		http://forums.rpgmakerweb.com/index.php?/topic/25759-acript-call-collection-for-visics/ http://forums.rpgmakerweb.com/index.php?/topic/48456-pg-maker-mr-acript-call-list/Spage=1	CTRL+ ENTER or ALT+ ENTER for new lines					
	Event Page 1 Message							
Show Text		SgameMessage.setFaceImage(Actor1',0) ScameMessage.setBackpround(1)						
Show Text		SgameMessage.setPositionType(1) SgameMessage.add("Show Text Script Call")						
		Spanishough efficiency (Auri 17); Spanis						
Show Choices		choices push("I love you?");choices push("I love you?"); choices push("I love you?");choices push("I love you?"); choices push("I love you?");choices push("I love you?");						
		choices push("l love you?");choices push("l love you?"); params push()						
Input Number Select Key Item		SgameMessage.settemChoice(vir. n):	n = 1 for negular items, 2 for key items, 3 for Hidden A, 4 for Hidden B					
Show Scrolling Text		SgameMessage.setScrolling_speed, no_fast_forward; SgameMessage.setScrolling_speed, no_fast_forward;	scrolling speed should be a number e.g. 2, fast, forward should be true or false you need this line for each line of fact individually					
			you need this line for each line of not individually					
Change Gold	Party	SoameParty cainGoldin):						
Change Items		SgameParty.gainttern(Sdatalterns(itemid), n);						
Change Items Change Weapons Change Armor		Spared Proj. particilation; Spared Proj. particilation (2014), 10; Spared Proj. particilation (2	"note if decreasing, true will mean it will include already equipped weapons. "note if decreasing, true will mean it will include already equipped armors.					
Change Party Member		SgameParty.addActor(n); SgameParty.nemovaActor(n);	To initialize: SgameActors.actor(actorId).setup(actorId);					
	Game Progression							
Control Switches Control Variables Control Self Switch		SgameSwitches.sef/wise(num, truefidee); Snamet/orishles.sef/wise(num, truefidee);						
Control Self Switch Control Timer		Sparrel/ariables set/albe(var, value); Sparre/SelfSeltches.set/albe(ksy, true/false); Sparre/Timer.start((ime); Sparre/Timer.stop();	key = [maptd, eventid, A-D]					
		agame i mer atan(eme); agame i mer atop();						
Conditional Branch	Flow Control	if (code) { stuff } else { stuff }						
Loop Breek Loop		while (;) (stuff) break;						
Exit Event Processing		break; SgameInterpreter_index = SgameInterpreter_list length; SgameTemp.reserveCommonEvent(n);						
Label		egenes recept state recommence vention;						
Ereak Loop Break Loop Common Event Label Jump to Label Comment		r						
	Actor							
Change HP Change MP Change TP		Spannekators autorijactorist paint-tykn) Spannekators autorijactorist paint-tykn) Spannekators autorijactorist paint-tykn) Spannekators autorijactorist paint-tykn) Spannekators autorijactorist paint-tykny spannekators autorijactoristika, spannekatoristika, spannekatoristika	Also allow using party member index: SqurrelParty members((()ndex), quint/thps) Also allow using party member index: SqurrelParty, members((()ndex), quint/thps) Also allow using party member index: SqurrelParty, members((()ndex), quint/thps) Also allow using party member index: SqurrelParty, members((()ndex), quint/thps)					
Change TP		\$gameActors.actor(actor(d).gainTp(n)	Also allow using party member index: SgameParty.members()[index).gain/Mp(h)					
Change State		\$gameActors.actor(actorld).actd\$tate(n); \$gameActors.actor(actorld).nemoveState(n);	Also allow using party member index: \$gameParty.members([index].addState(n);					
Recover All		for (var j = 0; j < SgarneActors langth; j++) { SgarneActors actor(j) recoverAt();						
Recover All Change EXP Change Level Change Parameters		SgameActors.actor(actorId).gainExp(n);	Negative n if you want the actor to lose Exp.					
