

[things most people don't customize \(but should\)](#)

tutorials/troubleshooting

[tps://yamiworld.wordpress.com/rgss3/field-scripts/overlay-mapping/](https://yamiworld.wordpress.com/rgss3/field-scripts/overlay-mapping/)

<http://forums.rpgmakerweb.com/index.php?/topic/30603-problem-with-animated-parallax-and-overlay-mapping/>

<http://www.rpgmakervxace.net/topic/12299-getting-started-with-parallax-mapping/>

<http://www.rpgmakervxace.net/topic/16871-sprite-dimensions/>

scripts

[more than 4 conditional choices](#)

[ALTERNATE conditional choices](#)

[make fog](#)

[animated parallax](#)

[stop all movement](#)

[parallax mapping](#)

[misc game formatting options](#)

[title screen customize](#)

[parallax overlay](#) (figure out later)

[YAMI parallax overlay](#)

[large sprite display fix](#)

[more walking frames](#)

[screen resize](#)

[message display options](#)

[removing things from menu](#)

[more removing parts of the menu](#)

[AWESOME menu editor](#)

https://www.reddit.com/r/RPGMaker/comments/26wssb/victor_scripts/

other

[generic fonts](#)

[common mistakes](#) (includes self-switch help)

[displaying map/making it disappear](#)

[SHOWIN PICS EASILY. I WILL DIE](#)

[ruby tutorials](#)
[switches and more](#)

[title screen move options](#)
[splash screen \(for logo, etc.\) at start of game](#)
[menu cursor](#)
[animated faces](#)
[changes position of show choice](#)