



Modding Tool :
Conversation
Tutorial

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I.Introduction :

1. What to do first :

You will have to do a lot file and folder manipulations, so this is some tips that could be useful:

-Create a folder for modded character in the same folder where your game is located.

Why ?

The base folder used by the modding tool is the same your game.exe is located therefore i strongly suggest to create a modded character folder inside it for easy navigation...

-Create shortcut to 'mods' folder (if you don't know where it's located, you should read the in-game modding tool before this guide...)

Why?

You may want to locate your 'mods' folder quickly since it's burried in your Library/Appdata folder, a shortcut will save you plenty of time

-Never hesitate to create backup folder !!

Of your saves, characters and conversations, when you start modding, it's safety 101...

It's not like if those files were too big to backup, you can spare 1 gig to create an insurance for your mistakes...

2. Notepad ++ for beginners :

(Skip this part if you've already used this kind of editor)

I'm not a professional so my opinion and knowledge on it is limited but if you don't have/use a text/code editor already i will advise you to take this one. It is free, simple and intuitive, i can't mod a game without using it anymore.

This some tips for those who never used it before that will be useful to mod this game (or others) :

-Switch default language to Python :

In Notepad select **Language** → **P** → **Python**

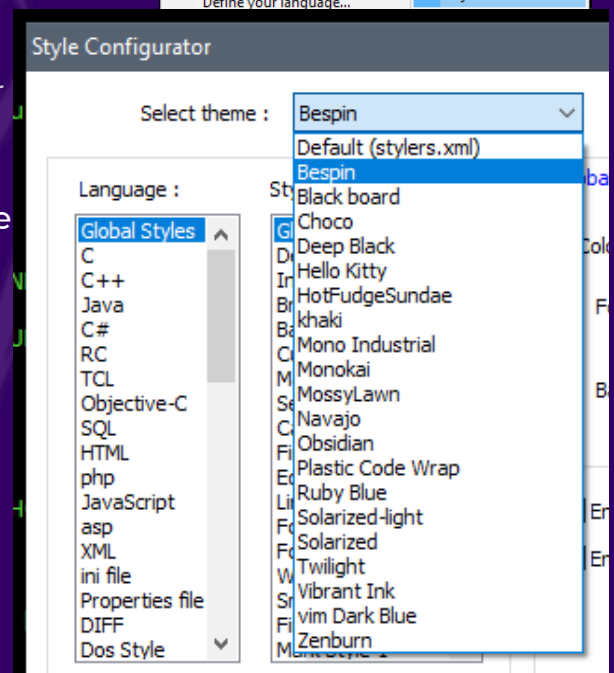
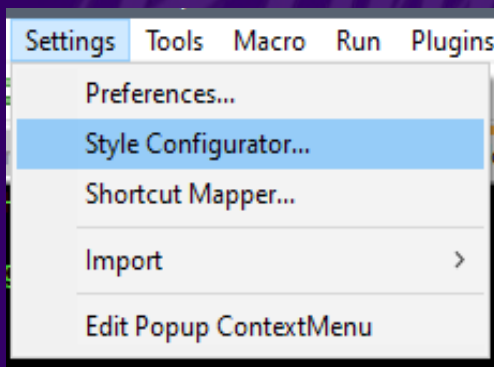
It will give a much clearer display of the code



-Change Background :

(if you found grey text on white background not clear enough)

Go to **Settings** → **Style configurator** → **Select theme** and choose the one you want

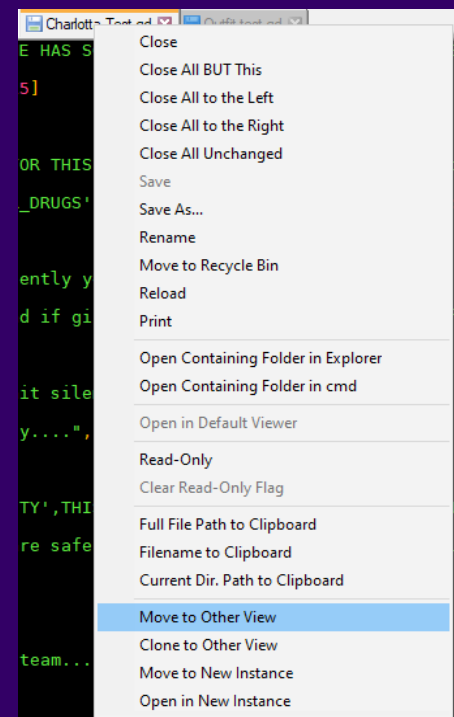
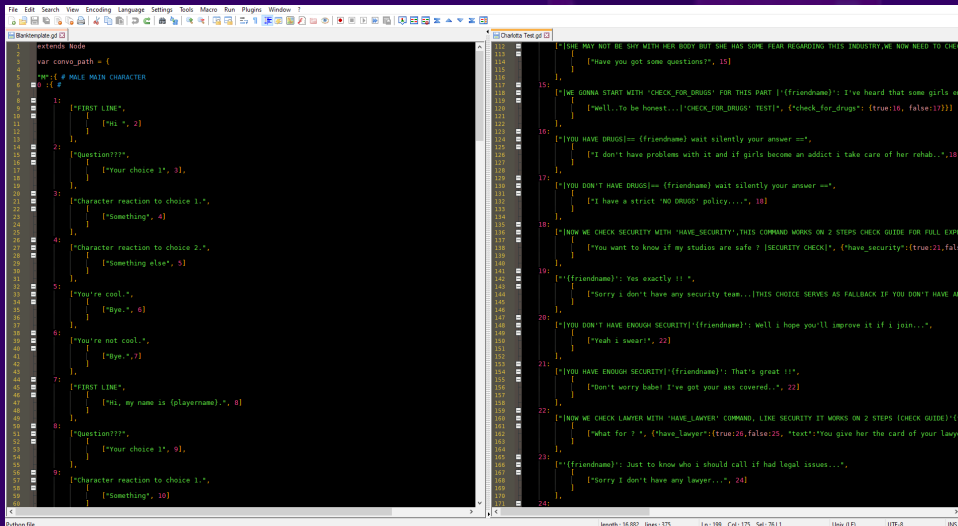


