

Créez un nouveau script au dessus de "Game_Temp", appelez-le "Weather", puis collez le script suivant dedans:

```
#=====
# ccoa's weather script
# with ideas by ScriptKitty and Mr.DJ
#=====
# Weather Types:
# 1 - rain
# 2 - storm
# 3 - snow
# 4 - hail
# 5 - rain with thunder and lightning
# 6 - falling leaves (autumn)
# 7 - blowing leaves (autumn)
# 8 - swirling leaves (autumn)
# 9 - falling leaves (green)
# 10 - cherry blossom (sakura) petals
# 11 - rose petals
# 12 - feathers
# 13 - blood rain
# 14 - sparkles
# 15 - user defined
#
# Weather Power:
# An integer from 0-40. 0 = no weather, 40 = 400 sprites
#
# Usage:
# Create a call script with the following:
# $game_screen.weather(type, power, hue)
#
# Usage of user-defined weather:
# Look at the following globals:

$WEATHER_UPDATE = false # the $WEATHER_IMAGES array has changed, please
update
$WEATHER_IMAGES = [] # the array of picture names to use
$WEATHER_X = 0 # the number of pixels the image should move horizontally (positive =
right, negative = left)
$WEATHER_Y = 0 # the number of pixels the image should move vertically (positive =
down, negative = up)
$WEATHER_FADE = 0 # how much the image should fade each update (0 = no fade, 255 =
fade instantly)
$WEATHER_ANIMATED = false # whether or not the image should cycle through all the
images

module RPG
class Weather
def initialize(viewport = nil)
@type = 0
@max = 0
@ox = 0
@oy = 0
```

```

@count = 0
@current_pose = []
@info = []
@countarray = []

make_bitmaps

# **** ccoa ****
for i in 1..500
  sprite = Sprite.new(viewport)
  sprite.z = 1000
  sprite.visible = false
  sprite.opacity = 0
  @sprites.push(sprite)
  @current_pose.push(0)
  @info.push(rand(50))
  @countarray.push(rand(15))
end
end

def dispose
  for sprite in @sprites
    sprite.dispose
  end
  @rain_bitmap.dispose
  @storm_bitmap.dispose
  @snow_bitmap.dispose
  @hail_bitmap.dispose
  @petal_bitmap.dispose
  @blood_rain_bitmap.dispose
  for image in @autumn_leaf_bitmaps
    image.dispose
  end
  for image in @green_leaf_bitmaps
    image.dispose
  end
  for image in @rose_bitmaps
    image.dispose
  end
  for image in @feather_bitmaps
    image.dispose
  end
  for image in @sparkle_bitmaps
    image.dispose
  end
  for image in @user_bitmaps
    image.dispose
  end
  $WEATHER_UPDATE = true
end

def type=(type)

```

```

return if @type == type
@type = type
case @type
when 1 # rain
bitmap = @rain_bitmap
when 2 # storm
bitmap = @storm_bitmap
when 3 # snow
bitmap = @snow_bitmap
when 4 # hail
bitmap = @hail_bitmap
when 5 # rain w/ thunder and lightning
bitmap = @rain_bitmap
@thunder = true
when 6 # falling autumn leaves
bitmap = @autumn_leaf_bitmaps[0]
when 7 # blowing autumn leaves
bitmap = @autumn_leaf_bitmaps[0]
when 8 # swirling autumn leaves
bitmap = @autumn_leaf_bitmaps[0]
when 9 # falling green leaves
bitmap = @green_leaf_bitmaps[0]
when 10 # sakura petals
bitmap = @petal_bitmap
when 11 # rose petals
bitmap = @rose_bitmaps[0]
when 12 # feathers
bitmap = @feather_bitmaps[0]
when 13 # blood rain
bitmap = @blood_rain_bitmap
when 14 # sparkles
bitmap = @sparkle_bitmaps[0]
when 15 # user-defined
bitmap = @user_bitmaps[rand(@user_bitmaps.size)]
else
bitmap = nil
end
if @type != 5
@thunder = false
end
# **** ccoa ****
for i in 1..500
sprite = @sprites[i]
if sprite != nil
sprite.visible = (i <= @max)
sprite.bitmap = bitmap
end
end
end

def ox=(ox)
return if @ox == ox;

