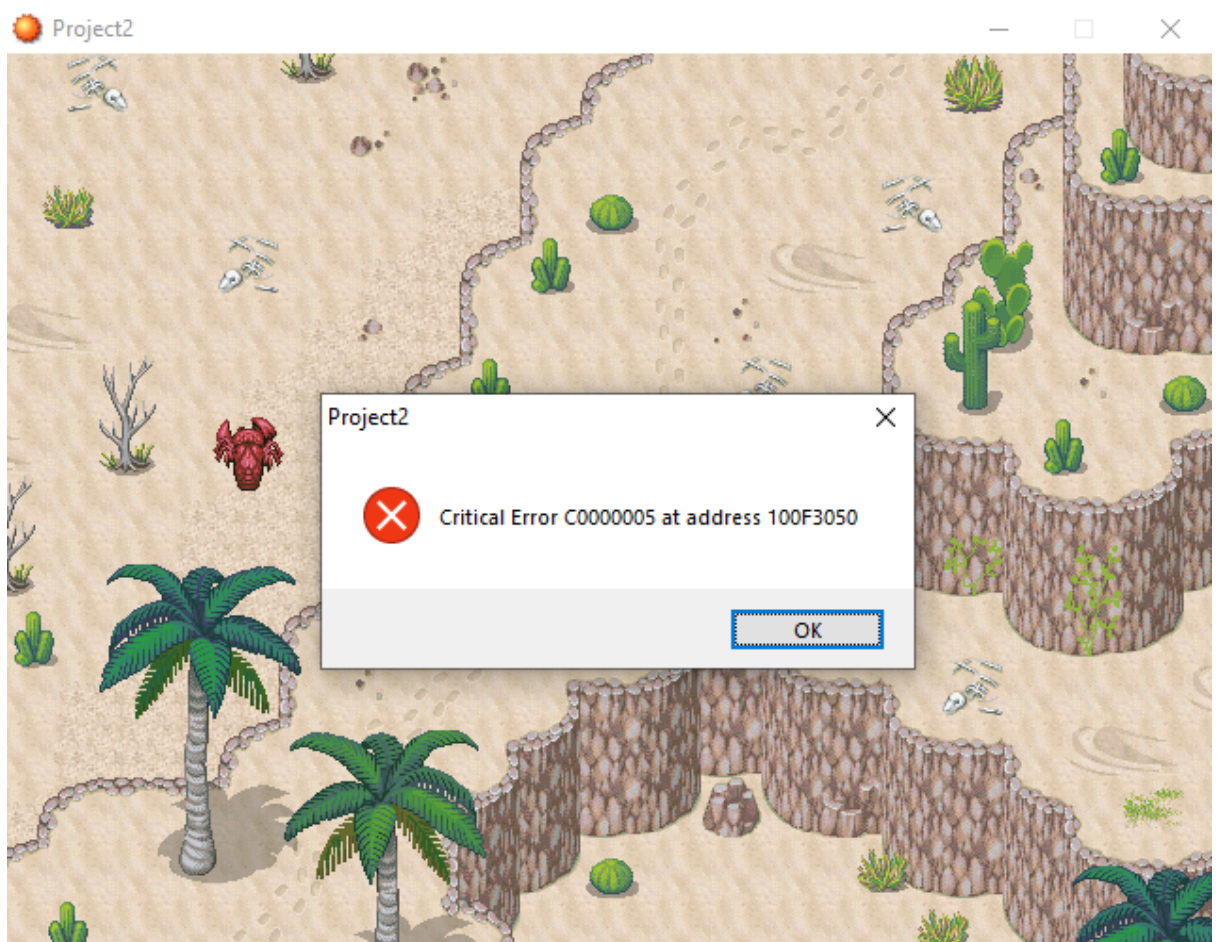


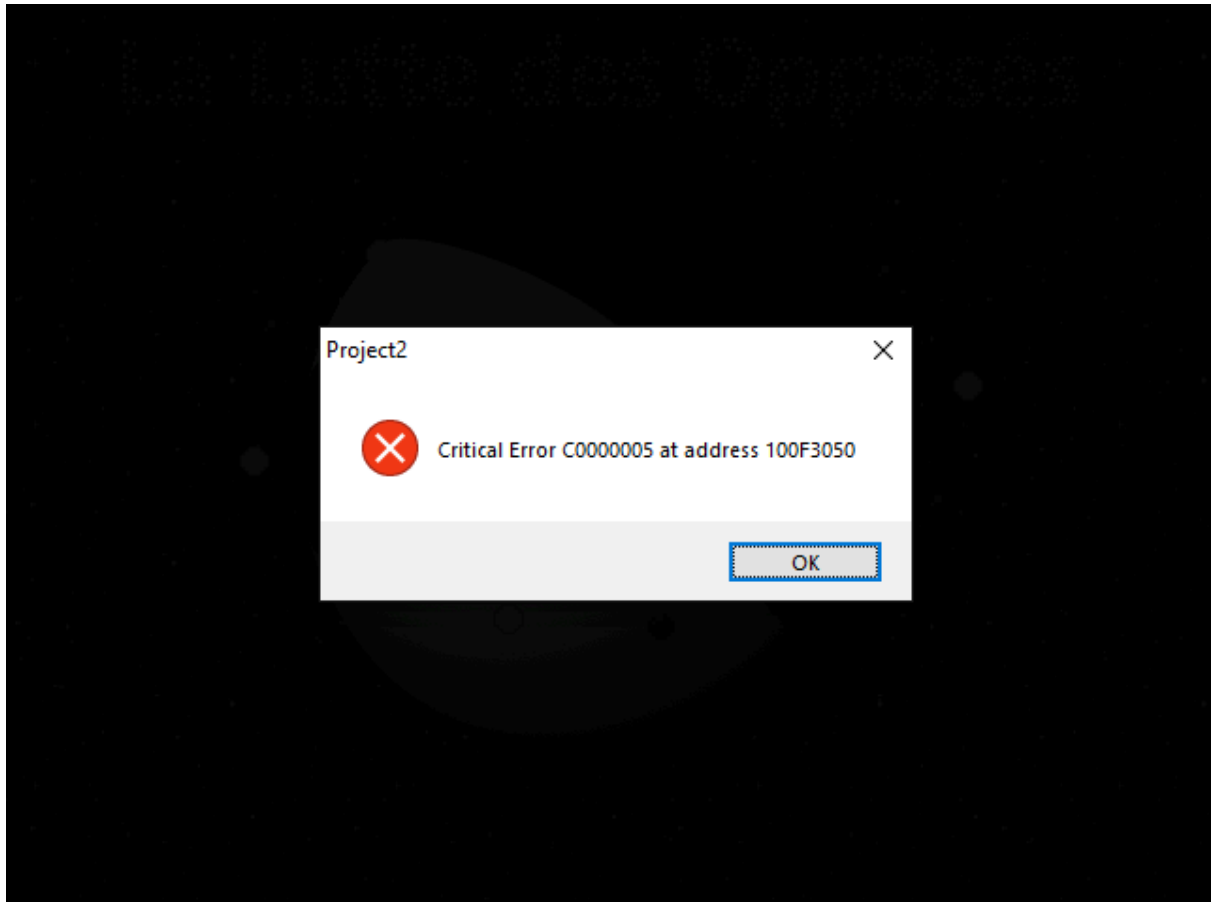
Script rpgmaker xp :

Wish list

- 1) I have a bug with the F12 key. And then quitting the game gives me an error message. I would like to remove the F12 key or it works.



2) I have a bug when I quit. It seems good if I copy everything in a new project but I'm not sure.



- 3) I use floating message and normal message. During the normal message, I would like to have character faces or names in dialog boxes.



example in another version of the project :

