

3. Script Window Resize

```
def window_resize
  Win32API.new('kernel32','GetPrivateProfileString','pppplp','l').call("Game",
    "Title","",title="\0"*256,256,"//Game.ini")
  Win32API.new('user32','FindWindow','pp','i').call("RGSS Player",title.delete!("\0"))
end
Win32API.new('user32','SetWindowLong','lll','l').call(window_resize,-16,
  0x10C70000|0x00080000)
```

4. Script Audio Player

```
module Rei
  module Audio_Player
    PATH = './Audio/BGM/'
    WMP = Win32API.new('winmm','mciSendString','ppll','v')
    def self.play(audio_file,volume,seek=0)
      file=PATH+audio_file
      rm=Rei::INI.read("Game","Title","Game.ini")
      master=Win32API.new('user32','FindWindowEx','llpp','l').call(0,0,nil,rm)
      WMP.call("open #{file} alias FILE type mpegvideo style child parent
"+master.to_s,0,0,0)
      WMP.call("play FILE from #{seek}",0,0,0)
      WMP.call("setaudio File volume to #{volume}",0,0,0)
    end
    def self.set_volume(v=800)WMP.call("setaudio FILE volume to #{v}",0,0,0);end
    def self.pause;WMP.call("pause FILE",0,0,0);end
    def self.resume;WMP.call("resume FILE",0,0,0);end
    def self.stop;WMP.call("stop FILE",0,0,0);end
    def self.close;WMP.call("close FILE",0,0,0);end
  end
end
```

5. Script Vampyr Keyboard

```
module Keys

  Keyboard = "PT-BR"

  Mouse_Left = 1
  Mouse_Right = 2
  Mouse_Middle = 4

  Back = 8
  Tab = 9
  Clear = 12
  Enter = 13
  Shift = 16
  Ctrl = 17
  Alt = 18
  Pause = 19
  CapsLock = 20
  Esc = 27
  Space = 32
```

PGUP = 33
PGDN = 34
End = 35
Home = 36
Left = 37
Up = 38
Right = 39
Down = 40
PrintScreen = 44
Insert = 45
Delete = 46

Num0 = 48
Num1 = 49
Num2 = 50
Num3 = 51
Num4 = 52
Num5 = 53
Num6 = 54
Num7 = 55
Num8 = 56
Num9 = 57

A = 65
B = 66
C = 67
D = 68
E = 69
F = 70
G = 71
H = 72
I = 73
J = 74
K = 75
L = 76
M = 77
N = 78
O = 79
P = 80
Q = 81
R = 82
S = 83
T = 84
U = 85
V = 86
W = 87
X = 88
Y = 89
Z = 90

Win = [91, 92]
Apps = 93

Pad0 = 96
Pad1 = 97

Pad2 = 98
Pad3 = 99
Pad4 = 100
Pad5 = 101
Pad6 = 102
Pad7 = 103
Pad8 = 104
Pad9 = 105
Multiply = 106
Add = 107
Subtract = 109
Decimal = 110
Divide = 111

F1 = 112
F2 = 113
F3 = 114
F4 = 115
F5 = 116
F6 = 117
F7 = 118
F8 = 119
F9 = 120
F10 = 121
F11 = 122
F12 = 123

NumLock = 144
ScrollLock = 145

Collon = 186 # EN-US: ;; PT-BR: çÇ
Equal = 187 # EN-US: =+ PT-BR: =+
Comma = 188 # EN-US: ,< PT-BR: ,<
Underscore = 189 # EN-US: -_ PT-BR: -_
Dot = 190 # EN-US: .> PT-BR: .>
Backslash = 191 # EN-US: /? PT-BR: ;;
Accent = 192 # EN-US: '~ PT-BR: ''
Query = 193 # EN-US: PT-BR: /?
Float = 194 # EN-US: PT-BT: .
LHook = 219 # EN-US: [{ PT-BR: ^
RBar = 220 # EN-US: \ PT-BR:]}
RHook = 221 # EN-US:]} PT-BR: [{
Quote = 222 # EN-US: '' PT-BR: ^~
LBar = 226 # PT-BR: \

