

Acheter des mercenaires.

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Titre: Acheter des mercenaires

Source: http://www.rpg-creation.com/home/index.php?option=com_content&task=view&id=142&Itemid=45

Si vous cherchez un script pour acheter des mercenaires, comme dans Diablo 2, j'ai ce qu'il vous faut : Il y a en tout sept nouveaux scripts (tous des modifications de scene_shop et des window_shop) à ajouter mettez les au-dessus de main où à côté de Scene_Shop et les Window_Shop peut importe. Ensuite, ajouter les divers méthodes à Game_Party.

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Il y a en tout sept nouveaux scripts (tous des modifications de scene_shop et des window_shop) à ajouter mettez les au-dessus de main où à côté de Scene_Shop et les Window_Shop peut importe. Ensuite, ajouter les divers méthodes à Game_Party.

1) Scene_Hireling

Code:

```
class Scene_Hireling
#-----
def initialize
  @Number_Hireling = 0
end
#-----
def main
  @help_window = Window_Help.new
  @command_window = Window_HirelingCommand.new
  @gold_window = Window_Gold.new
  @gold_window.x = 480
  @gold_window.y = 64
  @dummy_window = Window_Base.new(0, 128, 640, 352)
#----- edit -----
  @buy_window = Window_HirelingBuy.new
#----- edit/ -----
  @buy_window.active = false
  @buy_window.visible = false
  @none_window = Window_HirelingNone.new
  @none_window.active = false
  @none_window.visible = false
  @number_window = Window_HirelingNumber.new
  @number_window.active = false
  @number_window.visible = false
  @status_window = Window_HirelingStatus.new
  @status_window.visible = false
  Graphics.transition
  loop do
    Graphics.update
    Input.update
    update
    if $scene != self
      break
    end
  end
  Graphics.freeze
  @help_window.dispose
  @command_window.dispose
  @gold_window.dispose
  @dummy_window.dispose
  @buy_window.dispose
  @number_window.dispose
  @status_window.dispose
  @none_window.dispose
end
#-----
def update
  @help_window.update
  @command_window.update
  @gold_window.update
  @dummy_window.update
  @buy_window.update
  @number_window.update
  @status_window.update
  @none_window.update
  if @command_window.active
    update_command
    return
  end
  if @buy_window.active
    update_buy
    return
  end
  if @number_window.active
    update_number
  end
end
```

```

    return
end
if @none_window.active
    update_none
    return
end
end
#-----
def update_command
    if Input.trigger?(Input::B)
        exit
        return
    end
    if Input.trigger?(Input::C)
        case @command_window.index
        when 0
            if $game_party.actors.size == 4
                $game_system.se_play($data_system.decision_se)
                @command_window.active = false
                @dummy_window.visible = false
                @none_window.active = true
                @none_window.visible = true
                @none_window.refresh
            else
                $game_system.se_play($data_system.decision_se)
                @command_window.active = false
                @dummy_window.visible = false
                @buy_window.active = true
                @buy_window.visible = true
                @buy_window.refresh
                @status_window.visible = true
            end
            when 1
                exit
            end
        end
        return
    end
end
#-----
#----- edit -----
def exit
    $game_system.se_play($data_system.cancel_se)
    for i in 1...$data_items.size
        if $game_party.hireling_number(i) > 0
            $game_variables[1] = i
            $game_party.hireling_shop(i,-1)
        end
    end
    $scene = Scene_Map.new
end
#----- edit/ -----
#-----
def update_buy
    #----- edit -----
    @status_window.item = @buy_window.item
    #----- edit/ -----
    if Input.trigger?(Input::B)
        $game_system.se_play($data_system.cancel_se)
        @command_window.active = true
        @dummy_window.visible = true
        @buy_window.active = false
        @buy_window.visible = false
        @status_window.item = nil
        @status_window.visible = false
        @help_window.set_text("")
        return
    end
    if Input.trigger?(Input::C)
        if $game_party.actors.size == 4 - @Number_Hireling
            $game_system.se_play($data_system.decision_se)
            @command_window.active = false
            @dummy_window.visible = false
            @none_window.active = true
            @none_window.visible = true
            @none_window.refresh
            @buy_window.active = false
            @buy_window.visible = false
            @status_window.visible = false
        else
            @item = @buy_window.item
            if @item == nil or @item.price > $game_party.gold
                $game_system.se_play($data_system.buzzer_se)
            end
        end
    end
end

