

Tutorial 4 - Adding a Chapter

OVERVIEW

Chapter editing can get pretty complicated depending on how far you want to dive into it. For the sake of this tutorial, I'll walk you through how to add in a new chapter using existing assets. From there, we'll move into editing map spawns and some basic scripting.

Adding the Chapter Entry

Adding in a new chapter is very similar to adding in a new character. First, open FEFNightmare and select the chapter injector. Just like last time, you only need worry about the labels when injecting. The CID can be anything you want, but I'd copy the battlefield from an existing block. I'm going to "CID_D000" for the CID and "Btl_FortNorth_Garden" for the battlefield. Once you've configured the block to your liking, click inject and switch to the chapter module.

Now that the block's injected, let's borrow some data from an existing block to serve as a base using the "Copy To" function. Select the source chapter from the drop down, click on "Copy To" in the edit menu, and then select the new chapter from the drop down (0x7A in my case).

We are effectively done adding in the new chapter block, but we need to give the chapter its own ID. Like with the character tutorial, just set this ID to the number that shows up for the chapter in the drop down (again, 0x7A for me). After you've done that, you can save the file and exit FEFNightmare.

Creating a Base

Chapters come with lots of different files to handle things like music, chapter-unique units, spawns, and scripts. Naturally, your chapter will crash if these files do not exist. The easiest way to get them is to simply borrow them from an existing chapter. Fortunately, FEFEditor provides a built-in function for getting the necessary files from another chapter.

From FEFEditor, click on "Make Chapter" in the edit menu. In the first popup, select your ROM directory. Next, select your patch folder. Enter in the CID of the chapter you want to use as a base (I'm using "A001") on the next dialog. On the final dialog, enter in the CID of the chapter you

injected without the prefix (D000 for me). FEFEditor will then copy all of the chapter files to your patch folder using your chapter CID.

Adding Chapter Text

Every chapter comes with a text entry for the name, prefix, win condition, dragon vein, and description. These entries are contained in the GameData text file (the one in the m folder, NOT the one we used previously) and the GMap text file. Let's go ahead and add in these entries.

From FEFEditor, open the GameData Text editor and select the GameData text file in your ROM. Scroll to the bottom of the entry list, right click, and click on "Add Entry". Select the new entry and enter the key and value for your chapter. You'll need to do this for every entry that goes in GameData. I'll list out the key and value for each of my entries below.

- Key: MCID_D000
- Value: Testing
- Key: MCID_D000_PREFIX
- Value: Custom Chapter 1
- Key: MCID_T_D000
- Value: Imagination Land
- Key: MCID_RULE_D000
- Value: Defeat the boss
- Key: MCID_DRAGONLINE_H_D000
- Value: Reveal a healing\narea on the ground.

When you are done, export the file to your patch folder. Double click on GameData Text Editor again and select the GMap file in your ROM. Create a new entry, copy the key value from an existing chapter description, and change the CID to match your injected chapter. My entry has "MID_D000_あらずじ" as its key. Afterwards, configure the value as you desire. When you're done, export the file to your patch folder just like you did with the GameData text file.

With that, we're done with the initial setup to add in a new chapter. Your chapter is actually playable in game now, though at the moment it's just a copy of whatever chapter you used as a base with a different name. We'll tweak the chapter to make it unique in the next tutorial.