Change Level Change Parameters		SgameActors.actor(actor(d).changeLevel(n, trueffalse); SgameActors.actor(actor(d).addParam(paramid, n);	n = level the actor will become. Investable to show level up. Negative n if you wish the actor to lose stats. Params: 0-MaxHP, 1-MaxHP, 2-ATK, 3-DEF, 4-MAT, 5-MDEF, 6-AGI, 7-LUK					
Change Skill		SgarmeActors.actor(actor(d).actd/Param(paramid, n); SgarmeActors.actor(actor(d).actd/Seam(paramid, n); SgarmeActors.actor(actor(d).leam/Skill(n); SgarmeActors.actor(actor(d).fongetSkill(n);						
Change Skill Change Equipment Change Name Change Class Change Nickname		SgameActors.actor(actorId).changeEquip(slottd, item);	item = \$dataWeapons(n) or \$dataArmors(n)					
Change Class		\$gameActors.actor(actorId).changeClass(n, keepExp)	keepExp is either true or false					
Change Nickname Change Profile		SgarreActors.actor[actorid].chercipsesserie(r) SgarreActors.actor[actorid].chercipsesserie(r) SgarreActors.actor[actorid].setRickriums(n) SgarreActors.actor[actorid].setRickriums(n)						
	Event Page 2							
Transfer Player Set Vehicle Location Set Event Location Scroll Map Set Movement Route	Movement		direction = look at NumPad fade type = 0-Black, 1-White, 2-None					
Transfer Player Set Vehicle Location		SgamePlayer.neserveTransfer(mapdd, x, y, direction, fade type); SgameMap.nehicle(vehicleid) setLocation(mapld, x, y);	direction = look at NumPad tade type = G-Black, 1-White, 2-None					
Set Event Location Scroll Map		SgamsMap.event(eventD).setPosition(x, y) SgamsMap.startScroll(direction, distance, speed);	direction = look at NumPad					
Set Movement Route Get ON/OFF Vehicle		\$gamePlayer.getOnOffVehicle():						
		againer seyer genomon versionity.						
Wait	Timing	\$gameInterpreter.weit(frames);						
Change Transparency Change Player Followers Cather Followers Show Animation Show Balloon Icon Erase Event	Character							
Change Transparency		SgarnelPtyper.aetTransparent)Bag) SgarnelPtyper.ahomfollowers(); SgarnelPtyper.hideFollowers(); SgarnelPtyper.gathwofollowers(); this.setWathMode(*gather*); character requestPrimation(d); this.setWathMode(*parentation*);	Might need SgamePisyer.nefresh():					
Gather Followers		SgamePlayer.gatherFollowers(); this setWaitMode('gather');	For character: SgamePlayer; SgameMap.avent(ID);					
Show Animation Show Balloon Icon			For character: SgamePlayer, SgameMap.event(ID); For character: SgamePlayer, SgameMap.event(ID);					
		SgameMap.eraseEvent(this_eventid);						
Fadeout Screen	Screen	\$gameScreen.startFadeOut/fade_speed);	Default is 24					
Fadeln Screen		SgameScreen.startFadeIn(fade_speed);	might used to self-unit to an with it to default the count consensed done					
Tint Screen Flash Screen		\$gameCcreen.startTirt(]red_green_blue_grey), duration); \$gameCcreen.startFlasht[red_green_blue, intensity], duration);	redge when the claim of the company					
Shake Screen		SqameScreen startShake(power, speed, duration):	All between 0 and 255, if you want wast for completion call the following Spanishterpreter-well(duration); If you want wast for completion call be following Spanishterpreter-well(duration); Weather = "none", "nain", "stores", "anow", if you want wait for completion call the following Spanishterpreter-well(duration);					
Set Weather Effect		SgarnsScreen.changeWeather("weather", power, duration):	Weather = "none","rann","storm", "anow". If you want wait for completion call the following SgameInterpreter.wait(duration);					
Show Picture	Picture	SgameScreen.showFicture(pictureld, name, origin, x, y,						
Move Picture		scaleX, scaleY, opacity, blendMode) \$gameScreen.movePicture(picture(d, origin, x, y, scaleX,						
Picture Blend Mode		SgarneScreen.ahowPichure(pichurid, name, origin, x, y, scaleX, realeX, openity, blenntMode) SgarneScreen.movePichure(pichurid), origin, x, y, scaleX, scaleX, scaleX, openity, blenntMode, churidon, scaleX, spacely, blenntMode, churidon) SgarneScreenpichure(jd]_blenntMode = #						
