#--# Basic Enemy HP Bars Lite v 1.1b

#

# Adds options for hp/mp bars, enemy name, state icons, and even targetting icon

# to appear over the enemy in battle.

#

# Usage: Plug and play, customize as needed.

# New Notetag: <BOSS> determines if enemy is a boss or not.

# <HIDE NAME> name displays as ???

#

#------#

#-- Script by: V.M of D.T

#

#- Questions or comments can be:

# posted on the thread for the script

# given by email: sumptuaryspade@live.ca

# provided on facebook: http://www.facebook.com/DaimoniousTailsGames

# All my other scripts and projects can be found here: http://daimonioustails.weebly.com/

#

#--- Free to use in any project, commercial or non-commercial, with credit given

#--Though a donation's always a nice way to say thank you~ (I also accept actual thank you's)

module DTP\_HP

#Whether to include the hp bar or not

USE\_HP\_BAR = true

#Whether to include an mp bar or not

USE\_MP\_BAR = false

#Whether or not to include state icons

USE\_STATES = false

#Whether to display enemy name or not

USE\_TEXT = false

#Display HP numbers

USE\_HP\_TEXT = false

#Icon to be displayed over current target, set to 0 to disable

DISPLAY\_ICON = 325

#Display hp bar above the enemy, false for below

ABOVE\_MONSTER = true

#Offset the hp bar along the x-axis(left,right)

BAR\_OFFSET\_X = 0

#Offset the hp bar along the y-axis(up,down)

BAR\_OFFSET\_Y = 0

#First color for the mp bar gradient

MP\_COLOR\_BAR\_1 = Color.new(0,175,255)

#Second color fot the mp bar gradient

MP\_COLOR\_BAR\_2 = Color.new(0,0,255)

#Show bars only when specific actor in party. Array format. Example: [8,7]

#Set to [] to not use actor only

SPECIFIC\_ACTOR = []

#Show enemy hp bar only if certain state is applied (like a scan state)

#Set to 0 to not use state only

SCAN\_STATE = 0

#Enemies will show hp bar as long as they have been affected by scan state

#at least once before

SCAN\_ONCE = false

#Hp bars will only show when you are targetting a monster

ONLY\_ON\_TARGET = false

end

class Sprite\_Battler

alias hpbar\_update update

alias hpbar\_dispose dispose

def update

hpbar\_update

return unless @battler.is\_a?(Game\_Enemy)

if @battler

update\_hp\_bar

end

end

def update\_hp\_bar

setup\_bar if @hp\_bar.nil?

determine\_visible

return unless @hp\_bar.visible

@hp\_bar.update

if @hp\_bar.contents\_opacity != self.opacity

@hp\_bar.contents\_opacity = self.opacity

end

@hp\_bar.y = self.y + DTP\_HP::BAR\_OFFSET\_Y - self.height - @hp\_bar.height

@hp\_bar.y = self.y + DTP\_HP::BAR\_OFFSET\_Y unless DTP\_HP::ABOVE\_MONSTER

@hp\_bar.y = 0 if @hp\_bar.y < 0

@hp\_bar.y = -12 if @battler.boss?

@hp\_bar.contents.clear

width = @hp\_bar.contents.width - @hp\_bar.padding

hp\_width = @battler.hp\_rate

yy = 0

if DTP\_HP::DISPLAY\_ICON > 0

if SceneManager.scene.is\_a?(Scene\_Battle) &&

SceneManager.scene.enemy\_window &&

SceneManager.scene.enemy\_window.active &&

SceneManager.scene.target\_window\_index == @battler.index

@hp\_bar.draw\_icon(DTP\_HP::DISPLAY\_ICON,@hp\_bar.contents.width/2,yy)

end

yy += 24

end

if DTP\_HP::USE\_TEXT and !@battler.boss?

if @battler.hide\_name

@hp\_bar.draw\_text(0,yy,width,24,"???",2)

else

@hp\_bar.draw\_text(0,yy,width,24,@battler.name,2)

end

yy += 24

end

if DTP\_HP::USE\_HP\_BAR

height = @battler.boss? ? 16 : 8

yy -= 12 if !DTP\_HP::USE\_HP\_TEXT

if @special

@hp\_bar.draw\_actor\_hp(@battler, @hp\_bar.padding/2, yy, width, height, @battler.boss? || !DTP\_HP::USE\_HP\_TEXT)

else

if !DTP\_HP::USE\_HP\_TEXT

@hp\_bar.draw\_actor\_hp\_notext(@battler, @hp\_bar.padding/2, yy, width)

else

@hp\_bar.draw\_actor\_hp(@battler, @hp\_bar.padding/2, yy, width)

end

end

yy += 12

end

if DTP\_HP::USE\_TEXT and @battler.boss?

if @battler.hide\_name

@hp\_bar.draw\_text(0,12,width,24,"???",2)

else

@hp\_bar.draw\_text(0,12,width,24,@battler.name,2)

end

if @special

@hp\_bar.change\_color(@hp\_bar.system\_color)

