

Introduction

You may want to increase a variable or turn on a switch automatically depending on what equipment the actors are using.

Or, to do several things like changing the appearance of the character, increasing speed, and more.

This plugin lets you do this check as it allows you to run a common event every time the player exits/closes the menu.

Requirements

- Need Eli Book

Features

- Play a common event when the player quits the menu.
- Choose to play the menu common event after or before all other reserved common events.

Plugin Parameters

- **Common Event Id** → The common event that will play when quitting the menu.
- **Play/Run order(MZ)** → You can choose to play the quit common event after or before all other reserved common events.

Update Log

Version 5.1.0 - 10/30/2022

- Fixed a problem that happens when using an item on the Item Scene, which was making the game return to the Scene Map to play the quit common event when using any item, even if the item does not have any common event to play.
- Add a feature that let you choose if the quit common event will play after or before the other reserved common events.
- Need Eli Book 5.4.3

Version 5.0.2(MV) - 01/31/2022

- Fixed an issue that when using items, the menu is being forced to close to play the quit common event.

Version 5.0.1 - 04/19/2022

- Fixed a behavior that when you quit the menu and the quit menu common event calls the menu again when you exit the menu it was not playing the common event again.

Version 5.0.0 - 02/05/2022

- Updated terms of use.

Version 3.0.0 - 08/15/2021

- Adapted to work with Eli Book 4.0.0.

Version 2.0.0 - 12/18/2020

- Adapted to work with Eli Book 3.0.0.

Version 1.0.1 - 10/16/2020

- Adapted to work with Eli Book 2.0.0

Version 1.0.0 - 10/06/2020

- Plugin release!