

Requirements

Need Eli Book.

Features

- Add self variables to events.
- These self variables are persistent across the maps.
- Can use plugin command to change the self variable of other events/maps.
- Integration with the default event commands!
- Work on the conditions tab of an event page.

How to use

Natively / By event Commands

[Steam Community :: Guide :: Native Self Variables \(MV & MV\)](#)

Script Calls

Getting self variable values:

- **Current event** → `this.selfVariableValue(varId)` **OR** `this.getSv(varId)`
- **Other events/map** → `$gameVariables.selfValue([mapId, eventId, varId])`

Changing self variable values:

- **Current event** → `this.setSelfVariableValue(varId, value)` **OR** `this.setSv(varId, value)`
- **Other events/maps** → `$gameVariables.setSelfValue([mapId, eventId, varId], value)`

Show Message / Texts

If you want to show the value of a self variable in a text like `\sv[id]`, you will need the Eli Escape Codes, where you set up an escape code of your choice to get their values. By default is `\sv[id]`.

Plugin Command (MZ Only)

Control Self Variables

- **Map Id** → Choose a map Id. Leave at 0 to refer to the current map.
- **Event Id** → Choose the event Id. Leave at 0 to refer to the current event.
- **Self Var Id** → Choose the Var Id here.
- **Operation Type** → What you want to do with the value of the variable. Add, Sub, etc.
- **Value** → The value that will be operated. Can use formulas.

Update Log

Version 2.1.2 - 12/14/2023

- Fixed an issue that was preventing some plugin commands on other of my plugins to not properly converting Self Variable escape codes implemented by [Eli Escape Codes](#).

Version 2.1.1 - 12/03/2023

- Fixed a bug when using conditional branches that compare Self Variables against Regular Variables. When the left variable was a Self Variable, the plugin was always assuming that the second one was too, resulting in a wrong check. Now the plugin properly checks if the two arguments (left and right) are variables and if they are Self Variables.
- Fixed two other similar bugs with the Control Variables and Get Location Info commands.
- Improved the help file.

Version 2.1.0 - 09/08/2022

- Need Eli Book 5.4.1 now.

Version 2.0.1 - 06/29/2022

- Fixed a bug on the command Get Location info, which was permanently changing the event command list, making all the events with the Get Location Info have the same command setup.

Version 2.0.0 - 02/05/2022

- [MV] Ported to MV!
- Updated terms of use.

Version 1.2.1 - 01/09/2022

- Fixed a bug where it was not possible to change the target event id of an event more than one time.

Version 1.2.0 - 12/08/2021

- Added again the full integration of self variables with the event commands that use variables!

Version 1.1.1 - 11/25/2021

- Removed the full integration of the self variables with the event commands, because it was not working properly when a parallel or autorun event was running and setting/checking a variable value.

Version 1.1.0 - 08/11/2021

- Fixed the plugin command that was not giving the dropdown list to choose the self variable id.
- Add two new plugin parameters that let you control the target event/map Id for the self-variable operations on event commands.
- Code clean up.
- Need Eli Book 4.0.0 now.

Version 1.0.1 - 03/19/2021

- Public Plugin release!

Version 1.0.0 - 12/25/2020

- Plugin release!