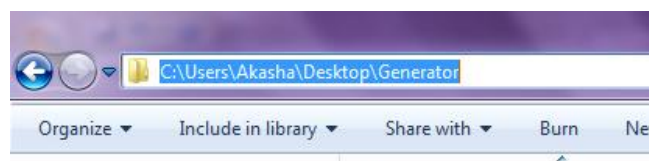# RPG Maker VXAce Sprite-Bust Generator

This generator is an alternative from RPG Maker VXAce's built-in generator. It can have upto seven (7) folders of generator parts (Set A-Set G). This is helpful so the folders won't get cluttered.

There are some key differences between the two generators:

1. In VXAce, once you select a skin color, it is automatically applied to any generator part. In this generator, you have to manually set them up.
2. VXAce Generator exports huge sheets (384x256) at most. This generator only exports with a set size (96x128). Both sheets should have a 32x32 grid.
3. This generator can't automatically set a faceset/bust connected to the sprite you generated. You have to set them manually.
4. This Generator should be able to run on Linux and Mac.

Getting Started

1. Extract the Generator to wherever you want.
2. Double click on RMVX_Ace_Sprite_and_Bust_Generator.jar to open.
   - If your java program is bugged, there's an alternative to open the file. Go to Start -> Accessories -> Command Prompt. Or in Windows Vista above, simply type cmd on the search bar and press enter.
   - Type in:
     - cd directory path
     - example: cd C:\Users\Akasha\Desktop\Generator
     - If you don't want to spend too much time writing, simply copy the directory from the address bar:

- o And paste them in the Command Prompt by Right Click -> Paste. Ctrl+V doesn't work and has a different function.
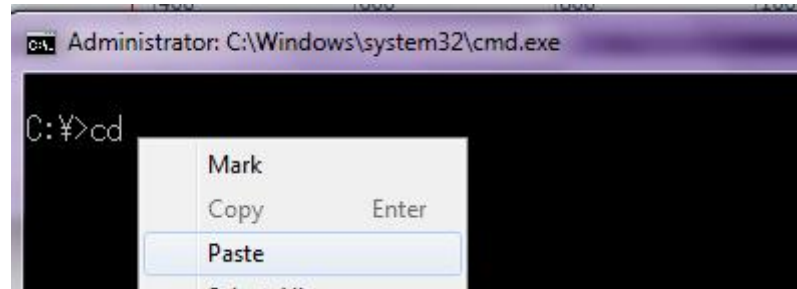
- o Afterwards, type or paste this in:
    - java -jar RMVX_Ace_Sprite_and_Bust_Generator.jar

3. The generator should now be open!

How to Extract Generated Sprite/Bust

Once you finish generating, simply press the Save to File button.

IMPORTANT: If you use RMVX/VXAce, don't forget to add a dollar sign ($filename) on the filename, if it's a charset.

For the busts, you would need some alternative to use them than a faceset.

- You can either follow this tutorial (http://tinyurl.com/9tz3lhk)
- **Fomar's Faces to Bust Script** (http://forums.rpgmakerweb.com/index.php?/files/file/32-restaff-september-2012-release/).

How to Import your own Content

1. Here are the specifications for the resources.
   Charsets - 96x128 sheet, 32x32 Grid.
   Busts – 272x288 sheet.
2. To add more folders, simply copy Set B (since it's empty) and rename them to Set C (or DEFG). Remember that you can only have upto 7 folders.

3. They have to be in PNG format with Alpha Transparency.
4. You have to position them exactly on how you want them to look like. Look at the graphic files for any examples.
5. Enjoy!

Credits

Fomar0153 – For the Generator Program.
Archeia_Nessiah – For the Generator Parts.
Enterbrain – The original resources and VXAce Generator Parts.