



FSM: Autumn Woods and Rural Tiles Manual (English)

Thanks for purchasing "FSM: Autumn Woods and Rural Tiles".
Please read and use this manual to understand the usage of this pack.

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◆ What's FSM?

The original contents were made by "REFMAP" and released for use in "RPG Maker 2000 / VX". These contents used to be released on the website called "First Seed Material" (no longer available) and that's where the name came from for the title of this pack.

Out of these contents, Map Tiles were resized for "RPG Maker MV" and new content was added to create the "FSM" packs.

About this Pack

FSM: Autumn Woods and Rural Tiles is a mini asset-pack to create mainly autumn woods and forests as well as rural farms.

Please note that Autumn Woods assets in this pack are a redesigned version (autumn version) of Bright Woods assets in FSM: Woods and Cave Tiles.

◆ Autumn Woods



◆ Rural • Interior



◆ Rural • Exterior



◆ Night Map



What's Inside

This DLC Pack contains the following.

①Map Assets

●Folder: [material] – [tilesets]

These are Tilesets for maps compatible for RPG Maker MV.

You can use these contents with other engines other than RPG Maker MV, but you need to edit them with a graphic editing software to properly format the content.

②Map Helper Assets

●Folder: [material] – [characters]

These are Tilesets with Doors that are supporting contents for creating maps. You can use these contents with other engines other than RPG Maker MV, but you need to edit them with a graphic editing software to properly format the content.

③Sample Game

●File: [FSM_sample02a_EN] / [FSM_sample02a_win_EN]

This is a Sample Game where you can see maps which were created with the contents from this pack in this Sample Game.

There are two versions - a project version where you can look through the data of with RPG Maker MV, and an executable version of the game (Windows) that you can run directly.

※Steam version only includes project version.

④Manual

●Folder: [FSM-Autumn_Woods_And_Rural_Tiles]

This is this document. (manual_EN.pdf)

⑤Usage Guide

●Folder: [FSM- Autumn_Woods_And_Rural_Tiles]

The guide_EN.pdf file shows ways to use the sample game, helper assets, and more.

Using the Map Assets

This page will explain how to use these assets in RPG Maker MV.

If you use them in another tool, please follow that tool's manual and use image editing software to make the assets conform to the necessary asset standards.

① Copy the Map Assets into the Game Folder

Open the folder with the asset pack

(In “FSM-Autumn_Woods_And_Rural_Tiles”), then copy the “tilesets” folder in the “material” folder into the “img” folder of your current project's folder.

※If you do not know where the game folder of your project is, after you start RPG Maker MV, you can click on “Game” - “Open Folder” to open your game folder.



※ Though you can copy pictures in the “tilesets” folder with no issues, if you copy the text file of the same name with said pictures, you can see the name of the tile when you mouse over it using RPG Maker MV's tile palette.

② Copy the Map Helper Assets into the Game Folder

Like you did with the map assets, copy the “characters” folder in “material” into your game folder's “img” folder. This will allow you to use the helper assets as event graphics.

③ Set the Tilesets

Run RPG Maker MV and set the assets you copied in step 1 into your tilesets.

※If you do not know how to set assets into tilesets, please check the RPG Maker MV help file.

