```autoit
1    #include <ButtonConstants.au3>
2    #include <GUIConstantsEx.au3>
3    #include <WindowsConstants.au3>
4    #include <Misc.au3>
5    #include <File.au3>
6    #include <GuiEdit.au3>
7    #include <EditConstants.au3>
8    #include <Array.au3>
9    #include <ProgressConstants.au3>
10   #include <ColorConstants.au3>
11   #include <ComboConstants.au3>
12   #include <Timers.au3>
13   #include <String.au3>
14   #include <GDIPlus.au3>
15   ;~ #Include <Icons.au3>
16   #include <GUICtrlOnHover.au3>
17   #include <ScrollBarsConstants.au3>
18   #include <Crypt.au3>
19   #include <GuiRichEdit.au3>
20   #include <ListViewConstants.au3>
21   #include <GuiListView.au3>
22   #include <StaticConstants.au3>
23   #include <Sound.au3>
24   #include <AutoItConstants.au3>
25   ;~ Global Const $tagRECT = "struct; long 275;long 705;long 339;long 1238; endstruct"
26   ;~ 275, 64, 705, 533
27   ;~ &"|"&
28   AutoItSetOption("GUICloseOnESC", 0)
29   Global $Competences[12][8]
30
31   $Competences[0][0] = "Charge"
32   $Competences[0][1] = 50
33   $Competences[0][2] = 2
34   $Competences[0][3] = 2
35   $Competences[0][4] = 1 & "|" & 8 & "|" & 1 & "|" & 0 & "|" & 3 & "|" & 0
36   $Competences[0][5] = 0
37   $Competences[0][6] = 0
38   $Competences[0][7] = "Move/Attack" & 100 & "|" & 0.11 & "*AD"
39
40   $Competences[1][0] = "ArmorUp"
41   $Competences[1][1] = 250
42   $Competences[1][2] = 0
43   $Competences[1][3] = 3
44   $Competences[1][4] = 2 & "|" & 0 & "|" & 3 & "|" & 1 & "|" & 2 & "|" & 0
45   $Competences[1][5] = 0
46   $Competences[1][6] = 0
47   $Competences[1][7] = 100 & "+MR" & "|" & 100 & "+Armor"
48
49   $Competences[2][0] = "Beyblade"
50   $Competences[2][1] = 100
51   $Competences[2][2] = 1
52   $Competences[2][3] = 3
53   $Competences[2][4] = 2 & "|" & 2 & "|" & 4 & "|" & 0 & "|" & 1 & "|" & 2.1
54   $Competences[2][5] = 250 & "|" & 0.5 & "*AD"
55   $Competences[2][6] = 0 & "|" & 1 & "*AP"
56   $Competences[2][7] = 120 & "Healself" & "*nbrCible"
57
58   $Competences[3][0] = "Dunk"
59   $Competences[3][1] = 300
60   $Competences[3][2] = 2
61   $Competences[3][3] = 4
62   $Competences[3][4] = 2 & "|" & 2 & "|" & 2 & "|" & 0 & "|" & 1 & "|" & 0
63   $Competences[3][5] = 400 & "|" & 0.6 & "*AD" & "|" & 0.4 & "*Healthlefttarget"
64   $Competences[3][6] = 0
65   $Competences[3][7] = "Reset" & 150.1
66
67   $Competences[4][0] = "Smite"
68   $Competences[4][1] = 250
69   $Competences[4][2] = 0
70   $Competences[4][3] = 1
71   $Competences[4][4] = 2 & "|" & 4 & "|" & 2 & "|" & 0 & "|" & 1 & "|" & 0
```

```autoit
 72    $Competences[4][5] = 0
 73    $Competences[4][6] = 200 & "|" & 0.55 & "*AP"
 74
 75
 76    $Competences[5][0] = "Heal"
 77    $Competences[5][1] = 300
 78    $Competences[5][2] = 0
 79    $Competences[5][3] = 2
 80    $Competences[5][4] = 2 & "|" & 5 & "|" & 3 & "|" & 1 & "|" & 2 & "|" & 0
 81    $Competences[5][5] = 0
 82    $Competences[5][6] = 0
 83    $Competences[5][7] = "Heal" & 500 & "|" & 0.3 & "*AP" & "|" & 20 & "*-nbrdecase"
 84
 85    $Competences[6][0] = "Boost"
 86    $Competences[6][1] = 600
 87    $Competences[6][2] = 0
 88    $Competences[6][3] = 4
 89    $Competences[6][4] = 2 & "|" & 3 & "|" & 3 & "|" & 1 & "|" & 2 & "|" & 0
 90    $Competences[6][5] = 0
 91    $Competences[6][6] = 0
 92    $Competences[6][7] = 150 & "Heal" & "|" & 0.4 & "*AP" & "|" & 150 & "Mana" & "|" & 0.45
       & "*AP" & "|" & 2 & "+Stam"
 93
 94    $Competences[7][0] = "FireBall"
 95    $Competences[7][1] = 700
 96    $Competences[7][2] = 0
 97    $Competences[7][3] = 3
 98    $Competences[7][4] = 2 & "|" & 4 & "|" & 2 & "|" & 0 & "|" & 1 & "|" & 0
 99    $Competences[7][5] = 0
100    $Competences[7][6] = 400 & "|" & 0.65 & "*AP"
101
102    $Competences[8][0] = "MultiShot"
103    $Competences[8][1] = 150
104    $Competences[8][2] = 1
105    $Competences[8][3] = 2
106    $Competences[8][4] = 2 & "|" & 4 & "|" & 2 & "|" & 0 & "|" & 1 & "|" & 0
107    $Competences[8][5] = 200 & "|" & 0.65 & "*AD"
108    $Competences[8][6] = 200 & "|" & 0.6 & "*AP"
109
110    $Competences[9][0] = "DamageUp"
111    $Competences[9][1] = 400
112    $Competences[9][2] = 2
113    $Competences[9][3] = 5
114    $Competences[9][4] = 2 & "|" & 3 & "|" & 3 & "|" & 1 & "|" & 2 & "|" & 0
115    $Competences[9][5] = 0
116    $Competences[9][6] = 0
117    $Competences[9][7] = 30 & "+AD" & "|" & 0.6 & "*AD" & "|" & 30 & "+AP" & "|" & 0.75 &
       "*AP"
118
119    $Competences[10][0] = "Rewind"
120    $Competences[10][1] = 500
121    $Competences[10][2] = 1
122    $Competences[10][3] = 4
123    $Competences[10][4] = 2 & "|" & 3 & "|" & 3 & "|" & 1 & "|" & 2 & "|" & 0
124    $Competences[10][5] = 0
125    $Competences[10][6] = 0
126    $Competences[10][7] = "ResetCooldown"
127
128    $Competences[11][0] = "JusticeRain"
129    $Competences[11][1] = 300
130    $Competences[11][2] = 0
131    $Competences[11][3] = 2
132    $Competences[11][4] = 2 & "|" & 4 & "|" & 1 & "|" & 0 & "|" & 1 & "|" & 0
133    $Competences[11][5] = 350 & "|" & 0.5 & "*AD"
134    $Competences[11][6] = 350 & "|" & 0.5 & "*AP"
135
136    Global $Redteams[3]
137    Global $Blueteams[3]
138
139    Dim $XS_n ;je sias a quoi sa sert ses pour la fonction xpstyle par contre je saurait
       pas expliqué comment ca marche
```

```autoit
140    If FileExists(@ScriptDir & "\Data") = 0 Then ;Creation de dossiers si data n existe pas
141        DirCreate(@ScriptDir & "\Data")
142        DirCreate(@ScriptDir & "\Data\Perso")
143        DirCreate(@ScriptDir & "\Data\Town")
144    EndIf
145    If FileExists(@ScriptDir & "\Data\Perso") = 0 Then ;Creation de perso si data existe
       mais pas perso
146        DirCreate(@ScriptDir & "\Data\Perso")
147    EndIf
148
149    If FileExists(@ScriptDir & "\Data\Town") = 0 Then ;Creation de perso si data existe
       mais pas Town
150        DirCreate(@ScriptDir & "\Data\Town")
151    EndIf
152    Global $Sound = 100
153    ;~  Global $refrechpng = 100
154    Global $activatiedview = True
155    Global $Withoutskin = False
156    Global $Withoutspaceview = False
157    Global $touchecompt1 = "41"
158    Global $touchecompt2 = "5A"
159    Global $touchecompt3 = "45"
160    Global $touchecompt4 = "52"
161    Global $touchenext = "0D"
162    Global $touchemove = "4D"
163    If FileExists(@ScriptDir & "\Data\Parametre.ini") = 0 Then
164
165        _FileCreate(@ScriptDir & "\Data\Parametre.ini")
166        $paraparaparametre = FileOpen(@ScriptDir & "\Data\Parametre.ini", 2)
167        FileWrite($paraparaparametre, "Volume : 100" & @CRLF)
168    ;~  FileWrite($paraparaparametre, "Refreshpng : 100" & @CRLF)
169        FileWrite($paraparaparametre, "Activer la gestion du sens du regard des perso :
       True" & @CRLF)
170        FileWrite($paraparaparametre, "Sans skin : False" & @CRLF)
171        FileWrite($paraparaparametre, "1 competence : 41" & @CRLF)
172        FileWrite($paraparaparametre, "2 competence : 5A" & @CRLF)
173        FileWrite($paraparaparametre, "3 competence : 45" & @CRLF)
174        FileWrite($paraparaparametre, "4 competence : 52" & @CRLF)
175        FileWrite($paraparaparametre, "Next : 0D" & @CRLF)
176        FileWrite($paraparaparametre, "Move : 4D" & @CRLF)
177        FileClose($paraparaparametre)
178
179    Else
180        $paraparaparametre = FileOpen(@ScriptDir & "\Data\Parametre.ini")
181        $texte = FileReadLine($paraparaparametre, 1)
182        $Sound1 = StringReplace($texte, "Volume : ", "")
183        Global $Sound = Number($Sound1)
184    ;~  $texte = FileReadLine($paraparaparametre, 2)
185    ;~  Global $refrechpng1 = StringReplace($texte, "Refreshpng : ", "")
186    ;~  Global $refrechpng = Number($refrechpng1)
187        $texte = FileReadLine($paraparaparametre, 2)
188        Global $activatiedview = StringReplace($texte, "Activer la gestion du sens du
       regard des perso : ", "")
189        $texte = FileReadLine($paraparaparametre, 3)
190        Global $Withoutskin = StringReplace($texte, "Sans skin : ", "")
191        $texte = FileReadLine($paraparaparametre, 4)
192        Global $Withoutspaceview = StringReplace($texte, "Sans effet visuel : ", "")
193        $texte = FileReadLine($paraparaparametre, 5)
194        Global $touchecompt1 = StringReplace($texte, "1 competence : ", "")
195        $texte = FileReadLine($paraparaparametre, 6)
196        Global $touchecompt2 = StringReplace($texte, "2 competence : ", "")
197        $texte = FileReadLine($paraparaparametre, 7)
198        Global $touchecompt3 = StringReplace($texte, "3 competence : ", "")
199        $texte = FileReadLine($paraparaparametre, 8)
200        Global $touchecompt4 = StringReplace($texte, "4 competence : ", "")
201        $texte = FileReadLine($paraparaparametre, 9)
202        Global $touchenext = StringReplace($texte, "Next : ", "")
203        $texte = FileReadLine($paraparaparametre, 10)
204        Global $touchemove = StringReplace($texte, "Move : ", "")
205
206        FileClose($paraparaparametre)
```

```
207   EndIf
208   Global $commande[1][2]
209   _FileReadToArray(@ScriptDir & "\Data\Commande.txt", $commande, $FRTA_NOCOUNT, "|")
210   ;~ _ArrayDisplay($commande)
211   SoundSetWaveVolume($Sound)
212   ;~ #Region ### START Koda GUI section ### Form=Q:\MMMMMMM\ISN\Projet isn\Koda\First
      menu.kxf
213   Global $Form1 = GUICreate("JEU", 1255, 760, 0, 0)
214   $Label1 = GUICtrlCreateLabel("ENTER IN THE TOWN", 343, 342, 568, 77)
215   GUICtrlSetFont(-1, 61, 400, 0, "Microsoft Uighur")
216   $background = GUICtrlCreatePic("", 0, 0, 1255, 760) ;BitOR($WS_GROUP, $WS_CLIPSIBLINGS)
217
218
219   GUISetState(@SW_SHOW)
220   ;~ #EndRegion ### END Koda GUI section ###
221   $dll = DllOpen("user32.dll")
222   While 1
223       $nMsg = GUIGetMsg()
224
225       If _IsPressed("01", $dll) Then ;detecte le clic gauche
226           ;ConsoleWrite($nMsg&@CRLF)
227           GUICtrlDelete($Label1) ;supprime la gui $label1
228           GUICtrlDelete($background)
229           ExitLoop(1) ;quitte la boucle while 1
230       EndIf
231       If $nMsg <> 0 Then ;si aucun bouton n est cliqué
232           Switch $nMsg
233               Case $GUI_EVENT_CLOSE ;id de la petite croi fermée
234                   Exit ;quitte le programme
235
236           EndSwitch
237       EndIf
238
239   WEnd
240   While _IsPressed("01", $dll) ;04 is Middle Click;permet d emp echer que l info du
      clique activer reste
241       Sleep(10)
242   WEnd
243   Sleep(100)
244   Town()
245
246   Func Town()
247
248       #Region ### START Koda GUI section ### Form=Q:\MMMMMMM\ISN\Projet isn\Koda\Town.kxf
249
250       $PlayLocal = GUICtrlCreateButton("Play", 635, 712, 145, 33)
251       Global $firstgui1 = $PlayLocal
252       $Multi = GUICtrlCreateButton("Multi", 459, 712, 145, 33)
253       GUICtrlSetState(-1, $GUI_DISABLE)
254       $Option = GUICtrlCreateButton("Option", 1103, 712, 105, 33)
255       $Exit = GUICtrlCreateButton("Exit", 47, 720, 105, 33)
256       Global $3 = GUICtrlCreatePic(@ScriptDir & "\Image\compliquer\porte 3 Fermée.jpg",
      453, 372, 119, 204)
257       _GUICtrl_OnHoverRegister(-1, "porteouvert", "portefermee", "porteclique") ;permet
      que la gui creer precedament si la souris survole cette gui ca va a la fonction
      "porteouvert" si elle part de la position de la gui elle va a "portefermée" et si on
      clique ca va a "porteclique"
258       GUICtrlSetTip(-1, "New player")
259       Global $4 = GUICtrlCreatePic(@ScriptDir & "\Image\compliquer\porte 4 fermée.jpg",
      575, 361, 168, 105)
260       _GUICtrl_OnHoverRegister(-1, "porteouvert", "portefermee", "porteclique")
261       GUICtrlSetTip(-1, "Character View")
262       Global $1 = GUICtrlCreatePic(@ScriptDir & "\Image\compliquer\porte une Fermée.jpg",
      771, 455, 142, 240)
263       _GUICtrl_OnHoverRegister(-1, "porteouvert", "portefermee", "porteclique")
264       GUICtrlSetTip(-1, "Shop (Pas encore intégrer)")
265       Global $ClickDummy1 = GUICtrlCreateDummy()
266       Global $ClickDummy3 = GUICtrlCreateDummy()
267       Global $ClickDummy4 = GUICtrlCreateDummy()
268       $Pic2 = GUICtrlCreatePic(@ScriptDir & "\Image\maxresdefault.jpg", 0, 695, 1255, 65,
      BitOR($WS_GROUP, $WS_CLIPSIBLINGS))
```

```autoit
269         $background = GUICtrlCreatePic(@ScriptDir & "\Image\village jeu 2.jpg", 0, 0, 1255,
     695, BitOR($WS_GROUP, $WS_CLIPSIBLINGS))
270         GUISetState(@SW_SHOW)
271   ;~  Global $Town[3][5]
272   ;~ $Town[0][0]=456
273   ;~ $Town[0][1]=$Town[0][0]+113
274   ;~ $Town[0][2]=368
275   ;~ $Town[0][3]=$Town[0][2]+177
276   ;~ $Town[0][4]=$Pic4
277
278   ;~ $Town[1][0]=584
279   ;~ $Town[1][1]=$Town[0][0]+217
280   ;~ $Town[1][2]=320
281   ;~ $Town[1][3]=$Town[0][2]+145
282   ;~ $Town[1][4]=$Pic3
283
284   ;~ $Town[2][0]=808
285   ;~ $Town[2][1]=$Town[0][0]+113
286   ;~ $Town[2][2]=400
287   ;~ $Town[2][3]=$Town[0][2]+273
288   ;~ $Town[2][4]=$Pic5
289       Global $lastgui1 = $background
290       $activer = 0
291       #EndRegion ### END Koda GUI section ###
292       $nMsg = GUIGetMsg()
293       While $nMsg <> 0 ;04 is Middle Click;permet d emp echer que l info du clique
     activer reste
294           Sleep(10)
295           $nMsg = GUIGetMsg()
296       WEnd
297       While 1
298   ;~     If BitAND(WinGetState($Form1), 8) Then
299   ;~     $Array = MouseGetPos()
300   ;~         For $i = 0 To 2
301   ;~             If $Array[0] > $Town[$i][0] And $Array[0] < $Town[$i][1] And $Array[1]
     > $Town[$i][2] And $Array[1] < $Town[$i][3] And $activer=0 Then
302   ;~             GUICtrlSetState($Town[$i][4],$GUI_SHOW)
303   ;~                 $activer=$i
304   ;~                  $mmmmd=0
305   ;~             Else
306   ;~                 $mmmmd=1
307   ;~             EndIf
308   ;~         Next
309   ;~         If $activer <> 0 And $mmmmd=1 Then
310   ;~             GUICtrlSetState($Town[$activer][4],$GUI_HIDE)
311   ;~             $activer=0
312   ;~             EndIf
313   ;~     EndIf
314   ;~     Sleep(10)
315   ;~ $test = _IsPressed("01", $dll)
316   ;~     If $test And BitAND(WinGetState($Form1), 8) Then
317   ;~         For $i = 0 To 2
318   ;~             If $Array[0] > $Town[$i][0] And $Array[0] < $Town[$i][1] And $Array[1]
     > $Town[$i][2] And $Array[1] < $Town[$i][3] Then
319   ;~
320   ;~                 If $i = 0 Then
321
322   ;~                     EndIf
323   ;~                         While _IsPressed("01", $dll) ;04 is Middle Click
324   ;~                             Sleep(10)
325   ;~                         WEnd
326   ;~             EndIf
327   ;~         Next
328   ;~     EndIf
329       $nMsg = GUIGetMsg()
330       If $nMsg <> 0 Then
331           Switch $nMsg
332               Case $ClickDummy4
333                   For $o = $firstgui1 To $lastgui1
334                       GUICtrlDelete($o)
335                   Next
```

```
336                        $md = 1
337                        CHARACTERVIEW($md)
338                    Case $ClickDummy1
339  ;~   temporaire
340  ;~   GUICtrlSetImage($iCtrlID,@ScriptDir&"\Image\compliquer\porte une Fermée.jpg",)
341                    Case $GUI_EVENT_CLOSE
342                        Exit
343                    Case $PlayLocal
344
345                        Global $gamemode = "local"
346                        For $o = $firstgui1 To $lastgui1
347                            GUICtrlDelete($o)
348                        Next
349                        $ok = SELECTIONNEPERSO()
350                        If $ok = 1 Then
351                            Game()
352                        Else
353                            Town()
354                        EndIf
355                    Case $Multi
356
357                    Case $Option
358                        For $o = $firstgui1 To $lastgui1
359                            GUICtrlDelete($o)
360                        Next
361                        OPTION()
362                        Town()
363                    Case $ClickDummy3
364                        For $o = $firstgui1 To $lastgui1
365                            GUICtrlDelete($o)
366                        Next
367                        ClassCompt()
368
369                    Case $Exit
370                        Exit
371                EndSwitch
372            EndIf
373
374
375        WEnd
376
377  EndFunc    ;==>Town
378  Func porteouvert($iCtrlID)
379      Switch $iCtrlID
380          Case $1
381              GUICtrlSetImage($iCtrlID, @ScriptDir & "\Image\compliquer\porte une
     ouverte.jpg")
382
383          Case $3
384              GUICtrlSetImage($iCtrlID, @ScriptDir & "\Image\compliquer\porte 3
     Ouvert.jpg")
385
386          Case $4
387              GUICtrlSetImage($iCtrlID, @ScriptDir & "\Image\compliquer\porte 4
     ouverte.jpg")
388
389      EndSwitch
390
391  EndFunc    ;==>porteouvert
392
393  Func portefermee($iCtrlID)
394      Switch $iCtrlID
395          Case $1
396              GUICtrlSetImage($iCtrlID, @ScriptDir & "\Image\compliquer\porte une
     Fermée.jpg")
397
398          Case $3
399              GUICtrlSetImage($iCtrlID, @ScriptDir & "\Image\compliquer\porte 3
     Fermée.jpg")
400
401          Case $4
```

```autoit
402                 GUICtrlSetImage($iCtrlID, @ScriptDir & "\Image\compliquer\porte 4
      fermée.jpg")
403
404         EndSwitch
405
406     EndFunc    ;==>portefermee
407     Func porteclique($iCtrlID)
408         Switch $iCtrlID
409             Case $1
410                 GUICtrlSendToDummy($ClickDummy1)
411             Case $3
412                 GUICtrlSendToDummy($ClickDummy3)
413             Case $4
414                 GUICtrlSendToDummy($ClickDummy4)
415         EndSwitch
416     EndFunc    ;==>porteclique
417     ;avant ca va etre la partie menu
418     ;si je termine le jeu il y aura normalement 3 different type de combats une premiere
      contre une ia debile un autre en local et un autre un multi
419     ;prochaine etapes les menus plus creations perso mais pas encore gestion projet ville
420
421     Func Game()
422         Global $png[100][2]
423         Global $i = 0
424         Global $hGraphic = 0
425         Global $hImage = 0
426         Global $Player[8][43]
427
428         Global $J1[1][6]  ;Temporaire
429         $J1[0][0] = "J1"
430         $J1[0][1] = ""
431         $J1[0][2] = 3000
432         $PVMAX = $J1[0][2]
433         $J1[0][3] = 3000
434         $MANAMAX = $J1[0][3]
435         $J1[0][4] = 3
436         $STAMMAX = $J1[0][4]
437         $J1[0][5] = 600
438         $VITESSE = $J1[0][5]
439
440         If $gamemode = "local" Then  ;je vais commencer par la local je vais faire un if
      pour separer les types
441             _GDIPlus_Startup()
442             #Region ### START Koda GUI section ### Form=
443             Global $Case[100][7]
444             $Case[0][0] = 300
445             $Case[0][1] = 380
446             $Case[0][2] = 108
447             $Case[0][3] = 186
448             $ha = 65
449             $hb = 159
450             $i = 0
451             For $y = 1 To 6
452                 $ba = 202
453                 $bb = 287
454     ;~ Chaque case fait maintenant 83/83
455                 For $n = 0 To 7
456                     $Case[$n + $i][0] = $y & $n + 1
457                     $Case[$n + $i][1] = $ba + 85
458                     $ba = $Case[$n + $i][1]
459                     $Case[$n + $i][2] = $bb + 85
460                     $bb = $Case[$n + $i][2]
461                     $Case[$n + $i][3] = $ha
462                     $Case[$n + $i][4] = $hb
463                 Next
464                 $p = $i
465                 $i = $p + 8
466                 $ha = 2 + $hb
467                 $hb = $ha + 83
468             Next
469             Global $CASECALCUL[100][7]
```

```
470              For $o = 0 To 99
471                 If $Case[$o][0] = "" Then
472                     ExitLoop(1)
473                 EndIf
474                 For $y = 0 To 4
475                     $CASECALCUL[$o][$y] = $Case[$o][$y]
476                 Next
477              Next
478
479
480
481          Global $joueur = 0
482              $n = 0
483  ;~    $pionx = 284
484  ;~    $pionxa = 84
485  ;~    $piony = 74
486  ;~    $pionya = 84
487          If $Blueteams[0] = 2 Then
488              $Case[0][5] = $Blueteams[1]
489              $Case[40][5] = $Blueteams[2]
490          Else
491              $Case[0][5] = $Blueteams[1]
492          EndIf
493          If $Redteams[0] = 2 Then
494              $Case[7][5] = $Redteams[1]
495              $Case[47][5] = $Redteams[2]
496          Else
497              $Case[47][5] = $Redteams[1]
498          EndIf
499  ;~ _ArrayDisplay($Case)
500  ;~  $Case[0][5] = "J1" ;Pour l instant 1 joueur placer manuellement a faire apres a
     plusieurs
501  ;~  $o =
502              $md = 0
503          For $i = 0 To 47
504              $case2 = $Case[$i][5]
505              If $case2 <> "" Then
506
507                  Global $champ[1][17]
508                  $file = FileOpen(@ScriptDir & "\Data\Perso\" & $Case[$i][5] & ".txt")
     ;ouvre un fichier texte
509                  $adecrypter = FileRead($file) ;lis le fichier texte
510                  FileClose($file) ;ferme le fichier texte
511                  $leel = _Crypt_DecryptData($adecrypter, "darkelle24", $CALG_RC4)
     ;decrypte le texte grace au mdp darkelle24 et renvoie un code binaire
512                  $leeel = BinaryToString($leel) ;permet de convertir du binaire en texte
513                  _FileCreate(@ScriptDir & "\Data\Perso\temp.txt") ;creer un fichier texte
514                  $file = FileOpen(@ScriptDir & "\Data\Perso\temp.txt", 2) ;ouvre un
     fichier texte en mode ecriture et suppression de ce qu il y avait avant
515                  FileWrite($file, $leeel) ;erit le texte dechiffrer dans le nouveau
     fichier texte
516                  $test = _FileReadToArray(@ScriptDir & "\Data\Perso\temp.txt", $champ,
     $FRTA_NOCOUNT, "|") ;permet de convertir le texte du fichier texte en tableau grace au
     marqueur |
517                  FileClose($file)
518                  FileDelete(@ScriptDir & "\Data\Perso\temp.txt")
519                  For $o = 0 To 16
520                      $Player[$md][$o] = $champ[0][$o]
521                  Next
522                  $Player[$md][17] = $champ[0][2]
523                  $Player[$md][18] = $champ[0][3]
524                  $Player[$md][19] = $champ[0][8]
525                  $Player[$md][29] = 0
526                  $Player[$md][30] = 0
527                  $Player[$md][31] = 0
528                  $Player[$md][32] = 0
529  ;~   _ArrayDisplay($Player)
530  ;~       $Player[$o][0] = $J1[0][0] ;Je sais pas encore ou recup le nom
531  ;~    $Player[$o][1]=$Profil ;je sais encore ou recup leur donnée
532  ;~       $Player[$o][2] = $PVMAX
533  ;~       $Player[$o][3] = $MANAMAX
```

```autoit
534   ;~            $Player[$o][4] = $STAMMAX
535   ;~            $Player[$o][5] = $VITESSE
536
537   ;~        Juste dans le start apres valeur des pv
538   ;~            $Player[$o][11] = $PVMAX
539   ;~            $Player[$o][12] = $MANAMAX
540   ;~            $Player[$o][13] = $STAMMAX
541
542   ;~            $Pic12 = GUICtrlCreatePic("", 16, 48, 41, 41)
543   ;~            $Player[$o][7] = $Pic12
544   ;~            XPStyle(1)
545   ;~            $Progress4 = GUICtrlCreateProgress(64, 54, 129, 9, BitOR($PBS_SMOOTH,
      $WS_CLIPSIBLINGS))
546   ;~            GUICtrlSetData(-1, 100)
547   ;~            GUICtrlSetColor(-1, 0x00FF00)
548   ;~            GUICtrlSetBkColor(-1, 0x800000)
549   ;~            GUICtrlSetTip(-1, "HP: " & $Player[$md][17] & "/" & $Player[$md][17])
550   ;~            $Player[$md][20] = $Progress4
551
552   ;~            $Progress5 = GUICtrlCreateProgress(64, 68, 129, 9, BitOR($PBS_SMOOTH,
      $WS_CLIPSIBLINGS))
553   ;~            GUICtrlSetData(-1, 100)
554   ;~            GUICtrlSetColor(-1, 0x00FFFF)
555   ;~            GUICtrlSetBkColor(-1, 0x000080)
556   ;~            GUICtrlSetTip(-1, "MANA: " & $Player[$md][18] & "/" & $Player[$md][18])
557   ;~            $Player[$md][21] = $Progress5
558
559   ;~            $Progress6 = GUICtrlCreateProgress(64, 80, 129, 9, BitOR($PBS_SMOOTH,
      $WS_CLIPSIBLINGS))
560   ;~            GUICtrlSetData(-1, 100)
561   ;~            GUICtrlSetColor(-1, 0xFFFF00)
562   ;~            GUICtrlSetBkColor(-1, 0x808000)
563   ;~            GUICtrlSetTip(-1, "STAM: " & $Player[$md][19] & "/" & $Player[$md][19])
564   ;~            $Player[$md][22] = $Progress6
565   ;~            XPStyle(0)
566   ;~            $Pic4 = GUICtrlCreatePic(@ScriptDir & "\Image\maxresdefault.jpg", 8, 40
      + ($o * 72), 233, 57, BitOR($WS_GROUP, $WS_CLIPSIBLINGS))
567   ;~            $Player[$o][6] = $Pic4
568
569                $md += 1
570           EndIf
571       Next
572
573
574       PERSO()
575       ;met les coordonnée de depart
576       If $Blueteams[0] = 2 Then
577           For $o = 0 To 3
578               If $Blueteams[1] = $Player[$o][0] Then
579                   $Player[$o][24] = 284
580                   $Player[$o][25] = 84
581                   $Player[$o][26] = 74
582                   $Player[$o][27] = 84
583                   $Player[$o][39] = "vivant"
584                   $Player[$o][40] = "droite"
585               ElseIf $Blueteams[2] = $Player[$o][0] Then
586                   $Player[$o][24] = 284
587                   $Player[$o][25] = 84
588                   $Player[$o][26] = 510
589                   $Player[$o][27] = 84
590                   $Player[$o][39] = "vivant"
591                   $Player[$o][40] = "droite"
592               EndIf
593           Next
594       Else
595           For $o = 0 To 3
596               If $Blueteams[1] = $Player[$o][0] Then
597                   $Player[$o][24] = 284
598                   $Player[$o][25] = 84
599                   $Player[$o][26] = 74
600                   $Player[$o][27] = 84
```

```
601                     $Player[$o][39] = "vivant"
602                     $Player[$o][40] = "droite"
603                 EndIf
604             Next
605         EndIf
606         If $Redteams[0] = 2 Then
607             For $o = 0 To 3
608                 If $Redteams[1] = $Player[$o][0] Then
609                     $Player[$o][24] = 882
610                     $Player[$o][25] = 84
611                     $Player[$o][26] = 74
612                     $Player[$o][27] = 84
613                     $Player[$o][39] = "vivant"
614                     $Player[$o][40] = "gauche"
615                 ElseIf $Redteams[2] = $Player[$o][0] Then
616                     $Player[$o][24] = 882
617                     $Player[$o][25] = 84
618                     $Player[$o][26] = 510
619                     $Player[$o][27] = 84
620                     $Player[$o][39] = "vivant"
621                     $Player[$o][40] = "gauche"
622                 EndIf
623             Next
624         Else
625             For $o = 0 To 3
626                 If $Redteams[1] = $Player[$o][0] Then
627                     $Player[$o][24] = 882
628                     $Player[$o][25] = 84
629                     $Player[$o][26] = 510
630                     $Player[$o][27] = 84
631                     $Player[$o][39] = "vivant"
632                     $Player[$o][40] = "gauche"
633                 EndIf
634             Next
635         EndIf
636         Global $ingenieurdroite = _GDIPlus_ImageLoadFromFile(@ScriptDir &
     "\Image\ingenieurdroite.png") ;load une image
637         Global $ingenieurgauche = _GDIPlus_ImageLoadFromFile(@ScriptDir &
     "\Image\ingenieurgauche.png")
638         Global $guerrierdroite = _GDIPlus_ImageLoadFromFile(@ScriptDir &
     "\Image\guerrierdroite.png")
639         Global $guerriergauche = _GDIPlus_ImageLoadFromFile(@ScriptDir &
     "\Image\guerriergauche.png")
640         Global $magiciendroite = _GDIPlus_ImageLoadFromFile(@ScriptDir &
     "\Image\magiciendroite.png")
641         Global $magiciengauche = _GDIPlus_ImageLoadFromFile(@ScriptDir &
     "\Image\magiciengauche.png")
642         Global $sansskin = _GDIPlus_ImageLoadFromFile(@ScriptDir &
     "\Image\contact-1293388_960_720.png")
643         Global $hImage2 = _GDIPlus_ImageLoadFromFile(@ScriptDir &
     "\Image\quadrillage.png")
644         Global $qdpkqojk = _GDIPlus_ImageLoadFromFile(@ScriptDir &
     "\Image\fleche_rouge.png")
645         Global $moche = _GDIPlus_ImageLoadFromFile(@ScriptDir & "\Image\Burp.png")
646 ;~ Global $Afficherpng[5][6]
647 ;~ $Afficherpng[0][0]=@ScriptDir & "\Image\quadrillage.png"
648 ;~ $Afficherpng[0][1]= 275
649 ;~ $Afficherpng[0][2]=64
650 ;~ $Afficherpng[0][3]= 705
651 ;~ $Afficherpng[0][4]= 533
652 ;~ $Afficherpng[0][5]  = _GDIPlus_ImageLoadFromFile($Afficherpng[0][0])
653 ;~ For $o=0 To 3
654 ;~     $Afficherpng[$o+1][0]=@ScriptDir & "\Image\contact-1293388_960_720.png"
655 ;~ $Afficherpng[$o+1][1]=$Player[$o][24]
656 ;~ $Afficherpng[$o+1][2]=$Player[$o][25]
657 ;~ $Afficherpng[$o+1][3]= $Player[$o][26]
658 ;~ $Afficherpng[$o+1][4]= $Player[$o][27]
659 ;~ $Afficherpng[$o+1][5]  = _GDIPlus_ImageLoadFromFile($Afficherpng[0][0])
660 ;~     Next
661
662         Global $hGraphic = _GDIPlus_GraphicsCreateFromHWND($Form1)
```

```autoit
663          Global $tour = 0
664          Global $TETEDUPERSO = GUICtrlCreatePic("", 8, 630, 120, 120)
665          $firstgui = $TETEDUPERSO
666          XPStyle(1)
667          Global $Progress1 = GUICtrlCreateProgress(201, 632, 425, 25, BitOR($PBS_SMOOTH,
     $WS_CLIPSIBLINGS))
668          ; penser a mettre les pv max une fois fiches perso terminer
669          GUICtrlSetData(-1, 100)
670          GUICtrlSetColor(-1, 0x00FF00)
671          GUICtrlSetBkColor(-1, 0x800000)
672          Global $Progress2 = GUICtrlCreateProgress(201, 677, 425, 25, BitOR($PBS_SMOOTH,
     $WS_CLIPSIBLINGS))
673          ; penser a mettre les mana max une fois fiches perso terminer
674          GUICtrlSetData(-1, 100)
675          GUICtrlSetColor(-1, 0x00FFFF)
676          GUICtrlSetBkColor(-1, 0x000080)
677          Global $Progress3 = GUICtrlCreateProgress(201, 724, 425, 25, BitOR($PBS_SMOOTH,
     $WS_CLIPSIBLINGS))
678          ;penser a mettre les stam max une fois fiches perso terminer
679          GUICtrlSetData(-1, 100)
680          $test = GUICtrlSetColor($Progress3, 0xFFFF00)
681
682          GUICtrlSetBkColor(-1, 0x808000)
683          XPStyle(0)
684  ;~ $Label1 = GUICtrlCreateLabel("Label1", 394, 636, 36, 17, BitOR($WS_GROUP,
     $WS_CLIPSIBLINGS ,$SS_CENTER))
685          Global $Label1 = GUICtrlCreateLabel("Text", 340, 636, 120, 17, $SS_CENTER,
     $WS_EX_TOPMOST)
686          GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
687          GUICtrlSetData(-1, "HP: " & $Player[0][2] & "/" & $Player[0][2])
688          Global $Label2 = GUICtrlCreateLabel("Label1", 340, 681, 120, 17, $SS_CENTER,
     $WS_EX_TOPMOST)
689          GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
690          GUICtrlSetData(-1, "MANA: " & $Player[0][3] & "/" & $Player[0][3])
691
692          Global $Label3 = GUICtrlCreateLabel("Label1", 340, 728, 120, 17, $SS_CENTER,
     $WS_EX_TOPMOST)
693          GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
694          GUICtrlSetData(-1, "STAM: " & Int($Player[0][8] / 100) & "/" &
     Int($Player[0][8] / 100))
695          Global $aPos = WinGetPos("JEU")
696
697          Global $desactiver1 = 0
698          Global $desactiver2 = 0
699          Global $desactiver3 = 0
700          Global $desactiver4 = 0
701
702          Global $Compt1 = GUICtrlCreatePic(@ScriptDir & "\Image\Compétences\reel\" &
     $Player[$tour][9] & ".jpg", 680, 680, 73, 73)
703
704          Global $Compt2 = GUICtrlCreatePic(@ScriptDir & "\Image\Compétences\reel\" &
     $Player[$tour][10] & ".jpg", 784, 680, 73, 73)
705          Global $Compt3 = GUICtrlCreatePic(@ScriptDir & "\Image\Compétences\reel\" &
     $Player[$tour][11] & ".jpg", 880, 680, 73, 73)
706          Global $Compt4 = GUICtrlCreatePic(@ScriptDir & "\Image\Compétences\reel\" &
     $Player[$tour][12] & ".jpg", 976, 680, 73, 73)
707          Global $Stam1 = GUICtrlCreateLabel("", 680, 736, 32, 17)
708          GUICtrlSetFont(-1, 4, 800, 0, "MS Sans Serif")
709          GUICtrlSetColor(-1, 0xC8C8C8)
710          GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
711
712          Global $Mana1 = GUICtrlCreateLabel("", 718, 736, 32, 17, $SS_RIGHT)
713          GUICtrlSetFont(-1, 4, 800, 0, "MS Sans Serif")
714          GUICtrlSetColor(-1, 0xC8C8C8)
715          GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
716
717          Global $Stam2 = GUICtrlCreateLabel("", 784, 736, 32, 17)
718          GUICtrlSetFont(-1, 4, 800, 0, "MS Sans Serif")
719          GUICtrlSetColor(-1, 0xC8C8C8)
720          GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
721          Global $Mana2 = GUICtrlCreateLabel("", 824, 736, 32, 17, $SS_RIGHT)
```

```autoit
722         GUICtrlSetFont(-1, 4, 800, 0, "MS Sans Serif")
723         GUICtrlSetColor(-1, 0xC8C8C8)
724         GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
725         Global $Mana3 = GUICtrlCreateLabel("", 920, 736, 32, 17, $SS_RIGHT)
726         GUICtrlSetFont(-1, 4, 800, 0, "MS Sans Serif")
727         GUICtrlSetColor(-1, 0xC8C8C8)
728         GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
729         Global $Stam3 = GUICtrlCreateLabel("", 880, 736, 32, 17)
730         GUICtrlSetFont(-1, 4, 800, 0, "MS Sans Serif")
731         GUICtrlSetColor(-1, 0xC8C8C8)
732         GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
733         Global $Mana4 = GUICtrlCreateLabel("", 1016, 736, 32, 17, $SS_RIGHT)
734         GUICtrlSetFont(-1, 4, 800, 0, "MS Sans Serif")
735         GUICtrlSetColor(-1, 0xC8C8C8)
736         GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
737         Global $Stam4 = GUICtrlCreateLabel("", 976, 736, 32, 17)
738         GUICtrlSetFont(-1, 4, 800, 0, "MS Sans Serif")
739         GUICtrlSetColor(-1, 0xC8C8C8)
740         GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
741         For $o = 0 To 11
742             For $y = 9 To 12
743
744                 If $Player[$tour][$y] = $Competences[$o][0] Then
745                     Switch $y
746                         Case 9
747                             GUICtrlSetData($Stam1, $Competences[$o][2])
748                             GUICtrlSetData($Mana1, $Competences[$o][1])
749                         Case 10
750                             GUICtrlSetData($Stam2, $Competences[$o][2])
751                             GUICtrlSetData($Mana2, $Competences[$o][1])
752                         Case 11
753                             GUICtrlSetData($Stam3, $Competences[$o][2])
754                             GUICtrlSetData($Mana3, $Competences[$o][1])
755                         Case 12
756                             GUICtrlSetData($Stam4, $Competences[$o][2])
757                             GUICtrlSetData($Mana4, $Competences[$o][1])
758
759                     EndSwitch
760                 EndIf
761             Next
762         Next
763         $Pic666 = GUICtrlCreatePic(@ScriptDir & "\Image\maxresdefault.jpg", 0, 616,
    1281, 145, BitOR($WS_GROUP, $WS_CLIPSIBLINGS))
764
765         Global $toursuivant = GUICtrlCreateButton("Next", 1080, 640, 169, 41)
766 ;~      $ghssgf = GUICtrlCreateButton("DEAL DAMAGE", 1032, 136, 161, 49)
767         Global $historique = _GUICtrlRichEdit_Create($Form1, "", 992, 48, 249, 401,
    BitOR($ES_AUTOVSCROLL, $ES_READONLY, $ES_WANTRETURN, $WS_VSCROLL, $ES_MULTILINE))
768 ;~      ConsoleWrite(@error & @CRLF)
769         GUICtrlSetFont(-1, 10, 400, 0, "MS Sans Serif")
770         GUICtrlSetBkColor(-1, 0xF8F8FF)
771
772         Global $Label17 = GUICtrlCreateLabel("Historique :", 992, 16, 84, 24)
773         GUICtrlSetFont(-1, 13, 400, 0, "MS Sans Serif")
774         Global $Label45 = GUICtrlCreateLabel("Position actuelle : ", 1080, 728, 175,
    24, Default, $WS_EX_TOPMOST)
775         GUICtrlSetFont(-1, 13, 800, 0, "MS Sans Serif")
776         GUICtrlSetColor(-1, 0x3399FF)
777         GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
778         Global $mode = GUICtrlCreateLabel("En cours :", 1080, 704, 202, 24)
779         GUICtrlSetFont(-1, 6, 800, 0, "MS Sans Serif")
780
781         GUICtrlSetColor(-1, 0x3399FF)
782         GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
783         Global $modeactived = 0
784
785
786
787
788         For $i = 0 To 47
789             If $Case[$i][5] = $Player[$tour][0] Then
```

```
790                         $LOL = Floor($Case[$i][0] / 10)
791                         If $LOL = 1 Then
792                             $lettre = "A"
793                         ElseIf $LOL = 2 Then
794                             $lettre = "B"
795                         ElseIf $LOL = 3 Then
796                             $lettre = "C"
797                         ElseIf $LOL = 4 Then
798                             $lettre = "D"
799                         ElseIf $LOL = 5 Then
800                             $lettre = "E"
801                         ElseIf $LOL = 6 Then
802                             $lettre = "F"
803                         EndIf
804                         GUICtrlSetData($Label45, "Position actuelle : " & $lettre &
        ($Case[$i][0] - $LOL * 10))
805                         ExitLoop(1)
806                     EndIf
807                 Next
808             Global $Label55 = GUICtrlCreateLabel("Label5", 696, 624, 346, 28, $SS_CENTER,
        $WS_EX_TOPMOST)
809             GUICtrlSetFont(-1, 15, 800, 0, "MS Sans Serif")
810             GUICtrlSetData($Label55, $Player[$tour][0])
811             GUICtrlSetColor(-1, 0xFF0000)
812             $LOL = GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
813
814             Global $compteur1 = 0
815             Global $compteur2 = 0
816             Global $compteur3 = 0
817             Global $compteur4 = 0
818             Global $Label6 = 0
819             Global $Label7 = 0
820             Global $Label8 = 0
821             Global $Label9 = 0
822     ;~  Global $actived1 = 0
823     ;~  Global $actived2 = 0
824     ;~  Global $actived3 = 0
825     ;~  Global $actived4 = 0
826             GUISetState(@SW_SHOW)
827             #EndRegion ### END Koda GUI section ###
828     ;~      GUIRegisterMsg($WM_ACTIVATE,"WM_PAINT")
829     ;~      $sdd=GUISetOnEvent($GUI_EVENT_RESTORE,"WM_PAINT")
830     ;~      ConsoleWrite($sdd&@CRLF)
831             GUIRegisterMsg($WM_MOVE, "CALCUL")
832     ;~      GUIRegisterMsg($WM_SETFOCUS,"WM_PAINT")
833             $oldtext = ""
834             _GUICtrlRichEdit_AppendText($historique, "[" & @HOUR & ":" & @MIN & "]" & " : "
        & "Au tours de ' " & $Player[$tour][0] & " '")
835             $firstchar = _GUICtrlRichEdit_GetFirstCharPosOnLine($historique)
836             $mot = _GUICtrlRichEdit_FindTextInRange($historique, $Player[$tour][0],
        $firstchar)
837             _GUICtrlRichEdit_SetSel($historique, $mot[0], $mot[1], True)
838             _GUICtrlRichEdit_SetCharColor($historique, 0xEB139B)
839             _GUICtrlRichEdit_ScrollToCaret($historique)
840             _GUICtrlRichEdit_Deselect($historique)
841             If $Player[$tour][13] = "Guerrier" Then
842                 GUICtrlSetImage($TETEDUPERSO, @ScriptDir & "\Image\guerrier.jpg")
843             ElseIf $Player[$tour][13] = "Magicien" Then
844                 GUICtrlSetImage($TETEDUPERSO, @ScriptDir & "\Image\magicien.jpg")
845             ElseIf $Player[$tour][13] = "Ingénieur" Then
846                 GUICtrlSetImage($TETEDUPERSO, @ScriptDir & "\Image\ingenieur.jpg")
847             EndIf
848     ;~      $Button2 = GUICtrlCreateButton("Menu", 1200, 8, 33, 33)
849             Global $tourscomplet = 0
850     ;~      Global $tourbloquer = 0
851             WM_PAINT()
852             Global $active = 1
853             While 1
854                 If $modeactived = 0 Then
855                     GUICtrlSetData($mode, "En cours :Attente du joueur")
856
```

```autoit
857                        $modeactived = 1
858                    EndIf
859  ;~            $tourbloquer += 1
860  ;~            If $tourbloquer = $refrechpng Then
861  ;~                WM_PAINT()
862
863  ;~                $tourbloquer = 0
864  ;~            EndIf
865                If BitAND(WinGetState($Form1), 16) And $active = 1 Then
866  ;~                ConsoleWrite("ok1" & @CRLF)
867                    $active = 0
868                EndIf
869                If BitAND(WinGetState($Form1), 8) And $active = 0 Then
870  ;~                ConsoleWrite("ok2" & @CRLF)
871                    WM_PAINT()
872                    $active = 1
873                EndIf
874                If BitAND(WinGetState($Form1), 8) Then
875                    If _IsPressed("01", $dll) Then
876
877                        $Array = MouseGetPos()
878                        Global $aPos = WinGetPos("JEU")
879                        GUICtrlSetData($mode, "En cours :Chargement déplacement")
880                        $modeactived = 0
881
882                        For $i = 0 To 47
883                            If $Array[0] > $CASECALCUL[$i][1] And $Array[0] <
     $CASECALCUL[$i][2] And $Array[1] > $CASECALCUL[$i][3] And $Array[1] <
     $CASECALCUL[$i][4] Then
884  ;~                MsgBox(0,"",$Case[$i][0])
885                                If $Case[$i][5] = $Player[$tour][0] Then
886                                    If Int($Player[$tour][19] / 100) <> 0 Then
887                                        GUICtrlSetData($mode, "En cours :Creation des cases
     de deplacement")
888                                        SHOWCASEMOVE($i)
889                                        While _IsPressed("01", $dll) ;04 is Middle Click
890                                            Sleep(10)
891                                        WEnd
892
893                                    EndIf
894                                    ExitLoop(1)
895
896
897                                EndIf
898
899                            ElseIf $Array[0] > 680 + $aPos[0] And $Array[0] < 680 + 73 +
     $aPos[0] And $Array[1] > 680 + $aPos[1] And $Array[1] < 680 + 73 + $aPos[1] Then
900                                If $desactiver1 = 0 Then
901                                    COMPETENCE(1)
902                                EndIf
903                                ExitLoop(1)
904                            ElseIf $Array[0] > 784 + $aPos[0] And $Array[0] < 784 + 73 +
     $aPos[0] And $Array[1] > 680 + $aPos[1] And $Array[1] < 680 + 73 + $aPos[1] Then
905                                If $desactiver2 = 0 Then
906                                    COMPETENCE(2)
907
908                                EndIf
909                                ExitLoop(1)
910                            ElseIf $Array[0] > 880 + $aPos[0] And $Array[0] < 880 + 73 +
     $aPos[0] And $Array[1] > 680 + $aPos[1] And $Array[1] < 680 + 73 + $aPos[1] Then
911                                If $desactiver3 = 0 Then
912                                    COMPETENCE(3)
913
914                                EndIf
915                                ExitLoop(1)
916                            ElseIf $Array[0] > 976 + $aPos[0] And $Array[0] < 976 + 73 +
     $aPos[0] And $Array[1] > 680 + $aPos[1] And $Array[1] < 680 + 73 + $aPos[1] Then
917                                If $desactiver4 = 0 Then
918                                    COMPETENCE(4)
919
920                                EndIf
```

```
921                              ExitLoop(1)
922                          EndIf
923                      Next
924
925              ElseIf _IsPressed("1B", $dll) Then
926                  While _IsPressed("1B", $dll)
927                      Sleep(10)
928                  WEnd
929                  Menu()
930              ElseIf _IsPressed($touchemove, $dll) Then
931                  For $i = 0 To 47
932                      If $Case[$i][5] = $Player[$tour][0] Then
933                          If Int($Player[$tour][19] / 100) <> 0 Then
934                              GUICtrlSetData($mode, "En cours :Creation des cases de
     deplacement")
935                              SHOWCASEMOVE($i)
936                              While _IsPressed("01", $dll) ;04 is Middle Click
937                                  Sleep(10)
938                              WEnd
939
940                          EndIf
941                          ExitLoop(1)
942                      EndIf
943                  Next
944              ElseIf _IsPressed($touchecompt1, $dll) Then
945                  If $desactiver1 = 0 Then
946                      While _IsPressed($touchecompt1, $dll)
947                          Sleep(10)
948                      WEnd
949                      While 1 ;probleme resout en attendant de trouver une soluce
950                          COMPETENCE(1)
951                      WEnd
952                  EndIf
953              ElseIf _IsPressed($touchecompt2, $dll) Then
954                  If $desactiver2 = 0 Then
955                      While _IsPressed($touchecompt2, $dll)
956                          Sleep(10)
957                      WEnd
958                      While 1 ;probleme resout en attendant de trouver une soluce
959                          COMPETENCE(2)
960                      WEnd
961                  EndIf
962              ElseIf _IsPressed($touchecompt3, $dll) Then
963                  If $desactiver3 = 0 Then
964                      While _IsPressed($touchecompt3, $dll)
965                          Sleep(10)
966                      WEnd
967                      While 1 ;probleme resout en attendant de trouver une soluce
968                          COMPETENCE(3)
969                      WEnd
970                  EndIf
971              ElseIf _IsPressed($touchecompt4, $dll) Then
972                  If $desactiver4 = 0 Then
973                      While _IsPressed($touchecompt4, $dll)
974                          Sleep(10)
975                      WEnd
976                      While 1 ;probleme resout en attendant de trouver une soluce
977                          COMPETENCE(4)
978                      WEnd
979                  EndIf
980              ElseIf _IsPressed($touchenext, $dll) Then
981                  ControlClick($Form1, "", $toursuivant)
982                  While _IsPressed($touchenext, $dll)
983                      Sleep(10)
984                  WEnd
985              EndIf
986          EndIf
987
988          $nMsg = GUIGetMsg()
989          If $nMsg <> 0 Then
990              Switch $nMsg
```

```autoit
991                           Case $GUI_EVENT_CLOSE
992    ;~      _GDIPlus_Shutdown()
993                               Exit
994    ;~              Case $ghssgf ;darkelle24
995    ;~                  $brah = $Player[$tour][17]
996    ;~                  $brah -= Random(10, 2000, 1)
997    ;~                  $Player[$tour][17] = $brah
998    ;~                  $brah = $Player[$tour][18]
999    ;~                  $brah -= Random(10, 2000, 1)
1000   ;~                  $Player[$tour][18] = $brah
1001
1002   ;~                  PERSO(0)
1003                       Case $toursuivant
1004
1005                           GUICtrlSetData($mode, "En cours :Tour suivant")
1006                           $modeactived = 0
1007                           $Pic6676 = GUICtrlCreatePic(@ScriptDir & "\Image\efface.jpg",
       200, $tour * 72 + 48, 33, 41)
1008
1009                           GUICtrlDelete($Pic6676)
1010
1011                           If $compteur1 = 1 Then
1012                               GUICtrlDelete($Player[$tour][35])
1013                               $compteur1 = 0
1014                           EndIf
1015                           If $compteur2 = 1 Then
1016                               GUICtrlDelete($Player[$tour][36])
1017                               $compteur2 = 0
1018                           EndIf
1019                           If $compteur3 = 1 Then
1020                               GUICtrlDelete($Player[$tour][37])
1021                               $compteur3 = 0
1022                           EndIf
1023                           If $compteur4 = 1 Then
1024                               GUICtrlDelete($Player[$tour][38])
1025                               $compteur4 = 0
1026                           EndIf
1027
1028                           $tour += 1
1029                           If $Player[$tour][6] = "" Or $tour = 4 Then
1030                               $tour = 0
1031                               $tourscomplet += 1
1032                               phrasehisto(@CRLF & @CRLF & "[" & @HOUR & ":" & @MIN & "]"
       & " : " & "Tours " & $tourscomplet, 8)
1033
1034
1035                               For $o = 0 To 3
1036   ;~                          $Player[$o][19]+=200
1037                                   If $Player[$o][39] = "vivant" Then
1038                                       $LOL = Int($Player[$o][8] / 200)
1039                                       $intothejungle = Int($Player[$o][2] / 20)
1040                                       $chepakichui = Int($Player[$o][3] / 10)
1041                                       If $Player[$o][29] <> 0 Then
1042                                           $Player[$o][29] -= 1
1043                                       EndIf
1044                                       If $Player[$o][30] <> 0 Then
1045                                           $Player[$o][30] -= 1
1046                                       EndIf
1047                                       If $Player[$o][31] <> 0 Then
1048                                           $Player[$o][31] -= 1
1049                                       EndIf
1050                                       If $Player[$o][32] <> 0 Then
1051                                           $Player[$o][32] -= 1
1052                                       EndIf
1053                                       If $LOL + Int($Player[$o][19] / 100) >
       Int($Player[$o][8] / 100) Then
1054                                           $Player[$o][19] = $Player[$o][8]
1055                                       Else
1056                                           $Player[$o][19] += $LOL * 100
1057                                       EndIf
1058                                       If $intothejungle + $Player[$o][17] >
```

```
       $Player[$o][2] Then
1059                                          $Player[$o][17] = $Player[$o][2]
1060                                      Else
1061                                          $Player[$o][17] += $intothejungle
1062                                      EndIf
1063                                      If $chepakichui + $Player[$o][18] > $Player[$o][3]
       Then
1064                                          $Player[$o][18] = $Player[$o][3]
1065                                      Else
1066                                          $Player[$o][18] += $chepakichui
1067                                      EndIf
1068                                  EndIf
1069                              Next
1070                          EndIf
1071                          If $Player[$tour][39] = "Au valhala" Then
1072                              ControlClick($Form1, "", $toursuivant)
1073
1074                          Else
1075                              WM_PAINT()
1076                              phrasehisto(@CRLF & @CRLF & "[" & @HOUR & ":" & @MIN & "]"
       & " : " & "Au tours de ' " & $Player[$tour][0] & " '", 8, $Player[$tour][0], 0xEB139B)
1077
1078
1079                              $me = $Player[$tour][0]
1080                              GUICtrlSetData($Label55, $Player[$tour][0])
1081                              If $Player[$tour][29] <> 0 Then
1082
1083                                  GUICtrlSetImage($Compt1, @ScriptDir &
       "\Image\Compétences\desactiver\" & $Player[$tour][9] & ".jpg")
1084                                  $Player[$tour][35] = GUICtrlCreateLabel("", 708, 698,
       28, 56)
1085                                  GUICtrlSetFont(-1, 35, 400, 0, "MS Sans Serif")
1086                                  GUICtrlSetColor(-1, 0xFF0000)
1087                                  GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
1088                                  $compteur1 = 1
1089                                  GUICtrlSetData($Player[$tour][35], $Player[$tour][29])
1090                                  Global $desactiver1 = 1
1091
1092                              Else
1093                                  GUICtrlSetImage($Compt1, @ScriptDir &
       "\Image\Compétences\reel\" & $Player[$tour][9] & ".jpg")
1094                                  Global $desactiver1 = 0
1095                              EndIf
1096                              If $Player[$tour][30] <> 0 Then
1097
1098
1099                                  GUICtrlSetImage($Compt2, @ScriptDir &
       "\Image\Compétences\desactiver\" & $Player[$tour][10] & ".jpg")
1100                                  $Player[$tour][36] = GUICtrlCreateLabel("", 812, 698,
       28, 56)
1101                                  GUICtrlSetFont(-1, 35, 400, 0, "MS Sans Serif")
1102                                  GUICtrlSetColor(-1, 0xFF0000)
1103                                  GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
1104                                  $compteur2 = 1
1105                                  GUICtrlSetData($Player[$tour][36], $Player[$tour][30])
1106                                  Global $desactiver2 = 1
1107
1108                              Else
1109                                  GUICtrlSetImage($Compt2, @ScriptDir &
       "\Image\Compétences\reel\" & $Player[$tour][10] & ".jpg")
1110                                  Global $desactiver2 = 0
1111                              EndIf
1112                              If $Player[$tour][31] <> 0 Then
1113
1114
1115                                  GUICtrlSetImage($Compt3, @ScriptDir &
       "\Image\Compétences\desactiver\" & $Player[$tour][11] & ".jpg")
1116                                  $Player[$tour][37] = GUICtrlCreateLabel("", 907, 698,
       28, 56)
1117                                  GUICtrlSetFont(-1, 35, 400, 0, "MS Sans Serif")
1118                                  GUICtrlSetColor(-1, 0xFF0000)
```

```autoit
1119                                    GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
1120                                    $compteur3 = 1
1121                                    GUICtrlSetData($Player[$tour][37], $Player[$tour][31])
1122                                    Global $desactiver3 = 1
1123
1124                              Else
1125                                    GUICtrlSetImage($Compt3, @ScriptDir &
      "\Image\Compétences\reel\" & $Player[$tour][11] & ".jpg")
1126                                    Global $desactiver3 = 0
1127                              EndIf
1128                          If $Player[$tour][32] <> 0 Then
1129
1130                                    GUICtrlSetImage($Compt4, @ScriptDir &
      "\Image\Compétences\desactiver\" & $Player[$tour][12] & ".jpg")
1131                                    $Player[$tour][38] = GUICtrlCreateLabel("", 1005, 698,
      28, 56)
1132                                    GUICtrlSetFont(-1, 35, 400, 0, "MS Sans Serif")
1133                                    GUICtrlSetColor(-1, 0xFF0000)
1134                                    GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
1135                                    $compteur4 = 1
1136                                    GUICtrlSetData($Player[$tour][38], $Player[$tour][32])
1137                                    Global $desactiver4 = 1
1138
1139                              Else
1140                                    GUICtrlSetImage($Compt4, @ScriptDir &
      "\Image\Compétences\reel\" & $Player[$tour][12] & ".jpg")
1141                                    Global $desactiver4 = 0
1142                              EndIf
1143                          If $Player[$tour][13] = "Guerrier" Then
1144                                    GUICtrlSetImage($TETEDUPERSO, @ScriptDir &
      "\Image\guerrier.jpg")
1145                          ElseIf $Player[$tour][13] = "Magicien" Then
1146                                    GUICtrlSetImage($TETEDUPERSO, @ScriptDir &
      "\Image\magicien.jpg")
1147                          ElseIf $Player[$tour][13] = "Ingénieur" Then
1148                                    GUICtrlSetImage($TETEDUPERSO, @ScriptDir &
      "\Image\ingenieur.jpg")
1149                              EndIf
1150 ;~                    _ArrayDisplay($Player)
1151                          For $o = 0 To 11
1152                              For $y = 9 To 12
1153
1154                                    If $Player[$tour][$y] = $Competences[$o][0] Then
1155                                        Switch $y
1156                                          Case 9
1157                                                GUICtrlSetData($Stam1,
      $Competences[$o][2])
1158                                                GUICtrlSetData($Mana1,
      $Competences[$o][1])
1159                                          Case 10
1160                                                GUICtrlSetData($Stam2,
      $Competences[$o][2])
1161                                                GUICtrlSetData($Mana2,
      $Competences[$o][1])
1162                                          Case 11
1163                                                GUICtrlSetData($Stam3,
      $Competences[$o][2])
1164                                                GUICtrlSetData($Mana3,
      $Competences[$o][1])
1165                                          Case 12
1166                                                GUICtrlSetData($Stam4,
      $Competences[$o][2])
1167                                                GUICtrlSetData($Mana4,
      $Competences[$o][1])
1168
1169                                        EndSwitch
1170                                    EndIf
1171                              Next
1172                          Next
1173                          For $o = $Stam1 To $Stam4
1174                                    GUICtrlSetColor($o, 0xC8C8C8)
```

```autoit
1175                                Next
1176                                WM_PAINT()
1177                                PERSO(0)
1178                            EndIf
1179                        EndSwitch
1180                    EndIf
1181
1182          WEnd
1183        ElseIf $gamemode = "multijoueur" Then
1184
1185
1186        ElseIf $gamemode = "bot" Then
1187
1188
1189
1190        EndIf
1191    EndFunc    ;==>Game
1192    ;~ Func WM_PAINT($hWnd = "",$msg= "",$testlol= "",$lol="")
1193    Func WM_PAINT($hWnd = "")
1194    ;~  If $testlol<>"0x00000000" Then
1195    ;~ ConsoleWrite("AHHHHHHHHHHHH = "&$lol&&CRLF)
1196    ;~       ConsoleWrite("fait des truc chelou = "&$testlol&&CRLF)
1197    ;~       ConsoleWrite("ID = "&$msg&&CRLF)
1198
1199
1200    ;~      _WinAPI_RedrawWindow($Form1,  "struct;long 275;long 705;long 339;long 1238;
        endstruct", "", BitOR($RDW_VALIDATE , $RDW_UPDATENOW, $RDW_FRAME, $RDW_NOINTERNALPAINT));
1201        _GDIPlus_GraphicsDrawImageRect($hGraphic, $hImage2, 275, 64, 705, 533)
1202        For $o = 0 To 3
1203            If $Player[$o][39] <> "Au valhala" Then
1204                $pionx = $Player[$o][24]
1205                $pionxa = $Player[$o][25]
1206                $piony = $Player[$o][26]
1207                $pionya = $Player[$o][27]
1208                If $Withoutskin = "True" Then
1209                    _GDIPlus_GraphicsDrawImageRect($hGraphic, $sansskin, $pionx, $piony,
        $pionxa, $pionya)
1210                Else
1211                    If $Player[$o][13] = "Guerrier" Then
1212                        If $Player[$o][40] = "droite" Then
1213                            _GDIPlus_GraphicsDrawImageRect($hGraphic, $guerrierdroite,
        $pionx, $piony, $pionxa, $pionya)
1214                        ElseIf $Player[$o][40] = "gauche" Then
1215                            _GDIPlus_GraphicsDrawImageRect($hGraphic, $guerriergauche,
        $pionx, $piony, $pionxa, $pionya)
1216                        EndIf
1217                    ElseIf $Player[$o][13] = "Magicien" Then
1218                        If $Player[$o][40] = "droite" Then
1219                            _GDIPlus_GraphicsDrawImageRect($hGraphic, $magiciendroite,
        $pionx, $piony, $pionxa, $pionya)
1220                        ElseIf $Player[$o][40] = "gauche" Then
1221                            _GDIPlus_GraphicsDrawImageRect($hGraphic, $magiciengauche,
        $pionx, $piony, $pionxa, $pionya)
1222                        EndIf
1223                    ElseIf $Player[$o][13] = "Ingénieur" Then
1224                        If $Player[$o][40] = "droite" Then
1225                            _GDIPlus_GraphicsDrawImageRect($hGraphic, $ingenieurdroite,
        $pionx, $piony, $pionxa, $pionya)
1226                        ElseIf $Player[$o][40] = "gauche" Then
1227                            _GDIPlus_GraphicsDrawImageRect($hGraphic, $ingenieurgauche,
        $pionx, $piony, $pionxa, $pionya)
1228                        EndIf
1229                    EndIf
1230                EndIf
1231            EndIf
1232
1233
1234    ;~              $Pic13 = GUICtrlCreatePic("", 240, 48, 33, 41)
1235    ;~ $Pic14 = GUICtrlCreatePic("", 240, 120, 33, 41)
1236    ;~ $Pic15 = GUICtrlCreatePic("", 240, 192, 33, 41)
1237    ;~ $Pic16 = GUICtrlCreatePic("", 240, 264, 33, 41)
```

```
1238    ;~              PNG(@ScriptDir & "\Image\contact-1293388_960_720.png", $pionx, $piony,
        $pionxa, $pionya)
1239        Next
1240    ;~          Consolewrite($hWnd&&CRLF)
1241
1242        $burp = $tour * 72 + 48
1243        _GDIPlus_GraphicsDrawImageRect($hGraphic, $qdpkqojk, 200, $burp, 33, 41)
1244    ;~ EndIf
1245    ;~      Return $GUI_RUNDEFMSG
1246    EndFunc    ;==>WM_PAINT
1247    ;~
1248
1249    Func CALCUL()
1250        Global $aPos = WinGetPos("JEU")
1251        For $o = 0 To 99
1252            If $Case[$o][0] = "" Then
1253                ExitLoop(1)
1254            EndIf
1255            For $y = 1 To 2
1256                $CASECALCUL[$o][$y] = $Case[$o][$y] + $aPos[0]
1257            Next
1258            For $y = 3 To 4
1259                $CASECALCUL[$o][$y] = $Case[$o][$y] + $aPos[1]
1260            Next
1261        Next
1262
1263        Return $GUI_RUNDEFMSG
1264    EndFunc    ;==>CALCUL
1265    ;~ Func PNG($image, $nX, $nY, $nW, $nH)
1266    ;~    $mm = 0
1267    ;~    _GDIPlus_Startup()
1268
1269    ;~    Global $hImage = _GDIPlus_ImageLoadFromFile($image)
1270
1271
1272    ;~    Global $hGraphic = _GDIPlus_GraphicsCreateFromHWND($Form1)
1273
1274    ;~    $test = _GDIPlus_GraphicsDrawImageRect($hGraphic, $hImage, $nX, $nY, $nW, $nH)
1275
1276    ;~    $png[0][$i]=$hImage
1277    ;~    $png[1][$i]=$hGraphic
1278    ;~    $mm=$i
1279    ;~    Global $i=$mm+1
1280
1281
1282    ;~ EndFunc    ;==>PNG
1283    ;~ Func Casedeplacement()
1284
1285    ;~ EndFunc    ;==>Casedeplacement
1286    ;~ Func CLOSEPNG()
1287    ;~    _GDIPlus_GraphicsDispose($hGraphic)
1288    ;~    _GDIPlus_ImageDispose($hImage)
1289    ;~    _GDIPlus_Shutdown()
1290
1291
1292    ;~ EndFunc    ;==>CLOSEPNG
1293
1294    ;~ Func TRANSMUTATION(ByRef $tableau, $a, $b, $tableaub = $tableau, $c = 0, $d = 0)
1295    ;~    $temp = $tableau[$a][$c]
1296    ;~    $tableau[$a][$c] = $tableaub[$b][$d]
1297    ;~    $tableaub[$b][$d] = $temp
1298    ;~ EndFunc    ;==>TRANSMUTATION
1299
1300    Func SHOWCASEMOVE($i) ;faire apres avec les stat perso
1301        $MMMM = $i
1302        $Stamina = Int($Player[$tour][19] / 100)
1303        $o = 0
1304        Global $Casejaune[47]
1305        $placeoriginal = $Case[$i][0]
1306    ;~ je calcul les lignes droite a partir du bohomme celle de gauche a droite
1307
```

```
1308        $oka = 0
1309        $okb = 0
1310        For $rigtandleft = 1 To $Stamina
1311            $temp = $rigtandleft + $placeoriginal
1312            $lol45 = Abs((Int($temp / 10)) * 10 - $temp)
1313            If $lol45 < 9 And $oka <> 1 Then
1314                $Casejaune[$o] = $temp
1315                $o += 1
1316            Else
1317                $oka = 1
1318            EndIf
1319            $temp = Abs($rigtandleft - $placeoriginal)
1320            $lol45 = Abs((Int($temp / 10)) * 10 - $temp)
1321            If $lol45 > 0 And $okb <> 1 Then
1322                $Casejaune[$o] = $temp
1323                $o += 1
1324            Else
1325                $okb = 1
1326            EndIf
1327
1328            If $okb = 1 And $oka = 1 Then
1329                ExitLoop(1)
1330            EndIf
1331
1332        Next
1333
1334
1335        $compteur = 1
1336
1337
1338
1339        $oka = 0
1340        $okb = 0
1341
1342    ;~      Je commence a tracer la ligne droite de haut en bas en partant du perso
1343        For $upanddown = 1 To $Stamina
1344            $temp = $upanddown * 10 + $placeoriginal
1345            If $temp < 69 And $oka <> 1 Then
1346                $Casejaune[$o] = $temp
1347                $o += 1
1348            Else
1349                $oka = 1
1350            EndIf
1351
1352            If $oka = 0 Then
1353    ;~ puis celle sur le cote les plus  qui restrecissent de la partie inferieur si il es
        possible de tracer le bas
1354                $okaa = 0
1355                $okbb = 0
1356                For $rigtandleft = 1 To $Stamina - $compteur
1357                    $temp2 = $rigtandleft + $temp
1358                    $lol45 = Abs((Int($temp2 / 10)) * 10 - $temp2)
1359
1360                    If $lol45 < 9 And $okaa <> 1 Then
1361                        $Casejaune[$o] = $temp2
1362                        $o += 1
1363                    Else
1364                        $okaa = 1
1365                    EndIf
1366                    $temp2 = Abs($rigtandleft - $temp)
1367                    $lol45 = Abs((Int($temp2 / 10)) * 10 - $temp2)
1368                    If $lol45 > 0 And $okbb <> 1 Then
1369                        $Casejaune[$o] = $temp2
1370                        $o += 1
1371
1372                    Else
1373                        $okbb = 1
1374                    EndIf
1375                    If $okbb = 1 And $okaa = 1 Then
1376                        ExitLoop(1)
1377                    EndIf
```

```
1378                    Next
1379                EndIf
1380
1381
1382            $temp = Abs($upanddown * 10 - $placeoriginal)
1383
1384            If $temp > 10 And $okb <> 1 Then
1385                $Casejaune[$o] = $temp
1386 ;~             ConsoleWrite("1:"&$o&@CRLF)
1387                $o += 1
1388            Else
1389                $okb = 1
1390            EndIf
1391
1392            If $okb = 0 Then
1393 ;~ puis celle sur le cote les plus  qui restrecissent de la partie supérier si il es
     possible de tracer le haut
1394                $okaa = 0
1395                $okbb = 0
1396                For $rigtandleft = 1 To $Stamina - $compteur
1397                    $temp2 = $rigtandleft + $temp
1398                    $lol45 = Abs((Int($temp2 / 10)) * 10 - $temp2)
1399
1400                    If $lol45 < 9 And $lol45 > 0 And $okaa <> 1 Then
1401                        $Casejaune[$o] = $temp2
1402 ;~                     ConsoleWrite("3:"&$o&"  "&$lol45&"  "&$temp2&@CRLF)
1403                        $o += 1
1404
1405                    Else
1406                        $okaa = 1
1407                    EndIf
1408                    $temp2 = Abs($rigtandleft - $temp)
1409                    $lol45 = Abs((Int($temp2 / 10)) * 10 - $temp2)
1410                    If $lol45 > 0 And $lol45 < 9 And $okbb <> 1 Then
1411                        $Casejaune[$o] = $temp2
1412                        $o += 1
1413
1414                    Else
1415                        $okbb = 1
1416                    EndIf
1417                    If $okbb = 1 And $okaa = 1 Then
1418                        ExitLoop(1)
1419                    EndIf
1420                Next
1421            EndIf
1422
1423            If $okb = 1 And $oka = 1 Then
1424                ExitLoop(1)
1425            EndIf
1426            $compteur += 1
1427        Next
1428
1429
1430        Global $LOL[47][2]
1431 ;~     _ArrayDisplay($Casejaune)
1432        $e = 0
1433        For $o = 0 To 47
1434            For $a = 0 To 40
1435                If $Case[$o][0] = $Casejaune[$a] Then
1436                    If $Case[$o][5] = "" Then
1437                        $picrandom = GUICtrlCreatePic(@ScriptDir & "\Image\lol.jpg",
     $Case[$o][1], $Case[$o][3], $Case[$o][2] - $Case[$o][1], $Case[$o][4] - $Case[$o][3])
1438
1439                        $LOL[$e][0] = $o
1440                        $LOL[$e][1] = $picrandom
1441
1442                        $e += 1
1443                    EndIf
1444                EndIf
1445            Next
1446        Next
```

```
1447
1448   ;~    For $o=0 To 3
1449   ;~              $pionx=$Player[$o][24]
1450   ;~              $pionxa=$Player[$o][25]
1451   ;~              $piony=$Player[$o][26]
1452   ;~              $pionya=$Player[$o][27]
1453   ;~            PNG(@ScriptDir & "\Image\contact-1293388_960_720.png", $pionx, $piony,
       $pionxa, $pionya)
1454   ;~            Next
1455       While _IsPressed("01", $dll) ;04 is Middle Click
1456          Sleep(10)
1457       WEnd
1458
1459   ;~ _Arraydisplay($Casejaune)
1460       Tadarronnelachauve($LOL, $MMMM)
1461
1462   EndFunc    ;==>SHOWCASEMOVE
1463   Func ARRAYCLEAN(ByRef $Array)
1464       $lil = UBound($Array, 1)
1465       $LOL = UBound($Array, 2)
1466       For $e = 0 To $lil - 1
1467          For $a = 0 To $LOL
1468             $Array[$e][$a] = ""
1469
1470          Next
1471       Next
1472   EndFunc    ;==>ARRAYCLEAN
1473   Func Tadarronnelachauve(ByRef $LOL, $MMMM)
1474   ;~   $tourbloquer = 0
1475       WM_PAINT()
1476       While 1
1477   ;~        If $n = 0 Or BitAND(WinGetState($Form1), 2) Then ;Permet de actualiser le png
       quand la fentre est visible
1478   ;~           CLOSEPNG()
1479   ;~           PNG(@ScriptDir & "\Image\quadrillage.png", 275, 64, 705, 533)
1480   ;~           For $o=0 To 3
1481   ;~              $pionx=$Player[$o][24]
1482   ;~              $pionxa=$Player[$o][25]
1483   ;~              $piony=$Player[$o][26]
1484   ;~              $pionya=$Player[$o][27]
1485   ;~            PNG(@ScriptDir & "\Image\contact-1293388_960_720.png", $pionx, $piony,
       $pionxa, $pionya)
1486   ;~            Next
1487   ;~           $n = 1
1488   ;~        EndIf
1489   ;~        $tourbloquer += 1
1490   ;~        If $tourbloquer = $refrechpng Then
1491   ;~           WM_PAINT()
1492
1493   ;~           $tourbloquer = 0
1494   ;~        EndIf
1495          If $modeactived = 0 Then
1496             GUICtrlSetData($mode, "En cours :Attente du joueur")
1497             $modeactived = 1
1498          EndIf
1499   ;~        ConsoleWrite(1&&@CRLF)
1500          If BitAND(WinGetState($Form1), 16) And $active = 1 Then
1501
1502             $active = 0
1503          EndIf
1504          If BitAND(WinGetState($Form1), 8) And $active = 0 Then
1505
1506             WM_PAINT()
1507             $active = 1
1508          EndIf
1509          If BitAND(WinGetState($Form1), 8) Then
1510             $dll = DllOpen("user32.dll")
1511
1512             If _IsPressed("01", $dll) Then
1513                GUICtrlSetData($mode, "En cours :Chargement")
1514                $modeactived = 0
```

```
1515                        $Array = MouseGetPos()
1516                      For $n = 0 To 46
1517                          $i = $LOL[$n][0]
1518                          If $Array[0] > $CASECALCUL[$i][1] And $Array[0] <
      $CASECALCUL[$i][2] And $Array[1] > $CASECALCUL[$i][3] And $Array[1] <
      $CASECALCUL[$i][4] Then
1519                              $oldtext = GUICtrlRead($historique)
1520                              $LOL1 = Floor($Case[$MMMM][0] / 10)
1521                              If $LOL1 = 1 Then
1522                                  $lettre1 = "A"
1523                              ElseIf $LOL1 = 2 Then
1524                                  $lettre1 = "B"
1525                              ElseIf $LOL1 = 3 Then
1526                                  $lettre1 = "C"
1527                              ElseIf $LOL1 = 4 Then
1528                                  $lettre1 = "D"
1529                              ElseIf $LOL1 = 5 Then
1530                                  $lettre1 = "E"
1531                              ElseIf $LOL1 = 6 Then
1532                                  $lettre1 = "F"
1533                              EndIf
1534
1535                              $LOL2 = Floor($Case[$i][0] / 10)
1536                              If $LOL2 = 1 Then
1537                                  $lettre2 = "A"
1538                              ElseIf $LOL2 = 2 Then
1539                                  $lettre2 = "B"
1540                              ElseIf $LOL2 = 3 Then
1541                                  $lettre2 = "C"
1542                              ElseIf $LOL2 = 4 Then
1543                                  $lettre2 = "D"
1544                              ElseIf $LOL2 = 5 Then
1545                                  $lettre2 = "E"
1546                              ElseIf $LOL2 = 6 Then
1547                                  $lettre2 = "F"
1548                              EndIf
1549                              direction($MMMM, $i)
1550
1551
1552 ;~ MsgBox(0,"",$Case[$i][0])
1553                              $Case[$MMMM][5] = ""
1554                              $Case[$i][5] = $Player[$tour][0]
1555                              For $m = 0 To 46
1556                                  GUICtrlDelete($LOL[$m][1])
1557                              Next
1558
1559                              $verticale = Abs(Floor($Case[$MMMM][0] / 10) -
      Floor($Case[$i][0] / 10))
1560                              $horizontale = Abs(($Case[$MMMM][0] - Floor($Case[$MMMM][0] /
      10) * 10) - ($Case[$i][0] - Floor($Case[$i][0] / 10) * 10))
1561                              $lol3 = $Player[$tour][19] - ($verticale + $horizontale) * 100
1562                              $Player[$tour][19] = $lol3
1563                              phrasehisto(@CRLF & @CRLF & "[" & @HOUR & ":" & @MIN & "]" & "
      : " & "Le joueur ' " & $Player[$tour][0] & " ' c'est deplacé de la case " & $lettre1 &
      ($Case[$MMMM][0] - $LOL1 * 10) & " jusqu'a la case " & $lettre2 & ($Case[$i][0] - $LOL2
      * 10) & " et a utilisé " & ($verticale + $horizontale) & " de stamina", 8,
      $Player[$tour][0], 0xEB139B)
1564
1565                              PERSO(0)
1566
1567
1568
1569                              $pionx = $Player[$tour][24]
1570                              $pionxa = $Player[$tour][25]
1571                              $piony = $Player[$tour][26]
1572                              $pionya = $Player[$tour][27]
1573
1574                              $Pic667 = GUICtrlCreatePic(@ScriptDir & "\Image\efface.jpg",
      $pionx, $piony, $pionxa, $pionya)
1575                              GUICtrlDelete($Pic667)
1576                              $Player[$tour][24] = $Case[$i][1]
```

```
1577                          $Player[$tour][26] = $Case[$i][3] - 1
1578                          $Player[$tour][25] = $Case[$i][2] - $Case[$i][1] - 3
1579                          $Player[$tour][27] = $Case[$i][4] - $Case[$i][3] + 3.5
1580                          WM_PAINT()
1581    ;~                    $pionx=$Player[$o][24]
1582    ;~              $pionxa=$Player[$o][25]
1583    ;~              $piony=$Player[$o][26]
1584    ;~              $pionya=$Player[$o][27]
1585    ;~          PNG(@ScriptDir & "\Image\contact-1293388_960_720.png", $pionx, $piony,
        $pionxa, $pionya)
1586
1587                          ExitLoop(2)
1588                      EndIf
1589                  Next
1590              ElseIf _IsPressed("02", $dll) Then
1591                  For $m = 0 To 46
1592                      GUICtrlDelete($LOL[$m][1])
1593                  Next
1594                  WM_PAINT()
1595                  ExitLoop(1)
1596              EndIf
1597              If _IsPressed("1B", $dll) Then
1598                  While _IsPressed("1B", $dll)
1599                      Sleep(10)
1600                  WEnd
1601                  Menu()
1602              EndIf
1603          EndIf
1604          $nMsg = GUIGetMsg()
1605          Switch $nMsg
1606              Case $GUI_EVENT_CLOSE
1607    ;~      _GDIPlus_Shutdown()
1608                  Exit
1609
1610          EndSwitch
1611
1612
1613      WEnd
1614
1615  EndFunc    ;==>Tadarronnelachauve
1616
1617  Func PERSO($damage = 1)
1618      If $damage = 1 Then
1619          For $o = 0 To 7
1620              For $i = 20 To 23
1621                  GUICtrlDelete($Player[$o][$i])
1622              Next
1623          Next
1624          $LOL2 = ""
1625          For $l = 0 To 5
1626              For $o = 0 To 3
1627                  $LOL = $Player[$o][8]
1628                  $LOL2 = $Player[$o + 1][8]
1629                  If $LOL2 > $LOL And $LOL <> "" And $LOL2 <> "" Then
1630                      For $p = 0 To 27
1631                          $temp = $Player[$o][$p]
1632                          $Player[$o][$p] = $Player[$o + 1][$p]
1633                          $Player[$o + 1][$p] = $temp
1634                      Next
1635                  EndIf
1636              Next
1637          Next
1638
1639          For $l = 0 To 3
1640              If $Player[$l][8] <> "" Then
1641                  If $Player[$l][39] = "Au valhala" Then
1642                      $Pic12 = GUICtrlCreatePic(@ScriptDir &
        "\Image\tete-de-mort-16657.jpg", 16, 48 + ($l * 72), 41, 41)
1643                  ElseIf $Player[$l][13] = "Guerrier" Then
1644                      $Pic12 = GUICtrlCreatePic(@ScriptDir & "\Image\guerrier.jpg", 16,
        48 + ($l * 72), 41, 41)
```

```
1645                    ElseIf $Player[$l][13] = "Magicien" Then
1646                        $Pic12 = GUICtrlCreatePic(@ScriptDir & "\Image\magicien.jpg", 16,
       48 + ($l * 72), 41, 41)
1647                    ElseIf $Player[$l][13] = "Ingénieur" Then
1648                        $Pic12 = GUICtrlCreatePic(@ScriptDir & "\Image\ingenieur.jpg", 16,
       48 + ($l * 72), 41, 41)
1649                    EndIf
1650                    _GUICtrl_OnHoverRegister(-1, "PersoSEE", "Persoseeshutdown")
1651                    $Player[$l][42] = $Pic12
1652                    XPStyle(1)
1653                    $Progress4 = GUICtrlCreateProgress(64, 54 + ($l * 72), 129, 9,
       BitOR($PBS_SMOOTH, $WS_CLIPSIBLINGS))
1654                    GUICtrlSetData(-1, POURCENTAGE($Player[$l][17], $Player[$l][2]))
1655                    GUICtrlSetColor(-1, 0x00FF00)
1656                    GUICtrlSetBkColor(-1, 0x800000)
1657                    GUICtrlSetTip(-1, "HP: " & $Player[$l][17] & "/" & $Player[$l][2]) ;A
       faire attention
1658                    $Player[$l][20] = $Progress4
1659
1660                    $Progress5 = GUICtrlCreateProgress(64, 68 + ($l * 72), 129, 9,
       BitOR($PBS_SMOOTH, $WS_CLIPSIBLINGS))
1661                    GUICtrlSetData(-1, POURCENTAGE($Player[$l][18], $Player[$l][3]))
1662                    GUICtrlSetColor(-1, 0x00FFFF)
1663                    GUICtrlSetBkColor(-1, 0x000080)
1664                    GUICtrlSetTip(-1, "MANA: " & $Player[$l][18] & "/" & $Player[$l][3])
1665                    $Player[$l][21] = $Progress5
1666
1667                    $Progress6 = GUICtrlCreateProgress(64, 80 + ($l * 72), 129, 9,
       BitOR($PBS_SMOOTH, $WS_CLIPSIBLINGS))
1668                    GUICtrlSetData(-1, POURCENTAGE(Int($Player[$l][19] / 100),
       Int($Player[$l][8] / 100)))
1669                    GUICtrlSetColor(-1, 0xFFFF00)
1670                    GUICtrlSetBkColor(-1, 0x808000)
1671                    GUICtrlSetTip(-1, "STAM: " & Int($Player[$l][19] / 100) & "/" &
       Int($Player[$l][8] / 100))
1672                    $Player[$l][22] = $Progress6
1673
1674                    XPStyle(0)
1675                    $Label14 = GUICtrlCreateLabel("", 232, 40 + ($l * 72), 39, 20)
1676                    GUICtrlSetFont(-1, 10, 800, 0, "MS Sans Serif")
1677                    $Player[$l][33] = $Label14
1678                    $Label15 = GUICtrlCreateLabel("", 232, 80 + ($l * 72), 36, 20)
1679                    GUICtrlSetFont(-1, 10, 800, 0, "MS Sans Serif")
1680                    $Player[$l][34] = $Label15
1681                    For $y = 1 To 2
1682                        If $Blueteams[$y] = $Player[$l][0] Then
1683                            $Pic45 = GUICtrlCreatePic(@ScriptDir &
       "\Image\BLEU_BALON_365-2.jpg", 0, 48 + ($l * 72), 9, 41)
1684
1685                            GUICtrlSetTip(-1, "Team blue")
1686                        ElseIf $Redteams[$y] = $Player[$l][0] Then
1687                            $Pic45 = GUICtrlCreatePic(@ScriptDir &
       "\Image\carre_rouge.jpg", 0, 48 + ($l * 72), 9, 41)
1688                            GUICtrlSetTip(-1, "Team red")
1689                        EndIf
1690                    Next
1691                    $Player[$l][28] = $Pic45
1692
1693 ;~                  _ArrayDisplay($Player)
1694                    $Pic4 = GUICtrlCreatePic(@ScriptDir & "\Image\maxresdefault.jpg", 0, 40
       + ($l * 72), 201, 57, BitOR($WS_GROUP, $WS_CLIPSIBLINGS))
1695                    $Player[$l][23] = $Pic4
1696                    $lastgui = $Pic4
1697
1698                EndIf
1699
1700            Next
1701        ElseIf $damage = 0 Then
1702 ;~          _ArrayDisplay($Player)
1703            GUICtrlSetData($mode, "En cours :Réactualisation de l interface des perso")
1704            $modeactived = 0
```

```
1705              For $l = 0 To 3
1706                  If $Player[$l][39] = "Au valhala" Then
1707
1708                  EndIf
1709                  If $Player[$l][5] <> "" Then
1710                      GUICtrlSetData($Player[$l][20], POURCENTAGE($Player[$l][17],
       $Player[$l][2]))
1711                      GUICtrlSetTip($Player[$l][20], "HP: " & $Player[$l][17] & "/" &
       $Player[$l][2])
1712                      GUICtrlSetData($Player[$l][21], POURCENTAGE($Player[$l][18],
       $Player[$l][3]))
1713                      GUICtrlSetTip($Player[$l][21], "MANA: " & $Player[$l][18] & "/" &
       $Player[$l][3])
1714                      GUICtrlSetData($Player[$l][22], POURCENTAGE(Int($Player[$l][19] / 100),
       Int($Player[$l][8] / 100)))
1715                      GUICtrlSetTip($Player[$l][22], "STAM: " & Int($Player[$l][19] / 100) &
       "/" & Int($Player[$l][8] / 100))
1716                      If $Player[$tour][0] = $Player[$l][0] Then
1717                          GUICtrlSetData($Progress1, POURCENTAGE($Player[$l][17],
       $Player[$l][2]))
1718
1719                          GUICtrlSetData($Progress2, POURCENTAGE($Player[$l][18],
       $Player[$l][3]))
1720
1721                          GUICtrlSetData($Progress3, POURCENTAGE(Int($Player[$l][19] / 100),
       Int($Player[$l][8] / 100)))
1722
1723                          GUICtrlSetData($Label1, "HP: " & $Player[$l][17] & "/" &
       $Player[$l][2])
1724
1725                          GUICtrlSetData($Label2, "MANA: " & $Player[$l][18] & "/" &
       $Player[$l][3])
1726
1727                          GUICtrlSetData($Label3, "STAM: " & Int($Player[$l][19] / 100) & "/"
       & Int($Player[$l][8] / 100))
1728
1729
1730                          For $o = 0 To 11
1731                              For $y = 9 To 12
1732
1733                                  If $Player[$l][$y] = $Competences[$o][0] Then
1734
1735                                      If $Player[$l][18] < $Competences[$o][1] Then
1736
1737                                          Switch $y
1738                                              Case 9
1739                                                  If $desactiver1 = 0 Then
1740                                                      GUICtrlSetImage($Compt1, @ScriptDir &
       "\Image\Compétences\desactiver\" & $Competences[$o][0] & ".jpg")
1741                                                  EndIf
1742                                                  GUICtrlSetColor($Mana1, 0xFF0000)
1743                                                  Global $desactiver1 = 1
1744                                              Case 10
1745                                                  If $desactiver2 = 0 Then
1746                                                      GUICtrlSetImage($Compt2, @ScriptDir &
       "\Image\Compétences\desactiver\" & $Competences[$o][0] & ".jpg")
1747                                                  EndIf
1748                                                  GUICtrlSetColor($Mana2, 0xFF0000)
1749                                                  Global $desactiver2 = 1
1750                                              Case 11
1751                                                  If $desactiver3 = 0 Then
1752                                                      GUICtrlSetImage($Compt3, @ScriptDir &
       "\Image\Compétences\desactiver\" & $Competences[$o][0] & ".jpg")
1753                                                  EndIf
1754                                                  GUICtrlSetColor($Mana3, 0xFF0000)
1755                                                  Global $desactiver3 = 1
1756                                              Case 12
1757                                                  If $desactiver4 = 0 Then
1758                                                      GUICtrlSetImage($Compt4, @ScriptDir &
       "\Image\Compétences\desactiver\" & $Competences[$o][0] & ".jpg")
1759                                                  EndIf
```

```autoit
1760                                            GUICtrlSetColor($Mana4, 0xFF0000)
1761                                            Global $desactiver4 = 1
1762                                    EndSwitch
1763                                EndIf
1764                                If Int($Player[$l][19] / 100) < $Competences[$o][2] Then
1765
1766                                    Switch $y
1767                                        Case 9
1768                                            If $desactiver1 = 0 Then
1769                                                GUICtrlSetImage($Compt1, @ScriptDir &
     "\Image\Compétences\desactiver\" & $Competences[$o][0] & ".jpg")
1770                                            EndIf
1771                                            GUICtrlSetColor($Stam1, 0xFF0000)
1772                                            Global $desactiver1 = 1
1773                                        Case 10
1774                                            If $desactiver2 = 0 Then
1775                                                GUICtrlSetImage($Compt2, @ScriptDir &
     "\Image\Compétences\desactiver\" & $Competences[$o][0] & ".jpg")
1776                                            EndIf
1777                                            GUICtrlSetColor($Stam2, 0xFF0000)
1778                                            Global $desactiver2 = 1
1779                                        Case 11
1780                                            If $desactiver3 = 0 Then
1781                                                GUICtrlSetImage($Compt3, @ScriptDir &
     "\Image\Compétences\desactiver\" & $Competences[$o][0] & ".jpg")
1782                                            EndIf
1783                                            GUICtrlSetColor($Stam3, 0xFF0000)
1784                                            Global $desactiver3 = 1
1785                                        Case 12
1786                                            If $desactiver4 = 0 Then
1787                                                GUICtrlSetImage($Compt4, @ScriptDir &
     "\Image\Compétences\desactiver\" & $Competences[$o][0] & ".jpg")
1788                                            EndIf
1789                                            GUICtrlSetColor($Stam4, 0xFF0000)
1790                                            Global $desactiver4 = 1
1791                                    EndSwitch
1792
1793                                EndIf
1794
1795
1796                            EndIf
1797                        Next
1798                    Next
1799
1800
1801                    For $i = 0 To 47
1802                        If $Case[$i][5] = $Player[$tour][0] Then
1803                            $LOL = Floor($Case[$i][0] / 10)
1804                            If $LOL = 1 Then
1805                                $lettre = "A"
1806                            ElseIf $LOL = 2 Then
1807                                $lettre = "B"
1808                            ElseIf $LOL = 3 Then
1809                                $lettre = "C"
1810                            ElseIf $LOL = 4 Then
1811                                $lettre = "D"
1812                            ElseIf $LOL = 5 Then
1813                                $lettre = "E"
1814                            ElseIf $LOL = 6 Then
1815                                $lettre = "F"
1816                            EndIf
1817                            GUICtrlSetData($Label45, "Position actuelle : " & $lettre &
     ($Case[$i][0] - $LOL * 10))
1818                            ExitLoop(1)
1819                        EndIf
1820                    Next
1821                EndIf
1822            EndIf
1823        Next
1824    EndIf
1825 EndFunc    ;==>PERSO
```

```autoit
1826
1827    Func POURCENTAGE($valeur, $valeurmax, $arrondi = "+")
1828        If $arrondi = 0 Then
1829            $resultat = $valeur * 100 / $valeurmax
1830        ElseIf $arrondi = "=" Then
1831            $resultat = $valeur * 100 / $valeurmax
1832            $resultat = Round($resultat)
1833        ElseIf $arrondi = "+" Then
1834            $resultat = $valeur * 100 / $valeurmax
1835            $resultat = Ceiling($resultat)
1836        ElseIf $arrondi = "-" Then
1837            $resultat = $valeur * 100 / $valeurmax
1838            $resultat = Floor($resultat)
1839        EndIf  ;==>POURCENTAGE
1840        Return($resultat)
1841    EndFunc    ;==>POURCENTAGE
1842
1843
1844    Func XPStyle($OnOff = 1)
1845        If $OnOff And StringInStr(@OSType, "WIN32_NT") Then
1846            $XS_n = DllCall("uxtheme.dll", "int", "GetThemeAppProperties")
1847            DllCall("uxtheme.dll", "none", "SetThemeAppProperties", "int", 0)
1848            Return 1
1849        ElseIf StringInStr(@OSType, "WIN32_NT") And IsArray($XS_n) Then
1850            DllCall("uxtheme.dll", "none", "SetThemeAppProperties", "int", $XS_n[0])
1851            $XS_n = ""
1852            Return 1
1853        EndIf
1854        Return 0
1855    EndFunc    ;==>XPStyle
1856
1857
1858    Func SELECTIONNEPERSO()
1859    ;~  perso barre dxp avec lvl croissant + exp max croissant differente stat avec plus
        un bouton cancel back et ok tete du perso
1860
1861        $Redbutton = 0
1862        $Bluebutton = 0
1863        $folder = _FileListToArray(@ScriptDir & "\Data\Perso\", Default, 1)
1864        If IsArray($folder) = 1 Then
1865        Else
1866
1867            MsgBox(48, "Error", "Vous n'avez de perso deja creer")
1868            Town()
1869        EndIf
1870        #Region ### START Koda GUI section ### Form=Q:\MMMMMMM\ISN\Projet isn\Koda\Select.kxf
1871        $Button666 = GUICtrlCreateButton("Back", 16, 688, 209, 57)
1872        Global $firstgui = $Button666
1873        $Fight = GUICtrlCreateButton("Fight !(Temporaire)", 1032, 688, 209, 57)
1874    ;~  GUICtrlSetState(-1, $GUI_DISABLE)
1875        $ListView1 = GUICtrlCreateListView("Name|Class|LVL|HP|MANA|AD|AP|Armor|MR|MV", 265,
        8, 729, 745)
1876
1877        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 0, 150)
1878        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 1, 80)
1879        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 2, 55)
1880        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 3, 55)
1881        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 4, 55)
1882        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 5, 55)
1883        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 6, 55)
1884        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 7, 55)
1885        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 8, 55)
1886        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 9, 55)
1887        Global $champ[1][17]
1888        For $o = 1 To $folder[0]
1889            Global $champ[1][17]
1890            $file = FileOpen(@ScriptDir & "\Data\Perso\" & $folder[$o])
1891            $adecrypter = FileRead($file)
1892            FileClose($file)
1893            $leel = _Crypt_DecryptData($adecrypter, "darkelle24", $CALG_RC4)
1894            $leeel = BinaryToString($leel)
```

```autoit
1895            _FileCreate(@ScriptDir & "\Data\Perso\temp.txt")
1896            $file = FileOpen(@ScriptDir & "\Data\Perso\temp.txt", 2)
1897
1898            FileWrite($file, $leeel)
1899
1900            $test = _FileReadToArray(@ScriptDir & "\Data\Perso\temp.txt", $champ,
       $FRTA_NOCOUNT, "|")
1901
1902            FileClose($file)
1903            FileDelete(@ScriptDir & "\Data\Perso\temp.txt")
1904
1905
1906            GUICtrlCreateListViewItem($champ[0][0] & "|" & $champ[0][13] & "|" &
       $champ[0][14] & "|" & $champ[0][2] & "|" & $champ[0][3] & "|" & $champ[0][4] & "|" &
       $champ[0][5] & "|" & $champ[0][6] & "|" & $champ[0][7] & "|" & $champ[0][8], $ListView1)
1907            $LOL = StringReplace($folder[$o], ".txt", "")
1908            If $champ[0][0] <> $LOL Then
1909
1910                FileCopy(@ScriptDir & "\Data\Perso\" & $folder[$o], @ScriptDir &
       "\Data\Perso\" & $champ[0][0] & ".txt", 1)
1911                FileDelete(@ScriptDir & "\Data\Perso\" & $folder[$o])
1912                $folder[$o] = $champ[0][0] & ".txt"
1913            EndIf
1914        Next
1915 ;~     $ListView1_0 = GUICtrlCreateListViewItem("lol", $ListView1)
1916 ;~     $ListView1_1 = GUICtrlCreateListViewItem("|jhjhiu", $ListView1)
1917        $Blueteam = GUICtrlCreateListView("Nom|LVL", 1008, 184, 225, 97)
1918        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 0, 150)
1919        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 1, 55)
1920        $Redteam = GUICtrlCreateListView("Nom|LVL", 1008, 376, 225, 97)
1921        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 0, 150)
1922        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 1, 55)
1923        $Label16 = GUICtrlCreateLabel("Team blue :", 1016, 160, 60, 17)
1924        $Label26 = GUICtrlCreateLabel("Team red :", 1015, 355, 55, 17)
1925        $Addred = GUICtrlCreateButton("Add Red team", 1024, 480, 89, 25)
1926        $Leftred = GUICtrlCreateButton("Out of Red team", 1120, 480, 89, 25)
1927        $Addblue = GUICtrlCreateButton("Add Blue team", 1023, 291, 89, 25)
1928        $Leftblue = GUICtrlCreateButton("Out of Blue team", 1119, 291, 89, 25)
1929        $Label36 = GUICtrlCreateLabel("(Max 2)", 1100, 160, 39, 17)
1930        $Label46 = GUICtrlCreateLabel("(Max 2)", 1104, 352, 39, 17)
1931        $Radio1 = GUICtrlCreateRadio("Radio1", 1048, 568, 17, 17)
1932        $Radio2 = GUICtrlCreateRadio("Radio2", 1048, 600, 17, 17)
1933        GUICtrlSetState(-1, $GUI_CHECKED)
1934        Global $Gameplaymode = "Warrior"
1935        $Label56 = GUICtrlCreateLabel("For fun", 1072, 568, 37, 17)
1936        $Label66 = GUICtrlCreateLabel("Normal (real death)", 1074, 600, 151, 17)
1937        Global $lastgui = $Label66
1938        #EndRegion ### END Koda GUI section ###
1939        For $o = 0 To 2
1940            $Blueteams[$o] = ""
1941            $Redteams[$o] = ""
1942        Next
1943        While 1
1944            $nMsg = GUIGetMsg()
1945            If $nMsg <> 0 Then
1946                Switch $nMsg
1947                    Case $GUI_EVENT_CLOSE
1948                        Exit
1949
1950                    Case $Radio1
1951                        Global $Gameplaymode = "Tapette"
1952                        If _IsChecked($Radio2) Then
1953                            GUICtrlSetState($Radio2, $GUI_UNCHECKED)
1954
1955                        EndIf
1956
1957                    Case $Radio2
1958                        Global $Gameplaymode = "Warrior"
1959                        If _IsChecked($Radio1) Then
1960                            GUICtrlSetState($Radio1, $GUI_UNCHECKED)
1961                        EndIf
```

```
1962
1963                    Case $Addblue
1964                        If GUICtrlRead($ListView1) <> 0 Then
1965                            $Array = StringSplit(GUICtrlRead(GUICtrlRead($ListView1)), "|")
1966                            $name = $Array[1]
1967  ;~                        $test = CHECKTEAM($name)
1968  ;~                        If $test = 0 Then
1969  ;~ Va chercher le tableau du perso
1970                            GUICtrlCreateListViewItem($name & "|" & $Array[3], $Blueteam)
1971                            _GUICtrlListView_DeleteItemsSelected($ListView1)
1972  ;~                        EndIf
1973                            $Bluebutton += 1
1974
1975                            $Blueteams[0] = $Bluebutton
1976                            $Blueteams[$Bluebutton] = $name
1977                            If $Bluebutton = 2 Then
1978                                GUICtrlSetState($Addblue, $GUI_DISABLE)
1979                            EndIf
1980                        EndIf
1981                    Case $Addred
1982                        If GUICtrlRead($ListView1) <> 0 Then
1983                            $Array = StringSplit(GUICtrlRead(GUICtrlRead($ListView1)), "|")
1984                            $name = $Array[1]
1985  ;~                        $test = CHECKTEAM($name)
1986  ;~                        If $test = 0 Then
1987  ;~ Va chercher le tableau du perso
1988                            GUICtrlCreateListViewItem($name & "|" & $Array[3], $Redteam)
1989                            _GUICtrlListView_DeleteItemsSelected($ListView1)
1990                            $Redbutton += 1
1991                            $Redteams[0] = $Redbutton
1992                            $Redteams[$Redbutton] = $name
1993                            If $Redbutton = 2 Then
1994                                GUICtrlSetState($Addred, $GUI_DISABLE)
1995                            EndIf
1996  ;~                        EndIf
1997                        EndIf
1998                    Case $Leftblue
1999                        If GUICtrlRead($Blueteam) <> 0 Then
2000                            If $Bluebutton = 2 Then
2001                                GUICtrlSetState($Addblue, $GUI_ENABLE)
2002                            EndIf
2003                            $Bluebutton -= 1
2004
2005
2006                            $Array = StringSplit(GUICtrlRead(GUICtrlRead($Blueteam)), "|")
2007                            $Blueteams[0] = $Bluebutton
2008                            For $o = 1 To 2
2009                                If $Blueteams[$o] = $Array[1] Then
2010                                    If $o = 1 Then
2011                                        $Blueteams[1] = $Blueteams[2]
2012                                    EndIf
2013                                    $Blueteams[2] = ""
2014                                EndIf
2015                            Next
2016
2017                            For $o = 1 To $folder[0]
2018                                $XPTDR = StringReplace($folder[$o], ".txt", "")
2019                                If $XPTDR = $Array[1] Then
2020
2021                                    Global $champ[1][17]
2022                                    $file = FileOpen(@ScriptDir & "\Data\Perso\" &
      $folder[$o])
2023                                    $adecrypter = FileRead($file)
2024                                    FileClose($file)
2025                                    $leel = _Crypt_DecryptData($adecrypter, "darkelle24",
      $CALG_RC4)
2026                                    $leeel = BinaryToString($leel)
2027                                    _FileCreate(@ScriptDir & "\Data\Perso\temp.txt")
2028                                    $file = FileOpen(@ScriptDir & "\Data\Perso\temp.txt", 2)
2029                                    FileWrite($file, $leeel)
2030                                    $test = _FileReadToArray(@ScriptDir &
```

```
             "\Data\Perso\temp.txt", $champ, $FRTA_NOCOUNT, "|")
2031                               FileClose($file)
2032                               FileDelete(@ScriptDir & "\Data\Perso\temp.txt")
2033
2034                               GUICtrlCreateListViewItem($champ[0][0] & "|" &
      $champ[0][13] & "|" & $champ[0][14] & "|" & $champ[0][2] & "|" & $champ[0][3] & "|" &
      $champ[0][4] & "|" & $champ[0][5] & "|" & $champ[0][6] & "|" & $champ[0][7] & "|" &
      $champ[0][8], $ListView1)
2035                               _GUICtrlListView_DeleteItemsSelected($Blueteam)
2036                               ExitLoop(1)
2037                           EndIf
2038                       Next
2039                   EndIf
2040               Case $Leftred
2041                   If GUICtrlRead($Redteam) <> 0 Then
2042                       If $Redbutton = 2 Then
2043                           GUICtrlSetState($Addred, $GUI_ENABLE)
2044                       EndIf
2045                       $Redbutton -= 1
2046                       $Array = StringSplit(GUICtrlRead(GUICtrlRead($Redteam)), "|")
2047                       $Redteams[0] = $Redbutton
2048                       For $o = 1 To 2
2049                           If $Redteams[$o] = $Array[1] Then
2050                               If $o = 1 Then
2051                                   $Redteams[1] = $Redteams[2]
2052                               EndIf
2053                               $Redteams[2] = ""
2054                           EndIf
2055                       Next
2056                       For $o = 1 To $folder[0]
2057                           $XPTDR = StringReplace($folder[$o], ".txt", "")
2058                           If $XPTDR = $Array[1] Then
2059
2060                               Global $champ[1][17]
2061                               $file = FileOpen(@ScriptDir & "\Data\Perso\" &
      $folder[$o])
2062                               $adecrypter = FileRead($file)
2063                               FileClose($file)
2064                               $leel = _Crypt_DecryptData($adecrypter, "darkelle24",
      $CALG_RC4)
2065                               $leeel = BinaryToString($leel)
2066                               _FileCreate(@ScriptDir & "\Data\Perso\temp.txt")
2067                               $file = FileOpen(@ScriptDir & "\Data\Perso\temp.txt", 2)
2068                               FileWrite($file, $leeel)
2069                               $test = _FileReadToArray(@ScriptDir &
      "\Data\Perso\temp.txt", $champ, $FRTA_NOCOUNT, "|")
2070                               FileClose($file)
2071                               FileDelete(@ScriptDir & "\Data\Perso\temp.txt")
2072
2073                               GUICtrlCreateListViewItem($champ[0][0] & "|" &
      $champ[0][13] & "|" & $champ[0][14] & "|" & $champ[0][2] & "|" & $champ[0][3] & "|" &
      $champ[0][4] & "|" & $champ[0][5] & "|" & $champ[0][6] & "|" & $champ[0][7] & "|" &
      $champ[0][8], $ListView1)
2074                               _GUICtrlListView_DeleteItemsSelected($Redteam)
2075                               ExitLoop(1)
2076                           EndIf
2077                       Next
2078                   EndIf
2079               Case $Fight
2080
2081                   For $o = $firstgui To $lastgui
2082                       GUICtrlDelete($o)
2083                   Next
2084                   Return 1
2085                   ExitLoop(1)
2086               Case $Button666
2087                   For $o = $firstgui To $lastgui
2088                       GUICtrlDelete($o)
2089                   Next
2090                   ExitLoop(1)
2091           EndSwitch
```

