

# Introduction

This plugin was originally a commission and it implements some changes on the main menu like the screenshot below.



## Features

- Add an individual status window for each actor and separate them for Active and Reserve party members.
  - You can organize them on a grid layout.
  - You can decide how many active and reserve windows will have.
- Add map name location window.
- Turn the default command window on an Icon window with another window to work as a label.
- You can adjust all windows positions and sizes.
- Can choose to not show the Map, Gold and Reserve Title window.

## How to use

The plugin should be plug and play with the default parameters. But you may need to adjust some window sizes according to your game resolution.

If you want some customization, you need to go into the plugin parameters.

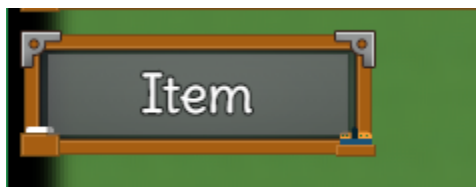
# Plugin Parameters

## Command Window



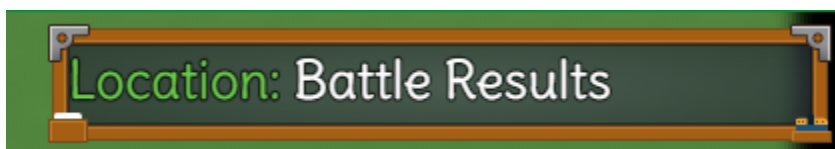
- **Max Cols** → You can decide how many columns this will have. It also decides the width of the window.
- **Max Rows** → You can also decide the number of rows. It also decides the height of the window. If perhaps the window has more commands than the number of columns x rows, the command will be scrollable. Set the rows to 0, so the plugin will decide the number of rows automatically.
- **Command Icons** → This will let you assign each command symbol to an icon index. If perhaps you don't list some command symbols here, it will auto assign a blank icon (icon index 0).
  - Command Symbol → A dropdown list of the default commands. You can also type a custom symbol command here.
  - Icon Index → Set the icon index.
- **Position** → [Check it here](#).

## Command Label Window



- **Width** → The width of the label window. If you set 0, it will automatically be the size of the largest command name.
- **Position** → [Check it here](#).

## Map Name Window



- **Text** → The text to be shown on the map location window. You can use escape codes here. Use MAP\_NAME on the text and the plugin will replace this with the display map name.
- **Width** → The width of the window. If you set it to 0, it will automatically set its size according to the text on the window.
- **Position** → [Check it here](#).
- **Enable** → Set to true to enable this window. False to not use it.

## Gold Window



- **Width** → The width of the window.
- **Position** → [Check it here](#).
- **Enable** → Set to true to enable this window. False to not use it.

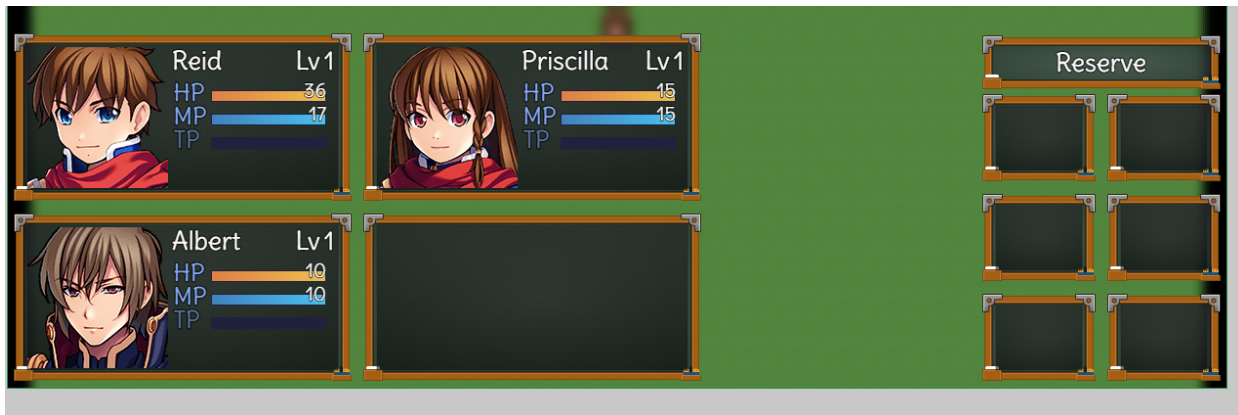
## Cancel Button Position

- **Position** → [Check it here](#).

## Active & Reserve Status Window

They share the same type of parameters, but they work and are on different grids for position. They also are organized by a grid logic. So, their size and the max columns and row/column space will affect their positions.

The main difference between them is the information of the actor that is drawn. Reserve Windows only draws the actor name and level. Also, if the reserve actor is dead, it will turn black and white.



- **Number of windows** → The amount of windows the plugin will create for active or reserve party members.
- **Width & Height** → The size of the window. Separate each other with a comma.
- **Position** → [Check it here](#). But also, keep in mind that they will work like a grid layout. And the plugin will automatically understand that by positioning the group of windows on the screen, according to this position and number of columns, e column/row spacing.
- **Max Columns** → The amount of columns the windows will be organized.
- **Column & Row Space** → The space between each column and row. Separate each one by a comma.

## Reserve Window Title

This window works as a label to be placed above the Reserve Status windows. But you can also put anywhere on the screen, and also write everything.



- **Text** → The text written on the window.
- **Width** → The width of the window.
- **Position** → [Check it here](#).
- **Enable** → Set to true to enable this window. False to not use it.

## Only Mouse Selection

Due to the user being able to change the status windows location, the Down and Up cursor, will work, respectively as, Right and Left cursor. If that is strange to your status window positions, you can disable the input cursor selection (Using keyboard and gamepad), and set this parameter to true. Then the player will only be able to select the window by using the mouse.

## Update Log

### Version 1.0.0 - 09/30/2025

- Plugin release!