-Dual View :

(To have two documents side by side)

Click on your file tab and select: Move to other view

(Do it again to switch back)



-Compare :

(To compare two documents and highlight their differences)

Go to Plugins → Plugins admin → Search 'Compare' in the list → Install it !

-To use it :

Check your toolbar you should see those icons on the right :



Click on the 1st button and 2nd button to define the files to compare

The 3rd will clear your selection

The 8th (last) will hide/display the navigation on the right of the screen

-Replace :

Easy feature to search and replace any text, value or whatever you want in your file.

Go to: Search → Replace....

3. Note on How to use this guide :

!! Although this guide is illustrated, I strongly advise you to read it with the game opened with Charlotta Storyline installed and launched and the conversation file opened in notepad++ , you'll have a clearer view on how to construct your conversations files that way..... !!

I've made detailed note in each of this file, so that can you have a better understanding on how to create a storyline, although those file can be enough to understand, this guide aim to be more detailed...

This guide is split in two chapters, the first chapters cover all the commands available since the release of Modding Tools, that have been tested and confirmed to work properly (some commands in the 'Modding – Conversation Commands' original page aren't working or are outdated...)

The second chapter will cover the new commands added in v0.799, do not use them in a previous version as it will most likely crash your game.

The two characters : Mancy and Madison are made and configured for this version so don't use them or their conversation files on previous one as well....

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II.Chapter 1 : (v 0.798)

Meet Charlotta !

(in the tatoo salon)

1. Introduction Convo Formating & Modding Basics :

First let's start with a small explanation on how is build a conversation file :

(All this information have been written in the demo conversation file too for clearer view.)

On this picture you can see a small storyline step with 2 convo (conversation) step.

```
1 extends Node
2
3 var convo_path = {
4
5 "M":{ # MALE MAIN CHARACTER
6 0 :{ #
7
8 1:
9     ["FIRST LINE",
10    [
11      ["Hi ", 2]
12    ]
13  ],
14 2:
15    ["Question???",
16    [
17      ["Your choice 1", {"end":true}],
18    ]
19  ],
20  }, #END OF STEP 0
21
22 }
```

What is this :

"M":{ | To open the Male Main Character Conversation part, "F" for female.
0 :{ | Step of the character's storyline, it starts at 0 for first storyline step.
|Open it with step number followed by a colon and an open bracket.

1: | Convo Step : starts with a number (Convo Step Adress) followed by
| colon ':'

"main text", | '[' (open the conversation stage)
| Text must always be put between quotation
|marks "...." and be ended by a comma ','

[| '[' (open choice breakdown stage)

[">>", 2], | '[' (open first/only choice line)
| "your choice", (the text on this line,
| always between ".." and ended by ';')
| '2' is the next conversation step line (what
| comes after)
| ']'(close this choice line)| add a comma
| when mutiple choice

[">>", 2] | same thing as above you don't have to put
a comma at the end of the last choice line, '2' is the short version of the command
{"jump":2} ,it's perfectly okay to put the same "jump" number at the end of multiple
choice

] | ']' (close choice breakdown stage)

], | ']' (close the conversation stage) | ';' a comma at
the | end to close/link the steps

!! ALL THOSE SIGNS ARE MANDATORY FOR THE STEPS TO WORK, IF YOUR CONVERSATION DOESN'T WORK IT'S MOST LIKELY DUE TO A MISTAKE ON THIS KIND OF CODING !!

Now let's start with the command you can use....

2. Stats Panel, Name & Jump

```
7: [
  ["NOW WE GONNA USE THE 'STATS_PANEL' COMMAND TO DISPLAY IT ON SCREEN AND 'JUMP' COMMAND| '{friendname}': Hire me ?? Why ?!!",
    [
      ["Because I see your potential..|COMMANDS ARE SET AT THE END OF CHOICE LINES AFTER TEXT PART|", {"stats_panel": true,"jump":8}]
    ]
  ],
```

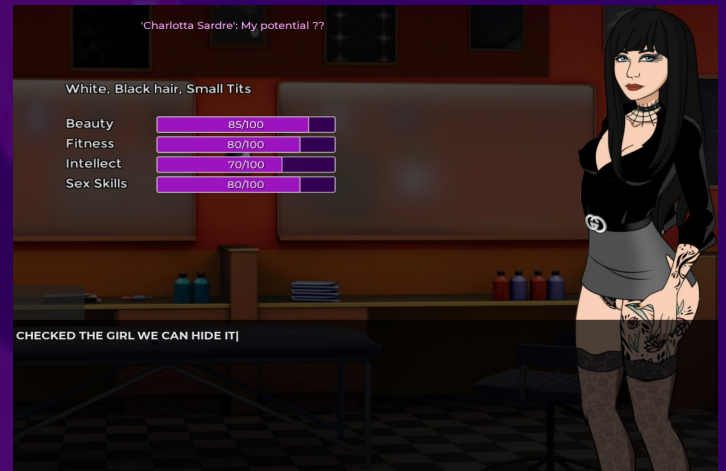
"stats_panel" : true

'Stat panel' command is used to make it appearing on screen.

"stats_panel" : false will hide it

```
IT| ", {"stats_panel": false,"jump":9}]],
```

```
TEXT PART|", {"stats_panel": true,"jump":8}]
```



{friendname} / {playername}

Those internal strings will be replaced by :

- Main character name for {playername}
- NPC name for {friendname} when appearing in game.

```
3: [
  [
    [
      ["Hi {friendname}! My name is {playername}. ", 4]
    ]
  ]
],
```

'Charlotta Sardre': Welcome to my Tatoo Salon, my name is Charlotta Sardre .

Charlotta Sardre

1. Hi Charlotta Sardre! My name is Lucifer.

"jump": 8

```
TEXT PART|", {"stats_panel": true,"jump":8}]
```

The 'Jump' command is used in multi commands line instead of the short version, a sole convo step number

Example of short version ----->

```
on, my name is {friend  
yername}. ", 4]
```

It will be the most used command of all !

All choice steps require either an "end" command to finish the storyline step or a next step convo adress :

- By using short version or "jump" in multiple command case (between brackets {...}!!!)
- By using a logical command wich cannot return null like 'statcheck' or 'check_for_drugs'.

Multiple commands must be separated by a comma ',' !!!

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3. Statcheck & Beaten

```
, {"statcheck": {"stat": "Charisma", "val": 30, "dynamic": false, true: 11, false: 10, }}]
```

"statcheck":{"stat":"Charisma", "val":30, "dynamic":false, true:11,false:10,}

This command is used to check a main character attribute:

"stat":"attribute",| Which attribute you want to test (list of attributes at the end of this section and in the command summary annex.)

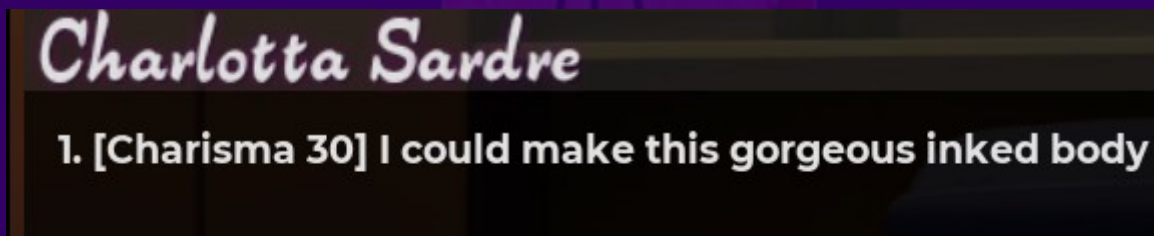
"val": 30, | Value threshold. Your attribute value is compared to this number.

"dynamic":false,| If you set dynamic to true, it will be compared to the NPC's attribute -5 and not the above value.

Ex : If you have higher fitness than NPC you can beat him in a fight.

true:11, false:10, | Outcome value : These are the next convo step in case of success (true) or failure (false)

When this command is used in a line, the game will display the attribute and the value threshold before the text.



Available Attributes:

"Fitness", "Intellect", "Beauty"(F), "Charisma"(M), "Sex Skills"

"beaten": 2

```
", {"beaten":2,"end":true}]
```

"beaten": is a simple command that will define how much time in days your main character will be unavailable (in this case 2 days).

