Adding a Vending Machine to your map

Contents
```
@>Call Event: [Vending Machine]
@>
```
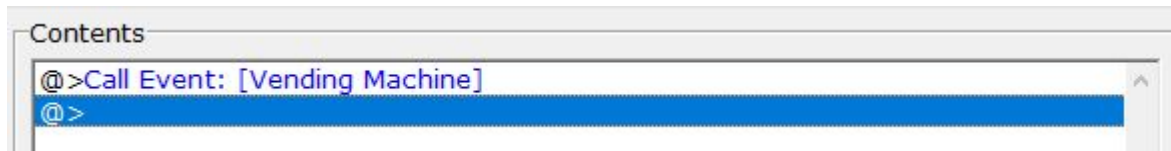
Adding a vending machine to your map is a simple process. To start with, place down an event using your vending machine graphic. (If you have not made a custom vending machine graphic, or want a graphic to base a custom vending machine off of, there is a default vending machine sprite in vend.png in the CharSet folder, as well as a few trash can graphics.)
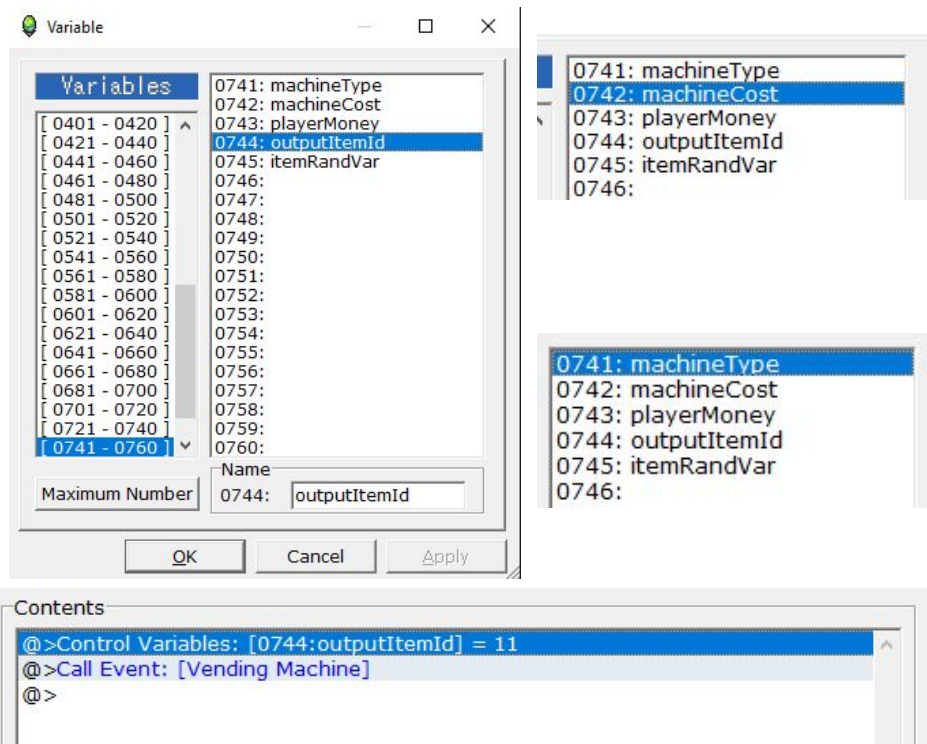
In the vending machine event, have a Call Event command, calling Common Event 0021: Vending Machine.

If you want the vending machine to output a specific item, before calling the vending machine event, have a Control Variables command setting Variable 0744 to the ID of the item you want the machine to output. (You can find the item IDs under Common Event 0023 for vending machine items, and 0026 for capsule machine items.)

To set a custom price, set Variable 0742 to the price you want before calling the Common Event.

If you are adding a capsule machine rather than a vending machine, set Variable 0741 to 1 before calling the Common Event.

Your map now has a working vending machine!

Variable

Variables

[0401 - 0420]
[0421 - 0440]
[0441 - 0460]
[0461 - 0480]
[0481 - 0500]
[0501 - 0520]
[0521 - 0540]
[0541 - 0560]
[0561 - 0580]
[0581 - 0600]
[0601 - 0620]
[0621 - 0640]
[0641 - 0660]
[0661 - 0680]
[0681 - 0700]
[0701 - 0720]
[0721 - 0740]
[0741 - 0760]

0741: machineType
0742: machineCost
0743: playerMoney
0744: outputItemId
0745: itemRandVar
0746:
0747:
0748:
0749:
0750:
0751:
0752:
0753:
0754:
0755:
0756:
0757:
0758:
0759:
0760:

Name
Maximum Number   0744: outputItemId

OK   Cancel   Apply

0741: machineType
0742: machineCost
0743: playerMoney
0744: outputItemId
0745: itemRandVar
0746:

0741: machineType
0742: machineCost
0743: playerMoney
0744: outputItemId
0745: itemRandVar
0746:

Contents
```
@>Control Variables: [0744:outputItemId] = 11
@>Call Event: [Vending Machine]
@>
```


World in screenshot created by Delly

Adding an Item

To start, you are going to want to add your item as a battle animation.

Next, you will want to go to Common Event 0023 (or 0026 if you are adding a Capsule Machine item.)

