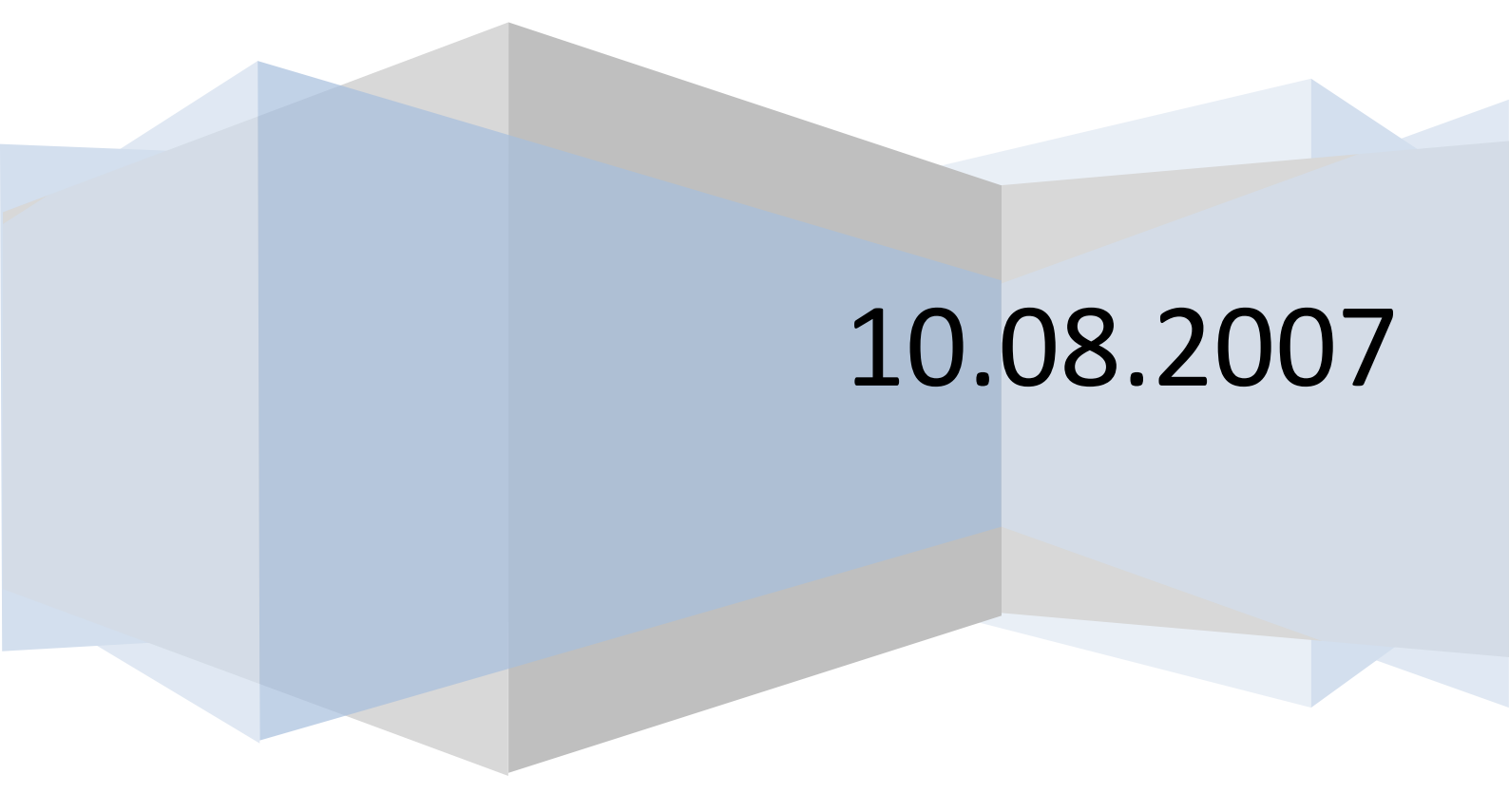


Plein écran automatique

Scripts de GuardianForce

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Ce script affiche un "Press Start" avant de mettre le menu titre du jeu.



Aperçu du script

Script testé, il fonctionne.