4. Reveal Top/Turn Around

Two simple commands that will modify the NPC display during the convo :

"reveal_top": true

will remove all clothes for the npc

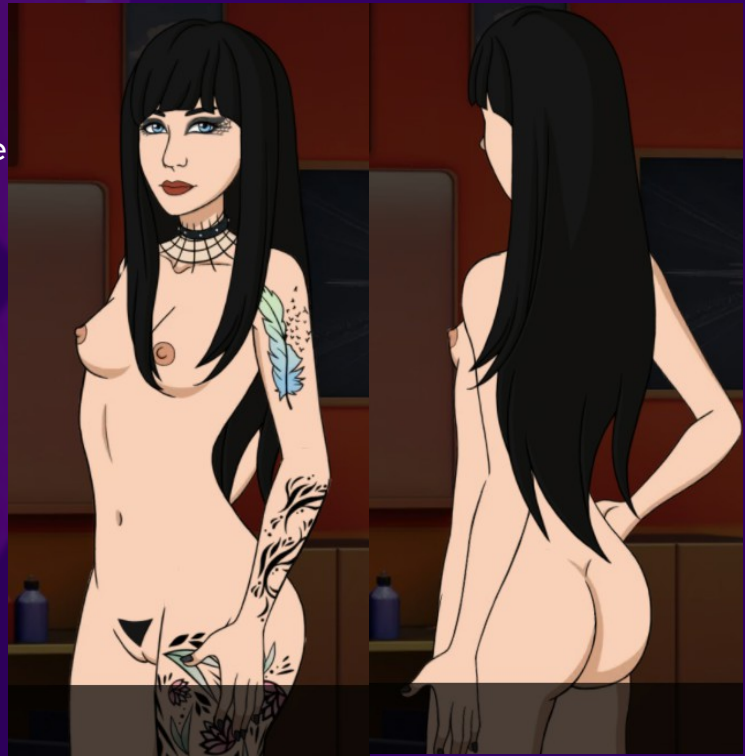
"turn_around": true

will make the npc turn

"reveal_top": false and

"turn_around" : false

will revert your change



5. Drugs/Security/Lawyer

"check_for_drugs": {true:16, false:17}

"check_for_drugs" command will check any drug you have in your inventory. It works like statcheck, if you have drugs (true) or not (false) you'll jump to the convo step indicated.

Now we gonna tackle some trickier commands :

(You really should have your game opened on this step and the convo file open in notepad to have a clearer view)

Security Command :

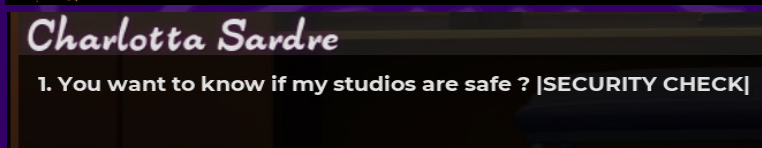
It's a command to test your security, right now the only way to get a positive result is to have 100% security...

"have_security":{true:21,false:20, "text":""}

At command trigger (this choice line), this will check if you have any SECURITY.

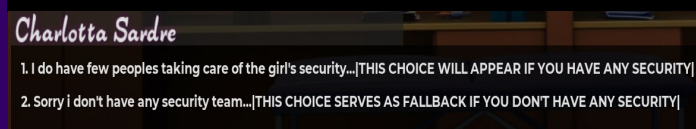
If you do have security, a choice line will be added to the next convo step

```
18: [{"NOW WE CHECK SECURITY WITH 'HAVE_SECURITY',THIS COMMAND WORKS ON 2 STEPS CHECK GUIDE FOR FULL EXPLANATION|'{{friendname}}': Ok cool...And What about stalker ? ",
  [{"You want to know if my studios are safe ? |SECURITY CHECK|", {"have_security":{true:21,false:20, "text":"I do have few peoples taking care of the girl's security..."}}],
}],
```

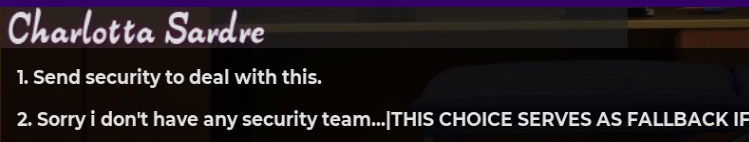


"text": "", is the part of the command where you can put a custom text

```
, {"have_security":{true:21,false:20, "text":"I do have few peoples taking care of the girl's security...|THIS CHOICE WILL APPEAR IF YOU HAVE ANY SECURITY|"}, "jump":19}],
```



Leave an empty string to show the default text (Send security to deal with this)



Then again pressing this choice will make a 'test' operation :if you have enough security : 100% (true) or not (false) you 'll jump to the convo step indicated.

```
19: [{"{{friendname}}': Yes exactly !! ",
  [{"Sorry i don't have any security team...|THIS CHOICE SERVES AS FALLBACK IF YOU DON'T HAVE ANY SECURITY|", 20}],
}],
```

Lawyer Command :

"have_lawyer":{true:26,false:25, "text":""}

Works the same way, as the security command so check above for explanation, the only difference is that this command 'test' the level of your lawyer P.A. At lvl. 10 it gives you 99% success chance.

