|  |
| --- |
| Window\_AvailGraphicsList |
|  |
|  |

|  |
| --- |
| Window\_ItemBookIndex |
|  |
|  |

|  |
| --- |
| Window\_EnemyBookIndex |
|  |
|  |

|  |
| --- |
| Window\_Base |
|  |
|  |

|  |
| --- |
| Window\_ItemBookStatus |
|  |
|  |

|  |
| --- |
| Window\_EnemyBookStatus |
|  |
|  |

|  |
| --- |
| Window\_Help |
|  |
|  |

|  |
| --- |
| Window\_Gold |
|  |
|  |

|  |
| --- |
| Window\_SkillStatus |
|  |
|  |

|  |
| --- |
| Window\_Base |
|  |
|  |

|  |
| --- |
| Window\_EquipStatus |
|  |
|  |

|  |
| --- |
| Window\_ShopStatus |
|  |
|  |

|  |
| --- |
| Window\_NameEdit |
|  |
|  |

|  |
| --- |
| Window\_Message |
|  |
|  |

|  |
| --- |
| Window\_ScrollText |
|  |
|  |

|  |
| --- |
| Window\_MapName |
|  |
|  |

|  |
| --- |
| Window\_Selectable |
|  |
|  |

|  |
| --- |
| Window\_Command |
|  |
|  |

|  |
| --- |
| Window\_Selectable |
|  |
|  |

|  |
| --- |
| Window\_MenuStatus |
|  |
|  |

|  |
| --- |
| Window\_MenuActor |
|  |
|  |

|  |
| --- |
| Window\_HorzCommand |
|  |
|  |

|  |
| --- |
| Window\_Base |
|  |
|  |

|  |
| --- |
| Window\_MenuCommand |
|  |
|  |

|  |
| --- |
| Window\_SkillType |
|  |
|  |

|  |
| --- |
| Window\_Options |
|  |
|  |

|  |
| --- |
| ScreenConfig |
|  |
|  |

|  |
| --- |
| CustomScreenConfig |
|  |
|  |

|  |
| --- |
| Window\_BattleItem |
|  |
|  |

|  |
| --- |
| Window\_Selectable |
|  |
|  |

|  |
| --- |
| Window\_ItemList |
|  |
|  |

|  |
| --- |
| Window\_HorzCommand |
|  |
|  |

|  |
| --- |
| Window\_Command |
|  |
|  |

|  |
| --- |
| Window\_ChoiceList |
|  |
|  |

|  |
| --- |
| Window\_SkillList |
|  |
|  |

|  |
| --- |
| Window\_ItemCategory |
|  |
|  |

|  |
| --- |
| Window\_EquipCommand |
|  |
|  |

|  |
| --- |
| Window\_EquipSlot |
|  |
|  |

|  |
| --- |
| Window\_ItemList |
|  |
|  |

|  |
| --- |
| Window\_Status |
|  |
|  |

|  |
| --- |
| Window\_SavefileList |
|  |
|  |

|  |
| --- |
| Window\_ShopCommand |
|  |
|  |

|  |
| --- |
| Window\_ShopBuy |
|  |
|  |

|  |
| --- |
| Window\_ShopNumber |
|  |
|  |

|  |
| --- |
| Window\_NameInput |
|  |
|  |

|  |
| --- |
| Window\_NumberInput |
|  |
|  |

|  |
| --- |
| Window\_BattleLog |
|  |
|  |

|  |
| --- |
| Window\_ShopSell |
|  |
|  |

|  |
| --- |
| Window\_EquipItem |
|  |
|  |

|  |
| --- |
| Window\_EventItem |
|  |
|  |

|  |
| --- |
| Window\_BattleSkill |
|  |
|  |

|  |
| --- |
| Window\_BattleEnemy |
|  |
|  |

|  |
| --- |
| Window\_BattleStatus |
|  |
|  |

|  |
| --- |
| Window\_BattleActor |
|  |
|  |

|  |
| --- |
| Window\_ActorCommand |
|  |
|  |

|  |
| --- |
| Window\_PartyCommand |
|  |
|  |

|  |
| --- |
| Sprite |
|  |
|  |

|  |
| --- |
| Sprite\_Battleback |
|  |
|  |

|  |
| --- |
| Sprite\_Button |
|  |
|  |

|  |
| --- |
| Sprite\_Base |
|  |
|  |

|  |
| --- |
| Sprite\_Character |
|  |
|  |

|  |
| --- |
| Sprite\_Base |
|  |
|  |

|  |
| --- |
| Sprite\_Battler |
|  |
|  |

|  |
| --- |
| Sprite\_Actor |
|  |
|  |

|  |
| --- |
| Sprite\_Enemy |
|  |
|  |

|  |
| --- |
| Sprite\_Animation |
|  |
|  |

|  |
| --- |
| Sprite\_Damage |
|  |
|  |

|  |
| --- |
| Sprite\_StateIcon |
|  |
|  |

|  |
| --- |
| Sprite\_StateOverlay |
|  |
|  |

|  |
| --- |
| Sprite\_Weapon |
|  |
|  |

|  |
| --- |
| Sprite\_Balloon |
|  |
|  |

|  |
| --- |
| Sprite\_Picture |
|  |
|  |

|  |
| --- |
| Sprite\_Timer |
|  |
|  |

|  |
| --- |
| Sprite\_Destination |
|  |
|  |

|  |
| --- |
| Spriteset\_Base |
|  |
|  |

|  |
| --- |
| Spriteset\_Map |
|  |
|  |

|  |
| --- |
| Stage |
|  |
|  |

|  |
| --- |
| Scene\_Item |
|  |
|  |

|  |
| --- |
| Scene\_Skill |
|  |
|  |

|  |
| --- |
| Scene\_Base |
|  |
|  |

|  |
| --- |
| Scene\_Boot |
|  |
|  |

|  |
| --- |
| Scene\_GameEnd |
|  |
|  |

|  |
| --- |
| Scene\_Name |
|  |
|  |

|  |
| --- |
| Scene\_ItemBase |
|  |
|  |

|  |
| --- |
| Scene\_Menu |
|  |
|  |

|  |
| --- |
| Scene\_Shop |
|  |
|  |

|  |
| --- |
| Scene\_Title |
|  |
|  |

|  |
| --- |
| Scene\_Map |
|  |
|  |

|  |
| --- |
| Scene\_MenuBase |
|  |
|  |

|  |
| --- |
| Scene\_Battle |
|  |
|  |

|  |
| --- |
| Scene\_Options |
|  |
|  |

|  |
| --- |
| Scene\_Status |
|  |
|  |

|  |
| --- |
| Scene\_Equip |
|  |
|  |

|  |
| --- |
| Scene\_Debug |
|  |
|  |

|  |
| --- |
| Scene\_File |
|  |
|  |

|  |
| --- |
| Scene\_Load |
|  |
|  |

|  |
| --- |
| Scene\_Save |
|  |
|  |

|  |
| --- |
| Scene\_Gameover |
|  |
|  |