Dungeon Craft Tutorial: Logic Block - How to change the icon index
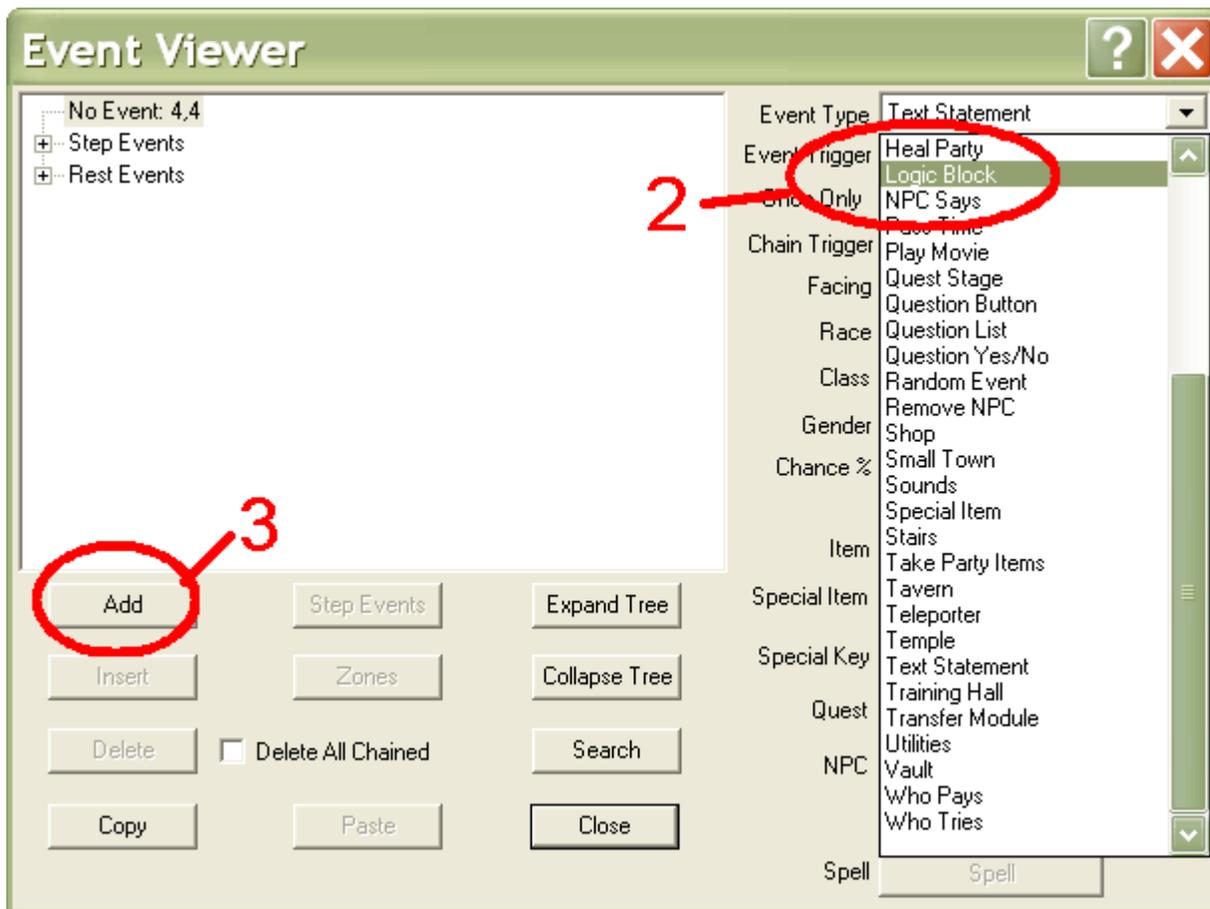
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To use a Logic Block event to change the icon index for a PC or NPC, you need to follow the procedures outlined below:

1. Decide which member of your party you want to change. the icon for You will need to prepare an appropriate icon before you continue. Standard PC icons are 96x48 pixels, when an icon is wider in multiples of 96, DC will only read the first (left-most) 96x48 frame. If you wanted to have an icon with two framesets, for example, your icon would be 192x48, and have two framesets each with a ready and action pose.