To sum up :

"have_security" and "have_lawyer" works on 2 convo step :

-1st step :The command will test the availability of the subject (Security Guard, Lawyer PA), if it returns positive it will trigger a new choice line in 2nd Step (the one in the jump command following the security or lawyer command)

-2nd step : If the command triggered the new choice, the 'text' string will show up, if you leave it empty the default line will appear instead, now it will evaluate the subject value and give a true/false results and send you to the corresponding convo steps.

!!!! Be careful : Unlike "statcheck" and "check_for_drugs" which are simple test command, Security and Lawyer commands require an additional "jump" commands as fallback to work properly :

For the 1st step : to link with the next convo step,

For the 2nd step : As fallback in the event you don't have any security or lawyer that would prevent the command custom line to show up. If you don't you'll be blocked at this step.!!!

```
19: [
  [{"friendname}': Yes exactly !! ",
  [
    ["Sorry i don't have any security team...|THIS CHOICE SERVES AS FALLBACK IF YOU DON'T HAVE ANY SECURITY|", 20]
  ]
],
```

6. Pay/Add Model/Staff

Pay or Earn Command :

"pay": is a simple command to add a cost to a choice, just input the amount of money you want....

"earn" :

You can also use this command if you want to get money instead....

Add Model or Staff :

"add_whore":true

"add_staff":true

Both of these commands are also easy to use, they will add the NPC as model ("add_whore"), or as staff member ("add_staff"), no difficulty here

7. Sex/End/Finish :

Last step of this tutorial, we gonna see the most interesting command of this chapter :

The 'Sex' Command :

"sex":{"location":"storearea", "scene_type":"Threesome(FFM)",
"special":""},

As you can see this command is easily understandable, it requires 3 strings : "location", "scene_type" and "special".

For now, "special":"" has no use yet, but must be present in the command for it to work anyway.

"location" :

Here is the list of locations available to use as string values :

Duplicates :

"hotelroom" or "hotel" - Hotelroom

"classroom" or "library" - Library

"fitness" or "shower" - A Shower

"jewshop" or "barplace" - Toilet

Standard Location :

"locker_room" - A Locker Room

"weightroom" - Main room of fitness club

"hospital" - Hospital bedroom

"beach" - The Private beach

"park" - The Park

Mall Location :

"salon" - Beauty Salon

"tattoo" - Tatoo Parlor

"storearea" - Storage Unit

Special and Others :

"privateclub" - Lounge with Sofa and fireplace

"booth" - Changing Booth from Comic-Con

"bank_office" - The Bank office

"privatebedroom" - Your Bedroom

"office" - Your Office

"car" - Your (future) Car

"pool" - Your Pool

"scene_type" :

Here is the list of string value used for 'scene' :

"Solo" – Only if the NPC is a female. Otherwise = crash

"Boy-Girl" – The NPC engaging in sex has to be opposite gender as yourself.
Otherwise = crash

"Girl-Girl" – You and the NPC have to be females. Otherwise = crash

"Threesome(FFM)" – If you're a male, the 2 NPCs have to be female. If you're a female they have to be opposite gender. Otherwise = crash

"Threesome(MMF)" – If you're a female, the 2 NPCs have to be male. If you're a male they have to be opposite gender. Otherwise = crash

"Gangbang" – Female main char option only. Third male will be randomly generated.

"FFFM" – Male main char option only. Third female will be randomly generated.

End/Finish Command :

"end":true

"finished":true

Those commands are required to end the conversation ("end":true) or the character storyline ("finished":true)

If you use "end":true the character will spawn at next storyline step location.

If you use "finished":true the character won't spawn again.

8.Favor

A little section on Favor Commands :

Favor can have an effect on the end success. For example chance for a NPC to be recruited.

Those command works but since the Favor Bar is not displaying on screen, the creation and use of this command is a gambling move on your story, i'm not 100% sure but i think your base favor starts at 0% so plan accordingly when using this :

"favor": number (0-100)

Modify conversation favor by the number you provided. Can be negative.

Favor can have an effect on the end success. For example chance for a NPC to be recruited.

"favor_choice":{true:5, false:10}

'Success chance' rolling operation with the percentage of favor acquired before, results will carry you to the according convo step.

