Dungeon Craft Tutorial: How to create a shop that is only open at a certain time

by manikus
Last updated 6.6.2009

To use a GPDL function to determine a shop's hours of operation, you can use the following method.

1. In this tutorial, I'm going to create a shop, called Karen's Deli, that is only open one hour a day - at noon until 1 pm. The first step is to click the square on the map where I will place my shop.
2. From the drop down menu at Event Type in the upper-right corner, choose "Shop".
3. Click "Add".
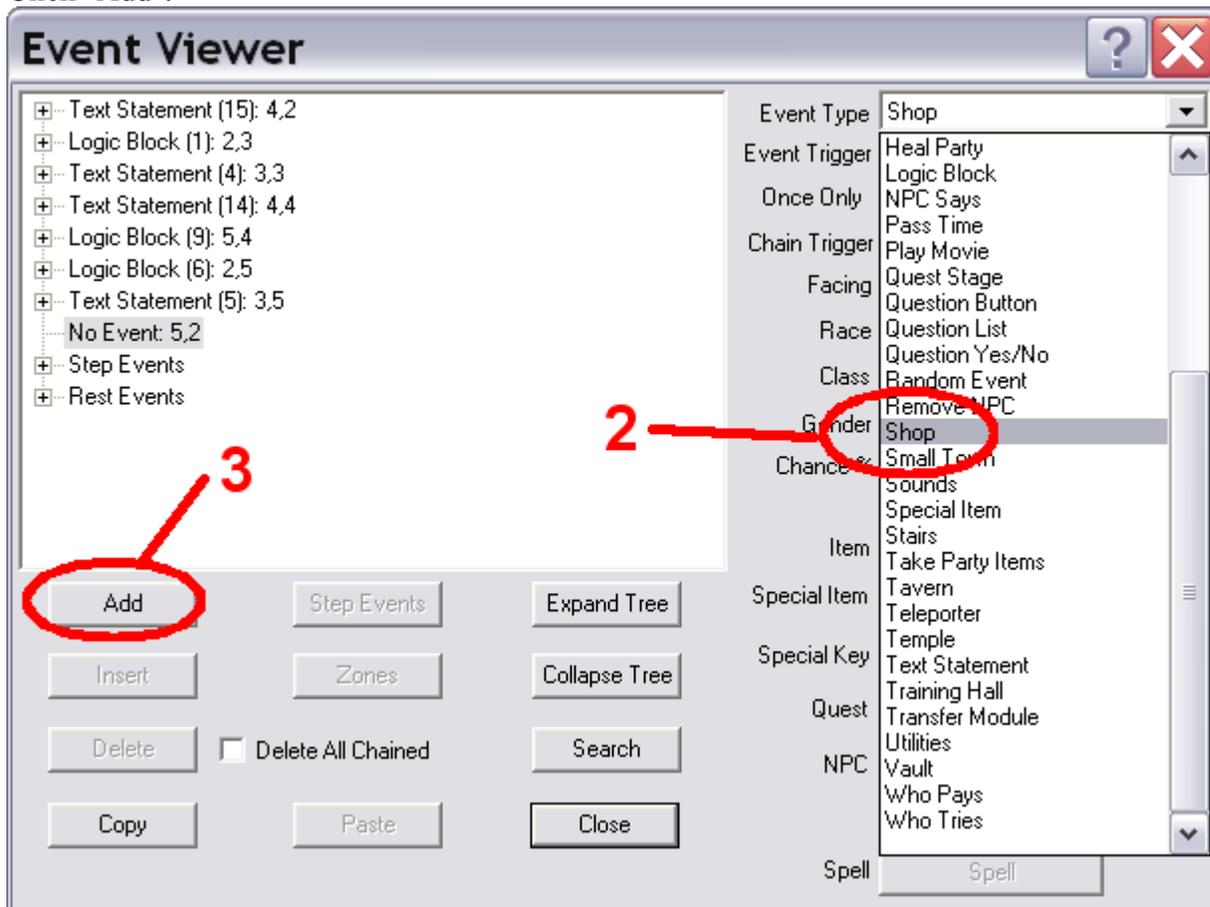
4. This shop will not be able to identify weapons or appraise gems or jewelry, so uncheck those boxes next to each option. In the text box, add something appropriate.
5. The PCs will be able to buy an item called "Lunch" from the shop, though you may use any item you wish. To add "Lunch" to the shop's inventory, I click "Item Available".
