--chap 4 Euro Snow Down race 12

--ver 1.00

--arthur PhuocPro

local Green = 12843794;

function tap(x,y,z)

touchDown(0,x,y);

usleep(20000);

touchUp(0,x,y);

usleep(z\*100000);

end

function scrollUp()

touchDown(1, 136.96, 487.67);

usleep(66841.33);

touchMove(1, 154.42, 479.53);

usleep(16780.88);

touchMove(1, 173.92, 479.53);

usleep(16514.42);

touchMove(1, 211.89, 484.62);

usleep(16964.42);

touchMove(1, 284.76, 504.99);

usleep(16741.83);

touchMove(1, 391.51, 536.54);

usleep(16353.04);

touchMove(1, 523.91, 566.08);

usleep(15394.54);

touchUp(1, 528.02, 570.15);

usleep(1000000);

touchDown(1, 136.96, 487.67);

usleep(66841.33);

touchMove(1, 154.42, 479.53);

usleep(16780.88);

touchMove(1, 173.92, 479.53);

usleep(16514.42);

touchMove(1, 211.89, 484.62);

usleep(16964.42);

touchMove(1, 284.76, 504.99);

usleep(16741.83);

touchMove(1, 391.51, 536.54);

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touchMove(1, 523.91, 566.08);

usleep(15394.54);

touchUp(1, 528.02, 570.15);

usleep(1000000);

touchDown(1, 136.96, 487.67);

usleep(66841.33);

touchMove(1, 154.42, 479.53);

usleep(16780.88);

touchMove(1, 173.92, 479.53);

usleep(16514.42);

touchMove(1, 211.89, 484.62);

usleep(16964.42);

touchMove(1, 284.76, 504.99);

usleep(16741.83);

touchMove(1, 391.51, 536.54);

usleep(16353.04);

touchMove(1, 523.91, 566.08);

usleep(15394.54);

touchUp(1, 528.02, 570.15);

usleep(1000000);

end

function scrollDown()

touchDown(4, 680.96, 521.28);

usleep(50402.38);

touchMove(4, 652.21, 516.19);

usleep(16893.50);

touchMove(4, 632.71, 516.19);

usleep(16392.58);

touchMove(4, 606.02, 515.17);

usleep(16891.92);

touchMove(4, 572.16, 513.13);

usleep(16528.62);

touchMove(4, 537.25, 510.08);

usleep(17564.58);

touchMove(4, 502.36, 503.98);

usleep(15708.50);

touchMove(4, 465.41, 496.85);

usleep(16672.04);

touchMove(4, 426.41, 487.67);

usleep(16597.71);

touchMove(4, 388.44, 478.51);

usleep(16731.83);

touchMove(4, 349.42, 470.37);

usleep(16610.88);

touchMove(4, 314.53, 463.24);

usleep(16708.67);

touchMove(4, 282.71, 457.14);

usleep(16745.21);

touchMove(4, 257.05, 452.05);

usleep(19873.21);

touchMove(4, 229.34, 447.98);

usleep(13250.17);

touchMove(4, 205.73, 443.91);

usleep(16954.71);

touchMove(4, 187.26, 440.83);

usleep(16398.04);

touchMove(4, 169.81, 437.78);

usleep(22012.75);

touchMove(4, 156.46, 434.73);

usleep(11352.33);

touchMove(4, 146.20, 432.69);

usleep(16587.96);

touchMove(4, 137.99, 430.66);

usleep(16774.25);

touchMove(4, 132.85, 428.62);

usleep(16855.33);

touchMove(4, 128.75, 426.58);

usleep(16368.29);

touchMove(4, 125.67, 425.57);

usleep(16797.58);

touchMove(4, 122.59, 424.55);

usleep(16776.83);

touchMove(4, 121.57, 423.53);

usleep(33101.92);

touchMove(4, 120.54, 423.53);

usleep(200167.46);

touchMove(4, 120.54, 416.41);

usleep(15255.25);

touchUp(4, 122.59, 412.34);

usleep(500000);

end

function chooseRace()

if (getColor(602,936) == Green) then

repeat scrollUp() until getColor(209,706) == Green

scrollDown();

tap(412,864,5);

tap(678,288,15);

end

end

function chooseCar(x)

local mod;

while (x>0) do

mod = x%10;

--alert(mod);

x = math.floor(x/10);

if (Green == getColor(424,952) and mod == 1) then

tap(330,1041,5);

tap(678,118,5);

return;

end

if (Green == getColor(676,952) and mod == 2) then

tap(500,1185,5);

tap(678,118,5);

return;

end

if (Green == getColor(424,588) and mod == 3) then

tap(218,794,5);

tap(678,118,5);

return;

end

if (Green == getColor(676,588) and mod == 4) then

tap(663,822,5);

tap(678,118,5);

return;

end

if (Green == getColor(424,228) and mod == 5) then

--alert(x);

tap(220,336,5);

tap(678,118,5);

return;

end

if (Green == getColor(676,228) and mod == 6) then

tap(663,319,5);

tap(678,118,5);

return;

end

end

end

--1676

function nitro()

if (12844047 ~= getColor(110,408) and 16764124 ~= getColor(111,34) and 13369410 ~= getColor(355,668)) then tap(676,104,5);

--if (12844047 ~= getColor(110,408) and 13369410 ~= getColor(355,668)) then tap(676,104,5);

else while (13369410 == getColor(355,668)) do usleep(1000000); end

end

end

adaptResolution(750, 1334);

adaptOrientation(ORIENTATION\_TYPE.PORTRAIT);

while (true) do

chooseRace();

chooseCar(654321);

nitro();

end