```

```

    return
end
case @item
when RPG::Item
    number = $game_party.item_number(@item.id)
when RPG::Weapon
    number = $game_party.weapon_number(@item.id)
when RPG::Armor
    number = $game_party.armor_number(@item.id)
end
if number == 99
    $game_system.se_play($data_system.buzzer_se)
    return
end
$game_system.se_play($data_system.decision_se)
max = @item.price == 0 ? 99 : $game_party.gold / @item.price
max = [max, 99 - number].min
@buy_window.active = false
@buy_window.visible = false
@number_window.set(@item, max, @item.price)
@number_window.active = true
@number_window.visible = true
end
end
end
#-----
def update_none
    if Input.trigger?(Input::B)
        $game_system.se_play($data_system.cancel_se)
        @command_window.active = true
        @dummy_window.visible = true
        @none_window.active = false
        @none_window.visible = false
        @status_window.item = nil
        @help_window.set_text("")
        return
    end
end
#-----
def update_number
    if Input.trigger?(Input::B)
        $game_system.se_play($data_system.cancel_se)
        @number_window.active = false
        @number_window.visible = false
        @buy_window.active = true
        @buy_window.visible = true
        return
    end
    if Input.trigger?(Input::C)
        $game_system.se_play($data_system.shop_se)
        @number_window.active = false
        @number_window.visible = false
        $game_party.lose_gold(1 * @item.price)
        #----- edit -----
        $game_party.gain_hireling(@item.id)
        $game_party.hireling_shop(@item.id,-1)
        $game_party.hireling_check(@item.id)
        #----- edit/ -----
        @Number_Hireling += 1
        @gold_window.refresh
        @buy_window.refresh
        @status_window.refresh
        @buy_window.active = true
        @buy_window.visible = true
    end
    return
end
end
end
end

```

2) Window_HirelingCommand

Code:

```

class Window_HirelingCommand < Window_Selectable
#-----
def initialize
    super(0, 64, 480, 64)
    self.contents = Bitmap.new(width - 32, height - 32)
    self.contents.font.name = $fontface
    self.contents.font.size = $fontsize
    @item_max = 2

```

```

@column_max = 2
@commands = ["Buy", "Cancel"]
refresh
self.index = 0
end
#-----
def refresh
self.contents.clear
for i in 0...@item_max
draw_item(i)
end
end
#-----
def draw_item(index)
x = 50 + index * 240
self.contents.draw_text(x, 0, 128, 32, @commands[index])
end
end

```

3) Window_HirelingBuy

Code:

```

class Window_HirelingBuy < Window_Selectable
#-----
def initialize
super(0, 128, 268, 352)
refresh
self.index = 0
end
#-----
def item
return @data[self.index]
end
#-----
def refresh
if self.contents != nil
self.contents.dispose
self.contents = nil
end
@data = []
#-----edit-----
for i in 1...$data_items.size
if $game_party.hireling_number(i) > 0
@data.push($data_items[i])
end
end
#-----edit/-----
@item_max = @data.size
if @item_max > 0
self.contents = Bitmap.new(width - 32, row_max * 32)
self.contents.font.name = $fontface
self.contents.font.size = $fontsize
for i in 0...@item_max
draw_item(i)
end
end
end
#-----
def draw_item(index)
item = @data[index]
case item
when RPG::Item
number = $game_party.item_number(item.id)
when RPG::Weapon
number = $game_party.weapon_number(item.id)
when RPG::Armor
number = $game_party.armor_number(item.id)
end
if item.price <= $game_party.gold and number < 99
self.contents.font.color = normal_color
else
self.contents.font.color = disabled_color
end
x = 4
y = index * 32
rect = Rect.new(x, y, self.width - 32, 32)
self.contents.fill_rect(rect, Color.new(0, 0, 0, 0))
self.contents.draw_text(x, y, 212, 32, item.name, 0)
self.contents.draw_text(x + 100, y, 88, 32, item.price.to_s, 2)
end

```

```
#-----
def update_help
  @help_window.set_text(self.item == nil ? "" : self.item.description)
end
end
```