Note: If you do not have an appropriate item already available, you can easily click "OK" until you are out of the Event Editor, open the Items Editor, create an item and the get back into your event to add the item in the "Item Available" dialog.
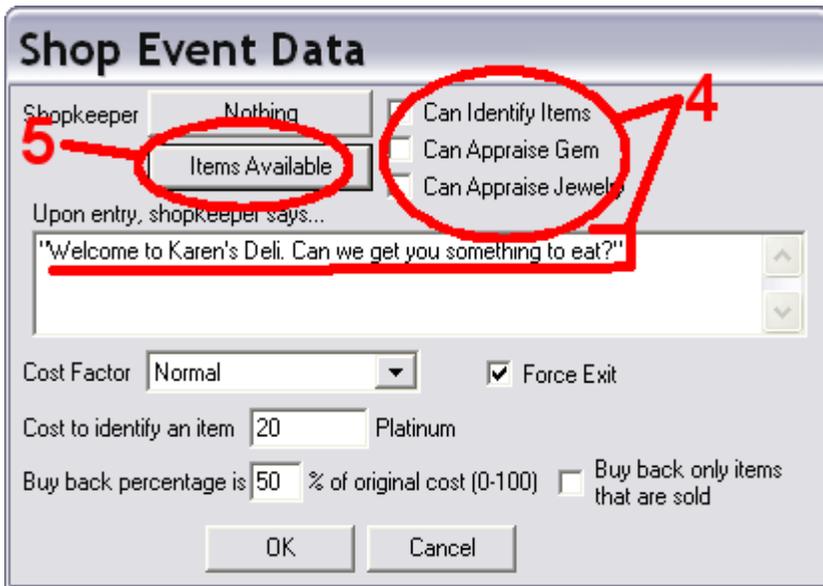
6. In the Shop Item dialog box that pops up, scan through the items in the top pane for the one or ones you want to add to your shop. When you find the item, you may either double-click on it to add the shop inventory, shown in the bottom pane, or single-click on it and then click the "Add" button. When the item is selected, click the "OK" button.
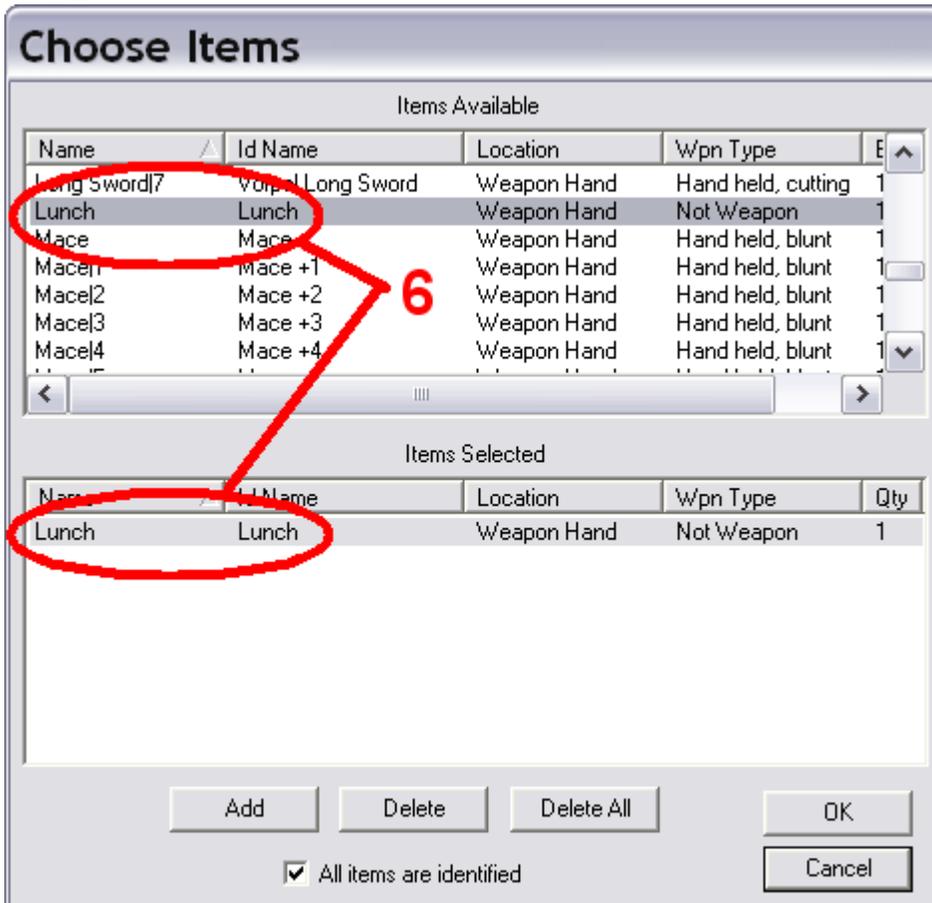
7. We do not want to change any of the other settings in the shop event for this tutorial. It is important for this to work that "Force Exit" box remains checked.