```

```
@ox = ox
for sprite in @sprites
  sprite.ox = @ox
end
end
```

```
def oy=(oy)
  return if @oy == oy;
  @oy = oy
  for sprite in @sprites
    sprite.oy = @oy
  end
end
```

```
def max=(max)
  return if @max == max;
  # **** ccoa ****
  @max = [[max, 0].max, 500].min
  for i in 1..500
    sprite = @sprites[i]
    if sprite != nil
      sprite.visible = (i <= @max)
    end
  end
end
```

```
def update
  return if @type == 0
  for i in 1..@max
    sprite = @sprites[i]
    if sprite == nil
      break
    end
    if @type == 1 or @type == 5 or @type == 13 # rain
      sprite.x -= 2
      sprite.y += 16
      sprite.opacity -= 8
      if @thunder and (rand(8000 - @max) == 0)
        $game_screen.start_flash(Color.new(255, 255, 255, 255), 5)
        Audio.se_play("Audio/SE/061-Thunderclap01")
      end
    end
    if @type == 2 # storm
      sprite.x -= 8
      sprite.y += 16
      sprite.opacity -= 12
    end
    if @type == 3 # snow
      sprite.x -= 2
      sprite.y += 8
      sprite.opacity -= 8
    end
  end
```

```
if @type == 4 # hail
  sprite.x -= 1
  sprite.y += 18
  sprite.opacity -= 15
end
if @type == 6 # falling autumn leaves
  @count = rand(20)
  if @count == 0
    sprite.bitmap = @autumn_leaf_bitmaps[@current_pose[i]]
    @current_pose[i] = (@current_pose[i] + 1) % @autumn_leaf_bitmaps.size
  end
  sprite.x -= 1
  sprite.y += 1
end
if @type == 7 # blowing autumn leaves
  @count = rand(20)
  if @count == 0
    sprite.bitmap = @autumn_leaf_bitmaps[@current_pose[i]]
    @current_pose[i] = (@current_pose[i] + 1) % @autumn_leaf_bitmaps.size
  end
  sprite.x -= 10
  sprite.y += (rand(4) - 2)
end
if @type == 8 # swirling autumn leaves
  @count = rand(20)
  if @count == 0
    sprite.bitmap = @autumn_leaf_bitmaps[@current_pose[i]]
    @current_pose[i] = (@current_pose[i] + 1) % @autumn_leaf_bitmaps.size
  end
  if @info[i] != 0
    if @info[i] >= 1 and @info[i] <= 10
      sprite.x -= 3
      sprite.y -= 1
    elsif @info[i] >= 11 and @info[i] <= 16
      sprite.x -= 1
      sprite.y -= 2
    elsif @info[i] >= 17 and @info[i] <= 20
      sprite.y -= 3
    elsif @info[i] >= 21 and @info[i] <= 30
      sprite.y -= 2
      sprite.x += 1
    elsif @info[i] >= 31 and @info[i] <= 36
      sprite.y -= 1
      sprite.x += 3
    elsif @info[i] >= 37 and @info[i] <= 40
      sprite.x += 5
    elsif @info[i] >= 41 and @info[i] <= 46
      sprite.y += 1
      sprite.x += 3
    elsif @info[i] >= 47 and @info[i] <= 58
      sprite.y += 2
      sprite.x += 1
    end
  end
end
```

```

elsif @info[i] >= 59 and @info[i] <= 64
  sprite.y += 3
elsif @info[i] >= 65 and @info[i] <= 70
  sprite.x -= 1
  sprite.y += 2
elsif @info[i] >= 71 and @info[i] <= 81
  sprite.x -= 3
  sprite.y += 1
elsif @info[i] >= 82 and @info[i] <= 87
  sprite.x -= 5
end
@info[i] = (@info[i] + 1) % 88
else
  if rand(200) == 0
    @info[i] = 1
  end
  sprite.x -= 5
  sprite.y += 1
end
end
if @type == 9 # falling green leaves
  if @countarray[i] == 0
    @current_pose[i] = (@current_pose[i] + 1) % @green_leaf_bitmaps.size
    sprite.bitmap = @green_leaf_bitmaps[@current_pose[i]]
    @countarray[i] = rand(15)
  end
  @countarray[i] = (@countarray[i] + 1) % 15
  sprite.y += 1
end
end
if @type == 10 # sakura petals
  if @info[i] < 25
    sprite.x -= 1
  else
    sprite.x += 1
  end
  @info[i] = (@info[i] + 1) % 50
  sprite.y += 1
end
end
if @type == 11 # rose petals
  @count = rand(20)
  if @count == 0
    sprite.bitmap = @rose_bitmaps[@current_pose[i]]
    @current_pose[i] = (@current_pose[i] + 1) % @rose_bitmaps.size
  end
  if @info[i] % 2 == 0
    if @info[i] < 10
      sprite.x -= 1
    else
      sprite.x += 1
    end
  end
  end
  sprite.y += 1
end

```

```

end
if @type == 12 # feathers
if @countarray[i] == 0
@current_pose[i] = (@current_pose[i] + 1) % @feather_bitmaps.size
sprite.bitmap = @feather_bitmaps[@current_pose[i]]
end
@countarray[i] = (@countarray[i] + 1) % 15
if rand(100) == 0
sprite.x -= 1
end
if rand(100) == 0
sprite.y -= 1
end
if @info[i] < 50
if rand(2) == 0
sprite.x -= 1
else
sprite.y -= 1
end
else
if rand(2) == 0
sprite.x += 1
else
sprite.y += 1
end
end
@info[i] = (@info[i] + 1) % 100
end
if @type == 14 # sparkles
if @countarray[i] == 0
@current_pose[i] = (@current_pose[i] + 1) % @sparkle_bitmaps.size
sprite.bitmap = @sparkle_bitmaps[@current_pose[i]]
end
@countarray[i] = (@countarray[i] + 1) % 15
sprite.y += 1
sprite.opacity -= 1
end
if @type == 15 # user-defined
if $WEATHER_UPDATE
update_user_defined
$WEATHER_UPDATE = false
end
if $WEATHER_ANIMATED and @countarray[i] == 0
@current_pose[i] = (@current_pose[i] + 1) % @user_bitmaps.size
sprite.bitmap = @user_bitmaps[@current_pose[i]]
end
@countarray[i] = (@countarray[i] + 1) % 15
sprite.x += $WEATHER_X
sprite.y += $WEATHER_Y
sprite.opacity -= $WEATHER_FADE
end

```

```

x = sprite.x - @ox
y = sprite.y - @oy
if sprite.opacity < 64 or x < -50 or x > 750 or y < -300 or y > 500
  sprite.x = rand(800) - 50 + @ox
  sprite.y = rand(800) - 200 + @oy
  sprite.opacity = 255
end
end
end

```

```

def make_bitmaps
  color1 = Color.new(255, 255, 255, 255)
  color2 = Color.new(255, 255, 255, 128)
  @rain_bitmap = Bitmap.new(7, 56)
  for i in 0..6
    @rain_bitmap.fill_rect(6-i, i*8, 1, 8, color1)
  end
  @storm_bitmap = Bitmap.new(34, 64)
  for i in 0..31
    @storm_bitmap.fill_rect(33-i, i*2, 1, 2, color2)
    @storm_bitmap.fill_rect(32-i, i*2, 1, 2, color1)
    @storm_bitmap.fill_rect(31-i, i*2, 1, 2, color2)
  end
  @snow_bitmap = Bitmap.new(6, 6)
  @snow_bitmap.fill_rect(0, 1, 6, 4, color2)
  @snow_bitmap.fill_rect(1, 0, 4, 6, color2)
  @snow_bitmap.fill_rect(1, 2, 4, 2, color1)
  @snow_bitmap.fill_rect(2, 1, 2, 4, color1)
  @sprites = []