End of Chapter 1

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III.Chapter 2 : (v0.799)

Play with Mancy and Madison... :

(in the jewelry & store)

1. New Spawn Trigger

Let's start this chapter with the new spawn trigger system :

Start Hour		End Hour		
▼ 0	↕ 0		↕ money=1000	
▼ 0	↕ 0		↕ charisma=60	
▼ 0	↕ 0		↕ mancy_step1=true	
▼ 0	↕ 0		↕	

End Hour			
↕ 0		↕ met_mancy=true	
↕ 0		↕	
↕ 0		↕	
↕ 0		↕	

Trigger take this form : attribute=value

This is what you can input in those field for now :
(attribute = value range)

reputation_level = 1-5
money = 0-∞
fitness = 0-100
charisma = 0-100
beauty = 0-100
intellect = 0-100
sex_skills = 0-100
custom_trigger = true (we will come back on this one on a later section)

This is a new simple way to restrict the spawning of modded character to enhance realism of the storyline...

You can also leave those field blank to make empty trigger, in this case the character will spawn no matter what.

!!! When you use a modded character created in an earlier version of 0.799 those field are automatically filled with empty square brackets [] that will create an error and prevent them from spawning, erase/correct it for them to work properly !!!

2. Meta Command Line

A brand new feature, that you'll learn to love !!!

```
1:{ # STEP 1
  "meta":{"outfit":23, "outfit_variation":1,"additional_characters":{" 0":{"existing_character":"Mancy Test","gender":"F", "outfit":29, "outfit_variation":1},"show_npc":{"0:false,1:false}},
  1:

```

If you dont want to zoom, the same split in 2 pics...

```
1:{ # STEP 1
  "meta":{"outfit":23, "outfit_variation":1,"additional_characters":{" 0":{"existing_character":"Mancy Test","gender":"F",
  1:
[ 0":{"existing_character":"Mancy Test","gender":"F", "outfit":29, "outfit_variation":1},"show_npc":{"0:false,1:false}},

```

What is this this ?:

This is a line placed between the storyline step and the first convo step, it will frame all this storyline step and provide additional temporary features in it....

What kind of features ?:

As of v0.799 here is a list of what you can add in this line :

NPC 1 outfit override : will allow to set a different outfit for NPC 1 in this Story Step.

```
"outfit":23, "outfit_variation":1,
```

Simple and efficient it will allow you to temporarily modify the outfit of your character for a story step:

"outfit":

Put the Outfit ID number, of the one desired.

(list of Outfit ID number in annex)

"outfit_variation":

(1-5) supposed to be one of the variation, as of v0.799 this string doesn't work properly so which number you put as no incidence,

the outfit variation taken by the game is the same of your original outfit, but you still have to put it after "outfit" string if you use it.



Original Outfit / Modified Outfit



Additional Character: will provide an additional character (NPC2) on the left of the screen, this character can be randomly generated or a modded one !!

For a modded one:

```
"additional_characters":{ 0:{"existing_character":"Mancy Test","gender":"F", "outfit":29, "outfit_variation":1}}
```

"additional_characters":{...}

the starting command to call for additional NPC

0:{

the priority integers, no crucial importance for now since you can only add one NPC for now, but is required no matter what...

"existing_character": "",

Input the name of your character file (**NOT THE ONE IN THE GAME!**) if you want the NPC to be a modded one, leave blank : "" for a random one. This string is also mandatory.

"gender": "F"

Quite obvious this string is for the gender of NPC 2, also mandatory to put inside the command

optional:

"outfit" and "outfit_variation":

work the same way as for NPC 1, see above for explanation

For Random Character:

```
{"existing_character":"","gender":"F", "level":[9,11], "characteristics":["Massive Tits"], "outfit":59, "outfit_variation":2}}
```

Works the same as modded one, leave a blank string value for existing_character and you will have additional strings to put in the command to 'customize' you randomly generated NPC:

"level":[?,?]

replace the '?' by numbers to define range of level the NPC will have in this case [9,11] will get us a lvl 10 girl

"characteristics": [...]

Fill the square brackets, with the tags you want you NPC have.

Ex:

["Ebony","Teen"] or ["Asian","Alt","Small Tits"]

"outfit" and "outfit_variation":

Works the same as above , only exception : outfit variation will be random.

NPC display: a simple command that can be used in the meta line or any choice line that allow you to hide/display NPC 1 or 2.

```
"show_npc":{0:false,1:false}
```

"show_npc": {0:false,1:false}

0: is for NPC 1

1: 1 for NPC 2

In this case, you'll start the convo with the 2 NPC hidden.

During a convo you can use the same command to show/hide any NPC by using the appropriate integers.

You don't have to put all of these features in the meta, if you just want to add a character, or modify your outfit, just put the appropriate command you need in the meta.;

!!! As always, remember to put a comma ',' at the end of this line, otherwise it will break the convo !!!

