WHAT IS THE LUNA ENGINE?

The Luna Engine allows you to modify the GUI elements of the RPG Maker menus. While it does provide some extra options, it doesn't mean that it will provide *everything* you need. That is impossible.

Due to its nature as a GUI script, it might conflict heavily with scripts that do numerous visual modifications. The Luna Engine works best for vanilla battle systems such as the Default Battle System.

However, it doesn't mean that it won't work with other technical systems. As we have tested it in a majority of battle system scripts, they all seem to work properly. Just make sure to put Luna Engine below these scripts.

Most of Yanfly's scripts are officially supported. While we cannot promise that we can make it compatible to all of them, but we will try.

Due to Neonblack's involvement with this development, it should work with his CP Battle System.

The Luna Engine should work with Sideview Graphical Enhancement Scripts like Yami's Battle Engine Symphony, Theo Allen's SBS and, Kread's Animated Battlers.

We are unsure if it will work with any of Victor's Scripts.

BUG REPORTING RULES

If you would like to report bugs, please remember the following things:

- **You are required to at least be familiar with RPG Maker's default functions**. An example scenario would be, if your test character's skills aren't displaying, then check their levels, etc. We had instances where people thought it was Luna Engine's fault. The Luna Engine is NOT made for complete newbies. That's not the point of this engine.

- **Make sure to test the Luna scripts by itself in a new project**. This is to make sure that the error is Luna Engine's fault.

- **Just remember that if you are using any external menu script, the 'incompatibilities' that may happen is not because of Luna's fault.** It's more of that Luna doesn't have access to the unique properties that menu script might have. If both of them share the default menu settings, there are large chances that it will either crash, because the other menu script overwrites it. OR Luna Engine modified the placement of certain windows and it might seem "broken."

Again, the purpose of this script is to modify the GUI elements, therefore, it has a 'set' layout. That is what makes it look like it's "broken."

- **Make sure to read this manual and/or reference it.** Use CTRL+F or Find for any questions or about features you're uncertain of.

- **You can ask for tech support at rmlunaengine@gmail.com. Do not use any other email.** If this manual doesn't answer your questions _or_ if you found a bug. Although it is much preferable if you can post in our support forums in RPG Maker Web instead. (http://forums.rpgmakerweb.com/index.php?/forum/105-luna-engine-boards/)

- **For further updates in regards to the Luna Engine, you can check our Github** (https://github.com/Archeia/Luna-Engine) or check the Luna Engine tag in Division Heaven. (https://divisionheaven.wordpress.com/?s=Luna+Engine)

Failure to comply with these rules will result to your bug inquiry to be ignored.

INSTALLATION

- **Copy Luna Engine Base and build your own project from there**. The complete script list only holds all the scripts that you might need. It also displays the correct order.

NOTE

"IF YOU ARE COPYING SCRIPTS FROM LUNA ENGINE BASE TO YOUR NEW PROJECT, MAKE SURE TO INCLUDE TRGSSX.DLL TO YOUR GAME FOLDER.

TAKE NOTE THAT IF INCOMPATIBILITIES SHOULD HAPPEN, REFERENCE THE BUG REPORTING RULES. OR ELSE YOUR BUG REPORT WILL BE IGNORED."

- Open the Script Editor 📝 (F11).

NOTE

*"REMEMBER THAT **CTRL+F** ONLY SEARCHES FOR ENTRIES INSIDE THE PRESENT SCRIPT. **CTRL+SHIFT+F** MEANS IT WILL SEARCH ALL THE SCRIPTS INSIDE THAT PROJECT.*

IF YOU WANT TO DISABLE AN ENTIRE SCRIPT, SELECT ALL OF THEM (CTRL+A) AND THEN PRESS (CTRL+Q) TO PUT COMMENTS (#~) ON THEM.

- Before adding new scripts, here are some pointers that you need to know:

    a. All technical scripts should be _above_ Luna Engine. This involves systems that change how the game works. For example, Yanfly's FTB, Archeia's CTB, etc.

    b. All Animated Battler scripts should be below the Luna engine. This includes but not limited to: Yami's Battle Engine Symphony, Theo Allen's SBS, Kread's Animated Battlers.

- Here is what your script order should look like:

    ❖ Utility Scripts
    ❖ Requirements Scripts
    ❖ Configuration Scripts
    ❖ Lunatic Scripts
    ❖ Lunatic Import Script
    ❖ Luna Engine Core Scripts
    ❖ CP Materials Scripts
    ❖ Luna Quest Menu Scripts

- ❖ Luna Name Input Menu Scripts
- ❖ Luna Menu Add-Ons Scripts
- ❖ Luna Victory Menu Scripts
- ❖ Luna Battle Add-Ons Scripts
- ❖ Luna Victory Scripts
- ❖ Compatibility Scripts

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NOTE

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"THE DEFAULT PROJECTS ARE DESIGNED WITH 640X416 RESOLUTION IN MIND. REMEMBER THIS IF YOU WANT TO REMOVE YEA-CORE.

THE IMPORTANT SCRIPTS ARE REQUIREMENTS, LUNA CONFIGURATION AND LUNA CORE SCRIPTS. LUNATIC MIGHT BE REQUIRED BY SOME SCRIPTS (E.X. STATUS MENU) BY DEFAULT.

THE SCRIPT ADD-ONS ARE COMPLETELY OPTIONAL. COMPATIBILITY SCRIPTS ARE REQUIRED IF YOU ARE USING SCRIPTS THEY'RE MAKING LUNA COMPATIBLE WITH."

