

Using RuneScript the simple way

Foreword

The purpose of this document is to show how easy it is to adapt the material available with Creator 2 to your purposes. It is intended for newcomers or people who want to produce contents, but have not the time, the patience, or programming skills to learn RuneScript II.

As such, this document attempts to be an easy "recipe" codebook for you to tweak what is available to suit your needs.

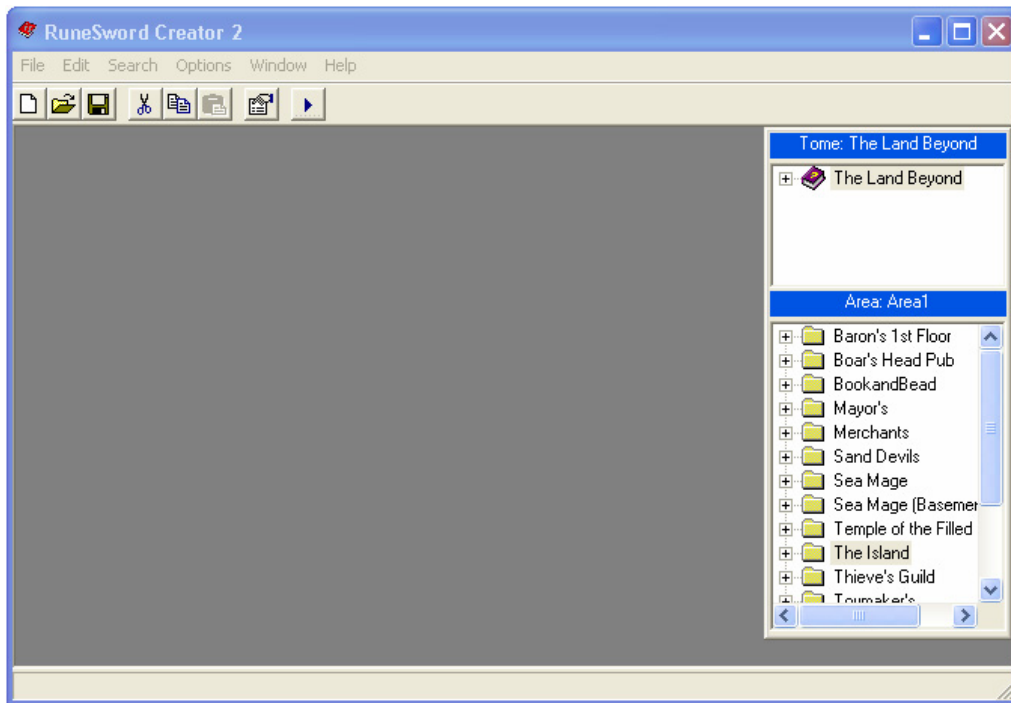
I hope you'll enjoy it using it as much as I did producing it.

