

Unzip the files and launch im-event-editor.exe

When you open the editor you'll see all dialogues and events that are currently available in the beta

Creating a mod

To create a new mod, go to **Settings**, click **Create New Mod**, enter Mod ID (this will be the name of the folder of your mod) and other fields and click **Save**.

Loading a mod

Go to **Settings** and select your mod from the dropdown menu.

Adding your mod to the game

Copy your mod folder **editor_folder*/IM_Data/StreamingAssets/Mods/*your_mod_id*/* to the game's mod folder:

PC *C:\Users*username*\AppData\LocalLow\Glitch Pitch\Idol Manager\Mods*

Mac *~/Library/Application Support/Glitch Pitch/Idol Manager/Mods/*

The mod should be enabled by default when you launch the game, you can disable it in the main menu (you may have to relaunch the game after that).

You can add a thumbnail image for your mod - put a thumb.png image into your mod's folder (16:9 image of any size).

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Adding custom idol portraits

Idol portraits are stored in this folder:

**editor_folder*/IM_Data/StreamingAssets/Mods/*your_mod_id*/Textures/IdolPortraits/*

Easiest way to create a new portrait is to copy one of the default ones and edit it:

**game_folder*/IM_Data/StreamingAssets/Textures/IdolPortraits/*

Portrait folder names should be numbered: 0, 1, 2, etc

Files inside a portrait's folder:

body.png - 1024x1500 transparent png image

params.json - coordinates of the top left point from which the mini portrait will be cropped (360x360px)

```
{"left": 290, "top": 170}
```

/accessories/ - optional folder with accessories

/face/, **/hair/** - mandatory folders that should include at least one **0.png** image

All images in accessories, face and hair folders are 1024x1500 transparent png images and should be named as **0.png**, **1.png**, **2.png**, etc

If you want to create a static portrait with no randomization you can just put it into body.png and leave face and hair images completely transparent.

Q: How to remove default portraits?

There's no convenient way to do it right now, you'll have to delete them manually from your game folder:

```
*game_folder*/IM_Data/StreamingAssets/Textures/IdolPortraits/
```

Be warned that you won't be able to load your old save game after doing this!

Q: I edited a portrait but I still see the old one in the game

The game caches portraits, so you might have to clear your cache folder:

```
C:\Users\*username*\AppData\Local\Low\Glitch Pitch\Idol Manager\data\cache\portraits\
```

Adding custom staff portraits

Idol portraits are stored in this folder:

```
*editor_folder*/IM_Data/StreamingAssets/Mods/*your_mod_id*/Textures/StaffPortraits/
```

Easiest way to create a new portrait is to copy one of the default ones and edit it:

```
*game_folder*/IM_Data/StreamingAssets/Textures/StaffPortraits/
```

This folder also includes the portrait for the player character (Player_Male or Player_Female)

Adding custom images for random events

When creating random events, you can either use images from the base game or add your own images.

It should be a png image, the name is up to you. The default size is 600x860. You can use bigger/smaller images, as long as the aspect ratio is the same.

Put your images into this folder:

**editor_folder*/IM_Data/StreamingAssets/Mods/*your_mod_id*/Textures/RandomEventIllustrations/*

After this they should be available in the editor (at the bottom of the list).

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Creating a random event

Click **Events** -> **Add New Random Event**

- **ID:** ID of your event that you can use to trigger it from another event or dialogue. If you use an ID of an event from the main game, your event will overwrite that event.
- **Title:** Will be displayed at the top of the event popup. You should probably leave it empty.
- **Description:** Text of the event
- **Image:** Image that will be displayed on the left
- **Can be triggered randomly:** Disable this if you want to trigger your event manually from another event or dialogue

Actors

Use this if you want to attach an idol or a staffer to the event

- **Type:** Idol or Staff

You can add specific conditions to each actor. The event won't launch if these conditions are not fulfilled

Staff parameters:

- **Type: dance [true|false]** Enter *true* or *false* into the Formula field. True - only dance staffers can be used for this event, false - any staffer who's not a dance staffer can be used

Idol parameters:

- **Cute, Cool, Stamina, etc.** Example use:
 - > 80 - any idol with this parameter bigger than 80 is ok.
 - < 30 - any idol with this parameter less than 30
- **Friendship, Influence, Romance.** Example use:
 - < 4 any idol with this relationship stat level lower than 4 is ok.
 - > 0 any idol with this relationship stat level less than zero
- **Business [ad|tv]**
 - *ad* - any idol that has an active advertisement contract

- *tv* - active tv show contract
- **Age.** Example use:
 - *> 14* - selects any idol older than 14 years
 - *== 20* - selects any idol that is exactly 20 years old
- **Can date [true|false]**
 - "true" selects for idols that are 18 years or older
 - "false" selects for idols that are under 18 years
- **Can drink**
 - "true" selects for idols that are 20 years or older
 - "false" selects for idols that are under 20 years. (Japan's drinking age is 20 years old)
- **Dating**
 - *free* - isn't currently dating anyone
 - *!free* - is currently dating someone
 - *bf* - currently has a boyfriend
 - *!bf* - doesn't currently have a boyfriend
 - *gf* - currently has a girlfriend
 - *!gf* - doesn't currently have a girlfriend
- **Dating (known to player)** - similar to "dating" status
 - *free* - the player has learned that they currently aren't dating anyone
 - *!free* - the player has learned that they are currently dating someone
 - *bf* - the player knows that they currently have a boyfriend
 - Etc
- **Dating preference**
 - *straight* - only dates men
 - *bi* - will date men or women
 - *lesbian* - only dates women
 - *!straight* - isn't straight
 - *!bi* - isn't bi
 - *!lesbian* - isn't lesbian
- **Had dating scandal [true|false]** (self-explanatory)
- **Previous flirt attempt** - selects an idol who meets a condition based on the player's most recent attempt to flirt with them
 - *catastrophic_failure* - the player's previous flirting attempt with the idol was a catastrophic failure (happens in case of repeated unwanted flirting attempts)
 - *failure* - selects an idol that the player's most recent flirting attempt was unsuccessful
 - *success*
 - *oblivious* - during the player's previous flirting attempt, the idol was oblivious to the fact that the player was trying to flirt with them
 - *taken* - during the player's previous flirting attempt, the player learned that the idol was already dating someone
 - *uncomfortable*

- uninterested
- wrong_gender - during the player's previous flirting attempt, they learned that the idol isn't interested in the player based on their gender (e.g. the player character is male and she's a lesbian, or the player character is female and she's straight)
- !catastrophic failure - selects an idol where the player's most recent flirting attempt was NOT a catastrophic failure
- !success - selects an idol where the player's most recent flirting attempt was NOT a success
- etc.
- **Clique member**
 - true - Selects an idol who is part of a clique. (Clique leaders count as clique members)
 - false - Selects an idol that is not part of a clique.
- **Clique leader**
 - true - Selects an idol who is the leader of a clique
 - false - Selects an idol who is not the leader of a clique
- **Is a bully [true|false]** - self explanatory
- **Is a bully (known to player) [true|false]** - only chooses an idol who is known to be a bully
- **Is bullied [true|false]**
- **Is bullied (known to player) [true|false]**
- **Variable** - an idol that has a variable attached to it (you can set variables in events and dialogues). Enter the name of the required variable into the Formula field.

Conditions

Conditions required for the event to launch

- **Variable.** e.g. `VARIABLE_NAME == VALUE`. Check that a variable is set to a specific value. You can set variables in events and dialogues. Note that variable names are case sensitive
- **Money.** e.g. `> 800000` - event can trigger if player has more than 800K yen, `< 500000` - if less than 500K
- **Fans Total.** Same but for the number of fans.