Names = {1 => 'Mouse Left', 2 => 'Mouse Right', 3 => 'Cancel',
4 => 'Mouse Middle', 5 => 'Mouse 4th', 6 => 'Mouse 5th', 8 => 'Backspace',
9 => 'Tab', 12 => 'Clear', 13 => 'Enter', 16 => 'Shift', 17 => 'Control',
18 => 'Alt', 19 => 'Pause', 20 => 'Caps Lock', 21 => 'Kana', 23 => 'Junja',
24 => 'Final', 25 => 'Kanji', 27 => 'Escape', 28 => 'Convert', 29 => 'Non Convert',
30 => 'Accept', 31 => 'Mode Change', 32 => 'Space', 33 => 'Page Up',
34 => 'Page Down', 35 => 'End', 36 => 'Home', 37 => 'Left', 38 => 'Up',
39 => 'Right', 40 => 'Down', 41 => 'Select', 42 => 'Print', 43 => 'Execute',
44 => 'PrintScreen', 45 => 'Insert', 46 => 'Delete', 47 => 'Help',
48 => '0', 49 => '1', 50 => '2', 51 => '3', 52 => '4', 53 => '5', 54 => '6',

55 => '7', 56 => '8', 57 => '9', 65 => 'A', 66 => 'B', 67 => 'C', 68 => 'D',
69 => 'E', 70 => 'F', 71 => 'G', 72 => 'H', 73 => 'I', 74 => 'J', 75 => 'K',
76 => 'L', 77 => 'M', 78 => 'N', 79 => 'O', 80 => 'P', 81 => 'Q', 82 => 'R',
83 => 'S', 84 => 'T', 85 => 'U', 86 => 'V', 87 => 'W', 88 => 'X', 89 => 'Y',
90 => 'Z', 91 => 'Left Windows', 92 => 'Right Windows', 93 => 'Application',
95 => 'Sleep', 96 => 'PAD 0', 97 => 'PAD 1', 98 => 'PAD 2', 99 => 'PAD 3',
100 => 'PAD 4', 101 => 'PAD 5', 102 => 'PAD 6', 103 => 'PAD 7', 104 => 'PAD 8',
105 => 'PAD 9', 106 => '*', 107 => '+', 108 => 'Separator', 109 => '-',
110 => '.', 111 => '/', 112 => 'F1', 113 => 'F2', 114 => 'F3', 115 => 'F4',
116 => 'F5', 117 => 'F6', 118 => 'F7', 119 => 'F8', 120 => 'F9', 121 => 'F10',
122 => 'F11', 123 => 'F12', 124 => 'F13', 125 => 'F14', 126 => 'F15',
127 => 'F16', 128 => 'F17', 129 => 'F18', 130 => 'F19', 131 => 'F20',
132 => 'F21', 133 => 'F22', 134 => 'F23', 135 => 'F24', 144 => 'Number Lock',
145 => 'Scroll Lock', 146 => 'OEM 15', 147 => 'OEM 16', 148 => 'OEM 17',
149 => 'OEM 18', 150 => 'OEM 19', 160 => 'Left Shift', 161 => 'Right Shift',
162 => 'Left Control', 163 => 'Right Control', 164 => 'Left Alt',
165 => 'Right Alt', 166 => 'Browser Back', 167 => 'Browser Forward',
168 => 'Browser Refresh', 169 => 'Browser Stop', 170 => 'Browser Search',
171 => 'Browser Favorites', 172 => 'Browser Home', 173 => 'Volume Mute',
174 => 'Volume Down', 175 => 'Volume Up', 176 => 'Media Next Track',
177 => 'Media Previous Track', 178 => 'Media Stop', 179 => 'Media Play Pause',
180 => 'Launch Mail', 181 => 'Launch Media Select', 182 => 'Launch Application',
183 => 'Launch Application', 186 => 'OEM 1', 187 => 'OEM 2', 188 => 'OEM 3',
189 => 'OEM 4', 190 => 'OEM 5', 191 => 'OEM 6', 192 => 'OEM 7', 219 => 'OEM 8',
220 => 'OEM 9', 221 => 'OEM 10', 222 => 'OEM 11', 223 => 'OEM 13', 225 => 'OEM 20',
226 => 'OEM 14', 227 => 'OEM 21', 228 => 'OEM 22', 229 => 'Process',
230 => 'OEM 23', 232 => 'OEM 24', 240 => 'OEM 25', 241 => 'OEM 26',
242 => 'OEM 27', 243 => 'OEM 28', 244 => 'OEM 29', 245 => 'OEM 30', 246 => 'ATTN',
247 => 'CRSEL', 248 => 'EXSEL', 249 => 'EREOF', 250 => 'Play', 251 => 'Zoom',
253 => 'PA1', 254 => 'OEM Clear'}

