

A — 2/28/2025 9:17 PM

Alright, I'll send you the first script now:

```
class ConsoleTextEffect
```

```
    attr_reader :running
```

```
    def initialize(viewport, x, y, width, height, font_size = 20, line_spacing = 4)
```

```
        puts "[DEBUG] Initializing ConsoleTextEffect"
```

```
        @viewport = viewport
```

Expand

Interview Script 1.txt

8 KB

Any initial thoughts on it, in general?

Q3 — 2/28/2025 9:24 PM

I'm a bit dumbfounded but it's alot of work put into this script for sure

Scene manager code is common appearing in rpgmaker even in 2003

I don't know what "return if" is

And not sure what the difference between update and def update is or dispose is

A — 2/28/2025 9:24 PM

I can explain all of those but this is more about the composition and layout, not the code

Q3 — 2/28/2025 9:25 PM

Oh

I think it's fine

But you should use slashes //

To categorize in sections for codes

But if it's one whole scriptline, it should be in one category still

Just organise abit more

A — 2/28/2025 9:26 PM

1 “What might you add to this script to make it more understandable?”

(again from a user perspective, not from a coding perspective)

Q3 — 2/28/2025 9:28 PM

I'd like to put in a bit of side notes beside the different types of codes. To keep track of what I'm looking at

For example I would put a `///changes"example"` to this

A — 2/28/2025 9:28 PM

2 “Is an introductory block necessary or should the user be able to analyze the code to understand the script?”

A — 2/28/2025 9:30 PM

(just for reference, those `//` are called comments and in ruby the equivalent is `#`)

Q3 — 2/28/2025 9:34 PM

You don't really have to because I have a goldfish memory 🐟

If you are a script creator who intends to share his codes, you would usually add side notes beside whatever code to guide them.

Alot of plugins do that

A — 2/28/2025 9:34 PM

Yep, notice how this one lacks that though

3 “Should warning blocks be included in scripts?”

Q3 — 2/28/2025 9:36 PM

YES

You should have warning blocks, if you accidentally remove a single code, the whole script would be broken

A — 2/28/2025 9:36 PM

4 “Is it necessary for scripts to have built in debug or should the user be responsible for solving any further errors?”

Q3 — 2/28/2025 9:38 PM

It kinda depends.

If it's a core engine script, yes it should have a debug system.

But if it's an individual script, the user should fix it themselves. For example, like battle engine, item, etc

Q3 — 2/28/2025 9:39 PM

This is so you can get a grasp on what the script does

As a beginner, if you are not knowledgeable on codes, this will help you learn how to edit codes in the long run

But core engines are too big to fix everything which is why a debug system is preferred

A — 2/28/2025 9:40 PM

5 “What parts of the script might you remove, if any, seeing it as being nonessential?”

Q3 — 2/28/2025 9:42 PM

I don't usually remove codes if I have to because I'm afraid I might mess something up.

Even if it doesn't connect with any other codes, I'll leave it blank for now.

I'd just put // or (# for ruby)

and just put "not used for now"

A — 2/28/2025 9:42 PM

6 “Should scripts be more modular, even though a specific script might have additional dependencies, or should they work ‘out of the box’?”

Q3 — 2/28/2025 9:45 PM

I would rather it has modulars because it makes it easier to keep track.

While it is helpful to have scripts that you edit yourself, I think modulars help things cut to the chase and save time

Could be different for others though

A — 2/28/2025 9:46 PM

7 “Should a script even have a predetermined layout or explanation?” (In terms of standardization)

Q3 — 2/28/2025 9:47 PM

Yeah it should. Especially if it's a script/plugin that changes most things.

But if it's something small, it probably doesn't need it

A — 2/28/2025 9:47 PM

8 “Should scripts be translated to English as a universal language? Or is the user responsible for translating it or determining its use from code?”

Q3 — 2/28/2025 9:49 PM

Uhhhh.....

Its kinda subjective but again it would be more helpful if you had to share scripts and codes with someone

I for one have japanese scripts and plugins downloaded in my game

I leave it as is and don't translate them

A — 2/28/2025 9:50 PM

Okay, did you have any other thoughts on this script?

Q3 — 2/28/2025 9:50 PM

You mean the structure or the codes itself?

A — 2/28/2025 9:51 PM

Just in general, any thoughts. But that said this research is being shown to people that don't have coding knowledge so sharing certain thoughts about the code probably won't be in the research analysis

Q3 — 2/28/2025 9:54 PM

I personally think it could be more categorized and have a bit more side notes

Especially if you want people who don't have coding knowledge to understand better.

But if it's all personal, then you probably don't need to

It's all good really

Abit like how Yanfly does his codes

A — 2/28/2025 9:55 PM

For reference I mean the script is being used normally among developers, I just mean the research I'm doing is being shown to people without any coding experience

Alright moving onto the second script:

```
#=====
```

```
# ■ RGSS3 絶対命中/絶対回避特徴 & アイテム/スキル Ver1.00by 星淵
```

```
#-----
```

```
# 命中タイプ別、もしくは全てのアイテムについて
```

#絶対命中/絶対回避化させる特徴を作成する事ができるようになります。

# また、絶対命中するアイテム/スキルの作成も可能になります。

Expand

Interview Script 2.txt

12 KB

Any initial thoughts?

Q3 — 2/28/2025 9:57 PM

Is this how it's supposed to look like??

Image

A — 2/28/2025 9:57 PM

No...

Q3 — 2/28/2025 9:58 PM

Was it in a different language?

