listener Source *Source*

string *Variable*

InstructionCaller *Awake Instructions*

bool *Enabled Same As Awake*

InstructionCaller *Enabled Instructions*

bool *Changed Same As Awake*

InstructionCaller *Changed Instructions*

<<<

World Loader

World Manager

Fields

World *World*

<<<

Zone

Fields

World *World*

string *Name*

SceneReference *Scene*

string *Map Layer*

AudioClip *Background Music*

VariableSchema *Schema*

InstructionCaller *Enter Instructions*

InstructionCaller *Exit Instructions*

<<<

Zone Data

Fields

Zone *Zone*

int *Scene Index*