



## Final Level: Creating the Ending

Welcome to the Final Level of the RPG Maker VX Introductory Course. In the previous level, we created the Devil King Event.

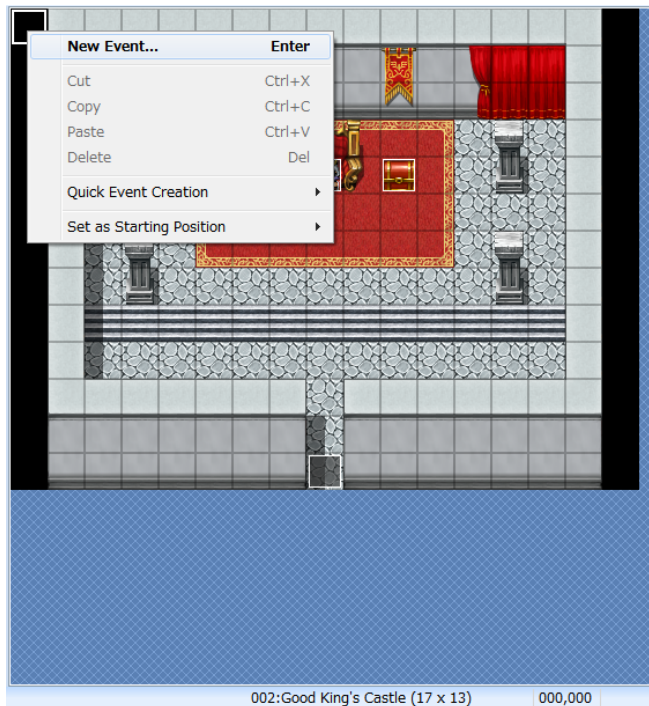


In this final step, we'll complete the brief outline we created in step 49 and create an ending Event that encompasses telling the Good King to the game end.

### Step 50: How to Create Autorun Events

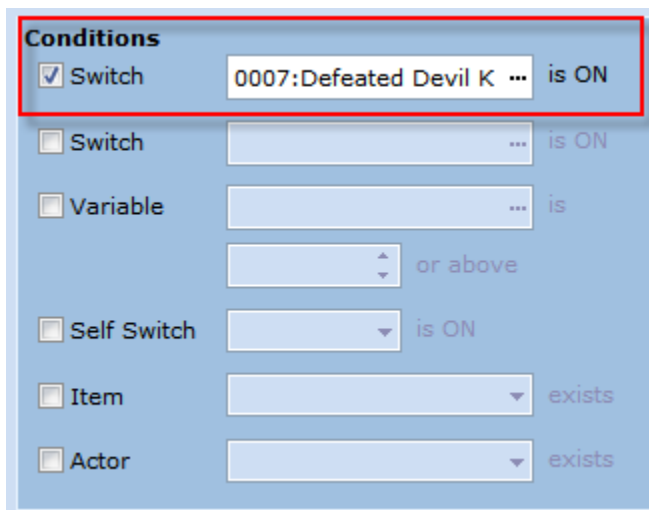
When the player returns to the Good King's Castle, we want to final Event there to execute automatically. In RPG Maker VX, Events that execute automatically are called Autorun Events. Here we'll look at just how to create them.

## Create a New Event



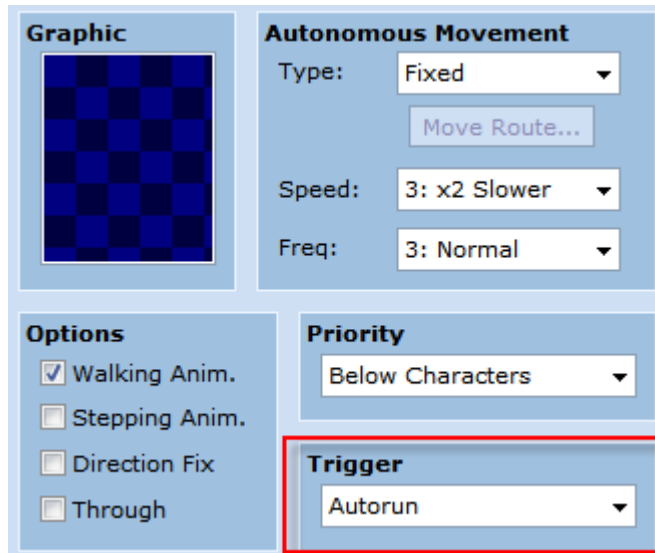
\*Creating a new Event.