@hp\_bar.draw\_text(0,24,width,24,Vocab::hp\_a)

@hp\_bar.change\_color(@hp\_bar.normal\_color)

end

end

if DTP\_HP::USE\_MP\_BAR and !@battler.boss?

mp\_width = @battler.mp\_rate \* width

@gauge\_hp\_y\_for\_nothing\_at\_all = yy

@hp\_bar.draw\_gauge(@hp\_bar.padding/2,yy,width,@battler.mp\_rate,DTP\_HP::MP\_COLOR\_BAR\_1,DTP\_HP::MP\_COLOR\_BAR\_2)

yy += 24

end

if DTP\_HP::USE\_STATES

xx = 2

yy += 12 if @battler.boss?

@battler.states.each do |state|

@hp\_bar.draw\_icon(state.icon\_index,xx,yy)

xx += 24

end

end

end

def setup\_bar

@special = Module.const\_defined?(:SPECIAL\_GAUGES)

if @battler.boss?

@hp\_bar = Window\_Base.new(0,-12,Graphics.width,96)

else

height = 24

height += 24 if DTP\_HP::DISPLAY\_ICON > 0

height += 24 if DTP\_HP::USE\_TEXT

height += 24 if DTP\_HP::USE\_HP\_BAR

height += 24 if DTP\_HP::USE\_MP\_BAR

height += 24 if DTP\_HP::USE\_STATES

@hp\_bar = Window\_Base.new(0,0,120,height)

@hp\_bar.x = self.x - @hp\_bar.width / 2 + DTP\_HP::BAR\_OFFSET\_X

@hp\_bar.y = self.y + DTP\_HP::BAR\_OFFSET\_Y - self.height - @hp\_bar.height

@hp\_bar.y = self.y + DTP\_HP::BAR\_OFFSET\_Y unless DTP\_HP::ABOVE\_MONSTER

@hp\_bar.x = 0 if @hp\_bar.x < 0

@hp\_bar.y = 0 if @hp\_bar.y < 0

end

@hp\_bar.opacity = 0

@hp\_bar.z = self.z + 1

@hp\_bar.viewport = self.viewport

end

def determine\_visible

if !@battler.alive?

if @special

if @hp\_bar.gauges[[@hp\_bar.padding/2,@gauge\_hp\_y\_for\_nothing\_at\_all]]

@hp\_bar.visible = false if @hp\_bar.gauges[[@hp\_bar.padding/2,@gauge\_hp\_y\_for\_nothing\_at\_all]].cur\_val == 0

end

else

@hp\_bar.visible = false

end

if DTP\_HP::SCAN\_ONCE and DTP\_HP::SCAN\_STATE == 1

$game\_party.monster\_scans[@battler.enemy\_id] = true

end

return if !@battler.alive?

end

@hp\_bar.visible = true

if DTP\_HP::SCAN\_STATE != 0

@hp\_bar.visible = false

@hp\_bar.visible = true if @battler.state?(DTP\_HP::SCAN\_STATE)

if DTP\_HP::SCAN\_ONCE

@hp\_bar.visible = true if $game\_party.monster\_scans[@battler.enemy\_id] == true

$game\_party.monster\_scans[@battler.enemy\_id] = true if @hp\_bar.visible

end

end

if !DTP\_HP::SPECIFIC\_ACTOR.empty?

@hp\_bar.visible = false unless DTP\_HP::SCAN\_STATE != 0

DTP\_HP::SPECIFIC\_ACTOR.each do |i|

next unless $game\_party.battle\_members.include?($game\_actors[i])

@hp\_bar.visible = true

end

end

if DTP\_HP::ONLY\_ON\_TARGET

return unless SceneManager.scene.is\_a?(Scene\_Battle)

return unless SceneManager.scene.enemy\_window

@hp\_bar.visible = SceneManager.scene.target\_window\_index == @battler.index

@hp\_bar.visible = false if !SceneManager.scene.enemy\_window.active

end

end

def dispose

@hp\_bar.dispose if @hp\_bar

hpbar\_dispose

end

end

class Window\_Base

def draw\_actor\_hp\_notext(actor, x, y, width = 124)

draw\_gauge(x, y, width, actor.hp\_rate, hp\_gauge\_color1, hp\_gauge\_color2)

change\_color(system\_color)

draw\_text(x, y, 30, line\_height, Vocab::hp\_a)

change\_color(normal\_color)

end

end

class Scene\_Battle

attr\_reader :enemy\_window

def target\_window\_index

begin

@enemy\_window.enemy.index

rescue

return -1

end

end

end

class Game\_Party

alias hp\_bar\_init initialize

attr\_accessor :monster\_scans

def initialize

hp\_bar\_init

@monster\_scans = []

end

end

class Game\_Enemy

def boss?

self.enemy.note =~ /<BOSS>/

end

def hide\_name

self.enemy.note =~ /<HIDE NAME>/

end

end