- I recommend using the following Text Editor/Script IDE for their convenience. They have flexible features and it could help you fix anything wrong with your configuration. All of them have Code Folding which allows you to hide certain blocks of code. Here are some recommendations:

  - ❖ **Gemini** (Free)
    Authors: ForeverZer0 & Zeus81
    Type: RGSS/RGSS2/RGSS3 Script Editor
    Website: http://forum.chaos-project.com/index.php?topic=10420.0
    Description:
    Gemini, named after the Zodiac Twins (RMXP/RMVX/VX Ace!), is a feature-rich script editor designed purposefully for the RPG Maker community. It can directly read and write archived Scripts.r*data files, which allows you to use the power of an external IDE without the trouble of importing/exporting scripts to and from the built-in editor.

  - ❖ **Notepad++** (Free)
    Authors: Don Ho
    Type: Source Code Editor
    Website: http://notepad-plus-plus.org/
    Description:
    Notepad++ is a free source code editor and Notepad replacement that supports several languages. Running in the MS Windows environment, its use is governed by GPL License. Based on the powerful editing component Scintilla, Notepad++ is written in C++ and uses pure Win32 API and STL which ensures a higher execution speed and smaller program size. By optimizing as many routines as possible without losing user friendliness.

❖ **Sublime Text** (Shareware)
Authors: Sublime HQ
Type: Source Code Editor
Website: http://www.sublimetext.com/
Description:
Sublime Text is a sophisticated text editor for code, markup and prose. You'll love the slick user interface, extraordinary features and amazing performance. It is similar to Winrar that it has an unlimited trial that just reminds you to buy it. It's also perfect if you don't like the green-white comments.

THE BASICS

It is extremely important not to skip this section as this explains how the backend of RPG Maker works.

THE BASE

In order to use the Luna Engine efficiently, it's important that you should know about *Scenes* and *Windows*. Imagine the Scenes as rooms of a huge building. The contents of the room varies depending on its purpose. A window, on the other hand, reveals the contents of the room. How much of the room is revealed depends on its size. This is how RPG Maker displays the items that the player needs to see.

So how is this related to RPG Maker? Basically, each menu has specific scenes (e.g. Scene_Equip, Scene_Status) and they all have their own windows while some have similar names for consistency. As long as you keep this in mind, you will be able to modify your game's GUIs.

Rhyme has kindly provided us with a script that shows the name of the windows in a scene. It is named as Window_Identifier inside the game project. Just hold CTRL inside the game and you'll be able to see the name of the Windows like this:

Inside the Luna Menu scripts, just remember to search for the nearest name (e.g Status_Window could represent Window_MenuStatusLuna).

RESOURCES

All your GUI resources should be located in the Graphics/System of your project folder. Everything else stays the same (e.g. Facesets still go to Facesets). You can name them however you want, there should be no issues.

The list below just refers to the general options of the configuration script. It doesn't cover everything and serves as a refresher or a short course of the options. Most, if not all, options found in the script are commented, so there should be no problems figuring out what they can do in case the manual doesn't cover it.

- **:x** – this refers to the X coordinate of the screen. This refers to the horizontal (left and right) axis. Negative (e.g. -1) values mean they would move to the left, while Positive values mean they would move to the right.
- **:y** – this refers to the Y coordinate of the screen. This refers to the vertical (up and down) axis. Negative (e.g. -1) values mean they would move to the up, while Positive values mean they would move to the down.
- **:z** – this refers to the item's display priority. Think of it as layers when you use an image program or when mapping in RPG Maker. The higher the value, the higher it will be drawn above other items.
- **:offset_x and :offset_y** – these refer to how much you want to nudge the window display without affecting its base x and y. Useful for items such as GUI borders.
- **:offset_z** – this makes the item adjust itself by a specific value just in case you have drawn other items and want an item to remain on top.
- **:width** – the width of the window or item.
- **:height** – the height of the window or item.
- **:max_width and :max_height** – these help the system find a value to center the contents shown in the screen.
- **:padding** – this refers to the spacing between the window border and the window contents. The default value is 12.
- **:spacing** – this function is the distance between the objects. Can be negative or positive values.
- **:vertical** – this helps the system determine if the cursor and contents should be displayed vertically if true, or horizontally if set to false.
- **:cursor** – this is to enable or disable the default cursor.
- **:lunatic** – when set to true, it will check the Lunatic configuration the user has set for that specific scene.
- **:background_variable** – this option allows you to have multiple skins for your GUI. Remember that it reads it as a string (e.g. $game_variables[1] = "Menu_Green") and set a different variable for each menu.

Another important thing to remember is that enemies and actors are referred to as Battlers in RPG Maker. So if you want to change anything related to the actor itself, it's most likely in Battler_Status section of Luna's Configuration Script.

- If the game auto closes, don't forget to add TRGSSX.dll in your game's folder.

- Variable 1 is used by the Luna Engine scripts. Change :background_variable's value to something else if you're using it already.

- If you want to use Sideview Battle Systems, you should set animation_on_hud configuration to false.

- When using Yanfly's Free Turn Battle (FTB) set :arrow_battler in YEA Compatibility to true and if use spin command, :all_dir to false.

- If you want to use the horizontal actor command, set :arrow_battler in YEA Compatibility to false.

- If you want to change the battler options and it doesn't work, try setting lunatic to false. If you are using lunatic, read the comments as you have to draw the names manually.

- If your controls aren't working properly (e.g. Horizontal menu inputting up and down instead of left to right) try adjusting **:col_max** value. Remember that it has to be in synch with **:limit_page.**

- If you're using lunatic for the character display in Main Menu Luna, make sure to enable :collapse for :main as true to enable grayscaling a dead actor's portrait.

- If you want to have more than four party members, go to *Adjust Party Size by Archeia*.