

# Example

Here is an example on how a full file with the event and its definition could look like.c!pp

```
init 1 python:
```

```
    set_current_mod('mod')
```

```
    event_label_event = Event(3, "event_label",
```

```
        TimeCondition(day = "5-10", month = "2-", daytime = "f"),
```

```
        RandomListSelector("girl", "Aona Komuro", "Lin Kato", "Luna Clark"),
```

```
        Pattern("main", "/images/events/school building/sb_event_4 <school_level> <girl> <step>.webp"),
```

```
        Pattern("main2", "/images/events/school building/sb_event_5 <school_level> <girl>.webp", 'school_level',  
'girl'),  
    )
```

```
    courtyard_events["patrol"].add_event(event_label_event)
```

```
label event_label (**kwargs):
```

```
    $ begin_event(**kwargs);
```

```
    $ image = convert_pattern("main", **kwargs)
```

```
    $ show_pattern("main2", **kwargs)
```

```
    person "Hi I'm a dialogue text."
```

```
    $ image.show(0)
```

```
    person "Oh another image."
```

```
    $ image.show(1)
```

```
    person "Wow such simple"
```

```
    call change_stats_with_modifier("school",
```

```
        happiness = 2, inhibition = TINY)
```

```
    call change_money_with_modifier(100)
```

```
    $ end_event('new_daytime', **kwargs)
```

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