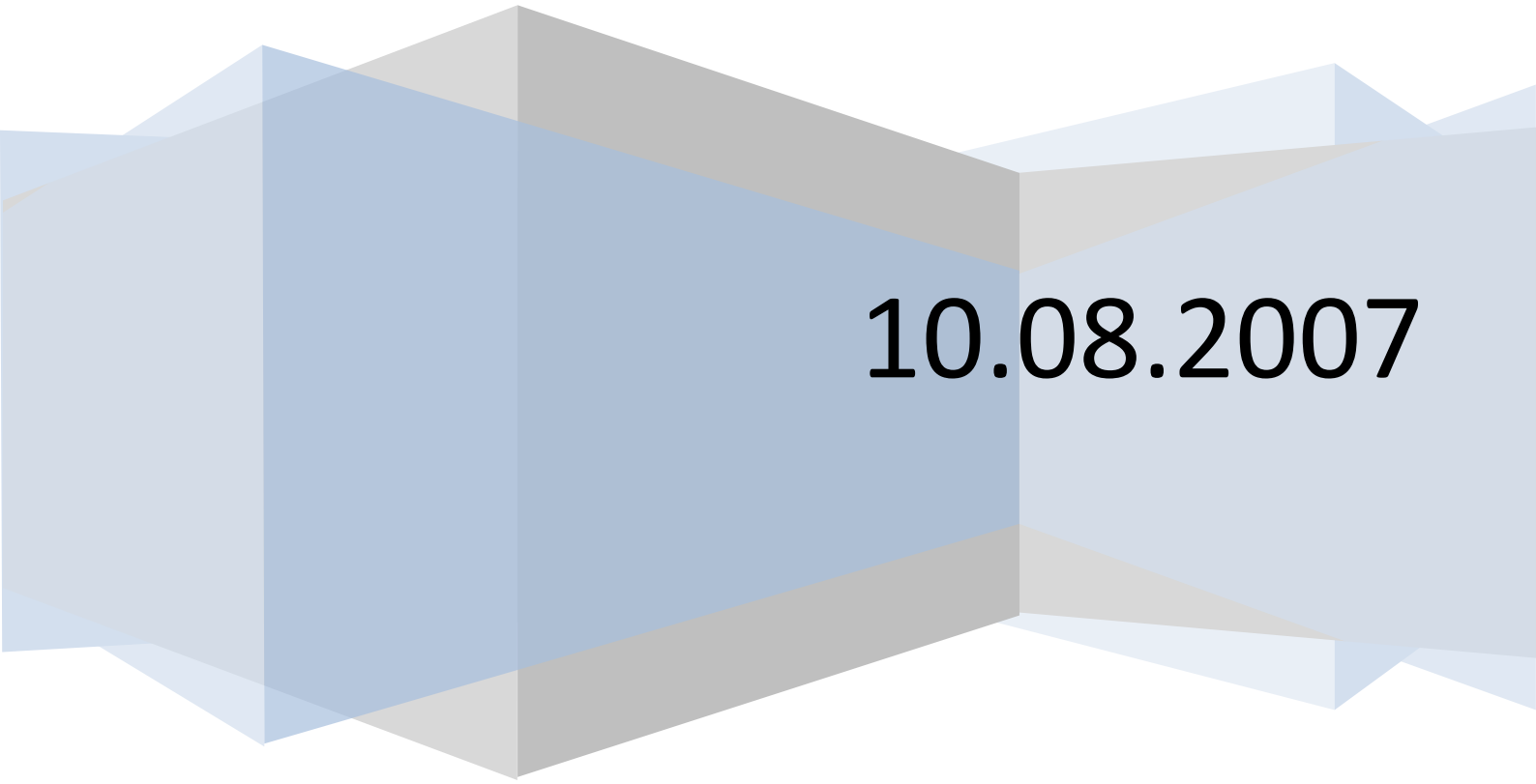
Combat dynamique (zoom)

Scripts de ---------

Marcoest



10.08.2007

<u>Auteur</u>: ???
<u>Titre</u>: New_BattleMove
<u>Description</u>: Ce script fera des zooms lors du choix de l'attaque, des ripostes ... Tout cela afin de rendre plus dynamique le combat.