```

```

blueGrey = Color.new(215, 227, 227, 150)
grey = Color.new(214, 217, 217, 150)
lightGrey = Color.new(233, 233, 233, 250)
lightBlue = Color.new(222, 239, 243, 250)
@hail_bitmap = Bitmap.new(4, 4)
@hail_bitmap.fill_rect(1, 0, 2, 1, blueGrey)
@hail_bitmap.fill_rect(0, 1, 1, 2, blueGrey)
@hail_bitmap.fill_rect(3, 1, 1, 2, grey)
@hail_bitmap.fill_rect(1, 3, 2, 1, grey)
@hail_bitmap.fill_rect(1, 1, 2, 2, lightGrey)
@hail_bitmap.set_pixel(1, 1, lightBlue)

```

```

color3 = Color.new(255, 167, 192, 255) # light pink
color4 = Color.new(213, 106, 136, 255) # dark pink
@petal_bitmap = Bitmap.new(4, 4) #This creates a new bitmap that is 4 x 4 pixels
@petal_bitmap.fill_rect(0, 3, 1, 1, color3) # this makes a 1x1 pixel "rectangle" at the 0, 3
pixel of the image (upper left corner is 0, 0)
@petal_bitmap.fill_rect(1, 2, 1, 1, color3)
@petal_bitmap.fill_rect(2, 1, 1, 1, color3)
@petal_bitmap.fill_rect(3, 0, 1, 1, color3)
@petal_bitmap.fill_rect(1, 3, 1, 1, color4)

