

For this to look right you will need to download [THIS](#) and put it into your data folder.

Was on the fence really about putting this on here because its not really 'adding' anything. I was just bored and wanted to make use of a big dialogue box. simples.

Hopefully it will be clear enough I've done 1 set in it as an example. Just change names to correspond with items you use copy n paste into other sets n change names etc. for the other pages.

Code:

```
[@main]
#ACT
OPENBIGDIALOGBOX 3
#SAY
\
.
<HOME/@main>\ \
.
    <BoneSet/@set1>    <CraftSet2/@set2>    <CraftSet3/@set3>
<CraftSet4/@set4>    <CraftSet5/@set5>    <CraftSet6/@set6>
<CraftSet7/@set7>    <CraftSet8/@set8>\ \ \ \ \
Here Is where you can craft all types of items.\ \
Please Choose the set you wish to craft from the tabs at the top.\ \ \ \
<Exit/@exit>
```

```
[@set1]
#ACT
OPENBIGDIALOGBOX 4
#SAY
\
.
<HOME/@main>\ \
.
    <BoneSet/@set1>    <CraftSet2/@set2>    <CraftSet3/@set3>
<CraftSet4/@set4>    <CraftSet5/@set5>    <CraftSet6/@set6>
<CraftSet7/@set7>    <CraftSet8/@set8>\ \
Bone Set\
-----\
Wearing all of this set will add a bonus of <DC+10% - AC+10% -
hp+10%/FCOLOR=250>\ \
You Will need:\ \
<50 Bone/FCOLOR=145>\
<20 LargeBone/FCOLOR=145>\
<30 BlackThread/FCOLOR=145>\
<10 WhiteThread/FCOLOR=145>\
For each item.\ \ \
<Craft these Items/@craft1>\
```

```
[@craft1]
#ACT
OPENBIGDIALOGBOX 5
#SAY
\
.
<HOME/@main>\ \
```

```

.          <BoneSet/@set1>      <CraftSet2/@set2>      <CraftSet3/@set3>
<CraftSet4/@set4>      <CraftSet5/@set5>      <CraftSet6/@set6>
<CraftSet7/@set7>      <CraftSet8/@set8>\ \
Bone Set\
-----\
Wearing all of this set will add a bonus of <DC+10% - AC+10% -
hp+10%/FCOLOR=250>\ \ \ \
<BoneRing/@bnrng>          0-2          0-
3\ \
<BoneBrace/@bnbrc>
0-2\ \
<BoneNecky/@bnnky>          1-
2          A.Speed+2\ \
<BoneShoes/@bnshs>          0-1\ \
<BoneBelt/@bnblt>          0-1          0-1

```

```

[@bnrng]
#IF
checkitem Bone 50
checkitem LargeBone 20
checkitem BlackThread 30
checkitem WhiteThread 10
#ACT
take Bone 50
take LargeBone 20
take BlackThread 30
take WhiteThread 10
give BoneRing 1
#ELSESAY
\

```

```

.
<HOME/@main>\ \
.          <BoneSet/@set1>      <CraftSet2/@set2>      <CraftSet3/@set3>
<CraftSet4/@set4>      <CraftSet5/@set5>      <CraftSet6/@set6>
<CraftSet7/@set7>      <CraftSet8/@set8>\ \
You do not have the required items.\ \
<Ok/@set1>

```

```

[@bnbrc]
#IF
checkitem Bone 50
checkitem LargeBone 20
checkitem BlackThread 30
checkitem WhiteThread 10
#ACT
take Bone 50
take LargeBone 20
take BlackThread 30
take WhiteThread 10
give BoneBrace 1
#ELSESAY
\
.
<HOME/@main>\ \

```

```
.          <BoneSet/@set1>      <CraftSet2/@set2>      <CraftSet3/@set3>
<CraftSet4/@set4>      <CraftSet5/@set5>      <CraftSet6/@set6>
<CraftSet7/@set7>      <CraftSet8/@set8>\ \
You do not have the required items.\ \
<Ok/@set1>
```

[@bnnky]

#IF

checkitem Bone 50

checkitem LargeBone 20

checkitem BlackThread 30

checkitem WhiteThread 10

#ACT

take Bone 50

take LargeBone 20

take BlackThread 30

take WhiteThread 10

give BoneNecky 1

#ELSESAY

\

.

