"local Players = game:GetService("Players")  
local RunService = game:GetService("RunService")  
local UserInputService = game:GetService("UserInputService")  
local SoundService = game:GetService("SoundService")  
local StarterGui = game:GetService("StarterGui")  
local TextChatService = game:GetService("TextChatService")  
  
local LocalPlayer = Players.LocalPlayer  
  
-- Sound Effects  
local function playSound(soundId)  
 local sound = Instance.new("Sound")  
 sound.SoundId = "rbxassetid://" .. soundId  
 sound.Parent = SoundService  
 sound:Play()  
 sound.Ended:Connect(function()  
 sound:Destroy()  
 end)  
end  
  
-- Play initial sound  
playSound("2865227271")  
  
-- GUI Creation  
local ScreenGui = Instance.new("ScreenGui")  
ScreenGui.Name = "SuperRingPartsGUI"  
ScreenGui.ResetOnSpawn = false  
ScreenGui.Parent = LocalPlayer:WaitForChild("PlayerGui")  
  
local MainFrame = Instance.new("Frame")  
MainFrame.Size = UDim2.new(0, 220, 0, 190)  
MainFrame.Position = UDim2.new(0.5, -110, 0.5, -95)  
MainFrame.BackgroundColor3 = Color3.fromRGB(205, 170, 125) -- Light brown  
MainFrame.BorderSizePixel = 0  
MainFrame.Parent = ScreenGui  
  
-- Make the GUI round  
local UICorner = Instance.new("UICorner")  
UICorner.CornerRadius = UDim.new(0, 20)  
UICorner.Parent = MainFrame  
  
local Title = Instance.new("TextLabel")  
Title.Size = UDim2.new(1, 0, 0, 40)  
Title.Position = UDim2.new(0, 0, 0, 0)  
Title.Text = "小欣环绕v3"  
Title.TextColor3 = Color3.fromRGB(101, 67, 33) -- Dark brown  
Title.BackgroundColor3 = Color3.fromRGB(222, 184, 135) -- Lighter brown  
Title.Font = Enum.Font.Fondamento -- More elegant font  
Title.TextSize = 22  
Title.Parent = MainFrame  
  
-- Round the title  
local TitleCorner = Instance.new("UICorner")  
TitleCorner.CornerRadius = UDim.new(0, 20)  
TitleCorner.Parent = Title  
  
local ToggleButton = Instance.new("TextButton")  
ToggleButton.Size = UDim2.new(0.8, 0, 0, 35)  
ToggleButton.Position = UDim2.new(0.1, 0, 0.3, 0)  
ToggleButton.Text = "关闭黑洞"  
ToggleButton.BackgroundColor3 = Color3.fromRGB(160, 82, 45) -- Sienna  
ToggleButton.TextColor3 = Color3.fromRGB(255, 248, 220) -- Cornsilk  
ToggleButton.Font = Enum.Font.Fondamento  
ToggleButton.TextSize = 18  
ToggleButton.Parent = MainFrame  
  
-- Round the toggle button  
local ToggleCorner = Instance.new("UICorner")  
ToggleCorner.CornerRadius = UDim.new(0, 10)  
ToggleCorner.Parent = ToggleButton  
  
local DecreaseRadius = Instance.new("TextButton")  
DecreaseRadius.Size = UDim2.new(0.2, 0, 0, 35)  
DecreaseRadius.Position = UDim2.new(0.1, 0, 0.6, 0)  
DecreaseRadius.Text = "减"  
DecreaseRadius.BackgroundColor3 = Color3.fromRGB(139, 69, 19) -- Saddle brown  
DecreaseRadius.TextColor3 = Color3.fromRGB(255, 248, 220) -- Cornsilk  
DecreaseRadius.Font = Enum.Font.Fondamento  
DecreaseRadius.TextSize = 18  
DecreaseRadius.Parent = MainFrame  
  
-- Round the decrease button  
local DecreaseCorner = Instance.new("UICorner")  
DecreaseCorner.CornerRadius = UDim.new(0, 10)  
DecreaseCorner.Parent = DecreaseRadius  
  
local IncreaseRadius = Instance.new("TextButton")  
IncreaseRadius.Size = UDim2.new(0.2, 0, 0, 35)  
IncreaseRadius.Position = UDim2.new(0.7, 0, 0.6, 0)  
IncreaseRadius.Text = "加"  
IncreaseRadius.BackgroundColor3 = Color3.fromRGB(139, 69, 19) -- Saddle brown  
IncreaseRadius.TextColor3 = Color3.fromRGB(255, 248, 220) -- Cornsilk  
IncreaseRadius.Font = Enum.Font.Fondamento  
IncreaseRadius.TextSize = 18  
IncreaseRadius.Parent = MainFrame  
  