```

```
@petal_bitmap.fill_rect(2, 2, 1, 1, color4)
@petal_bitmap.fill_rect(3, 1, 1, 1, color4)
```

```
brightOrange = Color.new(248, 88, 0, 255)
orangeBrown = Color.new(144, 80, 56, 255)
burntRed = Color.new(152, 0, 0, 255)
paleOrange = Color.new(232, 160, 128, 255)
darkBrown = Color.new(72, 40, 0, 255)
@autumn_leaf_bitmaps = []
@autumn_leaf_bitmaps.push(Bitmap.new(8, 8))
# draw the first of the leaf1 bitmaps
@autumn_leaf_bitmaps[0].set_pixel(5, 1, orangeBrown)
@autumn_leaf_bitmaps[0].set_pixel(6, 1, brightOrange)
@autumn_leaf_bitmaps[0].set_pixel(7, 1, paleOrange)
@autumn_leaf_bitmaps[0].set_pixel(3, 2, orangeBrown)
@autumn_leaf_bitmaps[0].fill_rect(4, 2, 2, 1, brightOrange)
@autumn_leaf_bitmaps[0].set_pixel(6, 2, paleOrange)
@autumn_leaf_bitmaps[0].set_pixel(2, 3, orangeBrown)
@autumn_leaf_bitmaps[0].set_pixel(3, 3, brightOrange)
@autumn_leaf_bitmaps[0].fill_rect(4, 3, 2, 1, paleOrange)
@autumn_leaf_bitmaps[0].set_pixel(1, 4, orangeBrown)
@autumn_leaf_bitmaps[0].set_pixel(2, 4, brightOrange)
@autumn_leaf_bitmaps[0].set_pixel(3, 4, paleOrange)
@autumn_leaf_bitmaps[0].set_pixel(1, 5, brightOrange)
@autumn_leaf_bitmaps[0].set_pixel(2, 5, paleOrange)
@autumn_leaf_bitmaps[0].set_pixel(0, 6, orangeBrown)
@autumn_leaf_bitmaps[0].set_pixel(1, 6, paleOrange)
@autumn_leaf_bitmaps[0].set_pixel(0, 7, paleOrange)
```

```
# draw the 2nd of the leaf1 bitmaps
@autumn_leaf_bitmaps.push(Bitmap.new(8, 8))
@autumn_leaf_bitmaps[1].set_pixel(3, 0, brightOrange)
@autumn_leaf_bitmaps[1].set_pixel(7, 0, brightOrange)
@autumn_leaf_bitmaps[1].set_pixel(3, 1, orangeBrown)
@autumn_leaf_bitmaps[1].set_pixel(4, 1, burntRed)
@autumn_leaf_bitmaps[1].set_pixel(6, 1, brightOrange)
@autumn_leaf_bitmaps[1].set_pixel(0, 2, paleOrange)
@autumn_leaf_bitmaps[1].set_pixel(1, 2, brightOrange)
@autumn_leaf_bitmaps[1].set_pixel(2, 2, orangeBrown)
@autumn_leaf_bitmaps[1].set_pixel(3, 2, burntRed)
@autumn_leaf_bitmaps[1].set_pixel(4, 2, orangeBrown)
@autumn_leaf_bitmaps[1].set_pixel(5, 2, brightOrange)
@autumn_leaf_bitmaps[1].fill_rect(1, 3, 3, 1, orangeBrown)
@autumn_leaf_bitmaps[1].fill_rect(4, 3, 2, 1, brightOrange)
@autumn_leaf_bitmaps[1].set_pixel(6, 3, orangeBrown)
@autumn_leaf_bitmaps[1].set_pixel(2, 4, burntRed)
@autumn_leaf_bitmaps[1].fill_rect(3, 4, 3, 1, brightOrange)
@autumn_leaf_bitmaps[1].set_pixel(6, 4, burntRed)
@autumn_leaf_bitmaps[1].set_pixel(7, 4, darkBrown)
@autumn_leaf_bitmaps[1].set_pixel(1, 5, orangeBrown)
@autumn_leaf_bitmaps[1].fill_rect(2, 5, 2, 1, brightOrange)
```

```
@autumn_leaf_bitmaps[1].set_pixel(4, 5, orangeBrown)
@autumn_leaf_bitmaps[1].set_pixel(5, 5, burntRed)
@autumn_leaf_bitmaps[1].fill_rect(1, 6, 2, 1, brightOrange)
@autumn_leaf_bitmaps[1].fill_rect(4, 6, 2, 1, burntRed)
@autumn_leaf_bitmaps[1].set_pixel(0, 7, brightOrange)
@autumn_leaf_bitmaps[1].set_pixel(5, 7, darkBrown)
```

```
# draw the 3rd of the leaf1 bitmaps
```

```
@autumn_leaf_bitmaps.push(Bitmap.new(8, 8))
@autumn_leaf_bitmaps[2].set_pixel(7, 1, paleOrange)
@autumn_leaf_bitmaps[2].set_pixel(6, 2, paleOrange)
@autumn_leaf_bitmaps[2].set_pixel(7, 2, orangeBrown)
@autumn_leaf_bitmaps[2].set_pixel(5, 3, paleOrange)
@autumn_leaf_bitmaps[2].set_pixel(6, 3, brightOrange)
@autumn_leaf_bitmaps[2].set_pixel(4, 4, paleOrange)
@autumn_leaf_bitmaps[2].set_pixel(5, 4, brightOrange)
@autumn_leaf_bitmaps[2].set_pixel(6, 4, orangeBrown)
@autumn_leaf_bitmaps[2].fill_rect(2, 5, 2, 1, paleOrange)
@autumn_leaf_bitmaps[2].set_pixel(4, 5, brightOrange)
@autumn_leaf_bitmaps[2].set_pixel(5, 5, orangeBrown)
@autumn_leaf_bitmaps[2].set_pixel(1, 6, paleOrange)
@autumn_leaf_bitmaps[2].fill_rect(2, 6, 2, 1, brightOrange)
@autumn_leaf_bitmaps[2].set_pixel(4, 6, orangeBrown)
@autumn_leaf_bitmaps[2].set_pixel(0, 7, paleOrange)
@autumn_leaf_bitmaps[2].set_pixel(1, 7, brightOrange)
@autumn_leaf_bitmaps[2].set_pixel(2, 7, orangeBrown)
```

```
# draw the 4th of the leaf1 bitmaps
```

```
@autumn_leaf_bitmaps.push(Bitmap.new(8, 8))
@autumn_leaf_bitmaps[3].set_pixel(3, 0, brightOrange)
@autumn_leaf_bitmaps[3].set_pixel(7, 0, brightOrange)
@autumn_leaf_bitmaps[3].set_pixel(3, 1, orangeBrown)
@autumn_leaf_bitmaps[3].set_pixel(4, 1, burntRed)
@autumn_leaf_bitmaps[3].set_pixel(6, 1, brightOrange)
@autumn_leaf_bitmaps[3].set_pixel(0, 2, paleOrange)
@autumn_leaf_bitmaps[3].set_pixel(1, 2, brightOrange)
@autumn_leaf_bitmaps[3].set_pixel(2, 2, orangeBrown)
@autumn_leaf_bitmaps[3].set_pixel(3, 2, burntRed)
@autumn_leaf_bitmaps[3].set_pixel(4, 2, orangeBrown)
@autumn_leaf_bitmaps[3].set_pixel(5, 2, brightOrange)
@autumn_leaf_bitmaps[3].fill_rect(1, 3, 3, 1, orangeBrown)
@autumn_leaf_bitmaps[3].fill_rect(4, 3, 2, 1, brightOrange)
@autumn_leaf_bitmaps[3].set_pixel(6, 3, orangeBrown)
@autumn_leaf_bitmaps[3].set_pixel(2, 4, burntRed)
@autumn_leaf_bitmaps[3].fill_rect(3, 4, 3, 1, brightOrange)
@autumn_leaf_bitmaps[3].set_pixel(6, 4, burntRed)
@autumn_leaf_bitmaps[3].set_pixel(7, 4, darkBrown)
@autumn_leaf_bitmaps[3].set_pixel(1, 5, orangeBrown)
@autumn_leaf_bitmaps[3].fill_rect(2, 5, 2, 1, brightOrange)
@autumn_leaf_bitmaps[3].set_pixel(4, 5, orangeBrown)
@autumn_leaf_bitmaps[3].set_pixel(5, 5, burntRed)
@autumn_leaf_bitmaps[3].fill_rect(1, 6, 2, 1, brightOrange)
```

```
@autumn_leaf_bitmaps[3].fill_rect(4, 6, 2, 1, burntRed)
@autumn_leaf_bitmaps[3].set_pixel(0, 7, brightOrange)
@autumn_leaf_bitmaps[3].set_pixel(5, 7, darkBrown)
```

```
@green_leaf_bitmaps = []
darkGreen = Color.new(62, 76, 31, 255)
midGreen = Color.new(76, 91, 43, 255)
khaki = Color.new(105, 114, 66, 255)
lightGreen = Color.new(128, 136, 88, 255)
mint = Color.new(146, 154, 106, 255)
```

```
# 1st leaf bitmap
```

```
@green_leaf_bitmaps[0] = Bitmap.new(8, 8)
@green_leaf_bitmaps[0].set_pixel(1, 0, darkGreen)
@green_leaf_bitmaps[0].set_pixel(1, 1, midGreen)
@green_leaf_bitmaps[0].set_pixel(2, 1, darkGreen)
@green_leaf_bitmaps[0].set_pixel(2, 2, khaki)
@green_leaf_bitmaps[0].set_pixel(3, 2, darkGreen)
@green_leaf_bitmaps[0].set_pixel(4, 2, khaki)
@green_leaf_bitmaps[0].fill_rect(2, 3, 3, 1, midGreen)
@green_leaf_bitmaps[0].set_pixel(5, 3, khaki)
@green_leaf_bitmaps[0].fill_rect(2, 4, 2, 1, midGreen)
@green_leaf_bitmaps[0].set_pixel(4, 4, darkGreen)
@green_leaf_bitmaps[0].set_pixel(5, 4, lightGreen)
@green_leaf_bitmaps[0].set_pixel(6, 4, khaki)
@green_leaf_bitmaps[0].set_pixel(3, 5, midGreen)
@green_leaf_bitmaps[0].set_pixel(4, 5, darkGreen)
@green_leaf_bitmaps[0].set_pixel(5, 5, khaki)
@green_leaf_bitmaps[0].set_pixel(6, 5, lightGreen)
@green_leaf_bitmaps[0].set_pixel(4, 6, midGreen)
@green_leaf_bitmaps[0].set_pixel(5, 6, darkGreen)
@green_leaf_bitmaps[0].set_pixel(6, 6, lightGreen)
@green_leaf_bitmaps[0].set_pixel(6, 7, khaki)
```

```
# 2nd leaf bitmap
```

```
@green_leaf_bitmaps[1] = Bitmap.new(8, 8)
@green_leaf_bitmaps[1].fill_rect(1, 1, 1, 2, midGreen)
@green_leaf_bitmaps[1].fill_rect(2, 2, 2, 1, khaki)
@green_leaf_bitmaps[1].set_pixel(4, 2, lightGreen)
@green_leaf_bitmaps[1].fill_rect(2, 3, 2, 1, darkGreen)
@green_leaf_bitmaps[1].fill_rect(4, 3, 2, 1, lightGreen)
@green_leaf_bitmaps[1].set_pixel(2, 4, midGreen)
@green_leaf_bitmaps[1].set_pixel(3, 4, darkGreen)
@green_leaf_bitmaps[1].set_pixel(4, 4, khaki)
@green_leaf_bitmaps[1].fill_rect(5, 4, 2, 1, lightGreen)
@green_leaf_bitmaps[1].set_pixel(3, 5, midGreen)
@green_leaf_bitmaps[1].set_pixel(4, 5, darkGreen)
@green_leaf_bitmaps[1].set_pixel(5, 5, khaki)
@green_leaf_bitmaps[1].set_pixel(6, 5, lightGreen)
@green_leaf_bitmaps[1].set_pixel(5, 6, darkGreen)
@green_leaf_bitmaps[1].fill_rect(6, 6, 2, 1, khaki)
```