8. In the Event Editor, we will now select the Event Trigger drop down menu and select "Evaluate GPDL Function". Upon doing this the box on the lower right of the editor that says "GPDL Script" will become active. Click "GPDL Script".
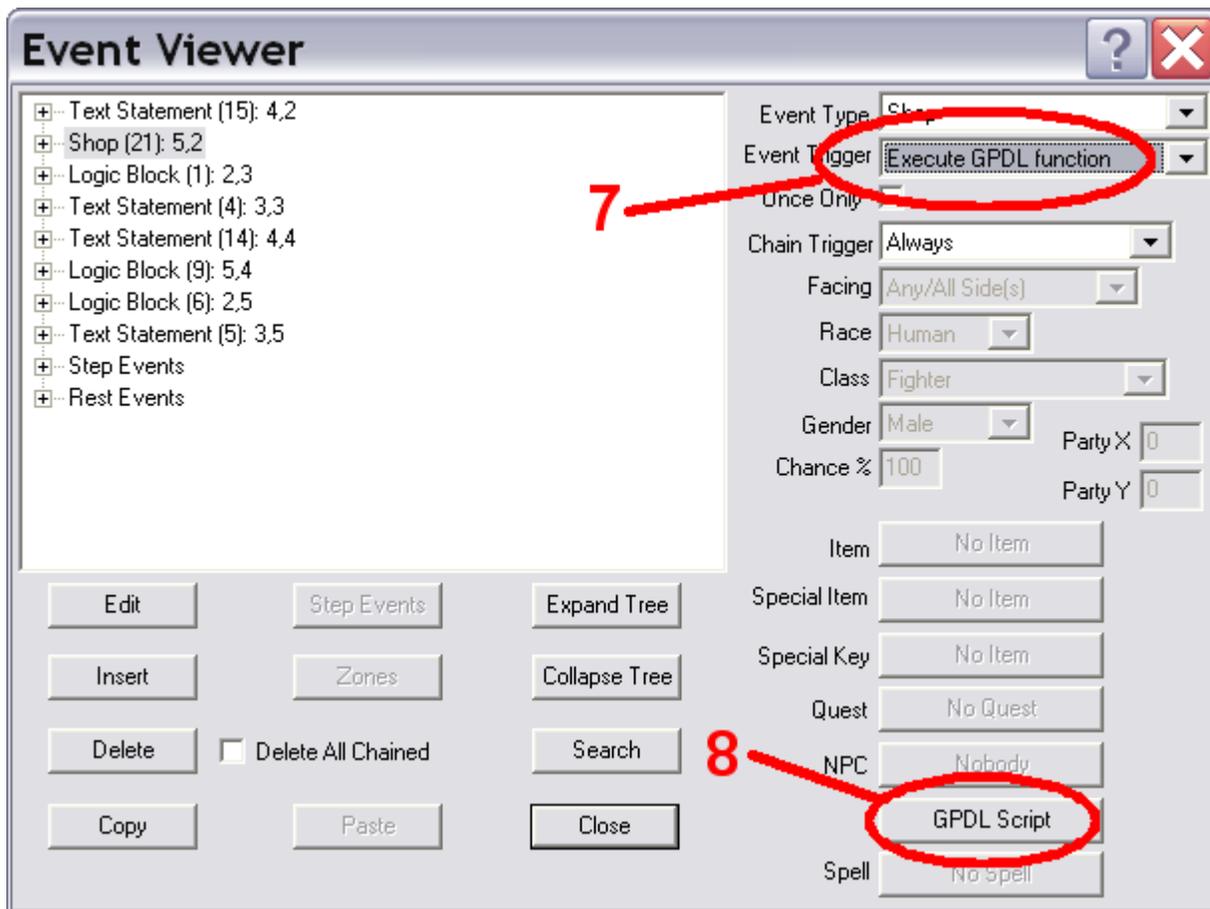
9. The Script Editor will now be open. You will notice two panes, the blank one on the left is the work place where you will write your script, and the pane on the right contains all fo the suboperations in the GPDL language that are for use in events and the databases for Dungeon Craft. To use the prewritten snippets, simply scroll down to the one you want and double-click it for it to appear in the workplace on the left. For determining the time of day, I'll be using the $GET_PARTY_HOURS snippet.