We'll create this Event in the Good King's Castle. Unlike people or treasure chest Events, there is no need for the player to touch or otherwise interact with the Event, so no graphic is necessary. Think of it as a helpful stagehand. You can create the Event at any coordinates of the map you like. For ease of remembering, we've selected 000,000.



\*Setting the Event conditions.

If we forget to set this Switch in the Conditions pane, then the ending scene will begin as soon as the game starts! Since we only want this Event to execute after the Devil King has been defeated, we'll make sure the Conditions pane is set to "Switch 0007:Defeated Devil King is ON".



**Graphic**

**Autonomous Movement**

Type: Fixed

Move Route...

Speed: 3: x2 Slower

Freq: 3: Normal

**Options**

☒ Walking Anim.

☐ Stepping Anim.

☐ Direction Fix

☐ Through

**Priority**

Below Characters

**Trigger**

Aautorun

To make this an Aautorun Event, we need to set the Trigger setting to "Aautorun".



### Point: The Structure of an Aautorun Event

Aautorun Events are executed as soon as the Conditions set for them are met, and the player has no control over them. So if there is a mistake in their set up, it's possible to enter an infinite loop where the Event repeats itself endlessly.

You should already be carefully checking all of your Switches to ensure proper functioning of the game, however, this can not be overstated for Aautorun Events. A mistake here can cause a fatal error in the game. If you find yourself stuck in an infinite loop, press F12 to escape.

## Setting the Set Move Route Event Command

With the Trigger for our Event set to Aautorun, we can now begin setting the List of Event Commands. First, we'll arrange for the characters to walk up to the Good King on their own.



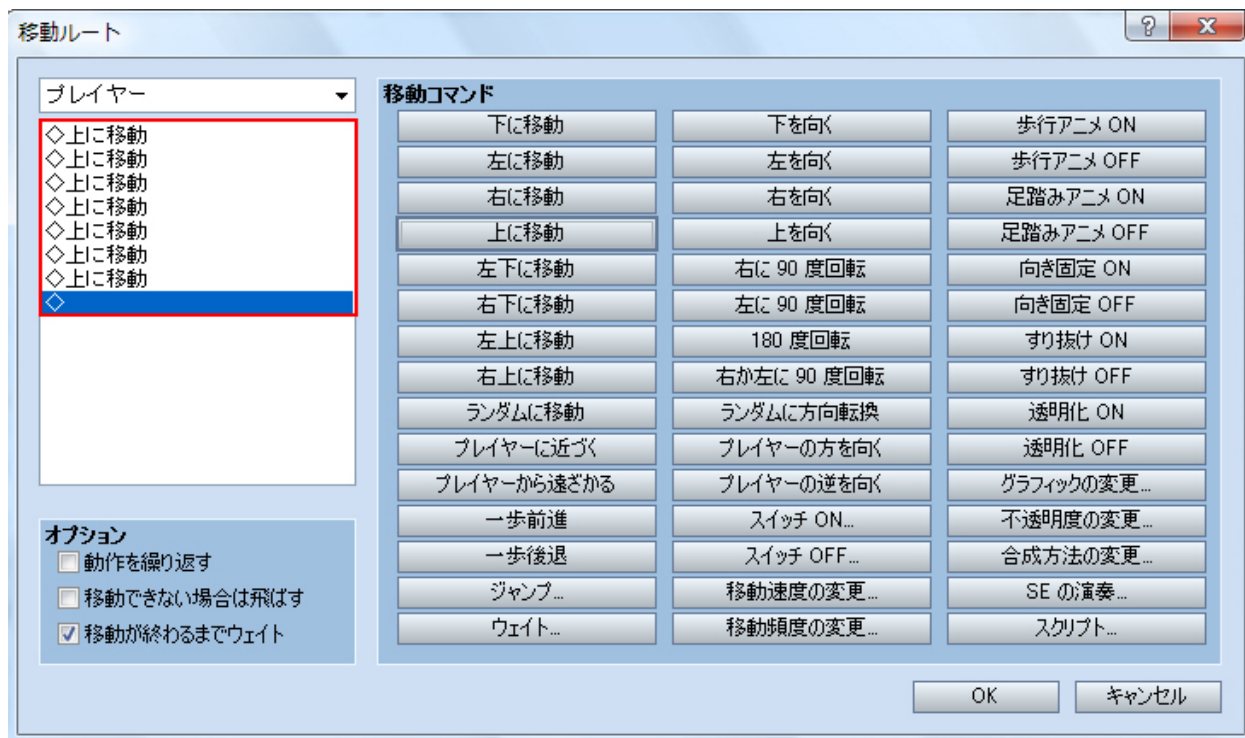
\*The path the character will take to the Good King.