-- Round the increase button  
local IncreaseCorner = Instance.new("UICorner")  
IncreaseCorner.CornerRadius = UDim.new(0, 10)  
IncreaseCorner.Parent = IncreaseRadius  
  
local RadiusDisplay = Instance.new("TextLabel")  
RadiusDisplay.Size = UDim2.new(0.4, 0, 0, 35)  
RadiusDisplay.Position = UDim2.new(0.3, 0, 0.6, 0)  
RadiusDisplay.Text = "半径: 50"  
RadiusDisplay.BackgroundColor3 = Color3.fromRGB(210, 180, 140) -- Tan  
RadiusDisplay.TextColor3 = Color3.fromRGB(101, 67, 33) -- Dark brown  
RadiusDisplay.Font = Enum.Font.Fondamento  
RadiusDisplay.TextSize = 18  
RadiusDisplay.Parent = MainFrame  
  
-- Round the radius display  
local RadiusCorner = Instance.new("UICorner")  
RadiusCorner.CornerRadius = UDim.new(0, 10)  
RadiusCorner.Parent = RadiusDisplay  
  
local Watermark = Instance.new("TextLabel")  
Watermark.Size = UDim2.new(1, 0, 0, 20)  
Watermark.Position = UDim2.new(0, 0, 1, -20)  
Watermark.Text = "环绕 [V3] - 原作者 yumm"  
Watermark.TextColor3 = Color3.fromRGB(101, 67, 33) -- Dark brown  
Watermark.BackgroundTransparency = 1  
Watermark.Font = Enum.Font.Fondamento  
Watermark.TextSize = 14  
Watermark.Parent = MainFrame  
  
-- Add minimize button  
local MinimizeButton = Instance.new("TextButton")  
MinimizeButton.Size = UDim2.new(0, 30, 0, 30)  
MinimizeButton.Position = UDim2.new(1, -35, 0, 5)  
MinimizeButton.Text = "-"  
MinimizeButton.BackgroundColor3 = Color3.fromRGB(139, 69, 19) -- Saddle brown  
MinimizeButton.TextColor3 = Color3.fromRGB(255, 248, 220) -- Cornsilk  
MinimizeButton.Font = Enum.Font.Fondamento  
MinimizeButton.TextSize = 18  
MinimizeButton.Parent = MainFrame  
  
-- Round the minimize button  
local MinimizeCorner = Instance.new("UICorner")  
MinimizeCorner.CornerRadius = UDim.new(0, 15)  
MinimizeCorner.Parent = MinimizeButton  
  
-- Minimize functionality  
local minimized = false  
MinimizeButton.MouseButton1Click:Connect(function()  
 minimized = not minimized  
 if minimized then  
 MainFrame:TweenSize(UDim2.new(0, 220, 0, 40), "Out", "Quad", 0.3, true)  
 MinimizeButton.Text = "开"  
 ToggleButton.Visible = false  
 DecreaseRadius.Visible = false  
 IncreaseRadius.Visible = false  
 RadiusDisplay.Visible = false  
 Watermark.Visible = false  
 else  
 MainFrame:TweenSize(UDim2.new(0, 220, 0, 190), "Out", "Quad", 0.3, true)  
 MinimizeButton.Text = "关"  
 ToggleButton.Visible = true  
 DecreaseRadius.Visible = true  
 IncreaseRadius.Visible = true  
 RadiusDisplay.Visible = true  
 Watermark.Visible = true  
 end  
 playSound("12221967")  
end)  
  
-- Make GUI draggable  
local dragging  
local dragInput  
local dragStart  
local startPos  
  
local function update(input)  
 local delta = input.Position - dragStart  
 MainFrame.Position = UDim2.new(startPos.X.Scale, startPos.X.Offset + delta.X, startPos.Y.Scale, startPos.Y.Offset + delta.Y)  
end  
  
MainFrame.InputBegan:Connect(function(input)  
 if input.UserInputType == Enum.UserInputType.MouseButton1 or input.UserInputType == Enum.UserInputType.Touch then  
 dragging = true  
 dragStart = input.Position  
 startPos = MainFrame.Position  
   
 input.Changed:Connect(function() if input.UserInputState == Enum.UserInputState.End then  
 dragging = false  
 end  
 end)  
 end  
end)  
  
MainFrame.InputChanged:Connect(function(input)  
 if input.UserInputType == Enum.UserInputType.MouseMovement or input.UserInputType == Enum.UserInputType.Touch then  
 dragInput = input  
 end  
end)  
  
UserInputService.InputChanged:Connect(function(input)  
 if input == dragInput and dragging then  
 update(input)  
 end  
end)  
  