Ouvrez l'éditeur de script en appuyant sur F11, et créez un nouveau script nommé Scene_Start. Mettez y le code ci-dessous :

```
#=====
# Scene_Start
#=====
class Scene_Start
def main
if $BTEST
battle_test
return
end
$data_actors = load_data("Data/Actors.rxdata")
$data_classes = load_data("Data/Classes.rxdata")
$data_skills = load_data("Data/Skills.rxdata")
$data_items = load_data("Data/Items.rxdata")
$data_weapons = load_data("Data/Weapons.rxdata")
$data_armors = load_data("Data/Armors.rxdata")
$data_enemies = load_data("Data/Enemies.rxdata")
$data_troops = load_data("Data/Troops.rxdata")
$data_states = load_data("Data/States.rxdata")
$data_animations = load_data("Data/Animations.rxdata")
$data_tilesets = load_data("Data/Tilesets.rxdata")
$data_common_events = load_data("Data/CommonEvents.rxdata")
$data_system = load_data("Data/System.rxdata")
$game_system = Game_System.new
@sprite = Sprite.new
@sprite.bitmap = RPG::Cache.title($data_system.title_name)
s1 = "Press Start"
@command_window = Window_Command.new(192, [s1])
@command_window.back_opacity = 160
@command_window.x = 320 - @command_window.width / 2
@command_window.y = 288
$game_system.bgm_play($data_system.title_bgm)
Audio.me_stop
Audio.bgs_stop
Graphics.transition
loop do
Graphics.update
Input.update
update
```

```

if $scene != self
break
end
end
Graphics.freeze
@command_window.dispose
@sprite.bitmap.dispose
@sprite.dispose
end
#-----
def update
@command_window.update
if Input.trigger?(Input::C)

$scene = Scene_Title.new
end
end
#-----
def battle_test
$data_actors = load_data("Data/BT_Actors.rxdata")
$data_classes = load_data("Data/BT_Classes.rxdata")
$data_skills = load_data("Data/BT_Skills.rxdata")
$data_items = load_data("Data/BT_Items.rxdata")
$data_weapons = load_data("Data/BT_Weapons.rxdata")
$data_armors = load_data("Data/BT_Armors.rxdata")
$data_enemies = load_data("Data/BT_Enemies.rxdata")
$data_troops = load_data("Data/BT_Troops.rxdata")
$data_states = load_data("Data/BT_States.rxdata")
$data_animations = load_data("Data/BT_Animations.rxdata")
$data_tilesets = load_data("Data/BT_Tilesets.rxdata")
$data_common_events = load_data("Data/BT_CommonEvents.rxdata")
$data_system = load_data("Data/BT_System.rxdata")
Graphics.frame_count = 0
$game_temp = Game_Temp.new
$game_system = Game_System.new
$game_switches = Game_Switches.new
$game_variables = Game_Variables.new
$game_self_switches = Game_SelfSwitches.new
$game_screen = Game_Screen.new
$game_actors = Game_Actors.new
$game_party = Game_Party.new
$game_troop = Game_Troop.new
$game_map = Game_Map.new
$game_player = Game_Player.new
$game_party.setup_battle_test_members
$game_temp.battle_troop_id = $data_system.test_troop_id
$game_temp.battle_can_escape = true
$game_map.battleback_name = $data_system.battleback_name
$game_system.se_play($data_system.battle_start_se)
$game_system.bgm_play($game_system.battle_bgm)
$scene = Scene_Battle.new
end
end

```

Remplacez maintenant le script "Scene_Title" par :

```

#=====
# Scene_Title
#=====

class Scene_Title
def main
@sprite = Sprite.new
@sprite.bitmap = RPG::Cache.title($data_system.title_name)
s1 = "Nouvelle partie"
s2 = "Continuer"
s3 = "Quitter"
@command_window = Window_Command.new(192, [s1, s2, s3])
@command_window.back_opacity = 160
@command_window.x = 320 - @command_window.width / 2
@command_window.y = 288
@continue_enabled = false
for i in 0..3
if FileTest.exist?("Save#{i+1}.rxdata")
@continue_enabled = true
end
end
if @continue_enabled
@command_window.index = 1
else
@command_window.disable_item(1)
end
$game_system.bgm_play($data_system.title_bgm)
Audio.me_stop
Audio.bgs_stop
Graphics.transition
loop do
Graphics.update
Input.update
update
if $scene != self
break
end
end
Graphics.freeze
@command_window.dispose
@sprite.bitmap.dispose
@sprite.dispose
end
#-----
def update
@command_window.update
if Input.trigger?(Input::C)
case @command_window.index
when 0
command_new_game
when 1
command_continue
when 2
command_shutdown
end
end
end
#-----

```

```

def command_new_game
$game_system.se_play($data_system.decision_se)
Audio.bgm_stop
Graphics.frame_count = 0
$game_temp = Game_Temp.new
$game_system = Game_System.new
$game_switches = Game_Switches.new
$game_variables = Game_Variables.new
$game_self_switches = Game_SelfSwitches.new
$game_screen = Game_Screen.new
$game_actors = Game_Actors.new
$game_party = Game_Party.new
$game_troop = Game_Troop.new
$game_map = Game_Map.new
$game_player = Game_Player.new
$game_party.setup_starting_members
$game_map.setup($data_system.start_map_id)
$game_player.moveto($data_system.start_x, $data_system.start_y)
$game_player.refresh
$game_map.autoplay
$game_map.update
$scene = Scene_Map.new
end
#-----
def command_continue
unless @continue_enabled
$game_system.se_play($data_system.buzzer_se)
return
end
$game_system.se_play($data_system.decision_se)
$scene = Scene_Load.new
end
#-----
def command_shutdown
$game_system.se_play($data_system.decision_se)
Audio.bgm_fade(800)
Audio.bgs_fade(800)
Audio.me_fade(800)
$scene = nil
end
end

```

Enfin, dans le script main, à la ligne 15, remplacez :

```
$scene = Scene_Title.new
```

Par ceci :

```
$scene = Scene_Start.new
```

Et pour modifier le texte "press start", remplacez, à la ligne 26 :

```
s1 = "Press start"
```

Et mettez le texte que vous voulez. 😊