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2092            EndIf
2093  ;~ If
2094        WEnd
2095  EndFunc    ;==>SELECTIONNEPERSO
2096
2097
2098  Func _IsChecked($control)
2099        Return BitAND(GUICtrlRead($control), $GUI_CHECKED) = $GUI_CHECKED
2100  EndFunc    ;==>_IsChecked
2101
2102  ;~ Func CHECKTEAM($name)
2103  ;~   $LOL = 0
2104  ;~   For $o = 0 To 2
2105  ;~        If $Redteam[$o][0] = $name Then
2106  ;~            $LOL = 1
2107  ;~        EndIf
2108  ;~        If $Blueteam[$o][0] = $name Then
2109  ;~            $LOL = 1
2110  ;~        EndIf
2111  ;~   Next
2112  ;~   Return $LOL
2113  ;~ EndFunc    ;==>CHECKTEAM
2114
2115  Func CHARACTERVIEW($md, $lol45454 = 0)
2116        $LOL = 0
2117        $nombrepointadd = 0
2118        $hpadd = 0
2119        $manaadd = 0
2120        $adadd = 0
2121        $apadd = 0
2122        $armoradd = 0
2123        $mradd = 0
2124        $msadd = 0
2125        Global $champ[1][17]
2126        $folder = _FileListToArray(@ScriptDir & "\Data\Perso\", Default, 1)
2127        If IsArray($folder) = 1 Then
2128        Else
2129
2130            MsgBox(48, "Error", "Vous n'avez de perso deja creer")
2131            Town()
2132        EndIf
2133        $file = FileOpen(@ScriptDir & "\Data\Perso\" & $folder[$md])
2134        $adecrypter = FileRead($file)
2135        FileClose($file)
2136        $leel = _Crypt_DecryptData($adecrypter, "darkelle24", $CALG_RC4)
2137        $leeel = BinaryToString($leel)
2138        _FileCreate(@ScriptDir & "\Data\Perso\temp.txt")
2139        $file = FileOpen(@ScriptDir & "\Data\Perso\temp.txt", 2)
2140        FileWrite($file, $leeel)
2141        $test = _FileReadToArray(@ScriptDir & "\Data\Perso\temp.txt", $champ,
      $FRTA_NOCOUNT, "|")
2142        FileClose($file)
2143        FileDelete(@ScriptDir & "\Data\Perso\temp.txt")
2144        If $champ[0][16] = 0 Then
2145            $LOL = 1
2146        EndIf
2147        If $lol45454 = 0 Then
2148            #Region ### START Koda GUI section ### Form=I:\MMMMMMM\ISN\Projet
      isn\Koda\Character.kxf
2149            Global $Label1 = GUICtrlCreateLabel("Name :", 443, 32, 377, 45)
2150            Global $firstgui2 = $Label1
2151            GUICtrlSetFont(-1, 26, 400, 0, "MS UI Gothic")
2152            Global $Gauche = GUICtrlCreateButton("Gauche", 344, 32, 65, 49)
2153            Global $Droite = GUICtrlCreateButton("Droite", 856, 32, 65, 49)
2154            Global $Pic1 = GUICtrlCreatePic("", 992, 208, 145, 145)
2155            Global $Label2 = GUICtrlCreateLabel("Hp :", 120, 192, 81, 24)
2156            GUICtrlSetFont(-1, 13, 400, 0, "MS Sans Serif")
2157            Global $Label3 = GUICtrlCreateLabel("Mana :", 104, 242, 100, 24)
2158            GUICtrlSetFont(-1, 13, 400, 0, "MS Sans Serif")
2159            Global $Label4 = GUICtrlCreateLabel("AD :", 120, 291, 83, 24)
2160            GUICtrlSetFont(-1, 13, 400, 0, "MS Sans Serif")
```

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2161            Global $Label5 = GUICtrlCreateLabel("AP :", 120, 341, 81, 24)
2162            GUICtrlSetFont(-1, 13, 400, 0, "MS Sans Serif")
2163            Global $Label6 = GUICtrlCreateLabel("Armor :", 104, 391, 103, 24)
2164            GUICtrlSetFont(-1, 13, 400, 0, "MS Sans Serif")
2165            Global $Label7 = GUICtrlCreateLabel("Magic Resist :", 56, 440, 151, 24)
2166            GUICtrlSetFont(-1, 13, 400, 0, "MS Sans Serif")
2167            Global $Label8 = GUICtrlCreateLabel("Mouvement Speed :", 16, 490, 186, 24)
2168            GUICtrlSetFont(-1, 13, 400, 0, "MS Sans Serif")
2169            Global $Label9 = GUICtrlCreateLabel("LVL :", 424, 88, 95, 28)
2170            GUICtrlSetFont(-1, 16, 400, 0, "MS Sans Serif")
2171            Global $Label10 = GUICtrlCreateLabel("Point :", 533, 88, 96, 28)
2172            GUICtrlSetFont(-1, 14, 400, 0, "MS Sans Serif")
2173            Global $Progress1 = GUICtrlCreateProgress(416, 120, 441, 25, BitOR($PBS_SMOOTH,
      $WS_BORDER, $WS_CLIPSIBLINGS))
2174            Global $Button1 = GUICtrlCreateButton("Cancel", 32, 680, 129, 65)
2175            Global $Label11 = GUICtrlCreateLabel("Competence 1 :", 432, 256, 265, 20)
2176            GUICtrlSetFont(-1, 10, 400, 0, "MS Sans Serif")
2177            Global $Label12 = GUICtrlCreateLabel("Competence 2 :", 432, 288, 265, 20)
2178            GUICtrlSetFont(-1, 10, 400, 0, "MS Sans Serif")
2179            Global $Label13 = GUICtrlCreateLabel("Competence 3 :", 432, 320, 265, 20)
2180            GUICtrlSetFont(-1, 10, 400, 0, "MS Sans Serif")
2181            Global $Label14 = GUICtrlCreateLabel("Competence 4 :", 432, 352, 273, 20)
2182            GUICtrlSetFont(-1, 10, 400, 0, "MS Sans Serif")
2183            Global $Label15 = GUICtrlCreateLabel("Classe :", 649, 87, 206, 28)
2184            GUICtrlSetFont(-1, 14, 400, 0, "MS Sans Serif")
2185            Global $Button3 = GUICtrlCreateButton("+", 280, 184, 33, 33)
2186            GUICtrlSetFont(-1, 16, 400, 0, "MS Sans Serif")
2187            Global $Button4 = GUICtrlCreateButton("+", 280, 232, 33, 33)
2188            GUICtrlSetFont(-1, 16, 400, 0, "MS Sans Serif")
2189            Global $Button5 = GUICtrlCreateButton("+", 280, 288, 33, 33)
2190            GUICtrlSetFont(-1, 16, 400, 0, "MS Sans Serif")
2191            Global $Button6 = GUICtrlCreateButton("+", 280, 336, 33, 33)
2192            GUICtrlSetFont(-1, 16, 400, 0, "MS Sans Serif")
2193            Global $Button7 = GUICtrlCreateButton("+", 280, 384, 33, 33)
2194            GUICtrlSetFont(-1, 16, 400, 0, "MS Sans Serif")
2195            Global $Button8 = GUICtrlCreateButton("+", 280, 432, 33, 33)
2196            GUICtrlSetFont(-1, 16, 400, 0, "MS Sans Serif")
2197            Global $Button9 = GUICtrlCreateButton("+", 280, 480, 33, 33)
2198            GUICtrlSetFont(-1, 16, 400, 0, "MS Sans Serif")
2199            Global $Button2 = GUICtrlCreateButton("Accept", 1094, 682, 129, 65)
2200        EndIf
2201        Global $lastgui2 = $Button2
2202        GUISetState(@SW_SHOW)
2203        #EndRegion ### END Koda GUI section ###
2204        If $LOL = 0 Then
2205            For $o = $Button3 To $Button9
2206                GUICtrlSetState($o, $GUI_SHOW)
2207            Next
2208        ElseIf $LOL = 1 Then
2209            For $o = $Button3 To $Button9
2210                GUICtrlSetState($o, $GUI_HIDE)
2211            Next
2212        EndIf
2213        GUICtrlSetData($Label1, "Name : " & $champ[0][0])
2214        GUICtrlSetData($Label9, "LVL : " & $champ[0][14])
2215        GUICtrlSetData($Label10, "Point : " & $champ[0][16])
2216        $nombrepoint = $champ[0][16]
2217        $exp = POURCENTAGE($champ[0][15], $champ[0][14] * 100)
2218
2219        GUICtrlSetData($Progress1, $exp)
2220        GUICtrlSetData($Label2, "Hp : " & $champ[0][2])
2221        GUICtrlSetData($Label3, "Mana : " & $champ[0][3])
2222        GUICtrlSetData($Label4, "AD : " & $champ[0][4])
2223        GUICtrlSetData($Label5, "AP : " & $champ[0][5])
2224        GUICtrlSetData($Label6, "Armor : " & $champ[0][6])
2225        GUICtrlSetData($Label7, "Magic Resist : " & $champ[0][7])
2226        GUICtrlSetData($Label8, "Mouvement Speed : " & $champ[0][8])
2227        GUICtrlSetData($Label15, "Classe : " & $champ[0][13])
2228        GUICtrlSetData($Label11, "Competence 1 : " & $champ[0][9])
2229        GUICtrlSetData($Label12, "Competence 2 : " & $champ[0][10])
2230        GUICtrlSetData($Label13, "Competence 3 : " & $champ[0][11])
```

```
2231            GUICtrlSetData($Label14, "Competence 4 : " & $champ[0][12])
2232    ;~  _ArrayDisplay($folder)
2233
2234        While 1
2235            $nMsg = GUIGetMsg()
2236            Switch $nMsg
2237                Case $GUI_EVENT_CLOSE
2238                    Exit
2239                Case $Button1
2240                    For $o = $firstgui2 To $lastgui2
2241                        GUICtrlDelete($o)
2242                    Next
2243                    Town()
2244                Case $Gauche
2245                    $md -= 1
2246                    If $md = 0 Then
2247                        $md = $folder[0]
2248                    EndIf
2249                    If $nombrepointadd <> 0 Then
2250                        $champ[0][1] = "image"
2251                        $champ[0][2] += $hpadd
2252                        $champ[0][3] += $manaadd
2253                        $champ[0][4] += $adadd
2254                        $champ[0][5] += $apadd
2255                        $champ[0][6] += $armoradd
2256                        $champ[0][7] += $mradd
2257                        $champ[0][8] += $msadd
2258    ;~              $perso[0][9]=$competence1
2259    ;~              $perso[0][10]=$competence2
2260    ;~              $perso[0][11]=$competence3
2261    ;~              $perso[0][12]=$competence4
2262                        $champ[0][16] = $nombrepoint - $nombrepointadd
2263                        FileDelete(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
2264                        _FileCreate(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
2265                        _FileWriteFromArray(@ScriptDir & "\Data\Perso\" & $champ[0][0] &
        ".txt", $champ)
2266                        $file = FileOpen(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
2267                        $tableauacrypte = FileRead($file)
2268                        FileDelete(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
2269                        FileClose($file)
2270                        $tableauacrypte = _Crypt_EncryptData($tableauacrypte, "darkelle24",
        $CALG_RC4)
2271                        _FileCreate(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
2272                        $file = FileOpen(@ScriptDir & "\Data\Perso\" & $champ[0][0] &
        ".txt", $FO_APPEND)
2273                        FileWrite($file, $tableauacrypte)
2274                        FileClose($file)
2275                    EndIf
2276                    CHARACTERVIEW($md, 1)
2277                Case $Droite
2278                    $md += 1
2279                    If $md = $folder[0] + 1 Then
2280                        $md = 1
2281                    EndIf
2282                    If $nombrepointadd <> 0 Then
2283                        $champ[0][1] = "image"
2284                        $champ[0][2] += $hpadd
2285                        $champ[0][3] += $manaadd
2286                        $champ[0][4] += $adadd
2287                        $champ[0][5] += $apadd
2288                        $champ[0][6] += $armoradd
2289                        $champ[0][7] += $mradd
2290                        $champ[0][8] += $msadd
2291    ;~              $perso[0][9]=$competence1
2292    ;~              $perso[0][10]=$competence2
2293    ;~              $perso[0][11]=$competence3
2294    ;~              $perso[0][12]=$competence4
2295                        $champ[0][16] = $nombrepoint - $nombrepointadd
2296                        FileDelete(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
2297                        _FileCreate(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
2298                        _FileWriteFromArray(@ScriptDir & "\Data\Perso\" & $champ[0][0] &
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                 ".txt", $champ)
2299                          $file = FileOpen(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
2300                          $tableauacrypte = FileRead($file)
2301                          FileDelete(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
2302                          FileClose($file)
2303                          $tableauacrypte = _Crypt_EncryptData($tableauacrypte, "darkelle24",
                 $CALG_RC4)
2304                          _FileCreate(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
2305                          $file = FileOpen(@ScriptDir & "\Data\Perso\" & $champ[0][0] &
                 ".txt", $FO_APPEND)
2306                          FileWrite($file, $tableauacrypte)
2307                          FileClose($file)
2308                      EndIf
2309                      CHARACTERVIEW($md, 1)
2310                  Case $Button2
2311
2312                      $champ[0][1] = "image"
2313                      $champ[0][2] += $hpadd
2314                      $champ[0][3] += $manaadd
2315                      $champ[0][4] += $adadd
2316                      $champ[0][5] += $apadd
2317                      $champ[0][6] += $armoradd
2318                      $champ[0][7] += $mradd
2319                      $champ[0][8] += $msadd
2320 ;~                   $perso[0][9]=$competence1
2321 ;~                   $perso[0][10]=$competence2
2322 ;~                   $perso[0][11]=$competence3
2323 ;~                   $perso[0][12]=$competence4
2324                      $champ[0][16] = $nombrepoint - $nombrepointadd
2325                      FileDelete(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
2326                      _FileCreate(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
2327                      _FileWriteFromArray(@ScriptDir & "\Data\Perso\" & $champ[0][0] &
                 ".txt", $champ)
2328                      $file = FileOpen(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
2329                      $tableauacrypte = FileRead($file)
2330                      FileDelete(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
2331                      FileClose($file)
2332                      $tableauacrypte = _Crypt_EncryptData($tableauacrypte, "darkelle24",
                 $CALG_RC4)
2333                      _FileCreate(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
2334                      $file = FileOpen(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt",
                 $FO_APPEND)
2335                      FileWrite($file, $tableauacrypte)
2336                      FileClose($file)
2337
2338                      For $o = $firstgui2 To $lastgui2
2339                          GUICtrlDelete($o)
2340                      Next
2341                      Town()
2342              EndSwitch
2343          If $nMsg >= $Button3 And $Button9 >= $nMsg Then
2344              If $nombrepoint - $nombrepointadd <> 0 Then
2345
2346
2347                  Switch $nMsg
2348                      Case $Button3
2349                          $hpadd += 4
2350                          GUICtrlSetData($Label2, "Hp : " & $champ[0][2] + $hpadd)
2351                          $nombrepointadd += 1
2352                          GUICtrlSetData($Label10, "Point : " & $nombrepoint -
                 $nombrepointadd)
2353                      Case $Button4
2354                          $manaadd += 2
2355                          GUICtrlSetData($Label3, "Mana : " & $champ[0][3] + $manaadd)
2356                          $nombrepointadd += 1
2357                          GUICtrlSetData($Label10, "Point : " & $nombrepoint -
                 $nombrepointadd)
2358                      Case $Button5
2359                          $adadd += 1
2360                          GUICtrlSetData($Label4, "AD : " & $champ[0][4] + $adadd)
2361                          $nombrepointadd += 1
```

```
2362                              GUICtrlSetData($Label10, "Point : " & $nombrepoint -
       $nombrepointadd)
2363                    Case $Button6
2364                        $apadd += 1
2365                        GUICtrlSetData($Label5, "AP : " & $champ[0][5] + $apadd)
2366                        $nombrepointadd += 1
2367                        GUICtrlSetData($Label10, "Point : " & $nombrepoint -
       $nombrepointadd)
2368                    Case $Button7
2369                        $armoradd += 1
2370                        GUICtrlSetData($Label6, "Armor : " & $champ[0][6] + $armoradd)
2371                        $nombrepointadd += 1
2372                        GUICtrlSetData($Label10, "Point : " & $nombrepoint -
       $nombrepointadd)
2373                    Case $Button8
2374                        $mradd += 1
2375                        GUICtrlSetData($Label7, "Magic Resist : " & $champ[0][7] +
       $mradd)
2376                        $nombrepointadd += 1
2377                        GUICtrlSetData($Label10, "Point : " & $nombrepoint -
       $nombrepointadd)
2378                    Case $Button9
2379                        $msadd += 1
2380                        GUICtrlSetData($Label8, "Mouvement Speed : " & $champ[0][8] +
       $msadd)
2381                        $nombrepointadd += 1
2382                        GUICtrlSetData($Label10, "Point : " & $nombrepoint -
       $nombrepointadd)
2383                EndSwitch
2384            Else
2385                For $o = $Button3 To $Button9
2386                    GUICtrlSetState($o, $GUI_HIDE)
2387                Next
2388            EndIf
2389        EndIf
2390    WEnd
2391
2392 EndFunc   ;==>CHARACTERVIEW
2393
2394 Func Newcharacter($classe, $competence1, $competence2, $competence3, $competence4)
2395     Global $perso[1][17]
2396     #Region ### START Koda GUI section ### Form=n:\mmmmmmm\isn\projet
       isn\koda\character.kxf
2397     $Label1 = GUICtrlCreateLabel("Name :", 443, 32, 121, 45)
2398     GUICtrlSetFont(-1, 31, 400, 0, "MS UI Gothic")
2399     $firstgui3 = $Label1
2400     $Pic1 = GUICtrlCreatePic("", 1000, 192, 145, 145)
2401     $Label2 = GUICtrlCreateLabel("Hp :", 120, 192, 105, 24)
2402     GUICtrlSetFont(-1, 13, 400, 0, "MS Sans Serif")
2403     $Label3 = GUICtrlCreateLabel("Mana :", 104, 242, 124, 24)
2404     GUICtrlSetFont(-1, 13, 400, 0, "MS Sans Serif")
2405     $Label4 = GUICtrlCreateLabel("AD :", 120, 291, 107, 24)
2406     GUICtrlSetFont(-1, 13, 400, 0, "MS Sans Serif")
2407     $Label5 = GUICtrlCreateLabel("AP :", 120, 341, 105, 24)
2408     GUICtrlSetFont(-1, 13, 400, 0, "MS Sans Serif")
2409     $Label6 = GUICtrlCreateLabel("Armor :", 104, 391, 127, 24)
2410     GUICtrlSetFont(-1, 13, 400, 0, "MS Sans Serif")
2411     $Label7 = GUICtrlCreateLabel("Magic Resist :", 56, 440, 175, 24)
2412     GUICtrlSetFont(-1, 13, 400, 0, "MS Sans Serif")
2413     $Label8 = GUICtrlCreateLabel("Mouvement Speed :", 16, 490, 210, 24)
2414     GUICtrlSetFont(-1, 13, 400, 0, "MS Sans Serif")
2415     $Label10 = GUICtrlCreateLabel("Point :", 568, 88, 120, 28)
2416     GUICtrlSetFont(-1, 14, 400, 0, "MS Sans Serif")
2417     $Button1 = GUICtrlCreateButton("Cancel", 32, 680, 129, 65)
2418     $Button2 = GUICtrlCreateButton("Accept", 1094, 682, 129, 65)
2419     $name = GUICtrlCreateInput("", 568, 48, 433, 21)
2420     GUICtrlSetLimit(-1, 13)
2421     $Button3 = GUICtrlCreateButton("Change d image de perso", 1000, 352, 145, 41)
2422     $default = GUICtrlCreateButton("Default", 507, 680, 241, 65)
2423     $Button4 = GUICtrlCreateButton("+", 240, 184, 33, 33)
2424     GUICtrlSetFont(-1, 18, 400, 0, "MS Sans Serif")
```

```autoit
2425        $Button5 = GUICtrlCreateButton("+", 240, 240, 33, 33)
2426        GUICtrlSetFont(-1, 18, 400, 0, "MS Sans Serif")
2427        $Button6 = GUICtrlCreateButton("+", 240, 288, 33, 33)
2428        GUICtrlSetFont(-1, 18, 400, 0, "MS Sans Serif")
2429        $Button7 = GUICtrlCreateButton("+", 240, 336, 33, 33)
2430        GUICtrlSetFont(-1, 18, 400, 0, "MS Sans Serif")
2431        $Button8 = GUICtrlCreateButton("+", 240, 384, 33, 33)
2432        GUICtrlSetFont(-1, 18, 400, 0, "MS Sans Serif")
2433        $Button9 = GUICtrlCreateButton("+", 240, 432, 33, 33)
2434        GUICtrlSetFont(-1, 18, 400, 0, "MS Sans Serif")
2435        $Button10 = GUICtrlCreateButton("+", 240, 480, 33, 33)
2436        GUICtrlSetFont(-1, 18, 400, 0, "MS Sans Serif")
2437        $Label9 = GUICtrlCreateLabel("Gold :", 1000, 416, 142, 24)
2438        GUICtrlSetFont(-1, 12, 400, 0, "MS Sans Serif")
2439        $Button11 = GUICtrlCreateButton("100 gold = 1point compt", 1000, 448, 145, 33)
2440        $Button12 = GUICtrlCreateButton("Randomize", 280, 680, 121, 65)
2441        $lastgui3 = $Button12
2442        GUISetState(@SW_SHOW)
2443        #EndRegion ### END Koda GUI section ###
2444        $mmm = 1
2445        $hp = 700
2446        $mana = 600
2447        $ad = 0
2448        $ap = 0
2449        $armor = 50
2450        $mr = 50
2451        $ms = 300
2452        $hpadd = 0
2453        $manaadd = 0
2454        $adadd = 0
2455        $apadd = 0
2456        $armoradd = 0
2457        $mradd = 0
2458        $msadd = 0
2459
2460        $nombrepointadd = 0
2461        $nombrepoint = Random(1000, 2000, 1)
2462        While $nombrepoint > 0
2463            $LOL = Random(0, $nombrepoint, 1)
2464            $nombrepoint -= $LOL
2465            $hp += $LOL * 4
2466
2467            $LOL = Random(0, $nombrepoint, 1)
2468            $nombrepoint -= $LOL
2469            $mana += $LOL * 2
2470
2471            $LOL = Random(0, $nombrepoint, 1)
2472            $nombrepoint -= $LOL
2473            $ad += $LOL
2474
2475            $LOL = Random(0, $nombrepoint, 1)
2476            $nombrepoint -= $LOL
2477            $ap += $LOL
2478
2479            $LOL = Random(0, $nombrepoint, 1)
2480            $nombrepoint -= $LOL
2481            $hp += $LOL
2482
2483            $LOL = Random(0, $nombrepoint, 1)
2484            $nombrepoint -= $LOL
2485            $armor += $LOL
2486
2487            $LOL = Random(0, $nombrepoint, 1)
2488            $nombrepoint -= $LOL
2489            $mr += $LOL
2490
2491            $LOL = Random(0, $nombrepoint, 1)
2492            $nombrepoint -= $LOL
2493            $ms += $LOL
2494        WEnd
2495
```

```autoit
2496        If $classe = "Guerrier" Then
2497            $hp += 1000
2498            $mana -= 500
2499            $ad += 150
2500            $armor += 100
2501            $mr += 100
2502        ElseIf $classe = "Magicien" Then
2503            $hp -= 250
2504            $mana += 1000
2505            $ap += 450
2506            $armor -= 50
2507            $ms -= 50
2508        ElseIf $classe = "Ingénieur" Then
2509            $hp += 350
2510            $mana += 750
2511            $ad += 300
2512            $ap += 300
2513            $ms += 100
2514        EndIf
2515
2516        GUICtrlSetData($Label2, "Hp : " & $hp)
2517        GUICtrlSetData($Label3, "Mana : " & $mana)
2518        GUICtrlSetData($Label4, "AD : " & $ad)
2519        GUICtrlSetData($Label5, "AP : " & $ap)
2520        GUICtrlSetData($Label6, "Armor : " & $armor)
2521        GUICtrlSetData($Label7, "Magic Resist : " & $mr)
2522        GUICtrlSetData($Label8, "Mouvement Speed : " & $ms)
2523
2524        $nombrepoint = Random(100, 150, 1)
2525        GUICtrlSetData($Label10, "Point : " & $nombrepoint)
2526        While 1
2527            If $nombrepoint = 0 And $mmm = 0 Then
2528                GUICtrlSetState($Button2, $GUI_ENABLE)
2529                $mmm = 1
2530            EndIf
2531            If $nombrepoint > 0 And $mmm = 1 Then
2532                GUICtrlSetState($Button2, $GUI_DISABLE)
2533                $mmm = 0
2534            EndIf
2535            $nMsg = GUIGetMsg()
2536            Switch $nMsg
2537                Case $GUI_EVENT_CLOSE
2538                    Exit
2539                Case $Button1
2540                    For $o = $firstgui3 To $lastgui3
2541                        GUICtrlDelete($o)
2542                    Next
2543                    ClassCompt($classe)
2544                Case $Button12
2545                    For $o = $firstgui3 To $lastgui3
2546                        GUICtrlDelete($o)
2547                    Next
2548                    Newcharacter($classe, $competence1, $competence2, $competence3,
      $competence4)
2549                Case $Button2
2550                    $lvl = 1
2551                    $exp = 0
2552                    $perso[0][0] = GUICtrlRead($name)
2553                    $perso[0][1] = "image"
2554                    $perso[0][2] = $hp + $hpadd
2555                    $perso[0][3] = $mana + $manaadd
2556                    $perso[0][4] = $ad + $adadd
2557                    $perso[0][5] = $ap + $apadd
2558                    $perso[0][6] = $armor + $armoradd
2559                    $perso[0][7] = $mr + $mradd
2560                    $perso[0][8] = $ms + $msadd
2561                    $perso[0][9] = $competence1
2562                    $perso[0][10] = $competence2
2563                    $perso[0][11] = $competence3
2564                    $perso[0][12] = $competence4
2565                    $perso[0][13] = $classe
```

```
2566                  $perso[0][14] = $lvl
2567                  $perso[0][15] = $exp
2568                  $perso[0][16] = $nombrepoint - $nombrepointadd
2569                  _FileCreate(@ScriptDir & "\Data\Perso\" & GUICtrlRead($name) & ".txt")
2570                  _FileWriteFromArray(@ScriptDir & "\Data\Perso\" & GUICtrlRead($name) &
        ".txt", $perso)
2571                  $file = FileOpen(@ScriptDir & "\Data\Perso\" & GUICtrlRead($name) &
        ".txt")
2572                  $tableauacrypte = FileRead($file)
2573                  FileDelete(@ScriptDir & "\Data\Perso\" & GUICtrlRead($name) & ".txt")
2574                  FileClose($file)
2575                  $tableauacrypte = _Crypt_EncryptData($tableauacrypte, "darkelle24",
        $CALG_RC4)
2576                  _FileCreate(@ScriptDir & "\Data\Perso\" & GUICtrlRead($name) & ".txt")
2577                  $file = FileOpen(@ScriptDir & "\Data\Perso\" & GUICtrlRead($name) &
        ".txt", $FO_APPEND)
2578                  FileWrite($file, $tableauacrypte)
2579                  FileClose($file)
2580
2581                  For $o = $firstgui3 To $lastgui3
2582                      GUICtrlDelete($o)
2583                  Next
2584                  $lel = GUICtrlRead($name)
2585                  Town()
2586              Case $default
2587                  GUICtrlSetData($Label2, "Hp : " & $hp)
2588                  GUICtrlSetData($Label3, "Mana : " & $mana)
2589                  GUICtrlSetData($Label4, "AD : " & $ad)
2590                  GUICtrlSetData($Label5, "AP : " & $ap)
2591                  GUICtrlSetData($Label6, "Armor : " & $armor)
2592                  GUICtrlSetData($Label7, "Magic Resist : " & $mr)
2593                  GUICtrlSetData($Label8, "Mouvement Speed : " & $ms)
2594                  GUICtrlSetData($Label10, "Point : " & $nombrepoint)
2595                  $hpadd = 0
2596                  $manaadd = 0
2597                  $adadd = 0
2598                  $apadd = 0
2599                  $armoradd = 0
2600                  $mradd = 0
2601                  $msadd = 0
2602                  $nombrepointadd = 0
2603          EndSwitch
2604          If $nMsg >= $Button4 And $Button10 >= $nMsg Then
2605              If $nombrepoint - $nombrepointadd <> 0 Then
2606
2607
2608                  Switch $nMsg
2609                      Case $Button4
2610                          $hpadd += 4
2611                          GUICtrlSetData($Label2, "Hp : " & $hp + $hpadd)
2612                          $nombrepointadd += 1
2613                          GUICtrlSetData($Label10, "Point : " & $nombrepoint -
        $nombrepointadd)
2614                      Case $Button5
2615                          $manaadd += 2
2616                          GUICtrlSetData($Label3, "Mana : " & $mana + $manaadd)
2617                          $nombrepointadd += 1
2618                          GUICtrlSetData($Label10, "Point : " & $nombrepoint -
        $nombrepointadd)
2619                      Case $Button6
2620                          $adadd += 1
2621                          GUICtrlSetData($Label4, "AD : " & $ad + $adadd)
2622                          $nombrepointadd += 1
2623                          GUICtrlSetData($Label10, "Point : " & $nombrepoint -
        $nombrepointadd)
2624                      Case $Button7
2625                          $apadd += 1
2626                          GUICtrlSetData($Label5, "AP : " & $ap + $apadd)
2627                          $nombrepointadd += 1
2628                          GUICtrlSetData($Label10, "Point : " & $nombrepoint -
        $nombrepointadd)
```

```autoit
2629                        Case $Button8
2630                            $armoradd += 1
2631                            GUICtrlSetData($Label6, "Armor : " & $armor + $armoradd)
2632                            $nombrepointadd += 1
2633                            GUICtrlSetData($Label10, "Point : " & $nombrepoint -
       $nombrepointadd)
2634                        Case $Button9
2635                            $mradd += 1
2636                            GUICtrlSetData($Label7, "Magic Resist : " & $mr + $mradd)
2637                            $nombrepointadd += 1
2638                            GUICtrlSetData($Label10, "Point : " & $nombrepoint -
       $nombrepointadd)
2639                        Case $Button10
2640                            $msadd += 1
2641                            GUICtrlSetData($Label8, "Mouvement Speed : " & $ms + $msadd)
2642                            $nombrepointadd += 1
2643                            GUICtrlSetData($Label10, "Point : " & $nombrepoint -
       $nombrepointadd)
2644                    EndSwitch
2645                Else
2646                    GUICtrlSetState($Button2, $GUI_ENABLE)
2647                EndIf
2648            EndIf
2649        WEnd
2650
2651    EndFunc   ;==>Newcharacter
2652    Func ClassCompt($classe = 0)
2653        $LOL = 0
2654        $test = 0
2655        #Region ### START Koda GUI section ### Form=N:\MMMMMMM\ISN\Projet
       isn\Koda\Competence class.kxf
2656        $Button1 = GUICtrlCreateButton("Cancel", 32, 672, 145, 57)
2657        $firstgui4 = $Button1
2658        $Button2 = GUICtrlCreateButton("Accept", 1079, 672, 145, 57)
2659        $Edit1 = GUICtrlCreateEdit("", 208, 88, 353, 401, BitOR($ES_AUTOVSCROLL,
       $ES_AUTOHSCROLL, $ES_READONLY, $ES_WANTRETURN))
2660        $Combo1 = GUICtrlCreateCombo("", 24, 88, 169, 25, BitOR($CBS_DROPDOWN,
       $CBS_AUTOHSCROLL))
2661        GUICtrlSetData(-1, "Guerrier|Magicien|Ingénieur", "Classe")
2662        Global $Combo2 = GUICtrlCreateCombo("Combo2", 624, 88, 129, 25,
       BitOR($CBS_DROPDOWN, $CBS_AUTOHSCROLL))
2663        _GUICtrl_OnHoverRegister(-1, "LectureComptence")
2664        Global $Combo3 = GUICtrlCreateCombo("Combo2", 784, 88, 129, 25,
       BitOR($CBS_DROPDOWN, $CBS_AUTOHSCROLL))
2665        _GUICtrl_OnHoverRegister(-1, "LectureComptence")
2666        Global $Combo4 = GUICtrlCreateCombo("Combo2", 944, 88, 129, 25,
       BitOR($CBS_DROPDOWN, $CBS_AUTOHSCROLL))
2667        _GUICtrl_OnHoverRegister(-1, "LectureComptence")
2668        Global $Combo5 = GUICtrlCreateCombo("Combo2", 1104, 88, 129, 25,
       BitOR($CBS_DROPDOWN, $CBS_AUTOHSCROLL))
2669        _GUICtrl_OnHoverRegister(-1, "LectureComptence")
2670        Global $Edit2 = GUICtrlCreateEdit("", 648, 272, 585, 169, BitOR($ES_AUTOVSCROLL,
       $ES_AUTOHSCROLL, $ES_READONLY, $ES_WANTRETURN))
2671        GUICtrlSetFont(-1, 10, 400, 0, "MS Sans Serif")
2672        Global $Pic1 = GUICtrlCreatePic("", 648, 136, 89, 89)
2673        _GUICtrl_OnHoverRegister(-1, "LectureComptence")
2674        Global $Pic2 = GUICtrlCreatePic("", 808, 136, 89, 89)
2675        _GUICtrl_OnHoverRegister(-1, "LectureComptence")
2676        Global $Pic3 = GUICtrlCreatePic("", 968, 136, 89, 89)
2677        _GUICtrl_OnHoverRegister(-1, "LectureComptence")
2678        Global $Pic4 = GUICtrlCreatePic("", 1128, 136, 89, 89)
2679        _GUICtrl_OnHoverRegister(-1, "LectureComptence")
2680        $Label1 = GUICtrlCreateLabel("Class :", 32, 40, 65, 29)
2681        GUICtrlSetFont(-1, 16, 400, 0, "MS Sans Serif")
2682        $Label2 = GUICtrlCreateLabel("Competences :", 633, 38, 137, 29)
2683        GUICtrlSetFont(-1, 16, 400, 0, "MS Sans Serif")
2684        $lastgui4 = $Label2
2685        GUISetState(@SW_SHOW)
2686        #EndRegion ### END Koda GUI section ###
2687        GUICtrlSetState($Button2, $GUI_DISABLE)
2688
```

```
2689          While 1
2690              $nMsg = GUIGetMsg()
2691              Switch $nMsg
2692                  Case $GUI_EVENT_CLOSE
2693                      Exit
2694                  Case $Button1
2695
2696                      For $o = $firstgui4 To $lastgui4
2697                          GUICtrlDelete($o)
2698                      Next
2699                      Town()
2700                  Case $Button2
2701                      $lel = GUICtrlRead($Combo1)
2702                      $competence1 = GUICtrlRead($Combo2)
2703                      $competence2 = GUICtrlRead($Combo3)
2704                      $competence3 = GUICtrlRead($Combo4)
2705                      $competence4 = GUICtrlRead($Combo5)
2706                      For $o = $firstgui4 To $lastgui4
2707                          GUICtrlDelete($o)
2708                      Next
2709
2710                      Newcharacter($lel, $competence1, $competence2, $competence3,
       $competence4)
2711              EndSwitch
2712              If GUICtrlRead($Combo1) = "Guerrier" And $LOL <> 1 Then
2713                  GUICtrlSetData($Edit1, "Hp = +1500" & @CRLF & @CRLF & "Mana = -500" & @CRLF
       & @CRLF & "Armor = +100" & @CRLF & @CRLF & "MR = +100")
2714                  GUICtrlSetData($Combo2, "", "")
2715                  GUICtrlSetData($Combo3, "", "")
2716                  GUICtrlSetData($Combo4, "", "")
2717                  GUICtrlSetData($Combo5, "", "")
2718                  GUICtrlSetData($Combo2, "Charge", "Charge")
2719                  GUICtrlSetImage($Pic1, @ScriptDir & "\Image\Compétences\reel\" &
       GUICtrlRead($Combo2) & ".jpg")
2720                  GUICtrlSetData($Combo3, "ArmorUp", "ArmorUp")
2721                  GUICtrlSetImage($Pic2, @ScriptDir & "\Image\Compétences\reel\" &
       GUICtrlRead($Combo3) & ".jpg")
2722                  GUICtrlSetData($Combo4, "Beyblade", "Beyblade")
2723                  GUICtrlSetImage($Pic3, @ScriptDir & "\Image\Compétences\reel\" &
       GUICtrlRead($Combo4) & ".jpg")
2724                  GUICtrlSetData($Combo5, "Dunk", "Dunk")
2725                  GUICtrlSetImage($Pic4, @ScriptDir & "\Image\Compétences\reel\" &
       GUICtrlRead($Combo5) & ".jpg")
2726                  $LOL = 1
2727              ElseIf GUICtrlRead($Combo1) = "Magicien" And $LOL <> 2 Then
2728                  GUICtrlSetData($Edit1, "Hp = -250" & @CRLF & @CRLF & "Mana = +1000" & @CRLF
       & @CRLF & "Ap = +450" & @CRLF & @CRLF & "Armor = -50" & @CRLF & @CRLF & "MR = -50")
2729                  GUICtrlSetData($Combo2, "", "")
2730                  GUICtrlSetData($Combo3, "", "")
2731                  GUICtrlSetData($Combo4, "", "")
2732                  GUICtrlSetData($Combo5, "", "")
2733                  GUICtrlSetData($Combo2, "Smite", "Smite")
2734                  GUICtrlSetImage($Pic1, @ScriptDir & "\Image\Compétences\reel\" &
       GUICtrlRead($Combo2) & ".jpg")
2735                  GUICtrlSetData($Combo3, "Heal", "Heal")
2736                  GUICtrlSetImage($Pic2, @ScriptDir & "\Image\Compétences\reel\" &
       GUICtrlRead($Combo3) & ".jpg")
2737                  GUICtrlSetData($Combo4, "Boost", "Boost")
2738                  GUICtrlSetImage($Pic3, @ScriptDir & "\Image\Compétences\reel\" &
       GUICtrlRead($Combo4) & ".jpg")
2739                  GUICtrlSetData($Combo5, "FireBall", "FireBall")
2740                  GUICtrlSetImage($Pic4, @ScriptDir & "\Image\Compétences\reel\" &
       GUICtrlRead($Combo5) & ".jpg")
2741                  $LOL = 2
2742              ElseIf GUICtrlRead($Combo1) = "Ingénieur" And $LOL <> 3 Then
2743                  GUICtrlSetData($Edit1, "Mana = +750" & @CRLF & @CRLF & "Ap = +250" & @CRLF
       & @CRLF & "Ad = +250" & @CRLF & @CRLF & "Ms = +100")
2744                  GUICtrlSetData($Combo2, "", "")
2745                  GUICtrlSetData($Combo3, "", "")
2746                  GUICtrlSetData($Combo4, "", "")
2747                  GUICtrlSetData($Combo5, "", "")
```

```
2748              GUICtrlSetData($Combo2, "MultiShot", "MultiShot")
2749              GUICtrlSetImage($Pic1, @ScriptDir & "\Image\Compétences\reel\" &
      GUICtrlRead($Combo2) & ".jpg")
2750              GUICtrlSetData($Combo3, "DamageUp", "DamageUp")
2751              GUICtrlSetImage($Pic2, @ScriptDir & "\Image\Compétences\reel\" &
      GUICtrlRead($Combo3) & ".jpg")
2752              GUICtrlSetData($Combo4, "Rewind", "Rewind")
2753              GUICtrlSetImage($Pic3, @ScriptDir & "\Image\Compétences\reel\" &
      GUICtrlRead($Combo4) & ".jpg")
2754              GUICtrlSetData($Combo5, "JusticeRain", "JusticeRain")
2755              GUICtrlSetImage($Pic4, @ScriptDir & "\Image\Compétences\reel\" &
      GUICtrlRead($Combo5) & ".jpg")
2756              $LOL = 3
2757          EndIf
2758          If $LOL <> 0 And $test = 0 Then
2759              GUICtrlSetState($Button2, $GUI_ENABLE)
2760              $test = 1
2761          EndIf
2762      WEnd
2763
2764  EndFunc    ;==>ClassCompt
2765  Func LectureComptence($iCtrlID)
2766      If $iCtrlID = $Pic1 Then
2767          $iCtrlID = $Combo2
2768      ElseIf $iCtrlID = $Pic2 Then
2769          $iCtrlID = $Combo3
2770      ElseIf $iCtrlID = $Pic3 Then
2771          $iCtrlID = $Combo4
2772      ElseIf $iCtrlID = $Pic4 Then
2773          $iCtrlID = $Combo5
2774      EndIf
2775      Switch $iCtrlID
2776          Case $Combo2
2777              Switch GUICtrlRead($Combo2)
2778                  Case "Charge"
2779                      GUICtrlSetData($Edit2, "Charge :" & @CRLF & "Charge en ligne droite
      sur max 3 Case" & @CRLF & "Si rencontre un ennemi intflige 100 AD + *0.11 AD" & @CRLF &
      "Consomme: 50 mana + 2 Stamina" & @CRLF & "CoolDown: 2 tour")
2780                  Case "Smite"
2781                      GUICtrlSetData($Edit2, "Smite :" & @CRLF & "Selectionne un ennemi
      dans une range de 4 Case" & @CRLF & "Inflige: 200 AP + *0.5 AP" & @CRLF & "Consomme:
      250 mana" & @CRLF & "CoolDown : 1 tour")
2782                  Case "MultiShot"
2783                      GUICtrlSetData($Edit2, "MultiShot :" & @CRLF & "Selectionne des
      cibles dans une range de 4 Case" & @CRLF & "Inflige: 100 AP + 100 AD +*0.35 AD" & @CRLF
      & "Consomme: 150 mana*Personne ciblé + 1 Stamina*Personne ciblé " & @CRLF & "CoolDown:
      2 tour")
2784              EndSwitch
2785          Case $Combo3
2786              Switch GUICtrlRead($Combo3)
2787                  Case "ArmorUp"
2788                      GUICtrlSetData($Edit2, "ArmorUp :" & @CRLF & "Augmente l'Armure et
      la resitance magic du perso" & @CRLF & "Augmente: 100 Armor + 100 MR" & @CRLF &
      "Consomme: 250 Mana" & @CRLF & "CoolDown: 3 tour")
2789                  Case "Heal"
2790                      GUICtrlSetData($Edit2, "Heal :" & @CRLF & "Heal un joueur allié sur
      max 5 Case" & @CRLF & "Heal: 500*0.3 - (nbr de Case * 20)%" & @CRLF & "Consomme: 300
      Mana" & @CRLF & "CoolDown: 2 tour")
2791                  Case "DamageUp"
2792                      GUICtrlSetData($Edit2, "DamageUp :" & @CRLF & "Augmente les dégats
      d'un perso sur max 3 Case" & @CRLF & "Augmente: 10 AD + *0.6 AD + 10 AP + *0.75 AP" &
      @CRLF & "Consomme: 400 Mana + 2 Stamina" & @CRLF & "CoolDown: 5 tour")
2793              EndSwitch
2794
2795          Case $Combo4
2796
2797              Switch GUICtrlRead($Combo4)
2798                  Case "Beyblade"
2799                      GUICtrlSetData($Edit2, "Beyblade :" & @CRLF & "Blesse ennemi et
      allier sur 2 Case" & @CRLF & "Inflige: 250 AD + *0.3 AD + *1.0 AP" & @CRLF & "Heal: 250
      PV * nbr de cible" & @CRLF & "Consomme: 200 Mana + 1 Stamina" & @CRLF & "CoolDown: 3
```

```
       tour")
2800                   Case "Boost"
2801                       GUICtrlSetData($Edit2, "Boost :" & @CRLF & "Redonne du mana ,de la
       vie et de la stamina range:3 rayon AOE:3" & @CRLF & "Heal: (150 PV + 150 Mana )*0.75 AP
       + 2 Stamina" & @CRLF & "Consomme: 600 Mana" & @CRLF & "CoolDown: 4 tour")
2802                   Case "Mine"
2803                       GUICtrlSetData($Edit2, "Mine :" & @CRLF & "Place une mine visble
       que par vous sur une range max 5 case et explose sur une range de 1 case" & @CRLF &
       "Inflige: 20% des pv manquant en AD + 0.2 AD + 0.3 AP" & @CRLF & "Consomme: 150 Mana" &
       @CRLF & "CoolDown: 2 tour")
2804               EndSwitch
2805
2806           Case $Combo5
2807
2808               Switch GUICtrlRead($Combo5)
2809                   Case "Dunk"
2810                       GUICtrlSetData($Edit2, "Dunk :" & @CRLF & "Finisher sur un ennemi
       sur max 2 Case" & @CRLF & "Inflige: 400 AD + *0.6 AD + 10 % pv manquant de la cible en
       AD" & @CRLF & "Gagne: Gagne 1 de Stamina + 150 de Mana si la cible meurt" & @CRLF &
       "Consomme: 300 Mana + 2 Stamina" & @CRLF & "CoolDown: 4 tour. Si la cible meurt 0 tour")
2811                   Case "FireBall"
2812                       GUICtrlSetData($Edit2, "FireBall :" & @CRLF & "Cible un ennemi et
       lance une boule de feu sur max 4 Case" & @CRLF & "Inflige: 600 AP + *0.5 AP" & @CRLF &
       "Consomme: 700 Mana" & @CRLF & "CoolDown: 2 tour")
2813                   Case "JusticeRain"
2814                       GUICtrlSetData($Edit2, "JusticeRain :" & @CRLF & "Cible une zone de
       2*2 et lance une pluie de missile sur max 4 Case" & @CRLF & "Inflige: 350 AD + *0.5 AD
       + 350 AP + *0.5 AP" & @CRLF & "Consomme: 500 Mana + 3 Stamina" & @CRLF & "CoolDown: 3
       tour")
2815               EndSwitch
2816       EndSwitch
2817
2818   EndFunc    ;==>LectureComptence
2819   Func OPTION($goto = 0)
2820       Global $SoundID = 0
2821       $soundactivated = 0
2822
2823       #Region ### START Koda GUI section ### Form=I:\MMMMMMM\programmation\Theo\Jeu.kxf
2824
2825       $Slider1 = GUICtrlCreateSlider(284, 136, 689, 25)
2826       $Label1 = GUICtrlCreateLabel("OPTION", 550, 8, 157, 52)
2827       GUICtrlSetFont(-1, 30, 400, 0, "MS Sans Serif")
2828       $Label2 = GUICtrlCreateLabel("SON :", 294, 104, 55, 28)
2829       GUICtrlSetFont(-1, 14, 400, 0, "MS Sans Serif")
2830       $Label3 = GUICtrlCreateLabel("100", 613, 112, 31, 24)
2831       GUICtrlSetFont(-1, 12, 400, 0, "MS Sans Serif")
2832       $Cancel666 = GUICtrlCreateButton("Cancel", 24, 696, 161, 49)
2833       $Valider666 = GUICtrlCreateButton("Valider", 1064, 696, 161, 49)
2834       $Testeaudiobeep = GUICtrlCreateButton("Test Beep", 1000, 128, 65, 33)
2835       $Testeaudiomusique = GUICtrlCreateButton("Test Audio", 1096, 128, 65, 33)
2836       $Label4 = GUICtrlCreateLabel("Taux de rafraichissement des png :", 296, 200, 299, 28)
2837       GUICtrlSetFont(-1, 14, 400, 0, "MS Sans Serif")
2838       $Input1 = GUICtrlCreateInput("Input1", 608, 200, 57, 28,
       BitOR($GUI_SS_DEFAULT_INPUT, $ES_NUMBER))
2839       GUICtrlSetFont(-1, 12, 400, 0, "MS Sans Serif")
2840       GUICtrlSetTip(-1, "Plus vous augmenter le rafraichissement moins le jeu laguera",
       "Info", 1)
2841       $activer = GUICtrlCreateCheckbox("Activer la gestion du sens du regard des perso",
       296, 264, 433, 25)
2842       GUICtrlSetFont(-1, 14, 400, 0, "MS Sans Serif")
2843       $Checkbox1 = GUICtrlCreateCheckbox("Sans skin", 296, 328, 153, 17)
2844       GUICtrlSetFont(-1, 14, 400, 0, "MS Sans Serif")
2845       $Checkbox2 = GUICtrlCreateCheckbox("Sans effet visuel", 296, 384, 233, 25)
2846       GUICtrlSetFont(-1, 14, 400, 0, "MS Sans Serif")
2847       $Button1 = GUICtrlCreateButton("Default", 528, 704, 161, 49)
2848       $Button2 = GUICtrlCreateButton("Change Touche", 40, 128, 177, 57)
2849       #EndRegion ### END Koda GUI section ###
2850       SoundSetWaveVolume($Sound)
2851       GUICtrlSetData($Slider1, $Sound)
2852       GUICtrlSetData($Label3, $Sound)
2853   ;~  GUICtrlSetData($Input1, $refrechpng)
```

```
2854    ;~ $activatiedview= True
2855    ;~ Global $Withoutskin=False
2856    ;~ Global $Withoutspaceview=False
2857        If $activatiedview = "True" Then
2858            GUICtrlSetState($activer, $GUI_CHECKED)
2859        EndIf
2860        If $Withoutskin = "True" Then
2861            GUICtrlSetState($Checkbox1, $GUI_CHECKED)
2862        EndIf
2863        If $Withoutspaceview = "True" Then
2864            GUICtrlSetState($Checkbox2, $GUI_CHECKED)
2865        EndIf
2866        While 1
2867            If GUICtrlRead($Slider1) <> GUICtrlRead($Label3) Then
2868                GUICtrlSetData($Label3, GUICtrlRead($Slider1))
2869                SoundSetWaveVolume(GUICtrlRead($Slider1))
2870            EndIf
2871
2872            If _IsChecked($Checkbox1) Then
2873
2874                If BitAND(GUICtrlGetState($activer), 64) Then
2875                    GUICtrlSetState($activer, $GUI_UNCHECKED)
2876                    GUICtrlSetState($activer, $GUI_DISABLE)
2877                EndIf
2878            ElseIf BitAND(GUICtrlGetState($activer), 128) Then
2879                GUICtrlSetState($activer, $GUI_ENABLE)
2880            EndIf
2881            $nMsg6 = GUIGetMsg()
2882            Switch $nMsg6
2883                Case $Testeaudiomusique
2884
2885                    $path = FileOpenDialog("Charger Musique", @ScriptDir, "Musique
    (*.mp3;*.wav)|All (*.*)")
2886
2887
2888
2889                    Global $SoundID = _SoundOpen($path)
2890                    Global $soundactivated = 1
2891                    _SoundPlay($SoundID)
2892
2893                Case $Button1
2894                    GUICtrlSetState($activer, $GUI_CHECKED)
2895                    SoundSetWaveVolume(100)
2896                    GUICtrlSetData($Slider1, 100)
2897                    GUICtrlSetData($Label3, 100)
2898    ;~              GUICtrlSetData($Input1, 100)
2899                Case $Testeaudiobeep
2900
2901                    Beep(Random(200, 800, 1), 600)
2902
2903                Case $GUI_EVENT_CLOSE
2904                    Exit
2905                Case $Valider666
2906                    If _IsChecked($activer) Then
2907                        $activatiedview = "True"
2908                    Else
2909                        $activatiedview = "False"
2910                    EndIf
2911                    If _IsChecked($Checkbox1) Then
2912                        $Withoutskin = "True"
2913                    Else
2914                        $Withoutskin = "False"
2915                    EndIf
2916                    If _IsChecked($Checkbox2) Then
2917                        $Withoutspaceview = "True"
2918                    Else
2919                        $Withoutspaceview = "False"
2920                    EndIf
2921    ;~                  $refrechpng = GUICtrlRead($Input1)
2922                    $Sound = GUICtrlRead($Slider1)
2923                    If $soundactivated <> 0 Then
```

```autoit
2924                        _SoundStop($SoundID)
2925                        $soundactivated = 0
2926                        $SoundID = 0
2927                   EndIf
2928                   $paraparaparametre = FileOpen(@ScriptDir & "\Data\Parametre.ini", 2)
2929                   FileWrite($paraparaparametre, "Volume : " & $Sound & @CRLF)
2930  ;~               FileWrite($paraparaparametre, "Refreshpng : " & $refrechpng & @CRLF)
2931                   FileWrite($paraparaparametre, "Activer la gestion du sens du regard des
      perso : " & $activatiedview & @CRLF)
2932                   FileWrite($paraparaparametre, "Sans skin : " & $Withoutskin & @CRLF)
2933                   FileWrite($paraparaparametre, "Sans effet visuel : " &
      $Withoutspaceview & @CRLF)
2934                   FileWrite($paraparaparametre, "1 competence : " & $touchecompt1 & @CRLF)
2935                   FileWrite($paraparaparametre, "2 competence : " & $touchecompt2 & @CRLF)
2936                   FileWrite($paraparaparametre, "3 competence : " & $touchecompt3 & @CRLF)
2937                   FileWrite($paraparaparametre, "4 competence : " & $touchecompt4 & @CRLF)
2938                   FileWrite($paraparaparametre, "Next : " & $touchenext & @CRLF)
2939                   FileWrite($paraparaparametre, "Move : " & $touchemove & @CRLF)
2940                   FileClose($paraparaparametre)
2941                   For $o = $Slider1 To $Button2
2942                        GUICtrlDelete($o)
2943                   Next
2944                   If $goto = 0 Then
2945                        Town()
2946                   ElseIf $goto = 1 Then
2947                        ExitLoop(1)
2948                   EndIf
2949
2950
2951              Case $Cancel666
2952                   For $o = $Slider1 To $Button2
2953                        GUICtrlDelete($o)
2954                   Next
2955                   If $goto = 0 Then
2956                        Town()
2957                   ElseIf $goto = 1 Then
2958
2959                        ExitLoop(1)
2960                   EndIf
2961              Case $Button2
2962                   If _IsChecked($activer) Then
2963                        $activatiedview = "True"
2964                   Else
2965                        $activatiedview = "False"
2966                   EndIf
2967                   If _IsChecked($Checkbox1) Then
2968                        $Withoutskin = "True"
2969                   Else
2970                        $Withoutskin = "False"
2971                   EndIf
2972                   If _IsChecked($Checkbox2) Then
2973                        $Withoutspaceview = "True"
2974                   Else
2975                        $Withoutspaceview = "False"
2976                   EndIf
2977  ;~               $refrechpng = GUICtrlRead($Input1)
2978                   $Sound = GUICtrlRead($Slider1)
2979                   If $soundactivated <> 0 Then
2980                        _SoundStop($SoundID)
2981                        $soundactivated = 0
2982                        $SoundID = 0
2983                   EndIf
2984                   $paraparaparametre = FileOpen(@ScriptDir & "\Data\Parametre.ini", 2)
2985                   FileWrite($paraparaparametre, "Volume : " & $Sound & @CRLF)
2986  ;~               FileWrite($paraparaparametre, "Refreshpng : " & $refrechpng & @CRLF)
2987                   FileWrite($paraparaparametre, "Activer la gestion du sens du regard des
      perso : " & $activatiedview & @CRLF)
2988                   FileWrite($paraparaparametre, "Sans skin : " & $Withoutskin & @CRLF)
2989                   FileWrite($paraparaparametre, "Sans effet visuel : " &
      $Withoutspaceview & @CRLF)
2990                   FileWrite($paraparaparametre, "1 competence : " & $touchecompt1 & @CRLF)
```

```autoit
2991                    FileWrite($paraparaparametre, "2 competence : " & $touchecompt2 & @CRLF)
2992                    FileWrite($paraparaparametre, "3 competence : " & $touchecompt3 & @CRLF)
2993                    FileWrite($paraparaparametre, "4 competence : " & $touchecompt4 & @CRLF)
2994                    FileWrite($paraparaparametre, "Next : " & $touchenext & @CRLF)
2995                    FileWrite($paraparaparametre, "Move : " & $touchemove & @CRLF)
2996                    FileClose($paraparaparametre)
2997                    For $yesI = $Slider1 To $Button2
2998                        GUICtrlSetState($yesI, $GUI_HIDE)
2999                    Next
3000                    Commande($goto)
3001                    For $yesI = $Slider1 To $Button2
3002                        GUICtrlSetState($yesI, $GUI_SHOW)
3003                    Next
3004            EndSwitch
3005        WEnd
3006
3007
3008    EndFunc    ;==>OPTION
3009
3010
3011    Func COMPETENCE($numerocomptutiliseesetperso)
3012        $Competenceutilisee = $Player[$tour][8 + $numerocomptutiliseesetperso]
3013        For $o = 0 To 11
3014            If $Competences[$o][0] = $Competenceutilisee Then
3015                Global $rangcomptutilisee = $o
3016                ExitLoop(1)
3017            EndIf
3018        Next
3019    ;~  mode 1 permet de tracer juste les ligne droite
3020        $comptmode = StringSplit($Competences[$rangcomptutilisee][4], "|", $STR_NOCOUNT)
3021
3022        For $i = 0 To 47
3023            If $Case[$i][5] = $Player[$tour][0] Then
3024
3025    ;~      skillshot un c est ltoute les cases dans le tableau afficher 2 c est ennemi 3 c
        est allier 4 ennemi et allier
3026
3027                casecomptaffichage($comptmode[0], $i, $comptmode[1], $comptmode[2],
        $comptmode[3], $comptmode[4], $comptmode[5], $numerocomptutiliseesetperso)
3028                While _IsPressed("01", $dll) ;04 is Middle Click
3029                    Sleep(10)
3030                WEnd
3031                ExitLoop(2)
3032
3033            EndIf
3034        Next
3035    EndFunc    ;==>COMPETENCE
3036
3037    Func casecomptaffichage($mode, $i, $range, $Skillshot, $Soimeme, $style, $AOE,
        $numerocomptutiliseesetperso)
3038        Global $LOL[47][3]
3039        Global $MMMM = $i
3040        $Stamina = $range
3041        $o = 0
3042        Global $Casejaune[47]
3043        $placeoriginal = $Case[$i][0]
3044    ;~ je calcul les lignes droite a partir du bohomme celle de gauche a droite
3045
3046        $oka = 0
3047        $okb = 0
3048        For $rigtandleft = 1 To $Stamina
3049            $temp = $rigtandleft + $placeoriginal
3050            $lol45 = Abs((Int($temp / 10)) * 10 - $temp)
3051            If $lol45 < 9 And $oka <> 1 Then
3052                $Casejaune[$o] = $temp
3053                $o += 1
3054            Else
3055                $oka = 1
3056            EndIf
3057            $temp = Abs($rigtandleft - $placeoriginal)
3058            $lol45 = Abs((Int($temp / 10)) * 10 - $temp)
```

```
3059                If $lol45 > 0 And $okb <> 1 Then
3060                    $Casejaune[$o] = $temp
3061                    $o += 1
3062                Else
3063                    $okb = 1
3064                EndIf
3065
3066                If $okb = 1 And $oka = 1 Then
3067                    ExitLoop(1)
3068                EndIf
3069
3070        Next
3071
3072
3073        $compteur = 1
3074
3075
3076
3077        $oka = 0
3078        $okb = 0
3079
3080    ;~       Je commence a tracer la ligne droite de haut en bas en partant du perso
3081        For $upanddown = 1 To $Stamina
3082            $temp = $upanddown * 10 + $placeoriginal
3083            If $temp < 69 And $oka <> 1 Then
3084                $Casejaune[$o] = $temp
3085                $o += 1
3086            Else
3087                $oka = 1
3088            EndIf
3089
3090            If $oka = 0 And $mode <> 1 Then
3091    ;~ puis celle sur le cote les plus  qui restrecissent de la partie inferieur si il es
           possible de tracer le bas
3092                $okaa = 0
3093                $okbb = 0
3094                For $rigtandleft = 1 To $Stamina – $compteur
3095                    $temp2 = $rigtandleft + $temp
3096                    $lol45 = Abs((Int($temp2 / 10)) * 10 – $temp2)
3097
3098                    If $lol45 < 9 And $okaa <> 1 Then
3099                        $Casejaune[$o] = $temp2
3100                        $o += 1
3101                    Else
3102                        $okaa = 1
3103                    EndIf
3104                    $temp2 = Abs($rigtandleft – $temp)
3105                    $lol45 = Abs((Int($temp2 / 10)) * 10 – $temp2)
3106                    If $lol45 > 0 And $okbb <> 1 Then
3107                        $Casejaune[$o] = $temp2
3108                        $o += 1
3109
3110                    Else
3111                        $okbb = 1
3112                    EndIf
3113                    If $okbb = 1 And $okaa = 1 Then
3114                        ExitLoop(1)
3115                    EndIf
3116                Next
3117            EndIf
3118
3119
3120            $temp = Abs($upanddown * 10 – $placeoriginal)
3121
3122            If $temp > 10 And $okb <> 1 Then
3123                $Casejaune[$o] = $temp
3124    ;~           ConsoleWrite("1:"&$o&@CRLF)
3125                $o += 1
3126            Else
3127                $okb = 1
3128            EndIf
```

```
3129
3130            If $okb = 0 And $mode <> 1 Then
3131    ;~ puis celle sur le cote les plus  qui restrecissent de la partie supérier si il es
        possible de tracer le haut
3132                $okaa = 0
3133                $okbb = 0
3134                For $rigtandleft = 1 To $Stamina - $compteur
3135                    $temp2 = $rigtandleft + $temp
3136                    $lol45 = Abs((Int($temp2 / 10)) * 10 - $temp2)
3137
3138                    If $lol45 < 9 And $lol45 > 0 And $okaa <> 1 Then
3139                        $Casejaune[$o] = $temp2
3140    ;~              ConsoleWrite("3:"&$o&"  "&$lol45&"  "&$temp2&@CRLF)
3141                        $o += 1
3142
3143                    Else
3144                        $okaa = 1
3145                    EndIf
3146                    $temp2 = Abs($rigtandleft - $temp)
3147                    $lol45 = Abs((Int($temp2 / 10)) * 10 - $temp2)
3148                    If $lol45 > 0 And $lol45 < 9 And $okbb <> 1 Then
3149                        $Casejaune[$o] = $temp2
3150                        $o += 1
3151
3152                    Else
3153                        $okbb = 1
3154                    EndIf
3155                    If $okbb = 1 And $okaa = 1 Then
3156                        ExitLoop(1)
3157                    EndIf
3158                Next
3159            EndIf
3160
3161            If $okb = 1 And $oka = 1 Then
3162                ExitLoop(1)
3163            EndIf
3164            $compteur += 1
3165        Next
3166        Global $marrant[48][6]
3167        $lookatmydab = 0
3168    ;~ _ArrayDisplay($Casejaune)
3169        If $Skillshot <> 1 Then
3170
3171            For $y = 1 To 2
3172                If $Blueteams[$y] = $Player[$tour][0] Then
3173                    $teamallier = "bleu"
3174                    ExitLoop(1)
3175                ElseIf $Redteams[$y] = $Player[$tour][0] Then
3176                    $teamallier = "rouge"
3177                    ExitLoop(1)
3178                EndIf
3179            Next
3180
3181            For $o = 0 To 47
3182                For $a = 0 To 40
3183                    If $Case[$o][0] = $Casejaune[$a] Then
3184                        If $Case[$o][5] <> "" Then
3185                            $nom = $Case[$o][5]
3186                            For $y = 1 To 2
3187                                If $Blueteams[$y] = $nom Then
3188                                    $team = "bleu"
3189                                    ExitLoop(1)
3190                                ElseIf $Redteams[$y] = $nom Then
3191                                    $team = "rouge"
3192                                    ExitLoop(1)
3193                                EndIf
3194                            Next
3195                            If $Skillshot = 2 Or $Skillshot = 4 Then
3196                                If $team <> $teamallier Then
3197                                    For $e = 0 To 5
3198                                        $marrant[$lookatmydab][$e] = $Case[$o][$e]
```

