

Tutorial 5 - Spawns and Scripts

OVERVIEW

In this tutorial, we'll add a spawn for Zola to our new chapter and create an event so that you can recruit Zola by talking to him. Let's get started!

Adding the Spawn

From FEFEditor, open the dispo editor and select the dispo file for your custom chapter located under GameData/Dispos. For me, this file is GameData/Dispos/D000.bin.lz. In the tree view, select the first block located under the enemy faction. Hit CTRL + D to duplicate the block.

Now that we've created the new spawn, it's time to configure it. First, select the newly created block in the tree view and change its PID to "PID_Zola". Set its spawn bitflags to "00 07 00 00". If you want, you can change Zola's weapon in the items tab. The item names are in Japanese, but FEFEditor comes with an autocomplete function to convert from English to Japanese. So if you enter IID_Thunder in the box and select the option in the drop down menu, it will become "IID_サンダー".

With Zola's block selected, click anywhere on the grid to change Zola's spawn position. You should change his X2/Y2 spawn position as well. You can toggle between X1/Y1 and X2/Y2 by hitting CTRL + T. Once you are done, you can export the file to your patch folder.

Editing the Script

Next, we need to edit the script to make Zola recruitable. Open Fates Script 3 from FEFEditor and then open up your chapter's file (D000.cmb). To make Zola recruitable, we'll have to add in a new talk event. Like with chapter files, we can simply borrow the event from a different file and add it to our chapter. Open the script for paralogue 1 (X001.cmb) and copy event ev6 to our chapter's script. I put the new event between ev15 and ev16.

The first string in the subheader represents which character can initiate the conversation. For ev6, that's female Corrin. The next string represents who the conversation is with, the last one is the flag that indicates whether or not the event has occurred. Flags must be declared in the first

event in the file. Simply follow the format used by the other flags in the file and add your own. Once you've added your new flag, set the new event to use that flag. From there, you can configure the rest of the event to your liking. I'm not going to go over scripting in detail here, so here's what my event looks like:

```
Event ev6(0x10617,false)
Subheader
string("PID_プレイヤー男")
int(0xFFFFFFFF)
string("PID_Zola")
int(0xFFFFFFFF)
int(0x1)
string("ZolaRecruitFlag")
end
ev::UnitGetByPID(storein(0x0),string("PID_Zola"))
raw(0x23)
ev::UnitTransferByIndex(call(0x0),byte(0x0))
ev::FlagSet(string("ZolaRecruitFlag"))
End
```



Once you've configured the event, click compile and overwrite the script in your patch folder. If you play your chapter, you'll find a Zola that you can recruit by talking!