10. The script will be a simple 'if, then' script, where I will ask DC to check if it is noon, and return to me if this is true or false. To achieve this I use the following script:

```
$IF ($GET_PARTY_HOURS() ==# 12)
{
   $RETURN true;
};
```

Click "OK" to leave the Script Editor.
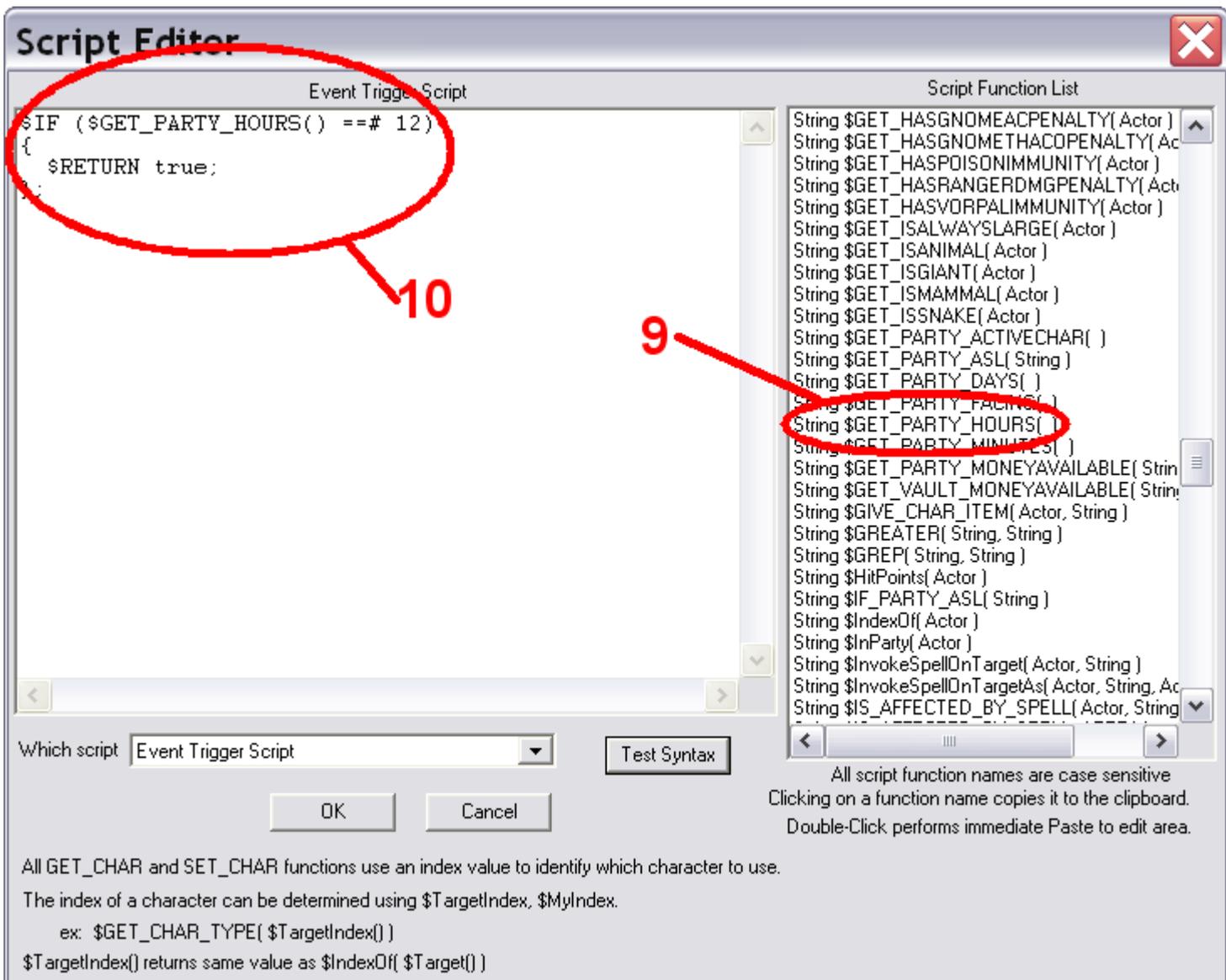
11. Because we do not want the shop to always be open, we will need to chain a Text Statement event after it that will tell the player that the shop is closed. From the Chain Trigger drop down menu select "If Event does not happen".
12. Select the "+" next to our still highlighted Shop event, and click on "Normal Chain: No Event (0)".