4) Window_HirelingNumber

Code:

```
class Window_HirelingNumber < Window_Base
#-----
def initialize
  super(0, 128, 268, 352)
  self.contents = Bitmap.new(width - 32, height - 32)
  self.contents.font.name = $fontface
  self.contents.font.size = $fontsize
  self.contents.font.color = normal_color
  @item = nil
  @max = 1
  @price = 0
  @number = 1
  @leadingcharacters = 5
  @itemdetail = []
  refresh2
end
#-----
def set(item, max, price)
  @item = item
  @max = max
  @price = price
  @number = 1
  refresh
end
#-----
def refresh2
  self.contents.font.name = $fontface
  self.contents.font.size = $fontsize
  self.contents.font.color = normal_color
  self.contents.clear
end
#-----
def refresh
  item_id = $currenthighlighteditem.id
  self.contents.clear
  draw_item_name(@item, 0, 0)
  domination = $data_system.words.gold
  cx = contents.text_size(domination).width
  total_price = @price * 1
  self.contents.draw_text(4, 160, 328-cx-2, 32, total_price.to_s, 2)
  self.contents.font.color = system_color
  self.contents.draw_text(332-cx, 160, cx, 32, domination, 2)
  get_item_detail(item_id)
  write_item_detail(5, 223)
end
#-----
def get_item_detail(item_id)
  descarray =
  [
    item_id * 7,
    item_id * 7 + 1,
    item_id * 7 + 2,
    item_id * 7 + 3,
    item_id * 7 + 4,
    item_id * 7 + 5,
    item_id * 7 + 6
  ]
  f = File.open("Data/Hireling.rxdata")
  @itemdetail = f.readlines
  for i in 0..6
    @itemdetail[i] = ""
  end
  for i in 0..6
    cropheadcharacters(descarray[i])
  end
  @description = []
  for i in 0..6
    @description[i] = @itemdetail[descarray[i]]
  end
  return
end
```

```

#-----
def cropheadcharacters(descarray)
  if @itemdetail[descarray] == nil
    @itemdetail[descarray] = "123456 "
  end
  @itemdetail[descarray].slice!(0..@leadingcharacters)
  return
end
#-----
def write_item_detail(x, y)
  self.contents.font.color = system_color
  self.contents.draw_text(x, y - 100, 640, 32, "Description:")
  self.contents.font.color = normal_color
  self.contents.font.size = $fontsize - 2
  for i in 0..5
    self.contents.draw_text(x, y - 80, 640, 32, @description[i])
    y += 18
  end
  self.contents.font.color = Color.new(255, 255, 0, 255)
  self.contents.draw_text(x, y-80, 640, 32, @description[6])
end
end

```

5) Window_HirelingStatus

Code:

```

class Window_HirelingStatus < Window_Base
  #-----
  def initialize
    super(268, 128, 372, 352)
    self.contents = Bitmap.new(width - 32, height - 32)
  #-----edit-----
  #-----edit/-----

  @item = nil
  refresh
end
#-----

def refresh
self.contents.clear
#-----edit-----

  if @item == nil
    return
  end
  self.contents.font.name = $fontface
  self.contents.font.size = $fontsize
  @actor = $game_actors[$game_party.hireling(@item.id)]
  #-----edit/-----

  draw_actor_class(@actor, 0, 0)
  draw_actor_level(@actor, 170, 0)
  draw_actor_hp(@actor, 0, 22, 172)
  draw_actor_sp(@actor, 0, 44, 172)
  draw_actor_parameter(@actor, 0, 66, 0)
  draw_actor_parameter(@actor, 0, 88, 1)
  draw_actor_parameter(@actor, 0, 110, 2)
  draw_actor_parameter(@actor, 0, 132, 3)
  draw_actor_parameter(@actor, 0, 154, 4)
  draw_actor_parameter(@actor, 0, 176, 5)
  draw_actor_parameter(@actor, 0, 198, 6)
  self.contents.font.color = system_color
  self.contents.draw_text(0, 220, 140, 32, "Expérience : ")
  self.contents.draw_text(0, 244, 160, 32, "Niveau suivant : ")
  self.contents.font.color = normal_color
  self.contents.draw_text(0 + 140, 220, 84, 32, @actor.exp_s, 2)
  self.contents.draw_text(0 + 160, 244, 84, 32, @actor.next_rest_exp_s, 2)
  self.contents.font.color = system_color
  self.contents.draw_text(170, 22, 196, 32, "Equipement : ")
  draw_item_name($data_weapons[@actor.weapon_id], 170, 44)
  draw_item_name($data_armors[@actor.armor1_id], 170, 66)
  draw_item_name($data_armors[@actor.armor2_id], 170, 88)
  draw_item_name($data_armors[@actor.armor3_id], 170, 110)
  draw_item_name($data_armors[@actor.armor4_id], 170, 132)
end
#-----

def item=(item)
  if @item != item
    @item = item
    refresh
  end
end
end

```

6) Window_HirelingNone

Code:

```
class Window_HirelingNone < Window_Base

def initialize
  super(0, 128, 640, 352)
  self.contents = Bitmap.new(width - 32, height - 32)
  self.contents.font.name = $fontface
  self.contents.font.size = $fontsize
  self.contents.font.color = normal_color
  @itemdetail = []
  refresh2
end

def refresh2
  self.contents.font.name = $fontface
  self.contents.font.size = $fontsize
  self.contents.font.color = normal_color
  self.contents.clear
end

def refresh
  item_id = $currenthighlighteditem.id
  self.contents.font.color = Color.new(255, 255, 0, 255)
  self.contents.draw_text(10, 0, 300, 200, "Vous ne pouvez acheter plus de mercenaires", 2)
  self.contents.draw_text(0, 14, 400, 300, "Pour acheter plus de mercenaires vous devez éliminer des membres de votre équipe", 2)
end
# <----->

end
```