Numbers = [48, 49, 50, 51, 52, 53, 54, 55, 56, 57,
96, 97, 98, 99, 100, 101, 102, 103, 104, 105]

Values = {}

Values["ALL"] = {32 => [" "], 49 => ["1", "!"], 50 => ["2", "@"],
51 => ["3", "#"], 52 => ["4", "\$"], 53 => ["5", "%"], 54 => ["6", ""],
55 => ["7", "&"], 56 => ["8", "*"], 57 => ["9", "("], 48 => ["0", ")"],
65 => ["a", "A"], 66 => ["b", "B"], 67 => ["c", "C"], 68 => ["d", "D"],
69 => ["e", "E"], 70 => ["f", "F"], 71 => ["g", "G"], 72 => ["h", "H"],
73 => ["i", "I"], 74 => ["j", "J"], 75 => ["k", "K"], 76 => ["l", "L"],
77 => ["m", "M"], 78 => ["n", "N"], 79 => ["o", "O"], 80 => ["p", "P"],
81 => ["q", "Q"], 82 => ["r", "R"], 83 => ["s", "S"], 84 => ["t", "T"],
85 => ["u", "U"], 86 => ["v", "V"], 87 => ["w", "W"], 88 => ["x", "X"],
89 => ["y", "Y"], 90 => ["z", "Z"], 96 => ["0"], 97 => ["1"], 98 => ["2"],
99 => ["3"], 100 => ["4"], 101 => ["5"], 102 => ["6"], 103 => ["7"],
104 => ["8"], 105 => ["9"], 106 => ["*"], 107 => ["+"], 109 => ["-"],
110 => [","], 111 => ["/"]}

Values["EN-US"] = {186 => [";", ":"], 187 => ["=", "+"], 188 => [",", "<"],
189 => ["-", "_"], 190 => [".", ">"], 191 => ["/", "?"], 192 => [""], 193 => ["~"],
219 => [{"", "{"}, 220 => [""], 221 => ["]", "}"}, 222 => [""], 223 => [""]}

Values["PT-BR"] = {186 => ["ç", "Ç"], 187 => ["=", "+"], 188 => [",", "<"],

```

189 => ["-", "_"], 190 => [".", ">"], 191 => [";", ":"], 192 => [""],
193 => ["/", "?"], 194 => ["."], 219 => [" ", ""], 220 => ["]", "{"],
221 => [{"", "{"}, 222 => ["~", "^"], 226 => [""], "|"}

def self.name(id)
  return (Names.keys.include?(id) ? Names[id] : "??")
end

def self.value(id)
  if Values["ALL"].keys.include?(id)
    return Values["ALL"][id]
  elsif Values[Keyboard].keys.include?(id)
    return Values[Keyboard][id]
  else
    return Values["EN-US"][id]
  end
end

end

#-----
module Input

  @time = Array.new(256, 0)
  @press = Array.new(256, false)
  @trigger = Array.new(256, false)
  @repeat = Array.new(256, false)
  @release = Array.new(256, false)
  @dirs = [0, 0]

  InputInitialize = Win32API.new("Input", 'InputInitialize', 'LLLLLL', ")
  InputUpdate = Win32API.new("Input", 'InputUpdate', ", ")

  InputInitialize.call(@time.object_id, @press.object_id, @trigger.object_id,
    @repeat.object_id, @release.object_id, @dirs.object_id)

  LEFT = 37
  UP = 38
  RIGHT = 39
  DOWN = 40
  A = [160, 161]
  B = [27, 88, 96]
  C = [13, 32, 90, 70]
  X = 65
  Y = 83
  Z = 68
  L = 81
  R = 87
  SHIFT = 16
  CTRL = 17
  ALT = 18
  F5 = 116
  F6 = 117
  F7 = 118
  F8 = 119