Move Picture Picture Bland Mode Rotate Picture Tint Picture Erase Picture		SparreScreen.notatelPicture(pictureId, speed); SparreScreen.tintPicture(pictureId, tone, duration); SparreScreen.erisesPicture(pictureId);						
Erase Picture	Audio & Video	SgameScreen.erasePicture(pictureId);						
		Sound Object: { name: filename, volume: n, pitch: n, pan: n }						
Play BGM Fadeout BGM Save BGM Replay BGM Play BGS Fadeout BGS Play ME Play BE Stop SE Play ME Play ME		Sound Object, (name Islemann, volume n. pdz. n. par. n.) Auddelmage prieject (nefe to sound object storee); Auddelmage prieject (nefe to sound object storee); Spannolysten sanger(n); Spannolysten sanger(n); Spannolysten sanger(n); Auddelmage prieject(n) (nefe to sound object storee); Auddelmage prieject(n) (nefe to sound object storee); Auddelmage prieject(n);						
Save BCM Replay BGM		\$gameSystem.saveBgm(); \$aameSystem.notiarBam();						
Play BGS		AudioManager play/8gsi(refer to sound object above);						
Play ME		AudioNanager playMe(refer to sound object above);						
Play SE Stop SE		AudioManager playMet refer to sound object above); AudioManager playMet refer to sound object above); AudioManager playMet (refer to sound object above); AudioManager stopSe();						
Play Movie		Graphics play/video(path/name.ext);						
	Event Page 3 Scene Control							
Battle Processing	scene control	BurtinMarager satup(troopid, qualifate, truefides): Spares/Payer make/Counter(Count)): Scandilarege particlores_(bits); Scandilarege particlores_(bits); Scandilarege particlores_(bits); Scandilarege particlores_(bits); Scandilarege particlores_(bits); Scandilarege particlores_(bits); Scandilareger particlores_(bits);						
Battle Processing Shop Processing		agamer-syer.maketincounterCount(); SceneManager.push(Scene, Battle);	First true/false is for allowing to Escape, 2nd true/false is for allowing the player to lose					
Shop Processing Name Input Processing		SceneManager.push(Scene_Shop).						
Open Menu Screen		SceneManager push(Scene_Menu);						
Open Save Screen		SceneManager.push(Scene_Save);	If you want to check if your game has any savefiles at all: DataManager isAnySavefileExists()					
			Useful for custom title screens that are evented.					
Open Load Screen Game Over Return to Title Screen		Scenetianager pusit(Scene_Load): Scenetianager goto(Scene_Cameover): Scenetianager goto(Scene_Tride):						
Return to Title Screen		SceneManager.goto(Scene_Title);	You can either use it as the following: Squares/Mpc.event(8) stain():					
Call Event		\$garneMap.event(EventID, EventPage).start();						
	Man		For a specific page: Sgarrefilep evers(8.3) start():					
Change Map Name Display	map	Sgarrehfep ensisteNameDisplay(): Sgarrehfep dissisteNameDisplay();						
		Sgarreitiko disabiniharreDisplay(); Sgarreitiko changeTileset(n); Sgarreitiko changeEsteback((liename, filename);						
Change Tileset Change Battleback Change Parallax		\$gameMsp.changeBattleback;filename, filename); \$gameMsp.changeParallixi(name, loopX, loopY, speed x, speed y);						
-								

Get Location Info	Spannels (pure line); y;	
Get Region for Player and Events	Spannidup Selecty, Y, layery; Salamindea procedicty, Y Salamindea proce	
	spanner (product) from the contract of the con	
System Settings Change Battle BGM		
Change Battle BGM Change Victory MF	Spinicity into selfatilistic profession (Spinicity into the selfati	
Change Defeat ME	Sparred/ystem set/Defeat/Melynams/;	
Change Victory ME Change Defeat ME Change Vehicle BOM	Sparring institution and institution of the sparring insti	
Change Save Access	Spameriyatin casalasisarii; Spameriyatin analasisarii;	
Change Menu Access	Spame Spame and dealth leaving Spame Spame and American Spame Spame and American Spame Spame and American Spame Spame and American Spame Spame American Spame Spame American Spame Spame American Spame Spame Spame American Spame Spame Spame Spame American Spame Spam	
Change Encounter	Sparredly Natern disabblish Countrie()	
