

Introduction

This plugin enhances some event commands, letting you call them and set their arguments in a dynamic way, either by variables or formulas.

For example, the default event command for giving items, weapons, and armor lets you dynamically set the number of items received with a variable.

But it does not let you customize dynamically the item you are giving.

Instead, if you want to give an item dynamically you have to create several conditional branches or use a script call.

But with this plugin, you can set an item/weapon/armor dynamically using a variable or formula. And also give different items with one command.

You can also change the formation on the map, change the name of an actor using variables or formulas, and much more!

Features

Current Enhanced Commands

PARTY

- Change Gold
- Change Item
- Change Weapon
- Change Armor
- Change Party Member

ACTOR

- Change HP
- Change MP
- Change TP
- Change State
- Recover All
- Change EXP
- Change Level
- Change Skill
- Change Equipment
- Change Name
- Change Class
- Change Nickname
- Change Profile

SYSTEM SETTINGS

- Change Actor Images

New Commands

- Change Party Formation on Map
- Change formation forward, backward, and random!

Plugin Commands

Common arguments

Most of the plugin commands are self-explanatory. But here are some explanations about how some arguments work.

Almost all arguments accept [Multiple Operators](#)

Search Type / Actor Id

Some plugin commands have the argument "Search Type" and "Actor Id".

On the "**Search Type**" you can set the method that the plugin will use to get the "**Actor Id**" you want to apply the command.

You can choose to find the **Actor Id** by its **ID** or by their party **INDEX**.

NOTE: If you write "All" on an ID field, it will apply the command to all party members, regardless if you choose Index or Id on the search type.

Map Characters

Some plugin commands have the argument "**Character ID**" or "**Characters**".

This argument is a reference for the map sprites: Events, Vehicles, Player, and Followers.

Below is how you can identify them:

- 1, 2, 3... → Event Ids
- 0 → This event
- -1 → Player
- -2, → First Follower. -3, Second Follower. Etc...
- boat, ship, airship → Vehicles

Recover All

By default the event command will remove all actor states and recover all hp and mp.

However, this command will let you choose what you want to recover. If you want to use default, just set the Mode to All.

There is also an option to refresh the actor after the recovery. The event command does not do that by default.

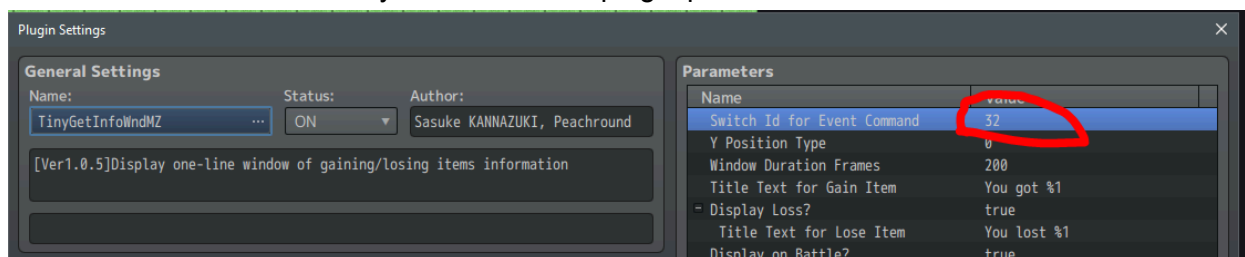
The refresh will do the following:

- Check if any state the actor can resist, if it does, it will erase the state.
- Make sure hp, mp, tp are with values between 0 and their maximum values.
- Check if actor hp is equal to 0. If it is, will add the death state. If not, it will remove the death state.
- It will run the release unequippable items method.

Compatibility

TinyGetInfoWndMZ.js

To make them work together, you need to put my plugin somewhere below this one. And also, use the Switch set on the TinyGetInfoWndMZ plugin parameter to ON.



Update Log

Version 2.3.0 - 08/19/2025

- Added five new commands:
 - Change Gold.
 - Change HP
 - Change MP
 - Change TP
 - Recover All
- Fixed an issue where the Change profile/nickname command was not evaluating formulas.

Version 2.2.1 - 12/01/2023

- Added compatibility with TinyGetInfoWndMZ.js when using the change item/weapon/armor command.

Version 2.2.0 - 08/03/2023

- Added a new command to change the Level of the actors!

Version 2.1.0 - 08/02/2023

- Added a new command to change Exp of the actors!
- Some performance improvements!
- Fixed a bug on Change Party members when using the Search Type equal to Index, that was making not properly remove the party members.
- On the Change Equipment command, if you choose to remove an equipment, you can now specify multiple entries on the Slot Id. Meaning you can remove all equipment from an actor.
- Fixed Change Actor image command not getting multiple entries for actor id/index. Now you can change the image for multiple actors at once!

Version 2.0.2 - 05/02/2023

- Fixed some command arguments that are not accepting the multiple operators.
- Need Eli Book 5.4.4

Version 2.0.1 - 03/17/2023

- Fixed a bug where the user was unable to discard items using the plugin command.
- Add a new way to change the party formation: Random
- Add a way to choose to change the party formation for only the active members or all members.

Version 2.0.0 - 02/05/2022

- Updated terms of use.

Version 1.0.0 - 25/11/2021

- Plugin release!