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3199                                    Next
3200                                    $lookatmydab += 1
3201                                 EndIf
3202                              EndIf
3203                              If $Skillshot = 3 Or $Skillshot = 4 Then
3204                                 If $team = $teamallier Then
3205
3206                                    For $e = 0 To 5
3207                                       $marrant[$lookatmydab][$e] = $Case[$o][$e]
3208                                    Next
3209                                    $lookatmydab += 1
3210                                 EndIf
3211                              EndIf
3212                           EndIf
3213                        EndIf
3214                     Next
3215                  Next
3216         Else
3217
3218            For $o = 0 To 47
3219               For $a = 0 To 40
3220                  If $Case[$o][0] = $Casejaune[$a] Then
3221                     For $e = 0 To 5
3222                        $marrant[$lookatmydab][$e] = $Case[$o][$e]
3223                     Next
3224                     $lookatmydab += 1
3225                  EndIf
3226               Next
3227            Next
3228         EndIf
3229         If $Soimeme = 1 Then
3230            For $e = 0 To 5
3231               $marrant[$lookatmydab][$e] = $Case[$MMMM][$e]
3232            Next
3233            $lookatmydab += 1
3234         EndIf
3235         If $style = 1 Then
3236            $carre = @ScriptDir & "\Image\carre_rouge.jpg"
3237         ElseIf $style = 2 Then
3238            $carre = @ScriptDir & "\Image\green-300x3001.jpg"
3239         EndIf
3240
3241         Global $ClickDummy6 = GUICtrlCreateDummy()
3242         $e = 0
3243         If $style <> 3 Then
3244            For $o = 0 To 46
3245               If $marrant[$o][0] <> "" Then
3246                  $picrandom = GUICtrlCreatePic($carre, $marrant[$o][1], $marrant[$o][3],
      $marrant[$o][2] - $marrant[$o][1], $marrant[$o][4] - $marrant[$o][3])
3247                  If $marrant[$o][5] <> "" Then
3248                     _GUICtrl_OnHoverRegister(-1, "Gestiondegats")
3249                  EndIf
3250                  $LOL[$e][0] = $o
3251                  $LOL[$e][1] = $picrandom
3252                  $LOL[$e][2] = $marrant[$o][5]
3253                  WM_PAINT()
3254                  $e += 1
3255               Else
3256                  ExitLoop(1)
3257               EndIf
3258            Next
3259         ElseIf $style = 3 Then
3260            For $o = 0 To 46
3261               If $marrant[$o][0] <> "" Then
3262
3263                  If $marrant[$o][5] <> "" Then
3264                     $carre = @ScriptDir & "\Image\carre_rouge.jpg"
3265                     $picrandom = GUICtrlCreatePic($carre, $marrant[$o][1],
      $marrant[$o][3], $marrant[$o][2] - $marrant[$o][1], $marrant[$o][4] - $marrant[$o][3])
3266                     _GUICtrl_OnHoverRegister(-1, "Gestiondegats")
3267
```

