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# Terraria npc house design ideas tutorial pdf free

If detected a tile with higher score than any checked tiles, then it will be reserved as the home tile; if a tile's score is lower than or equal to the previous score, then it will be skipped. Desktop 1.3.2: Fixed Team Platforms not acting as viable doors for housing. ↑ Only possible when using platforms as a ceiling. A house must have at least 60 but fewer than 750 total tiles including the frame around it. If the evil score is lower than 50, calculate a "temporary score" ( = 50 − evil score). Frame[] In this phase, the game will try to determine the frame and the internal area of a house, and complete several checks to its structure.[1] The range of a house includes a "connected" internal area and the "frame" surrounding it, in details: A tile can be "connected" in 8 directions, which means that tiles in the internal area have to be connected with each other in horizontal, vertical, or diagonal directions. Any type of each item listed below will fulfill the requirement. Trivia[] A valid house with minimum walls. A house that has blocks within 5 tiles from the "true" edge of the world is considered invalid with the message "We need better text for this!!!" See also[] History[] Desktop 1.3.5.3: Fixed an error when trying to use the room query on an unfit room in certain languages. NPCs can be moved from these to the player's structures using the housing menu. Warning: The sensor itself is not a valid block for the house frame; if it is used as part of the floor, ceiling, or side walls (including corners), the house will not be valid. If there are Chests within the 5×4 area above (red, white, yellow tiles), then −30 points for each tile occupied by Chests. ↑ Note that this is possible during a normal gameplay, as the extended distance is farther than the distance between the visible world edge and the true world edge. Once a house is determined to be suitable, the player may assign an NPC to it by placing the corresponding NPC flag in it. A "hole" is a tile that is neither occupied by a valid solid tile nor a valid background wall. This area is the same size as the area used for calculating the evil score. The Bed also counts as a comfort item. First, the game checks if the house is already occupied by another NPC. −5 points for each unactuated solid tile. If one does not have access to King or Queen Statues, building a house just outside of the evil score detection range but still within the evil biome (the evil biome's background should be visible) will create a valid house within said biome. Especially when entering Hardmode, some houses may be invalidated by Corruption or Crimson; having spares will help avoid NPCs being left homeless. If a house with an assigned NPC is destroyed or any of its requirements are invalidated, the NPC will wander the area until a valid house becomes available again. To check whether a house is valid, press Quick Buff and the housing status of the house the player is standing in will be printed in chat. ↑ Each tile counts as −5 points, while each Sunflower takes up 8 tiles. When building homes underground, Sticky Bombs or Scarab Bombs are a good choice, as they are accurate and break background walls for easier wall placement. The frame must be completely closed (i.e. the internal area is completely unconnected to any tiles outside). "Frame" refers to the tiles surrounding the internal tiles. NPCs generally retreat to their houses at night and remain in them until dawn. At night, when it rains, and during any event, NPCs will be automatically placed inside their houses if the player travels several screens away, or if the player uses any Magic Mirror or the Teleporter. Two examples of houses with no empty wall. For example, a Torch of any color will work, as will any theme of chairs. There may be inaccuracies, as the current Desktop version is 1.4.3.6. They will also retreat to their houses when it rains and during any event. There may be inaccuracies, as the current Desktop version is 1.4.3.6. ↑ 8.0 8.1 The actual code is bugged here. Nearly any NPC house will qualify for a player to place and use a Bed as their spawn point, so long as the tiles immediately above the bed are clear (see the Beds page for full details). The requirements for a player-selected Bed to work as a spawn point are similar to those for NPC housing, but weaker; players do not need furniture beyond the Bed. On the Desktop version, Console version, Mobile version, Nintendo Switch version, and tModLoader version, it is very