

Il faut créer un nouveau script nommé « Ring_Menu », au dessus du script Main. Copiez-y le code ci-dessous.

```
#=====
# •j Window_RingMenu
#=====
#=====
# Edited by MakirouAru
#=====
class Window_RingMenu < Window_Base
#-----
# •> fNf%ofX'è•”
#-----
STARTUP_FRAMES = 20 # •% ŠúfAfjf•• [fVf‡f“, ìftfĈ• [f€•”
MOVING_FRAMES = 5 # fŠf“fO, ð%oñ, μ, ½ŽŽ, ìftfĈ• [f€•”
RING_R = 64 # fŠf“fO, ì”¼ĈEa
ICON_ITEM = RPG::Cache.icon("034-Item03") # •u fAfCfef€•vf• fjf...• [, ìfAfCfRf“
ICON_SKILL = RPG::Cache.icon("044-Skill01") # •u fXfLf<•vf• fjf...• [, ìfAfCfRf“
ICON_EQUIP = RPG::Cache.icon("001-Weapon01") # •u ‘•”õ•vf• fjf...• [, ìfAfCfRf“
ICON_STATUS = RPG::Cache.icon("050-Skill07") # •u fXfe• [f^fX•vf• fjf...• [, ìfAfCfRf“

ICON_SAVE = RPG::Cache.icon("038-Item07") # •u fZ• [fu•vf• fjf...• [, ìfAfCfRf“
ICON_EXIT = RPG::Cache.icon("046-Skill03") # •u• I—!•vf• fjf...• [, ìfAfCfRf“
ICON_DISABLE= RPG::Cache.icon("") # Žg—p, ÖŽ~• €—Ú, É•t, fAfCfRf“
SE_STARTUP = "056-Right02" # f• fjf...• [, ðŠJ, ç, ½, Æ, «, É—Â, ç, SE
MODE_START = 1 # fXf^• [fgfAfbvfAfjf•• [fVf‡f“
MODE_WAIT = 2 # ‘Ö<@
MODE_MOVER = 3 # ŽŽĈv%oñ, è%oñ“]fAfjf•• [fVf‡f“
MODE_MOVEL = 4 # ”½ŽŽĈv%oñ, è%oñ“]fAfjf•• [fVf‡f“
#-----
# •> fAfNfZfT
#-----
attr_accessor :index
#-----
# •œ fIfufWfFfNfg• %o Šú%o»
#-----
def initialize( center_x, center_y )
super(0, 0, 640, 480)
self.contents = Bitmap.new(width-32, height-32)
self.contents.font.name = "Arial"
self.opacity = 0
self.back_opacity = 0
s1 = "Objets"
s2 = "Compétences"
s3 = "Equipement"
s4 = "Etats"
s5 = "Sauvegarder"
s6 = "Quitter"
@commands = [ s1, s2, s3, s4, s5, s6 ]
@item_max = 6
@index = 0
@items = [ ICON_ITEM, ICON_SKILL, ICON_EQUIP, ICON_STATUS, ICON_SAVE,
ICON_EXIT ]
```

```

@disabled = [ false, false, false, false, false, false ]
@cx = center_x - 16
@cy = center_y - 16
setup_move_start
refresh
end
#-----
# •œ ftfœ• [fœ•X• V
#-----
def update
super
refresh
end
#-----
# •œ %œ-Ê• Ä•`%œ
#-----
def refresh
self.contents.clear
# fAfCfRf“,ð•`%œ
case @mode
when MODE_START
refresh_start
when MODE_WAIT
refresh_wait
when MODE_MOVER
refresh_move(1)
when MODE_MOVEL
refresh_move(0)
end
# fAfNfefBfu,ÈfRf}f“fh-¼•\Ž
rect = Rect.new(@cx - 272, @cy + 24, self.contents.width-32, 32)
self.contents.draw_text(rect, @commands[@index],1)
end
#-----
# •› %œ-Ê• Ä•`%œ(• %œŠú%œ»ŽŽ)
#-----
def refresh_start
d1 = 2.0 * Math::PI / @item_max
d2 = 1.0 * Math::PI / STARTUP_FRAMES
r = RING_R - 1.0 * RING_R * @steps / STARTUP_FRAMES
for i in 0...@item_max
j = i - @index
d = d1 * j + d2 * @steps
x = @cx + ( r * Math.sin( d ) ).to_i
y = @cy - ( r * Math.cos( d ) ).to_i
draw_item(x, y, i)
end
@steps -= 1
if @steps < 1
@mode = MODE_WAIT
end
end

