**Battle and Sub Battle Phases**

Based on the information extracted from the SRPG\_core\_MZ.js file, here's a structured overview of the battle phases and their respective sub-phases in the SRPG mode:

**Battle Phases (\_isBattlePhase values)**

* initialize

Initialization phase, typically at the start of the battle.

* actor\_phase

The phase where the player's units take actions.

* auto\_actor\_phase

The phase for automated actions of the player's units.

* enemy\_phase

The phase where enemy units take actions.

**Sub Battle Phases (\_isSubBattlePhase values)**

* Within actor\_phase:
* normal
* actor\_move
* actor\_target
* status\_window
* actor\_command\_window
* battle\_window
* Within auto\_actor\_phase:
* auto\_actor\_command
* auto\_actor\_move
* auto\_actor\_action
* Within enemy\_phase:
* enemy\_command
* enemy\_move
* enemy\_action
* General Sub Phases (Applicable to Multiple Battle Phases)
* invoke\_action
* after\_battle

The structure outlined above provides a clear understanding of the different stages and transitions in the SRPG mode's battle system. Each phase and sub-phase plays a specific role in the flow and mechanics of the battle, from initialization to action selection and execution, and eventually to post-battle processing.