The character enters the Good King's Castle at coordinates 008,012. The character then has 7 steps up to reach the Good King. So we need to make the character take 7 steps up.



\*Event Command List page 2

To make characters or Events move on their own, we can utilize the Set Move Route Event Command. With this command we can not only make characters move up, down, left and right, but make them jump, control Switches and various other actions. The command can be found on page 2 of the Event Command List.

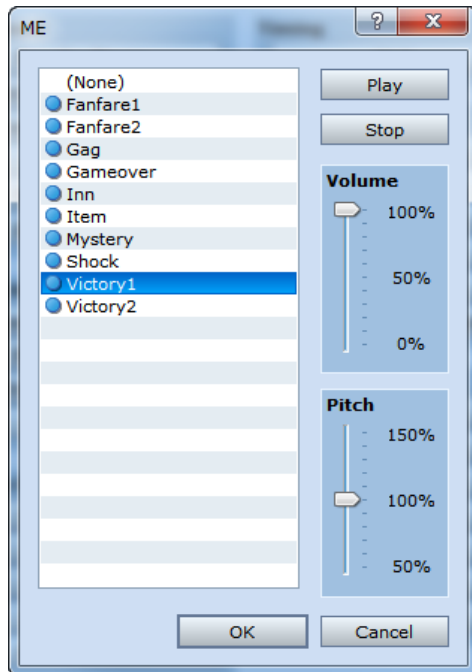


\*Settings for the Set Move Route Event Command.

In the top left we can choose who we would like to move. Since it's the player, we can leave this as "player". The box below with the \$> in it shows a list of all the Movement Commands we have applied to the character. It is currently empty. As we select actions from the right, the box will fill up with the selected Events, forming a list of what the character will do. We want the character to move up 7 times, so click on the "Move Up" button 7 times. The option "Wait for Completion" can be left as is. If this option is turned off, the next Event in the List of Event Commands will execute before the movement is over, thus ruining the timing.

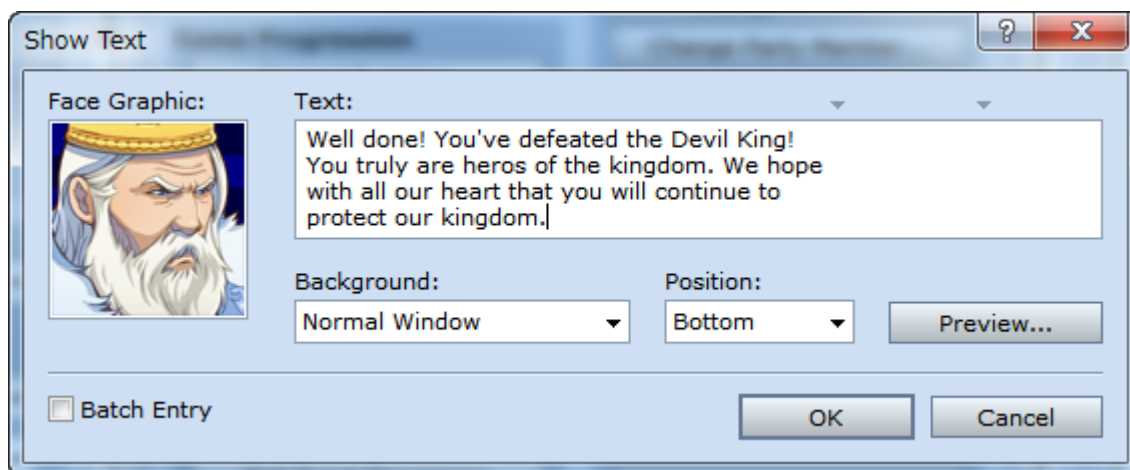
## Setting up the Conversation with the Good King

To set the mood properly, we'd like a good fanfare to play in the background. We can set this up with the Play ME Event Command. ME stands for Music Event. You can find it on page 2 of the Event Command List. Go ahead and select the Victory1 track.



### \*The Show Text Event Command

Use the Show Text Event Command and enter some lines of congratulations from the King. It may seem odd to enter the King's lines here, outside of the actual King's Event, but it's actually fine.



\*The graphic we have selected is not available in the trial version.



#### \*The Show Text Event Command

Finally, we'll add some brief words telling Kenta and his friends' futures. Just as we did in Level 21 when the Devil King was defeated, we'll adjust the screen background and the message positioning for this important message.