<u>Ressources</u>: Aucunes

<u>Installation</u>:
Créez un nouveau script appelé "*New_BattleMove*" juste avant "*Main*" puis coller dedans le script suivant:

```
#==========================================
# □¡ Game_Battler
#==========================================
class Game_Battler
#----------------------------------------
attr_accessor :x_pos # fofgf‹ftfB□ [f‹fh□ @‰¡□ @ˆÊ’u(+,ª‰E□ @)
attr_accessor :y_pos # fofgf‹ftfB□ [f‹fh □ ,,³ ˆÊ’u(+,ª□ ã□ @)
attr_accessor :z_pos # fofgf‹ftfB□ [f‹fh‰œ□ s,«ˆÊ’u(+,ªŽè‘O)
attr_accessor :zoom # Œ»□ Ý,ÌfY□ [f€”{—¦
end
#==========================================
# □¡ Game_Actor
#==========================================
class Game_Actor < Game_Battler
#----------------------------------------
attr_reader :actor_in_battlefield # fAfNf^□ [,àftfB□ [f‹fh,É
#----------------------------------------
alias xrxs_bp8_setup setup
def setup(actor_id)
xrxs_bp8_setup(actor_id)
# ‹@”"fAfNf^□ [,àftfB□ [f‹fh,É"
# true,ð—D□ æ,·,é
@actor_in_battlefield = false if @actor_in_battlefield != true
end
end
#==========================================
# □¡ Game_Enemy
#==========================================
class Game_Enemy < Game_Battler
#----------------------------------------
attr_reader :actor_in_battlefield # fAfNf^□ [,àftfB□ [f‹fh,É
#----------------------------------------
alias xrxs_bp8_initialize initialize
def initialize(troop_id, member_index)
@actor_in_battlefield = false
@x_pos = $data_troops[troop_id].members[member_index].x - 320
@y_pos = -($data_troops[troop_id].members[member_index].y - 304)
@field_x_offset = -192
@field_y_offset = -144
@z_pos = 0
@zoom = 1.00
xrxs_bp8_initialize(troop_id, member_index)
end
#----------------------------------------
def screen_x
$xcam_x = 0 if $xcam_x == nil
return 320 - @field_x_offset + (@x_pos.to_i - $xcam_x) * @zoom
end
#----------------------------------------
def screen_y
$xcam_y = 0 if $xcam_y == nil
return 240 - @field_y_offset + (-@y_pos.to_i + 64 + $xcam_y) * @zoom
end
end
#==========================================
# □¡ Sprite_Battler
#==========================================
class Sprite_Battler < RPG::Sprite
#----------------------------------------
alias xrxs_bp8_update update
def update
# □ ‰Šú‰»
@z_offset = 0
# –ß,·
xrxs_bp8_update
```

```
# fofgf‰ [,ª nil ,Ì ê–₧,é
return if @battler == nil
# “G,Ì,Ý,ÉfJf f‰,ª‰e‹¿ B
# Œ©•û,àfofgf‹ftfB [f‹fh,É,¢,é ê ‡,±,±,Ì if ,ðŠO,· B
if (@battler.is_a?(Game_Actor) and @battler.actor_in_battlefield) or @battler.is_a?(Game_Enemy)
# fY [f€—¦
zoom = 1.00 * 185 / (($xcam_z != nil ? $xcam_z : 185) - @z_offset)
self.zoom_x = zoom
self.zoom_y = zoom
@battler.zoom = zoom
# fXfvf‰fCfg,Ì À•W,ð Ý’è
self.x = @battler.screen_x
self.y = @battler.screen_y
self.z = @battler.screen_z
end
end
end
#==============================================
#  ¡ Spriteset_Battle
#==============================================
class Spriteset_Battle
#--------------------------------------
#  œ flfufWfFfNfg ‰Šú‰»
#--------------------------------------