2. The next step is to decide where to place your Logic Block event. It it useful to place it in the same cell where you plan on placing the combat event. If you have already placed the combat event. you can insert it before the combat event.
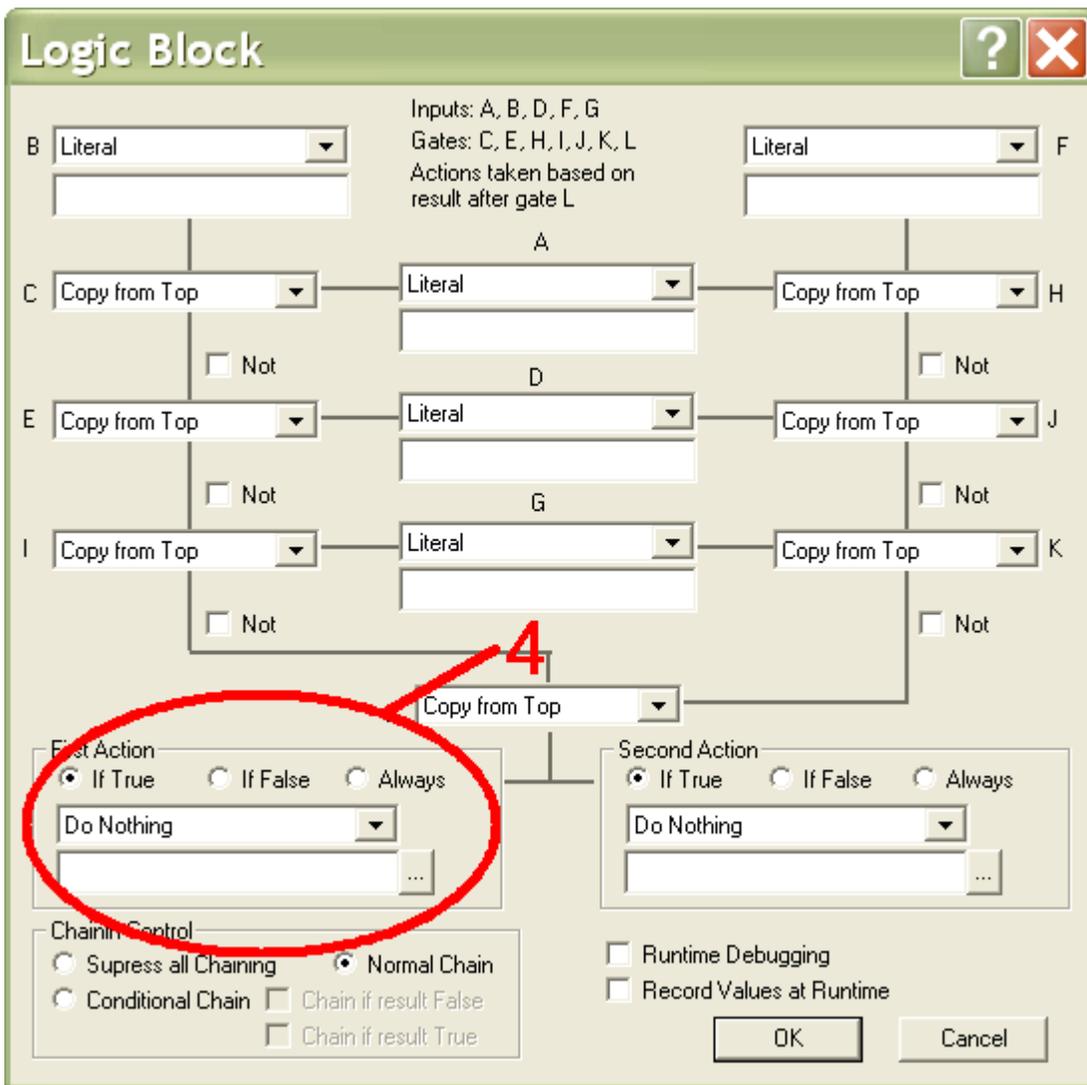   From the drop down box, choose "Logic Block" by first highlighting it and then clicking on it.