```autoit
3268                    Else
3269                        $carre = @ScriptDir & "\Image\lol.jpg"
3270                        $picrandom = GUICtrlCreatePic($carre, $marrant[$o][1],
       $marrant[$o][3], $marrant[$o][2] - $marrant[$o][1], $marrant[$o][4] - $marrant[$o][3])
3271                        _GUICtrl_OnHoverRegister(-1, "Gestiondegats")
3272                    EndIf
3273                    $LOL[$e][0] = $o
3274                    $LOL[$e][1] = $picrandom
3275                    $LOL[$e][2] = $marrant[$o][5]
3276                    WM_PAINT()
3277                    $e += 1
3278                Else
3279                    ExitLoop(1)
3280                EndIf
3281            Next
3282        EndIf
3283
3284
3285
3286        Phase3($marrant, $LOL, $numerocomputiliseesetperso, $AOE)
3287
3288    EndFunc    ;==>casecomptaffichage
3289
3290    Func Gestiondegats($iCtrlID)
3291        Global $activeted = $iCtrlID
3292        GUICtrlSendToDummy($ClickDummy6)
3293    EndFunc    ;==>Gestiondegats
3294
3295    Func Phase3(ByRef $marrant, ByRef $LOL, $numerocomputiliseesetperso, $AOE)
3296        WM_PAINT()
3297    ;~    $tourbloquer = 0
3298    ;~    marrant je suis pas encore sur qu il soit utile
3299        $boostMR = 0
3300        $mana = 0
3301        $kill = 0
3302        $Resetdispo = 0
3303        $Resetok = 0
3304        $stam = 0
3305        $MoveAttackactived = 0
3306        $MoveAttack = 0
3307        $heal = 0
3308        $boostARMOR = 0
3309        $boostAD = 0
3310        $boostAP = 0
3311        $ResetCooldown = 0
3312        $healthlefttargetad = 0
3313        $healthlefttargetap = 0
3314        $healself = 0
3315        $degatsbrutad = $Competences[$rangcomputilisee][5]
3316        $activerdegatsbrutad = "ready"
3317        $degatsbrutap = $Competences[$rangcomputilisee][6]
3318        $activerdegatsbrutap = "ready"
3319        $ELSEeffect = $Competences[$rangcomputilisee][7]
3320        $activerELSEeffect = "ready"
3321        $testAD = StringSplit($degatsbrutad, "|")
3322        $degatsbrutad = 00
3323        $wait = 0
3324        If $testAD[1] = 0 Then
3325            $activerdegatsbrutad = "desactiver"
3326        EndIf
3327        $testAP = StringSplit($degatsbrutap, "|")
3328        $degatsbrutap = 00
3329        If $testAP[1] = 0 Then
3330            $activerdegatsbrutap = "desactiver"
3331        EndIf
3332
3333        If $ELSEeffect <> "" Then
3334
3335            $testELSE = StringSplit($ELSEeffect, "|")
3336            $ELSEeffect = 00
3337        Else
```

