

Nebula Studio

Import - Excel File Format

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Summary

This document describes the file format required for importing excel files into RPG Maker MV via Nebula Studio. This document is updated frequently so please check back often.

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Actors

This section talks about importing and exporting Actors from Excel.

Importing

All of the actor data can be defined within the excel spreadsheet. There are some special fields like traits and equipment that will vary depending on what you have in your RPG Maker Game.

Excel Import File Format

Column Name	Type	Description
ID	Number	If the ID is found in the project, you are importing into the system will have the option to update existing items. See IMPORT FORM
Name	String	Name of the Actor
Battler Name	String	This is the SV Battler Image Name
Class	String	The Class Name
Character Index	Number	Index of the Character to be used in the Image Character Name
Character Name	String	Character Name = Image File Name
Face Index	Number	Represents the Index of the Face inside the Face Name Image to be used.
Face Name	String	Image File Name for the Faces.
InitialLevel	Number	Starting Level
MaxLevel	Number	Maximum Actor Level
Nickname	String	
Note	String	NOTE TAG. Used for Plugins and or... NOTES (See PLUGIN ADDON)
Profile	String	
trait{x}	String	All Trait definitions must contain all 3 traits. An example would be trait1, traitdata1, traitvalue1 See TRAIT INFORMATION
traitdata{x}	String	
traitvalue{x}	String	
EQUIPMENT	String	All equipment is defined as the equipment type name as the column name and the weapon/armor as the column value. Example would be Column Name: Weapon; Value: Sword

Exporting

You can export the project Actors to excel and JSON. More formats are in the works as well.

Excel Export Format

The Excel file generated will contain 2 separate worksheets.

1. {Project Name} Actors
 - a. Contains all of the actual data
2. {Project Name} Definitions
 - a. Contains all of the definitions needed i.e. Equipment Types

Column Name	Type	Description
ID	Number	
Name	String	

Battler Name	String	
Class	String	
Character Index	Number	
Character Name	String	
Face Index	Number	
Face Name		
InitialLevel	Number	
MaxLevel	Number	
Nickname	String	
Note	String	
Profile	String	
trait{x}	String	Exports all of the traits Creates 3 Columns for Each Trait.
traitdata{x}	String	
traitvalue{x}	String	
Equipment	String	All of the Equipment Column Headers Will Be the Equipment Types defined in the system. They are saved in the same order as the actor equipment definitions (Types:EquipmemtTypes)

Save Directory

By default, the file will be saved to a folder (EXPORT) located under the Nebula Studio directory (Where NebulaStudio.exe is Located). Example Below:

Nebula Studio is installed to c:\program files\NebulaGamesLLC\NebulaStudio\

Excel Export will create a directory c:\program files\NebulaGamesLLC\NebulaStudio\EXPORT

FileName will be random with actors in the file name: File Format {RND(5)}-{DATESHORT}-actors.xlsx

Animations

This section talks about importing and exporting Animations from Excel.

Importing

Currently only the basic information can be imported into the Game Project. The Frames are not able to be imported at this time.

Excel Import File Format

Column Name	Type	Description
ID	Number	
Name	String	
Animation 1 Name	String	1 st Image File Name
Animation 2 Name	String	2 nd Image File Name
Animation 1 Hue	Number	1 st Image Hue
Animation 2 Hue	Number	2 nd Image Hue
Position	Number	Animation Position.

Exporting

You can export the project Animations to excel and JSON. More formats are in the works as well. Currently only the Animation Core Data and Animation Timings are Exported.

Excel Export Format

The Excel file generated will contain 2 separate worksheets.

1. Animations
 - a. Contains all of the actual data
2. Timings
 - a. Contains all of the definitions needed i.e. Equipment Types

Animations		
Column Name	Type	Description
ID	Number	
Name	String	
Animation 1 Name	String	1 st Image File Name
Animation 2 Name	String	2 nd Image File Name
Animation 1 Hue	Number	1 st Image Hue
Animation 2 Hue	Number	2 nd Image Hue
Position	Number	Animation Position.

Timings		
Column Name	Type	Description
Animation Name	String	Refers to The Above Workbook
Flash Color	String	Comma Delimited String OF Numbers
Flash Duration	Number	
Frame	Number	

Conditions	Number	
SE Name	String	
SE Pan	Number	
SE Pitch	Number	
SE Volume	Number	

Save Directory

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FileName will be random with actors in the file name: File Format {RND(5)}-{DATESHORT}-
animations.xlsx

Armors

This section talks about importing and exporting Armors from Excel.

Importing

Currently only the basic information can be imported into the Game Project. The Frames are not able to be imported at this time.

