RPG Maker VX Ace - Ancient Dungeons: Base Pack Activation Code Keygen

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About This Content

Every adventurer and cave explorer needs a town or village to go back to for supplies and rest. This home base is as essential to your game's world as any dungeon is.

Created by Celianna, Ancient Dungeons: Base Pack is the first in a series of tiles that focus on dungeons and dark dwellings. This large set contains all the basics you will need to create cities and villages that populate your game. Filled with Celianna's signature details, Ancient Dungeons: Base Pack is a must-have!

Features:

- Complete autotile set (note: no snow and desert type tiles).

- Complete TileB through TileE for both interior AND exterior.

- Tiles for towns, villages, castles, caves, crypts, ports and even chapels.

- Switches, moving boulders, torches and traps.

- Two boats (only sideview available).

- Sideways rooftops.

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Title: RPG Maker VX Ace - Ancient Dungeons: Base Pack
Genre: Design & Illustration, Web Publishing
Developer:
Celianna
Publisher:
Degica
Release Date: 28 Jan, 2016

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Minimum:

OS: Microsoft® Windows® XP / Vista / 7 (32-bit/64-bit)

Processor: Intel® Pentium® 4 2.0 GHz equivalent or faster processor
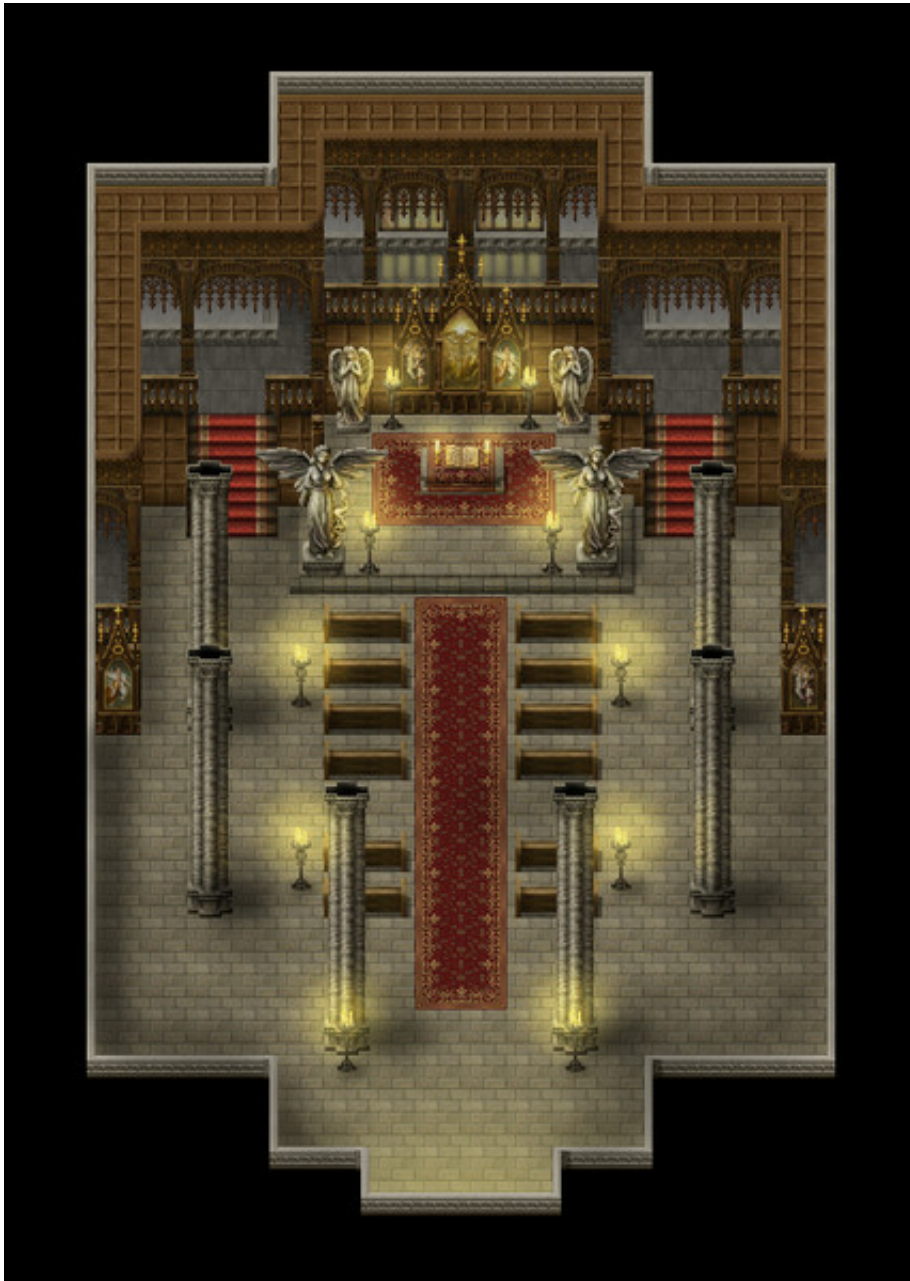
Memory:512 MB RAM

Graphics:1024 x 768 pixels or higher desktop resolution

Hard Drive:400 MB HD space

English,French,German,Italian

This looks like a very useable pack visually.
The main catch is unlike the RTP they aren't useable out of the box.

There's the whole preamble of having to set up a tileset in the database for each of the 8 possible variants (there's 4 themes each of interior and exterior set), setting the passability, table passthru, ladders, character feet translucency, etc. for each set.

Looks like that may be due to VX Ace not having a resource type for database import snippets.

In that case the DLC should come with screenshots to follow showing all the correct settings for the tileset attributes needed for each possible theme. The same group that makes the RTP assets to begin with (meaning they have the most knowledge of the appropriate attributes for the tilesets they make) is putting these out as paid asset extenstions so I don't think it's an unreasonable expectation to have screenshots included detailing the proper setup to use these tilesets in a game.

The closer Degica can get to making these work out of the box (using setup screenshots or otherwise) to that of the RTP that comes with RPGMVXA (requiring zero setup to use in a game) the more asset packs they will sell.. out of the ones available here on steam, I like this asset pack the most

you kinda have to fix some of the images to suit your needs, though. Get it on sale. This one actually works and isn't a pain. Good content.

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