7) Scene_PreHireling (v.2)

Code:

```
class Scene_PreHireling
#-----
def initialize(call)
  @call = call
end
#-----

def main
  @quantity = 0
  @spriteset = Spriteset_Map.new
  Graphics.transition
  loop do
    Graphics.update
    Input.update
    update
    if $scene != self
      break
    end
  end
  Graphics.freeze
  @spriteset.dispose
end
#-----

def update
  @spriteset.update
  case @call
  when 1 #####modifier vos magasin de mercenaires ici
    if !$game_party.hireling_checking(33)
      $game_party.hireling_shop(33,1)
    end
    if !$game_party.hireling_checking(34)
      $game_party.hireling_shop(34,1)
    end
    if !$game_party.hireling_checking(35)
      $game_party.hireling_shop(35,1)
    end
  when 2
    if !$game_party.hireling_checking(33)
      $game_party.hireling_shop(33,1)
    end
  when 3
    if !$game_party.hireling_checking(34)
      $game_party.hireling_shop(34,1)
    end
  end
end
end
```

```

end
if !$game_party.hireling_checking(35)
$game_party.hireling_shop(35,1)
end
when 4
end
for i in 1...$data_items.size
if $game_party.hireling_number(i) > 0
@quantity += 1
end
end
if @quantity >= 1
$scene = Scene_Hireling.new
else
no_more
end
end
end
#-----
def no_more
$game_temp.message_text = "Sorry, but I have no others mercenary fo you!"
$scene = Scene_Map.new
end
end

```

-8) Game_Party ## à modifier

Code:

```

def initialize ## ajouter les deux lignes
@actors = []
@gold = 0
@steps = 0
@items = {}
@weapons = {}
@armors = {}
#-----edit-----
@hirelings = {}
@hirelings_bought = {}
#-----edit/-----

#-----edit----- (à ajouter après def lose_armor ou ailleurs)
def gain_hireling(hireling_id)
add_actor(hireling(hireling_id))
end
#-----
def hireling(hireling_id)##définissez ici quel objet correspond à quel mercenaire
case hireling_id
when 33
actor_id = 9
when 34
actor_id = 10
when 35
actor_id = 11
end
return actor_id
end
#-----
def hireling_shop(id,n)
if id > 0
@hirelings[id] = [[hireling_number(id) + n, 0].max, 1].min
end
end
#-----
def hireling_number(id)
return @hirelings.include?(id) ? @hirelings[id] : 0
end
#-----
def hireling_check(id)
@hirelings_bought[id] = 1
end
#-----
def hireling_checking(id)
if hireling_checking_number(id) > 0
return true
else
return false
end
end
#-----
def hireling_checking_number(id)
return @hirelings_bought.include?(id) ? @hirelings_bought[id] : 0

```

```
end
#-----edit/-----
end
```

Pour l'utiliser, vous n'avez qu'à placer dans le menu item du database du jeu, les noms des mercenaires à acheter (ex: Wartug'h)
Ensuite, créez un évènement et insérez-y le script :
\$scene = Scene_PreHireling.new(X)
X = numéro correspond au magasin à appeler (voir Scene_PreHireling)

Vous pouvez rajouter une description qui apparaîtra lorsque vous sélectionnez le mercenaire à acheter. Pour ce faire vous devez créer un fichier du nom de Hireling.rxddata que vous placerez dans le répertoire de votre jeu dans le dossier data.

Exemple du contenu :

Code:

```
#0 Description 1
Description 2
Description 3
Description 4
Description 5
Description 6
Description 7
#1 Race : Orc
Force : Combat de corps à corps
Faiblesse : Magie élémentale
Arme préférée : Hache à deux mains
Wartug'h fait partie de la tribu des Blo'dKyler

#2 Race : Humain
Force : Magie blanche
Faiblesse : Résistance physique
Arme préférée : Bâton
Adolf vient de la région de Stronghold, il a étudié avec le
mage ...
```

Chaque description doit contenir 7 lignes, si vous avez moins de 7 lignes de texte, alors laissez des espaces. Le numéro qui suit le symbole "#" correspond à l'objet du menu item - 1 (Donc, si vous avez placé l'objet du nom Wartug'h à la position 9, placez votre description à côté de #8)

(Pour créer le fichier, aller dans le dossier data de votre répertoire de jeu, créez un nouveau document texte, insérez-y vos descriptions. Puis, faites enregistrer sous (dans le menu fichier). Ensuite, changez le type de fichier à tous les fichiers et écrivez le nom du fichier "Hireling.rxddata". Enregistrez et voilà.)