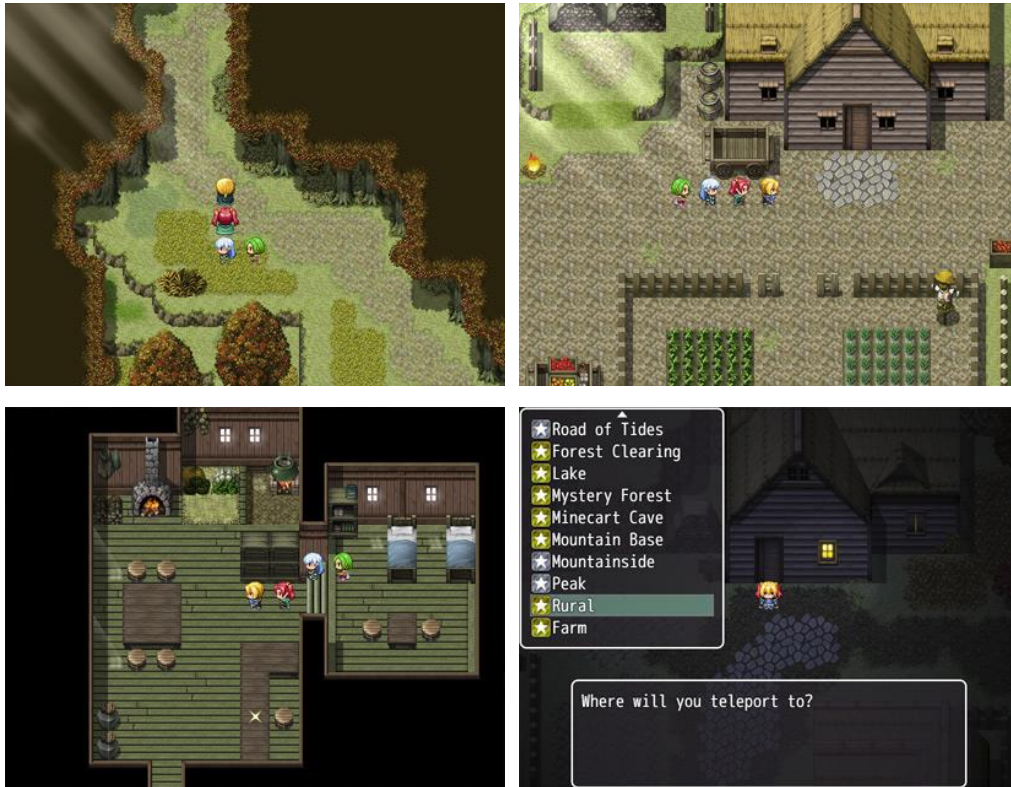
Once you set the passage settings and others, they should be ready for use. Please check the sample game for recommended passage setting. (You'll need RPG Maker MV to check the passage settings.)

About the Sample Game

Here, we'll explain what's in the sample game and how to play it.

◆ Game Contents

This game has no story or battles, electing instead to allow the player to see and explore maps made with this product's assets. The game has no objective, so please enjoy freely exploring its world.



◆ How to Play

This pack includes a sample game as a project that you can look through the data of with RPG Maker MV. The RPG Maker Web version also includes an executable version of the game (Windows) that you can run directly.

●FSM_sample02a_JA

This is an RPG Maker MV project file that can be used in either Windows or Mac OS, so if you have the program, you can double click Game.rpgproject to open the sample game's data. After opening the data, select 'test play' to try the game.

※You can also open it by selecting "File" - "Open Project" after running RPG Maker MV.

●FSM_sample02a_win_JA

This is the Windows version of the game. You can play the game by double clicking "Game.exe" or "Game".

◆ Controls

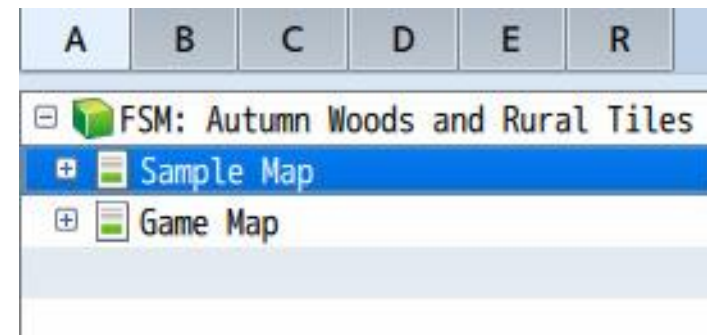
Action	Gamepad	Keyboard	Mouse
Move	Directional Pad	Arrow Keys, Numpad	Click Destination
Confirm	A Button	Z, Enter, Space	Click Target
Cancel	B Button	X, Esc, Numpad 0	Right Click
Open Menu	Y Button	X, Esc, Numpad 0	Right Click
Dash	X Button	Shift	
Previous Page	LB Button	Q, Page Up	
Next Page	RB Button	W, Page Down	
Scroll Page	Directional Pad	Arrow Keys, Numpad	Mouse Wheel