3. Click "Add"

Event Viewer

No Event: 4,4
- Step Events
- Rest Events

Event Type: Text Statement

Event Trigger
- Heal Party
- Logic Block
- NPC Says

Once Only

Chain Trigger
- Play Movie

Facing
- Quest Stage
- Question Button

Race
- Question List
- Question Yes/No

Class
- Random Event
- Remove NPC

Gender
- Shop
- Small Town

Chance %
- Sounds
- Special Item
- Stairs

Item
- Take Party Items
- Tavern

Special Item
- Teleporter
- Temple

Special Key
- Text Statement
- Training Hall

Quest
- Transfer Module
- Utilities

NPC
- Vault
- Who Pays
- Who Tries

Spell: Spell

Buttons: Add, Step Events, Expand Tree, Insert, Zones, Collapse Tree, Delete, Delete All Chained, Search, Copy, Paste, Close
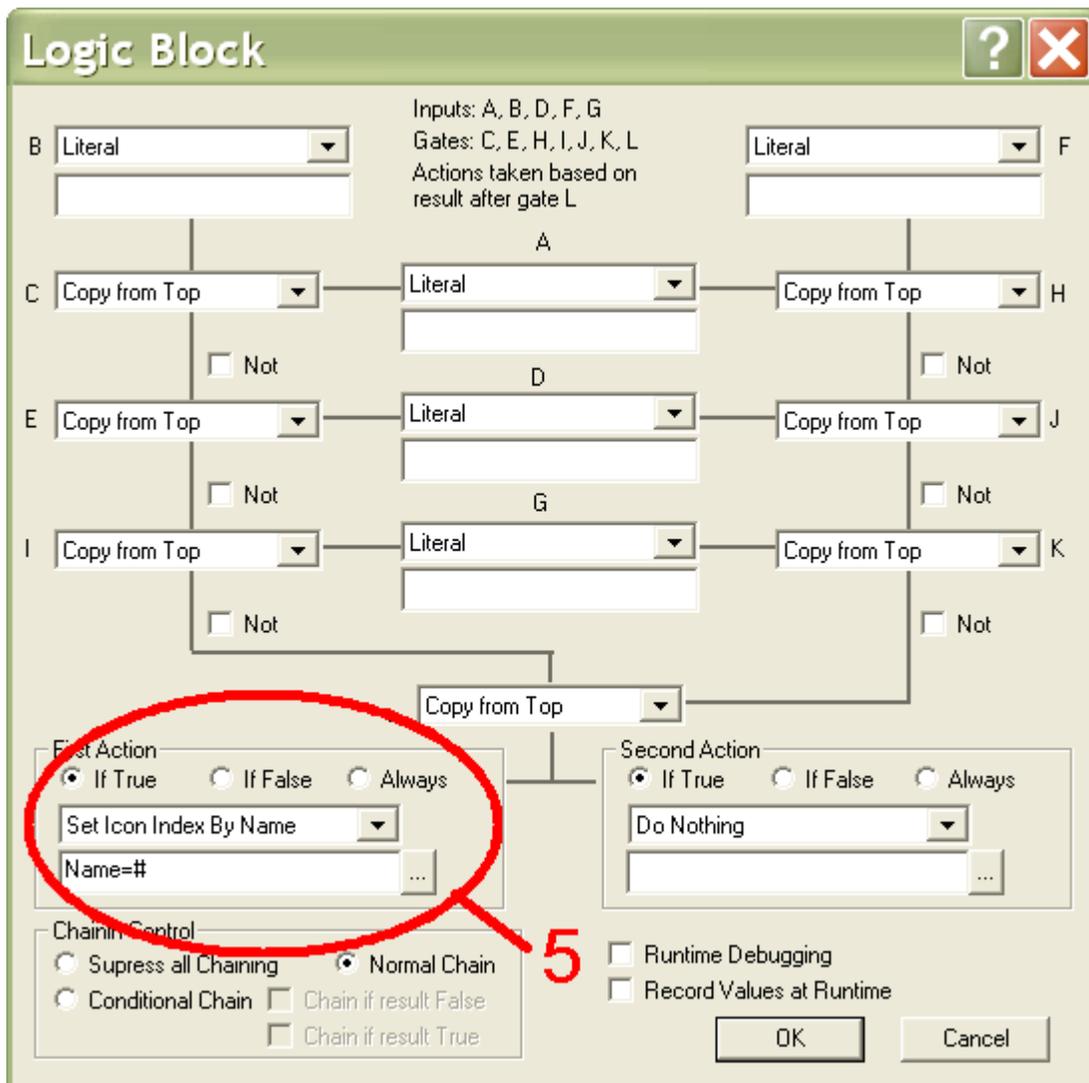
Note: If you are inserting before a combat event, the "Insert" button will be active and would be clicked instead.

