

To add custom achievements to JS Engine, [Copy this text and paste it in YourModFolder/data/achievements.json](#)

You can drop your achievement images in YourModFolder/images/achievements/, but be sure to read the readme file inside it if you extracted the Mod Template zip.

Here are all the LUA callbacks related to Achievements:

getAchievementScore(name:String)

Get the current score of an achievement.

- `name` - The save name of the achievement.

setAchievementScore(name:String, value:Float = 1, saveIfNotUnlocked:Bool = true)

Set the specified achievement's score.

- `value` - The achievement's new score.
- `saveIfNotUnlocked` - Whether or not the game should save that score if the achievement isn't unlocked.

addAchievementScore(name:String, value:Float = 1, saveIfNotUnlocked:Bool = true)

Adds `value` to the specified achievement's score.

unlockAchievement(name:String)

Unlocks the specified achievement.

isAchievementUnlocked(name:String)

Returns whether or not the specified achievement is unlocked.

achievementExists(name:String)

Returns whether or not the specified achievement exists. To add additional Rating Quotes, follow

these steps:

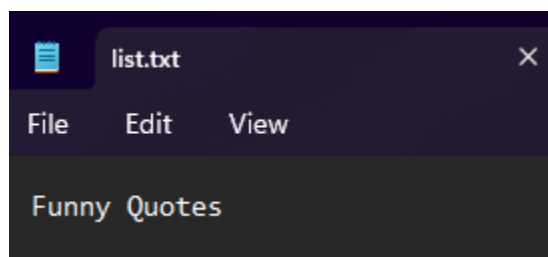
In your mod, access the data folder and create a folder called `ratingQuotes` .

Name	Date modified	Type	Size
Today			
ratingQuotes	4/1/2024 3:37 PM	File folder	
Earlier this year			
readme.txt	2/9/2024 4:37 PM	Text Document	1 KB

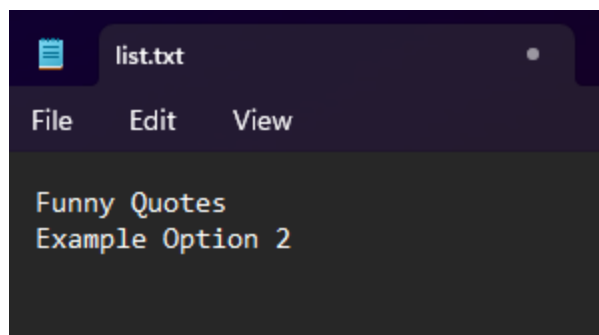
Inside the `ratingQuotes` folder, create a new Text Document called `list` . It can also be called `list.txt` if you have the File Extensions setting turned on in your File Explorer!

Today
list.txt
4/1/2024 3:38 PM
Text Document
0 KB

Open the newly-created text file, and inside it put the name of your Rating Quotes in there.

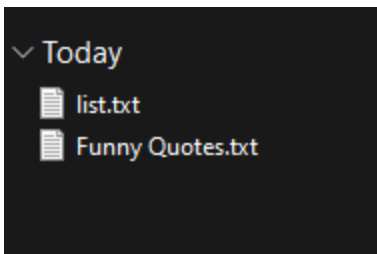


To add more options, create a new line for each option.



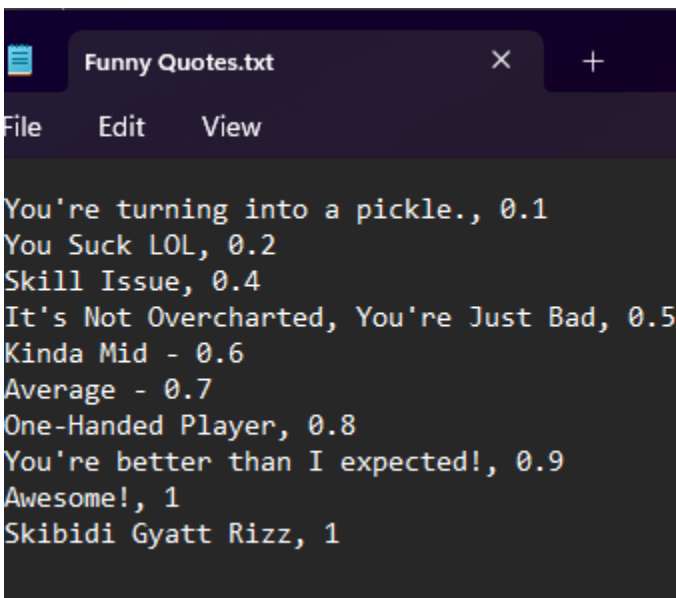
Now, once you're done close `list.txt` .

Inside your ratingQuotes folder create another new Text Document, with its name matching the name of the option you put in `list.txt` .



Now open that text file. To add a quote, put the following text in there:

Example Rating Name Here, 0.1 Example Rating Name Here is the string for your Rating Quote, and 0.1 is the maximum accuracy (times 100, automatically handled by the game) that you can go before displaying the next Rating Quote. If the quote has more than 1 comma, the game will automatically handle that, so don't worry. The quote file must have at least 1 quote where the accuracy goes up to 1 (again, times 100). Here's an example of custom Rating Quotes:



If you followed all the steps correctly, you should see your new rating quotes as an option in JSE!

In case you mess up and accidentally delete a required file, or you delete the entire folder thinking it isn't needed, here's a clean copy of ratingQuotes so you don't have to reinstall the engine!

[ratingQuotes](#)

Welcome to the JS Engine wiki!

Frequently Asked Questions

Q: What are all the basic shaders that come with this engine?

