

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

Event Editors

While there are comprehensive editors for other parts of the game, such as sprites and monster stats, there is no silver bullet for event editing. One event editor that exists is called “ZoneDoctor”, which is a modified version of FF6LE (the map editor for FF6). However, ZoneDoctor is considered to be fairly unstable, so it is risky to use. It is also somewhat limiting compared to editing events manually. If you are aware of ZoneDoctor's quirks and don't need the extra power, it might be worth using, as it can help to visualize the events that you are creating. Otherwise, it is probably better to avoid it. If you do want to download it, it is available [here](#).

There is another editor that can be used to create events, packaged with Everything's [FF6Tools](#). This editor is only compatible with macOS, so you will only be able to use it if you have a Mac computer or install a virtual machine. For the moment, this guide will focus on editing events manually. More information about FF6Tools may be added at a later date. That being said, the concepts learned here should be useful regardless of whether the events are created manually or through FF6Tools.

Manual Editing

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