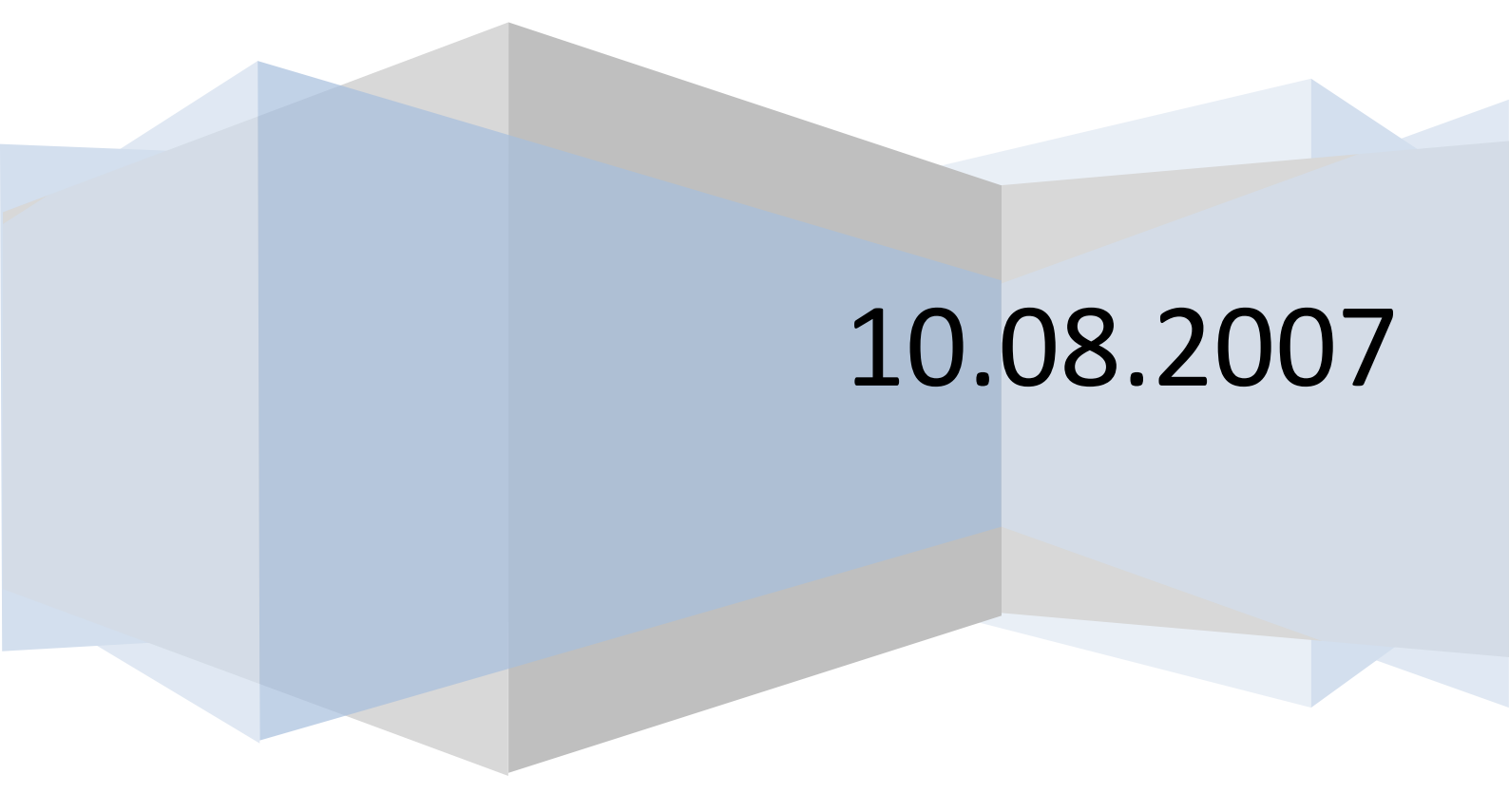


Anti Lag

Scripts de Near Fantastica

Marcoest



10.08.2007

Copiez tout simplement ce script dans un nouveau script nommé Game_Map et placez-le au dessus du script MAIN.