`addGlitchEffect` - Mostly used for Wavy Backgrounds. Value 1 tells the game what object to add it to. value 2 is `waveSpeed`, value 3 is `waveFrequency`, and value 4 is `waveAmp`

`addGlitchShader` - Ditto, but the `waveSpeed` and `waveAmp` values are swapped to add cross-compatibility with Denpa mods

`addBloomEffect` - Adds a bloom effect onto any object.

`addInvertEffect` - Inverts the colors of any object you add it to.

`addGrayscaleEffect` - Adds a grayscale filter to any object.

`addGreyscaleEffect` - Ditto, but incase anyone spells it as "Grey" instead

`addWiggleEffect` - An effect that was first seen in Thorns. Don't know what it does yet

`add3DEffect` - cool 3d effect that can be added onto an object

`addChromaticAberrationEffect` - Adds a chromatic aberration effect to any object. Value 2 tells the offset i think.

`addScanlineEffect` - Adds a scanline effect onto an object. Mostly used with `addVCREffect` to really get that old TV feel.

`addGrainEffect` - Adds some noise to any object(?). Value 2 tells how big the grains should be, value 3 is unknown, and value 4 is `lockAlpha`.

`addVCREffect` - A cool looking TV effect. Value 2 is the glitch factor, Value 3 tells if there should be a distortion to the object, value 4 is `perspectiveOn`, and value 5 is `vignetteMoving`. I don't quite know what these values do, like `addGrainEffect`

`addPulseEffect` - Don't know what it does, but it has the `glitchEffect` variables.

`addDistortionEffect` - Same thing as `addPulseEffect`, no idea what it does

`addBlockedGlitchEffect` - That funny glitch effect seen in Shredder/Blocked (Dave & Bambi 3.0). `val2` is the glitch resolution, `val3` determines time but is mostly useless, `val4` is the multiplier of the glitches, and `val5` determines whether or not the glitches should transform the color of the object.

`clearEffects`: Removes all shaders from a specified object, if it has any.

Value 1 is the same across all of these lua callbacks: They tell the game what object to add it to. You can even add these to different cameras, like the HUD!

Q: When I turn on Rendering Mode, the music isn't playing!

A: This is intentional. When using Rendering Mode, you have to use a video editor to edit the music in.

Q: "How can I add Custom Achievements/Awards?"

A: [Copy this text and paste it in YourModFolder/data/achievements.json](#) You can drop your achievement images in YourModFolder/images/achievements/, be sure to read the readme file inside it if you extracted the Mod Template zip.

This is implemented in 1.33.0 and up.

LUA: How 2 Messageboxes

This may seem like nonsense, but one of its most important uses is debugging code and "breaking the fourth wall" using simple tools.

You can, for example, *make a script using an event where when the **player dies**, a message mocking him appears.*

There are several ways of making messageboxes, including:

- Using ""pure"" Lua ("Lua and Haxe" method),
- Using external Batchfile/VBS scripts for messageboxes ("Lua and Batchfile" method)

Examples:

Lua and Haxe

```
-- from https://github.com/PatoFlamejanteTV/ImaturidadePlusPlus
function onCreatePost()
    addHaxeLibrary('Application', 'lime.app')
    runHaxeCode([[Application.current.window.alert('Are you sure?', '...');]])
end
```

Lua and Batchfile

```

:: MessageBox System, by Pato
:: -----
@echo off
IF EXIST temp.vbs (
    del temp.vbs
)
echo x=msgbox("%1" ,%3, "%2") >> temp.vbs
start temp.vbs
echo DEBUG: Message: %1, Title: %2.
:: del temp.vbs
:: message.bat Die ? 48
:: ^ .bat Name ^ ^ ^- Icon and Other Stuff (eg. "48 for Warning Message icon")
::      |   |- Title (eg. "...")
::      |- Content/Message/Text (eg. "I-N-F-E-C-T-E-D")

function onCreatePost()
    os.execute("cd .. & cd .. & cd TESTS & message.bat Muahahaah ? 48")
end

```

What is that?

Lua has a thing called " `os.execute` ", which can make things like interact with the user's command prompt, example:

```

function onCreatePost()
    os.execute('echo Wait... & echo Takes around 12 seconds. & pip install pywin32 & pip insta
end

```

Example of Python code using " `os.execute` "

```

function onCreatePost()
    os.execute('python sample.py') --execute an pre-existing file
end

```

Examples

This seems like just an random lua command, but it can basically make anything. Example of an simple message box system:

message.bat (./TESTS)

```

:: MessageBox System, make [[ONLY]] for Imaturidade++
:: By: PatoFlamejanteTV, made ONLY by me
:: -----
@echo off
IF EXIST temp.vbs (
    del temp.vbs
)
echo x=msgbox("%1" ,%3, "%2") >> temp.vbs
start temp.vbs
echo DEBUG: Message: %1, Title: %2.
:: del temp.vbs
:: message.bat Die ? 48
:: ^ .bat Name ^ ^ ^- Icon and Other Stuff (eg. "48 for Warning Message icon")
::      |   |- Title (eg. "...")
::      |- Content/Message/Text (eg. "I-N-F-E-C-T-E-D")

```

script.lua (./data/song)

```

function onCreatePost()
    os.execute("cd .. & cd .. & cd TESTS & message.bat Muahahaah ? 48")
end

```

Compatibility

This works on basically any engine that supports lua, this includes forks of JS Engine and Psych Engine.

Remember: SOME ENGINES MAY DISABLE (for some reason) THIS, SO IT IS NOT GUARANTEED!!!