VampiricDread

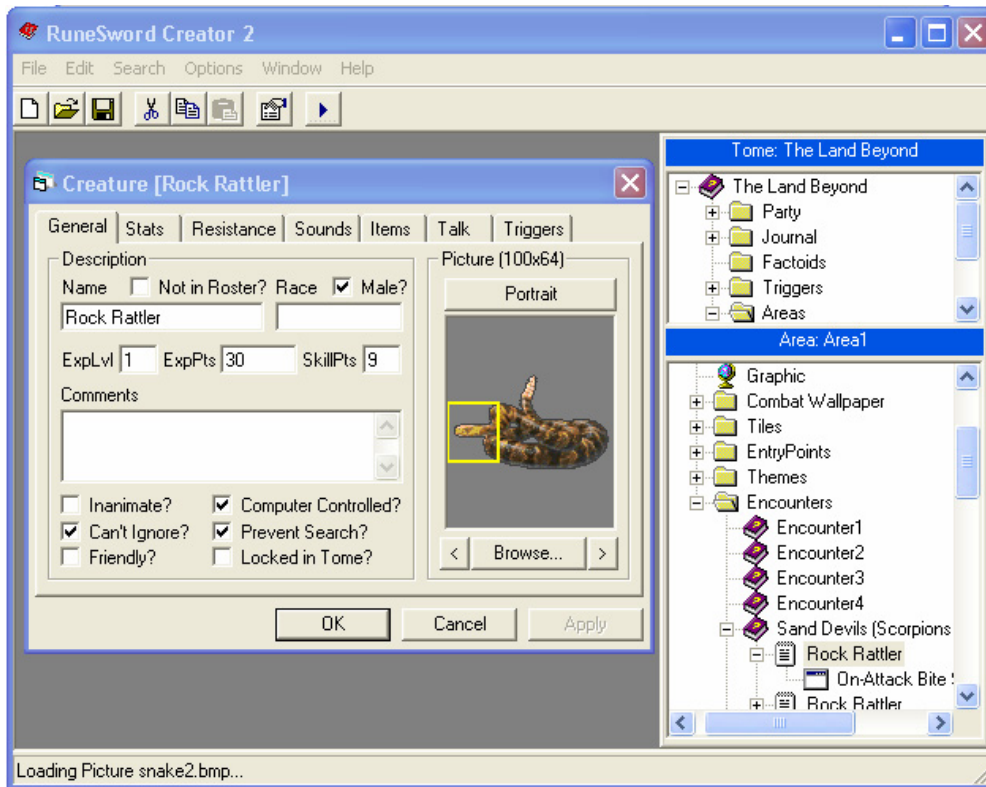
2001-11-22

Phase one – Using Creator 2 to modify stuff

Let's keep it simple. Start by opening Creator 2. Use the wizard to open The Land Beyond tome. You should get your screen with something like the following picture:

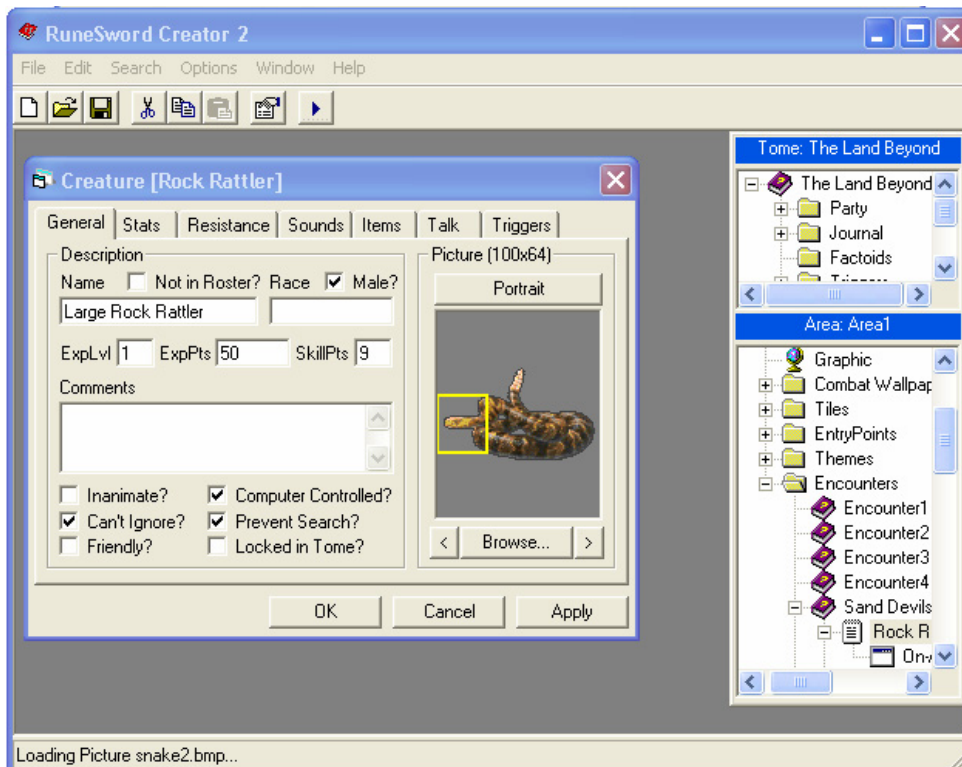


Now go to Sand Devils, Encounter Sand Devils (Scorpions and Snakes) # 5 and open it up. Select the first Rock Rattler and double-click it. You should get something like the following screen:

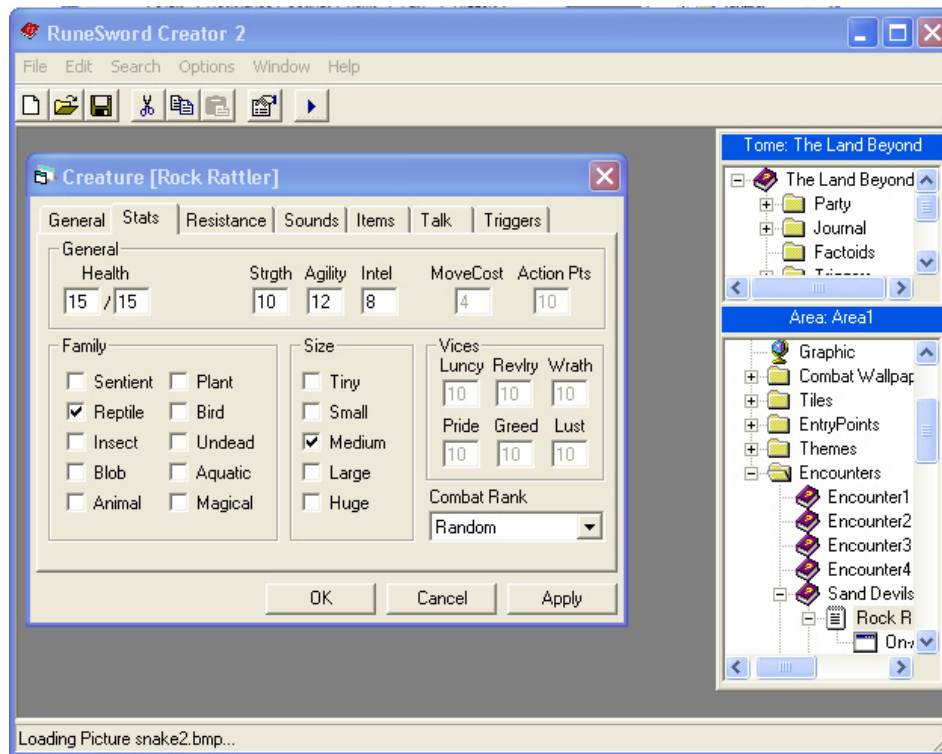


Now to the exercise.

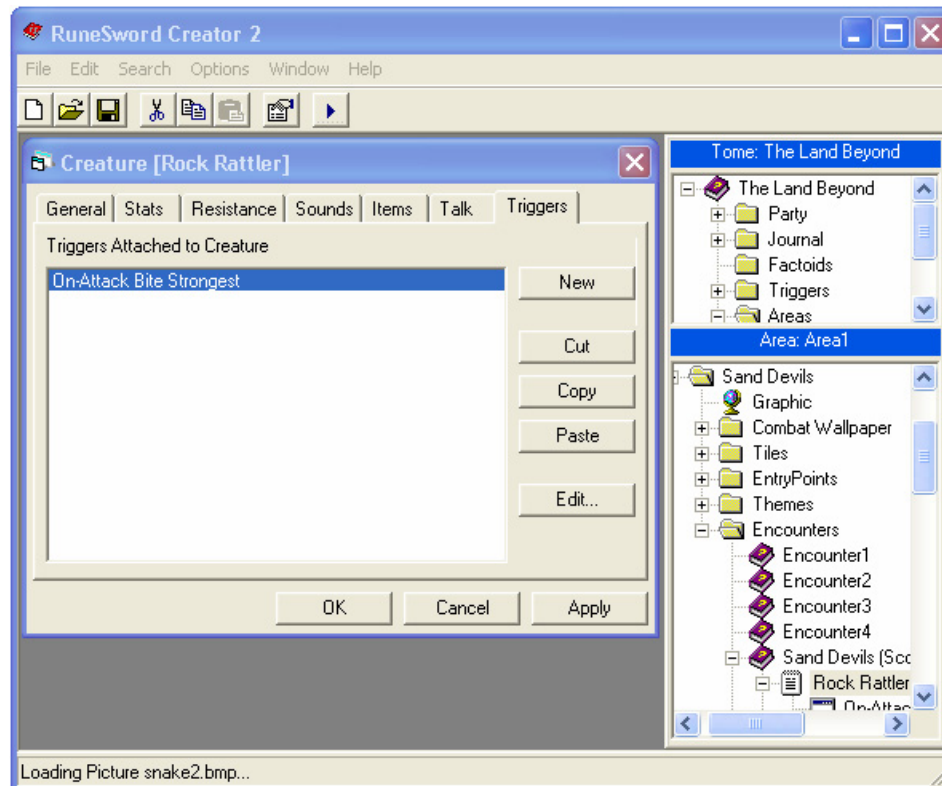
You want to tweak it a bit to a Large Rock Rattler you need for your tome. So you start by changing the Name and Experience Points, like the picture below:



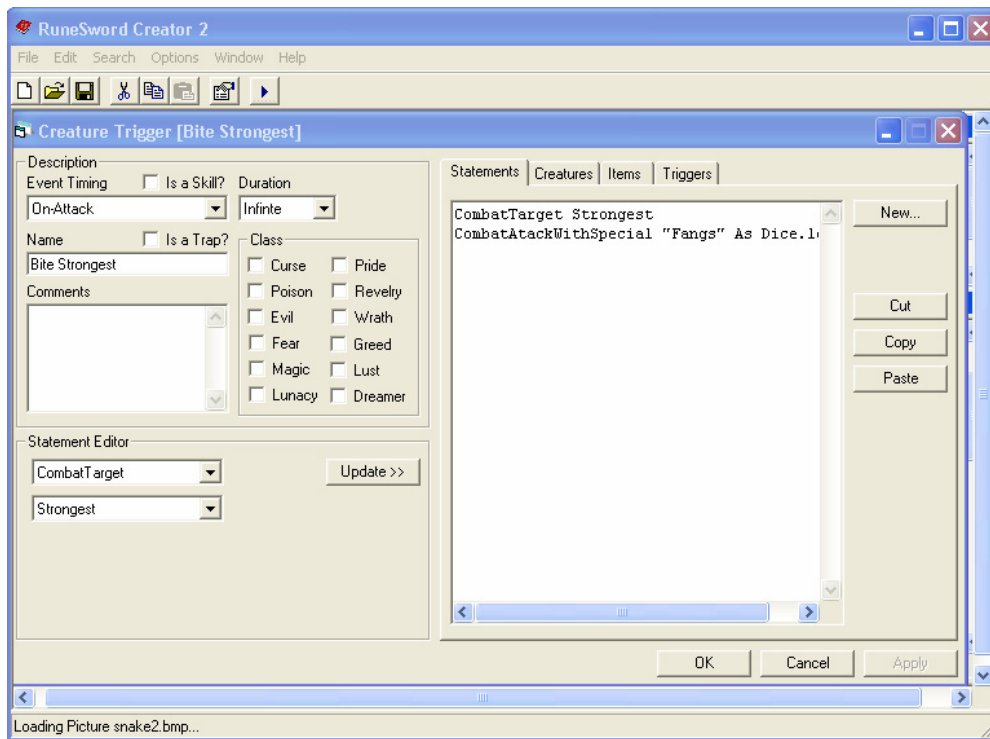
Now, change Stats as follows and get to the Triggers folder:



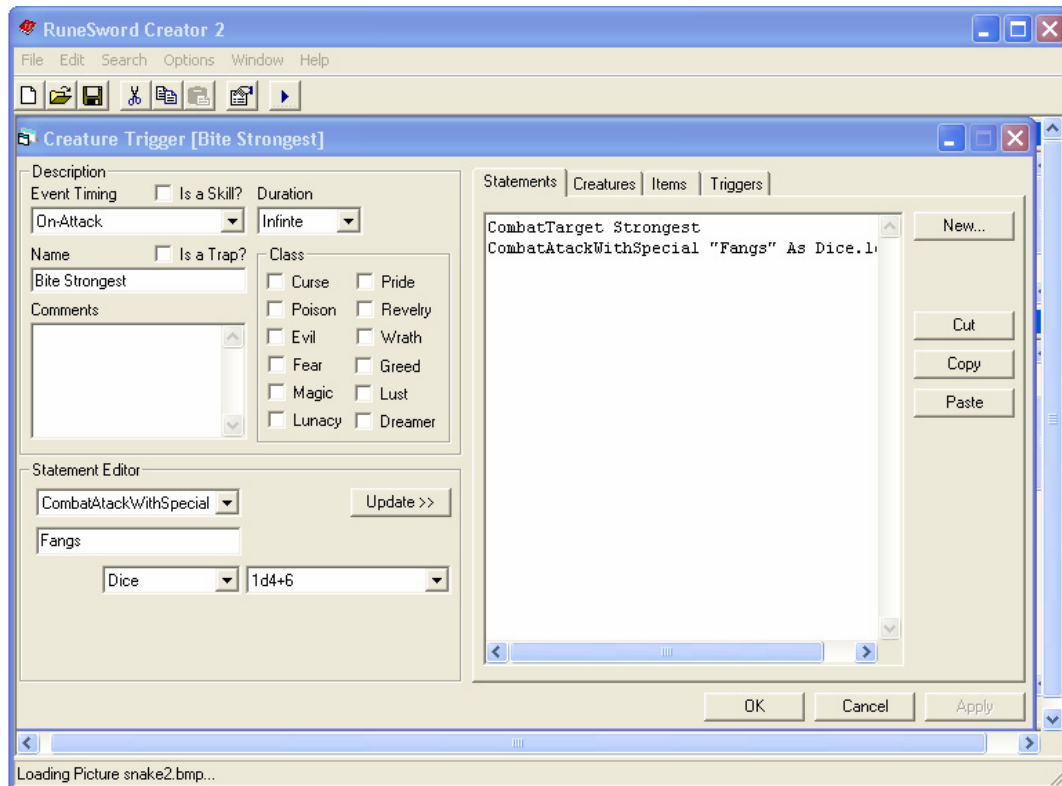
This is what you should have on the screen now:



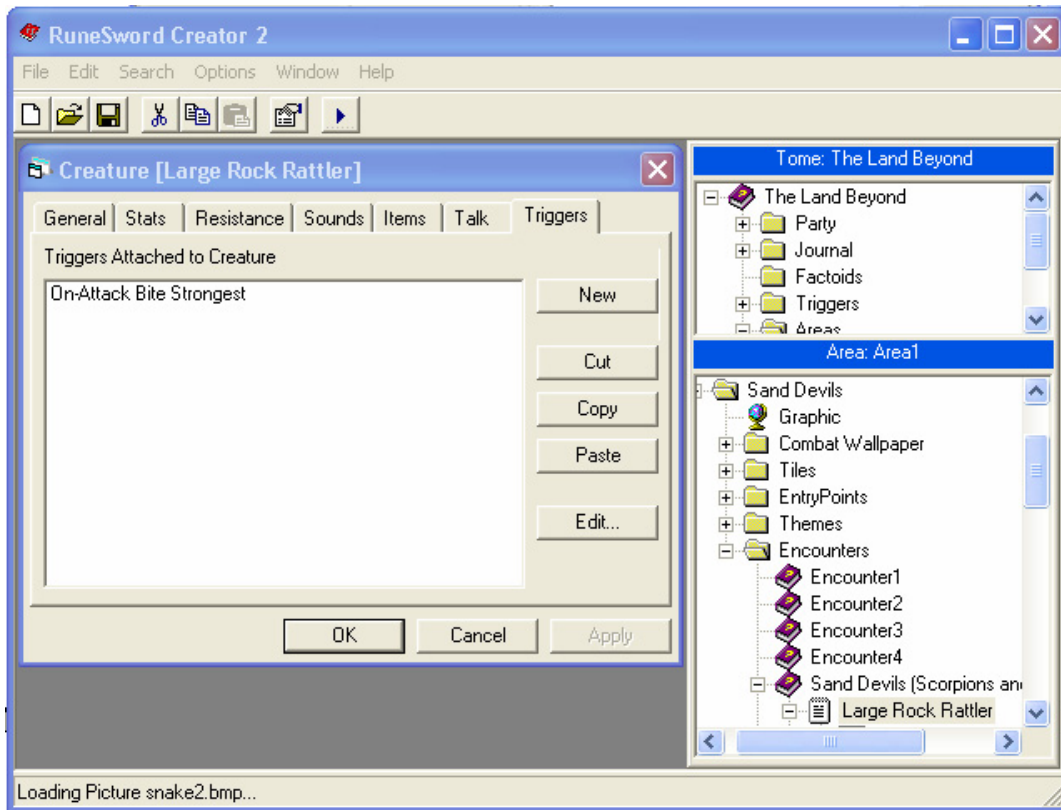
Click edit with the trigger selected to get to the next screen.



Notice that the trigger named Bite Strongest, firing On-Attack, has just 2 lines of RuneScript. We want to edit the second line, so click on it and change the dice roll using the statement editor on the bottom left to the following picture:



Click Update, Apply, OK. The click Apply on the next screen to make all the pending changes.



See how it has changed the name (and everything else you've changed). Click OK, because it is time to save your work. Right-click the Large Rock Rattler in the Area box, select Save creature to Library, navigate to the folder Library, Creatures (or where you want it saved) and save it.

VERY IMPORTANT: now that it is saved, you don't want to mess with The Land Beyond, so exit without saving the changes to the tome.

Your new Rattler is tucked away, waiting to be used. It wasn't difficult, was it?

This concludes Phase One.