```

```

#-----
# •> %œ-Ê•Ä•`%œ(‘Ò<@Žž)
#-----
def refresh_wait
d = 2.0 * Math::PI / @item_max
for i in 0...@item_max
j = i - @index
x = @cx + ( RING_R * Math.sin( d * j ) ).to_i
y = @cy - ( RING_R * Math.cos( d * j ) ).to_i
draw_item(x, y, i)
end
end
#-----
# •> %œ-Ê•Ä•`%œ(%õñ“]Žž)
# mode : 0="½ŽžŒv%õñ,è 1=ŽžŒv%õñ,è
#-----
def refresh_move( mode )
d1 = 2.0 * Math::PI / @item_max
d2 = d1 / MOVING_FRAMES
d2 *= -1 if mode != 0
for i in 0...@item_max
j = i - @index
d = d1 * j + d2 * @steps
x = @cx + ( RING_R * Math.sin( d ) ).to_i
y = @cy - ( RING_R * Math.cos( d ) ).to_i
draw_item(x, y, i)
end
@steps -= 1
if @steps < 1
@mode = MODE_WAIT
end
end
#-----
# •œ •€-Ú,ì•`%œ
# x :
# y :
# i : •€-Ú”Ô• †
#-----
def draw_item(x, y, i)
#p "x=" + x.to_s + " y=" + y.to_s + " i=" + @items[i].to_s
rect = Rect.new(0, 0, @items[i].width, @items[i].height)
if @index == i
self.contents.blit( x, y, @items[i], rect )
if @disabled[@index]
self.contents.blit( x, y, ICON_DISABLE, rect )
end
else
self.contents.blit( x, y, @items[i], rect, 128 )
if @disabled[@index]
self.contents.blit( x, y, ICON_DISABLE, rect, 128 )
end
end
end

```

```

end
#-----
# •œ •€–Ú,đ–³(ø,É,.,é
# index : •€–Ú”Ô• †
#-----
def disable_item(index)
  @disabled[index] = true
end
#-----
# •> •%Šú%»fAfjf•• [fVf‡f“,ì• €’õ
#-----
def setup_move_start
  @mode = MODE_START
  @steps = STARTUP_FRAMES
  if SE_STARTUP != nil and SE_STARTUP != ""
    Audio.se_play("Audio/SE/" + SE_STARTUP, 80, 100)
  end
end
#-----
# •> %ñ“]fAfjf•• [fVf‡f“,ì• €’õ
#-----
def setup_move_move(mode)
  if mode == MODE_MOVER
    @index -= 1
    @index = @items.size - 1 if @index < 0
  elsif mode == MODE_MOVEL
    @index += 1
    @index = 0 if @index >= @items.size
  else
    return
  end
  @mode = mode
  @steps = MOVING_FRAMES
end
#-----
# •> fAfjf•• [fVf‡f“”†,©,Ç,¤,©
#-----
def animation?
  return @mode != MODE_WAIT
end
#=====
# •j Window_MenuStatus
#-----
# •@ f• fjf...• [%æ–Ê,Åfp• [fefBf• f“fo• [,ÌXfe• [f^fX,ð•Ž,.,éEfBf“fhfE,Å,• B
#=====

class Window_RingMenuStatus < Window_Selectable
#-----
# •œ fIfufWfFfNfg• %Šú%»
#-----
def initialize
  super(204, 64, 232, 352)

```

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self.contents = Bitmap.new(width - 32, height - 32)
refresh
self.active = false
self.index = -1
end
#-----
# •œ fŠftfœfbfVf...
#-----
def refresh
self.contents.clear
self.contents.font.name = "Arial"
@item_max = $game_party.actors.size
for i in 0...$game_party.actors.size
x = 80
y = 80 * i
actor = $game_party.actors[i]
draw_actor_graphic(actor, x - 40, y + 80)
draw_actor_name(actor, x, y + 24)
end
end
#-----
# •œ fJ• [f\<, Ì<éœ`• X• V
#-----
def update_cursor_rect
if @index < 0
self.cursor_rect.empty
else
self.cursor_rect.set(0, @index * 80, self.width - 32, 80)
end
end
end
#=====
# #• j Scene_RingMenu
# •j Scene_Menu
#-----
# •@ f• fjf...• [%œ-Ê, Ì• ^—• , ð• s, œfNf%ofX, Å, • B
#=====