```
3338                $activerELSEeffect = "desactiver"
3339          EndIf
3340
3341
3342        For $y = 1 To $testAD[0]
3343            If StringInStr($testAD[$y], "*Healthlefttarget") <> 0 Then
3344                $healthlefttargetad = $testAD[$y]
3345            Else
3346                $healthlefttargetad = 0
3347                If StringInStr($testAD[$y], "*AD") <> 0 Then
3348                    StringReplace($testAD[$y], "*AD", "")
3349                    $transvase = $testAD[$y] * $Player[$tour][4]
3350                    $testAD[$y] = $transvase
3351                EndIf
3352                $degatsbrutad += $testAD[$y]
3353            EndIf
3354        Next
3355
3356        For $y = 1 To $testAP[0]
3357            If StringInStr($testAP[$y], "*Healthlefttarget") Then
3358                $healthlefttargetap = $testAP[$y]
3359            Else
3360                $healthlefttargetap = 0
3361                If StringInStr($testAP[$y], "*AP") <> 0 Then
3362                    StringReplace($testAP[$y], "*AP", "")
3363                    $transvase = $testAP[$y] * $Player[$tour][5]
3364                    $testAP[$y] = $transvase
3365                EndIf
3366                $degatsbrutap += $testAP[$y]
3367            EndIf
3368        Next
3369    ;~  ceci est de la merde en boite ma bien casser les pied on peut comparer une string
        avec un nombre sauf 0 ou 1
3370    ;~  $test=2
3371    ;~ If "bonjour"<> 0 Then
3372    ;~  ConsoleWrite("ok"&@CRLF)
3373    ;~  EndIf
3374
3375        If $activerELSEeffect = "ready" Then
3376
3377
3378            For $y = 1 To $testELSE[0]
3379
3380                If StringInStr($testELSE[$y], "+MR") <> 0 Then
3381                    StringReplace($testELSE[$y], "+MR", "")
3382
3383                    $boostMR += $testELSE[$y]
3384
3385
3386                ElseIf StringInStr($testELSE[$y], "+Armor") <> 0 Then
3387                    StringReplace($testELSE[$y], "+Armor", "")
3388
3389                    $boostARMOR += $testELSE[$y]
3390                ElseIf StringInStr($testELSE[$y], "Healself") <> 0 Then
3391                    $testELSE[$y] = StringReplace($testELSE[$y], "Healself", "")
3392                    If StringInStr($testELSE[$y], "*nbrCible") <> 0 Then
3393                        $testELSE[$y] = StringReplace($testELSE[$y], "*nbrCible", "")
3394                        $target = 0
3395                        For $o = 0 To 46
3396                            If $marrant[$o][5] = "" Then
3397                                ExitLoop(1)
3398                            Else
3399                                $target += 1
3400                            EndIf
3401
3402                        Next
3403                        $healself = $target * $testELSE[$y]
3404
3405                    Else
3406                        $healself = $testELSE[$y]
3407                    EndIf
```