Key	Function
F2	Toggle FPS/Drawing Mode Display
F3	Toggle Compact Mode
F4	Toggle Full Screen Mode
F5	Reload

※When using a gamepad with the Windows version, you will need an XInput compatible game pad, such as the Xbox 360 Controller for Windows. Please check to see if your gamepad is compatible.

◆ The Sample Game Maps

The maps in the sample game can be used either partially or completely in your games. If you have RPG Maker MV, you can open the sample game's data with it and easily copy the maps into your game. For details, please check the guide_EN.pdf file. Furthermore, there are plain maps under the “Sample Map” section in the map tree that do not have events set to them. It is recommended that you copy those.



◆ Important Note

The sample game has, for certain effects, assets from RPG Maker MV and assets that are sold on other sites. Because they are not part of this product, please do not use them. All of the assets offered in this product are in the “material” folder, usage is restricted to those only.

Terms of Use and User Agreement

Terms of Use and User Agreement of this product as follows.

◆ Using the Assets

- Though these assets are intended to be used with RPG Maker MV, you may also use them with other tools, as web assets, or in various other ways.
- These assets can be used commercially or non-commercially, without age or parental restrictions.
- These assets can be freely changed (changing colors, cutting out parts, combining with other assets).
- These assets can be used, according to this agreement policy, even after the sales period for this product ends.

◆ Releasing, Distributing, Selling

- It is forbidden to publish, distribute, or sell these assets. You may not publish, distribute or sell modified versions of these assets either.
- When publishing, distributing or selling products that use these assets, please make the assets inaccessible through methods such as encryption. Furthermore, when you use them as web assets, please make it so that viewers cannot directly save the assets through methods such as combining them with other images.

◆ About Displaying Copyright

- When you publish, distribute, or sell a work that uses these assets, please give proper credit in a text file included with the work. However, you do not need to include it in the work itself, through staff credits or otherwise. If you use them as web assets, please write that you used them in the site itself.

Product: FSM: Autumn Woods and Rural Tiles
Creator: REFMAP
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◆ Disclaimer

- The responsibility for any conflict or harm that comes from the use of a product using these assets lies solely with said work and its creator. Refmap is not responsible for damages or harm resulting from use of a product (ie game or video trailer) containing Refmap content.

Use of these assets implies you agree to the above conditions. This user agreement is subject to change.

REFMAP

Staff

Proposal/Sample Game Creation/Director

Nobuhiko Yoshimura

Asset Creation

REFMAP

Sample Game Test Play

REFMAP

Assets used in Sample Game

RPG Maker DS Graphics and Music Asset Pack

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[Nekoma Otobuki](#)

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[Yana](#)

[Ruru no Kyoukai](#)

[Ongaku no Tamago](#)

[Tsukimi](#)

[Delusional Field](#)

[Pipoya](#)

[Pengin no Nedoko](#)

[Yanfly](#)

(Japanese Alphabetical Order)

Production

REFMAP

Support

If you have any questions about this product, please contact us on our web site below. However, please know that we cannot answer questions that do not concern the product itself, such as how to use the tools (ie RPG Maker) that use it.

<https://www.rpgmakerweb.com/support/contact-us>

The public Twitter account tweets the latest information about RPG Maker.

<https://twitter.com/rpgmakerweb>

You may also find the latest information in Japanese on FSM Map Asset website and Twitter. However, REFMAP cannot respond to inquiries in English.

https://twitter.com/refmap_fsm/

<https://refmap.wixsite.com/fsm-material>

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