alias xrxs_bp8_initialize initialize
def initialize
#  ‰Šú‰»
@now_bg_x = -1
@now_bg_y = -1
@now_bg_z = -1
# 'Ê íŽž,ÌŽÀ s
xrxs_bp8_initialize
# frf…  [f Ì [fg,ð ì ¬
@viewport1 = Viewport.new(-192, -144, 1024, 768)
# fofgf‹fofbfNfXfvf‰fCfg,ðì¬
@battleback_sprite = Sprite.new(@viewport1)
@battleback_name = ""
# fGflf~ [fXfvf‰fCfg,ð ì ¬
@enemy_sprites = []
for enemy in $game_troop.enemies.reverse
@enemy_sprites.push(Sprite_Battler.new(@viewport1, enemy))
end
# “VŒó,ðì¬
@weather = RPG::Weather.new(@viewport1)
# ftfŒ [f€ X V
update
end
#--------------------------------------
#  œ ftfŒ [f€ X V
#--------------------------------------
alias xrxs_bp8_update update
def update
# fofgf‹fofbfN,Ìftf@fCf‹–¼,ªŒ»Ý,Ì,à,Ì,Æˆá,¤ ê ‡
if @battleback_name != $game_temp.battleback_name
@battleback_name = $game_temp.battleback_name
if @battleback_sprite.bitmap != nil
@battleback_sprite.bitmap.dispose
end
bg_bitmap = RPG::Cache.battleback(@battleback_name)
bg_bitmap_stretch = Bitmap.new(1024, 768)
bg_bitmap_stretch.stretch_blt(Rect.new(0, 0, 1024, 768), bg_bitmap, bg_bitmap.rect)
@battleback_sprite.bitmap = bg_bitmap_stretch
end
# fJf f‰ˆÊ’u,ª“®,¢,½ ê ‡
if @now_bg_x != $xcam_x or @now_bg_y != $xcam_y or @now_bg_z != $xcam_z
# fY [f€—¦
zoom = 1.00 * 185 / $xcam_z
@battleback_sprite.zoom_x = zoom
@battleback_sprite.zoom_y = zoom
# fJf f‰z,É,æ,éˆÊ’u,Ì C ³
maximum = 192 * (296 - $xcam_z) / 111
$xcam_x = [[$xcam_x, -maximum].max, maximum].min
# ”wŒiˆÊ’u X V
@battleback_sprite.x = -$xcam_x * zoom - 512 * (zoom - 1)
@battleback_sprite.y = $xcam_y * zoom - 384 * (zoom - 1)
```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```
# 'l□X□V
@now_bg_x = $xcam_x
@now_bg_y = $xcam_y
@now_bg_z = $xcam_z
end
# –ß,·
xrxs_bp8_update
end
end
#==============================================
# □¡ Scene_Battle
#==============================================
class Scene_Battle
#--------------------------------------
# □ œ f□ fCf"□—^□
#--------------------------------------
alias xrxs_bp8_main main
def main
# fJf□ f‰□ ‰Šú^Ê'uŒ^'è
$xcam_x = 0
$xcam_y = 0
$xcam_z = 295
# fJf□ f‰,Ì□ Å□ ‰„Ŭ"l'l
@xcam_x_destination = 0
@xcam_y_destination = 0
@xcam_z_destination = 185
# □ ¡□ A'□Úfofgf‰□ [,Ĺ³,µ□B
@xcam_watch_battler = nil
# □ ‰Šú‰»
@wait_count_xcam = 0
# –ß,·
xrxs_bp8_main
end
#--------------------------------------
# □ œ ftfŒ□ [f€□ X□ V
#--------------------------------------
alias xrxs_bp8_update update
def update
# fJf□ f‰^Ê'u,Ì□ X□ V□ B
if @wait_count_xcam > 0
# fEfFfCfgfJfEf"fg,ðŒ,,ç,·
@wait_count_xcam -= 1
else
# fJf□ f‰: Z □ À•W
if $xcam_z != @xcam_z_destination
if $xcam_z < @xcam_z_destination
distance = [(@xcam_z_destination - $xcam_z)/8, 1].max
else
distance = [(@xcam_z_destination - $xcam_z)/8, -1].min
end
$xcam_z = [[$xcam_z + distance, 74].max, 296].min
end
# fJf□ f‰: X □ À•W
if @xcam_watch_battler != nil
if $xcam_x != @xcam_watch_battler.x_pos
if ($xcam_x - @xcam_watch_battler.x_pos).abs < 8
distance = @xcam_watch_battler.x_pos - $xcam_x
elsif $xcam_x < @xcam_watch_battler.x_pos
