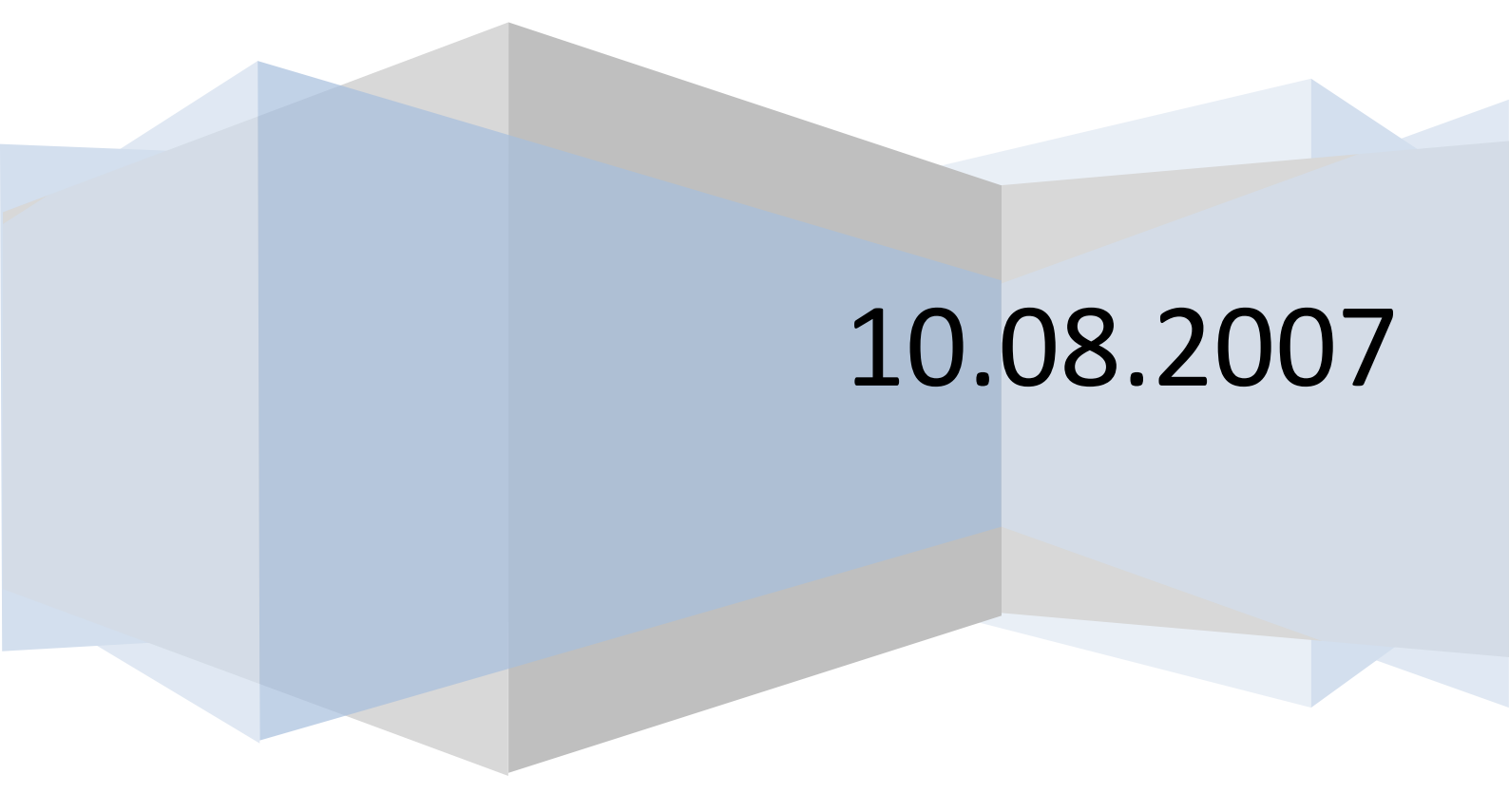


Nom de la map

Scripts de -----

Marcoest



10.08.2007

Auteur: ???