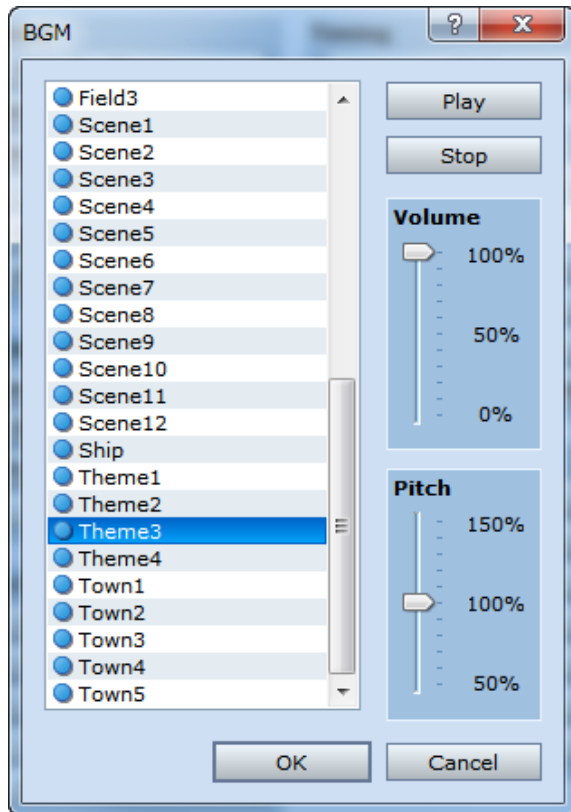
## Setting up the Staff Scroll

An essential part to any ending is the staff roll. All the people who deserve credit for their hardwork are introduced here.



#### \*The Fadeout Screen Event Command

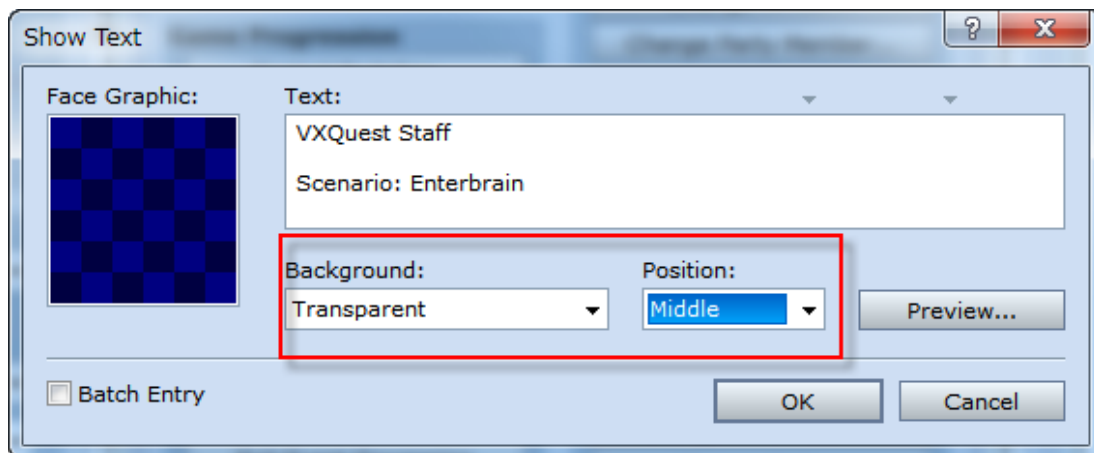
First, we'll need to fadeout the screen. Do this with the Fadeout Screen Event Command located on page 2 of the Event Command List.



\*The Play BGM Event Command

We'll also need to set an appropriate BGM. Use the Play BGM Event Command found on page 2 of the Event Command List. We've selected Theme2.

