

Login

```
<?php
session_start();
if(isset($_SESSION["authenticated"]) && $_SESSION["authenticated"] = 'true') {
    header('Location: index.php');
    exit();
}
/*test*/

/*test*/

function funny(){
$Username=$_POST['Username'];
$Password=$_POST['Password'];
$host="localhost";
$dbUsername="root";
$dbPassword="82468246a!";
$dbname="Guild";
$conn=mysqli_connect($host,$dbUsername, $dbPassword,$dbname);
/*if( $conn ) { echo "('Connection established.)";
} else{ echo "Connection could not be established."; die( print_r( mysqli_errors(), true));} */
$query="SELECT Username,Password FROM accounts WHERE Username='$Username'AND Password='$Password'";
$result=mysqli_query($conn,$query);

if ($result->num_rows > 0) {

    $getPlayerName="SELECT playerName FROM accounts WHERE Username='$Username'AND Password='$Password'";
    $goGet=mysqli_query($conn,$getPlayerName);
    $goG=mysqli_fetch_assoc($goGet);
    $go=sprintf($goG['PlayerName']);

    $_SESSION['PlayerName']=$go;

    $_SESSION["authenticated"] = 'true';
    $_SESSION["error"] = 'false';
    session_regenerate_id(true);
    header('Location: index.php');
}
else
{
    $_SESSION["error"] = 'true';
};
};
```

```

}
$_SESSION["id"]=232;
if(isset($_POST['submit']))
{
    funny();
}
?>

```

```

<html>
<head>
<title>Guild Login</title>
<style>

</style>
<meta name="viewport" content="width=device-width ,initial-scale=0.4 maximum-scale=1 "/>
<script src="https://ajax.googleapis.com/ajax/libs/jquery/2.1.1/jquery.min.js"></script>
<meta http-equiv="refresh" content="9000"/>
<meta charset="UTF-8">
<link rel="stylesheet" href="Login.css" type="text/css">

</head>
<body>
<div id="GameOverChrome">
<div id="Why">
    <div id="WraptheHome">
        <div id="Home"><a href="index.php"></a></div>
        <div id="HomeOut"><a href="index.php"></a></div>
        <div id="GoHomeText">Go home</div>
    </div>
    <div id="WrongLogin"><?php if (isset($_SESSION["error"]) && $_SESSION["error"]=="true") {echo "Wrong
username or password." ;}; ?></div>
    
    
    <div class="formWrap">

        <div id="TheSpartans"></div>
        <div id="Ahoy">Ahoy member.Sign in so you can unlock the view-event panel</div>
        <form class="form" method="POST" action="">
            <input type="text" name="Username" value="" id="Username" placeholder="Username"
onfocus="Push()" onkeypress="CheckSpace(event)" onfocusout="PushBack(),AllNoSpace()"/>
            <input type="password" name="Password" value="" onfocusout="AllNoSpace()" id="Password" onkeypress="Ch
eckSpace(event)" placeholder="Password" >
            <label for="submit">
                <div id="SubmitBorder">
                    <div id="InsideSubmit">
                        <div id="ThreeD">
                            </div>
                        <span style="margin-top:2px">Login</span></div>

```

```
</div></label>
```

```
<input type="submit" value="" name="submit" id="submit"></input>
</form>
```

```
<div id="MoreInfo">
```

```
Click here for sign up <button id="Infobutton" onclick="OpenRegister()">info</button></div>
```

```
<div id="SignUpLink"><a href="Signup.php">Sign up</a></div>
```

```
<div id="Register">
```

```
<span id="CloseRegister" onclick="CloseRegister()">X</span>
```

```
<p>To register you will need to have a serial key provided
```

```
by our guild leader. In case you are already a member in our guild but guild leader
```

```
didn't provide you a key yet, you may send me an email at
```

```
<span style="color:lightgreen">giovani1994a@gmail.com</span>.</p>
```

```
</div><!--Register -->
```

```
</div>
```

```
</div>
```

```
</div>
```

```
<script>
```

```
function OpenRegister(){
var Register=document.getElementById("Register");
Register.style.display="flex";
}
```

```
function CloseRegister(){
var Register=document.getElementById("Register");
Register.style.display="none";
}
```

```
function Pikatsu(){
var picha=document.getElementById("Pica");
var PicaStandUp=document.getElementById("PicaStandUp");

}
</script>
```

```
<script>
var Ahoy=document.getElementById("Ahoy");
var User=document.getElementById("Username");
var Pass=document.getElementById("Password");
if ((User.value)!=""){
Pass.classList.add("really");
Pass.classList.add("PassOpacity");
Ahoy.classList.add("AhoyKeyframe");
PicaStandUp.classList.add("PicaStandUp");
```

```
}else{
Pass.classList.remove("PassOpacity");
```

```
}
```

```
function Push(){  
var Ahoy=document.getElementById("Ahoy");  
var User=document.getElementById("Username");  
var Pass=document.getElementById("Password");  
if ((User.value)!=""){
```

```
Pass.classList.add("PassOpacity");
```

```
}else{
```

```
Pass.classList.remove("PassOpacity");  
}
```

```
Ahoy.classList.remove("AhoyKeyframeBack");  
Ahoy.classList.add("AhoyKeyframe");
```

```
Pass.classList.remove("reallyNow");  
Pass.classList.add("really");
```

```
}
```

```
function PushBack(){  
var Ahoy=document.getElementById("Ahoy");  
var User=document.getElementById("Username");  
var Pass=document.getElementById("Password");  
if ((User.value)!=""){  
Pass.classList.add("PassOpacity");  
}else{  
Ahoy.classList.add("AhoyKeyframeBack");  
Pass.classList.remove("PassOpacity");  
Pass.classList.add("reallyNow");  
}
```

```
}
```

```
</script>
```

```
<script>
```

```
function AllNoSpace(){  
var UserDeny = document.getElementById("Username").value;  
var res = UserDeny.replace(/\s+/g,"").replace("<script","");
```

```
document.getElementById("Username").value = res;
```

```
var PassDeny = document.getElementById("Password").value;  
var gr = PassDeny.replace(/\s+/g,"").replace("<script","");  
document.getElementById("Password").value = gr;
```

```
var PlayerDeny = document.getElementById("PlayerName").value;
var erw = PlayerDeny.replace(/\s+/g,"").replace("<script","");
document.getElementById("PlayerName").value = erw;
```

```
var SerialDeny = document.getElementById("SerialKey").value;
var we = SerialDeny.replace(/\s+/g,"").replace("<script","");
document.getElementById("SerialKey").value = we;
```

```
}
```

```
function CheckSpace(event)
{
    if(event.which ==32)
    {
        event.preventDefault();
        return false;
    }
}
```

```
</script>
```

```
<noscript>
    <style type="text/css">
        #GameOverChrome {display:none;}
        body {background-image:url(Pic/NOjavascript.png);background-position:center;background-repeat:no-repeat;background-color:white;}
    </style>
    <div class="noscriptmsg">

</noscript>
```

```
</body>
</html>
```