Excel Import File Format

Column Name	Type	Description
ID	Number	
Name	String	
Description	String	
Note	String	
Armor Type	String	Armor Type as Defined in Types
Equipment Type	String	Equipment Type as Defined in Types
Price	Number	
Attack	Number	Params
Defense	Number	Params
MAttack	Number	Params
MDefense	Number	Params
Agility	Number	Params
Luck	Number	Params
MaxHP	Number	Params
MaxMP	Number	Params
trait{x}	String	All Trait definitions must contain all 3 traits. An example would be trait1, traitdata1, traitvalue1 See TRAIT INFORMATION
traitdata{x}	String	
traitvalue{x}	String	

Exporting

You can export the project Armors to excel and JSON. More formats are in the works as well. All of the Armor data can be exported

Excel Export Format

The Excel file generated will contain 2 separate worksheets.

1. Armors
 - a. Contains all of the actual data
2. Definitions **(Not Completed)**
 - a. Contains all of the definitions needed i.e. Armor/Equipment Types

Animations		
Column Name	Type	
ID	Number	
Name	String	
Description	String	
Note	String	

Armor Type	String	
Equipment Type	String	
Price	Number	
Attack	Number	
Defense	Number	
MAttack	Number	
MDefense	Number	
Agility	Number	
Luck	Number	
MaxHP	Number	
MaxMP	Number	
trait{x}	String	
traitdata{x}	String	
traitvalue{x}	String	

Definitions		
Column Name	Type	Description

Save Directory

By default, the file will be saved to a folder (EXPORT) located under the Nebula Studio directory (Where NebulaStudio.exe is Located). Example Below:

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FileName will be random with actors in the file name: File Format {RND(5)}-{DATESHORT}-armors.xlsx

Classes

This section talks about importing and exporting Classes from Excel.

Importing

All of the class data can be imported into the Game Project. If you are wanting to import the parameter curves each parameter will require its own worksheet.

Excel Import File Format

FIRST WORKBOOK (CLASSES)		
Column Name	Type	Description
ID	Number	
Name	String	
Note	String	
EXPBase	Number	
EXPEXtra	Number	
EXPAccelerationA	Number	
EXPAccelerationB	Number	
trait{X}	String	All Trait definitions must contain all 3 traits. An example would be trait1, traitdata1, traitvalue1 See TRAIT INFORMATION
traitdata{X}	String	
traitvalue{X}	Number	
Skill{x}	String	All Skill definitions must have 3 columns defined. You can have up to 100 defined; they must follow the defined structure. i.e. skill1, skilllevel1, skillnote1
skilllevel{x}	Number	
skillnote{x}	String	

As the class gets imported it will try and read data from the Params workbooks. The structure of the workbook is as follows. A1,B1,C1 will be the Class Name that this column represents. So if we are importing a class called "Mage" You will have another workbook with the name "Attack" and a column header (A1 or B1...) of "Mage". Starting on the second row you will defined what each level is. So for example.

Workbook = MAttack, A1 = Mage, A2 = 100, A3 = 200

This would mean that a Mage would have a base MAttck at level 1 of 100 and at level 2 =200

ADDITIONAL WORKBOOK MUST BE NAMED ON OF THE FOLLOWING (MaxHP, MaxMP, Attack, Defense, MAttack, MDefense, Agility, Luck)				
Ordinal	Row Restrict	Column Name	Type	Description
0	1	Class	String	Header Only,
0	2+		Number	Level Value For This Parameter is = Row -1

Exporting

You can export the project Armors to excel and JSON. More formats are in the works as well. All of the Armor data can be exported

Excel Export Format

The Excel file generated will contain 2 separate worksheets.

1. Classes
 - a. Contains all of the actual data
2. MaxHP, MaxMP, Attack, Defense, MAttack, MDefense, Agility, Luck
 - a. Contains all of the parameter level data for each class

CLASSES		
Column Name	Type	Description
ID	Number	
Name	String	
Note	String	
EXPBase	Number	
EXPEXtra	Number	
EXPAccelerationA	Number	
EXPAccelerationB	Number	
trait{X}	String	
traitdata{X}	String	
traitvalue{X}	Number	
Skill{x}	String	
skilllevel{x}	Number	
skillnote{x}	String	

8 More Worksheets for a total of 9 in one file

MaxHP, MaxMP, Attack, Defense, MAttack, MDefense, Agility, Luck		
Column Name	Type	Description
ClassName	String	First Row is Class Name, Row 2+ is the Level Data

Save Directory

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 Excel Export will create a directory c:\program files\NebulaGamesLLC\NebulaStudio\EXPORT
 FileName will be random with actors in the file name: File Format {RND(5)}-{DATESHORT}-armors.xlsx

Common Events

This section talks about importing and exporting Common Events from Excel.