useful and convenient to use a "Player Above" sensor instead of pressure plates. On the Old-gen console, 3DS, and tModLoader versions, if a house is built at the world's original spawn point, it is best not to place any foreground objects or blocks where characters appear; when the player teleports back or respawns, any blocks or furniture where they appear will be broken, which can invalidate the house. +5 points for each tile occupied by other objects. While it may be tempting to tuck all the NPCs into small houses, this will leave little room for decoration or even equipment. Houses are good places for players to indulge their creativity. The tiles in the middle column (the 1×4 area directly above the tile; yellow tiles) will not be used in the first calculation, they only participate in the second calculation (see below). NPCs cannot move into these houses on their own, and must be assigned by a player. Only the flags of existing NPCs will appear in the housing menu. ↑ The game will check the tiles from top to bottom, and left to right. This score will be used in home tile score calculations. There may be inaccuracies, as the current Desktop version is 1.4.3.6. ↑ Information taken from the Desktop 1.4.2.3 source code, class Terraria.ID.Sets.RoomNeeds. If it is, then the house is invalid and the status message "This housing is already occupied." will be displayed. Trap Doors can also be used, as neither enemies nor NPCs can open them. Real Estate Agent • "Have all possible town NPCs living in your world. "All town NPCs are housed in your world. ↑ Only possible when using a Work Bench instead of a table. A simple, valid house. The area checked will be an extended area of the range of a house. ↑ Information taken from the Desktop 1.4.2.3 source code, method TrySpawningTownNPC() in Terraria.WorldGen.cs. The Old Man, the Traveling Merchant, and the Skeleton Merchant do not require houses. Example of areas to be checked. ↑ Information taken from the Desktop 1.4.2.3 source code, method RoomNeeds() in Terraria.WorldGen.cs. There are no objects that block entities from passing (actuated solid blocks are not allowed, but platforms are) in the 3×3 area directly above it (tiles in the green square). It is a wise decision to build "spare" houses beyond the current number of NPCs: Any new NPCs can move in as soon as they are spawned or found (perhaps unexpectedly). Also, using Sandstone Brick Walls multiplies the time taken by NPCs to move in by 4.[12] This means that a house with no empty wall area can only be assigned by a player. The NPC happiness system builds on this source of entertainment, by giving NPCs preferences for their house's location and proximity to houses of other NPCs. That said, NPC happiness is not affected by a house's appearance or decoration, leaving the player with a free hand. No longer possible on Desktop, Console, Mobile, Switch, and tModLoader. If killed, the NPC will respawn once a valid house is restored. These can include Floating Island structures, and Living Tree treasure rooms. If absolutely necessary (e.g. on 3DS, where there is no housing menu), players can force an NPC into a particular house by destroying all the others. Increasing the empty wall area (i.e. tiles with only background walls and without other foreground blocks/background objects) of empty houses in the worlds allows NPCs to move in faster. This alert prioritizes walls (both fore and background), then furniture (door, light source, table, and chair). In the range of a house, there must be at least one valid light source, one valid flat-surface item, one valid comfort item, and one valid entrance.[5] The smallest and most easily obtainable objects that meet the requirements are a Torch, a Work Bench, a Chair, and two Wood Platforms. Once initially found, each will require a suitable house before respawning. A generic "This is not valid housing." can indicate that the frame is not closed, or that there is no place for the NPC to stand (see below for details). If there is a tile that meets these requirements, calculate the "home tile score" using the objects in the 5×4 area directly above it (red, white, yellow tiles), combined with the temporary score (got from evil score calculations): All valid foreground tiles (blocks, furnitures, etc.) in the area, except the invalid tiles in the table below, will be checked. If there are multiple valid home tiles, then the tile with highest score and being nearest to the top left corner of the house will be selected[11] Truffle[] The Truffle NPC has an extra requirement for his house: It must have at least 100 tiles of Glowing Mushroom biome blocks in the area around it. There may be inaccuracies, as the current Desktop version is 1.4.3.6. ↑ There is a hidden area of about 40 tiles in length out of the visible in-game world edge before reaching the true world edge, so this should not be triggered during normal gameplay. There is no housing menu on the Nintendo 3DS version. Home tile score[] Then, start to check whether there is a valid "home tile" within the house. So, when multiple tiles are tied with each other, the topmost and leftmost tile will be selected as the home tile. See below for list of all eligible items.