A — 2/28/2025 9:58 PM

It's in Japanese

Q3 — 2/28/2025 9:58 PM

No wonder

This is definitely a vx ace script



Inside MV, we end scripts/plugins by putting brackets instead like }

If it's actually the end of the entire code you put }:

I remember using VXace and putting "end" at the end of the code

I do notice it's actually categorized and organized in this one which is good

A — 2/28/2025 10:02 PM

1 “What might you add to this script to make it more understandable?” (aside from translating it)

Q3 — 2/28/2025 10:03 PM

Again, put side notes as a guide line

It's not mandatory but it helps a lot generally

A — 2/28/2025 10:03 PM

2 “Is an introductory block necessary or should the user be able to analyze the code to understand the script?”

It's okay if some answers haven't changed

Q3 — 2/28/2025 10:05 PM

Same answer

A — 2/28/2025 10:05 PM

3 “Should warning blocks be included in scripts?”

Q3 — 2/28/2025 10:05 PM

Also same answer

A — 2/28/2025 10:06 PM

4 “Is it necessary for scripts to have built in debug or should the user be responsible for solving any further errors?”

Q3 — 2/28/2025 10:06 PM

It seems like a core engine to me even if it's not too big

So yes.

A — 2/28/2025 10:06 PM

5 “What parts of the script might you remove, seeing it as being nonessential?”

Q3 — 2/28/2025 10:07 PM

I probably wouldn't remove anything

Especially if it's in a different language

A — 2/28/2025 10:08 PM

6 “Should scripts be more modular, even though a specific script might have additional dependencies, or should they work ‘out of the box’?”

Q3 — 2/28/2025 10:09 PM

Same thing, it's subjective

A — 2/28/2025 10:09 PM

7 “Should a script even have a predetermined layout or explanation?”

Q3 — 2/28/2025 10:10 PM

Yes

A — 2/28/2025 10:11 PM

Can you elaborate on that or is it the same answer as before?

Q3 — 2/28/2025 10:11 PM

It's the same answer

A — 2/28/2025 10:11 PM

8 “Should scripts be translated to English as a universal language? Or is the user responsible for translating it or determining its use from code?”

Q3 — 2/28/2025 10:11 PM

If the intentions were to share worldwide, yes

A — 2/28/2025 10:12 PM

And otherwise?

Q3 — 2/28/2025 10:13 PM

If no, then don't need to

It's all up to the creator of the code really on what its really for

If it's just for them, they don't need to translate it just because

A — 2/28/2025 10:13 PM

Any additional thoughts on this script?

Q3 — 2/28/2025 10:14 PM

It's a nice and well thought out script

Overall organized and easy to understand minus translating

A — 2/28/2025 10:14 PM

Alright, here's the last script:

#=====

=====

#

# ▼ Yanfly Engine Ace - Ace Shop Options v1.01

# -- Last Updated: 2012.01.05

# -- Level: Normal, Hard

# -- Requires: n/a... (7 KB left)

Expand

Interview Script 3.txt

57 KB

Any initial thoughts?

Q3 — 2/28/2025 10:17 PM

Yanfly my beloved

This is what I mean by organized and very good briefing

The creator is japanese yet translates English for people to use.

Pretty much everyone who uses rpgmaker uses Yanfly's stuff

The side notes are also there

A — 2/28/2025 10:18 PM

1 “What might you add to this script to make it more understandable?”

Q3 — 2/28/2025 10:19 PM

I would add just abit more side notes but it's overall nothing really

It's already understandable enough

A — 2/28/2025 10:19 PM

2 “Is an introductory block necessary or should the user be able to analyze the code to understand the script?”

Q3 — 2/28/2025 10:19 PM

Same answer

A — 2/28/2025 10:20 PM

3 “Should warning blocks be included in scripts?”

Q3 — 2/28/2025 10:20 PM

Same answer, most of this script already has those too

A — 2/28/2025 10:20 PM

4 “Is it necessary for scripts to have built in debug or should the user be responsible for solving any further errors?”

Q3 — 2/28/2025 10:22 PM

The item shop script already has a debug system also so yes

A — 2/28/2025 10:22 PM

5 “What parts of the script might you remove, seeing it as being nonessential?”

Q3 — 2/28/2025 10:23 PM

No because everything needed is there already and doesn't conflict

A — 2/28/2025 10:23 PM

6 “Should scripts be more modular, even though a specific script might have additional dependencies, or should they work ‘out of the box’?”

Q3 — 2/28/2025 10:24 PM

Same answer

This script however doesn't actually need to be modular

A — 2/28/2025 10:24 PM

7 “Should a script even have a predetermined layout or explanation?”

Q3 — 2/28/2025 10:24 PM

Every script introduction is necessary so yes

Avoiding confusion

A — 2/28/2025 10:24 PM

8 “Should scripts be translated to English as a universal language? Or is the user responsible for translating it or determining its use from code?”

Q3 — 2/28/2025 10:25 PM

Same answer but for this script, yeah.

Since it was intended to share

A — 2/28/2025 10:25 PM

Any other thoughts about this script?

Q3 — 2/28/2025 10:26 PM

It's very good and organized

Friendly towards beginners for sure

A — 2/28/2025 10:26 PM

Any extra thoughts as a whole towards this research?

Q3 — 2/28/2025 10:29 PM

It's pretty interesting research and quite well thought out with how it's structured and its been awhile since I used Vxace but I think I'm definitely far more used to java now.

A — 2/28/2025 10:30 PM

That concludes the interview then, thanks for your help