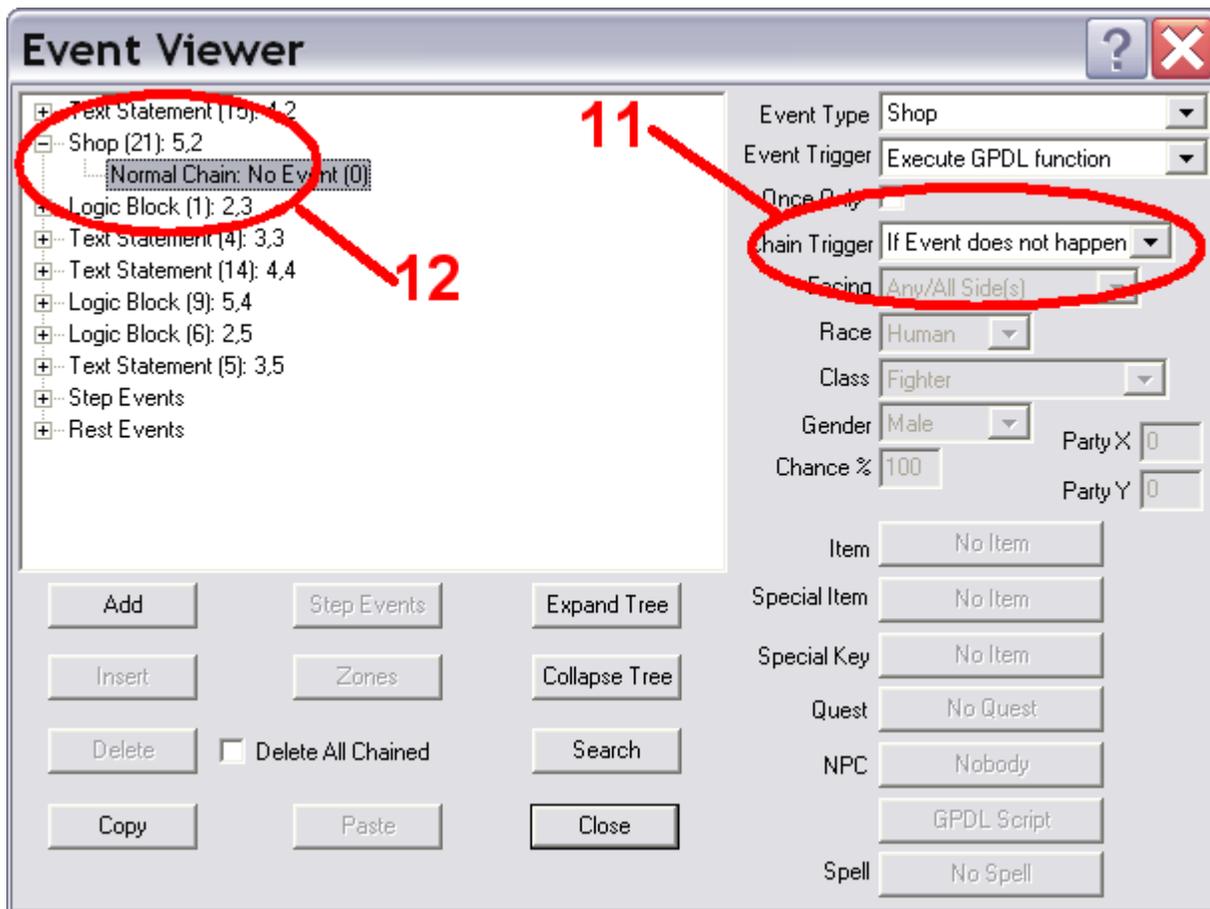
13. From the Event Type drop down menu, select "Text Statement" and on the Event Trigger drop down menu, select "Always". It seems that because you have selected "Always" that this Text Statement will happen even if the Shop event happens, but now you see why it was important to leave the "Force Exit" box selected in the Shop event. If the Shop event happens, it will back the party up one square when it is done and the Text Statement event is not triggered; which is all just a kind of safety for the Chain Trigger being set to "If Event does not happen.

