# MapleStory NPC scripting document

* #b = Blue color text
* #c[itemid]# Shows how many [itemid] the player has in their inventory.
* #d = Purple text.
* #e = Bold
* #f[imagelocation]# - Shows an image inside the .wz files
* #g = Green text.
* #h # - Shows the name of the player.
* #i<Itemid>:# = Shows item image
* #k = Black color text
* #l - Selection close.
* #m[mapid]# - Shows the name of the map.
* #n = Normal text (removes bold).
* #o[mobid]# - Shows the name of the mob.
* #p[npcid]# - Shows the name of the NPC.
* #q[skillid]# - Shows the name of the skill.
* #r = Red text.
* #s[skillid]# - Shows the image of the skill.
* #t<Itemid># = Shows item image
* #h0# = Shows character name
* #v[itemid]# - Shows a picture of the item.
* #x - Returns "0%" (need more information on this).
* #z[itemid]# - Shows the name of the item.
* #B[%]# - Shows a 'progress' bar.
* #F[imagelocation]# - Shows an image inside the .wz files.
* #L[number]# Selection open.
* \r\n - Moves down a line.
* \r = Return Carriage
* \n = New Line
* \t = Tab (4 spaces)
* \b = Backwards
* #f<Image Path># = Show image path in Wz (Example : #fUI/UIWindow.img/QuestIcon/4/0#)

>> #fUI/UIWindow.img/QuestIcon/0/0# = Quest Available

>> #fUI/UIWindow.img/QuestIcon/1/0# = Quest Started

>> #fUI/UIWindow.img/QuestIcon/10/0# = Evan SP

>> #fUI/UIWindow.img/QuestIcon/2/0# = Quest completed

>> #fUI/UIWindow.img/QuestIcon/3/0# = Select item

>> #fUI/UIWindow.img/QuestIcon/4/0# = Reward item

>> #fUI/UIWindow.img/QuestIcon/5/0# = Unknown Item

>> #fUI/UIWindow.img/QuestIcon/6/0# = Fame

>> #fUI/UIWindow.img/QuestIcon/7/0# = Meso

>> #fUI/UIWindow.img/QuestIcon/8/0# = EXP

>> #fUI/UIWindow.img/QuestIcon/9/0# = Closeness

* #fs<FONTSIZENUM># text – Enlarge text within
* #fn<FONTNAME># text – Changes the Font Name