Change Formation Access	egament-nacenta-nacenta). [gamen'system of remainter()	
Change Window Color	Spannelystem enable femality and the state of the state o	
Change Window Color	Spared Spared Annial Control (Control (
Change Actor Images	Spanned-born and for licentification (in which and individual control of the cont	
Change Vehicle Image	Spirmathip verbical (hardringsporum: refors)	
	Spiredup wholy (who self) selfrespirates, evinct;	
Battle		
Change Enemy HP Change Enemy MP Change Enemy TP	Sparafforgo-mentant/geomy/stade of participant/geomy/stade of participant/g	
Change Enemy MP Change Fragry TP	Sparin Cop market (jumer) short (jumer) (short (jumer) (short (jumer)) (bum sparin or f (you with the same you beau MV sparin or f (you with the same you beau MV sparin for you with the same you beau MV sparin for you with the same you beau five you with the same you beau five you will be same you for you will be same you will be same you for you will be same you	
Change Enemy State	-gameiro con reconstructive proposal primary pro- grammer from primary	
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Enterly Recover All Enterly Appear Enterly Appear Show Battle Animation	Spanic Toop mention() (ferminy/mind appeal()	
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Show Battle Animation	Spanier (cop mention) (premy price) plane (price) (price) price) (price) (pric	
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Advanced	ver allanfung-Comment - Cames, Interpreter postorijes platgriformenski,	
	чи жиз-гургатим = чити, титрини россира Биргатим (
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Plugin Command It would be cool if we could teach people about parama/notetags here.	# (minimised we high procommand with manife () distribution ### (minimised we high procommand with manife () distribution ###################################	
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Actor Stats		
HP Maryle	Spendors striplicated by	
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DEF	Spanned-both and conflicted oil, paramet [3]	
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AGI LUK	symmetric and control power () Symmetric and control power () Symmetric and control power ()	
LUK	Spannishchara actor (setzol de) param (T)	
# Check for NameliD of Player Equipment		
*game_actors[X].equips[Y].id unless *game_actors[X].equips[Y] == nil # Returns the ID of the equipment on actor X, equipped in slot Y	if it general drawn an entriprediction agency (e.g.) (
	whom Spanned-dors actorification() equipal((n)) at:	
Sgame_actors[X].equips[Y].name unless Sgame_actors[X].equips[Y] == nil # Returns the name of the equipment on actor X equipped in slot Y		
# NOTE: If using any scripts that give or take equipment slots, the #Y is the number of the character's slot	if Spandown activitation activitation application ()	
# not the slot's number in the script. LE, using Yanfly Equip Menu script - if your character has equipment # slots 6.7.8.15.15.2.75 available than Source actors[1] equips[0] if would return the ID of the		
# NOTE: If using any scripts that give or take equipment alots, the FY is the number of the character's alot # not the slot's number is the script. It. using Yarfly Equip Mens script. If your character has equipment # slots 6,7,8,15,15,227 available the Tagems, actorify Lequips()(d) would return the ID of the # Item equipped in the alot defined as slot 6 in Yarfly script because it's the 1st equipment slot for the # specific character.		
# Checking Actors		
Sqame_actors(X).name # Returns the name of the actor X Sqame_actors(X).nickname # Returns the rickname of the actor X Sqame_actors(X).class.d # Returns the 10 of the actor X class Sqame_actors(X).class.name # Returns the name of the actor X class	Spanedom schright (d), samel) Spanedom schright (d), samel) Spanedom schright (d), commercial	
Sgame_actors[X].class.id # Returns the ID of the actor X class	Spared-down administration of the Change of	