Script : Anti Lag

```
#####
# | Anti Event Lag Script
#####
# By: Near Fantastica
# Date: 12.06.05
# Version: 3
# Addon by Rabu
#####
# Addon: Auch Events werden upgedatet die ausserhalb des range?-Bereichs
# liegen, aber als erste Event-Zeile einen "comment"-Befehl beinhalten.
# Also Events will be updated, that have a "Comment"-command
# in the first line of the event - (inspired by Rataime)
#####
# | Game_Map
#####

class Game_Map
#-----
def in_range?(object)
  screene_x = $game_map.display_x
  screene_x -= 256
  screene_y = $game_map.display_y
  screene_y -= 256
  screene_width = $game_map.display_x
  screene_width += 2816
  screene_height = $game_map.display_y
  screene_height += 2176
  return false if object.real_x <= screene_x
  return false if object.real_x >= screene_width
  return false if object.real_y <= screene_y
  return false if object.real_y >= screene_height
  return true
end
#-----
def update
  if $game_map.need_refresh
    refresh
  end
  if @scroll_rest > 0
    distance = 2 ** @scroll_speed
    case @scroll_direction
    when 2
      scroll_down(distance)
    when 4
      scroll_left(distance)
    when 6
      scroll_right(distance)
    when 8
      scroll_up(distance)
    end
    @scroll_rest -= distance
  end
  for event in @events.values
    ##### Änderung / Modification- Rabu #####
    if in_range?(event) or event.trigger == 3 or event.trigger == 4 or (event.list!=nil and event.list[0].code == 108)
      #####
      event.update
    end
  end
  for common_event in @common_events.values
    common_event.update
  end
  @fog_ox -= @fog_sx / 8.0
  @fog_oy -= @fog_sy / 8.0
  if @fog_tone_duration >= 1
    d = @fog_tone_duration
    target = @fog_tone_target
    @fog_tone.red = (@fog_tone.red * (d - 1) + target.red) / d
    @fog_tone.green = (@fog_tone.green * (d - 1) + target.green) / d
    @fog_tone.blue = (@fog_tone.blue * (d - 1) + target.blue) / d
  end
end
```

```

@fog_tone.gray = (@fog_tone.gray * (d - 1) + target.gray) / d
@fog_tone_duration -= 1
end
if @fog_opacity_duration >= 1
d = @fog_opacity_duration
@fog_opacity = (@fog_opacity * (d - 1) + @fog_opacity_target) / d
@fog_opacity_duration -= 1
end
end
end

#=====
# | Spriteset_Map
#=====

class Spriteset_Map
#-----
def in_range?(object)
screne_x = $game_map.display_x
screne_x -= 256
screne_y = $game_map.display_y
screne_y -= 256
screne_width = $game_map.display_x
screne_width += 2816
screne_height = $game_map.display_y
screne_height += 2176
return false if object.real_x <= screne_x
return false if object.real_x >= screne_width
return false if object.real_y <= screne_y
return false if object.real_y >= screne_height
return true
end
#-----
def update
if @panorama_name != $game_map.panorama_name or
@panorama_hue != $game_map.panorama_hue
@panorama_name = $game_map.panorama_name
@panorama_hue = $game_map.panorama_hue
if @panorama.bitmap != nil
@panorama.bitmap.dispose
@panorama.bitmap = nil
end
if @panorama_name != ""
@panorama.bitmap = RPG::Cache.panorama(@panorama_name, @panorama_hue)
end
Graphics.frame_reset
end
if @fog_name != $game_map.fog_name or @fog_hue != $game_map.fog_hue
@fog_name = $game_map.fog_name
@fog_hue = $game_map.fog_hue
if @fog.bitmap != nil
@fog.bitmap.dispose
@fog.bitmap = nil
end
if @fog_name != ""
@fog.bitmap = RPG::Cache.fog(@fog_name, @fog_hue)
end
Graphics.frame_reset
end
@tilemap.ox = $game_map.display_x / 4
@tilemap.oy = $game_map.display_y / 4
@tilemap.update
@panorama.ox = $game_map.display_x / 8
@panorama.oy = $game_map.display_y / 8
@fog.zoom_x = $game_map.fog_zoom / 100.0
@fog.zoom_y = $game_map.fog_zoom / 100.0
@fog.opacity = $game_map.fog_opacity
@fog.blend_type = $game_map.fog_blend_type
@fog.ox = $game_map.display_x / 4 + $game_map.fog_ox
@fog.oy = $game_map.display_y / 4 + $game_map.fog_oy
@fog.tone = $game_map.fog_tone
i=0
for sprite in @character_sprites
if sprite.character.is_a?(Game_Event)

```

```
#===== Änderung / Modification- Rabu =====
if in_range?(sprite.character) or sprite.character.trigger == 3 or sprite.character.trigger == 4 or (sprite.character.list!=nil and
sprite.character.list[0].code == 108)
#=====
sprite.update
i+=1
end
else
sprite.update
i+=1
end
end
#p i
@weather.type = $game_screen.weather_type
@weather.max = $game_screen.weather_max
@weather.ox = $game_map.display_x / 4
@weather.oy = $game_map.display_y / 4
@weather.update
for sprite in @picture_sprites
sprite.update
end
@timer_sprite.update
@viewport1.tone = $game_screen.tone
@viewport1.ox = $game_screen.shake
@viewport3.color = $game_screen.flash_color
@viewport1.update
@viewport3.update
end
end
```