[6] Not every item that provides light will fulfill a house's light source requirement; in particular, no "foreground blocks", platforms, or walls qualify. Desktop 1.2: Fixed a bug that would cause a suitable house to be unsuitable. It no longer works as of 1.3.1, but it should still work for the Old-gen console version and Nintendo 3DS version. Actuators can be used with Blue, Brown, Gray, and Lihzahrd Pressure Plates to allow players entry but prevent enemies from entering or NPCs from leaving. A home tile is a tile which meets the following requirements: in the image, the purple block represents a candidate for the home tile. NPCs that move in by their own will have a regular red flag. This indicates that if the NPC currently inhabiting the home were to die, the replacement for that NPC would move into that specified home. This bug has made a housing will seldom become invalid due to being Corrupted. Hardmode natural walls, such as Pearlstone and Ebonstone Walls, do not count as valid walls. To check whether a house is suitable for use, press the ⚔ Use / Attack button on the "?" housing query mark and then press again anywhere inside the house. On the Desktop version, Console version, Mobile version, Nintendo Switch version, and tModLoader version, NPC flags have two different appearances: solid red and red with a golden frame. If it is not suitable, the game will show what the house is lacking. If the home tile score is 0 or lower, then the tile is invalid. A structure must meet several requirements in order to function as a house (see details below). The NPC flag will hang directly above the standing point. It is a solid tile. The player can check if a structure meets the requirements by using the housing menu's top button, labeled with a question mark ("?"). Press Inventory to show/hide room flags. This could make purchasing items with biome requirements (most notably for the Painter) harder. It can be entertaining to provide NPCs with decorated and themed homes, even if they would be satisfied with empty cells. Based on the stats in 1.4.2.3 codes, the extended distance should be 144 tiles horizontally in both directions, 101 tiles upwards and 104 tiles downwards vertically. There may be inaccuracies, as the current Desktop version is 1.4.3.6. ↑ Information taken from the Desktop 1.4.2.3 source code, method ScoreRoom() in Terraria.WorldGen.cs. There has to be at least one valid home tile in a house to serve as the standing point of NPCs, otherwise the message "This is not valid housing." will be displayed. Similarly, a collection of independent houses. The side, top, and bottom of the world will not count as walls. A house (or home) is a structure built by the player that town NPCs require in order to spawn, with one house required per NPC. Otherwise, two properties of the house are checked to determine whether it is a valid house: one is the "evil score", the other is the "home tile score".[7] Evil score[] Then, start calculating the evil score. Desktop 1.1: There is now a housing menu (a built-in interface) for checking if a house is valid for being moved into, and for assigning NPCs to specific biomes. Houses in the Corruption or Crimson biomes are usually invalid. Any item with a Tile ID of 4, 33, 34, 35, 42, 49, 92, 93, 95, 98, 100, 149, 173, 174, 270, 271, 316, 317, 318, 372, 405, 572, or 592: Flat-surface items Any item with a Tile ID of 14, 18, 87, 88, 90, 101, 354, 355, 464, 469, or 487: Comfort items Any item with a Tile ID of 15, 79, 89, 102, 469, 487, or 497: ChairsToiletsBar StoolBedsBenchesSofasChippy's CouchThronePicnic Table Entry items Any item with a Tile ID of 10, 11, 19, 386, 387, 388, 389, 427, 435, 436, 437, 438, or 439: PlatformsDoorsTall GateTrap Door Properties[] In this phase, the house looks structurally valid, but there are three reasons it can still be rejected: If it is already occupied, if it is too close to or inside an evil biome, or if there is no place inside for the NPC to