

## RMVA 清 Esc 窗口三件套[RGSS][脚本整理]

制作更原创的 RPG 内容的时候，需要这个脚本。

网上不好找，因为太简单。

我做这个不够精简，将就用，懒得删东西。

1.window kill : 去掉金钱和右侧主角团队状态栏

```
=====
# ** Scene_Menu 修改 by:洮源芝闇
#-----
# This class performs the menu screen processing.
#=====

class Scene_Menu < Scene_MenuBase
  #-----
  # * Start Processing
  #-----
  def start
    super
    create_command_window
    create_gold_window
    create_status_window
  end
  #-----
  # * Create Command Window
  #-----
  def create_command_window
    @command_window = Window_MenuCommand.new
    @command_window.set_handler(:item, method(:command_item))
    @command_window.set_handler(:skill, method(:command_personal))
    @command_window.set_handler(:equip, method(:command_personal))
    @command_window.set_handler(:status, method(:command_personal))
    @command_window.set_handler(:formation, method(:command_formation))
    @command_window.set_handler(:save, method(:command_save))
    @command_window.set_handler(:game_end, method(:command_game_end))
    @command_window.set_handler(:cancel, method(:return_scene))
  end
  #-----
  # * Create Gold Window
  #-----
  def create_gold_window
    # @gold_window = Window_Gold.new
    # @gold_window.x = 0
    # @gold_window.y = Graphics.height - @gold_window.height
  end
end
```

```

#-----
# * Create Status Window
#-----
def create_status_window
  # status_window = Window_MenuStatus.new(@command_window.width, 0)
end
#-----
# * [Item] Command
#-----
def command_item
  SceneManager.call(Scene_Item)
end
#-----
# * [Skill], [Equipment] and [Status] Commands
#-----
def command_personal
  @status_window.select_last
  @status_window.activate
  @status_window.set_handler(:ok, method(:on_personal_ok))
  @status_window.set_handler(:cancel, method(:on_personal_cancel))
end
#-----
# * [Formation] Command
#-----
def command_formation
  @status_window.select_last
  @status_window.activate
  @status_window.set_handler(:ok, method(:on_formation_ok))
  @status_window.set_handler(:cancel, method(:on_formation_cancel))
end
#-----
# * [Save] Command
#-----
def command_save
  SceneManager.call(Scene_Save)
end
#-----
# * [Exit Game] Command
#-----
def command_game_end
  SceneManager.call(Scene_End)
end
#-----
# * [OK] Personal Command

```

```

#-----
def on_personal_ok
  case @command_window.current_symbol
  when :skill
    SceneManager.call(Scene_Skill)
  when :equip
    SceneManager.call(Scene_Equip)
  when :status
    SceneManager.call(Scene_Status)
  end
end
#-----
# * [Cancel] Personal Command
#-----
def on_personal_cancel
  @status_window.unselect
  @command_window.activate
end
#-----
# * Formation [OK]
#-----
def on_formation_ok
  if @status_window.pending_index >= 0
    $game_party.swap_order(@status_window.index,
                          @status_window.pending_index)
    @status_window.pending_index = -1
    @status_window.redraw_item(@status_window.index)
  else
    @status_window.pending_index = @status_window.index
  end
  @status_window.activate
end
#-----
# * Formation [Cancel]
#-----
def on_formation_cancel
  if @status_window.pending_index >= 0
    @status_window.pending_index = -1
    @status_window.activate
  else
    @status_window.unselect
    @command_window.activate
  end
end

```

```

end
2.command kill 去掉除了退出和道具以外的所有选项
#=====
# ** Window_MenuCommand 修改 by:洮源芝闇
#-----
# This command window appears on the menu screen.
#=====

class Window_MenuCommand < Window_Command
  #-----
  # * Initialize Command Selection Position (Class Method)
  #-----
  def self.init_command_position
    @@last_command_symbol = nil
  end
  #-----
  # * Object Initialization
  #-----
  def initialize
    super(0, 0)
    select_last
  end
  #-----
  # * Get Window Width
  #-----
  def window_width
    return 160
  end
  #-----
  # * Get Number of Lines to Show
  #-----
  def visible_line_number
    item_max
  end
  #-----
  # * Create Command List
  #-----
  def make_command_list
    add_main_commands
    #add_formation_command
    #add_original_commands
    #add_save_command
    add_game_end_command
  end
end