Titre: Window_Map_Name

Description: Ce script permettra d'afficher le nom de la map un cours instant après chaque entrée sur une map.

Ressources: Aucunes

Image(s):



Installation:

Créez un nouveau script appelé "Window_Map_Name" au dessus de "Main" puis collez le script suivant dedans:

Explications: Le script affichera le nom que vous avez donné à la map dans l'éditeur. Il l'affichera pendant environ 4 à 5 secondes.

```
#=====
#  ħ; Window_Map_Name
#-----
class Window_Map_Name < Window_Base
attr_accessor :text

#-----
#  ħ œ flfufWfFfNfg ħ %Šú
#-----
def initialize
  super(8, -8, 640, 64)
  self.contents = Bitmap.new(self.width - 32, self.height - 32)
  self.contents.font.name = "Arial"
  @align = 1
  @showing_time = -1
  @text_color = Color.new(255, 255, 0, 255)
end
#-----
#
#-----
def set_text(text, align = 2)
  if text != @text or align != @align
    @text = text
    @align = align
    if text.empty? or text =~ /^./
      @showing_time = -1
      self.contents_opacity = 0
      self.visible = false
    else
      @showing_time = 100
      self.contents_opacity = 255
      self.visible = true
      self.contents.clear
      x = 4
      y = 0
      width = self.contents.width - 8
      str = "- "+@text+" -"
      self.contents.font.color = Color.new( 0, 0, 0, 192)
      self.contents.draw_text(x+2, y+2, width, 32, str, @align)
      self.contents.font.color = Color.new( 64, 64, 64, 192)
      self.contents.draw_text(x-1, y-1, width, 32, str, @align)
      self.contents.draw_text(x+1, y-1, width, 32, str, @align)
      self.contents.draw_text(x-1, y+1, width, 32, str, @align)
      self.contents.draw_text(x+1, y+1, width, 32, str, @align)
      self.contents.font.color = @text_color
      self.contents.draw_text(x, y, width, 32, str, @align)
    end
  end
end
#-----
#  ħ œ ħ Ä•`‰œ
#-----
def update
  return if @showing_time < 0
  @showing_time -= 1
  if @showing_time < 16
    self.contents_opacity = @showing_time * 16
  end
  if @showing_time == 0
    self.visible = false
    self.contents.clear
  end
  return
end
#=====
```

```

# ❷; Scene_Map
#=====
class Scene_Map
def initialize_map_name_window(text = nil)
if @map_name_window.nil?
@map_name_window = Window_Map_Name.new
@map_name_window.opacity = 0
@map_name_window.text = text if not text.nil?
end
end
#-----
# ❸ æ f❷ fCf“❷^❷
#-----
alias xrxs20_main main
def main
initialize_map_name_window
xrxs20_main
@map_name_window.dispose
end
#-----
# ❸ æ ftfÆ❷ [f€❷ X❷ V
#-----
alias xrxs20_update update
def update
@map_name_window.set_text($game_map.name)
@map_name_window.update
xrxs20_update
end
end
#=====
# ❷; Scene_Title
#=====
class Scene_Title
alias xrxs20_main main
def main
$map_infos = load_data("Data/MapInfos.rxdata")
for key in $map_infos.keys
$map_infos[key] = $map_infos[key].name
end
xrxs20_main
end
end
#=====
# ❷; Game_Map
#=====
class Game_Map
def name
$map_infos[@map_id]
end
end
#=====
# ❷; Scene_Battle
#=====
class Scene_Battle
#-----
# ❸ æ f❷ fCf“❷^❷
#-----
alias xrxs20_main main
def main
xrxs20_main
if $scene.is_a?(Scene_Map) and (not XRXS20_Config::SCENE_BATTLE_TO_SCENE_MAP)
$scene.initialize_map_name_window($game_map.name)
end
end
end
end

```