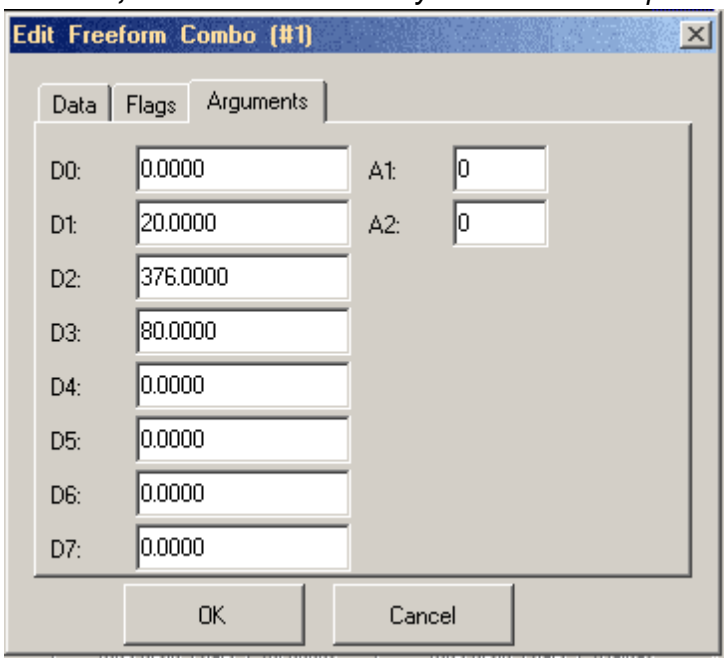
Mirror of the Moon Engine- ZQuest Guide

This is a guide and instruction manual on how to use the MotM Engine features and set them up in ZQuest. It covers topics ranging from setting up Virtual Rooms, signs, placing enemies and so forth. This is a work in progress and will be changing as features are added and refined.

Changing the Start Point

You cannot change the starting point using the Initial Data, since it is needed to display the Title Screen every time you start the game. Instead, you must change the settings on the Title Screen Control Screen:

*1. Go to **map 1**, **screen 01**.*
*2. Choose the **Screen Menu** option.*
*3. Choose **Freeform Combos**, then hit **Edit**.*
*4. Under **Arguments** assign the starting **DMap** (D0), starting **Screen** (in decimal - D1), starting **x position** (D2), starting **y position** (D3).*
*5. Hit **OK,** then **DONE** and then you are finished updating the initial starting point for the quest.*



You can see the example above. It sets the start position for DMap = 0, Screen = 20 (decimal), which reads as 14 in ZQuest, x position = 376 (middle of the second screen), y position = 80. To convert from a ZQuest screen to decimal, open up Calculator on Windows, select “Hex” then enter in the number. When you are done click on “Dec” to display in the final format needed here.

Setting up a Virtual Room

A Virtual Room is a scrolling area that NxM ZC screens in size. The range of sizes is 1x1 to a full map: 16x8. A virtual room is controlled by the settings in the upper left corner of the area. This is the area that you will setup in warps and the screen you’ll need to edit. So here are the details:

1. Go to the top left screen in the area.
2. Select the **Screen** menu, then select **Screen Data**.
3. Under **S.Flags 1** click on the **Invisible Link** flag and then hit **OK**.
4. Select the **Screen** menu, then select **Freeform Combos**.
5. Click **Edit**.
6. Click on the **Combo** and select any blank combo other then 0.
7. Under script at the bottom, select **VirtualRoom (1)**.
8. Click on the **Flags** tab and then select the following flags: **Run Script at Screen Init** and **Only Visible to Lens of Truth**.
9. Click on the **Arguments** tab and then enter the **width** of the virtual room in **screens** in "**D0**" and the **height** in **screens** in "**D1**". For example the test map is 3x2, so **D0 = 3**, **D1 = 2**.
10. Hit **Ok** and then hit **Done**.

Setting up a Sign

A sign is an object that display some text when you face it and hit the A button.

1. Edit the Combo that you want to act like a sign and for Type assign **Script 1**.
2. If you want a combo to always display the same text, then assign an Inherent Flag otherwise assign a Combo Flag on layer 0 using **Tools->Combo Flags** when editing the map.

The Combo Flag number = the string number you wish to display when activating the sign. For example, Combo Flag 1 will display string 1, like in the Test Area.
3. Edit the String to display whatever text you want. To do that, select **Quest->Strings** then edit the number that matches the flag number you chose for the sign.

Setting up a Ledge

Link will automatically jump when pressing up against a ledge combo. To setup a ledge combo,

assign some solidity and then set the Inherent Flag of the Combo to **98 General Purpose 1 (Scripts)**.

Placing Enemies

Currently enemy types are fixed but when this changed later, the following way of placing them on the map will remain valid. Simply place enemy flags using **Tools->Combo Flags** on Layer 0. Here is the current Flag / Enemy assignments (I'll add to this as enemies are implemented):

*Enemy 0 (Flag 37) - **Octorok**.*