\$game_actors[X].class.name # Returns the name of the actor X class		
# Screen Clean Up		
# Clear Fade # Clear Tone		
# Clear Flash # Clear Shake	Spanisticrens clearly;	
# Clear Weather	Spandown dual fruit)	
6 Citae Fada 6 Citae Fadar 6 Citae Fadar 6 Citae Fadar 7 Citae Fadar	Sparancount count.	
# Clear Tone (Immediate) Sgame_map.screen.clear_tone	Spandown dwiffeld)	
	Symmiltonic clarifysial()	
# Clear Shake (Immediate) Sgame_map.screen.clear_shake	\$pamdiovan.clast/leather():	
	SpandCoren chainProxima();	
# Clear Weather (Immediate) Sgame_map.acreen.clear_weather		
# Clear Pictures (Immediate) Sgame_map.screen.clear_pictures		
Sgame_map.screen.clear_pictures		
	(trackal Toppwer(kt))	
	(trp.1.48pcated(cit's) (trp.2.43pcated(cit's) (trp.2.43pcated(cit's))	
	(trps.fil.org/heses(104))	
hand triange (N.A.)	(Toucher to 11 ingenetic))	
Inputrepeat?(:A)	[Touchtput Minemat()]	
Input trigger?(-A) input repeat?(-A) input resex?(-A) input press?(-A) 6 Change A to your desired key, refer to F1 when you testplay and see the keys.	(Tourispe Auditorial) (Industrial)	
Please Include Touch Input and such.	Popular Signated (1)	
Movement Community Spirit, Spirit Community Spirit, Spirit Community Spirit, Spirit Community Spirit, Spirit Community Spirit,		
Sgame_player.dash? Sgame_player.jumping?		
Sgame_map.events[event_id].moving?		
form on acceptably V D		
Sgame_map.passable?(X, Y, D) Sgame_player.passable?(x, y, d)		
\$game_map.events[event_id].passable?(x, y, d)		
# \$game_map.passable? only tells you whether you can leave one tile in the direction of the other.		
# direction of the other AND if you can enter the other tile from the tile you're on now (for example,		
A time of the property of the		
# It also looks to see if there is an event on your target tile which would stop you going there,	Span-Player Aslaving) Span-Player Aslaving) Span-Player Aslaving)	
# but \$game_map.passable? would not tell you that:	Spined Way to Assensing)	
# Q: I want to check the position of Player and compare with the position at side of Events.	Spandage energifyentid jahongs (Spandage energifyentid jahongs) Spandage energifyentid jahongs)	
# Variable (6) = Position X Player	obtunents waster (licenses) or venduck?)	
# Variable (E) = Position X Player # Variable (F) = Position X Player # Variable (F) = Position X Event # Variable (B) = Position X Event # Variable (B) = Position X Event	Spandalo (in Passadiric, y, disciso)	
# Variable [9] = Position Y Event	Spannel invalidates and invalidation (Spannel Invalidation) Spannel invalidation and invalidation (Spannel Invalidation) Spannel Invalidation (Spannel Inval	
# If you only want them to be beaide the event (positions 1 or 3), use this: \$game, variables(7) == \$game, variables(5) and \$\$game, variables(6) - \$game, variables(5).abs == 1 # which says if the y value is the same and there is a difference of 1 between the x values. # Note: abs = absolute value.	Egypen-viriations and viriation (E. Egypen-viriage x x) Egypen-viriations and viriation (E. Egypen-viriage x x) Egypen-viriations and viriation (E. Egypen-viriage x x x x x x x x x x x x x x x x x x x	
# which says if the y value is the same and there is a difference of 1 between the x values.		
# more, and - 4000000 William to be an one of the 4 months and 7000000000000000000000000000000000000		
If Note the "An electrical value" of an electrical bias, use bias. If you want them is no only of the A membered bias, use bias. If you want them is no only of the A membered bias, use bias. If you want them is not the an electrical bias of the proper, working of the bias of the proper and the proper a		
# which says there is a difference of 1 between the x values OR a difference of 1 between the y values # It is comparing the difference between the x position of the narmy and the life of interest		
# Using abs lets me take one away from the other in any order and still end up with a positive number -		
It doesn't matter which has the # higher or lower x value. Then it does the same with the y position of # the player and the tile of interest. Then it adds them together (+ means plus, not and).		
so it me sum of the x distance and the y distance between the two tiles is 1, it means the player is on # a tile that is directly touching the tile of interest (and not corner-ways, as then the sum of the numbers		
would be 2)		
# Follower Move Route Option		
# Follower Move Route Option # Same_player_followers(n)_force_move_route(move_route) # For Followers (8 for first after actor, 1 for second after actor, etc.)		