#class Scene_RingMenu
class Scene_Menu
#-----
# •œ fIfufWfFfNfg• %Šú%»
# menu_index : fRf}f“fh, ÌfJ• [f\<• %Šú^Ê`u
#-----
def initialize(menu_index = 0)
@menu_index = menu_index
end
#-----
# •œ f• fCf“• ^—•
#-----
def main
# fXfvf%ofCfZfbfg, ð• ì• ¬
@spriteset = Spriteset_Map.new

```

```

# fRf}f“fhfEfBf“fhfE,ð•ì• ¬
px = $game_player.screen_x - 15
py = $game_player.screen_y - 24
@command_window = Window_RingMenu.new(px,py)
@command_window.index = @menu_index
# fp• [fefB•l• ”,ª 0•l,İ• ê• ‡
if $game_party.actors.size == 0
# fAfCfef€•AfXfLf<• A ‘•”ö• AfXfe• [f^fX,ð-³€ø%o»
@command_window.disable_item(0)
@command_window.disable_item(1)
@command_window.disable_item(2)
@command_window.disable_item(3)
end
@command_window.z = 100
# fZ• [fu<ÖŽ~,İ• ê• ‡
if $game_system.save_disabled
# fZ• [fu,ð-³€ø,É,.,é
@command_window.disable_item(4)
end
# fXfe• [f^fXfefBf“fhfE,ð•ì• ¬
@status_window = Window_RingMenuStatus.new
@status_window.x = 160
@status_window.y = 0
@status_window.z = 200
@status_window.visible = false
# fgf%of“fWfVf‡f“ŽÀ• s
Graphics.transition
# f• fCf“f<• [fv
loop do
# fQ• [f€%oæ-Ê,ð• X• V
Graphics.update
# “ü—Í• î•ñ,ð• X• V
Input.update
# ftf€• [f€•X• V
update
# %oæ-Ê,ª• Ø,è‘Ö,í,Á,½,çf<• [fv,ð’†’f
if $scene != self
break
end
end
# fgf%of“fWfVf‡f“• €’ö
Graphics.freeze
# fXfvf%ofCfzfZfbfg,ð%oð•ú
@spriteset.dispose
# fEfBf“fhfE,ð%oð•ú
@command_window.dispose
@status_window.dispose
end
#-----
#•æ ftf€• [f€•X• V
#-----
def update

```

```

# fEfBf“fhfE,ð• X• V
@command_window.update
@status_window.update
# fRf}f“fhfEfBf“fhfE,ªfAfNfefBfu,Ì• ê• ‡: update_command ,ðŒÄ,Ô
if @command_window.active
update_command
return
end
# fXfe• [f^fXfEfBf“fhfE,ªfAfNfefBfu,Ì• ê• ‡: update_status ,ðŒÄ,Ô
if @status_window.active
update_status
return
end
end
end
#-----
# •œ ftfŒ• [f€•X• V (fRf}f“fhfEfBf“fhfE,ªfAfNfefBfu,Ì• ê• ‡)
#-----
def update_command
# B f{f^f“ ,ª%Ÿ,³,ê,½• ê• ‡
if Input.trigger?(Input::B)
# fLfff“fZf< SE ,ð%‰‰‘t
$game_system.se_play($data_system.cancel_se)
# f}fbfv‰œ–Ê,É• Ø,è‘Ö,|
$scene = Scene_Map.new
return
end
# C f{f^f“ ,ª%Ÿ,³,ê,½• ê• ‡
if Input.trigger?(Input::C)
# fp• [fefB• l• ” ,ª 0• l , Å• AfZ• [fu• AfQ• [f€•I—¹^ÈŠO,ÌfRf}f“fh,Ì• ê• ‡
if $game_party.actors.size == 0 and @command_window.index < 4
# fuFU• [ SE ,ð%‰‰‘t
$game_system.se_play($data_system.buzzer_se)
return
end
# fRf}f“fhfEfBf“fhfE,ÌfJ• [f\f<Ê’u,Å•ªŠð
case @command_window.index
when 0 # fAfCfef€
# Œ”è SE ,ð%‰‰‘t
$game_system.se_play($data_system.decision_se)
# fAfCfef€‰œ–Ê,É• Ø,è‘Ö,|
$scene = Scene_Item.new
when 1 # fXfLf<
# Œ”è SE ,ð%‰‰‘t
$game_system.se_play($data_system.decision_se)
# fXfe• [f^fXfEfBf“fhfE,ðfAfNfefBfu,É,·,é
@command_window.active = false
@status_window.active = true
@status_window.visible = true
@status_window.index = 0
when 2 # ‘•’õ
# Œ”è SE ,ð%‰‰‘t
$game_system.se_play($data_system.decision_se)

```