distance = [(@xcam_watch_battler.x_pos - $xcam_x)/8, 8].max
else
distance = [(@xcam_watch_battler.x_pos - $xcam_x)/8, -8].min
end
maximum = 192 * (296 - $xcam_z) / 111
$xcam_x = [[$xcam_x + distance, -maximum].max, maximum].min
end
elsif $xcam_x != @xcam_x_destination
if ($xcam_x - @xcam_x_destination).abs < 8
distance = @xcam_x_destination - $xcam_x
elsif $xcam_x < @xcam_x_destination
distance = [(@xcam_x_destination - $xcam_x)/8, 8].max
else
distance = [(@xcam_x_destination - $xcam_x)/8, -8].min
end
maximum = 192 * (296 - $xcam_z) / 111
$xcam_x = [[$xcam_x + distance, -maximum].max, maximum].min
```


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```
end
# fJf f‰: Y À•W
if @xcam_watch_battler != nil
y = @xcam_watch_battler.y_pos/2
if $xcam_y != y
if ($xcam_y - y).abs < 8
distance = y - $xcam_y
elsif $xcam_y < y
distance = [(y - $xcam_y)/8, 8].max
else
distance = [(y - $xcam_y)/8, -8].min
end
maximum = 144 * (296 - $xcam_z) / 111
$xcam_y = [[$xcam_y + distance, -maximum].max, maximum].min
end
elsif $xcam_y != @xcam_y_destination
if $xcam_y < @xcam_y_destination
distance = [(@xcam_y_destination - $xcam_y)/8, 1].max
else
distance = [(@xcam_y_destination - $xcam_y)/8, -1].min
end
maximum = 164 * (296 - $xcam_z) / 111
$xcam_y = [[$xcam_y + distance, -maximum].max, maximum].min
end
end
# 'Ê íŽÀ s
xrxs_bp8_update
end
#--------------------------------------
#  œ fp [fefBfRf}f"fhftfF [fYŠJŽn
#--------------------------------------
alias xrxs_bp8_start_phase2 start_phase2
def start_phase2
# fJf f‰ FfZf"f^fŠf"fO
@xcam_watch_battler = nil
@xcam_x_destination = 0
@xcam_z_destination = 185
# –ß,·
xrxs_bp8_start_phase2
end
#--------------------------------------
#  œ ftfŒ [f€ X V (fAfNf^ [fRf}f"fhftfF [fY)
#--------------------------------------
alias xrxs_bp8_update_phase3 update_phase3
def update_phase3
# fJf f‰,ðfLfff‰^Ê'u,Ö
if @active_battler != nil and @active_battler.actor_in_battlefield
@xcam_x_destination = @active_battler.x_pos
@xcam_z_destination = 175
end
xrxs_bp8_update_phase3
end
#--------------------------------------
#  œ ftfŒ [f€ X V (fAfNf^ [fRf}f"fhftfF [fY : fGflf~ ['I'ð)
#--------------------------------------
alias xrxs_bp8_update_phase3_enemy_select update_phase3_enemy_select
def update_phase3_enemy_select
# fJf f‰ F"Gf^ [fQfbfg,ðfY [f€fAfbfv
@xcam_x_destination = $game_troop.enemies[@enemy_arrow.index].x_pos * $game_troop.enemies[@enemy_arrow.index].zoom
@xcam_z_destination = 175
# –ß,·
xrxs_bp8_update_phase3_enemy_select
end
#--------------------------------------
#  œ fGflf~ ['I'ð—Ⅎ¹
#--------------------------------------
alias xrxs_bp8_end_enemy_select end_enemy_select
def end_enemy_select
# fJf f‰ F'† S,Ö
@xcam_x_destination = 0
@xcam_z_destination = 185
# –ß,·
xrxs_bp8_end_enemy_select
end
#--------------------------------------
```


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```
# □ œ ftfŒ□ [f€□ X□ V (f□ fCf“ftfF□ [fY fXfefbfv 2 : fAfNfVf‡f“ŠJŽn)
#--------------------------------------
