

WINDOW-SKIN CHANGER (RMVX-Ace)

You require the following scripts **in this order** in your script listing (scripts are provided below):

- SEIR_WindowSkinAddon1
- YEA_SystemOptions
- Jet_WindowSkinChanger
- SEIR_WindowSkinAddon2

SEIR_WINDOWSKINADDON1

This script is a list of all the windowskins you will allow in your game. The names in quotes are the windowskin filenames found in your "Graphics/System" folder....so place your windowskins in that folder.

If you are using five windowskins in your Graphics/System folder, then there should only be 6 in the list (the "Window" windowskin is reserved for the default blue RMVXAce windowskin).

If you want to replace the default blue windowskin with one in your Graphics/System folder, then you should rename one of your windowskins to "Window".

All windowskins are of the PNG file-format.

```
module YEA
  module SYSTEM
    WSKIN_VAR = 145 #variable used to store windowskinID
    WSKIN_LIST = { # <--do not remove this.
      # ID => "WindowSkinFilename"
      1 => "Window", # <--do not remove this.
      2 => "PurplePrince",
      3 => "Romanian",
      4 => "RareCandy",
      5 => "Luckywood",
      6 => "DeepAqua",
      7 => "Goldbook",
      8 => "FancyGreen",
      9 => "OldMap",
      10 => "DarkGothic",
      11 => "GrapeFade",
      12 => "MoltenBrown",
      13 => "LaserBeam",
      14 => "GreenSketch",
      15 => "Goldblack",
      16 => "Indoor",
      17 => "AngelBlue",
      18 => "RedGothic",
      19 => "PaleFantasy",
      20 => "Basic",
    } # <--do not remove this.
  end
end
```

YEA SYSTEMOPTIONS

I'm pretty sure you have this script but you will need to modify it to add the window skin feature.

1. Around line 106 you will see the COMMANDS array. I am using `:variable_1` for the window skin changer, so if you have it commented out (#) remove the #. If you are using `:variable_1` for another feature, then you will either have to use `:variable_2` or add a `:variable_3`. Here's my example (noticed I moved `:variable_1` to the top so that it will be closer to the window colour changer 😊). Get here: <http://yanflychannel.wordpress.com/rmvxa/menu-scripts/system-options/>

```
COMMANDS =[
:variable_1 , # By Seiryuki with a modified Jet's WindowChanger.
>window_red, # Changes the red tone for all windows.
>window_grn, # Changes the green tone for all windows.
>window_blu, # Changes the blue tone for all windows.
>volume_bgm, # Changes the BGM volume used.
>volume_bgs, # Changes the BGS volume used.
>volume_sfx, # Changes the SFX volume used.
>blank,
>autodash, # Sets the player to automatically dash.
>instantmsg, # Sets message text to appear instantly.
>animations, # Enables battle animations or disables them.
# >switch_1, # Custom Switch 1. Adjust settings below.
# >switch_2, # Custom Switch 2. Adjust settings below.
# >variable_2, # Custom Variable 2. Adjust settings below.
>blank,
>to_title, # Returns to the title screen.
>shutdown, # Shuts down the game.
] # Do not remove this.
```

2. We now need to modify another line; the line that defines the `:variable_1`, or whatever variable you decided to use above. Around line 156, you must configure it to look exactly like this:

```
CUSTOM_VARIABLES ={
# -----
# :variable => [Switch, Name, Colour1, Colour2, Min, Max,
#               Help Window Description
#               ], # Do not remove this.
# -----
:variable_1 => [ WSKIN_VAR, "Window Skin", 9, 1, 1,
                WSKIN_LIST.length, "Change the window's skins."
                ],
# -----
:variable_2 => [ 2, "Custom Variable 2", 10, 2, -10, 10,
                "Help description used for custom variable 2."
                ],
# -----
} # Do not remove this.
:variable_1 => [ WSKIN_VAR, "Window Skin", 9, 1, 1,
                WSKIN_LIST.length, "Change the window's skins."
                ],
```

WSKIN_VAR was defined in the **SEIR_WindowSkinAddon1** script above and is equal to a variable you should specify in that script. I specified 145, but you can specify it to any variable, just make sure that you haven't set 145 to be used by another script.