stand at night. See the Beds page for full details. Not only does this save some usable floor space, but avoids having the opening accidentally left open by an accidental misstep. A basic house with the dimensions of 9 (exterior width) × 7 (exterior height). There are no valid foreground blocks or solid tiles among the 3 tiles directly above it (yellow tiles in the green square), and these 3 tiles are all in the range of the housing. Houses do not need a full backwall to be valid; as shown in the example, players can create a minimal, but still valid house if needed. The extended distances differ with versions, and in 1.4.2.3 they are: Horizontal: Start from the leftmost/rightmost tiles within the range of a house, extend 45 tiles to both left and right side.[8] Vertical: Start from the highest/lowest tiles within the range of a house, extend 43 tiles upwards and 46 tiles downwards.[8] If any of the four borders of the area checked is less than 5 tiles from the true world edge, then draw back the area to 5 tiles away from the edge. [] The housing menu allows managing the placement of NPCs. It is accessed by pressing the small house button above the armor slots in the inventory. Quitting and restarting in single-player mode will place the NPC in its house. An NPC will not spawn within its house if that house is on the visible screen at the time, and may walk around the area outside instead. If an occupied house becomes Corrupted/Crimson, the NPC living there may move out and wander the area until a new house becomes available. The Guide will appear upon starting a new world, and if killed, he will require a house in order to respawn. If there are valid tiles within the 1×4 area above (yellow tiles), then −15 points for each valid tile. −20 points for each tile occupied by the hinge of an opened door (the tiles that a closed door occupies). It is not a platform or a Bubble. For these circumstances, one can use a King Statue or a Queen Statue to teleport the NPCs and purchase these items. If the score is below 1 after this calculation, then continue to the second calculation: If assigning a second NPC into the house, resulting in them sharing the house (a town NPC and a town pet), and the current tile is less than 3 tiles away from the existing NPC's home tile, then the score is set to 1. Many crafting stations are 3 tiles wide by 3 high, and as the game progresses, a player can obtain paintings and animal skins up to 6 tiles wide by 4 high, and potted plants that are 3 tiles wide and up to 6 high. Desktop 1.2.4.1: Opening doors will once again cause a house to be unsuitable, but only if two doors are opened into the same house (depends on the size of the house). Notes[] Houses may be attached together and share common walls, floors, ceilings, and doors. [9] Calculate the total evil score of all valid tiles (including the actuated ones) within the area, see the table below for details: Final calculation: Evil score = Corruption block score + Crimson block score − Hallowed block score − Sunflower score If the evil score is at least 50, then the house is invalid, and the message "This housing is corrupted." will be displayed, and if Evil score ≥ 300, the message "This is not valid housing." will be displayed instead. Given the minimum size of 60 tiles including the frame, a rectangular house must have at least one of the following dimensions: Excluding ceiling, floor and walls Including ceiling, floor and walls 3 tiles wide × 10 tiles high[3] 5 tiles wide × 12 tiles high 4 tiles wide × 8 tiles high 6 tiles high 5 tiles wide × 7 tiles high 7 tiles wide × 9 tiles high 6 tiles wide × 8 tiles high 7 tiles high 7 tiles wide × 5 tiles high 8 tiles high 9 tiles high 12 tiles wide × 5 tiles high 13 tiles wide × 2 tiles high [4] 15 tiles wide × 4 tiles high Note that a house does not need to be rectangular. Minimal house sizes[] A miniature 3×10 house. The frame can only be made up of solid tiles (solid blocks or platforms that are not actuated), Trap Doors, doors, or Tall Gates (only the tiles occupied when the doors are closed will count into the frame). As long as the house meets the size criteria, it can be any shape, not just rectangles and squares (e.g. a dome-shaped house would still be viable). If a Stone Wall has been converted into Pearlstone Wall, the house will become invalid as the converted wall is considered a natural wall. The entrance does not need to be usable by the NPC (e.g. NPCs cannot use Trap Doors) nor does it have to lead "outdoors" (e.g. an indoor platform also works).

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