Effects

These effects apply when the event gets triggered

Target: @actor_#@

- **Add Opinion.** e.g. `HC=2 C=-1 M=1 A=-1` Adds opinion points to fan demographics. C - casual, HC - hardcore, M - male, F - female, T - teen, YA - young adult, A - adult

- **Add Fans.** e.g. *HC=2 C=-1* Adds fans in the demographic. The number is relative to the total amount of fans this idol has (from -10 to 10).
- **Variable.** e.g. *VARIABLE_NAME* Adds a variable to the idol to mark her for other events
- **Mental Stamina.** e.g. *-20* Add or remove mental stamina points
- **Relationship.** e.g. *-1* Add or remove relationship points of this idol with the player

Target: Group

- **Add Fans.** e.g. *HC=2 C=-1* Adds fans in the demographic (split among all idols). The number is relative to the total amount of fans this idol has (from -10 to 10).
- **Business.** If you select a Business [ad|tv] condition for an idol, one of her active contracts is saved in a variable. This parameter affects that contract:
 - *terminate* - Terminate the contract and pay damages
 - *terminate_no_dmg* - Terminate the contract without paying any money
 - *return_money* - Pay back the money you already earned from the contract

Target: Resource

- Add or subtract Money, Buzz or Scandal Points

Target: Meta

- **Set Variable.** e.g. *VARIABLE_NAME = Text of the variable*. You can use variables in conditions or to display some text in descriptions or options. (If you name a variable that doesn't exist yet, it will be created; it is not necessary to separately declare variables.) Setting a variable to *male_name* or *female_name* will generate a random name as a value of the variable.
- **Trigger Event.** *Event_ID 7*. Trigger an event Event_ID after 7 days.

Options

Options the player can choose from.

If multiple options have the same text, only one of them will be displayed randomly. You can use this to randomize outcomes of the event. (For example, if you wanted to have an option for "Do Nothing" that randomly results in either a good outcome or a bad outcome, you would create separate options for both the bad outcome and the good outcome and assign both of them the button text "Do Nothing". When displaying the event, the game would choose randomly between those options for the "Do Nothing" option.)

- **Button Text.** Text that will be displayed on the button.
- **Button Tooltip.** Text of the tooltip that will be displayed when player hovers over the button.
- **Result Description.** Text that will be displayed after player picks this options.

- **SNS.** Messages from the fans that will be displayed after player picks this option. By default the first message starts a thread and all other messages are replies in this thread. To add another thread, start the message with |
- **Effects.** These effects get triggered if player picks this option.

Variables

You can use these variables in descriptions, options and SNS messages.

[actor_0] - First name of the actor

[actor_0:full] or **@actor_0@** - Full name of the actor

[groupname] - Name of player's group

[last_physical_single_center] - Name of the center of the last physical single

[VARIABLE_NAME] - Value of a variable

<blue> - Start blue text

<red> - Start red text

</color> - End the colored text

When a business requirement is set for an actor:

[proposal_agent] - Name of the business partner

[proposal_product] - Name of the tv show (empty for ads)

Example in the editor:

[actor_0:full] did an <red>oopsie</color>! Will [groupname] respond?

How it will look in the game:

Nishigata Ayaka did an oopsie! Will XYZ49 respond?

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Creating dialogues and substories

A substory is a number of dialogues that use the same actors. Child dialogues inherit actors from the parent dialogue, and they also can only be triggered manually.

- **Parent.** If this dialog is part of an existing substory, select the parent dialogue. To create a new substory, leave as --PARENT--
- **ID.** ID of the dialogue. This is the name that will appear in the editor and will appear in the in-game "trigger a dialog" menu (opened by pressing the "~" key in-game). You can

use it to trigger this dialogue. If you use the same ID as an existing dialogue from the main game, your dialogue will overwrite that dialogue.