\f[ce]Text

pictures ce = faceset

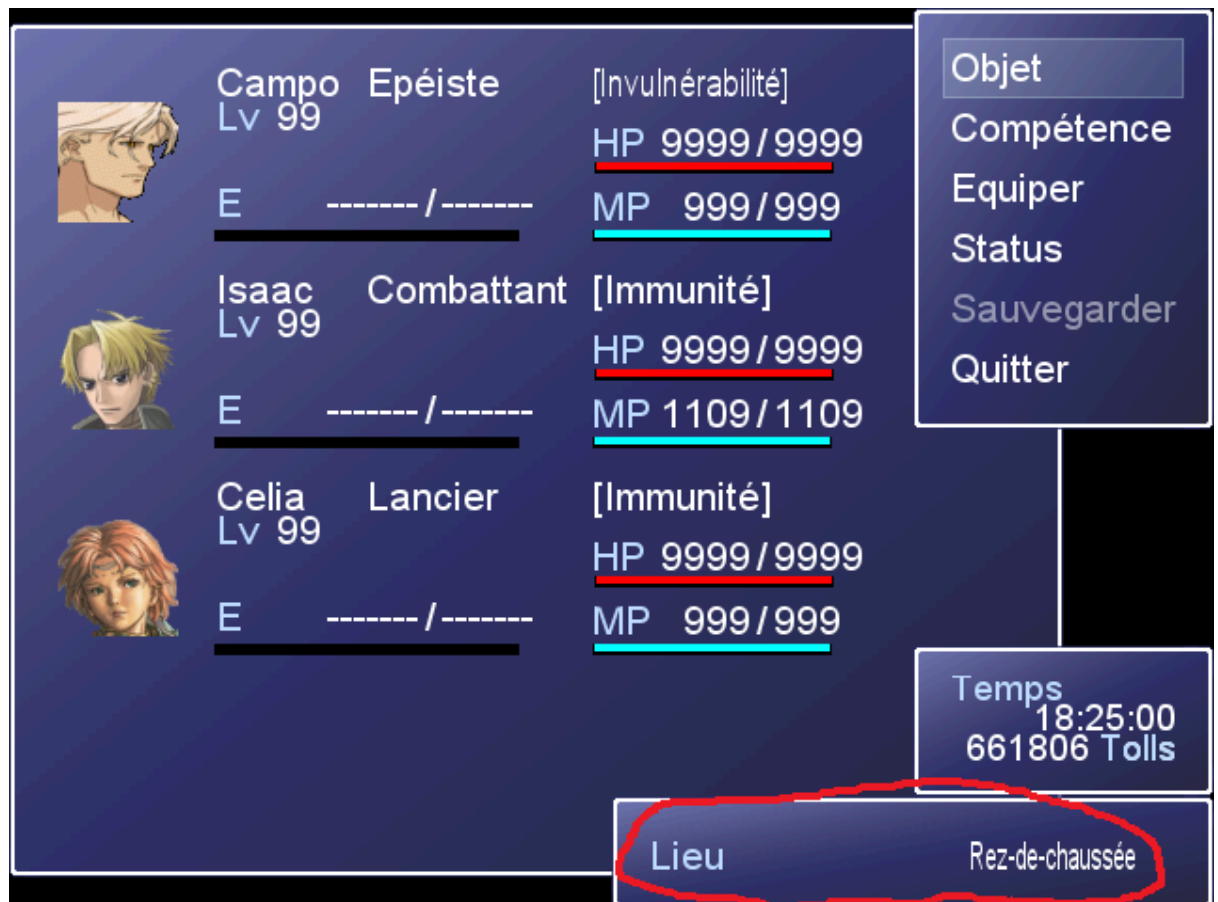


example in another version of the project :

\ [Chef de service]Text

- 4) Be able to shake a box of text or a word at least, to simulate fear
https://youtu.be/j_1lqWhsNg
- 5) I changed "defend" to "skip turn" and wish it wouldn't increase the character's defense. (on/off)
- 6) Remove blinking arrows when aiming at multiple enemies (to display one arrow per enemy and it doesn't blink)
- 7) I'm French and I need to translate the game. I can't translate "critical" to "critique" in combat (players and enemies). Same for "miss" in "raté"

- 8) I have 2 versions of the script for reflections in water. One works for cubic autotitles, the other for rounded autotitles. I would like to be able to choose which one works depending on the maps. And the one for rounded autotitles displays a bit of too much reflection under the player (this is better seen in the demo).
<https://youtu.be/o2w4nT7rjug>
- 9) My transitions (for example in the menu) are seamless. I would like it to be opaque directly.
- 10) be able to equip 2 or 3 accessories, which are unlocked at certain levels
- 11) In the menu, I would like a box to see the name of the place you are going through (box in addition or instead of the number of steps)



- 12) On the title screen, if I load and then cancel, the stars in the background are no longer aligned in the same way. I would like it to stay the same.

<https://youtu.be/fCmw9FlqHVV>

- 13) A new in-game game relauches the short version of the title screen and not the long version.
- 14) On the title screen, I would like to have a menu with horizontal and vertical choices (see photo). If impossible, then have a horizontal menu.



Current title screen



Desired title screen

- 15) I have seen scripts to use rpgmaker vx ace engine on rpgmaker xp (on Chaos Project if I'm not talking nonsense). It's very optional, but if it's possible to make it compatible, that would be great!