3rd leaf bitmap

```
@green_leaf_bitmaps[2] = Bitmap.new(8, 8)
@green_leaf_bitmaps[2].set_pixel(1, 1, darkGreen)
@green_leaf_bitmaps[2].fill_rect(1, 2, 2, 1, midGreen)
@green_leaf_bitmaps[2].set_pixel(2, 3, midGreen)
@green_leaf_bitmaps[2].set_pixel(3, 3, darkGreen)
@green_leaf_bitmaps[2].set_pixel(4, 3, midGreen)
@green_leaf_bitmaps[2].fill_rect(2, 4, 2, 1, midGreen)
@green_leaf_bitmaps[2].set_pixel(4, 4, darkGreen)
@green_leaf_bitmaps[2].set_pixel(5, 4, lightGreen)
@green_leaf_bitmaps[2].set_pixel(3, 5, midGreen)
@green_leaf_bitmaps[2].set_pixel(4, 5, darkGreen)
@green_leaf_bitmaps[2].fill_rect(5, 5, 2, 1, khaki)
@green_leaf_bitmaps[2].fill_rect(4, 6, 2, 1, midGreen)
@green_leaf_bitmaps[2].set_pixel(6, 6, lightGreen)
@green_leaf_bitmaps[2].set_pixel(6, 7, khaki)
```

4th leaf bitmap

```
@green_leaf_bitmaps[3] = Bitmap.new(8, 8)
@green_leaf_bitmaps[3].fill_rect(0, 3, 1, 2, darkGreen)
@green_leaf_bitmaps[3].set_pixel(1, 4, midGreen)
@green_leaf_bitmaps[3].set_pixel(2, 4, khaki)
@green_leaf_bitmaps[3].set_pixel(3, 4, lightGreen)
@green_leaf_bitmaps[3].set_pixel(4, 4, darkGreen)
@green_leaf_bitmaps[3].set_pixel(7, 4, midGreen)
@green_leaf_bitmaps[3].set_pixel(1, 5, darkGreen)
@green_leaf_bitmaps[3].set_pixel(2, 5, midGreen)
@green_leaf_bitmaps[3].set_pixel(3, 5, lightGreen)
@green_leaf_bitmaps[3].set_pixel(4, 5, mint)
@green_leaf_bitmaps[3].set_pixel(5, 5, lightGreen)
@green_leaf_bitmaps[3].set_pixel(6, 5, khaki)
@green_leaf_bitmaps[3].set_pixel(7, 5, midGreen)
@green_leaf_bitmaps[3].fill_rect(2, 6, 2, 1, midGreen)
@green_leaf_bitmaps[3].set_pixel(4, 6, lightGreen)
@green_leaf_bitmaps[3].set_pixel(5, 6, khaki)
@green_leaf_bitmaps[3].set_pixel(6, 6, midGreen)
```