<HOME/@main>\ \

```
.          <BoneSet/@set1>      <CraftSet2/@set2>      <CraftSet3/@set3>
```

```
<CraftSet4/@set4>      <CraftSet5/@set5>      <CraftSet6/@set6>
```

```
<CraftSet7/@set7>      <CraftSet8/@set8>\ \
```

You do not have the required items.\ \

<Ok/@set1>

[@bnshs]

#IF

checkitem Bone 50

checkitem LargeBone 20

checkitem BlackThread 30

checkitem WhiteThread 10

#ACT

take Bone 50

take LargeBone 20

take BlackThread 30

take WhiteThread 10

give BoneShoes 1

#ELSESAY

\

.

<HOME/@main>\ \

```
.          <BoneSet/@set1>      <CraftSet2/@set2>      <CraftSet3/@set3>
```

```
<CraftSet4/@set4>      <CraftSet5/@set5>      <CraftSet6/@set6>
```

```
<CraftSet7/@set7>      <CraftSet8/@set8>\ \
```

You do not have the required items.\ \

<Ok/@set1>

[@bnblt]

#IF

checkitem Bone 50

checkitem LargeBone 20

```

checkitem BlackThread 30
checkitem WhiteThread 10
#ACT
take Bone 50
take LargeBone 20
take BlackThread 30
take WhiteThread 10
give BoneBelt 1
#ELSESAY
\
.
<HOME/@main>\ \
.      <BoneSet/@set1>      <CraftSet2/@set2>      <CraftSet3/@set3>
<CraftSet4/@set4>      <CraftSet5/@set5>      <CraftSet6/@set6>
<CraftSet7/@set7>      <CraftSet8/@set8>\ \
You do not have the required items.\ \
<Ok/@set1>

```

```

[@set2]
#SAY
\
.
<HOME/@main>\ \
.      <BoneSet/@set1>      <CraftSet2/@set2>      <CraftSet3/@set3>
<CraftSet4/@set4>      <CraftSet5/@set5>      <CraftSet6/@set6>
<CraftSet7/@set7>      <CraftSet8/@set8>\ \
. Set 2

```

```

[@set3]
#SAY
\
.
<HOME/@main>\ \
.      <BoneSet/@set1>      <CraftSet2/@set2>      <CraftSet3/@set3>
<CraftSet4/@set4>      <CraftSet5/@set5>      <CraftSet6/@set6>
<CraftSet7/@set7>      <CraftSet8/@set8>\ \
. Set 3

```

```

[@set4]
#SAY
\
.
<HOME/@main>\ \
.      <BoneSet/@set1>      <CraftSet2/@set2>      <CraftSet3/@set3>
<CraftSet4/@set4>      <CraftSet5/@set5>      <CraftSet6/@set6>
<CraftSet7/@set7>      <CraftSet8/@set8>\ \
. Set 4

