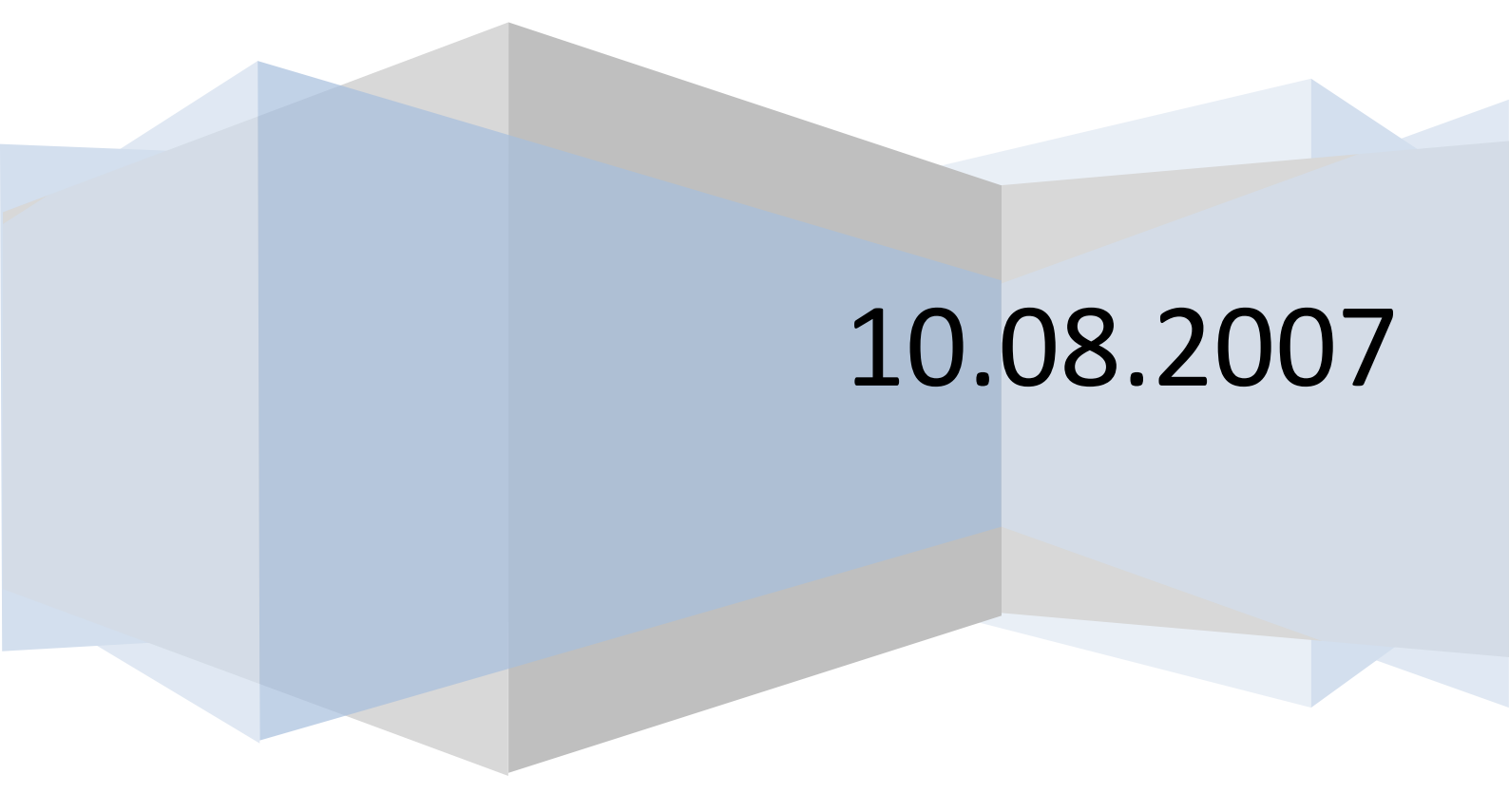


Fond de map en combat

Scripts de boushy

Marcoest



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Auteur: boushy

Titre: Spriteset_Battle

Description: Ce script garde la map courante en tant que fond de combat. La couche event est affichée, de même que le héro...

