

# Introduction

This tutorial will focus on giving you the knowledge that you will need in order to create your own in-game cutscenes (called “events”). Events can do a multitude of things, including animating characters on screen, giving the player items, changing a character's sprite/palette, and more! Any time a dialogue box displays, or an NPC moves along a fixed path, there are events at work.

You don't need to be a programmer to understand how to make your own events. More or less, you'll just be giving the game a sequence of commands, which the game will follow when the event happens. Once you understand the process, all you'll need to do is string together the correct event commands to get the desired effect. By the end of this tutorial, you will have learned:

1. What tools are available to help you
2. How to make events “happen”
3. How to modify events in the game ROM
4. How to understand the event commands

## Tools

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