

# Equipment Upgrade System v1.2

## Instructions

### Basic configuration.

Create the following elements:

Enhanced Weapon  
Enhanced Armor  
Enhancement  
Fixed Enhancement  
Upgrade  
0 Slots  
1 Slot  
2 Slots  
3 Slots  
4 Slots  
5 Slots

(Optional)

TYPE Sword  
TYPE Axe  
TYPE Lance  
TYPE Shield

### How to create an Enhanced Weapon/Armor?

Create your weapon/armor with the stats you want. Check the "Enhanced Weapon" element for weapons or "Enhanced Armor" element for armors.

Chose a number of slots you want available for that weapon/armor and check the corresponding element "# Slots".

### How to create an Enhancement?

Enhancements for weapons are weapons, enhancements for armors are armors. Create a weapon/armor, decide the stats that you want the enhancement to improve in the weapon/armor on which it will be applied by setting the corresponding values in the database. Then check the "Enhancement" element.

If you want a fixed enhancement, check the "Fixed Enhancement" element as well (NOTE: both "Enhancement" and "Fixed Enhancement" are needed for fixed enhancements! Setting only the "Fixed Enhancement" element won't work).

To access the Customize Weapon/Armor screen in which you manage enhancements, use a Script Call command with the code "\$scene=Scene\_Enhance.new".

The demo uses the sign event in the map to access the Customize Weapon/Armor screen.

### How to create an Upgrade?

Upgrades work similarly to fixed enhancements, in that their effect cannot be reversed, but they don't use slots.

Upgrades for weapons are weapons, upgrades for armors are armors. Create a weapon/armor, Decide the stats that you want the upgrade to improve in the weapon/armor on which it will be applied by setting the corresponding values in the database.

Then check the "Upgrade" element.

To apply upgrades to weapons/armors, access the Customize Weapon/Armor screen and use the CTRL key to switch between enhancements and upgrades.

### **Advanced configuration: configuring weapon/armor types.**

You can define types among weapons/armors by using the elements "TYPE <type name>" and assigning them to the weapons, armors, enhancements and upgrades. For an enhancement (upgrade) to be applicable to a certain type of weapon/armor it must have the corresponding type element.

If you set ALLOW\_UNSPECIFIED\_TYPE=true in the configuration, you'll be able to use any enhancement (upgrade) on unspecified TYPE weapons/armors and unspecified TYPE enhancements (upgrades) on any weapon/armor.

### **Usage.**

In the enhance scene, you can discard weapons/armors by pressing the button/key configured as Z (Default is SHIFT). A confirmation will be needed.

In the equip and shop scenes, use Z to make the slots appear/disappear in the help window.

### **How to give the party a weapon/armor with slots already filled with enhancements?**

Use a script command like this one:

```
$game_party.gain_weapon(wpn_id, q, [en_ID1, en_ID2,...])
```

```
$game_party.gain_armor(armor_id, q, [en_ID1, en_ID2,...])
```

*wpn\_id* is the ID of the weapon

*armor\_id* is the ID of the armor

*q* is the quantity

[*en\_ID1*, *en\_ID2*,...] is an array containing the IDs of the enhancements. IDs will refer to weapons or armors depending on the command used. You can also fill, say, only one slot in a 4-slots weapon, in this case just use [*en\_ID1*]. Enhancements exceeding the number of slots in the weapon/armor will be ignored.

### **Upgrades that add slots.**

The following hashes can be used to define upgrades that add slots when applied to weapons/armors. The format is:

```
{ weapon/armor_upgrade_id => #_of_slots }
```

```
SLOT_PLUS_WEAPON_UPGRADES = { 42 => 1, 43 => 2, 44 => 3 }
```

```
SLOT_PLUS_ARMOR_UPGRADES = { 38 => 1 }
```