WSKIN_LIST was defined in the **SEIR_WindowSkinAddon1** script above too. It is just the list of window skin images you specified. Here WSKIN_LIST.length, just gets the amount of windows you're using to be the max value of the variable.

After the 9, 1 is another 1, which is the min value for the variable.

Set 1 to be the min value for the variable.

Note that variables start off as 0, so you will see it defaulted to 0 in the game, even though we set the min to be 1. This doesn't cause problems.

The text to display is up to you. I used: "Change the window's skins."

That's all for this script.

JET WINDOWSKINCHANGER

Can be found in the first post here:www.rpgmakervxace.net/index.php?/topic/761-rgss2-to-rgss3-windowskin-changer/, or see Appendix in this document for a copy of the script.
Don't modify this script.

SEIR WINDOWSKINADDON2

This is a script I made. Don't modify it.

```
#####
# Window Skin Changer Add-on for YEA-System Options
#####
# Date: 2012-Jan-17
# Requirements: 1. Yanfly's YEA-SystemOptions
#               2. Jet's WindowskinChanger (VX/VXA)
#####

#####
# Re-writes Jet's change_skin method.
#####

class Game_Interpreter
  def change_skin(var_value)
    YEA::SYSTEM::WSKIN_LIST.each do |num, skin|
      if num == var_value
        $game_system.window_skin = skin
      end
    end
  end
end

class Game_System
  alias wskin_initialize initialize unless $@
  def initialize(*args, &block)
    wskin_initialize(*args, &block)
    @window_skin = YEA::SYSTEM::WSKIN_LIST[1]
  end
end

#####
# Modifies YEA-SystemOptions' change_custom_variable method.
#####

class Window_SystemOptions < Window_Command
  alias sei_wskin_change_custom_variables change_custom_variables
  def change_custom_variables(direction)
    sei_wskin_change_custom_variables(direction)
    tempvar = YEA::SYSTEM::CUSTOM_VARIABLES[current_ext][0]
    if tempvar == YEA::SYSTEM::WSKIN_VAR
      $wskin_gint = Game_Interpreter.new
      $wskin_gint.change_skin($game_variables[tempvar])
    end
  end
end
```

SUMMARY

1. You must place the scripts in the order specified above.
2. Place all your window skins in the Graphics/System folder of your project. Give the files meaningful names so that they will be easy to work with. Avoid spaces in the filenames (they may not cause problems but it is a habit we programmers have).
3. Make the stated modifications to these scripts:
 - SEIR_WindowSkinAddon1
 - YEA_SystemOptions
4. Do not modify the last 2 scripts.
5. Test and enjoy.

Appendix

JET'S WINDOWSKIN CHANGER FOR VX/VXACE:

```
#####
# Change WindowSkin Snippet
# By Jet10985 (Jet)
# Original Code by: Woratana
#####
# This snippet allows you to change the window skin of all the windows with a
# simple script call in-game.
# This script has: No customization options.
#####
# Overwritten Methods:
# None
#####
# Aliased methods:
# Window_Base: initialize, update
# Game_System: initialize
#####
=begin
To change the window skin, use this code:

change_skin(skinname)

skinname = the name of the window skin file.
Please note: The window skins must all be in the Graphics/system folder.
=end

class Window_Base

  alias jet2888_initialize initialize unless $@
  def initialize(*args, &block)
    jet2888_initialize(*args, &block)
    self.window_skin = Cache.system($game_system.window_skin)
    @wskin = $game_system.window_skin
  end

  alias jet1899_update update unless $@
  def update(*args, &block)
    jet1899_update(*args, &block)
    if @wskin != $game_system.window_skin
      self.window_skin = Cache.system($game_system.window_skin)
      @wskin = $game_system.window_skin
    end
  end
end

class Game_System

  attr_accessor :window_skin

  alias jet4729_initialize initialize unless $@
  def initialize(*args, &block)
    jet4729_initialize(*args, &block)
    @window_skin = "Window"
  end
end

class Game_Interpreter

  def change_skin(skinname)
    $game_system.window_skin = skinname
  end
end
```

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