5th leaf bitmap

```
@green_leaf_bitmaps[4] = Bitmap.new(8, 8)
@green_leaf_bitmaps[4].set_pixel(6, 2, midGreen)
@green_leaf_bitmaps[4].set_pixel(7, 2, darkGreen)
@green_leaf_bitmaps[4].fill_rect(4, 3, 2, 1, midGreen)
@green_leaf_bitmaps[4].set_pixel(6, 3, khaki)
@green_leaf_bitmaps[4].set_pixel(2, 4, darkGreen)
@green_leaf_bitmaps[4].fill_rect(3, 4, 2, 1, khaki)
@green_leaf_bitmaps[4].set_pixel(5, 4, lightGreen)
@green_leaf_bitmaps[4].set_pixel(6, 4, khaki)
@green_leaf_bitmaps[4].set_pixel(1, 5, midGreen)
@green_leaf_bitmaps[4].set_pixel(2, 5, khaki)
@green_leaf_bitmaps[4].set_pixel(3, 5, lightGreen)
@green_leaf_bitmaps[4].set_pixel(4, 5, mint)
@green_leaf_bitmaps[4].set_pixel(5, 5, midGreen)
```

```
@green_leaf_bitmaps[4].set_pixel(2, 6, darkGreen)
@green_leaf_bitmaps[4].fill_rect(3, 6, 2, 1, midGreen)
```

```
# 6th leaf bitmap
```

```
@green_leaf_bitmaps[5] = Bitmap.new(8, 8)
@green_leaf_bitmaps[5].fill_rect(6, 2, 2, 1, midGreen)
@green_leaf_bitmaps[5].fill_rect(4, 3, 2, 1, midGreen)
@green_leaf_bitmaps[5].set_pixel(6, 3, khaki)
@green_leaf_bitmaps[5].set_pixel(3, 4, midGreen)
@green_leaf_bitmaps[5].set_pixel(4, 4, khaki)
@green_leaf_bitmaps[5].set_pixel(5, 4, lightGreen)
@green_leaf_bitmaps[5].set_pixel(6, 4, mint)
@green_leaf_bitmaps[5].set_pixel(1, 5, midGreen)
@green_leaf_bitmaps[5].set_pixel(2, 5, khaki)
@green_leaf_bitmaps[5].fill_rect(3, 5, 2, 1, mint)
@green_leaf_bitmaps[5].set_pixel(5, 5, lightGreen)
@green_leaf_bitmaps[5].set_pixel(2, 6, midGreen)
@green_leaf_bitmaps[5].set_pixel(3, 6, khaki)
@green_leaf_bitmaps[5].set_pixel(4, 6, lightGreen)
```

```
# 7th leaf bitmap
```

```
@green_leaf_bitmaps[6] = Bitmap.new(8, 8)
@green_leaf_bitmaps[6].fill_rect(6, 1, 1, 2, midGreen)
@green_leaf_bitmaps[6].fill_rect(4, 2, 2, 1, midGreen)
@green_leaf_bitmaps[6].fill_rect(6, 2, 1, 2, darkGreen)
@green_leaf_bitmaps[6].fill_rect(3, 3, 2, 1, midGreen)
@green_leaf_bitmaps[6].set_pixel(5, 3, khaki)
@green_leaf_bitmaps[6].set_pixel(2, 4, midGreen)
@green_leaf_bitmaps[6].set_pixel(3, 4, khaki)
@green_leaf_bitmaps[6].set_pixel(4, 4, lightGreen)
@green_leaf_bitmaps[6].set_pixel(5, 4, midGreen)
@green_leaf_bitmaps[6].set_pixel(1, 5, midGreen)
@green_leaf_bitmaps[6].set_pixel(2, 5, khaki)
@green_leaf_bitmaps[6].fill_rect(3, 5, 2, 1, midGreen)
@green_leaf_bitmaps[6].set_pixel(1, 6, darkGreen)
@green_leaf_bitmaps[6].set_pixel(2, 6, midGreen)
```

```
# 8th leaf bitmap
```

```
@green_leaf_bitmaps[7] = Bitmap.new(8, 8)
@green_leaf_bitmaps[7].set_pixel(6, 1, midGreen)
@green_leaf_bitmaps[7].fill_rect(4, 2, 3, 2, midGreen)
@green_leaf_bitmaps[7].set_pixel(3, 3, darkGreen)
@green_leaf_bitmaps[7].set_pixel(2, 4, darkGreen)
@green_leaf_bitmaps[7].set_pixel(3, 4, midGreen)
@green_leaf_bitmaps[7].fill_rect(4, 4, 2, 1, khaki)
@green_leaf_bitmaps[7].set_pixel(1, 5, darkGreen)
@green_leaf_bitmaps[7].set_pixel(2, 5, midGreen)
@green_leaf_bitmaps[7].fill_rect(3, 5, 2, 1, lightGreen)
@green_leaf_bitmaps[7].set_pixel(2, 6, midGreen)
@green_leaf_bitmaps[7].set_pixel(3, 6, lightGreen)
```

```
# 9th leaf bitmap
```

```
@green_leaf_bitmaps[8] = Bitmap.new(8, 8)
@green_leaf_bitmaps[8].fill_rect(6, 1, 1, 2, midGreen)
@green_leaf_bitmaps[8].fill_rect(4, 2, 2, 1, midGreen)
@green_leaf_bitmaps[8].fill_rect(6, 2, 1, 2, darkGreen)
@green_leaf_bitmaps[8].fill_rect(3, 3, 2, 1, midGreen)
@green_leaf_bitmaps[8].set_pixel(5, 3, khaki)
@green_leaf_bitmaps[8].set_pixel(2, 4, midGreen)
@green_leaf_bitmaps[8].set_pixel(3, 4, khaki)
@green_leaf_bitmaps[8].set_pixel(4, 4, lightGreen)
@green_leaf_bitmaps[8].set_pixel(5, 4, midGreen)
@green_leaf_bitmaps[8].set_pixel(1, 5, midGreen)
@green_leaf_bitmaps[8].set_pixel(2, 5, khaki)
@green_leaf_bitmaps[8].fill_rect(3, 5, 2, 1, midGreen)
@green_leaf_bitmaps[8].set_pixel(1, 6, darkGreen)
@green_leaf_bitmaps[8].set_pixel(2, 6, midGreen)
```

10th leaf bitmap

```
@green_leaf_bitmaps[9] = Bitmap.new(8, 8)
@green_leaf_bitmaps[9].fill_rect(6, 2, 2, 1, midGreen)
@green_leaf_bitmaps[9].fill_rect(4, 3, 2, 1, midGreen)
@green_leaf_bitmaps[9].set_pixel(6, 3, khaki)
@green_leaf_bitmaps[9].set_pixel(3, 4, midGreen)
@green_leaf_bitmaps[9].set_pixel(4, 4, khaki)
@green_leaf_bitmaps[9].set_pixel(5, 4, lightGreen)
@green_leaf_bitmaps[9].set_pixel(6, 4, mint)
@green_leaf_bitmaps[9].set_pixel(1, 5, midGreen)
@green_leaf_bitmaps[9].set_pixel(2, 5, khaki)
@green_leaf_bitmaps[9].fill_rect(3, 5, 2, 1, mint)
@green_leaf_bitmaps[9].set_pixel(5, 5, lightGreen)
@green_leaf_bitmaps[9].set_pixel(2, 6, midGreen)
@green_leaf_bitmaps[9].set_pixel(3, 6, khaki)
@green_leaf_bitmaps[9].set_pixel(4, 6, lightGreen)
```