```

F9 = 120

```
def self.update
  InputUpdate.call
end
```

```
def self.trigger?(id)
  @trigger.indexes(*id.to_a).include?(true)
end
```

```
def self.press?(id)
  @press.indexes(*id.to_a).include?(true)
end
```

```
def self.triggerd?(what)
  if triggered.include?(what)
    return true
  end
end
```

```
def self.triggered
  array = Array.new
  @trigger.each_index {|i| array.push(i) if @trigger[i]}
  array
end
```

```
def self.pressed?(what)
  if pressed.include?(what)
    return true
  end
end
```

```
def self.pressed
  array = Array.new
  @press.each_index {|i| array.push(i) if @press[i]}
  array
end
```

```
def self.repeat?(id)
  @repeat.indexes(*id.to_a).include?(true)
end
```

```
def self.repeated
  array = Array.new
  @repeat.each_index {|i| array.push(i) if @repeat[i]}
  array
end
```

```
def self.release?(id)
  @release.indexes(*id.to_a).include?(true)
end
```

```
def self.released
  array = Array.new
  @release.each_index {|i| array.push(i) if @release[i]}
end
```

```

    array
  end

  def self.dir4
    return 2 if self.pressed?(DOWN)
    return 4 if self.pressed?(LEFT)
    return 6 if self.pressed?(RIGHT)
    return 8 if self.pressed?(UP)
    return 0
  end

  def self.dir8
    if self.pressed?(UP)
      return 9 if self.pressed?(RIGHT)
      return 7 if self.pressed?(LEFT)
      return 8
    end
    if self.pressed?(DOWN)
      return 3 if self.pressed?(RIGHT)
      return 1 if self.pressed?(LEFT)
      return 2
    end
    return 6 if self.pressed?(RIGHT)
    return 4 if self.pressed?(LEFT)
    return 0
  end
end

```

6. Listing Load

```

def do_load
  file = File.open(@savefile_windows[@index].filename, "rb")
  read_save_data(file)
  file.close
  $scene = Scene_Map.new
  RPG::BGM.fade(1500)
  Graphics.fadeout(60)
  Graphics.wait(40)
  @last_bgm.play
  @last_bgs.play
end

```

7. Listing Save File

```

def do_save
  file = File.open(@savefile_windows[@index].filename, "wb")

```

```

write_save_data(file)
file.close
return_scene
end
def write_save_data(file)
characters = []
for actor in $game_party.members
characters.push([actor.character_name, actor.character_index])
end
$game_system.save_count += 1
$game_system.version_id = $data_system.version_id
@last_bgm = RPG::BGM::last
@last_bgs = RPG::BGS::last
Marshal.dump(characters, file)
Marshal.dump(Graphics.frame_count, file)
Marshal.dump(@last_bgm, file)
Marshal.dump(@last_bgs, file)
Marshal.dump($game_system, file)
Marshal.dump($game_message, file)
Marshal.dump($game_switches, file)
Marshal.dump($game_variables, file)
Marshal.dump($game_self_switches, file)
Marshal.dump($game_actors, file)
Marshal.dump($game_party, file)
Marshal.dump($game_troop, file)
Marshal.dump($game_map, file)
Marshal.dump($game_player, file)
End

```

8. Script Rei Loading System

```

$imported = {} if $imported == nil
$imported["Rei_"+"LoadingScene"] = true
#-----
# ** Rei Module
#-----
module Rei
module LoadingScene
#=====
# SETTINGAN DEFAULT
#=====
IMG_BACKGROUND = 'Dota_Chibi'
IMG_LOADING_BAR = 'Boot>Loadingbar'
IMG_LOADING_BRD = 'Boot>Loadingborder'
LOADINGBAR_STP = [198,461,240,10]
DURATION = 600
TRANS_OPEN = '003-Blind03'
TRANS_OPEN_DUR = 30
TRANS_CLOSE = '004-Blind04'
TRANS_CLOSE_DUR = 30
SPEED = 3
#=====
# SETTINGAN TEMPLATE
#=====
TEMPLATE = {}
TEMPLATE = {

```



```

0 => {
  'back'   => 'Dota_Chibi',
  'bar'    => 'Boot_Loadingbar',
  'border' => 'Boot_Loadingborder',
  'setup'  => [201,347,273,36],
  'dur'    => 600,
  'trans1' => '003-Blind03',
  'trans1dur' => 30,
  'trans2' => '004-Blind04',
  'trans2dur' => 30,
  'speed'  => 3
},

} #

end
end
#=====
# LOADING ...
#=====
class Loading
  include Rei::LoadingScene
  def initialize(scene = Scene_Map.new, id = nil)
    if id.nil?
      @back   = IMG_BACKGROUND
      @bar    = IMG_LOADING_BAR
      @bor    = IMG_LOADING_BRD
      @setup  = LOADINGBAR_STP
      @dur    = DURATION
      @trans1 = TRANS_OPEN
      @trans1dur = TRANS_OPEN_DUR
      @trans2 = TRANS_CLOSE
      @trans2dur = TRANS_CLOSE_DUR
      @speed  = SPEED
    else
      @back=TEMPLATE[id]['back'].nil? ? IMG_BACKGROUND : TEMPLATE[id]['back']
      @bar=TEMPLATE[id]['bar'].nil? ? IMG_LOADING_BAR : TEMPLATE[id]['bar']
      @bor=TEMPLATE[id]['border'].nil? ? IMG_LOADING_BRD :
TEMPLATE[id]['border']
      @setup=TEMPLATE[id]['setup'].nil? ? LOADINGBAR_STP : TEMPLATE[id]['setup']
      @dur=TEMPLATE[id]['dur'].nil? ? DURATION : TEMPLATE[id]['dur']
      @trans1=TEMPLATE[id]['trans1'].nil? ? TRANS_OPEN : TEMPLATE[id]['trans1']
      @trans1dur=TEMPLATE[id]['trans1dur'].nil? ? TRANS_OPEN_DUR :
TEMPLATE[id]['trans1dur']
      @trans2=TEMPLATE[id]['trans2'].nil? ? TRANS_CLOSE : TEMPLATE[id]['trans2']
      @trans2dur=TEMPLATE[id]['trans2dur'].nil? ? TRANS_CLOSE_DUR :
TEMPLATE[id]['trans2dur']
      @speed=TEMPLATE[id]['speed'].nil? ? SPEED : TEMPLATE[id]['speed']
    end
    @scene = scene
  end
  def main
    start
    Input.update
  end
end

```

```

loop do
  Graphics.update
  Input.update
  update_phase
  break if @phase == 1
end
Graphics.update
Graphics.freeze
terminate
end
def start
  @view = Viewport.new(@setup[0],@setup[1],@setup[2],@setup[3])
  @view.z = 1000
  @tp = "Graphics/Transition/"
  Graphics.transition(@trans1dur,@tp+@trans1)
  @sprite_loading_bar = Plane.new(@view)
  @sprite_loading_border = Sprite.new
  @sprite_loading_back = Sprite.new
  @sprite_loading_bar.bitmap = Cache.picture(@bar)
  @sprite_loading_border.bitmap = Cache.picture(@bor)
  @sprite_loading_back.bitmap = Cache.picture(@back)
  @sprite_loading_bar.ox = @sprite_loading_bar.bitmap.width / 2
  @sprite_loading_back.z = 1
  @sprite_loading_border.z = 2
  @sprite_loading_bar.z = 3
  @phase = 0
  @wait = 0
end
def terminate
  @sprite_loading_bar.bitmap.dispose
  @sprite_loading_border.bitmap.dispose
  @sprite_loading_back.bitmap.dispose
  @sprite_loading_bar.dispose
  @sprite_loading_border.dispose
  @sprite_loading_back.dispose
  Graphics.transition(@trans2dur,@tp+@trans2)
  $scene = @scene
end
def update_phase
  @wait += 2
  if rand(4) == 0
    @sprite_loading_bar.ox -= (@speed-rand(3)) + rand(@speed-rand(3))
  elsif rand(4) == 1
    @sprite_loading_bar.ox -= (@speed-rand(2)) + rand(@speed+rands(2))
  end
  @phase = 1 if @wait >= @dur
end
end

```

9. Script Rei INI Read

```

module Rei
  module INI
    GPPS = Win32API.new('kernel32','GetPrivateProfileString','pppplp','l')
    def self.read(field,key,ini)

```

```

    GPPS.call(field,key,"",result="\0"*256,256,".//#{ini}")rescue return result=""
    return result.delete!("\0")
  end
end
end
end