Ressources: Aucunes

Image(s):



Installation:

Remplacer le script "Spriteset_Battle" par le suivant:

```
#=====
# | Spriteset_Battle modifier par boushy
#-----
# ????????????????????????????????????????? Scene_Battle ??
# ?????????????
#=====

class Spriteset_Battle# #-----
# ? ??????????
#-----
attr_reader :viewport1 # ??????????
attr_reader :viewport2 # ??????????
#-----
# ? ??????????
#-----
def initialize
# ??????????
@viewport1 = Viewport.new(0, 0, 640, 320)
@viewport2 = Viewport.new(0, 0, 640, 480)
@viewport3 = Viewport.new(0, 0, 640, 480)
@viewport4 = Viewport.new(0, 0, 640, 480)
@viewport2.z = 101
@viewport3.z = 200
```

```

@viewport4.z = 5000
# ??????????
@tilemap = Tilemap.new(@viewport1)
@tilemap.tileset = RPG::Cache.tileset($game_map.tileset_name)
for i in 0..6
  autotile_name = $game_map.autotile_names[i]
  @tilemap.autotiles[i] = RPG::Cache.autotile(autotile_name)
end
@tilemap.map_data = $game_map.data
@tilemap.priorities = $game_map.priorities
# ????????????
@panorama = Plane.new(@viewport1)
@panorama.z = -1000
# ??????????
@fog = Plane.new(@viewport1)
@fog.z = 3000
# ??????????????
@character_sprites = []
for i in $game_map.events.keys.sort
  sprite = Sprite_Character.new(@viewport1, $game_map.events[i])
  @character_sprites.push(sprite)
end
@character_sprites.push(Sprite_Character.new(@viewport1, $game_player))
# ?????
@weather = RPG::Weather.new(@viewport1)
# ?????
@picture_sprites = []
for i in 1..50
  @picture_sprites.push(Sprite_Picture.new(@viewport2,
  $game_screen.pictures[i]))
end

# ?????????

# ?????????????
#@battleback_sprite = Sprite.new(@viewport1)
# ?????????????
@enemy_sprites = []
for enemy in $game_troop.enemies.reverse
  @enemy_sprites.push(Sprite_Battler.new(@viewport1, enemy))
end
# ?????????????
@actor_sprites = []
@actor_sprites.push(Sprite_Battler.new(@viewport2))
@actor_sprites.push(Sprite_Battler.new(@viewport2))
@actor_sprites.push(Sprite_Battler.new(@viewport2))
@actor_sprites.push(Sprite_Battler.new(@viewport2))
# ?????
@weather = RPG::Weather.new(@viewport1)
# ?????????????
@picture_sprites = []
for i in 51..100
  @picture_sprites.push(Sprite_Picture.new(@viewport3,
  $game_screen.pictures[i]))
end
# ?????????????
@timer_sprite = Sprite_Timer.new
# ?????
update
end
#-----
# ? ??
#-----
def dispose
  # ?????????????????????
  #if @battleback_sprite.bitmap != nil
  #@battleback_sprite.bitmap.dispose
  # end
  # ?????????????????
  #@battleback_sprite.dispose
  # ?????????????????????
  for sprite in @enemy_sprites + @actor_sprites
    sprite.dispose
  end
end

```



```

end
# ?????
@weather.dispose
# ????????????
for sprite in @picture_sprites
  sprite.dispose
end
# ????????????
@timer_sprite.dispose
# ??????????
@viewport1.dispose
@viewport2.dispose
@viewport3.dispose
@viewport4.dispose
end
#-----
# ? ??????????
#-----
def effect?
# ?????????????? true ???
for sprite in @enemy_sprites + @actor_sprites
  return true if sprite.effect?
end
return false
end
#-----
# ? ??????
#-----
def update
# ???????????????? (?????????????)
@actor_sprites[0].battler = $game_party.actors[0]
@actor_sprites[1].battler = $game_party.actors[1]
@actor_sprites[2].battler = $game_party.actors[2]
@actor_sprites[3].battler = $game_party.actors[3]
# ?????????????????????
#if @battleback_name != $game_temp.battleback_name
#@battleback_name = $game_temp.battleback_name
#if @battleback_sprite.bitmap != nil
#@battleback_sprite.bitmap.dispose
#end
#@battleback_sprite.bitmap = RPG::Cache.battleback(@battleback_name)
#@battleback_sprite.src_rect.set(0, 0, 640, 320)
#end
# ??????????????
@tilemap.ox = $game_map.display_x / 4
@tilemap.oy = $game_map.display_y / 4
@tilemap.update
for sprite in @enemy_sprites + @actor_sprites
  sprite.update
end
# ??????????????
@weather.type = $game_screen.weather_type
@weather.max = $game_screen.weather_max
@weather.update
# ??????????????
for sprite in @picture_sprites
  sprite.update
end
# ??????????????
@timer_sprite.update
# ?????????????????
@viewport1.tone = $game_screen.tone
@viewport1.ox = $game_screen.shake
# ??????????????
@viewport4.color = $game_screen.flash_color
# ??????????
@viewport1.update
@viewport2.update
@viewport4.update
end
end

```