

Main functions:

- **before()**

Format: function before() {}

Returns: N/A

Args: None

Example: function before() { debugLog("Hello world", "executing before the Dialog ID is executed"); }

- **after()**

Format: function after(selid) {}

Returns: N/A

Args: selid as text, the ID selected, passed to the function automatically

Example: function after(selid) {

if(selid == 2) debugLog("You selected to buy weapons, handle payment here");

else if(selid == 3) debugLog("You selected to buy something else, handle payment here");}

- **forward()**

Format: function forward() {} // Make sure that the <empty> tag is set to true and there is no response/request

Returns: The ID to proceed to as text

Args: None

Example: function forward() {

var res = rollCheck({"who":0,"which":"CH","type":"attribute","mod":0});

if(res.ok) return 5; // If the leader passed the CH-roll, head to ID 5

else return 6; // If s/he failed, head to ID 6

}

- **processtext()**

Format: function processtext(which, text) {}

Returns: The processed text

Args: which as number, 0 for request, 1 through 4 as response (if set) | text as text

Example: function processtext(which, text) {

if (which > 0) return text;

var money = getWealth();

var disp = Math.floor(money/100) + " " + getLangString("text_cur_100_short", []) + " / " +

Math.floor((money%100)/10) + " " + getLangString("text_cur_10_short", []);

return text.replace("{0}", disp);}

- **hasresponse()**

Format: function hasresponse(which) {}

Returns: boolean

Args: which as number, 1 for the first response

Example: function hasresponse(which) {

if(which == 2) return getWealth() >= 1000; // display the second response as possibility only if the group has more than 10 ducats

else return true;

/* be careful with this function, there is a bug, if you are setting a response to false, and there is another response afterwards set to true, the text is displayed correctly, but the linked IDs (goto) are still as they were before, thus linking the wrong IDs to the wrong texts */ }

Specific “sub”functions:

- **getQuestState()**

Format: getQuestState(questname)

Returns: returns the current step of the quest “questname”, or 0 id the quest hasn’t been started

Args: questname as text

Example: function forward() {

var gf = getQuestState("phexgueldenerfight");

if (gf > 1) return 26;

else return 9;}

- **setQuestState()**

Format: setQuestState(questname, value)

Returns: N/A

Args: questname as text, value as number for the step of the quest to is to be marked as done

Example: function before() {setQuestState("phexcaer_villafight", 1);

/*affects highlights, on the maps and reactions of NPCs or in Dungeons*/}

- **setSpecialState()**

Format: setSpecialState(name, value);

Returns: N/A

Args: name as text basically defines a variable to be stored in savegames, value as text to be stored in the variable named name

Example: function before() { setSpecialState("resultname",res2.name);

/*be careful with setting and reading States in dungeons and towns/on the map, see getSpecialState*/}

- **getSpecialState()**

Format: getSpecialState(name);

Returns: The text stored in variable name of the savegame.

Args: name as text, see setSpecialState

Example: function forward() { if(getSpecialState("dngnthorwal.extraexit") != "1") return 2; else

return 3; /*If you want to retrieve the value of a variable that was set in a dungeon but execute

the dialog in a town/on the map, you prefix the variable with the dungeon name as shown in the example. Else you’d just use the variable name like getSpecialState("extraexit")*/

}

- **printSpecialStates()**

Format: printSpecialState();

Returns: N/A

Args: N/A

Example: function before() {printSpecialState(); /* prints all special states for the current location to console*/}

- **showMessage()**

Format: showMessage(message)

Returns: N/A

Args: message as text, or message as defined language setting text

Example: function forward() { if(getSpecialState("naja") != "") return 2;
showMessage("ottarje_9");
return 255;}

- **showDialogue()**

Format: showDialogue(cname, settings)

Returns: N/A

Args: cname as text, name of the callback, see OnDialogueResult, settings as object with
string - text: text to be displayed | string - image: image to accompany the text | string - caption:

Headline | string - btcap1..6 optional button captions for the choices, needs to be consecutive

Example: var p = "df046_";

```
function sdlg( name, textid, bt1, bt2, bt3 ) {  
    var param = {"caption":p+textid+"_hl","text":p+textid};  
    if( bt1 != null ) param["btcap1"] = p+bt1;  
    if( bt2 != null ) param["btcap2"] = p+bt2;  
    if( bt3 != null ) param["btcap3"] = p+bt3;  
    showDialogue( name, param );  
}
```

- **rollCheck()**

Format: rollCheck(test)

Returns: object with: string - result: "success", "failure", "criticalfailure", "criticalsuccess" |
boolean - ok: true for success/critical success | boolean - badfail: true for criticalfailure | int -
resrem: remaining skillpoints | int- id: the id of the tested character | string - name: the name of
the tested character

Args: test as object: string - who: "best", "worst", or number with 0 as the leader | string - type:
"skill", "spell", or "attribute" | string - which: the spell/skill/attribute to test on | int - mod: the
modifier, where negative values are an additional handicap

Example: function forward() { var res =
rollCheck({"who":0,"which":"CH","type":"attribute","mod":0});

```
if (res.ok) return 10;  
return 11;}
```

- **getName()**

Format:

Returns:

Args:

Example:

- **getGender()**

Format:

Returns:

Args:

Example:

- **awardXP()**

Format:

Returns:

Args:

Example:

- **dealDamage()**

Format:

Returns:

Args:

Example:

- **setHunger()**

Format:

Returns:

Args:

Example:

- **startBattle()**

Format:

Returns:

Args:

Example:

- **getLangString()**

Format:

Returns:

Args:

Example:

- **setThirst()**

Format:

Returns:

Args:

Example:

- **passTime()**

Format:

Returns:

Args:

Example:

- **getTime()**

Format:

Returns:

Args:

Example:

- **chooseItem()**

Format:

Returns:

Args:

Example:

- **removeItem()**

Format:

Returns:

Args:

Example:

- **giveItem()**

Format:

Returns:

Args:

Example:

- **debugLog()**

Format:

Returns:

Args:

Example:

- **modifyGodGrace()**

Format:

Returns:

Args:

Example:

- **rollRandom()**

Format:

Returns:

Args:

Example:

- **leaveLocation()**

Format:

Returns:

Args:

Example:

- **releaseTrap()**

Format:

Returns:

Args:

Example:

- **findInventoryItem()**

Format:

Returns:

Args:

Example:

- **findInventoryItemAt()**

Format:

Returns:

Args:

Example:

- **removeInventoryItem()**

Format:

Returns:

Args:

Example:

- **getPartyCount()**

Format:

Returns:

Args:

Example:

- **addEffect()**

Format:

Returns:

Args:

Example:

- **removeEffekt()**

Format:

Returns:

Args:

Example:

- **getWealth()**

Format:

Returns:

Args:

Example:

- **changeWealth()**

Format:

Returns:

Args:

Example:

- **getNumber()**

Format:

Returns:

Args:

Example:

- **getNumberDlg()**

Format:

Returns:

Args:

Example:

- **startDialogue()**

Format:

Returns:

Args:

Example:

- **startDialogueCallback()**

Format:

Returns:

Args:

Example:

- **autoSave()**

Format:

Returns:

Args:

Example:

- **getRotation()**

Format:

Returns:

Args:

Example:

- **splitLeaveCharacter()**

Format:

Returns:

Args:

Example:

- **chooseSingleCharacter()**

Format:

Returns:

Args:

Example:

- **jumpToLocation()**

Format:

Returns:

Args:

Example:

- **getDateWeekday()**

Format:

Returns:

Args:

Example:

- **getDateDay()**

Format:

Returns:

Args:

Example:

- **getDateSeason()**

Format:

Returns:

Args:

Example:

- **getTime()**

Format:

Returns:

Args:

Example:

- **showItemset()**

Format:

Returns:

Args:

Example:

- **round()**

Format:

Returns:

Args:

Example:

- **getHintKnown()**

Format:

Returns:

Args:

Example:

- **getMappieceCount()**

Format:

Returns:

Args:

Example:

- **addMappiece()**

Format:

Returns:

Args:

Example:

- **hasNPC()**

Format:

Returns:

Args:

Example:

- **setQuestStateInconly()**

Format:

Returns:

Args:

Example:

- **showTrader()**

Format:

Returns:

Args:

Example:

- **isAlive()**

Format:

Returns:

Args:

Example:

- **gameover()**

Format:

Returns:

Args:

Example:

- **getPartyLevel()**

Format:

Returns:

Args:

Example:

- **setInsideScene()**

Format:

Returns:

Args:

Example:

- **getCharClass()**

Format:

Returns:

Args:

Example:

- **getCharSchool()**

Format:

Returns:

Args:

Example:

- **isCompanion()**

Format:

Returns:

Args:

Example:

- **getCharSkill()**

Format:

Returns:

Args:

Example:

- **getCharSpell()**

Format:

Returns:

Args:

Example:

- **modifyCharAttribute()**

Format:

Returns:

Args:

Example:

- **modifyCharSkill()**

Format:

Returns:

Args:

Example:

- **modifyCharSpell()**

Format:

Returns:

Args:

Example:

- **getEquipped()**

Format:

Returns:

Args:

Example:

- **getModifier()**

Format:

Returns:

Args:

Example:

- **getCharAttribute()**

Format:

Returns:

Args:

Example:

- **getCharEffect()**

Format:

Returns:

Args:

Example:

- **getCharEffects()**

Format:

Returns:

Args:

Example:

- **getGodGrace()**

Format:

Returns:

Args:

Example:

- **getLocation()**

Format:

Returns:

Args:

Example:

Dungeon-functions:

- **setDungeonObjectState()**

Format:

Returns:

Args:

Example:

- **getDungeonObjectState()**

Format:

Returns:

Args:

Example:

- **setDoorState()**

Format:

Returns:

Args:

Example:

- **getDoorState()**

Format:

Returns:

Args:

Example:

- **lookAtTrigger()**

Format:

Returns:

Args:

Example:

- **lookAtDIO()**

Format:

Returns:

Args:

Example:

- **teleportToTrigger()**

Format:

Returns:

Args:

Example:

- **activateInterval()**

Format:

Returns:

Args:

Example:

- **deactivateInterval()**

Format:

Returns:

Args:

Example:

- **initDungeon()**

Format:

Returns:

Args:

Example:

- **onTrigger()**

Format:

Returns:

Args:

Example:

- **onTriggerLeft()**

Format:

Returns:

Args:

Example:

- **onDialogResult()**

Format:

Returns:

Args:

Example:

- **doorClicked()**

Format:

Returns:

Args:

Example:

- **chestClicked()**

Format:

Returns:

Args:

Example:

- **onTimePassed()**

Format:

Returns:

Args:

Example:

- **onInterval()**

Format:

Returns:

Args:

Example: