**Basic Setup**

1. Install the Tip Cards plugin by copying it into your project’s Plugins folder.
2. Move the files in the Graphics folder included into your project’s Plugins folder.
3. Configure your Tip Cards or Tip Card Groups and explore other settings in Plugins > Tip Cards > 000\_Settings.
4. Create custom images to use with your Tip Cards and place them in Graphics > Pictures > Tip Cards > Images.

**Documentation**

**Functions: Showing Tip Cards**

pbShowTipCard(TipID, \*AdditionalTipIDs) or pbTipCard(TipID, \*AdditionalTipIDs)

* Description: Show a single or multiple tips.
* Arguments:
  + TipID
    - Required. The ID of a tip as defined in TIP\_CARDS\_CONFIGURATION in 000\_Settings.
  + \*AdditionalTipIDs
    - Optional. More IDs of tips to show in the same group.
    - You can include as many Tip IDs as you’d like as arguments.
* Examples:
  + pbShowTipCard(:CATCH)=> Will show your Tip with ID :CATCH.
  + pbTipCard(:ITEMS,:CATCH,:EXAMPLE)=> Will show all three of the Tips :ITEMS, :CATCH, and :EXAMPLE as a single group.

pbShowTipCardsGrouped(GroupID, \*GroupIDs) or pbTipCardsGrouped(GroupID, \*GroupIDs)

* Description: Shows tips in a grouped format. To switch between groups, use the JUMPUP and JUMPDOWN controls.
  + Note: If among all the arguments only one group would be shown, it will show the UI as if you called pbShowTipCard (won’t show the group Header) unless you have TIP\_CARDS\_SINGLE\_GROUP\_SHOW\_HEADER set to true in 000\_Settings.
* Arguments:
  + GroupID
    - Required. The ID of a group to show as defined in TIP\_CARDS\_GROUPS in 000\_Settings.
  + \*AdditionalGroupIDs
    - Optional. More IDs of groups to show.
    - You can include as many Group IDs as you’d like as arguments.
* Examples:
  + pbShowTipCardsGrouped(:BEGINNER) => Will show all the tips in the group :BEGINNER. If TIP\_CARDS\_SINGLE\_GROUP\_SHOW\_HEADER is set to true, it shows it with the group header. If it’s false, it will show it without the group header.
  + pbShowTipCardsGrouped(:BEGINNER,:CATCHING) => Will show all the tips in the groups :BEGINNER and :CATCHING. Each group will have its own “section” that would switch between using the JUMPUP and JUMPDOWN controls.

**Functions: Revisiting Tip Cards (that the player has already seen)**

pbRevisitTipCards

* Description: Show all tips the player has seen as one continuous list. Using this is only recommended if you aren’t creating too many tips for the player and/or don’t want to use groups, since this will show **all** tips as one continuous list and could get quite long. There are no arguments for this function.

pbRevisitTipCardsGrouped(GroupID, \*GroupIDs)

* Description: Shows tips the player has already seen in a grouped format. To switch between groups, use the JUMPUP and JUMPDOWN controls. If you include groups that only contain tips that the player hasn’t seen, then nothing is shown.
  + Note: If among all the arguments only one group would be shown, it will show the UI as if you called pbShowTipCard (won’t show the group Header) unless you have TIP\_CARDS\_SINGLE\_GROUP\_SHOW\_HEADER set to true in 000\_Settings.
* Arguments:
  + GroupID
    - Optional. The ID of a group to show as defined in TIP\_CARDS\_GROUPS in 000\_Settings.
    - If you don’t include any GroupID, it will show all groups defined in TIP\_CARDS\_GROUPS.
  + \*AdditionalGroupIDs
    - Optional. More IDs of groups to show.
    - You can include as many Group IDs as you’d like as arguments.
* Examples:
  + pbRevisitTipCardsGrouped => Will show all tips the player has seen that are included in all groups defined in TIP\_CARDS\_GROUPS .
  + pbRevisitTipCardsGrouped(:BEGINNER) => Will show all the tips the player has seen that are in the group :BEGINNER. If TIP\_CARDS\_SINGLE\_GROUP\_SHOW\_HEADER is set to true, it shows it with the group header. If it’s false, it will show it without the group header.
  + pbRevisitTipCardsGrouped(:BEGINNER,:CATCHING) => Will show all the tips the player has seen that are in the groups :BEGINNER and :CATCHING. Each group will have its own “section” that would switch between using the JUMPUP and JUMPDOWN controls.

**Functions: Manipulating Tip Cards**

pbSeenTipCard?(TipID)

* Description: Returns true if the player has seen the tip with the TipID. Can be used in Conditional Branches to conditionally show tips, change NPC text, etc.
* Arguments:
  + TipID
    - Required. The ID of a tip as defined in TIP\_CARDS\_CONFIGURATION in 000\_Settings.
* Examples:
  + pbSeenTipCard?(:CATCH)=> Returns true if the player has seen the :CATCH tip. Otherwise, returns false.

pbSetTipCardSeen(TipID, Seen)

* Description: Manually sets a TipID as seen, or if Seen = false, sets it to not seen.
* Arguments:
  + TipID
    - Required. The ID of a tip as defined in TIP\_CARDS\_CONFIGURATION in 000\_Settings.
  + Seen
    - Optional. Set to true or false.
    - If this isn’t set, it defaults to true.
    - If true, sets the TipID as seen. If false, sets the TipID as not seen.
* Examples:
  + pbSetTipCardSeen(:CATCH)=> Sets the tip :CATCH as seen.
  + pbSetTipCardSeen(:ITEMS, false)=> Sets the tip :CATCH as not seen.

**Optional Setup**

**Adventure Guide Item**

Using the script calls above, you have several ways you could allow the player to review tips they have seen. In the mainline games, there is an Adventure Guide item. I’ve included item handling for an ADVENTUREGUIDE item with this plugin by default. If you’d like to add the item to your own game, you can add the following item to your items.txt PBS file:

|  |
| --- |
| [ADVENTUREGUIDE]  Name = Adventure Guide  NamePlural = Adventure Guides  Pocket = 8  Price = 0  FieldUse = Direct  Flags = KeyItem  Description = A convenient notebook that contains all the advice a Trainer receives out on an adventure. |