[Changing the display position of Messages and Face Images]

It is correct that everything can be adjusted with just Common Event 63.
First, I will explain the important CSelf 88 and 89 variables among the Common Event 63 variables.
If you know this variable, you should be able to understand a little more.

・ CSelf 88: The horizontal screen size coefficient is entered with horizontal 320 set to "10". If it is 800x480 screen, it is 2.5 times horizontal 320, so "25" is entered.
・ CSelf 89: Contains the vertical screen size factor, with vertical length set to "10". If it is 800x480 screen, it is 2.0 times vertical 240, so "20" is entered.

• How do you change the Size and Position of the Message Window?
→ This can be done by changing CSelf 38, 39, CSelf 30-33 in Common Event 63, Line 28 to Line 33.
CSelf 38: X Size of the Message Window. The default (320x240 screen) contains 300.
CSelf 39: Y Size of the Message Window. The default (320x240 screen) contains 70.

CSelf 30: The X Coordinate of the "after move" center of the Message Window. The default is 160.
CSelf 31: The Y Coordinate of the "after moving" center of the Message Window. The default is 200.
CSelf 32: The X Coordinate of the "before moving" center of the Message Window. The default is 160.
CSelf 33: The Y Coordinate of the "before moving" center of the Message Window. By default, 280 (out of screen) is entered.

* If you change only CSelf 30 and 31, you can change the position of the Message Window.
If you change CSelf 38 and 39, you will see that the size changes.

• How do you change the Message Text position?
→ This can be realized by changing the Sys1 and Sys2 variables in Common Event 63, lines 44-46.
Sys1: The X Coordinate at the Top-Left of the text. The default is 20.
Sys2: The Y Coordinate at the Top-Left of the text. The default is 171.

• How do you change the position of the Face Graphics?
→ This is a little difficult part.
· It is necessary to change the X and Y Coordinate values of "Picture Move" on Lines 160 to 162 to the position where you want to display "all three lines".

→ For example, change the X Coordinate of "Picture Move" on Lines 160-162 for "all three" change "1600042" to "160" and the Y Coordinate for "all three" change "1600043" to "120". If it is in the game, Face Graphics should come out with "the center of the screen as the base point".
(Normally "CSelf 42-43: Screen Size X / Y (CSelf 42 = 320, CSelf 43 = 240 by default)" is used, so it will be displayed at the bottom right of the screen)

→ If you want to change the coordinates of Face Graphics based on "Bottom-Right", change "Anchor" in "Picture Show" on Line 131.

• How do you change the way the Face Graphics appears?
→ For example, if you want to display from the left, enter X -100, Y 200, etc. in "Picture Move" on Line 158. This "coordinate difference" is the move effect. If the X / Y Coordinates of "Picture Move" on Line 158 are the same as "Lines 160-162", it will not move.

Although it is a rough explanation, please refer to these and change the values.