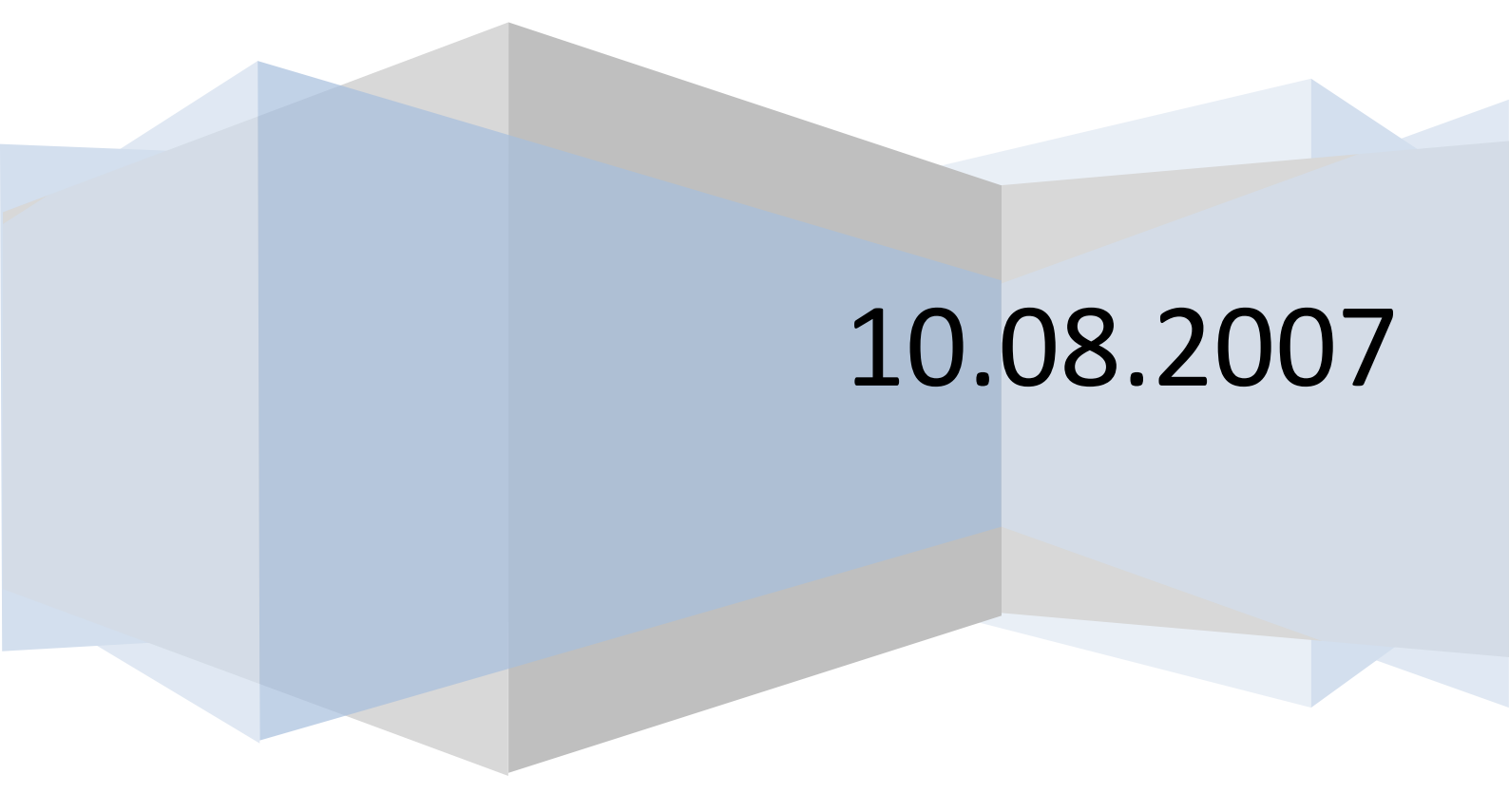


Advanced Message Script

Scripts de Dubealex

Marcoest



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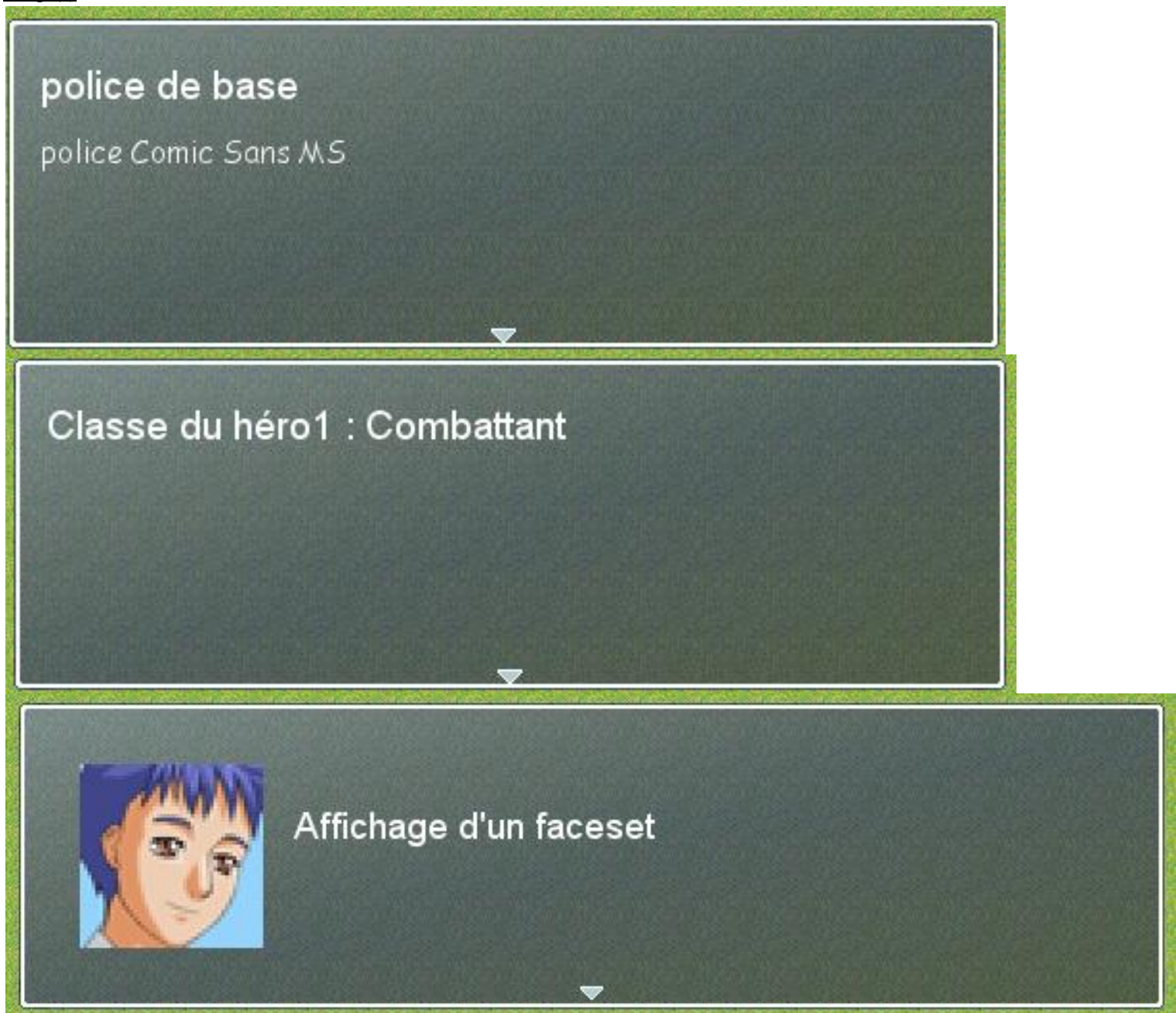
Auteur: Dubealex

Titre: Advanced_Message

Description: Grâce à ce script vous pourrez ajouter de nouvelles fonctions dans les messages.

Ressources: Facesets au format 96x96 pour la commande f[nom]

Image(s):



Installation:

Créez un nouveau script au dessus de "Main", appelé "Advanced_Message" puis coller le script suivant dedans.

```
# ??? XRXS 9. ???????????????? ver..12d ???  
# Original script by ?? ??, ??, RaTTiE  
# script from: http://f26.aacafe.ne.jp/~xxms/RPGXP\_XRXS9.htm  
#  
#Advanced Version by: dubealex  
#  
#To found all my NEW features, press CONTROL+F and search for the word "#NEW"  
#To found the code where the "Skip Letter By Letter mode", search for "# SKIP"  
#  
# You can found all the command list on my website  
# rmxp.dubealex.com  
# Go in the "script" section.  
  
#=====
```

```

#=====
class Window_Message < Window_Selectable
# ???????
DEFAULT_TYPING_ENABLE = true # false???????
#-----
# ? ????????
#-----
alias xrxs9_initialize initialize
def initialize

$defaultfonttype = "Tahoma"
$defaultfontsize = 24

