

Intro to using the 3D Script

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Introduction:

The /r/pokemonfangame fangame uses a 3D Script/Engine, created by /u/ElStrawFedora for use in Pokemon Essentials and RPG Maker. This script creates an illusion that the trees and buildings ingame are standing up, and not just flat on the ground, like most fangames. This guide will teach you how to setup and use the 3D Script, so you can help us create this amazing community built game!

Requirements:

- 3D Script
- RPG Maker XP
- Windows Computer (On Mac, you may be able to make a Windows VM using applications such as Parallels)

Part 1: Setting up the 3D Script/Running RPG Maker

First of all, you're going to want to setup the 3D Script. This step should take really no time at all.

1. Install RPG Maker XP (Not VX Ace, or any others, they will not work) if you have not already.
2. Un-Zip the "3D Script.zip" file
3. Finally, run Game.rxproj (not Game.exe)
4. Now you have the 3D Script open, and ready to use!

Part 2: Mapping!

Now that we have the program open, we are ready to start mapping!

1. First of all, not all tiles are ready for 3D mapping. You can choose to prepare some tiles, or you can just skip to the next step.
 - 1.1. To start, open the Database (Button to the right of the ¼ Magnifying Glass)
 - 1.2. Choose the "BW 3D" tileset on the left side
 - 1.3. Click "Terrain Tag" on the right side
 - 1.4. Scroll to the tiles you want to make 3D
 - 1.5. Set every tile you want to be 3D, to the Terrain Tag 1
 - 1.6. Hit Apply, and exit out

2. Make a new map, select the size, BGM, BGS and name. For the tileset, make sure it is on "BW 3D"
3. Create your map base/Layer One (Grass, Roads, Paths)
4. Place your 3D Buildings on Layer Two, following this guide
 - 4.1. Place only the bottom layer of the building you want to place (like is done in [this](#) map) and the 3D Script will automatically fill in the rest of the tiles in-game
5. Test out map!

If you have any other questions, just comment on the reddit thread, and I'll try to answer them, and possibly add them into the guide!