Importing

Importing / Exporting from excel is currently in development.

Excel Import File Format

FIRST WORKBOOK (CLASSES)		
Column Name	Type	Description

PLACEHOLDER

Enemies

This section talks about importing and exporting Enemies from Excel.

Importing

Currently this is not functional. In Development

Excel Import File Format

Enemies		
Column Name	Type	Description

PLACEHOLDER

Items

This section talks about importing and exporting Items from Excel.

Importing

You can fully import all item data.

Excel Import File Format

items		
Column Name	Type	Description
Id	Number	
Name	String	
Animation	String	This is the Animation Name
Consumable	String	Can be True/False
Damage Critical Hits	String	Can be True/False
Damage Element		
Damage Formula		
Damage Type		
Damage Variance	Number	
Description		
Hit Type	String	Hit Type Name
Icon Index	Index	Icon Index
Item Type	String	Item Type Name
Note		
Occasion		
Price		
Repeat		
Scope		
Speed		
Success		
TP Gain		

Effects		
Column Name	Type	Description
Item Name	String	
Effect Code	String	
Effect Data Text	String	This is the Animation Name
Effect Value 1	Number	
Effect Value 2	Number	

Exporting

You can export all of the item data into excel. Two worksheets will be created in each excel file. One called "items" and one called "Effects". Below is the export format.

items

Column Name	Type	Description
Id	Number	
Name	String	
Description	String	
Item Type	String	Item Type Name
Scope	String	
Occasion	String	
Icon Index	Number	Icon Index
Consumable	String	Can be True/False
Price	Number	
Speed	Number	
Success	Number	
Repeat	Number	
TP Gain	Number	
Hit Type	String	Hit Type Name
Animation	String	This is the Animation Name
Damage Type	String	
Damage Element	String	
Damage Formula	String	
Damage Variance	Number	
Damage Critical Hits	String	Can be True/False
Note	String	

Save Directory

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Excel Export will create a directory c:\program files\NebulaGamesLLC\NebulaStudio\EXPORT
FileName will be random with actors in the file name: File Format {RND(5)}-{DATESHORT}-items.xlsx

Skills

This section talks about importing and exporting Skills from Excel.

Importing

You can fully import all skill data.

Excel Import File Format

items		
Column Name	Type	Description
Id	Number	
Name	String	
Animation	String	This is the Animation Name
Skill Type	String	Skill Type Name
Damage Critical Hits	String	Can be True/False
Damage Element	String	
Damage Formula	String	
Damage Type	String	
Damage Variance	Number	
MP Cost	Number	
TP Cost	Number	
Scope	String	See Scopes
Occasion	String	
Icon Index	Number	
Speed	Number	
Success	Number	Success Rate
TP Gain	Number	
Hit Type	String	Certain Hit, Physical Attack, Magical Attack
Message1	String	
Message2	String	
Notes	String	
Required Weapon 1	String	Weapon Name
Required Weapon 2	String	Weapon Name
Description	String	

Effects		
Column Name	Type	Description
Item Name	String	
Effect Code	String	
Effect Data Text	String	This is the Animation Name
Effect Value 1	Number	

Effect Value 2	Number	
----------------	--------	--

Exporting

You can export all of the item data into excel. Two worksheets will be created in each excel file. One called "items" and one called "Effects". Below is the export format.

items		
Column Name	Type	Description
Id	Number	
Name	String	
Animation	String	This is the Animation Name
Skill Type	String	Skill Type Name
Damage Critical Hits	String	Can be True/False
Damage Element	String	
Damage Formula	String	
Damage Type	String	
Damage Variance	Number	
MP Cost	Number	
TP Cost	Number	
Scope	String	See Scopes
Occasion	String	
Icon Index	Number	
Speed	Number	
Success	Number	Success Rate
TP Gain	Number	
Hit Type	String	Certain Hit, Physical Attack, Magical Attack
Message1	String	
Message2	String	
Notes	String	
Required Weapon 1	String	Weapon Name
Required Weapon 2	String	Weapon Name
Description	String	

Save Directory

By default, the file will be saved to a folder (EXPORT) located under the Nebula Studio directory (Where NebulaStudio.exe is Located). Example Below:

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FileName will be random with actors in the file name: File Format {RND(5)}-{DATESHORT}-skills.xlsx

States

This section talks about importing and exporting States from Excel.