# IF for any reasons the FONT doesn't appears in your game, this is
# because you are using a different version of RMXP. Look in the class MAIN
# (under this one)
# Go at line #10 and #12, and just copy the word that begins with a $ sign
# and replace what is after the equal sign on lign #27 and 28 of this class.

xrxs9_initialize
# ??????????????"???
if $soundname_on_speak == nil then
$soundname_on_speak = ""
end
# ??????????
$gaiji_file = "/Graphics/Gaiji/sample.png"
# ??????????
if FileTest.exist?($gaiji_file)
@gaiji_cache = Bitmap.new($gaiji_file)
else
@gaiji_cache = nil
end
# ????????????
@opacity_text_buf = Bitmap.new(32, 32)
end
#-----
# ? ??????????
#-----
alias xrxs9_terminate_message terminate_message
def terminate_message
if @name_window_frame != nil
@name_window_frame.dispose
@name_window_frame = nil
end
if @name_window_text != nil
@name_window_text.dispose
@name_window_text = nil
end
xrxs9_terminate_message
end
#-----
# ? ??????
#-----
def refresh
# ???
self.contents.clear
self.contents.font.color = normal_color
self.contents.font.name = $fontface
@x = @y = @max_x = @max_y = @indent = @lines = 0
@face_indent = 0
@opacity = 255
@cursor_width = 0
@write_speed = 0
@write_wait = 0
@mid_stop = false
@face_file = nil
# @popchar ? -2 ?????????-1????????????
# 0????? ???????0?????1????????
@popchar = -2
# ??????????
if $game_temp.choice_start == 0
@x = 8
end
end