```

10. Script Game Set

```

module Rei
  module Dance

    PLUS_SEQ = {
      # Normal
      1 => [ 4,
        [160, "up", "down", 165, "up", "right", 90, "up", 70, "down",
          60, "up", 60, "down", 60, "up", 60, "down", "up", 60, "up", 120,
          "left", "down", 120, "up", 90, "down", 75, "left", 50, "up", 25,
          "right", 90, "down", 145, "left", 110, "up", "right", 40, "left",
          80, "right", 80, "up", 80, "down", 50, "left", 30, "down", 60, "right",
          20, "right", 20, "right", 20, "right", 20, "right", 20, "up", 40,
          "down", 90, "left", "right", 30, "up", 80, "down", 80, "up", 165,
          "left", 80, "right", 80, "left", 60, "left", 320, "up", 160, "down", 140, "left", 10, "right",
          20, "up", 80, "up", 80, "up", 165, "down", 80, "down", 80, "down",
          165, "right", 80, "right", 80, "right", 165, "left", 80, "left",
          220, "left", "right", 90, "up", 80, "up", 235, "down", 90, "down",
          165, "up", "down", 80, "left", 75, "right", 10, "left", 150, "left",
          "right", 160, "up", "down", 165, "up", "right", 90, "up", 70, "down",
          60, "up", 60, "down", 60, "up", 60, "down", "up", 60, "up", 120,
          "left", "down", 120, "up", 90, "down", 75, "left", 50, "up", 25,
          "right", 90, "down", 145, "left", 110, "up", "right", 40, "left",
          80, "right", 80, "up", 80, "down", 50, "left", 30, "down", 60, "right",
          20, "right", 20, "right", 20, "right", 20, "right", 20, "up", 40,
          "down", 90, "left", "right", 30, "up", 80, "down", 80, "up", 165,
          "left", 80, "right", 80, "left", 165, "left", 80, "right", 80, "left",
          165, "up", 80, "down", 70, "left", 80, "up", 80, "right", "down", 120],
        ["inthesky.mp3", 1000], "G1.png" ],
      # Hard
      2 => [ 4,
        [540, "left", 160, "right", 160, "up", 80, "right", 80, "down", 20, "left",
          20, "left", 20, "left", 20, "left", 20, "left", 20, "left", 20,
          "left", 10, "right",
          20, "up", 40, "up", 40, "up", 40, "up", 40, "up", 40, "up", 105,
          "down", 40, "down", 40, "down", 40, "down", 40, "down", 40, "down", 120,
          "right", 40, "right", 40, "right", 40, "right", 40, "right", 40, "right",
          130,
          "left", 40, "left", 40, "left", 40, "left", 55, "left", 55, "right",
          "left", 55,
          "left", "right", 45, "up", 45, "down", 40, "up", 40, "down",
          47, "left", 47, "up", 47, "right", 47, "down", 47,
          "down", 45, "right", 45, "up", 53, "down", 53, "up", 53,
          "up", "down", 20, "right", 20, "right", 20, "right", 20, "left",
          20, "left", 20, "left", 20, "left", 15, "right", 10, "left",
          20, "up", 20, "up", 20, "up", 20, "up", 20, "up", 20, "up", 20, "up", 10,
          "left",
          "right", 40, "right", 40, "right", 40, "right", 40, "up", "down", 120, "down", 45,
          "up", "right", 30, "right", 30, "down", 30, "up", 70, "down",