Scroll down to the bottom and create a new conditional branch. (The easiest way to do so is to copy a previous entry)

If you copied and pasted, edit the conditional branch and increase the constant number by 1. This number will serve as the item ID.

Edit the Show Animation command so that your item animation is selected.

If you choose, you can also give your item a recycle value by incrementing Variable 0446. This variable tracks the amount of money the player can earn by recycling the trash they have. (This function was created by Raptarr8)
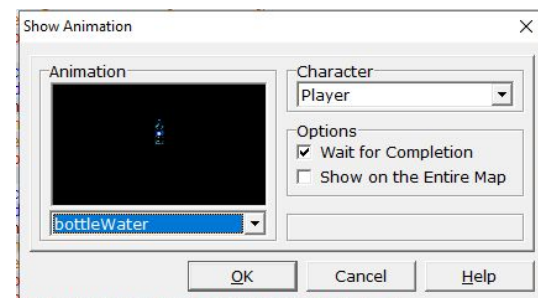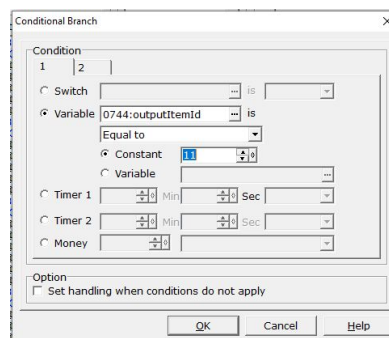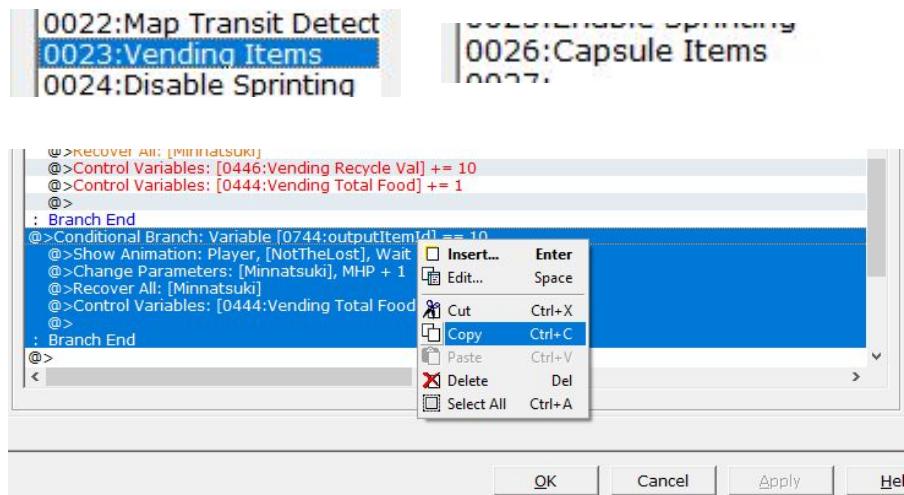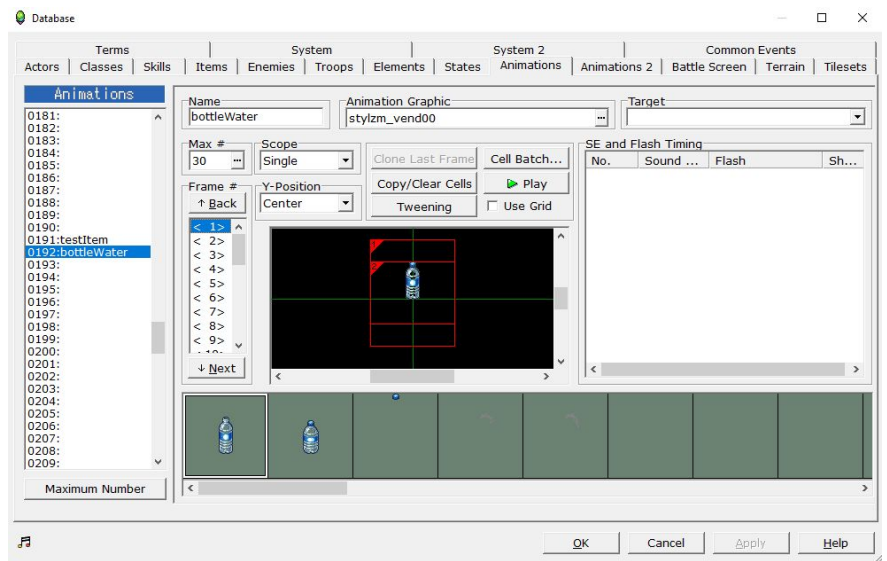
Adding your item to the default item pool

To add your item to the default vending machine item rotation, the first step is to edit the Control Variables: [0745:itemRandVar] command, and increase the second value by the amount of items you wish to add.

Next, under Conditional Branch: Variable [0744:outputItemId] <= 0, you will want to add a new conditional branch. (The easiest way to do this is to copy the last conditional branch in the list and paste it, increasing the number in the condition by 1.)

You will then want to add/change the Control Variables command, and have it set variable 0744 to the ID of the item you want added to the item pool. (Pay close attention to the item ID you are inputting, so that you do not accidentally add in an item that someone else does not want in the default item pool.)