```



```
# ??????????·???
if $game_temp.message_text != nil
@now_text = $game_temp.message_text
# ?????F?·???
if (/A\[Ff][(.+)]/.match(@now_text))!=nil then
# ???????
if FileTest.exist?("Graphics/Pictures/" + $1 + ".png")
# ??????
@face_file = $1 + ".png"
self.contents.blit(16, 16, RPG::Cache.picture(@face_file), Rect.new(0, 0, 96, 96))
# ?? 128????????????
@x = @face_indent = 128
end
@now_text.gsub!(/\[Ff][(.*)]/) { "" }
end
# ??????
begin
last_text = @now_text.clone
# V?????????(????)
@now_text.gsub!(/\[Vv][([iWwAaSs]?)([0-9]+)/) { convart_value($1, $2.to_i) }
end until @now_text == last_text
@now_text.gsub!(/\[Nn][([0-9]+)/) do
$game_actors[$1.to_i] != nil ? $game_actors[$1.to_i].name : ""
end
```

```
#NEW
#Dubealex Show Monster Name Feature
@now_text.gsub!(/\[Mm][([0-9]+)/) do
$data_enemies[$1.to_i] != nil ? $data_enemies[$1.to_i].name : ""
end
#End new command
```

```
#NEW
#Dubealex Show Item Price Feature
@now_text.gsub!(/\[Pp]rice([0-9]+)/) do
$data_items[$1.to_i] != nil ? $data_items[$1.to_i].price : ""
end
#End new command
```

```
#NEW
#Dubealex Show Hero Class Name Feature
@now_text.gsub!(/\[Cc]lass([0-9]+)/) do
$data_classes[$data_actors[$1.to_i].class_id] != nil ? $data_classes[$data_actors[$1.to_i].class_id].name : ""
end
#End new command
```

```
#NEW
#Dubealex Show Current Map Name Feature
@now_text.gsub!(/\[Mm]ap/) do
$game_map.name != nil ? $game_map.name : ""
end
#End new command
```

```
# name?·???
name_window_set = false
if (/\[Nn]ame[(.+)]/.match(@now_text)) != nil
# ???
name_window_set = true
name_text = $1
# name[]????
@now_text.sub!(/\[Nn]ame[(.*)]/) { "" }
end
# ???????
if (/\[Pp][([-1,0-9]+)/.match(@now_text))!=nil then
@popchar = $1.to_i
if @popchar == -1
@x = @indent = 48
@y = 4
end
@now_text.gsub!(/\[Pp][([-1,0-9]+)/) { "" }
end
# ???????
@max_choice_x = 0
```



```

if @popchar >= 0
@text_save = @now_text.clone
@max_x = 0
@max_y = 4
for i in 0..3
line = @now_text.split(/n/)[3-i]
@max_y -= 1 if line == nil and @max_y <= 4-i
next if line == nil
line.gsub!(/\\w[(w+)]/) { "" }
cx = contents.text_size(line).width
@max_x = cx if cx > @max_x
if i >= $game_temp.choice_start
@max_choice_x = cx if cx > @max_choice_x
end
end
self.width = @max_x + 32 + @face_indent
self.height = (@max_y - 1) * 32 + 64
@max_choice_x -= 68
@max_choice_x -= @face_indent*216/128
else
@max_x = self.width - 32 - @face_indent
for i in 0..3
line = @now_text.split(/n/)[i]
next if line == nil
line.gsub!(/\\w[(w+)]/) { "" }
cx = contents.text_size(line).width
if i >= $game_temp.choice_start
@max_choice_x = cx if cx > @max_choice_x
end
end
@max_choice_x += 8
end
# ?????????????
@cursor_width = 0
# if @lines >= $game_temp.choice_start
# @cursor_width = [@cursor_width, @max_choice_x - @face_indent].max
# end
# ????? "\\ " ? "

```