

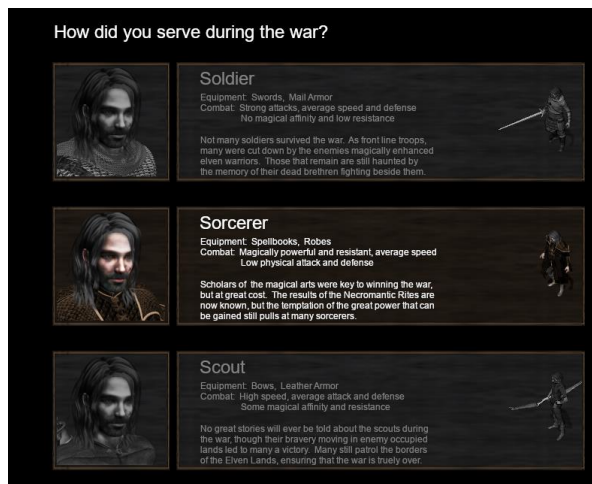
Evented Character / Class Selection Screen

Start off by creating the images that will be used for your selection screen.

In this example, I am setting up to allow for a choice between 3 different character classes for the main character, so I create three images, each showing a different class option selected.

In the video example that goes with this, I set it up to select from different characters.

<https://youtu.be/ctZzhO7ww3A>



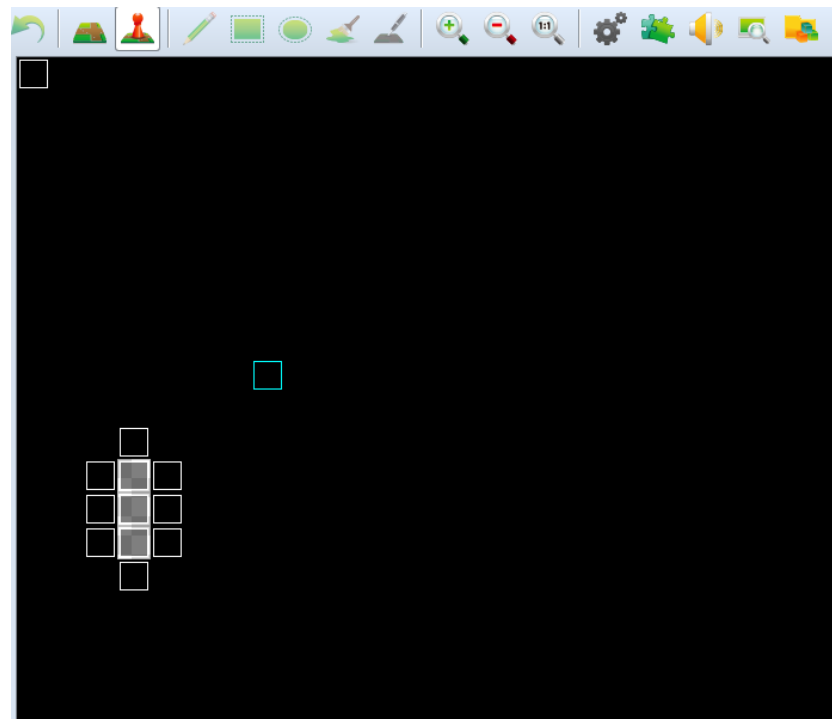
Next, create a new Map in RPG Maker to be used as the selection screen. Most of this map will be filled with black non-passable tiles.

Only leave an open passable tile for each item in your selection pictures.

Set an Autorun event on this map to fade out the screen so the user doesn't see it getting built, then load each of the three selection pictures into a separate Picture ID, then load the picture that will be your default selection again as the top-most picture ID.

The reason for pre-loading them while the screen is faded is to prevent flicker waiting for each picture to load during the character selection.

The topmost picture will be the one actually changed and seen by the player.



Here is a copy of my Autorun Event's First Page.

Note that I have also disabled the Menu Access so the player can't pull up the game menu during character selection.

Also of note, since this is the first scene of my game, I have the database set up to start the character as transparent so it is not seen during the character selection. If this is being used mid-game, you would need to set a Move Route while the screen is faded to make the character transparent.

Contents

- ◆Change Menu Access : Disable
- ◆Fadeout Screen
- ◆Play BGM : Field1 (20, 80, 0)
- ◆Common Event : Load Layers
- ◆Show Picture : #90, ClassSelect_Swordsman, Upper Left (0,0), (100%,100%), 255, Normal
- ◆Show Picture : #91, ClassSelect_Sorcerer, Upper Left (0,0), (100%,100%), 255, Normal
- ◆Show Picture : #92, ClassSelect_Archer, Upper Left (0,0), (100%,100%), 255, Normal
- ◆Show Picture : #99, ClassSelect_Swordsman, Upper Left (0,0), (100%,100%), 255, Normal
- ◆Transfer Player : 001 Loading Screen (3,12) (Direction: Right, Fade: None)
- ◆Fadein Screen
- ◆Control Self Switch : A = ON

After the pictures are loaded, use the Transfer Player command to place the character in the walkable map position corresponding to the default selection. Then fade the screen back in so the player can make their selection.

Each walkable position on the map now gets a Below Character - Player Touch event that will show the appropriate selection picture for that walkable position. Also add a Move Route to each step to turn the character facing to the right, so they are looking at the Action Button Event to the right of the current position that will process the current selection.

Priority
Below characters

Trigger
Player Touch

Contents

- ◆Show Picture : #99, ClassSelect_Swordsman, Upper Left (0,0), (100%,100%), 255, Normal
- ◆Set Movement Route : Player (Wait)
 - : ◇Turn Right
- ◆

Each Action Button event placed around the walkable area sets variables appropriate to the selected character class. Depending on your needs, you could also assign skills, change character graphics, and update equipment based on the selection as well.

Once all character settings are made, use a Script Command to turn on the B Self Switch of the original Autorun Event.

Priority
Same as characters

Trigger
Action Button

Contents

- ◆Control Variables : #0007 HeroClass = 1
- ◆Control Variables : #0011 Class = "Soldier"
- ◆Script : \$gameSelfSwitches.setValue([001,001,"B"], true)
- ◆

Autorun B fades out the screen again to remove all of the pictures used for character selection.

It then transfers the character to a playable map, sets the character's Transparent to Off so it can be seen, then fades in the screen so the player can start playing the game with the character they selected.

Contents

- ◆ Fadeout Screen
- ◆ Erase Picture : #90
- ◆ Erase Picture : #91
- ◆ Erase Picture : #92
- ◆ Erase Picture : #99
- ◆ Set Movement Route : Player (Wait)
- ◆ : ◇ Transparent OFF
- ◆ Transfer Player : 003 - Campsite (8,14) (Direction: Left, Fade: None)
- ◆ Common Event : Transfer - Outside
- ◆ Control Self Switch : C = ON
- ◆ Change Menu Access : Enable
- ◆

Alternate Uses

In addition to startup character/class selection, I have also used this for a secondary party member where you have to choose which piece of spare equipment to give them. That selection determines the secondary character's class for the rest of the game.

It can really be used anywhere that needs more than just a simple "Show Choices" command to give the player a chance to make a more informed selection.

What About Plugins?

I'm sure there are plugins for MV that can induce similar effects to this. I just like figuring out ways to do things just using eventing when possible. Every plugin I don't have to use is one less plugin to cause potential conflicts or break and no longer be supported by its creator as MV gets updated.