CREATETIME="2018-08-14 13:35:40";

--ver 1.01

--author PhuocPro

function tap(x,y)

touchDown(0,x,y);

usleep(20000);

touchUp(0,x,y);

end

--function chooseLeage(x,y)

adaptResolution(750, 1334);

adaptOrientation(ORIENTATION\_TYPE.PORTRAIT);

local Green = 12843794;

local White = 16777215;

local chooseCar = 269317;

while (true) do

if(16711764 == getColor(180,442)) then

tap(669,536);

usleep(2000000);

end

if(White == getColor(148,412) and White == getColor(148,327) and White == getColor(148,244)) then

tap(114,432);

usleep(1000000);

if (Green == getColor(418,855)) then tap(418,855);

elseif (Green == getColor(664,855)) then tap(664,855);

elseif (Green == getColor(420,502)) then tap(420,502);

elseif (Green == getColor(666,502)) then tap(666,502);

elseif (Green == getColor(420,150)) then tap(420,150);

elseif (Green == getColor(666,150)) then tap(666,150);

else

tap(101,345);

usleep(1000000);

if (Green == getColor(418,756)) then tap(418,756);

elseif (Green == getColor(665,855)) then tap(665,855);

elseif (Green == getColor(420,502)) then tap(420,502);

elseif (Green == getColor(666,502)) then tap(666,502);

elseif (Green == getColor(420,150)) then tap(420,150);

elseif (Green == getColor(666,150)) then tap(666,150);

else end

end

usleep(1500000);

end

if (16711764 == getColor(242,172)) then

tap(242,172);

usleep(500000);

end

if(White ~= getColor(700,84) and chooseCar ~= getColor(700,84)) then

tap(700,84);

usleep(500000);

end

end