mud lecture

[Lesson Lecture] Extra: Trigger Programming - Practice

why do you ask
2014. 2. 22. 23:10

I'm too embarrassed to write a course until eudasm is distributed.
Rather than writing a course, I think it would be beneficial to everyone to just package this progr am.
I'll just do it with practice this time.

If you have played a lot with death values in the past, you will be able to solve them all with the techniques covered so far. just annoying
No. 1, 4 can be done live without using trigger programming.
The rest will have to go up to trigger programming.

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1. Write a trigger that fills the Location Table with all zeros using a loop.
- Hint) If you put a trigger in the MRGN section, it will happen that the trigger content is overwrit ten with 0 while the trigger is running.

2. Write a trigger that outputs the multiplication table as a Display Text Message. Use only one Display Text.
- Hint) Overwrite two loops. Write directly to the string in the STR section, as we did in Lesson 8.
- Hint) You can use the chat recognition EUD reverse and write it on the screen as it is, but this will be much more difficult.

3. Write a trigger that causes all P7's scouts on the field to move in a random direction. Use onl y Deaths, Set Deaths, and Order.

4. If you are a Touhou player, it will be interesting to implement this as it is. (I'm not on the East side)

5. Create a trigger that displays text by flipping chats in reverse order. (Korean chat can be brok en)
-Condition: One line chat is printed only once
- ex) If you type asdf, fdsa is displayed.

- To be honest, the difficulty level is level 1.

7. [Highest difficulty] Try making a calculator that gives 16 when you type 1+(3*5) in the chat window.
- For the algorithm, please refer to: Depot Algorithm [Korean Wiki]

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[Rude Lecture] 2. Substitution between death, plus

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