```

60, "up", 60, "down", 60, "up", 60, "down", "up", 60, "up", 40, "left", 40, "right", 40,
"left", "down", 40, "down", 20, "left", 60, "up", 30, "down", 30, "down", 30,
20, "left", 55, "left", 50, "up", 25,
"right", 45, "up", 45, "down", 60, "down", 60, "left", 25, "left", 40, "up", 40,
"up", "right", 40, "left", 40, "left", 20, "right", 20,
"right", 40, "down", 20, "up", 20, "up", 40, "left", 20, "left", 20,
"down", 50, "left", 30, "down", 30, "left", 30, "right",
20, "left", 20, "right", 20, "left", 20, "right", 20, "up", 40,
"down", 40, "left", 25, "right", 25, "left", "right", 30,
"up", 40, "down", 40, "down", 40, "up", 40, "up", 40, "down", 125,
"left", 40, "right", 40, "right", 40, "left", 40, "left", 40, "right", 125,
"left", 40, "up", 40, "right", 40, "up", 40, "left", 40, "up",
125, "up", 40, "down", 40, "down", 40, "up", 30, "left", 20, "left", 20, "left", 20, "left",
20,
"up", 20, "up", 20, "up", 20, "right", "down", 120],
["inthesky.mp3", 1000], "G1.png"],
Normal
3 => [4,
[160, "up", "down", 165, "up", "right", 90, "up", 70, "down",
60, "up", 60, "down", 60, "up", 60, "down", "up", 60, "up", 120,
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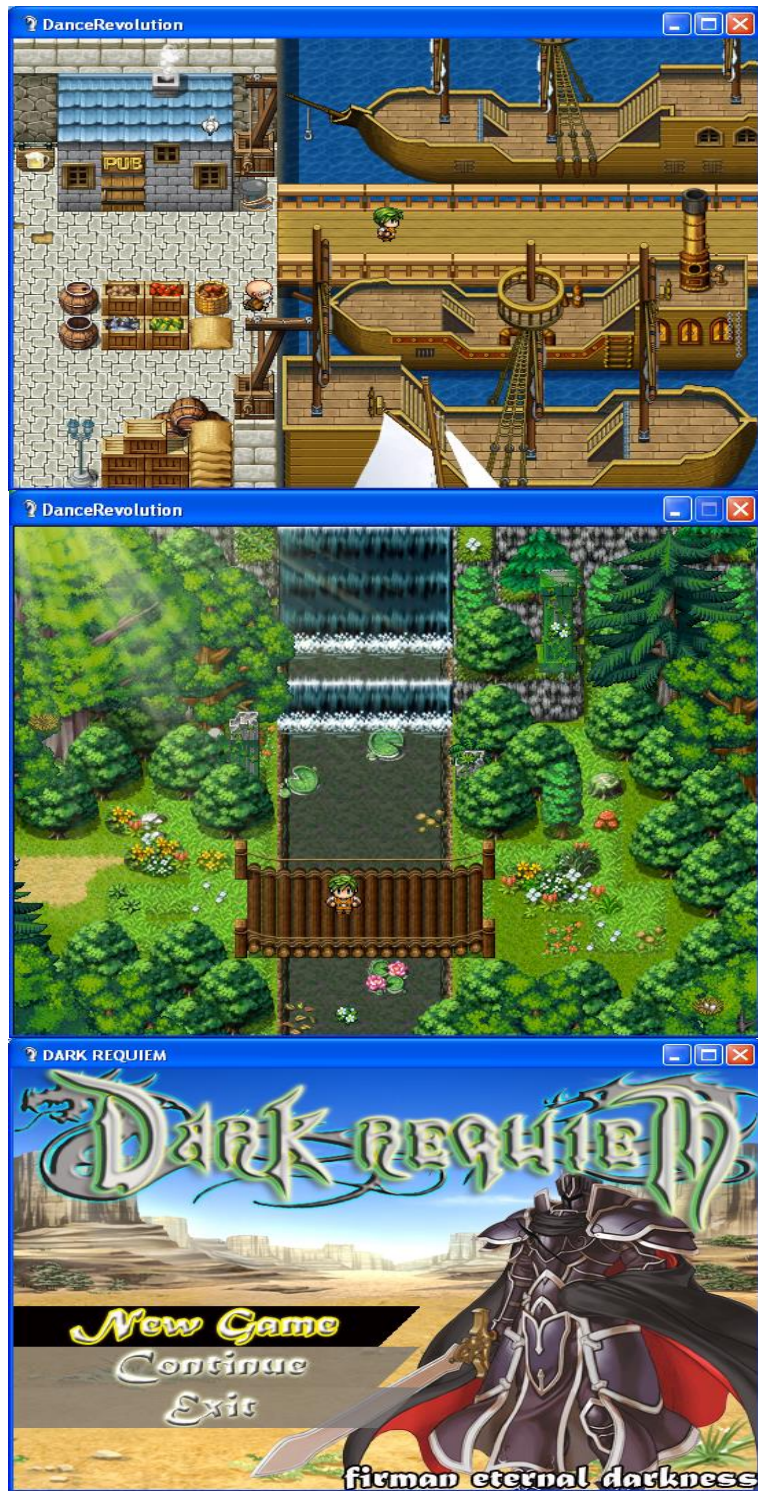
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GAMBAR A : SIDE SCROLLER GAME (RPG MAKER VX)



GAMBAR B : RPG GAME (RPG MAKER VX)



GAMBAR C : ADVENTURE GAME (RPG MAKER VX)



GAMBAR D : GAME SHOOTING (RPG MAKER VX)



GAMBAR E : GAME TETRICE (RPG MAKER VX)