3. Player2 command

Now that we've seen how to implement a second NPC there is some command that can be used on NPC 2 now by using this additional command:

"player2":true

"statcheck":

You can now make a statcheck against NPC 2 you just have to input "player2":true inside the statcheck command's bracket like this:

```
{"statcheck": {"stat": "Sex Skills", "val": 30, "dynamic": true, "player2": true, true: 7, false: 8, }}
```

As you can see putting dynamic to true and player2 the value threshold is discarded and the NPC attribute is chosen:

1. [Sex Skills 55] We could chat but i've got

"sex":

If you want/need to make a Solo or Boy-Girl scene with NPC 2, just like statcheck input "player2":true in the sex command's bracket like this:

```
{"sex": {"location": "storearea", "scene_type": "Boy-Girl", "special": "", "player2": true}}
```

"add_whore"/"add_staff":

If you need to recruit the NPC 2, put "player2":true inside the multi command brackets like that:

```
{"add_whore": true, "player2": true, "jump": 8}
```

!!! If you ever need to recruit both NPC, you will have to do it on two steps. One choice line for a first NPC and another one for the second NPC, which NPC comes first doesn't matter !!!

Sadly there is no internal string like {friendname} for NPC2, but it should be implemented in the future...

4. Custom Trigger Introduction

What is a custom trigger ?

A custom trigger will be a simple command put in a choice line that will be kept in memory by the game and used either when activate in Spawn Trigger or used in the new "branching" command.

Let's take an example of a custom trigger creation:

```
{"jump":10, "custom_triggers":{"met_mancy":true},"show_npc":{"0:true,1:false}}]
```

In our case you met Mancy when you were talking with Madison, this is what you gonna put in the choice line:

"custom_triggers":{"met_mancy":true}

You can input whatever you want in the place of the custom trigger, text or numbers, just avoid spaces use underscore '_' instead....

Quite simple, isn't it ?

Now let's go in the next section to see what we can do with this...

5. Custom Trigger Applications: Spawn Trigger & Branching

Spawn Trigger application:

As seen above, with the new system of spawn triggering, you can now input a custom trigger in those fields....

In our case we gonna input :

met_mancy=true

Inside of Mancy Character Creation's panel.

This will mean that you won't be able to meet her alone, until you met her in Madison's Storyline.

With this method you can create a dual character storyline like the Mafiosi Sisters.

End Hour	
0	met_mancy=true
0	
0	
0	
0	

Branching:

Branching is a new command implemented in 0.799.

It will allow you to create different outcome on single choice line based on custom triggers you've set before.

```
{"branch":{0:["triggerA","triggerB","triggerC",2],1:
["triggerA","triggerB",3],2:["triggerB","triggerC",3],3:
["triggerA","triggerC",3],4:["triggerA",4],5:["triggerB",4],6:
["triggerC",4]},"jump":5}
```

The "branch" keyword will check these triggers and jump to the line you specified. Inside the branch keyword you put integers numbers which they serve as priority checks.

0:[...],

1:[...],

2:[...],

Lower the value, higher the priority.

!!! Note that integers key strings should be put inside square brackets [...] !!!

Each key string will be checked and if it fails it will continue to the next till the end.

Inside each priority key there's an array of triggers you want it to be checked and in the end, a convo step number to jump to.

If all triggers are false, "branch" is ignored and we continue the conversation with "jump":5

This is why a "jump" command is mandatory after the "branch" command, to serve as fallback.

Let's see some examples:

First case:

In our Tutorial Scenario, Mancy asks us if we prefer to have sex with one girl or two.

We can make this choice matter in the future by putting this custom trigger: "ffm_fan":true , after the FFM answer.

```
{"jump":5, "custom_triggers":{"ffm_fan":true}}
```

Now that we set it , we gonna see how to use it:

First method : the hidden path

Gone back with Madison, you're about to have sex with one of the girls (tough choice, I know):

Let's see how your previous choice will matter in these lines:

```
["I think i'll stick with Mancy...", {"branch":{"0":["ffm_fan",6]},"jump":4}],  
["Madison seems to be in greater needs...", {"branch":{"0":["ffm_fan",6]},"jump":5}],
```

```
{"branch":{"0":["ffm_fan",6]},"jump":4}
```

```
{"branch":{"0":["ffm_fan",6]},"jump":5}
```

What to translate:

You've got two choices, 1 for each girl, but if you get the trigger from the previous conversation, each choices will provide you a third (hidden) path, where you can have sex with both girls

Second method: the unlocked path

```
(Hidden Method)", 3],  
(Alternate Unlock Method)", {"branch":{"0":["ffm_fan",10]},"jump":9}
```

In the first method, we made a simple jump before the choice between the two girls to hide the trigger behind those choice...

In this method we gonna put the branch command before the choice...

Why?

Because with this method you can make this :

```
9:      [{"friendname}': That's none of your business!! Wait...Did you fuc
      [
          ["I think i'll stick with Mancy...", 4],
          ["Madison seems to be in greater needs...", 5],
      ]
  ],

10:      [{"friendname}': That's none of your business!! Wait...Did you fuc
      [
          ["I think i'll stick with Mancy...", 4],
          ["Madison seems to be in greater needs...", 5],
          ["I can't decide you both are just too gorgeous girls", 6],
      ]
  ],
```

Remember, in the unlock method, having the trigger would have jumped us to step 10 and without it the step 9.