4. When the Logic Block event appears, it seems a bit overwhelming, but is easy to understand if you break it down into it's three parts. The seven boxes labeled C, E, I, H, J, K, and L are logic gates. The five boxes labeled, B, A, D, G, and F are input boxes. The two boxes at the bottom, labeled first action and second action, are the action boxes. For this use of the Logic Block, we are only interested in the "First Action" box.

Logic Block ? ✕

Inputs: A, B, D, F, G
Gates: C, E, H, I, J, K, L
Actions taken based on result after gate L

B Literal ▼ | Literal ▼ F

A

C Copy from Top ▼ — Literal ▼ — Copy from Top ▼ H

☐ Not D ☐ Not

E Copy from Top ▼ — Literal ▼ — Copy from Top ▼ J

☐ Not G ☐ Not

I Copy from Top ▼ — Literal ▼ — Copy from Top ▼ K

☐ Not ☐ Not

4

Copy from Top ▼

First Action
◉ If True ○ If False ○ Always
Do Nothing ▼
...

Second Action
◉ If True ○ If False ○ Always
Do Nothing ▼
...

Chaining Control
○ Supress all Chaining ◉ Normal Chain
○ Conditional Chain ☐ Chain if result False
☐ Chain if result True

☐ Runtime Debugging
☐ Record Values at Runtime

OK Cancel

5. Now, it is time to set the icon index. Click on the arrow for the drop-down menu under First Action. Select "Select Icon Index By Name" and in the box right below the drop-down menu, type "Name=#" where Name is the name of the PC or NPC you want to change the icon for and # is the index number. for the purpose of this event, the indexing starts at 1.

Logic Block

Inputs: A, B, D, F, G
Gates: C, E, H, I, J, K, L
Actions taken based on result after gate L

B: Literal

F: Literal

A: Literal

C: Copy from Top — Literal — Copy from Top: H
☐ Not ☐ Not

E: Copy from Top — Literal (D) — Copy from Top: J
☐ Not ☐ Not

I: Copy from Top — Literal (G) — Copy from Top: K
☐ Not ☐ Not

Copy from Top

First Action
◉ If True ○ If False ○ Always
Set Icon Index By Name
Name=# ...

Second Action
◉ If True ○ If False ○ Always
Do Nothing
...

Chaining Control
○ Supress all Chaining ◉ Normal Chain
○ Conditional Chain ☐ Chain if result False
☐ Chain if result True

☐ Runtime Debugging
☐ Record Values at Runtime

[OK] [Cancel]

6. Now is the time to test the event to make sure it works the way you want it to. First, save your design. Next, hit the key combination of CTRL+t to enter test level mode. Move to the cell that contains the Logic Block event, and then proceed to the combat event. You will now be seeing the second, third or whichever icon frameset you chose.

7. The new frameset will continue to be used until the frameset is changed back or to a different frameset. To do this, repeat steps 2 through 5 as needed.

Dungeon Craft