```
3408                ElseIf StringInStr($testELSE[$y], "+AD") <> 0 Then
3409                    $testELSE[$y] = StringReplace($testELSE[$y], "+AD", "")
3410                    $boostAD += $testELSE[$y]
3411                    If StringInStr($testELSE[$y + 1], "*AD") <> 0 Then
3412                        $testELSE[$y + 1] = StringReplace($testELSE[$y + 1], "*AD", "")
3413                        $boostAD += Floor($testELSE[$y + 1] * $Player[$tour][4])
3414                    EndIf
3415                ElseIf StringInStr($testELSE[$y], "+AP") <> 0 Then
3416                    $testELSE[$y] = StringReplace($testELSE[$y], "+AP", "")
3417                    $boostAP += $testELSE[$y]
3418                    If StringInStr($testELSE[$y + 1], "*AP") <> 0 Then
3419                        $testELSE[$y + 1] = StringReplace($testELSE[$y + 1], "*AP", "")
3420                        $boostAP += Floor($testELSE[$y + 1] * $Player[$tour][5])
3421                    EndIf
3422                ElseIf StringInStr($testELSE[$y], "Heal") <> 0 Then
3423                    $testELSE[$y] = StringReplace($testELSE[$y], "Heal", "")
3424                    $heal += $testELSE[$y]
3425                    If StringInStr($testELSE[$y + 1], "*AP") <> 0 Then
3426                        $testELSE[$y + 1] = StringReplace($testELSE[$y + 1], "*AP", "")
3427                        $heal += Floor($Player[$tour][5] * $testELSE[$y + 1])
3428                    EndIf
3429                ElseIf StringInStr($testELSE[$y], "Mana") <> 0 Then
3430                    $testELSE[$y] = StringReplace($testELSE[$y], "Mana", "")
3431                    $mana += $testELSE[$y]
3432                    If StringInStr($testELSE[$y + 1], "*AP") <> 0 Then
3433                        $testELSE[$y + 1] = StringReplace($testELSE[$y + 1], "*AP", "")
3434                        $mana += Floor($Player[$tour][5] * $testELSE[$y + 1])
3435                    EndIf
3436                ElseIf StringInStr($testELSE[$y], "+Stam") <> 0 Then
3437                    $testELSE[$y] = StringReplace($testELSE[$y], "+Stam", "")
3438                    $stam += $testELSE[$y]
3439                ElseIf StringInStr($testELSE[$y], "ResetCooldown") <> 0 Then
3440                    $testELSE[$y] = StringReplace($testELSE[$y], "ResetCooldown", "")
3441                    $ResetCooldown = 1
3442
3443                ElseIf StringInStr($testELSE[$y], "Reset") <> 0 Then
3444                    $testELSE[$y] = StringReplace($testELSE[$y], "Reset", "")
3445
3446                    $Resetdispo += $testELSE[$y]
3447                ElseIf StringInStr($testELSE[$y], "Move/Attack") <> 0 Then
3448                    $testELSE[$y] = StringReplace($testELSE[$y], "Move/Attack", "")
3449
3450                    $MoveAttack += $testELSE[$y]
3451                    $MoveAttackactived = 1
3452
3453                    If StringInStr($testELSE[$y + 1], "*AD") <> 0 Then
3454                        $testELSE[$y + 1] = StringReplace($testELSE[$y + 1], "*AD", "")
3455                        $MoveAttack += Floor($testELSE[$y + 1] * $Player[$tour][4])
3456                    EndIf
3457                EndIf
3458            Next
3459        EndIf
3460        $Activetedlabel1 = 0
3461        $Activetedlabel2 = 0
3462        $Activetedlabel3 = 0
3463        $Activetedlabel4 = 0
3464        $playervisee = ""
3465        While 1
3466            If $marrant[0][0] = "" Then
3467                ExitLoop(1)
3468            EndIf
3469    ;~      $tourbloquer += 1
3470    ;~      If $tourbloquer = $refrechpng Then
3471    ;~          WM_PAINT()
3472
3473    ;~          $tourbloquer = 0
3474    ;~      EndIf
3475        If BitAND(WinGetState($Form1), 16) And $active = 1 Then
3476
3477            $active = 0
3478        EndIf
```

```
3479              If BitAND(WinGetState($Form1), 8) And $active = 0 Then
3480
3481                  WM_PAINT()
3482                  $active = 1
3483              EndIf
3484  ;~          ConsoleWrite(1&&@CRLF)
3485              $nMsg = GUIGetMsg()
3486              Switch $nMsg
3487                  Case $GUI_EVENT_CLOSE
3488
3489                      Exit
3490  ;~              Case $ClickDummy7
3491  ;~                  Global $MoveAttackactived = 2
3492                  Case $ClickDummy6
3493
3494                      For $o = 0 To 46
3495                          If $LOL[$o][1] = $activeted Then
3496
3497                              If $LOL[$o][2] <> "" Then
3498
3499                                  For $y = 0 To 3
3500                                      If $LOL[$o][2] = $Player[$y][0] Then
3501                                          For $test = 0 To 47
3502
3503                                              If $Case[$test][0] = $marrant[$o][0] Then
3504                                                  direction($MMMM, $test)
3505
3506                                              EndIf
3507                                          Next
3508                                          $effetad = 0
3509                                          $effetap = 0
3510                                          If $Activetedlabel1 <> 0 Then
3511                                              GUICtrlSetData($Activetedlabel1, "")
3512                                          EndIf
3513                                          If $Activetedlabel2 <> 0 Then
3514                                              GUICtrlSetData($Activetedlabel2, "")
3515                                          EndIf
3516                                          If $Activetedlabel3 <> 0 Then
3517                                              GUICtrlSetData($Activetedlabel3, "")
3518                                          EndIf
3519                                          If $Activetedlabel4 <> 0 Then
3520                                              GUICtrlSetData($Activetedlabel4, "")
3521                                          EndIf
3522
3523                                          If $healthlefttargetad <> 0 Then
3524                                              $effetad += ($Player[$y][2] - $Player[$y][17])
      * $healthlefttargetad
3525                                          EndIf
3526                                          If $activerdegatsbrutad = "ready" Then
3527                                              If Floor($degatsbrutad + $effetad -
      ($Player[$y][6] / 2)) > 0 Then
3528                                                  GUICtrlSetData($Player[$y][33], "-" &
      Floor($degatsbrutad + $effetad - ($Player[$y][6] / 2)))
3529                                              Else
3530                                                  GUICtrlSetData($Player[$y][33], "-" & 0)
3531                                              EndIf
3532                                              GUICtrlSetColor($Player[$y][33], 0xFF7600)
3533                                          EndIf
3534
3535                                          If $healthlefttargetap <> 0 Then
3536                                              $effetap += ($Player[$y][2] - $Player[$y][17])
      * $healthlefttargetap
3537                                          EndIf
3538                                          If $activerdegatsbrutap = "ready" Then
3539
3540                                              If Floor($degatsbrutap + $effetap -
      ($Player[$y][7] / 2)) > 0 Then
3541                                                  GUICtrlSetData($Player[$y][34], "-" &
      Floor($degatsbrutap + $effetap - ($Player[$y][7] / 2)))
3542                                              Else
3543                                                  GUICtrlSetData($Player[$y][34], "-" & 0)
```

```
3544                                                              EndIf
3545                                                              GUICtrlSetColor($Player[$y][34], 0x06D8FF)
3546                                                          EndIf
3547
3548                                                      If $activerELSEeffect = "ready" Then
3549                                                          If $boostAD <> 0 Then
3550                                                              GUICtrlSetData($Player[$y][33], "+" &
      $boostAD)
3551                                                              GUICtrlSetColor($Player[$y][33], 0xFF7600)
3552                                                          EndIf
3553                                                          If $boostAP <> 0 Then
3554                                                              GUICtrlSetData($Player[$y][34], "+" &
      $boostAP)
3555                                                              GUICtrlSetColor($Player[$y][34], 0x06D8FF)
3556                                                          EndIf
3557
3558                                                          If $healself <> 0 Then
3559
3560                                                              GUICtrlSetData($Player[$tour][33], "+" &
      $healself)
3561                                                              GUICtrlSetColor($Player[$tour][33], 0x3CEB08)
3562                                                          EndIf
3563
3564                                                          If $boostMR <> 0 Then
3565                                                              GUICtrlSetData($Player[$y][33], "+" &
      $boostMR)
3566                                                              GUICtrlSetColor($Player[$y][33], 0x000000)
3567                                                          EndIf
3568                                                          If $boostARMOR <> 0 Then
3569                                                              GUICtrlSetData($Player[$y][34], "+" &
      $boostARMOR)
3570                                                              GUICtrlSetColor($Player[$y][34], 0x000000)
3571                                                          EndIf
3572                                                          If $stam <> 0 Then
3573                                                              GUICtrlSetData($Player[$y][33], "+" & $stam)
3574                                                              GUICtrlSetColor($Player[$y][33], 0x3CEB08)
3575                                                          EndIf
3576                                                          If $heal <> 0 Then
3577                                                              GUICtrlSetData($Player[$y][33], "+" & $heal)
3578                                                              GUICtrlSetColor($Player[$y][33], 0x3CEB08)
3579                                                          EndIf
3580                                                          If $mana <> 0 Then
3581                                                              GUICtrlSetData($Player[$y][34], "+" & $mana)
3582                                                              GUICtrlSetColor($Player[$y][34], 0x000000)
3583                                                          EndIf
3584                                                          If $ResetCooldown <> 0 Then
3585                                                              GUICtrlSetData($Player[$y][33], "RAC")
3586                                                              GUICtrlSetColor($Player[$y][33], 0x000000)
3587                                                          EndIf
3588                                                          If $MoveAttackactived <> 0 Then
3589                                                              $MoveAttackactived = 1
3590                                                          EndIf
3591                                                      EndIf
3592                                                  $Activetedlabel1 = $Player[$y][33]
3593                                                  $Activetedlabel2 = $Player[$y][34]
3594                                                  $Activetedlabel3 = $Player[$tour][33]
3595                                                  $Activetedlabel4 = $Player[$tour][34]
3596                                                  $playervisee = $y
3597
3598
3599                                                  $wait = 1
3600
3601                                                  ExitLoop(2)
3602
3603
3604
3605
3606
3607                                          EndIf
3608                                  Next
3609                          ElseIf $LOL[$o][2] = "" And $MoveAttackactived = 1 Then
```

