

RuneSword II

Statements

Statement	Parameters
AddFactoid	["Text"]
AddJournalEntry	["Text"]
AddQuest	["Name"] As ["Text"]
AwardExperience	[K.Property] To [J]
And	[K.Property] [Compare] [J.Property]
Branch	[K.Property]
CallTrigger	Trigger[A/B/C/Now/Target] In [Creature/Encounter/Item/Party/Trigger]
Case	[K.Property]
CombatApplyDamage	[K.Property] To Creature[A/B/C/Now/Target]
CombatAttackWithSpecial	["Name"] As [K.Property]
CombatAttackWithWeapon	
CombatMove	[AwayFrom/Toward] [Closest/CreatureTarget/Farthest/Random/Strongest/Weakest]
CombatRollAttack	[L] Bonus [K.Property]
CombatRollDamage	[L] Damaged [K.Property] (Check)
CombatStart	
CombatTarget	[Closest/Farthest/Random/Strongest/Weakest]
CopyCreature	[Creature] Into [Encounter/Party/Trigger]
CopyItem	[Item] Into [Creature/Encounter/Item/Trigger]
CopyText	["Name"] Into [K.Property]
CopyTile	["Name"] Level [Bottom/BottomFlip/Middle/MiddleFlip/Top/TopFlip] At [K.Property,J.Property]
CopyTrigger	["Name"] Into [Creature/Encounter/Item/Party/Trigger]
CutScene	["Text"] Picture [picturename.BMP] As [PicBottomTextTop/PicCenter/PicLeftTextRight/PicRightTextLeft/PicTopTextBottom/TextCenter]
Destroy	[Creature/Item/Trigger] In [Encounter/Party/Trigger]
DestroyFactoid	["Name"]
DialogAccept	[K.Property]
DialogAcceptText	[K.Property]
DialogBuySell	[Creature/Encounter/Trigger]Now Rate [K.Property]
DialogDice	["Name"] [Dice] Says ["Text"] Into [K.Property]
DialogHide	
DialogReply	["Text"]
DialogShow	["Name"] [BriefBox/BriefLine/Normal/ReplyPick/ReplyText] Says ["Text"]
Else	
Elseif	[K.Property] [Compare] [J.Property]
EndIf	
EndSelect	
ExecTrigger	["Name"]
Exit	[Abort/Loop/Trigger]
Find	[Creature/Item/Trigger] In [Encounter/Party/Trigger] Named ["Name"]
ForEach	[Creature/Item/Trigger] In [Encounter/Party/Trigger]
If	[K.Property] [Compare] [J.Property]
IfText	[K.Property] [Compare] ["Text"]
Label	[K.Property]
Let	[K.Property] = [J.Property]
MoveCreature	Creature[A/B/C/Now/Target] From [Creature/Encounter/Item/Party/Trigger] To [Creature/Encounter/Item/Party/Trigger]
MoveItem	Item[A/B/C/Now/Target] From [Creature/Encounter/Item/Party/Trigger] To [Creature/Encounter/Item/Party/Trigger]
MoveParty	To ["Map Name"] At [K.Property,J.Property]
MovePartyMapName	To ["Map Name"] ["Area Name"] At [K.Property,J.Property]
Next	
Or	[K.Property] [Compare] [J.Property]
PlayMusic	["musicname.MID/musicname.MP3"] (Pause)
PlaySFX	["effectname.BMP"] As [Center/Head] [BurstHere/BurstThere/Down/Fling/Stream] [Fast/Medium/Slow] Frames [0-64]
PlaySound	["soundname.WAV"] (Pause)
PlayVideo	["videoname.AVI/videoname.MPEG"] (Pause)
Put	[K.Property] [Operation] [J.Property] Into [M.Property]
QueRunes	(R#1) (R#2) (R#3) (R#4) (R#5) (R#6) (Check)
RandomizeEncounter	["EncounterName"]
RandomTheme	["ThemeName"]
RemoveQuest	["QuestName"]
Runes	(R#1) (R#2) (R#3) (R#4) (R#5) (R#6) (Fail/FailSave/Save)
Select	[K.Property]
Set	[Creature/Encounter/Item/Tile/Trigger] = [Creature/Encounter/Item/Tile/Trigger]
Sorcery	[K.Property]
TargetCreature	Creature[A/B/C/Target] In [Any/EncounterNow/Party] Within [K.Property] (Dead)
TargetEncounter	["EncounterName"]
TargetItem	Item[A/B/C]
TargetTile	At [K.Property,J.Property]
TriggerComment	["Text"]
While	[K.Property] [Compare] [J.Property]

Legend: J,K = [Creature/Dice/Encounter/Global/Item/Local/Map/Neg/Pos/Random/Tile/Tome/Trigger]

Legend: L = [Blunt/Cold/Evil/Fire/Holy/Magic/Mind/Normal/Sharp]

Legend: Compare/Operation = [=,+, -, /, >, <, >=, <=, Or, And, XOr, Like, <>]