14. Click "Add".

Event Viewer

Text Statement (15): 4,2
Shop (21): 5,2
    Normal Chain: No Event (0)
Logic Block (1): 2,3
Text Statement (4): 3,3
Text Statement (14): 4,4
Logic Block (9): 5,4
Logic Block (6): 2,5
Text Statement (5): 3,5
Step Events
Rest Events

13

Event Type | Text Statement
Event Trigger | Always
Once Only | ☐
Chain Trigger | If Event does not happen
Facing | Any/All Side(s)
Race | Human
Class | Fighter
Gender | Male
Chance % | 100
Party X | 0
Party Y | 0

Item | No Item
Special Item | No Item
Special Key | No Item
Quest | No Quest
NPC | Nobody
GPDL Script
Spell | No Spell

14

Add | Step Events | Expand Tree
Insert | Zones | Collapse Tree
Delete | ☐ Delete All Chained | Search
Copy | Paste | Close

15. In the Text Event dialog that opens up, check the box next to "Backup Party one step" and type something appropriate in the "Player Reads" box. Click "OK".

Text Event

Player Sees | Nothing | Up Close ▼ | OK
Player Hears | Nothing | | Cancel

☑ Backup party one step   ☐ Stop sound when event ends.
☑ User must press RETURN
☐ Highlight All Text

15

Player Reads

Karen's Deli
Serving Lunch Daily
Open Noon until 7 pm

For all event types, you can toggle text highlighting on/off by using /h
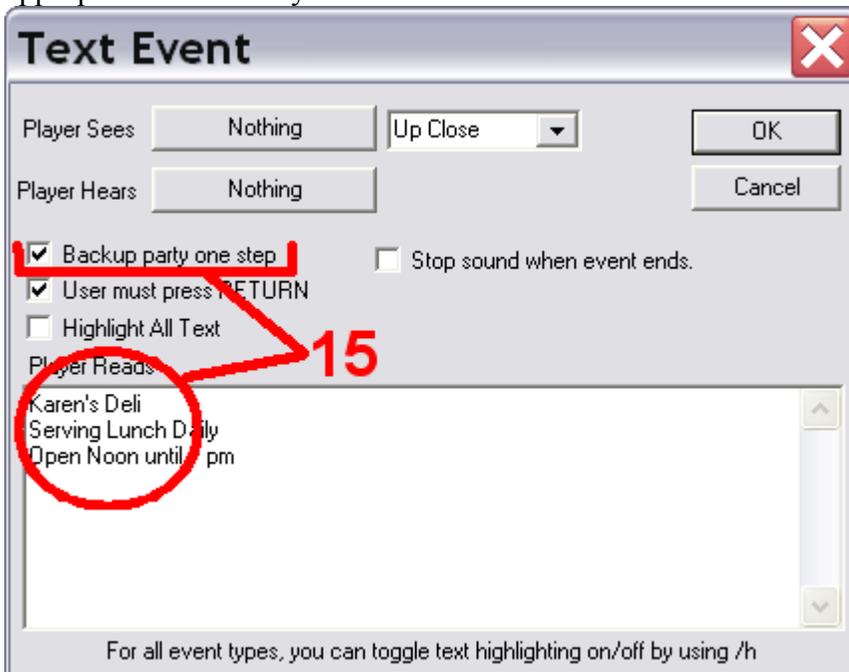
16. Close the Event Editor and save your work. It's now time to test out your new shop.

Some ideas to consider:

- Through modifying your script with another "$IF" statement, you could easily have your deli open for dinner, too.

- You could have different shops in the same location that represent the same shop selling different things when it's open - the deli could sell "Lunch" at noon and "Dinner" at six pm.