11th leaf bitmap

```
@green_leaf_bitmaps[10] = Bitmap.new(8, 8)
@green_leaf_bitmaps[10].set_pixel(6, 2, midGreen)
@green_leaf_bitmaps[10].set_pixel(7, 2, darkGreen)
@green_leaf_bitmaps[10].fill_rect(4, 3, 2, 1, midGreen)
@green_leaf_bitmaps[10].set_pixel(6, 3, khaki)
@green_leaf_bitmaps[10].set_pixel(2, 4, darkGreen)
@green_leaf_bitmaps[10].fill_rect(3, 4, 2, 1, khaki)
@green_leaf_bitmaps[10].set_pixel(5, 4, lightGreen)
@green_leaf_bitmaps[10].set_pixel(6, 4, khaki)
@green_leaf_bitmaps[10].set_pixel(1, 5, midGreen)
@green_leaf_bitmaps[10].set_pixel(2, 5, khaki)
@green_leaf_bitmaps[10].set_pixel(3, 5, lightGreen)
@green_leaf_bitmaps[10].set_pixel(4, 5, mint)
@green_leaf_bitmaps[10].set_pixel(5, 5, midGreen)
@green_leaf_bitmaps[10].set_pixel(2, 6, darkGreen)
@green_leaf_bitmaps[10].fill_rect(3, 6, 2, 1, midGreen)
```

12th leaf bitmap

```
@green_leaf_bitmaps[11] = Bitmap.new(8, 8)
@green_leaf_bitmaps[11].fill_rect(0, 3, 1, 2, darkGreen)
@green_leaf_bitmaps[11].set_pixel(1, 4, midGreen)
@green_leaf_bitmaps[11].set_pixel(2, 4, khaki)
@green_leaf_bitmaps[11].set_pixel(3, 4, lightGreen)
@green_leaf_bitmaps[11].set_pixel(4, 4, darkGreen)
@green_leaf_bitmaps[11].set_pixel(7, 4, midGreen)
@green_leaf_bitmaps[11].set_pixel(1, 5, darkGreen)
@green_leaf_bitmaps[11].set_pixel(2, 5, midGreen)
@green_leaf_bitmaps[11].set_pixel(3, 5, lightGreen)
@green_leaf_bitmaps[11].set_pixel(4, 5, mint)
@green_leaf_bitmaps[11].set_pixel(5, 5, lightGreen)
@green_leaf_bitmaps[11].set_pixel(6, 5, khaki)
@green_leaf_bitmaps[11].set_pixel(7, 5, midGreen)
@green_leaf_bitmaps[11].fill_rect(2, 6, 2, 1, midGreen)
@green_leaf_bitmaps[11].set_pixel(4, 6, lightGreen)
@green_leaf_bitmaps[11].set_pixel(5, 6, khaki)
@green_leaf_bitmaps[11].set_pixel(6, 6, midGreen)
```

13th leaf bitmap

```
@green_leaf_bitmaps[12] = Bitmap.new(8, 8)
@green_leaf_bitmaps[12].set_pixel(1, 1, darkGreen)
@green_leaf_bitmaps[12].fill_rect(1, 2, 2, 1, midGreen)
@green_leaf_bitmaps[12].set_pixel(2, 3, midGreen)
@green_leaf_bitmaps[12].set_pixel(3, 3, darkGreen)
@green_leaf_bitmaps[12].set_pixel(4, 3, midGreen)
@green_leaf_bitmaps[12].fill_rect(2, 4, 2, 1, midGreen)
@green_leaf_bitmaps[12].set_pixel(4, 4, darkGreen)
@green_leaf_bitmaps[12].set_pixel(5, 4, lightGreen)
@green_leaf_bitmaps[12].set_pixel(3, 5, midGreen)
@green_leaf_bitmaps[12].set_pixel(4, 5, darkGreen)
@green_leaf_bitmaps[12].fill_rect(5, 5, 2, 1, khaki)
@green_leaf_bitmaps[12].fill_rect(4, 6, 2, 1, midGreen)
@green_leaf_bitmaps[12].set_pixel(6, 6, lightGreen)
@green_leaf_bitmaps[12].set_pixel(6, 7, khaki)
```

```
@rose_bitmaps = []
```

```
brightRed = Color.new(255, 0, 0, 255)
midRed = Color.new(179, 17, 17, 255)
darkRed = Color.new(141, 9, 9, 255)
```

1st rose petal bitmap

```
@rose_bitmaps[0] = Bitmap.new(3, 3)
@rose_bitmaps[0].fill_rect(1, 0, 2, 1, brightRed)
@rose_bitmaps[0].fill_rect(0, 1, 1, 2, brightRed)
@rose_bitmaps[0].fill_rect(1, 1, 2, 2, midRed)
@rose_bitmaps[0].set_pixel(2, 2, darkRed)
```