```

# fXfe• [f^fXfEfBf“fhfE,ðfAfNfefBfu,É,.,é
@command_window.active = false
@status_window.active = true
@status_window.visible = true
@status_window.index = 0
when 3 # fXfe• [f^fX
# Œ`è`è SE ,ð%%‘t
$game_system.se_play($data_system.decision_se)
# fXfe• [f^fXfEfBf“fhfE,ðfAfNfefBfu,É,.,é
@command_window.active = false
@status_window.active = true
@status_window.visible = true
@status_window.index = 0
when 4 # fZ• [fu
# fZ• [fu<ÖŽ~,Ï• ê• ‡
if $game_system.save_disabled
# fuU• [ SE ,ð%%‘t
$game_system.se_play($data_system.buzzer_se)
return
end
# Œ`è`è SE ,ð%%‘t
$game_system.se_play($data_system.decision_se)
# fZ• [fu%æ-Ê,É• Ø,è‘Ö,|
$scene = Scene_Save.new
when 5 # fQ• [f€•I—¹
# Œ`è`è SE ,ð%%‘t
$game_system.se_play($data_system.decision_se)
# fQ• [f€•I—¹%æ-Ê,É• Ø,è‘Ö,|
$scene = Scene_End.new
end
return
end
# fAjjf•• [fVf‡f““†,È,çfJ• [f\|<,Ï• ^—• , ð• s,í,È,ç
return if @command_window.animation?
# •ª or• © f{f^f““,ª%ÿ,³,ê,½• ê• ‡
if Input.press?(Input::UP) or Input.press?(Input::LEFT)
$game_system.se_play($data_system.cursor_se)
@command_window.setup_move_move(Window_RingMenu::MODE_MOVE_L)
return
end
# •« or• ¨ f{f^f““,ª%ÿ,³,ê,½• ê• ‡
if Input.press?(Input::DOWN) or Input.press?(Input::RIGHT)
$game_system.se_play($data_system.cursor_se)
@command_window.setup_move_move(Window_RingMenu::MODE_MOVE_R)
return
end
end
end
#-----
# •æ ftfŒ• [f€•X• V (fXfe• [f^fXfEfBf“fhfE,ªfAfNfefBfu,Ï• ê• ‡)
#-----
def update_status
# B f{f^f““,ª%ÿ,³,ê,½• ê• ‡

```

```

if Input.trigger?(Input::B)
# fLfff“fZf< SE ,ð%‰‰‘t
$game_system.se_play($data_system.cancel_se)
# fRf}f“fhfEfBf“fhfE,ðfAfNfefBfu,É,·,é
@command_window.active = true
@status_window.active = false
@status_window.visible = false
@status_window.index = -1
return
end
# C f{f^f“ ,a‰ÿ,³,ê,½•ê• ‡
if Input.trigger?(Input::C)
# fRf}f“fhfEfBf“fhfE,ÏfJ• [f\|f<^Ê’u,Å•ªŠò
case @command_window.index
when 1 # fXfLf<
# ,±,ÏfAfNf^• [,Ï• s“@• §CEÀ,ª 2 ^Ê• ã,Ï• ê• ‡
if $game_party.actors[@status_window.index].restriction >= 2
# fuFU• [ SE ,ð%‰‰‘t
$game_system.se_play($data_system.buzzer_se)
return
end
# CE^`è SE ,ð%‰‰‰‘t
$game_system.se_play($data_system.decision_se)
# fXfLf<‰‰æ–Ê,É• Ø,è‘Ö,|
$scene = Scene_Skill.new(@status_window.index)
when 2 # ‘•’õ
# CE^`è SE ,ð%‰‰‰‘t
$game_system.se_play($data_system.decision_se)
# ‘•’õ‰‰æ–Ê,É• Ø,è‘Ö,|
$scene = Scene_Equip.new(@status_window.index)
when 3 # fXfe• [f^fX
# CE^`è SE ,ð%‰‰‰‘t
$game_system.se_play($data_system.decision_se)
# fXfe• [f^fX‰‰æ–Ê,É• Ø,è‘Ö,|
$scene = Scene_Status.new(@status_window.index)
end
return
end
end
end
end

```