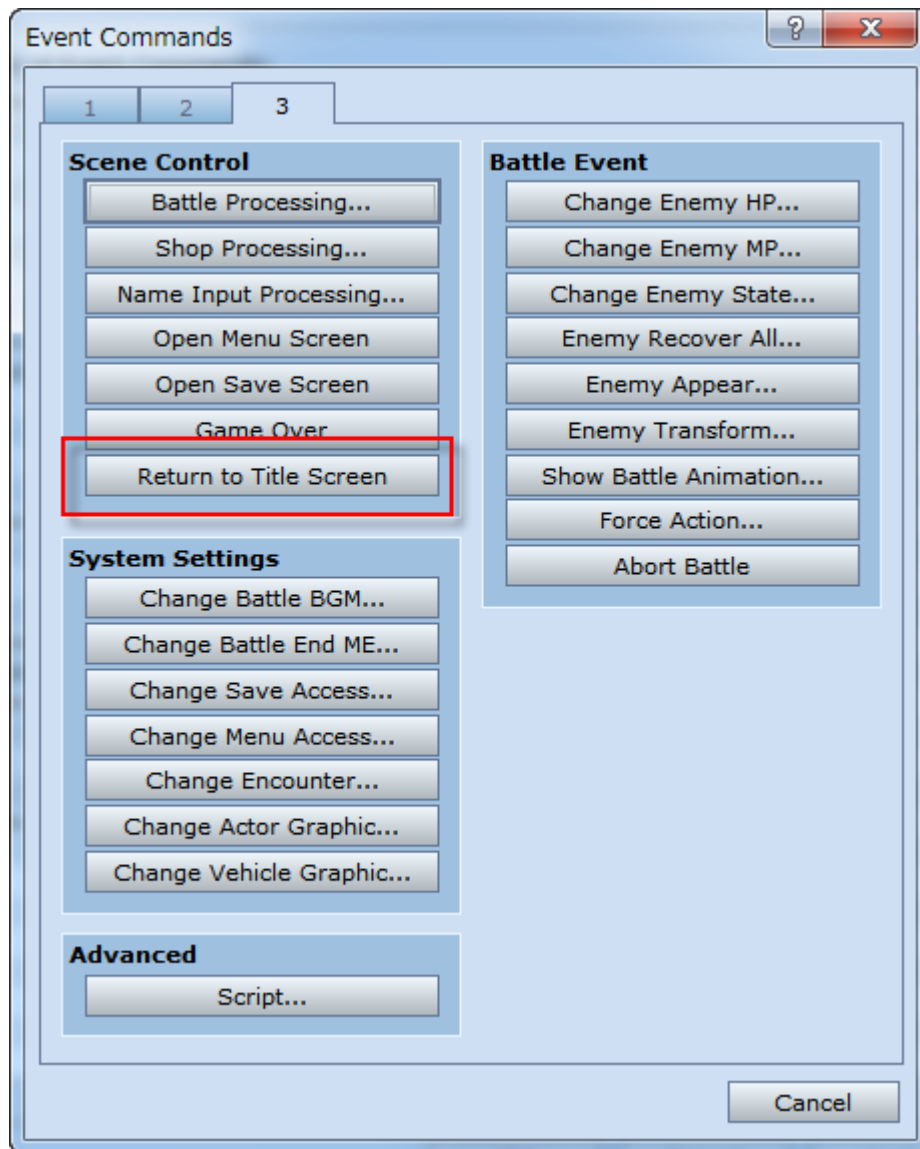
\*The BGM we've selected is not available in the trial version.



\*The Show Text Event Command.



Finally, we can input the names of the staff using the Show Text Event Command. Since we want to really highlight these names, we'll set the Background to "Transparent" and Position to "Middle". There is no set order to the names in the staff roll. Be sure to include not only the names of those who were directly involved in the project, but the names of anyone who helped out through playtests, advice and other indirect means. They will certainly be grateful for the recognition.



\*The Return to Title Screen Event Command.

Once all the staff names have been displayed, the game is over. Use the Return to Title Screen Event Command on page 3 of the Event Command List to bring up the title screen.



Finally, be sure to give your game one more playtest from beginning to end.

### **In Closing**

That concludes the VXQuest journey. We've covered the features and functions necessary to creating a game with RPG Maker. There are many more that we didn't cover, but if you've made it this far, then it won't be a problem for you to learn how to use them all as you gain experience with the software.

RPG Maker allows game designers the freedom to create a great variety of games limited only by their imagination. But, precisely because of this freedom, beginners can feel lost and overwhelmed. As you're getting used to the software, don't feel pressured to complete your game at all costs. Feel free to explore maps and database settings. As you try new and different things, your image of what kind of game you'd like to create will solidify. Then you can begin in earnest.

Even if you spend days and still don't complete a game, that is no reason to worry! RPG Maker isn't only about production, but the process as well. Just making games can be fun! And for those of you who want nothing more than to have your friends play games of your creation, a bit of advice. Try to keep your first work on the same scale as VXQuest. No matter how small, just the act of completing a game is an exceptional thrill. Use that thrill as motivation for greater and grander adventures.

As a bonus for those of you who want to create something straight away, we have a collection of ready-to-use maps for you! We hope they will come in handy as you work on your first masterpiece.

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