#include <stdio.h>

#include "boolean.h"

#include "map.h"

#include "point.h"

#include "listlinierunit.h"

#include "listlinierbuilding.h"

#include "pcolor.h"

#include <stdlib.h>

#include <time.h>

int main () {

MATRIKS M;

Unit X;

MakeMATRIKS(10,10,&M);

InitializeMap(&M);

TulisMAP(&M,5,5);

printf("\n\n\n");

X.P = 3;

X.TYP = KNG;

X.RNGTYP = MELEE;

X.PRB = PRB\_KNG;

X.CHN = true;

X.PRC = PRC\_OF\_KNG;

X.LOC.X = 0;

X.LOC.Y = 0;

X.MOVEPTS = MAX\_MOVE\_KNG;

X.MAXMOVE = MAX\_MOVE\_KNG;

X.ATK = ATK\_KNG;

X.HP = MAX\_HP\_KNG;

X.MAXHP = MAX\_HP\_KNG;

TulisMAPJarak(&M, X);

return 0;

}