-- Ring Parts Logic  
if not getgenv().Network then  
 getgenv().Network = {  
 BaseParts = {},  
 Velocity = Vector3.new(14.46262424, 14.46262424, 14.46262424)  
 }  
 Network.RetainPart = function(Part)  
 if typeof(Part) == "Instance" and Part:IsA("BasePart") and Part:IsDescendantOf(workspace) then  
 table.insert(Network.BaseParts, Part)  
 Part.CustomPhysicalProperties = PhysicalProperties.new(0, 0, 0, 0, 0)  
 Part.CanCollide = false  
 end  
 end  
 local function EnablePartControl()  
 LocalPlayer.ReplicationFocus = workspace  
 RunService.Heartbeat:Connect(function()  
 sethiddenproperty(LocalPlayer, "SimulationRadius", math.huge)  
 for \_, Part in pairs(Network.BaseParts) do  
 if Part:IsDescendantOf(workspace) then  
 Part.Velocity = Network.Velocity  
 end  
 end  
 end)  
 end  
 EnablePartControl()  
end  
  
local radius = 50  
local height = 100  
local rotationSpeed = 10  
local attractionStrength = 1000  
local ringPartsEnabled = false  
  
local function RetainPart(Part)  
 if Part:IsA("BasePart") and not Part.Anchored and Part:IsDescendantOf(workspace) then  
 if Part.Parent == LocalPlayer.Character or Part:IsDescendantOf(LocalPlayer.Character) then  
 return false  
 end  
  
 Part.CustomPhysicalProperties = PhysicalProperties.new(0, 0, 0, 0, 0)  
 Part.CanCollide = false  
 return true  
 end  
 return false  
end  
  
local parts = {}  
local function addPart(part)  
 if RetainPart(part) then  
 if not table.find(parts, part) then  
 table.insert(parts, part)  
 end  
 end  
end  
  
local function removePart(part)  
 local index = table.find(parts, part)  
 if index then  
 table.remove(parts, index)  
 end  
end  
  
for \_, part in pairs(workspace:GetDescendants()) do  
 addPart(part)  
end  
  
workspace.DescendantAdded:Connect(addPart)  
workspace.DescendantRemoving:Connect(removePart)  
  
RunService.Heartbeat:Connect(function()  
 if not ringPartsEnabled then return end  
   
 local humanoidRootPart = LocalPlayer.Character and LocalPlayer.Character:FindFirstChild("HumanoidRootPart")  
 if humanoidRootPart then  
 local tornadoCenter = humanoidRootPart.Position  
 for \_, part in pairs(parts) do  
 if part.Parent and not part.Anchored then  
 local pos = part.Position  
 local distance = (Vector3.new(pos.X, tornadoCenter.Y, pos.Z) - tornadoCenter).Magnitude  
 local angle = math.atan2(pos.Z - tornadoCenter.Z, pos.X - tornadoCenter.X)  
 local newAngle = angle + math.rad(rotationSpeed)  
 local targetPos = Vector3.new(  
 tornadoCenter.X + math.cos(newAngle) \* math.min(radius, distance),  
 tornadoCenter.Y + (height \* (math.abs(math.sin((pos.Y - tornadoCenter.Y) / height)))),  
 tornadoCenter.Z + math.sin(newAngle) \* math.min(radius, distance)  
 )  
 local directionToTarget = (targetPos - part.Position).unit  
 part.Velocity = directionToTarget \* attractionStrength  
 end  
 end  
 end  
end)  
  
-- Button functionality  
ToggleButton.MouseButton1Click:Connect(function()  
 ringPartsEnabled = not ringPartsEnabled  
 ToggleButton.Text = ringPartsEnabled and "环绕开" or "环绕关"  
 ToggleButton.BackgroundColor3 = ringPartsEnabled and Color3.fromRGB(50, 205, 50) or Color3.fromRGB(160, 82, 45)  
 playSound("12221967")  
end)  
  
DecreaseRadius.MouseButton1Click:Connect(function()  
 radius = math.max(10, radius - 5)  
 RadiusDisplay.Text = "Radius: " .. radius  
 playSound("12221967")  
end)  
  
IncreaseRadius.MouseButton1Click:Connect(function()  
 radius = math.min(100, radius + 5)  
 RadiusDisplay.Text = "Radius: " .. radius  
 playSound("12221967")  
end)  
  
-- Notifications  
StarterGui:SetCore("SendNotification", {  
 Title = "Join me Discord !",  
 Text = "For More Op Scripts !",  
 Duration = 5  
})  
  
-- Get player thumbnail  
local userId = Players:GetUserIdFromNameAsync("NannaDev")  
local thumbType = Enum.ThumbnailType.HeadShot  
local thumbSize = Enum.ThumbnailSize.Size420x420  
local content, isReady = Players:GetUserThumbnailAsync(userId, thumbType, thumbSize)  
  
StarterGui:SetCore("SendNotification", {  
 Title = "Enjoy Super Ring [V3]",  
 Text = "Cracked By .gg/3kZ7dKbJPe",  
 Icon = content,  
 Duration = 5  
})  
  
-- Chat message (Updated for new chat system)  
local function SendChatMessage(message)  
 if TextChatService.ChatVersion == Enum.ChatVersion.TextChatService then  
 local textChannel = TextChatService.TextChannels.RBXGeneral  
 textChannel:SendAsync(message)  
 else  
 game:GetService("ReplicatedStorage").DefaultChatSystemChatEvents.SayMessageRequest:FireServer(message, "All")  
 end  
end  
  
-- Send the chat message  
SendChatMessage("环绕V3重置版")  
SendChatMessage("由 yumm 制作的环绕V3")"