Both of this step are identical except that the step 10 got an additional choice line to go on the FFM path.....

Both method are goods, if you prefer having a new choice showing up or a surprising result on a common choice... It's up to you...

Now let's see some more elaborate application of the branch command....

Porn Empire

Second Case:

Both girls are okay to have sex with you, but Madison decide to put you on some quizz to find if you're good enough to bang them....

```
First Question: What size of condom do you use ? ",
gest you can find...(Good Answer)", {"jump":14, "custom_triggers":{"triggerA":true}}] ,
n't do my size in this country, i get mine in Asia....", 14] ,

Second Question: Will you go down on me ?",
aster of Oral Arts!(Good Answer)", {"jump":15, "custom_triggers":{"triggerB":true}}],
if you have pubes hair...", 15]

Last Question: Will you rock my world ?",
it was a whole army who pounded you! (Good Answer)", {"jump":16, "custom_triggers":{"triggerC":true}}
e of a quick-draw kind of guys.....", 16] ,
```

As you can see it's a dummy quizz but it will help us to understand what comes next:

Let's say you want to make a scaled outcome based on your good answers:

0 answers = (Very) Bad results
1 answers = Medium-low results
2 answers = Medium-high results
3 answers = You hit the jackpot !

This is how to translate it with the branching command:

```
{"branch":{0:["triggerA","triggerB","triggerC",17],1:
["triggerA","triggerB",18],2:["triggerB","triggerC",18],3:
["triggerA","triggerC",18],4:["triggerA",19],5:["triggerB",19],6:
["triggerC",19]},"jump":20}
```

I know this line may be a bit scary or confusing to read or wrote but in this case, you should act like a computer and try to isolate each string in your mind, I gonna break that one for you so you can better understand.

```
{"branch":{
```

the command keyword, for now nothing hard.

```
0:["triggerA","triggerB","triggerC",17],
```

First priority key, usually the one with the most importance in the scenario, it will be checked first (and triggered if returns true) no matter what comes after....
In our case the jackpot outcome, you managed to get all three good answers.

```
1:["triggerA","triggerB",18],
```

```
2:["triggerB","triggerC",18],
```

```
3:["triggerA","triggerC",18],
```

Now comes the next priority check, in our example, it would 2 out of 3 good answers, so each key cover one possibility: A-B B-C A-C , with the same convo step number for same outcome

```
4:["triggerA",19],
```

```
5:["triggerB",19],
```

```
6:["triggerC",19]],
```

Here we've got the keys needed in the event you've got only 1 good answer
Remember to close the last branch integers with a bracket...

```
"jump":20}
```

Finally you've got the fallback "jump" command, in our case it will serve as the 'no good answer' outcome.

Quick Tips : When creating this kind of command, it's safer to break it down like this in a classic notepad file, it gives a clearer view on all the outcome and how to sort them efficiently...

End of Chapter 2

IV.Afterwords:

1.Quick Notes To The Reader

I've showed you some simple example of conversations and commands but remember:

-You can only have 10 steps in a single character storyline, if you need more, try to be creative....

-You have no limits in a storyline step, you can make as many convo lines for your story as needed, 20, 50 or even 200, as long as they are correctly written, they will work.

-You have no restriction on the length of your command, again as long it's a correct input, your command will work, that means you can create the most convoluted scenario, your only limit is your imagination.....

2. FAQ:

Can I make a "jump" to a previous convo line ??

Yes of course, just be careful not to block yourself in an infinite loop but this can be useful in some case. Ex some path of your story use the same text as another one you can use branch command to split your story based on what leads to this part of the story

My character doesn't spawn (sniff..)....

You probably should check your character spawn trigger in mod tools, as in section 'Spawn Trigger', it must be either blank or filled with a VALID input....

No he really doesn't spawn !!

Have you got a proper convo files (.gd) associated with it in the mods/character folder, with an IDENTICAL file name?

My game keeps crashing when i'm about to meet my character...

Most likely a convo file issue....You probably made a typo mistake while modding, check if there is no extra/missing comma or bracket in it.

I can't find what is the problem with my file... / I need help to correct it.../ I can't find how to build my multi-commands line for for a specific goal....

Join the discord and post your files/problems in the question/answer section, a good-willed soul can help you figure it out

I'm a lazy dude, i've you got some template of premade convo file?

If you're that lazy, you shouldn't read this tuto, but there is some in the discord, in mods section .

3. Thanks:

I would mostly thanks PEDev for the time he spent listening and replying my stupid questions and dumb comments, the time he spent on the making of this Modding Tool allowing us to shape this game for our personnal preferences and create community content that can be share amongst players. And mostly for the time he spent creating this game, if it wasn't for this you wouldn't read this tutorial, so PeDev.....Thank you!

I hope this little tutorial have been helpful to you, i'll try to update it if new features are released.

If you found any errors in it please notice it to me by tagging me either in F95 game's forum or on the game's Discord