```

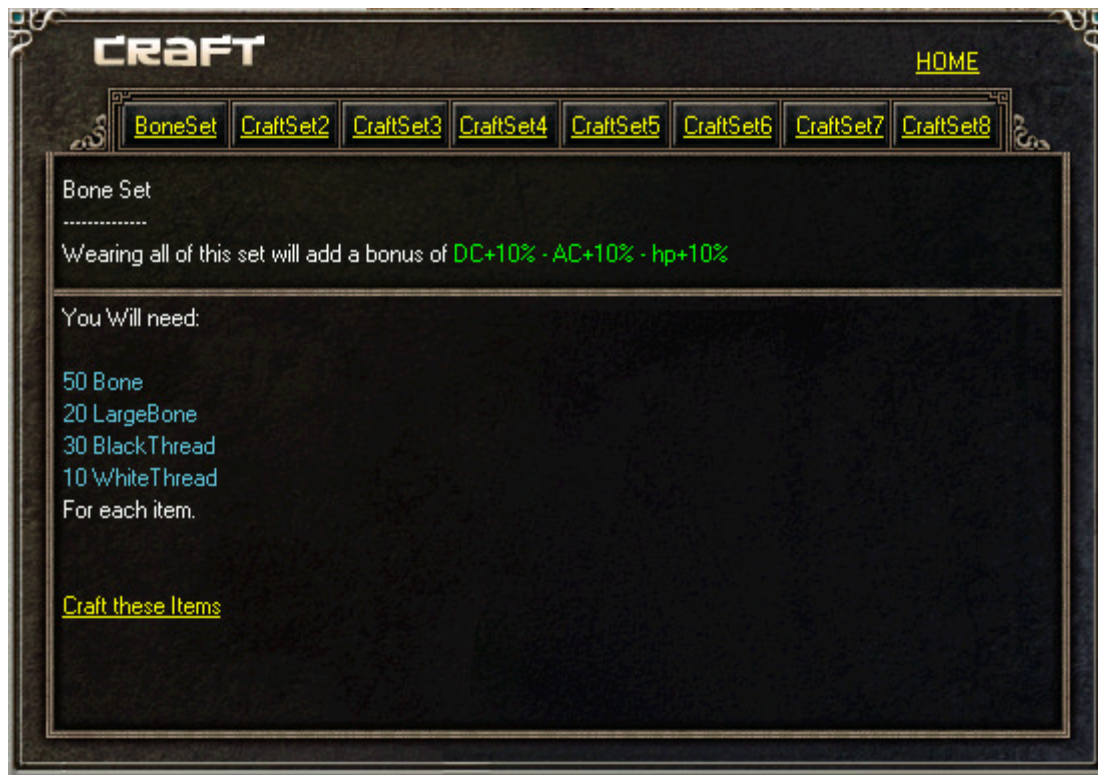
```
[@set5]
#SAY
\
.
<HOME/@main>\ \
.      <BoneSet/@set1>      <CraftSet2/@set2>      <CraftSet3/@set3>
<CraftSet4/@set4>      <CraftSet5/@set5>      <CraftSet6/@set6>
<CraftSet7/@set7>      <CraftSet8/@set8>\ \
.  Set 5
```

```
[@set6]
#SAY
\
.
<HOME/@main>\ \
.      <BoneSet/@set1>      <CraftSet2/@set2>      <CraftSet3/@set3>
<CraftSet4/@set4>      <CraftSet5/@set5>      <CraftSet6/@set6>
<CraftSet7/@set7>      <CraftSet8/@set8>\ \
.  Set 6
```

```
[@set7]
#SAY
\
.
<HOME/@main>\ \
.      <BoneSet/@set1>      <CraftSet2/@set2>      <CraftSet3/@set3>
<CraftSet4/@set4>      <CraftSet5/@set5>      <CraftSet6/@set6>
<CraftSet7/@set7>      <CraftSet8/@set8>\ \
.  Set 7
```

```
[@set8]
#SAY
\
.
<HOME/@main>\ \
.      <BoneSet/@set1>      <CraftSet2/@set2>      <CraftSet3/@set3>
<CraftSet4/@set4>      <CraftSet5/@set5>      <CraftSet6/@set6>
<CraftSet7/@set7>      <CraftSet8/@set8>\ \
.  Set 8
```

screens:



| CRAFT | | | | | | | HOME |
|--|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|---------------------------|
| BoneSet | CraftSet2 | CraftSet3 | CraftSet4 | CraftSet5 | CraftSet6 | CraftSet7 | CraftSet8 |
| Bone Set | | | | | | | |
| ----- | | | | | | | |
| Wearing all of this set will add a bonus of DC+10% - AC+10% - hp+10% | | | | | | | |
| NAME | ac | amc | dc | mc | sc | OTHER | |
| BoneRing | 0-2 | | 0-3 | | | | |
| BoneBrace | | | 0-2 | | | | |
| BoneNeckv | | | 1-2 | | | A.Speed+2 | |
| BoneShoes | 0-1 | | | | | | |
| BoneBelt | 0-1 | 0-1 | | | | | |
| | | | | | | | |

If you have any questions just ask.