2nd rose petal bitmap

```
@rose_bitmaps[1] = Bitmap.new(3, 3)
```

```
@rose_bitmaps[1].set_pixel(0, 1, midRed)
@rose_bitmaps[1].set_pixel(1, 1, brightRed)
@rose_bitmaps[1].fill_rect(1, 2, 1, 2, midRed)

@feather_bitmaps = []
white = Color.new(255, 255, 255, 255)

# 1st feather bitmap
@feather_bitmaps[0] = Bitmap.new(3, 3)
@feather_bitmaps[0].set_pixel(0, 2, white)
@feather_bitmaps[0].set_pixel(1, 2, grey)
@feather_bitmaps[0].set_pixel(2, 1, grey)

# 2nd feather bitmap
@feather_bitmaps[0] = Bitmap.new(3, 3)
@feather_bitmaps[0].set_pixel(0, 0, white)
@feather_bitmaps[0].set_pixel(0, 1, grey)
@feather_bitmaps[0].set_pixel(1, 2, grey)

# 3rd feather bitmap
@feather_bitmaps[0] = Bitmap.new(3, 3)
@feather_bitmaps[0].set_pixel(2, 0, white)
@feather_bitmaps[0].set_pixel(1, 0, grey)
@feather_bitmaps[0].set_pixel(0, 1, grey)

# 4th feather bitmap
@feather_bitmaps[0] = Bitmap.new(3, 3)
@feather_bitmaps[0].set_pixel(2, 2, white)
@feather_bitmaps[0].set_pixel(2, 1, grey)
@feather_bitmaps[0].set_pixel(1, 0, grey)

@blood_rain_bitmap = Bitmap.new(7, 56)
for i in 0..6
  @blood_rain_bitmap.fill_rect(6-i, i*8, 1, 8, darkRed)
end

@sparkle_bitmaps = []

lightBlue = Color.new(181, 244, 255, 255)
midBlue = Color.new(126, 197, 235, 255)
darkBlue = Color.new(77, 136, 225, 255)

# 1st sparkle bitmap
@sparkle_bitmaps[0] = Bitmap.new(7, 7)
@sparkle_bitmaps[0].set_pixel(3, 3, darkBlue)

# 2nd sparkle bitmap
@sparkle_bitmaps[1] = Bitmap.new(7, 7)
@sparkle_bitmaps[1].fill_rect(3, 2, 1, 3, darkBlue)
@sparkle_bitmaps[1].fill_rect(2, 3, 3, 1, darkBlue)
@sparkle_bitmaps[1].set_pixel(3, 3, midBlue)
```

```
# 3rd sparkle bitmap
@sparkle_bitmaps[2] = Bitmap.new(7, 7)
@sparkle_bitmaps[2].set_pixel(1, 1, darkBlue)
@sparkle_bitmaps[2].set_pixel(5, 1, darkBlue)
@sparkle_bitmaps[2].set_pixel(2, 2, midBlue)
@sparkle_bitmaps[2].set_pixel(4, 2, midBlue)
@sparkle_bitmaps[2].set_pixel(3, 3, lightBlue)
@sparkle_bitmaps[2].set_pixel(2, 4, midBlue)
@sparkle_bitmaps[2].set_pixel(4, 4, midBlue)
@sparkle_bitmaps[2].set_pixel(1, 5, darkBlue)
@sparkle_bitmaps[2].set_pixel(5, 5, darkBlue)
```

```
# 4th sparkle bitmap
@sparkle_bitmaps[3] = Bitmap.new(7, 7)
@sparkle_bitmaps[3].fill_rect(3, 1, 1, 5, darkBlue)
@sparkle_bitmaps[3].fill_rect(1, 3, 5, 1, darkBlue)
@sparkle_bitmaps[3].fill_rect(3, 2, 1, 3, midBlue)
@sparkle_bitmaps[3].fill_rect(2, 3, 3, 1, midBlue)
@sparkle_bitmaps[3].set_pixel(3, 3, lightBlue)
```

```
# 5th sparkle bitmap
@sparkle_bitmaps[4] = Bitmap.new(7, 7)
@sparkle_bitmaps[4].fill_rect(2, 2, 3, 3, midBlue)
@sparkle_bitmaps[4].fill_rect(3, 2, 1, 3, darkBlue)
@sparkle_bitmaps[4].fill_rect(2, 3, 3, 1, darkBlue)
@sparkle_bitmaps[4].set_pixel(3, 3, lightBlue)
@sparkle_bitmaps[4].set_pixel(1, 1, darkBlue)
@sparkle_bitmaps[4].set_pixel(5, 1, darkBlue)
@sparkle_bitmaps[4].set_pixel(1, 5, darkBlue)
@sparkle_bitmaps[4].set_pixel(5, 1, darkBlue)
```

```
# 6th sparkle bitmap
@sparkle_bitmaps[5] = Bitmap.new(7, 7)
@sparkle_bitmaps[5].fill_rect(2, 1, 3, 5, darkBlue)
@sparkle_bitmaps[5].fill_rect(1, 2, 5, 3, darkBlue)
@sparkle_bitmaps[5].fill_rect(2, 2, 3, 3, midBlue)
@sparkle_bitmaps[5].fill_rect(3, 1, 1, 5, midBlue)
@sparkle_bitmaps[5].fill_rect(1, 3, 5, 1, midBlue)
@sparkle_bitmaps[5].fill_rect(3, 2, 1, 3, lightBlue)
@sparkle_bitmaps[5].fill_rect(2, 3, 3, 1, lightBlue)
@sparkle_bitmaps[5].set_pixel(3, 3, white)
```

```
# 7th sparkle bitmap
@sparkle_bitmaps[6] = Bitmap.new(7, 7)
@sparkle_bitmaps[6].fill_rect(2, 1, 3, 5, midBlue)
@sparkle_bitmaps[6].fill_rect(1, 2, 5, 3, midBlue)
@sparkle_bitmaps[6].fill_rect(3, 0, 1, 7, darkBlue)
@sparkle_bitmaps[6].fill_rect(0, 3, 7, 1, darkBlue)
@sparkle_bitmaps[6].fill_rect(2, 2, 3, 3, lightBlue)
@sparkle_bitmaps[6].fill_rect(3, 2, 1, 3, midBlue)
@sparkle_bitmaps[6].fill_rect(2, 3, 3, 1, midBlue)
@sparkle_bitmaps[6].set_pixel(3, 3, white)
```

```

@user_bitmaps = []
update_user_defined
end

def update_user_defined
for image in @user_bitmaps
image.dispose
end

#user-defined bitmaps
for name in $WEATHER_IMAGES
@user_bitmaps.push(RPG::Cache.picture(name))
end
for sprite in @sprites
sprite.bitmap = @user_bitmaps[rand(@user_bitmaps.size)]
end
end

attr_reader :type
attr_reader :max
attr_reader :ox
attr_reader :oy
end
end

```

Dans un événement insérer la commande "insérer un script". Puis tapez cette commande:

```
$game_screen.weather(a, b, 0)
```

Changer « a » et « b » par un des chiffres suivants :

1. Pluie
2. Tempête
3. Neige
4. Grêle
5. Pluie avec éclairs
6. Feuilles tombantes
7. Feuilles se déplaçant horizontalement
8. Feuilles tourbillonnantes
9. Feuilles vertes tombantes
10. Pétales de cerisier
11. Pétales de rose
12. Plumes tombantes
13. Pluie de sang
14. Etoiles tombante