

OK, guys. We have some major changes to the Training code.

STATTYPELIST: The stats needed for this are those stats from Dex, Strength, and Intelligence which this trainer changes.

COST: The cost in gold of the training session.

TRAINER: The NPC number of the trainer (underscore name will do).

TRAINING: The name of your training routine should be different for each particular trainer, but must be identical under "if TrainFlag" and after the converse loop.

At this point, you only need to set up the following inside your converse loop:

```
key "train" {
    Student = ~GetStudent();

    if Student = _Nobody {
        break;
    }

    TrainFlag = ~CanTrain(STATTYPELIST, COST, TRAINER,
                          Student);

    if TrainFlag {
        TRAINING;
        DexTrain(Student, no. of times);
        (etc. for needed stat changes)
    }
}
```

After the converse loop, write in the following:

```
routine TRAINING {
    ["Whatever text you want to describe the session."];
}
```

For example:

```
key "train" {
    Student = ~GetStudent();

    if Student = _Nobody {
        break;
    }

    TrainFlag = ~CanTrain(<<_Dex,_Str>>, 30, _Inamo,
                          Student);

    if TrainFlag {
        InaTrain;
        DexTrain (Student, 1);
        StrTrain (Student, 2);
    }
}
```

And this is the ~GetStudent function:

```
function ~GetStudent {  
    ["One of you wishes to train?"];  
    Answer = ~AskYesNo();  
  
    if Answer {  
        ["Which of you wishes to train?"];  
        Student = ~AskParty();  
    }  
    else {  
        Student = _Nobody;  
    }  
  
    if Student = _Nobody {  
        ["Perhaps at a later time."];  
    }  
  
    return Student;  
}
```

You'll notice in ~MoveItem that there is now a constant called _NoQuality. Go ahead and use this as the default quality for now in any function or routine that needs one. It will be defined later as the most common quality number, and we'll only have to change it for anything that has a different quality number for some reason.