# Change an actor's equipment.								
Sgame, actors(1) change_equip(n,Sdata_weapons(1)) # Change n with one of the following: # 0 = weapon, 1 = shield, 2 = headgesr, 3 = body-gear (armor), 4 = accessory								
# 0 = weapon, 1 = shield, 2 = headgear, 3 = body-gear (armor), 4 = accessory								
# Check Conditional Branch: if [Actor] has [Weapon] Equipped								
Source actors[actor id] wasness include?(Sdate wasness)wasnes id])								
Sgame_actors[actor id]. weapons.include?(\$data_weapons[weapon id]) right_hand = Sgame_actors[actor_id] equips(0) idt_hand = Sgame_actors[actor_id] equips(0)								
# To get the items. Replace the index in equips for the item you're looking for:								
# 0 = right hand, 1 = left hand, 2 = head, 3 = body, 4 = accessory # provided you're not using any scripts that change that. You can check their types with:								
Malaba based in a CORPO-Missace)								
= figsimathing =								
elsif right_hand.is_s?(RPC::Armor)								
end	SgameActors.actor(actor id) equips()(slot id) null;							
# Or get their properties with with:	*change null to id							
right, hand did right, hand did right, hand disease right, hand disease right, hand description 8 etc.								
right_hand.icon_index								
right_hand.description								
# Example: If you want to check if you have a Prinny Gun equipped on your first weapon slot:								
right_hand = \$game_actors[actor_id].equips[0]								
injah, hand = Sgarma, actorajactor, jefj.acujas[0] if Injah, hand.nif? & right, hand.name.eq??("Prinny Gun") # Do something								
end sometring								
# You don't even need to keep track of the IDs, really (unless you want to, for some reason).								
# If there's no way to not have a weapon equipped in your game, you can also take out the ".nil?" check.								
# Currency unit set from the system tab:								
\$data_system.currency_unit								
# Move Events and players by fractional squares								
Sgame_map.events(ID).moveto(x, y) Sgame_player.moveto(x, y)								
\$game_player.moveto(x, y)								
# Example of fractional squares								
# Example of fractional squares Sgame, map-venti(1), movelo(0, 5.5) Sgame, player, moveto(7.5, 3) end								
end # The Collission box is still seen as 32x32								
P Ing Collegion dox is still seen as 32X32								
# Script Call Battle Logs!								
# First and this scriptlet:								
# First add this scriptlet: class Scene_Battle < Scene_Base								
attr_accessor:log_window end								
If You hand you were haddle force								
# To load your own battle logs ScensManager.scens.log_window.add_test["insert custom text here"] # It doesn't clear out and just stays there until something else replaces it.								
# It doesn't clear out and just stays there until something else replaces it. SceneManager.scene.log_window.wait # If you want it to clear make sure to use this.								
# If you want it to clear make sure to use this. SceneManager.scene.log_window.wait_and_clear								
# You can also do something like this!								
x += "Hello."								
* TOL CER HISO OD SOMEWING DIE OF THE STATE								
SceneManager.scene.log_window.add_text(x)								
# or:								
# or: y = SceneManager.scene.log_window y_add_text(lext)								
# Follower Move Route Option								
Sgame_player.followers(n).force_move_route(move_route) # For Followers (5 for first after actor, 1 for second after actor, etc.)								
Sgame_player.center(Sgame_player.x, Sgame_player.y) You can set an event or the player to be in the center of the screen. It snaps but it's pretty good :D!	SgamePlayer.center(SgamePlayer.x, SgamePlayer.y)							
	Sparme@vatem.on@eforeSave():							
DataManager.save_game(0)SceneManager.goto(Scene_Map)	SgarneGystem.or@efcreSave(); DishManajer.asvcGarne(st); ScannManajer.pds(Scane_Map);							
	SceneManager_some.addChild(new Window_Gold(x, y));							
@gold_window = Window_Gold.new @gold_window.x = 0 @gold_window.y = 0								
@gold_window.y = 0								