Importing

You can fully import all state data.

Excel Import File Format

items		
Column Name	Type	Description
Id	Number	
Name	String	
Icon	Number	
Description	String	
Note	String	
Auto Removal Timing	Number	
Chance By Damage	Number	
Max Turns	Number	
Min Turns	Number	
Message 1	String	
Message 2	String	
Message 3	String	
Message 4	String	
Motion	Number	
Overlay	Number	
Priority	Number	
Release By Damage	String	True/False
Remove At Battle End	String	True/False
Remove By Damage	String	True/False
Remove By Restriction	String	True/False
Remove By Walking	String	True/False
Restriction	Number	
Steps To Remove	Number	
trait{x}	String	All Trait definitions must contain all 3 traits. An example would be trait1, traitdata1, traitvalue1 See TRAIT INFORMATION
traitdata{x}	String	
traitvalue{x}	String	

Exporting

You can export all of the item data into excel the worksheet will be called "Traits". Below is the export format.

items		
Column Name	Type	Description
Id	Number	
Name	String	
Icon	Number	

Description	String	
Note	String	
Auto Removal Timing	Number	
Chance By Damage	Number	
Max Turns	Number	
Min Turns	Number	
Message 1	String	
Message 2	String	
Message 3	String	
Message 4	String	
Motion	Number	
Overlay	Number	
Priority	Number	
Release By Damage	String	True/False
Remove At Battle End	String	True/False
Remove By Damage	String	True/False
Remove By Restriction	String	True/False
Remove By Walking	String	True/False
Restriction	Number	
Steps To Remove	Number	
trait{x}	String	All Trait definitions must contain all 3 traits. An example would be trait1, traitdata1, traitvalue1 See TRAIT INFORMATION
traitdata{x}	String	
traitvalue{x}	String	

Save Directory

By default, the file will be saved to a folder (EXPORT) located under the Nebula Studio directory (Where NebulaStudio.exe is Located). Example Below:

Nebula Studio is installed to c:\program files\NebulaGamesLLC\NebulaStudio\

Excel Export will create a directory c:\program files\NebulaGamesLLC\NebulaStudio\EXPORT

FileName will be random with actors in the file name: File Format {RND(5)}-{DATESHORT}-states.xlsx

Tilesets

It is not productive or efficient to try and import tile set data from excel. The flags are too extensive to try and map out. You can however import them from other RPG Maker MV Products.

Troops

Under Development Still. You can still Import / Export From Other RPG Maker MV Projects.

Weapons

This section talks about importing and exporting Weapons from Excel

Importing

You can fully import all weapon data.

Excel Import File Format

items		
Column Name	Type	Description
Id	Number	
Name	String	
Icon	Number	
Description	String	
Note	String	
Price	Number	
Max HP	Number	
Max MP	Number	
Attack	Number	
Defense	Number	
MAttack	Number	
MDefense	Number	
Agility	Number	
Luck	Number	
trait{x}	String	All Trait definitions must contain all 3 traits. An example would be trait1, traitdata1, traitvalue1 See TRAIT INFORMATION
traitdata{x}	String	
traitvalue{x}	String	

Exporting

You can export all of the item data into excel the worksheet will be called "Traits". Below is the export format.

items		
Column Name	Type	Description
Id	Number	
Name	String	
Icon	Number	
Description	String	
Note	String	
Price	Number	
Max HP	Number	
Max MP	Number	
Attack	Number	
Defense	Number	
MAttack	Number	
MDefense	Number	

Agility	Number	
Luck	Number	
trait{x}	String	All Trait definitions must contain all 3 traits. An example would be trait1, traitdata1, traitvalue1
traitdata{x}	String	
traitvalue{x}	String	See TRAIT INFORMATION

Save Directory

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Excel Export will create a directory c:\program files\NebulaGamesLLC\NebulaStudio\EXPORT
FileName will be random with actors in the file name: File Format {RND(5)}-{DATESHORT}-weapons.xlsx

Type Lookups

- Scope
 - None
 - 1 Enemy
 - All Enemies
 - 1 Random Enemy
 - 2 Random Enemies
 - 3 Random Enemies
 - 4 Random Enemies
 - 1 Ally
 - All Allies
 - 1 Ally (Dead)
 - All Allies (Dead)
 - The User
- Occasion Type
 - Always
 - Battle Screen
 - Menu Screen
 - Never
- Hit Type
 - Certain Hit
 - Physical Attack
 - Magical Attack
- Damage Type
 - None
 - HP Damage
 - MP Damage
 - HP Recover
 - MP Recover
 - HP Drain
 - MP Drain
-