

---

## YEP Message Core

---

---

### Introduction

---

While RPG Maker MV Ace certainly improved the message system a whole lot, it wouldn't hurt to add in a few more features, such as name windows, converting textcodes to write out the icons and/or names of items, weapons, armours, and\* more in quicker fashion. This script also gives the developer the ability to adjust the size of the message window during the game, give it a separate font, and to give the player a text fast-forward feature.

---

---

### Word Wrapping

---

Word wrapping is now possible through the message system. You can enable and disable Word wrap using Plugin Commands. While using word wrap, if the word is to extend past the message window's area, it will automatically go to the following line. That said, word wrap will disable the editor's line breaks and will require you to use the ones provided by the plugin:

<br> or <line break> is text code to apply a line break. Use this before or after a part in which you wish to start a new line.

Keep in mind word wrapping is mostly for message windows. However, in other places that you'd like to see word wrapping, such as item descriptions, insert <WordWrap> at the beginning of the text to enable it.

---

---

### Text Codes

---

By using certain text codes in your messages, you can have the game replace them with the following:

-----

#### Text Code Function

- \V[n] Replaced by the value of the nth variable.
- \N[n] Replaced by the name of the nth actor.
- \P[n] Replaced by the name of the nth party member.
- \G Replaced by the currency unit.
- \C[n] Draw the subsequent text in the nth color.
- \I[n] Draw the nth icon.
- \{ Increases the text size by one step.
- \} Decreases the text size by one step.
- \\ Replaced with the backslash character.
- \\$ Opens the gold window.
- \. Waits 1/4th seconds.

\| Waits 1 second.  
\! Waits for button input.  
\> Display remaining text on same line all at once.  
\< Cancel the effect that displays text all at once.  
\^ Do not wait for input after displaying text.

---

#### Wait: Effect:

\w[x] - Waits x frames (60 frames = 1 second). Message window only.

---

#### NameWindow: Effect:

\n<x> - Creates a name box with x string. Left side. \*Note  
\nc<x> - Creates a name box with x string. Centered. \*Note  
\nr<x> - Creates a name box with x string. Right side. \*Note

\*Note: Works for message window only.

---

#### Line Break Effect:

<br> - If using word wrap mode, this will cause a line break.

---

#### Position: Effect:

\px[x] - Sets x position of text to x.  
\py[x] - Sets y position of text to y.

---

#### Outline: Effect:

\oc[x] - Sets outline colour to x.  
\ow[x] - Sets outline width to x.

---

#### Font: Effect:

\fr - Resets all font changes.  
\fs[x] - Changes font size to x.  
\fn<x> - Changes font name to x.  
\fb - Toggles font boldness.  
\fi - Toggles font italic.

-----  
Actor: Effect:

\af[x] - Shows face of actor x. \*Note

\ac[x] - Writes out actor's class name.

\an[x] - Writes out actor's nickname.

\*Note: Works for message window only.

-----

Party: Effect:

\pf[x] - Shows face of party member x. \*Note

\pc[x] - Writes out party member x's class name.

\pn[x] - Writes out party member x's nickname.

\*Note: Works for message window only.

-----

Names: Effect:

\nc[x] - Writes out class x's name.

\ni[x] - Writes out item x's name.

\nw[x] - Writes out weapon x's name.

\na[x] - Writes out armour x's name.

\ns[x] - Writes out skill x's name.

\nt[x] - Writes out state x's name.

-----

Icon Names: Effect:

\ii[x] - Writes out item x's name including icon.

\iw[x] - Writes out weapon x's name including icon.

\ia[x] - Writes out armour x's name including icon.

\is[x] - Writes out skill x's name including icon.

\it[x] - Writes out state x's name including icon.

-----

And those are the text codes added with this script. Keep in mind that some of these text codes only work for the Message Window. Otherwise, they'll work for help descriptions, actor biographies, and others.

---

---

---

---

## Plugin Commands

---

---

The following are some plugin commands you can use through the Event Editor to change various aspects about the Message system.

### Plugin Comand

MessageRows 6 = Changes the Message Rows displayed to 6. If you are using continuous Show Text events, this will continue displaying the following line's texts until it hits the row limit. Anything after that is cut off until the next message starts to avoid accidental overlap.

MessageWidth 400 = Changes the Message Window Width to 400 pixels. This will cut off any words that are shown too far to the right so adjust accordingly!

EnableWordWrap = Enables wordwrapping. If a word extends past the window size, it will automatically move onto the next line. Keep in mind, you will need to use \br to perform line breaks.

DisableWordWrap = This disables wordwrapping. Line breaks will be automatic at points where a new line is started in the editor.

---

---

## Changelog

---

---

### Version 1.02:

- Namebox Window's overlap feature that's in every MV window is now disabled to allow for overlapping with main message window.
- Updated window positioning for Branch Choices, Number Input, and Item Selection windows.

### Version 1.01:

- Added 'Description Wrap' into the parameters to allow for all item descriptions to be automatically processed with word wrapping.

### Version 1.00:

- Finished plugin!