- **Type.** Only "Dialogue" is available for mods right now.
- **Location.** The background that will be displayed during the dialog.
- **Music.** The music track that will play during the dialog.
- **Can be triggered randomly.** Disable this if you want to trigger your event manually from another event or dialogue
- **Import Text.** You can write your entire dialogue elsewhere and then import in into the editor. An example text file with correct formatting is provided here:
editor_folder/_EXAMPLES/

Conditions

Same as conditions for random events

Actors

Same as random events, but you also need to enter a tag for each actor that you can reference later.

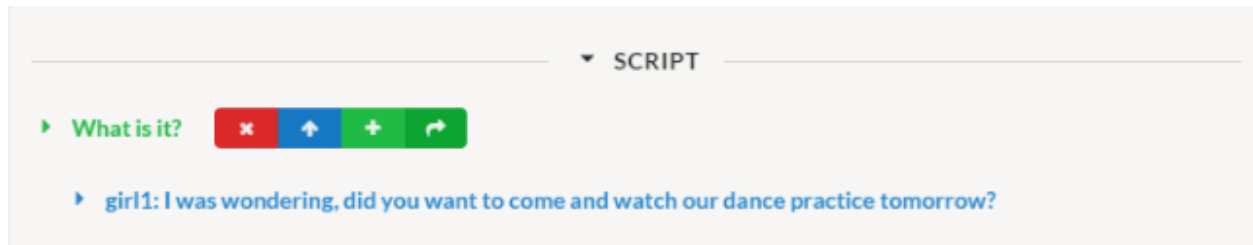
Actors Setup

Setup your actors in the scene. You don't have to put all of them in the scene.

- **Position.** Position on the screen. 0 is the center, -10 is the far left of the screen, 10 is the far right of the screen.
- **Facing Right.** By default sprites look from right to left. Enable this to flip the sprite.
- **Start Hidden.** If enabled, their sprite will be hidden at the start of the scene.

Script

Click the green "Add dialog node" button to create a new dialog node. Hover over a node to see the following options:



Hover over a parent node to see four buttons (pictured above).

- **Red X:** deletes the node. WARNING: Deleting a parent node will also delete all child nodes!
- **Blue arrow:** Re-order node
- **Green plus:** Create a new node (same hierarchy as the currently selected node)
- **Green arrow:** Create a new child node for the currently selected node. (Note: this option will not appear when hovering over a child node.)

Click the green "Add dialog node" button to create a new dialog node. Click on the dialog node to open up the node editor, with the following options:

- **Type: Message.** One text block.
 - **Actor:** You can pick an actor that says this line or leave the actor empty for narration.
 - **Value:** Text of the message.
 - **Tag:** You can tag a message to go to it from another point in the script
 - **Effects:** Animate sprites, play sound effects, trigger events, etc
- **Type: Check.** Child nodes of this node are only triggered if requirements are fulfilled.
- **Type: Choice.** Value = text on the button. Child nodes are triggered if player picks this option.
- **Type: Random.** Create multiple siblings of this type, children of only one of them will be triggered randomly.
- **Type: Action.** Trigger some effects without displaying a new message.

Variables

You can use these variables in your messages.

[actor_0] - First name of the actor

[actor_0:full] - Full name of the actor

[actor_0:polite] - Polite form

[actor_0:manorwoman] - Returns "man" or "woman"

[player] - Player's name

[player:polite] - Polite form of the player's name

[player:casual] - Casual form of the player's name

[player:SirMaam] - Returns "Sir" or "Ma'am" based on the player's gender

[player:heshe] - Returns "he" or "she" based on the player's gender

[groupname] - Name of player's group

[rival_group] - Random rival group

[yen] - ¥

[color:red] [color:blue] [color:green] - Starts colored text

</color> - Ends colored text

Example in the editor:

Wow, I sure hate [player:casual:red], [player:heshe]'s not paying me enough [yen][yen][yen]!

How it will look in the game:

Wow, I sure hate **Nana**, she's not paying me enough ¥¥¥!

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Testing your mod

To launch an event or a dialogue in the game press the "~" key. Make sure the game isn't paused.

The event won't launch if its starting conditions are not fulfilled.