```autoit
3610                                        $MoveAttackactived = 2
3611                                        $wait = 1
3612                                EndIf
3613                            EndIf
3614
3615                    Next
3616
3617
3618
3619
3620
3621            EndSwitch
3622            If BitAND(WinGetState($Form1), 8) Then
3623                $dll = DllOpen("user32.dll")
3624
3625                If _IsPressed("1B", $dll) Then
3626                    While _IsPressed("1B", $dll)
3627                        Sleep(10)
3628                    WEnd
3629                    Menu()
3630                EndIf
3631
3632                $test = _IsPressed("01", $dll)
3633                If $test And $wait = 1 Then
3634                    $Array = MouseGetPos()
3635                    While _IsPressed("01", $dll) ;04 is Middle Click
3636                        Sleep(10)
3637                    WEnd
3638                    For $test = 0 To 47
3639 ;~   $test=0
3640 ;~ While $test<=47
3641
3642
3643 ;~ ConsoleWrite($Array[0] &">"& $CASECALCUL[$i][1] &"   "& $Array[0]&"<"&
     $CASECALCUL[$n][2] &"   "& $Array[1]  &">"& $CASECALCUL[$n][3] &"   "&$Array[1] &"<"&
     $CASECALCUL[$n][4]&@CRLF)
3644
3645                        If $Array[0] > $CASECALCUL[$test][1] And $Array[0] <
     $CASECALCUL[$test][2] And $Array[1] > $CASECALCUL[$test][3] And $Array[1] <
     $CASECALCUL[$test][4] Then
3646
3647
3648                            For $r = 0 To 46
3649                                If $Case[$test][0] = $marrant[$r][0] Then
3650
3651
3652 ;~                                If $Case[$test][5] = $Player[$playervisee][0] Then
3653                                    phrasehisto(@CRLF & @CRLF & "[" & @HOUR & ":" & @MIN &
     "]" & " : " & "Le joueur ' " & $Player[$tour][0] & " ' a utilisée la compétence ' " &
     $Competences[$rangcomptutilisee][0] & " ' mais ca lui a consommé " &
     $Competences[$rangcomptutilisee][1] & " de mana et " &
     $Competences[$rangcomptutilisee][2] & " de stamina" & @CRLF & "Grace a ca il a pu :",
     8, $Player[$tour][0], 0xEB139B, $Competences[$rangcomptutilisee][0], 0xE6DB12)
3654 ;~                                If $playerinAOE <> "" Then
3655 ;~                                    $partoutatis = StringSplit($playerinAOE, "|")
3656 ;~                                    _ArrayDisplay($partoutatis)
3657 ;~                                EndIf
3658 ;~                                For
3659                                    If $activerdegatsbrutad = "ready" Then
3660
3661                                        If Floor($degatsbrutad + $effetad -
     ($Player[$playervisee][6] / 2)) > 0 Then
3662                                            If($Player[$playervisee][17] -
     Floor($degatsbrutad + $effetad - ($Player[$playervisee][6] / 2))) <= 0 Then
3663
3664                                                $kill = 1
3665                                            Else
3666                                                $Player[$playervisee][17] -=
     Floor($degatsbrutad + $effetad - ($Player[$playervisee][6] / 2))
3667                                            EndIf
3668                                            phrasehisto(@CRLF & " -Infliger " &
```

```
         Floor($degatsbrutad + $effetad - ($Player[$playervisee][6] / 2)) & " de damage AD a ' "
         & $Player[$playervisee][0] & " '", Default, Floor($degatsbrutad + $effetad -
         ($Player[$playervisee][6] / 2)), 0x06D8FF, $Player[$playervisee][0], 0xEB139B)
3669                             ElseIf Floor($degatsbrutad + $effetad -
         ($Player[$playervisee][6] / 2)) <= 0 Then
3670                                 phrasehisto(@CRLF & " -Infliger 0 de damage AD
         a ' " & $Player[$playervisee][0] & " '", Default, 0, 0x06D8FF,
         $Player[$playervisee][0], 0xEB139B)
3671                             EndIf
3672                         EndIf
3673                         If $activerdegatsbrutap = "ready" Then
3674
3675                             If Floor($degatsbrutap + $effetap -
         ($Player[$playervisee][7] / 2)) > 0 Then
3676                                 If($Player[$playervisee][17] -
         Floor($degatsbrutap + $effetap - ($Player[$playervisee][7] / 2))) <= 0 Then
3677
3678                                     $kill = 1
3679
3680                                 Else
3681                                     $Player[$playervisee][17] -=
         Floor($degatsbrutap + $effetap - ($Player[$playervisee][7] / 2))
3682                                 EndIf
3683                                 phrasehisto(@CRLF & " -Infliger " &
         Floor($degatsbrutap + $effetap - ($Player[$playervisee][7] / 2)) & " de damage AP a ' "
         & $Player[$playervisee][0] & " '", Default, Floor($degatsbrutap + $effetap -
         ($Player[$playervisee][7] / 2)), 0xFF7600, $Player[$playervisee][0], 0xEB139B)
3684                             ElseIf Floor($degatsbrutap + $effetap -
         ($Player[$playervisee][7] / 2)) <= 0 Then
3685                                 phrasehisto(@CRLF & " -Infliger 0 de damage AP
         a ' " & $Player[$playervisee][0] & " '", Default, 0, 0xFF7600,
         $Player[$playervisee][0], 0xEB139B)
3686
3687                             EndIf
3688                         EndIf
3689                         If $activerELSEeffect = "ready" Then
3690                             If $boostAD <> 0 Then
3691                                 $Player[$playervisee][4] += $boostAD
3692                                 phrasehisto(@CRLF & " -Donné un boost de " &
         $boostAD & " d' Attaque physique a ' " & $Player[$playervisee][0] & " '", Default,
         $Player[$playervisee][0], 0xEB139B, $boostAD, 0x06D8FF)
3693                             EndIf
3694                             If $boostAP <> 0 Then
3695                                 $Player[$playervisee][5] += $boostAP
3696                                 phrasehisto(@CRLF & " -Donné un boost de " &
         $boostAP & " de Damage magic a ' " & $Player[$playervisee][0] & " '", Default,
         $Player[$playervisee][0], 0xEB139B, $boostAP, 0xFF7600)
3697                             EndIf
3698
3699                             If $healself <> 0 Then
3700                                 $Player[$tour][17] += $healself
3701                                 If $Player[$tour][17] > $Player[$tour][2] Then
3702                                     $Player[$tour][17] = $Player[$tour][2]
3703                                 EndIf
3704                                 phrasehisto(@CRLF & " -Ce heal lui meme de " &
         $healself & " hp", Default, $healself, 0x3CEB08)
3705                             EndIf
3706
3707                             If $boostMR <> 0 Then
3708                                 $Player[$playervisee][7] += $boostMR
3709                                 phrasehisto(@CRLF & " -Donné un boost de " &
         $boostMR & " de Magic resist a ' " & $Player[$playervisee][0] & " '", Default,
         $Player[$playervisee][0], 0xEB139B)
3710                             EndIf
3711                             If $boostARMOR <> 0 Then
3712                                 $Player[$playervisee][6] += $boostARMOR
3713                                 phrasehisto(@CRLF & " -Donné un boost de " &
         $boostARMOR & " d'Armure a ' " & $Player[$playervisee][0] & " '", Default,
         $Player[$playervisee][0], 0xEB139B)
3714                             EndIf
3715                             If $heal <> 0 Then
```

```
3716                                        $Player[$playervisee][17] += $heal
3717                                        If $Player[$playervisee][17] >
      $Player[$playervisee][2] Then
3718                                            $Player[$playervisee][17] =
      $Player[$playervisee][2]
3719                                        EndIf
3720                                        phrasehisto(@CRLF & " -Heal ' " &
      $Player[$playervisee][0] & " ' de " & $heal & " hp", Default, $Player[$playervisee][0],
      0xEB139B, $heal, 0x3CEB08)
3721                                    EndIf
3722                                    If $mana <> 0 Then
3723                                        $Player[$playervisee][18] += $mana
3724                                        If $Player[$playervisee][18] >
      $Player[$playervisee][3] Then
3725                                            $Player[$playervisee][18] =
      $Player[$playervisee][3]
3726                                        EndIf
3727                                        phrasehisto(@CRLF & " -Rend a ' " &
      $Player[$playervisee][0] & " ' " & $mana & " de mana", Default,
      $Player[$playervisee][0], 0xEB139B)
3728                                    EndIf
3729                                    If $stam <> 0 Then
3730                                        $Player[$playervisee][19] += $stam * 100
3731                                        If $Player[$playervisee][19] >
      $Player[$playervisee][8] Then
3732                                            $Player[$playervisee][19] =
      $Player[$playervisee][8]
3733                                        EndIf
3734                                        phrasehisto(@CRLF & " -Rend a ' " &
      $Player[$playervisee][0] & " ' " & $stam & " de stamina", Default,
      $Player[$playervisee][0], 0xEB139B)
3735
3736                                    EndIf
3737 ;~                         ConsoleWrite($MoveAttackactived & @CRLF)
3738                                    If $MoveAttackactived <> 0 Then
3739
3740                                        If $MoveAttackactived = 1 Then
3741                                            If Floor($MoveAttack -
      ($Player[$playervisee][6] / 2)) > 0 Then
3742                                                If($Player[$playervisee][17] -
      Floor($MoveAttack - ($Player[$playervisee][6] / 2))) <= 0 Then
3743
3744                                                    $kill = 1
3745                                                Else
3746                                                    $Player[$playervisee][17] -=
      Floor($MoveAttack - ($Player[$playervisee][6] / 2))
3747                                                EndIf
3748                                                phrasehisto(@CRLF & " -Infliger " &
      Floor($MoveAttack - ($Player[$playervisee][6] / 2)) & " de damage AD a ' " &
      $Player[$playervisee][0] & " '", Default, Floor($MoveAttack - ($Player[$playervisee][6]
      / 2)), 0x06D8FF, $Player[$playervisee][0], 0xEB139B)
3749                                            ElseIf Floor($MoveAttack -
      ($Player[$playervisee][6] / 2)) <= 0 Then
3750                                                phrasehisto(@CRLF & " -Infliger 0 de
      damage AD a ' " & $Player[$playervisee][0] & " '", Default, 0, 0x06D8FF,
      $Player[$playervisee][0], 0xEB139B)
3751                                            EndIf
3752
3753
3754                                        EndIf
3755
3756
3757
3758                                        For $n = 0 To 46
3759                                            If $LOL[$n][1] = $activeted Then
3760
3761                                                For $test = 0 To 47
3762
3763                                                    If $Case[$test][0] =
      $marrant[$n][0] Then
3764                                                        $i = $test
```

```autoit
3765                                                 $verticale =
      Floor($Case[$MMMM][0] / 10) - Floor($Case[$i][0] / 10)
3766                                                 $horizontale = ($Case[$MMMM][0]
      - Floor($Case[$MMMM][0] / 10) * 10) - ($Case[$i][0] - Floor($Case[$i][0] / 10) * 10)
3767
3768                                                 If $MoveAttackactived = 1 Then
3769
3770
3771                                                     If $verticale > 0 Then
3772                                                         $i += 8
3773                                                     ElseIf $verticale < 0 Then
3774                                                         $i -= 8
3775                                                     ElseIf $verticale = 0 Then
3776                                                         If $horizontale > 0 Then
3777                                                             $i += 1
3778                                                         ElseIf $horizontale < 0
      Then
3779                                                             $i -= 1
3780                                                         EndIf
3781                                                     EndIf
3782
3783                                                 EndIf
3784
3785                                                 If $horizontale <> 0 Or
      $verticale <> 0 Then
3786                                                     $LOL1 =
      Floor($Case[$MMMM][0] / 10)
3787                                                     If $LOL1 = 1 Then
3788                                                         $lettre1 = "A"
3789                                                     ElseIf $LOL1 = 2 Then
3790                                                         $lettre1 = "B"
3791                                                     ElseIf $LOL1 = 3 Then
3792                                                         $lettre1 = "C"
3793                                                     ElseIf $LOL1 = 4 Then
3794                                                         $lettre1 = "D"
3795                                                     ElseIf $LOL1 = 5 Then
3796                                                         $lettre1 = "E"
3797                                                     ElseIf $LOL1 = 6 Then
3798                                                         $lettre1 = "F"
3799                                                     EndIf
3800
3801                                                     $LOL2 = Floor($Case[$i][0]
      / 10)
3802
3803                                                     If $LOL2 = 1 Then
3804                                                         $lettre2 = "A"
3805                                                     ElseIf $LOL2 = 2 Then
3806                                                         $lettre2 = "B"
3807                                                     ElseIf $LOL2 = 3 Then
3808                                                         $lettre2 = "C"
3809                                                     ElseIf $LOL2 = 4 Then
3810                                                         $lettre2 = "D"
3811                                                     ElseIf $LOL2 = 5 Then
3812                                                         $lettre2 = "E"
3813                                                     ElseIf $LOL2 = 6 Then
3814                                                         $lettre2 = "F"
3815                                                     EndIf
3816
3817                                                     $Case[$MMMM][5] = ""
3818                                                     $Case[$i][5] =
      $Player[$tour][0]
3819                                                     phrasehisto(@CRLF & " -Se
      deplacé de la case " & $lettre1 & ($Case[$MMMM][0] - $LOL1 * 10) & " jusqu'a la case "
      & $lettre2 & ($Case[$i][0] - $LOL2 * 10), Default)
3820                                                     For $5 = 0 To 46
3821
      GUICtrlDelete($LOL[$5][1])
3822                                                     Next
3823                                                     PERSO(0)
3824
3825
```

```
3826                                                                For $o = 0 To 3
3827                                                                    If $Player[$o][0] =
      $Player[$tour][0] Then
3828                                                                        $pionx =
      $Player[$o][24]
3829                                                                        $pionxa =
      $Player[$o][25]
3830                                                                        $piony =
      $Player[$o][26]
3831                                                                        $pionya =
      $Player[$o][27]
3832
3833                                                                        $Pic667 =
      GUICtrlCreatePic(@ScriptDir & "\Image\efface.jpg", $pionx, $piony, $pionxa, $pionya)
3834
      GUICtrlDelete($Pic667)
3835
3836                                                                        $Player[$o][24] =
      $Case[$i][1]
3837                                                                        $Player[$o][26] =
      $Case[$i][3] - 1
3838                                                                        $Player[$o][25] =
      $Case[$i][2] - $Case[$i][1] - 3
3839                                                                        $Player[$o][27] =
      $Case[$i][4] - $Case[$i][3] + 3.5
3840                                                                        WM_PAINT()
3841                                                                    EndIf
3842                                                                Next
3843
3844                                                            EndIf
3845                                                            ExitLoop(2)
3846
3847                                                        EndIf
3848                                                    Next
3849                                                EndIf
3850                                            Next
3851                                        EndIf
3852
3853                                        If $ResetCooldown <> 0 Then
3854                                            If $tour = $playervisee Then
3855                                                If $Player[$tour][29] <> 0 Then
3856                                                    GUICtrlSetImage($Compt1, @ScriptDir &
      "\Image\Compétences\reel\" & $Player[$tour][9] & ".jpg")
3857                                                    Global $desactiver1 = 0
3858                                                    GUICtrlDelete($Player[$playervisee][35])
3859                                                    $compteur1 = 0
3860                                                EndIf
3861                                                If $Player[$tour][30] <> 0 Then
3862                                                    GUICtrlSetImage($Compt2, @ScriptDir &
      "\Image\Compétences\reel\" & $Player[$tour][10] & ".jpg")
3863                                                    Global $desactiver2 = 0
3864                                                    GUICtrlDelete($Player[$playervisee][36])
3865                                                    $compteur2 = 0
3866                                                EndIf
3867                                                If $Player[$tour][31] <> 0 Then
3868                                                    GUICtrlSetImage($Compt3, @ScriptDir &
      "\Image\Compétences\reel\" & $Player[$tour][11] & ".jpg")
3869                                                    Global $desactiver3 = 0
3870                                                    GUICtrlDelete($Player[$playervisee][37])
3871                                                    $compteur3 = 0
3872                                                EndIf
3873                                                If $Player[$tour][32] <> 0 Then
3874                                                    GUICtrlSetImage($Compt4, @ScriptDir &
      "\Image\Compétences\reel\" & $Player[$tour][12] & ".jpg")
3875                                                    Global $desactiver4 = 0
3876                                                    GUICtrlDelete($Player[$playervisee][38])
3877                                                    $compteur4 = 0
3878                                                EndIf
3879                                            EndIf
3880                                            For $o = 1 To 4
3881                                                $Player[$playervisee][28 + $o] = 0
```

```
3882                                                    Next
3883                                                    phrasehisto(@CRLF & " -Reset tous les cooldown
     de ' " & $Player[$playervisee][0] & " ' ", Default, $Player[$playervisee][0], 0xEB139B)
3884
3885                                              EndIf
3886
3887                                        EndIf
3888
3889                                  If $kill = 1 Then
3890                                        $Player[$playervisee][17] = 0
3891                                        $Player[$playervisee][39] = "Au valhala"
3892                                        $Player[$playervisee][18] = 0
3893                                        $Player[$playervisee][19] = 0
3894                                        GUICtrlSetImage($Player[$playervisee][42],
     @ScriptDir & "\Image\tete-de-mort-16657.jpg")
3895
3896                                        If $Blueteams[0] = 2 Then
3897                                              $killed = 0
3898                                              For $o = 0 To 3
3899                                                    If $Blueteams[1] = $Player[$o][0] Then
3900                                                          If $Player[$o][39] = "Au valhala" Then
3901                                                                $killed += 1
3902                                                          EndIf
3903                                                    ElseIf $Blueteams[2] = $Player[$o][0] Then
3904
3905                                                          If $Player[$o][39] = "Au valhala" Then
3906                                                                $killed += 1
3907                                                          EndIf
3908                                                    EndIf
3909                                              Next
3910                                              If $killed = 2 Then
3911                                                    For $dab = 0 To 150
3912                                                          GUICtrlDelete($dab)
3913                                                    Next
3914                                                    Endgame(2, "R")
3915                                              EndIf
3916                                        Else
3917                                              For $o = 0 To 3
3918                                                    If $Blueteams[1] = $Player[$o][0] Then
3919                                                          If $Player[$o][39] = "Au valhala" Then
3920                                                                For $dab = 0 To 150
3921                                                                      GUICtrlDelete($dab)
3922                                                                Next
3923                                                                Endgame(1, "R")
3924                                                          EndIf
3925                                                    EndIf
3926                                              Next
3927                                        EndIf
3928                                        If $Redteams[0] = 2 Then
3929                                              $killed = 0
3930                                              For $o = 0 To 3
3931                                                    If $Redteams[1] = $Player[$o][0] Then
3932                                                          If $Player[$o][39] = "Au valhala" Then
3933                                                                $killed += 1
3934                                                          EndIf
3935                                                    ElseIf $Redteams[2] = $Player[$o][0] Then
3936                                                          If $Player[$o][39] = "Au valhala" Then
3937                                                                $killed += 1
3938                                                          EndIf
3939                                                    EndIf
3940                                              Next
3941                                              If $killed = 2 Then
3942                                                    For $dab = 0 To 150
3943                                                          GUICtrlDelete($dab)
3944                                                    Next
3945                                                    Endgame(2, "B")
3946                                              EndIf
3947                                        Else
3948                                              For $o = 0 To 3
3949                                                    If $Redteams[1] = $Player[$o][0] Then
3950                                                          If $Player[$o][39] = "Au valhala" Then
```

```
3951                                                    For $dab = 0 To 150
3952                                                        GUICtrlDelete($dab)
3953                                                    Next
3954                                                    Endgame(1, "B")
3955                                                EndIf
3956                                            EndIf
3957                                        Next
3958                                    EndIf

3960                                $pionx = $Player[$playervisee][24]
3961                                $pionxa = $Player[$playervisee][25]
3962                                $piony = $Player[$playervisee][26]
3963                                $pionya = $Player[$playervisee][27]

3965                                $Pic667 = GUICtrlCreatePic(@ScriptDir &
     "\Image\efface.jpg", $pionx, $piony, $pionxa, $pionya)
3966                                GUICtrlDelete($Pic667)
3967                                For $o = 0 To 47
3968                                    If $Case[$o][5] = $Player[$playervisee][0] Then
3969                                        $Case[$o][5] = ""
3970                                        ExitLoop(1)
3971                                    EndIf
3972                                Next
3973                                If $Resetdispo <> 0 Then
3974                                    $Resetok = 1
3975                                EndIf

3977                                phrasehisto(@CRLF & " -Tuer ' " &
     $Player[$playervisee][0] & " '", Default, $Player[$playervisee][0], 0xEB139B)


3980                            EndIf


3983                            If $MoveAttackactived = 0 Then

3985                                For $5 = 0 To 46
3986                                    GUICtrlDelete($LOL[$5][1])
3987                                Next
3988                            EndIf
3989                            If $Activetedlabel1 <> 0 Then
3990                                GUICtrlSetData($Activetedlabel1, "")
3991                            EndIf

3993                            If $Activetedlabel2 <> 0 Then

3995                                GUICtrlSetData($Activetedlabel2, "")
3996                            EndIf
3997                            If $Activetedlabel3 <> 0 Then
3998                                GUICtrlSetData($Activetedlabel3, "")
3999                            EndIf
4000                            If $Activetedlabel4 <> 0 Then
4001                                GUICtrlSetData($Activetedlabel4, "")
4002                            EndIf


4005                            $Player[$tour][18] -= $Competences[$rangcomptutilisee][1]
4006                            $Player[$tour][19] -=
     $Competences[$rangcomptutilisee][2] * 100

4008                            If $Resetok = 0 Then
4009                                $Player[$tour][28 + $numerocomptutiliseesetperso] =
     $Competences[$rangcomptutilisee][3]
4010                                If $numerocomptutiliseesetperso = 1 Then
4011                                    $dsldslsd = $Compt1
4012                                    $x1label = 708
4013                                    $compteur1 = 1
4014                                    Global $desactiver1 = 1
4015                                ElseIf $numerocomptutiliseesetperso = 2 Then
4016                                    $dsldslsd = $Compt2
4017                                    $x1label = 812
```

```
4018                                                     $compteur2 = 1
4019                                                     Global $desactiver2 = 1
4020                                                 ElseIf $numerocomputtiliseesetperso = 3 Then
4021                                                     $dsldslsd = $Compt3
4022                                                     $x1label = 907
4023                                                     $compteur3 = 1
4024                                                     Global $desactiver3 = 1
4025                                                 ElseIf $numerocomputtiliseesetperso = 4 Then
4026                                                     $dsldslsd = $Compt4
4027                                                     $x1label = 1005
4028                                                     $compteur4 = 1
4029                                                     Global $desactiver4 = 1
4030                                                 EndIf
4031
4032                                                 GUICtrlSetImage($dsldslsd, @ScriptDir &
      "\Image\Compétences\desactiver\" & $Player[$tour][8 + $numerocomputtiliseesetperso] &
      ".jpg")
4033                                                 $rprprp = GUICtrlCreateLabel("", $x1label, 698, 28,
      56)
4034                                                 $Player[$tour][34 + $numerocomputtiliseesetperso] =
      $rprprp
4035                                                 GUICtrlSetFont(-1, 35, 400, 0, "MS Sans Serif")
4036                                                 GUICtrlSetColor(-1, 0xFF0000)
4037                                                 GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
4038
4039                                                 GUICtrlSetData($rprprp, $Player[$tour][28 +
      $numerocomputtiliseesetperso])
4040    ;~ $oldtext=GUICtrlRead($historique)
4041    ;~ GUICtrlSetData($historique,$oldtext&&@CRLF&&@CRLF&"Le joueur "&$Player[$tour]&"
4042
4043                                             ElseIf $Resetok = 1 Then
4044
4045
4046                                                 $Player[$tour][19] += (Ceiling($Resetdispo -
      Floor($Resetdispo))) * 100
4047                                                 If $Player[$tour][19] > $Player[$tour][8] Then
4048                                                     $Player[$tour][19] = $Player[$tour][8]
4049                                                 EndIf
4050
4051                                                 $Player[$tour][18] += Floor($Resetdispo)
4052                                                 If $Player[$tour][18] > $Player[$tour][3] Then
4053                                                     $Player[$tour][18] = $Player[$tour][3]
4054                                                 EndIf
4055
4056                                                 phrasehisto(@CRLF & " - Vu que ' " &
      $Player[$tour][0] & " ' a tuer quelqu'un il a obtenu un reset du cooldown de ' " &
      $Competences[$rangcomputtilisee][0] & " ' et a gagné " & Ceiling($Resetdispo -
      Floor($Resetdispo)) & " de stamina et " & Floor($Resetdispo) & " de mana", Default,
      $Player[$tour][0], 0xEB139B, $Competences[$rangcomputtilisee][0], 0xE6DB12)
4057                                             EndIf
4058                                             PERSO(0)
4059
4060
4061                                                 WM_PAINT()
4062
4063                                             ExitLoop(3)
4064                                         ElseIf $marrant[$r][0] = "" Then
4065                                             WM_PAINT()
4066
4067                                             ExitLoop(2)
4068                                         EndIf
4069    ;~                    EndIf
4070                                 Next
4071                             EndIf
4072
4073
4074
4075                 Next
4076
4077             ElseIf $test Then
4078
```

```
4079                        $Array2 = MouseGetPos()
4080
4081                        Global $aPos = WinGetPos("JEU")
4082
4083
4084
4085     ;~
4086
4087                        If $Array2[0] > 680 + $aPos[0] And $Array2[0] < 680 + 73 + $aPos[0] And
         $Array2[1] > 680 + $aPos[1] And $Array2[1] < 680 + 73 + $aPos[1] Then
4088                            If $desactiver1 = 0 Then
4089                            While _IsPressed($touchecompt1, $dll)
4090                                Sleep(10)
4091                            WEnd
4092                            For $e = 0 To 46
4093                                GUICtrlDelete($LOL[$e][1])
4094                            Next
4095                            If $Activetedlabel1 <> 0 Then
4096                                GUICtrlSetData($Activetedlabel1, "")
4097                            EndIf
4098                            If $Activetedlabel2 <> 0 Then
4099                                GUICtrlSetData($Activetedlabel2, "")
4100                            EndIf
4101                            If $Activetedlabel3 <> 0 Then
4102                                GUICtrlSetData($Activetedlabel3, "")
4103                            EndIf
4104                            If $Activetedlabel4 <> 0 Then
4105                                GUICtrlSetData($Activetedlabel4, "")
4106                            EndIf
4107                            WM_PAINT()
4108
4109                            While 1 ;probleme resout en attendant de trouver une soluce
4110                                COMPETENCE(1)
4111                            WEnd
4112                            ExitLoop(3)
4113                          EndIf
4114                        ElseIf $Array2[0] > 784 + $aPos[0] And $Array2[0] < 784 + 73 + $aPos[0]
         And $Array2[1] > 680 + $aPos[1] And $Array2[1] < 680 + 73 + $aPos[1] Then
4115                            If $desactiver2 = 0 Then
4116                            While _IsPressed($touchecompt2, $dll)
4117                                Sleep(10)
4118                            WEnd
4119                            For $e = 0 To 46
4120                                GUICtrlDelete($LOL[$e][1])
4121                            Next
4122                            If $Activetedlabel1 <> 0 Then
4123                                GUICtrlSetData($Activetedlabel1, "")
4124                            EndIf
4125                            If $Activetedlabel2 <> 0 Then
4126                                GUICtrlSetData($Activetedlabel2, "")
4127                            EndIf
4128                            If $Activetedlabel3 <> 0 Then
4129                                GUICtrlSetData($Activetedlabel3, "")
4130                            EndIf
4131                            If $Activetedlabel4 <> 0 Then
4132                                GUICtrlSetData($Activetedlabel4, "")
4133                            EndIf
4134                            WM_PAINT()
4135
4136                            While 1 ;probleme resout en attendant de trouver une soluce
4137                                COMPETENCE(2)
4138                            WEnd
4139                            ExitLoop(3)
4140                          EndIf
4141                        ElseIf $Array2[0] > 880 + $aPos[0] And $Array2[0] < 880 + 73 + $aPos[0]
         And $Array2[1] > 680 + $aPos[1] And $Array2[1] < 680 + 73 + $aPos[1] Then
4142                            If $desactiver2 = 0 Then
4143                            While _IsPressed($touchecompt2, $dll)
4144                                Sleep(10)
4145                            WEnd
4146                            For $e = 0 To 46
```

```autoit
4147                         GUICtrlDelete($LOL[$e][1])
4148                     Next
4149                     If $Activetedlabel1 <> 0 Then
4150                         GUICtrlSetData($Activetedlabel1, "")
4151                     EndIf
4152                     If $Activetedlabel2 <> 0 Then
4153                         GUICtrlSetData($Activetedlabel2, "")
4154                     EndIf
4155                     If $Activetedlabel3 <> 0 Then
4156                         GUICtrlSetData($Activetedlabel3, "")
4157                     EndIf
4158                     If $Activetedlabel4 <> 0 Then
4159                         GUICtrlSetData($Activetedlabel4, "")
4160                     EndIf
4161                     WM_PAINT()
4162
4163                     While 1 ;probleme resout en attendant de trouver une soluce
4164                         COMPETENCE(3)
4165                     WEnd
4166                     ExitLoop(3)
4167                 EndIf
4168             ElseIf $Array2[0] > 976 + $aPos[0] And $Array2[0] < 976 + 73 + $aPos[0]
     And $Array2[1] > 680 + $aPos[1] And $Array2[1] < 680 + 73 + $aPos[1] Then
4169                 If $desactiver2 = 0 Then
4170                     While _IsPressed($touchecompt2, $dll)
4171                         Sleep(10)
4172                     WEnd
4173                     For $e = 0 To 46
4174                         GUICtrlDelete($LOL[$e][1])
4175                     Next
4176                     If $Activetedlabel1 <> 0 Then
4177                         GUICtrlSetData($Activetedlabel1, "")
4178                     EndIf
4179                     If $Activetedlabel2 <> 0 Then
4180                         GUICtrlSetData($Activetedlabel2, "")
4181                     EndIf
4182                     If $Activetedlabel3 <> 0 Then
4183                         GUICtrlSetData($Activetedlabel3, "")
4184                     EndIf
4185                     If $Activetedlabel4 <> 0 Then
4186                         GUICtrlSetData($Activetedlabel4, "")
4187                     EndIf
4188                     WM_PAINT()
4189
4190                     While 1 ;probleme resout en attendant de trouver une soluce
4191                         COMPETENCE(4)
4192                     WEnd
4193                     ExitLoop(3)
4194                 EndIf
4195             EndIf
4196
4197
4198         ElseIf _IsPressed("02", $dll) Then
4199
4200             For $e = 0 To 46
4201                 GUICtrlDelete($LOL[$e][1])
4202             Next
4203             If $Activetedlabel1 <> 0 Then
4204                 GUICtrlSetData($Activetedlabel1, "")
4205             EndIf
4206             If $Activetedlabel2 <> 0 Then
4207                 GUICtrlSetData($Activetedlabel2, "")
4208             EndIf
4209             If $Activetedlabel3 <> 0 Then
4210                 GUICtrlSetData($Activetedlabel3, "")
4211             EndIf
4212             If $Activetedlabel4 <> 0 Then
4213                 GUICtrlSetData($Activetedlabel4, "")
4214             EndIf
4215             WM_PAINT()
4216             ExitLoop(1)
```

