Empire at War Story Creator Manual

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Introduction

Story Events are very powerful means to create new content
for Empire at War.
Their original purpose was to write story campaigns, but they
can also be used to create entirely new game play mechanisms
which allows a modder to implement unique features into his mod.
However, not many modders have utilized the story events so far.
This tool was mainly written to allow modders who are not familiar
with Empire at War's event system to create their own campaigns
and game play features without having to learn everything.
But this tool is not only for the new guys, I also hope that the
experienced modders among you will consider it a facilitation
of your script creation.

I hope you enjoy working with the Story Creator
Pox

Basic Explanation of Events

The basic event structure works like a simple if-then statement
that a lot of you probably know from any programming language.
And if it doesn't ring a bell: don't worry! It's really simple!

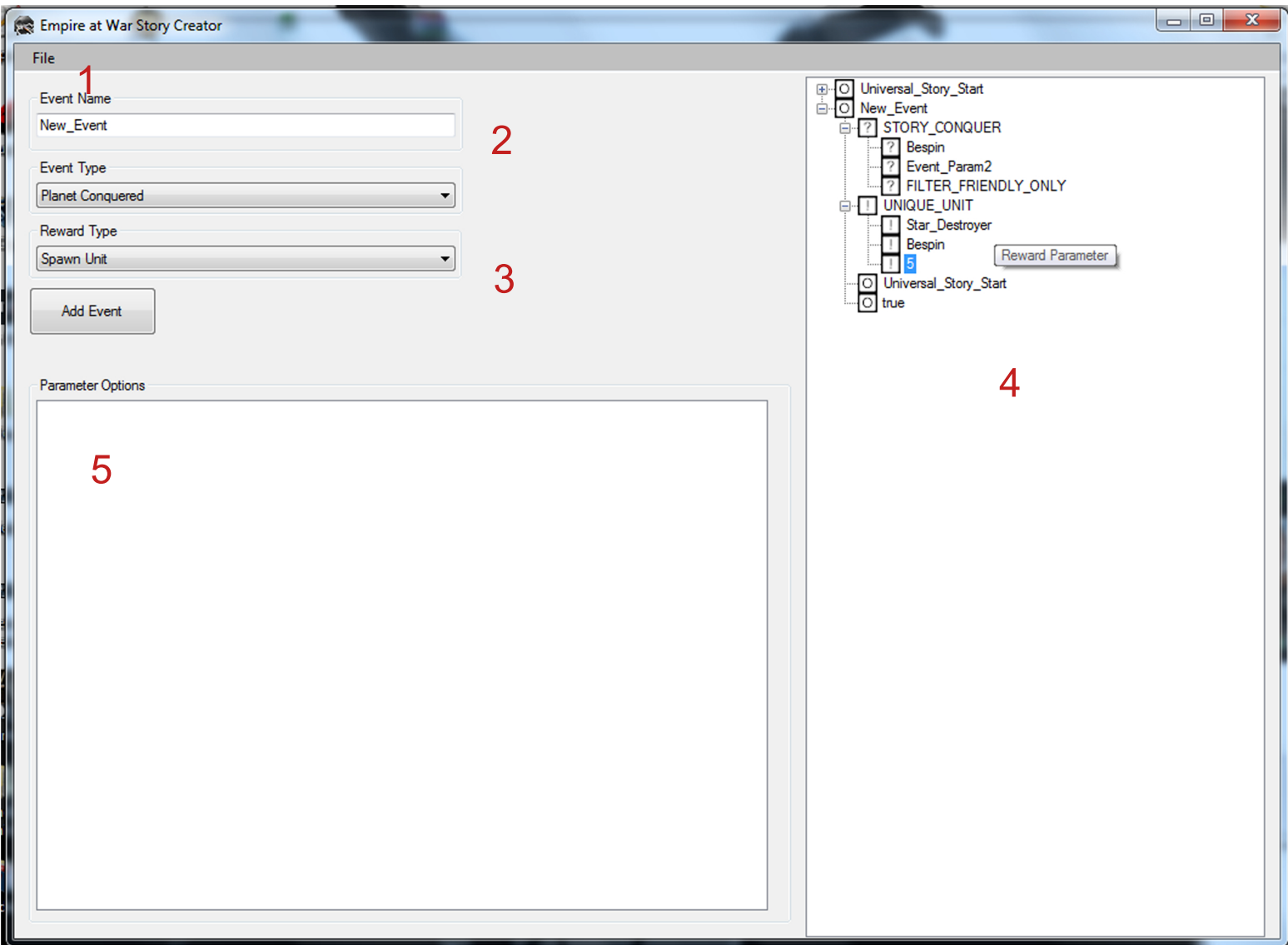This is an example of the basic event structure:

```
<Event Name="some_name">
<Event_Type></Event_Type>
<Event_Param1></Event_Param1>
<Event_Param2></Event_Param2>
...
<Reward_Type></Reward_Type>
<Reward_Param1></Reward_Param1>
...
<Prereq></Prereq>
<Branch></Branch>
<Perpetual></Perpetual>
</Event>
```

Explanations:

1. <Event_Type>* : The "If" part. The Event type checks if something
has happened.
2. <Reward_Type>*: The "Then" part. The Reward type performs an
action if the condition specified in the
<Event_Type> tag is met.
3. <Event_Param1>/<Reward_Param1> :
Event/Reward parameters are used to specify
more details for the Event/Reward Type.
4. <Prereq>:   Prereq is short for Prerequisite. An event that has
to be triggered before can be specified here.
5. <Branch>:   The Branch tag can be used to put several
events together in groups.
6. <Perpetual>:   Can be true or false. Determines if the event can
be triggered more than once.

* a full list of event and reward types can be found in Petroglyph's
 Story Scripting Tutorial that comes with the map editor.

The Interface

1. File : In this menu you can Open and Save XML files or change your mod XML folder.

2. The text box for the Event name.

3. Choose the Event/Reward Type with these two ComboBoxes.

4. All Events will be displayed in this tree view tool.

5. When you edit an event/reward parameter this box will show you the possible options.

Function Explanation

Step 1: The first thing you have to do when opening the Story Creator
is choosing your mod's XML folder.
Go to:
File
->Change XML folder

Step 2: Once you have chosen your XML folder you can start adding
Events. In order to do that you have to specify the event name,
the Event type and the Reward type. If all that is done, click
on the "Add Event" button and your Event will show up in the
tree view tool on the right side.

Step 3: Editing Events:
To edit any part of an event you have to perform a right-click
on the node in the tree view tool. A context strip menu will
pop up and show you your options.
If you want to edit an Event or Reward Parameter and choose
"Edit Event/Reward Parameter" all the possible options for the
selected parameter will appear in the list box on the left-bottom
side.
To choose an entry as parameter select the entry with a left-
click first, then right-click on it and select "Set selected item as
Parameter".