alias xrxs_bp8_update_phase4_step2 update_phase4_step2
def update_phase4_step2
# –ß,·
xrxs_bp8_update_phase4_step2
# fXfefbfv 3 ,É^Ú□ s,·,é□ ê□ ‡
if @phase4_step == 3
if @active_battler.is_a?(Game_Enemy) or @active_battler.actor_in_battlefield
# fJf□ f‰□ F□ s“®fofgf‰□ [,Ö,ÌfY□ [f€fAfbf¥,ê‹ñ
@xcam_x_destination = @active_battler.x_pos * @active_battler.zoom if @active_battler.x_pos != nil
@xcam_z_destination = 175
end
# □ Å’á 20 ftfŒ□ [f€‘Ò,Â
@wait_count = 20
end
end
#--------------------------------------
# □ œ ftfŒ□ [f€□ X□ V (f□ fCf“ftfF□ [fY fXfefbfv 3 : □ s“®‘¤fAfjf□ □ [fVf‡f“)
#--------------------------------------
alias xrxs_bp8_update_phase4_step3 update_phase4_step3
def update_phase4_step3
# –ß,·
xrxs_bp8_update_phase4_step3
if @target_battlers.size > 0 and
(@target_battlers[0].is_a?(Game_Enemy) or @target_battlers[0].actor_in_battlefield)
# fJf□ f‰□ f^□ [fQfbfg,Ö,ÌfY□ [f€fAfbfv,ð‹–ñ
@xcam_x_destination = @target_battlers[0].x_pos * @target_battlers[0].zoom if @target_battlers[0] != nil
@xcam_z_destination = 185
# ,à,µ‘Î□ ÛfAfjf□ ,ª□ uˆÊ’u□ F‰¤‰æ□ v,Ì,à,Ì,Ì□ ê□ ‡
if @animation2_id > 0 and $data_animations[@animation2_id].position == 3
# fJf□ f‰,ðfZf“f^fŠf“fO
@xcam_x_destination = 0
# fY□ [f€fAfEfg,Ü,Å,â,Á,¿,á,¤¥w¥
@xcam_z_destination = 222
end
end
# □ Å’á 20 ftfŒ□ [f€‘Ò,Â
@wait_count = 20
end
#--------------------------------------
# □ œ fAftf^□ [fofgf‹ftfF□ [fYŠJŽ
#--------------------------------------
alias xrxs_bp8_start_phase5 start_phase5
def start_phase5
@xcam_z_destination = 185
xrxs_bp8_start_phase5
end
end
#============================================
# □ ž RPG::□ Ä’è‹`□ u□ í“¬’†,Ì"‰¤‰æ"fAfjf□ ,Ìˆê’u□ C□ ³□ v
#============================================
module RPG
class Sprite < ::Sprite
def animation_set_sprites(sprites, cell_data, position)
for i in 0..15
sprite = sprites[i]
pattern = cell_data[i, 0]
if sprite == nil or pattern == nil or pattern == -1
sprite.visible = false if sprite != nil
next
end
sprite.visible = true
sprite.src_rect.set(pattern % 5 * 192, pattern / 5 * 192, 192, 192)
if position == 3
if self.viewport != nil
if $scene.is_a?(Scene_Battle)
sprite.x = self.viewport.rect.width / 2
sprite.y = 304
else
sprite.x = self.viewport.rect.width / 2
sprite.y = self.viewport.rect.height - 160
end
else
sprite.x = 320
```


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```
sprite.y = 240
end
else
sprite.x = self.x - self.ox + self.src_rect.width / 2
sprite.y = self.y - self.oy + self.src_rect.height / 2
sprite.y -= self.src_rect.height / 4 if position == 0
sprite.y += self.src_rect.height / 4 if position == 2
end
sprite.x += cell_data[i, 1]
sprite.y += cell_data[i, 2]
sprite.z = 2000
sprite.ox = 96
sprite.oy = 96
sprite.zoom_x = cell_data[i, 3] / 100.0
sprite.zoom_y = cell_data[i, 3] / 100.0
sprite.angle = cell_data[i, 4]
sprite.mirror = (cell_data[i, 5] == 1)
sprite.opacity = cell_data[i, 6] * self.opacity / 255.0
sprite.blend_type = cell_data[i, 7]
end
end
end
end
```


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