```

```

#-----
# * Add Main Commands to List
#-----
def add_main_commands
  add_command(Vocab::item, :item, main_commands_enabled)
  #add_command(Vocab::skill, :skill, main_commands_enabled)
  #add_command(Vocab::equip, :equip, main_commands_enabled)
  #add_command(Vocab::status, :status, main_commands_enabled)
end
#-----
# * Add Formation to Command List
#-----
def add_formation_command

  #add_command(Vocab::formation, :formation, formation_enabled)

end
#-----
# * For Adding Original Commands
#-----
def add_original_commands
end
#-----
# * Add Save to Command List
#-----
def add_save_command
  add_command(Vocab::save, :save, save_enabled)
end
#-----
# * Add Exit Game to Command List
#-----
def add_game_end_command
  add_command(Vocab::game_end, :game_end)
end
#-----
# * Get Activation State of Main Commands
#-----
def main_commands_enabled
  $game_party.exists
end
#-----
# * Get Activation State of Formation
#-----
def formation_enabled

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    $game_party.members.size >= 2 && !$game_system.formation_disabled
end
#-----
# * Get Activation State of Save
#-----
def save_enabled
    !$game_system.save_disabled
end
#-----
# * Processing When OK Button Is Pressed
#-----
def process_ok
    @@last_command_symbol = current_symbol
    super
end
#-----
# * Restore Previous Selection Position
#-----
def select_last
    select_symbol(@@last_command_symbol)
end
end
3.statu kill: 单纯去掉主角团队状态，单独使用时仍会显示右侧大窗口
=====
# ** Window_MenuStatus      修改 by:洮源芝閣
#-----
# This window displays party member status on the menu screen.
=====

class Window_MenuStatus < Window_Selectable
    #-----
    # * Public Instance Variables
    #-----
    attr_reader :pending_index      # Pending position (for formation)
    #-----
    # * Object Initialization
    #-----
    def initialize(x, y)
        super(x, y, window_width, window_height)
        @pending_index = -1
        refresh
    end
    #-----
    # * Get Window Width

```

```

#-----
def window_width
  Graphics.width - 160
end
#-----
# * Get Window Height
#-----
def window_height
  Graphics.height
end
#-----
# * Get Number of Items
#-----
def item_max
  $game_party.members.size
end
#-----
# * Get Item Height
#-----
def item_height
  (height - standard_padding * 2) / 4
end
#-----
# * Draw Item
#-----
def draw_item(index)
  # actor = $game_party.members[index]
  # enabled = $game_party.battle_members.include?(actor)
  # rect = item_rect(index)
  # draw_item_background(index)
  # draw_actor_face(actor, rect.x + 1, rect.y + 1, enabled)
  # draw_actor_simple_status(actor, rect.x + 108, rect.y + line_height / 2)
end
#-----
# * Draw Background for Item
#-----
def draw_item_background(index)
  # if index == @pending_index
  #   contents.fill_rect(item_rect(index), pending_color)
  # end
end
#-----
# * Processing When OK Button Is Pressed
#-----

```

```
def process_ok
  super
  $game_party.menu_actor = $game_party.members[index]
end
#-----
# * Restore Previous Selection Position
#-----
def select_last
  select($game_party.menu_actor.index || 0)
end
#-----
# * Set Pending Position (for Formation)
#-----
def pending_index=(index)
  last_pending_index = @pending_index
  @pending_index = index
  redraw_item(@pending_index)
  redraw_item(last_pending_index)
end
end
```



道具  
退出游戏