```
4217
4218
4219                    ElseIf _IsPressed($touchecompt1, $dll) Then
4220                        If $desactiver1 = 0 Then
4221                            While _IsPressed($touchecompt1, $dll)
4222                                Sleep(10)
4223                            WEnd
4224                            For $e = 0 To 46
4225                                GUICtrlDelete($LOL[$e][1])
4226                            Next
4227                            If $Activetedlabel1 <> 0 Then
4228                                GUICtrlSetData($Activetedlabel1, "")
4229                            EndIf
4230                            If $Activetedlabel2 <> 0 Then
4231                                GUICtrlSetData($Activetedlabel2, "")
4232                            EndIf
4233                            If $Activetedlabel3 <> 0 Then
4234                                GUICtrlSetData($Activetedlabel3, "")
4235                            EndIf
4236                            If $Activetedlabel4 <> 0 Then
4237                                GUICtrlSetData($Activetedlabel4, "")
4238                            EndIf
4239                            WM_PAINT()
4240
4241                            While 1 ;probleme resout en attendant de trouver une soluce
4242                                COMPETENCE(1)
4243                            WEnd
4244                            ExitLoop(3)
4245                        EndIf
4246                    ElseIf _IsPressed($touchecompt2, $dll) Then
4247                        If $desactiver2 = 0 Then
4248                            While _IsPressed($touchecompt2, $dll)
4249                                Sleep(10)
4250                            WEnd
4251                            For $e = 0 To 46
4252                                GUICtrlDelete($LOL[$e][1])
4253                            Next
4254                            If $Activetedlabel1 <> 0 Then
4255                                GUICtrlSetData($Activetedlabel1, "")
4256                            EndIf
4257                            If $Activetedlabel2 <> 0 Then
4258                                GUICtrlSetData($Activetedlabel2, "")
4259                            EndIf
4260                            If $Activetedlabel3 <> 0 Then
4261                                GUICtrlSetData($Activetedlabel3, "")
4262                            EndIf
4263                            If $Activetedlabel4 <> 0 Then
4264                                GUICtrlSetData($Activetedlabel4, "")
4265                            EndIf
4266                            WM_PAINT()
4267
4268                            While 1 ;probleme resout en attendant de trouver une soluce
4269                                COMPETENCE(2)
4270                            WEnd
4271                            ExitLoop(3)
4272                        EndIf
4273                    ElseIf _IsPressed($touchecompt3, $dll) Then
4274                        If $desactiver3 = 0 Then
4275                            While _IsPressed($touchecompt3, $dll)
4276                                Sleep(10)
4277                            WEnd
4278                            For $e = 0 To 46
4279                                GUICtrlDelete($LOL[$e][1])
4280                            Next
4281                            If $Activetedlabel1 <> 0 Then
4282                                GUICtrlSetData($Activetedlabel1, "")
4283                            EndIf
4284                            If $Activetedlabel2 <> 0 Then
4285                                GUICtrlSetData($Activetedlabel2, "")
4286                            EndIf
4287                            If $Activetedlabel3 <> 0 Then
```

```
4288                         GUICtrlSetData($Activetedlabel3, "")
4289                     EndIf
4290                     If $Activetedlabel4 <> 0 Then
4291                         GUICtrlSetData($Activetedlabel4, "")
4292                     EndIf
4293                     WM_PAINT()
4294
4295                     While 1 ;probleme resout en attendant de trouver une soluce
4296                         COMPETENCE(3)
4297                     WEnd
4298                     ExitLoop(3)
4299                 EndIf
4300             ElseIf _IsPressed($touchecompt4, $dll) Then
4301                 If $desactiver4 = 0 Then
4302                     While _IsPressed($touchecompt4, $dll)
4303                         Sleep(10)
4304                     WEnd
4305                     For $e = 0 To 46
4306                         GUICtrlDelete($LOL[$e][1])
4307                     Next
4308                     If $Activetedlabel1 <> 0 Then
4309                         GUICtrlSetData($Activetedlabel1, "")
4310                     EndIf
4311                     If $Activetedlabel2 <> 0 Then
4312                         GUICtrlSetData($Activetedlabel2, "")
4313                     EndIf
4314                     If $Activetedlabel3 <> 0 Then
4315                         GUICtrlSetData($Activetedlabel3, "")
4316                     EndIf
4317                     If $Activetedlabel4 <> 0 Then
4318                         GUICtrlSetData($Activetedlabel4, "")
4319                     EndIf
4320                     WM_PAINT()
4321
4322                     While 1 ;probleme resout en attendant de trouver une soluce
4323                         COMPETENCE(4)
4324                     WEnd
4325                     ExitLoop(3)
4326                 EndIf
4327             EndIf
4328         EndIf
4329
4330
4331     WEnd
4332
4333 EndFunc    ;==>Phase3
4334
4335 Func phrasehisto($phrase, $caractplus = 0, $moachercher1 = "", $couleur1 = 0,
     $moachercher2 = "", $couleur2 = 0, $moachercher3 = "", $couleur3 = 0)
4336
4337     $firstchar2 = _GUICtrlRichEdit_GetLineCount($historique) + 1
4338     _GUICtrlRichEdit_AppendText($historique, $phrase)
4339     If $moachercher1 <> "" And $couleur1 <> 0 Then
4340         $firstchar = _GUICtrlRichEdit_GetFirstCharPosOnLine($historique, $firstchar2)
4341         $mot = _GUICtrlRichEdit_FindTextInRange($historique, $moachercher1, $firstchar
     + $caractplus)
4342         _GUICtrlRichEdit_SetSel($historique, $mot[0], $mot[1], True)
4343         _GUICtrlRichEdit_SetCharColor($historique, $couleur1)
4344         If $moachercher2 <> "" And $couleur2 <> 0 Then
4345             $mot = _GUICtrlRichEdit_FindTextInRange($historique, $moachercher2,
     $firstchar + $caractplus)
4346             _GUICtrlRichEdit_SetSel($historique, $mot[0], $mot[1], True)
4347             _GUICtrlRichEdit_SetCharColor($historique, $couleur2)
4348             If $moachercher3 <> "" And $couleur3 <> 0 Then
4349                 $mot = _GUICtrlRichEdit_FindTextInRange($historique, $moachercher3,
     $firstchar + $caractplus)
4350                 _GUICtrlRichEdit_SetSel($historique, $mot[0], $mot[1], True)
4351                 _GUICtrlRichEdit_SetCharColor($historique, $couleur3)
4352             EndIf
4353         EndIf
4354     EndIf
```

```
4355        _GUICtrlRichEdit_ScrollToCaret($historique)
4356        _GUICtrlRichEdit_Deselect($historique)
4357    EndFunc   ;==>phrasehisto
4358
4359    Func Endgame($kill, $teamwinner)
4360        _GDIPlus_ImageDispose($guerrierdroite)
4361        _GDIPlus_ImageDispose($guerriergauche)
4362        _GDIPlus_ImageDispose($ingenieurdroite)
4363        _GDIPlus_ImageDispose($ingenieurgauche)
4364        _GDIPlus_ImageDispose($magiciendroite)
4365        _GDIPlus_ImageDispose($magiciengauche)
4366        _GDIPlus_ImageDispose($hImage2)
4367        _GDIPlus_ImageDispose($qdpkqojk)
4368        _GDIPlus_ImageDispose($moche)
4369        _GUICtrlRichEdit_Destroy($historique)
4370        _GDIPlus_Shutdown()
4371        $Pic667 = GUICtrlCreatePic(@ScriptDir & "\Image\efface.jpg", 0, 0, 1256, 761)
4372
4373        GUICtrlDelete($Pic667)
4374        $xp = 0
4375        $Label111 = GUICtrlCreateLabel("Ecran Finale", 520, 0, 236, 49)
4376        GUICtrlSetFont(-1, 34, 400, 0, "MS PGothic")
4377        $Edit111 = GUICtrlCreateEdit("", 896, 176, 273, 409, BitOR($ES_AUTOVSCROLL,
        $ES_AUTOHSCROLL, $ES_READONLY, $ES_WANTRETURN))
4378
4379        $ListView111 = GUICtrlCreateListView("Nom|LVL|XP|Etat", 40, 184, 337, 137)
4380        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 0, 180)
4381        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 1, 50)
4382        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 2, 50)
4383        GUICtrlSendMsg(-1, $LVM_SETCOLUMNWIDTH, 3, 50)
4384        $Continuerptdr = GUICtrlCreateButton("Continuer", 456, 656, 369, 97)
4385        $Progress121 = GUICtrlCreateProgress(40, 384, 337, 25, BitOR($PBS_SMOOTH,
        $WS_BORDER, $WS_CLIPSIBLINGS))
4386
4387        $xp = $kill * 150
4388        _GUICtrlEdit_AppendText($Edit111, "Reward :")
4389        _GUICtrlEdit_AppendText($Edit111, @CRLF & "XP :")
4390        _GUICtrlEdit_AppendText($Edit111, @CRLF & @CRLF & "+ Kill = " & $kill * 150)
4391        $Label112 = GUICtrlCreateLabel("LVL :", 56, 360, 77, 17)
4392        $Label113 = GUICtrlCreateLabel("Point :", 274, 360, 77, 17)
4393        $Label114 = GUICtrlCreateLabel("Nom :", 111, 416, 216, 17)
4394
4395
4396        If $teamwinner = "B" Then
4397            If $Blueteams[0] = 2 Then
4398                $Label115 = GUICtrlCreateLabel("LVL :", 56, 461, 77, 17)
4399                $Label116 = GUICtrlCreateLabel("Nom :", 111, 517, 216, 17)
4400                $Label117 = GUICtrlCreateLabel("Point :", 274, 457, 77, 17)
4401                $Progress122 = GUICtrlCreateProgress(40, 480, 337, 25, BitOR($PBS_SMOOTH,
        $WS_BORDER, $WS_CLIPSIBLINGS))
4402            EndIf
4403            $xp += Floor(3000 / $tourscomplet)
4404            _GUICtrlEdit_AppendText($Edit111, @CRLF & "+ Nombre de tours " & $tourscomplet
        & " = " & Floor(3000 / $tourscomplet))
4405            $lvlwinner = 0
4406            $lvllooser = 0
4407            For $o = 0 To 3
4408                If $Player[$o][0] = $Blueteams[1] Then
4409                    $lvlwinner += $Player[$o][14]
4410
4411                ElseIf $Blueteams[0] = 2 And $Player[$o][0] = $Blueteams[2] Then
4412                    $lvlwinner += $Player[$o][14]
4413
4414                ElseIf $Player[$o][0] = $Redteams[1] Then
4415                    $lvllooser += $Player[$o][14]
4416                ElseIf $Redteams[0] = 2 And $Player[$o][0] = $Redteams[2] Then
4417                    $lvllooser += $Player[$o][14]
4418                EndIf
4419            Next
4420            If($lvlwinner - $lvllooser) >= 4 Then
4421                _GUICtrlEdit_AppendText($Edit111, @CRLF & "- Level de différence " &
```

```
             ($lvlwinner - $lvllooser) & " = " & ($lvlwinner - $lvllooser) * 75)
4422                 $xp -= ($lvlwinner - $lvllooser) * 75
4423                 If $xp < 0 Then
4424                     $xp = 0
4425                 EndIf
4426            ElseIf($lvllooser - $lvlwinner) >= 4 Then
4427                 _GUICtrlEdit_AppendText($Edit111, @CRLF & "+ Level de différence " &
             ($lvllooser - $lvlwinner) & " = " & ($lvllooser - $lvlwinner) * 100)
4428                 $xp += ($lvllooser - $lvlwinner) * 100
4429            EndIf
4430            _GUICtrlEdit_AppendText($Edit111, @CRLF & @CRLF & "Resultat xp = " & Floor($xp))
4431            For $t = 0 To 3
4432
4433                If $Player[$t][0] = $Blueteams[1] Then
4434                    GUICtrlSetData($Label114, "Nom : " & $Player[$t][0])
4435                    $Player[$t][15] += Floor($xp)
4436                    _GUICtrlEdit_AppendText($Edit111, @CRLF)
4437                    For $o = 0 To 3
4438                        If $Player[$t][15] >= ($Player[$t][14] * 100) Then
4439                            $Player[$t][15] = $Player[$t][15] - $Player[$t][14] * 100
4440                            $Player[$t][14] += 1
4441                            _GUICtrlEdit_AppendText($Edit111, @CRLF & $Player[$t][0] & "
             est passer level " & $Player[$t][14])
4442                            $Player[$t][16] += 10
4443                        Else
4444                            ExitLoop(1)
4445                        EndIf
4446                    Next
4447                    ouverturereicritureandsave($Player[$t][0], $Player[$t][14],
             $Player[$t][16], $Player[$t][15])
4448                    $exp = POURCENTAGE($Player[$t][15], $Player[$t][14] * 100)
4449                    GUICtrlSetData($Progress121, $exp)
4450                    GUICtrlSetData($Label112, "LVL : " & $Player[$t][14])
4451                    GUICtrlSetData($Label113, "Point : " & $Player[$t][16])
4452                    GUICtrlCreateListViewItem($Player[$t][0] & "|" & $Player[$t][14] & "|"
             & $Player[$t][15] & "|" & $Player[$t][16], $ListView111)
4453
4454                ElseIf $Blueteams[0] = 2 And $Player[$t][0] = $Blueteams[2] Then
4455
4456                    GUICtrlSetData($Label114, "Nom : " & $Player[$t][0])
4457                    $Player[$t][15] += Floor($xp)
4458                    _GUICtrlEdit_AppendText($Edit111, @CRLF)
4459                    For $o = 0 To 3
4460                        If $Player[$t][15] >= ($Player[$t][14] * 100) Then
4461                            $Player[$t][15] = $Player[$t][15] - $Player[$t][14] * 100
4462                            $Player[$t][14] += 1
4463                            _GUICtrlEdit_AppendText($Edit111, @CRLF & $Player[$t][0] & "
             est passer level " & $Player[$t][14])
4464                            $Player[$t][16] += 10
4465                        Else
4466                            ExitLoop(1)
4467                        EndIf
4468                    Next
4469                    ouverturereicritureandsave($Player[$t][0], $Player[$t][14],
             $Player[$t][16], $Player[$t][15])
4470                    $exp = POURCENTAGE($Player[$t][15], $Player[$t][14] * 100)
4471                    GUICtrlSetData($Progress122, $exp)
4472                    GUICtrlSetData($Label115, "LVL : " & $Player[$t][14])
4473                    GUICtrlSetData($Label117, "Point : " & $Player[$t][16])
4474                    GUICtrlCreateListViewItem($Player[$t][0] & "|" & $Player[$t][14] & "|"
             & $Player[$t][15] & "|" & $Player[$t][16], $ListView111)
4475                ElseIf $Player[$t][0] = $Redteams[1] Then
4476                    GUICtrlCreateListViewItem($Player[$t][0] & "|" & $Player[$t][14] & "|"
             & $Player[$t][15] & "|" & $Player[$t][16], $ListView111)
4477                ElseIf $Redteams[0] = 2 And $Player[$t][0] = $Redteams[2] Then
4478                    GUICtrlCreateListViewItem($Player[$t][0] & "|" & $Player[$t][14] & "|"
             & $Player[$t][15] & "|" & $Player[$t][16], $ListView111)
4479                EndIf
4480
4481        Next
4482    ElseIf $teamwinner = "R" Then
```

```autoit
4483            If $Redteams[0] = 2 Then
4484
4485                $Label115 = GUICtrlCreateLabel("LVL :", 56, 461, 77, 17)
4486                $Label116 = GUICtrlCreateLabel("Nom :", 111, 517, 216, 17)
4487                $Label117 = GUICtrlCreateLabel("Point :", 274, 457, 77, 17)
4488                $Progress122 = GUICtrlCreateProgress(40, 480, 337, 25, BitOR($PBS_SMOOTH,
     $WS_BORDER, $WS_CLIPSIBLINGS))
4489            EndIf
4490            $xp += Floor(3000 / $tourscomplet)
4491            _GUICtrlEdit_AppendText($Edit111, @CRLF & "+ Nombre de tours " & $tourscomplet
     & " = " & Floor(3000 / $tourscomplet))
4492            $lvlwinner = 0
4493            $lvllooser = 0
4494            For $o = 0 To 3
4495                If $Player[$o][0] = $Redteams[1] Then
4496                    $lvlwinner += $Player[$o][14]
4497                ElseIf $Redteams[0] = 2 And $Player[$o][0] = $Redteams[2] Then
4498                    $lvlwinner += $Player[$o][14]
4499
4500                ElseIf $Player[$o][0] = $Blueteams[1] Then
4501                    $lvllooser += $Player[$o][14]
4502                ElseIf $Blueteams[0] = 2 And $Player[$o][0] = $Blueteams[2] Then
4503                    $lvllooser += $Player[$o][14]
4504                EndIf
4505            Next
4506            If($lvlwinner - $lvllooser) >= 4 Then
4507                _GUICtrlEdit_AppendText($Edit111, @CRLF & "- Level de différence " &
     ($lvlwinner - $lvllooser) & " = " & ($lvlwinner - $lvllooser) * 75)
4508                $xp -= ($lvlwinner - $lvllooser) * 75
4509                If $xp < 0 Then
4510                    $xp = 0
4511                EndIf
4512            ElseIf($lvllooser - $lvlwinner) >= 4 Then
4513                _GUICtrlEdit_AppendText($Edit111, @CRLF & "+ Level de différence " &
     ($lvllooser - $lvlwinner) & " = " & ($lvllooser - $lvlwinner) * 100)
4514                $xp += ($lvllooser - $lvlwinner) * 100
4515            EndIf
4516            _GUICtrlEdit_AppendText($Edit111, @CRLF & @CRLF & "Resultat xp = " & Floor($xp))
4517            For $t = 0 To 3
4518
4519                If $Player[$t][0] = $Redteams[1] Then
4520                    GUICtrlSetData($Label114, "Nom : " & $Player[$t][0])
4521                    $Player[$t][15] += Floor($xp)
4522                    _GUICtrlEdit_AppendText($Edit111, @CRLF)
4523                    For $o = 0 To 3
4524                        If $Player[$t][15] >= ($Player[$t][14] * 100) Then
4525                            $Player[$t][15] = $Player[$t][15] - $Player[$t][14] * 100
4526                            $Player[$t][14] += 1
4527                            _GUICtrlEdit_AppendText($Edit111, @CRLF & $Player[$t][0] & "
     est passer level " & $Player[$t][14])
4528                            $Player[$t][16] += 10
4529                        Else
4530                            ExitLoop(1)
4531                        EndIf
4532                    Next
4533                    ouverturereicritureandsave($Player[$t][0], $Player[$t][14],
     $Player[$t][16], $Player[$t][15])
4534                    $exp = POURCENTAGE($Player[$t][15], $Player[$t][14] * 100)
4535                    GUICtrlSetData($Progress121, $exp)
4536                    GUICtrlSetData($Label112, "LVL : " & $Player[$t][14])
4537                    GUICtrlSetData($Label113, "Point : " & $Player[$t][16])
4538                    GUICtrlCreateListViewItem($Player[$t][0] & "|" & $Player[$t][14] & "|"
     & $Player[$t][15] & "|" & $Player[$t][16], $ListView111)
4539                ElseIf $Redteams[0] = 2 And $Player[$t][0] = $Redteams[2] Then
4540
4541                    GUICtrlSetData($Label114, "Nom : " & $Player[$t][0])
4542                    $Player[$t][15] += Floor($xp)
4543                    _GUICtrlEdit_AppendText($Edit111, @CRLF)
4544                    For $o = 0 To 3
4545                        If $Player[$t][15] >= ($Player[$t][14] * 100) Then
4546                            $Player[$t][15] = $Player[$t][15] - $Player[$t][14] * 100
```

```autoit
4547                             $Player[$t][14] += 1
4548                             _GUICtrlEdit_AppendText($Edit111, @CRLF & $Player[$t][0] & "
      est passer level " & $Player[$t][14])
4549                             $Player[$t][16] += 10
4550                         Else
4551                             ExitLoop(1)
4552                         EndIf
4553                     Next
4554
4555                     ouverturereicritureandsave($Player[$t][0], $Player[$t][14],
      $Player[$t][16], $Player[$t][15])
4556                     $exp = POURCENTAGE($Player[$t][15], $Player[$t][14] * 100)
4557                     GUICtrlSetData($Progress122, $exp)
4558                     GUICtrlSetData($Label115, "LVL : " & $Player[$t][14])
4559                     GUICtrlSetData($Label117, "Point : " & $Player[$t][16])
4560                     GUICtrlCreateListViewItem($Player[$t][0] & "|" & $Player[$t][14] & "|"
      & $Player[$t][15] & "|" & $Player[$t][16], $ListView111)
4561                 ElseIf $Player[$t][0] = $Blueteams[1] Then
4562                     GUICtrlCreateListViewItem($Player[$t][0] & "|" & $Player[$t][14] & "|"
      & $Player[$t][15] & "|" & $Player[$t][16], $ListView111)
4563                 ElseIf $Blueteams[0] = 2 And $Player[$t][0] = $Blueteams[2] Then
4564                     GUICtrlCreateListViewItem($Player[$t][0] & "|" & $Player[$t][14] & "|"
      & $Player[$t][15] & "|" & $Player[$t][16], $ListView111)
4565                 EndIf
4566
4567             Next
4568         EndIf
4569         While 1
4570             $nMsg = GUIGetMsg()
4571             Switch $nMsg
4572                 Case $GUI_EVENT_CLOSE
4573
4574                     Exit
4575                 Case $Continuerptdr
4576                     For $r = 0 To 40
4577                         GUICtrlDelete($r)
4578                     Next
4579                     Town()
4580             EndSwitch
4581         WEnd
4582     EndFunc    ;==>Endgame
4583
4584     Func ouverturereicritureandsave($nom, $lvl, $point, $xp)
4585         Global $champ[1][17]
4586         $file = FileOpen(@ScriptDir & "\Data\Perso\" & $nom & ".txt") ;ouvre un fichier texte
4587         $adecrypter = FileRead($file) ;lis le fichier texte
4588         FileClose($file) ;ferme le fichier texte
4589         $leel = _Crypt_DecryptData($adecrypter, "darkelle24", $CALG_RC4) ;decrypte le texte
      grace au mdp darkelle24 et renvoie un code binaire
4590         $leeel = BinaryToString($leel) ;permet de convertir du binaire en texte
4591         _FileCreate(@ScriptDir & "\Data\Perso\temp.txt") ;creer un fichier texte
4592         $file = FileOpen(@ScriptDir & "\Data\Perso\temp.txt", 2) ;ouvre un fichier texte en
      mode ecriture et suppression de ce qu il y avait avant
4593         FileWrite($file, $leeel) ;ecrit le texte dechiffrer dans le nouveau fichier texte
4594         $test = _FileReadToArray(@ScriptDir & "\Data\Perso\temp.txt", $champ,
      $FRTA_NOCOUNT, "|") ;permet de convertir le texte du fichier texte en tableau grace au
      marqueur |
4595         FileClose($file)
4596         FileDelete(@ScriptDir & "\Data\Perso\temp.txt")
4597         $champ[0][14] = $lvl
4598         $champ[0][15] = $xp
4599         $champ[0][16] = $point
4600         FileDelete(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
4601         _FileCreate(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
4602         _FileWriteFromArray(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt", $champ)
4603         $file = FileOpen(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
4604         $tableauacrypte = FileRead($file)
4605         FileDelete(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
4606         FileClose($file)
4607         $tableauacrypte = _Crypt_EncryptData($tableauacrypte, "darkelle24", $CALG_RC4)
4608         _FileCreate(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt")
```

```
4609          $file = FileOpen(@ScriptDir & "\Data\Perso\" & $champ[0][0] & ".txt", $FO_APPEND)
4610          FileWrite($file, $tableauacrypte)
4611          FileClose($file)
4612   EndFunc   ;==>ouverturereicritureandsave
4613
4614
4615
4616   Func direction($dep, $fin)
4617       If $activatiedview = "True" Then
4618           $horizontale = ($Case[$fin][0] - Floor($Case[$fin][0] / 10) * 10) -
       ($Case[$dep][0] - Floor($Case[$dep][0] / 10) * 10)
4619           If $horizontale > 0 Then
4620               If $Player[$tour][40] <> "droite" Then
4621                   $pionx = $Player[$tour][24]
4622                   $pionxa = $Player[$tour][25]
4623                   $piony = $Player[$tour][26]
4624                   $pionya = $Player[$tour][27]
4625
4626                   $Pic667 = GUICtrlCreatePic(@ScriptDir & "\Image\efface.jpg", $pionx,
       $piony, $pionxa, $pionya)
4627                   GUICtrlDelete($Pic667)
4628               EndIf
4629               $Player[$tour][40] = "droite"
4630           ElseIf $horizontale < 0 Then
4631               If $Player[$tour][40] <> "gauche" Then
4632                   $pionx = $Player[$tour][24]
4633                   $pionxa = $Player[$tour][25]
4634                   $piony = $Player[$tour][26]
4635                   $pionya = $Player[$tour][27]
4636
4637                   $Pic667 = GUICtrlCreatePic(@ScriptDir & "\Image\efface.jpg", $pionx,
       $piony, $pionxa, $pionya)
4638                   GUICtrlDelete($Pic667)
4639               EndIf
4640               $Player[$tour][40] = "gauche"
4641           EndIf
4642       EndIf
4643
4644   EndFunc   ;==>direction
4645
4646   Func Menu()
4647       $Pic667 = GUICtrlCreatePic(@ScriptDir & "\Image\efface.jpg", 0, 0, 1256, 761)
4648       GUICtrlDelete($Pic667)
4649       For $dab = 0 To 150
4650           GUICtrlSetState($dab, $GUI_HIDE)
4651       Next
4652       WinSetState($historique, "", @SW_HIDE)
4653
4654
4655
4656       $Resume = GUICtrlCreateButton("Resume", 450, 136, 353, 73)
4657       $Option = GUICtrlCreateButton("Option", 448, 256, 353, 73)
4658       $townmenu = GUICtrlCreateButton("Town", 448, 372, 353, 73)
4659       $Exit = GUICtrlCreateButton("Exit", 448, 488, 353, 73)
4660       While 1
4661           $nMsg = GUIGetMsg()
4662           Switch $nMsg
4663               Case $Option
4664                   For $yesI = $Resume To $Exit
4665                       GUICtrlSetState($yesI, $GUI_HIDE)
4666                   Next
4667                   OPTION(1)
4668                   For $yesI = $Resume To $Exit
4669                       GUICtrlSetState($yesI, $GUI_SHOW)
4670                   Next
4671               Case $Resume
4672                   For $yesI = $Resume To $Exit
4673                       GUICtrlDelete($yesI)
4674                   Next
4675                   For $dab = 0 To 150
4676                       GUICtrlSetState($dab, $GUI_SHOW)
```

```autoit
4677                     Next
4678                     WinSetState($historique, "", @SW_SHOW)
4679                     WM_PAINT()
4680                     ExitLoop(1)
4681
4682             Case $Exit
4683                 Exit
4684             Case $townmenu
4685
4686                     _GDIPlus_ImageDispose($guerrierdroite)
4687                     _GDIPlus_ImageDispose($guerriergauche)
4688                     _GDIPlus_ImageDispose($ingenieurdroite)
4689                     _GDIPlus_ImageDispose($ingenieurgauche)
4690                     _GDIPlus_ImageDispose($magiciendroite)
4691                     _GDIPlus_ImageDispose($magiciengauche)
4692                     _GDIPlus_ImageDispose($hImage2)
4693                     _GDIPlus_ImageDispose($qdpkqojk)
4694                     _GDIPlus_ImageDispose($moche)
4695                     _GDIPlus_Shutdown()
4696                 For $dab = 0 To 150
4697                     GUICtrlDelete($dab)
4698                 Next
4699                 Town()
4700             Case $GUI_EVENT_CLOSE
4701                 Exit
4702
4703         EndSwitch
4704     WEnd
4705 EndFunc   ;==>Menu
4706
4707 Func PersoSEE($iCtrlID)
4708 ;~  ConsoleWrite($iCtrlID&@CRLF)
4709
4710     For $yesI = 0 To 3
4711 ;~      ConsoleWrite($Player[$yesI][7] & @CRLF)
4712         If $Player[$yesI][42] = $iCtrlID Then
4713
4714             $MDRXPTDR = $yesI
4715             ExitLoop(1)
4716         EndIf
4717     Next
4718     $aMousePos = MouseGetPos()
4719 ;~  ConsoleWrite($MDRXPTDR&@CRLF)
4720     $bof = GUICreate($Player[$MDRXPTDR][0], 348, 322, $aMousePos[0] + 10, $aMousePos[1]
     + 10, BitOR($WS_POPUP, $WS_BORDER), $WS_EX_TOPMOST, $Form1)
4721     GUISetBkColor(0x000000, $bof)
4722     GUISetState(@SW_SHOW, $bof)
4723
4724     XPStyle(1)
4725     $Hpmdr = GUICtrlCreateProgress(96, 64, 241, 25, BitOR($PBS_SMOOTH, $WS_CLIPSIBLINGS))
4726     GUICtrlSetColor(-1, 0x00FF00)
4727     GUICtrlSetBkColor(-1, 0x800000)
4728     GUICtrlSetData(-1, POURCENTAGE($Player[$MDRXPTDR][17], $Player[$MDRXPTDR][2]))
4729     $Manamdr = GUICtrlCreateProgress(96, 104, 241, 25, BitOR($PBS_SMOOTH,
     $WS_CLIPSIBLINGS))
4730     GUICtrlSetColor(-1, 0x00FFFF)
4731     GUICtrlSetBkColor(-1, 0x000080)
4732     GUICtrlSetData(-1, POURCENTAGE($Player[$MDRXPTDR][18], $Player[$MDRXPTDR][3]))
4733     $Stammdr = GUICtrlCreateProgress(96, 144, 241, 25, BitOR($PBS_SMOOTH,
     $WS_CLIPSIBLINGS))
4734     GUICtrlSetColor(-1, 0xFFFF00)
4735     GUICtrlSetBkColor(-1, 0x808000)
4736     GUICtrlSetData(-1, POURCENTAGE(Int($Player[$MDRXPTDR][19] / 100),
     Int($Player[$MDRXPTDR][8] / 100)))
4737     XPStyle(0)
4738     $hplabelmdr = GUICtrlCreateLabel("Text", 96, 68, 241, 25, $SS_CENTER, $WS_EX_TOPMOST)
4739     GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
4740     GUICtrlSetData(-1, "HP: " & $Player[$MDRXPTDR][17] & "/" & $Player[$MDRXPTDR][2])
4741     $manalabelmdr = GUICtrlCreateLabel("Label1", 96, 108, 241, 25, $SS_CENTER,
     $WS_EX_TOPMOST)
4742     GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
```

```autoit
4743        GUICtrlSetData(-1, "MANA: " & $Player[$MDRXPTDR][18] & "/" & $Player[$MDRXPTDR][3])
4744        $stamlabelmdr = GUICtrlCreateLabel("Label1", 96, 148, 241, 25, $SS_CENTER,
       $WS_EX_TOPMOST)
4745        GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
4746        GUICtrlSetData(-1, "STAM: " & Int($Player[$MDRXPTDR][19] / 100) & "/" &
       Int($Player[$MDRXPTDR][8] / 100))
4747        If $Player[$MDRXPTDR][39] = "Au valhala" Then
4748            $visageperso = GUICtrlCreatePic(@ScriptDir & "\Image\tete-de-mort-16657.jpg",
       5, 64, 81, 81)
4749        ElseIf $Player[$MDRXPTDR][13] = "Guerrier" Then
4750            $visageperso = GUICtrlCreatePic(@ScriptDir & "\Image\guerrier.jpg", 5, 64, 81,
       81)
4751        ElseIf $Player[$MDRXPTDR][13] = "Magicien" Then
4752            $visageperso = GUICtrlCreatePic(@ScriptDir & "\Image\magicien.jpg", 5, 64, 81,
       81)
4753        ElseIf $Player[$MDRXPTDR][13] = "Ingénieur" Then
4754            $visageperso = GUICtrlCreatePic(@ScriptDir & "\Image\ingenieur.jpg", 5, 64, 81,
       81)
4755        EndIf
4756        $Nomperso = GUICtrlCreateLabel("Label1", 2, 8, 340, 28, $SS_CENTER, $WS_EX_TOPMOST)
4757        GUICtrlSetFont(-1, 15, 800, 0, "MS Sans Serif")
4758        GUICtrlSetData($Nomperso, $Player[$MDRXPTDR][0])
4759        GUICtrlSetColor(-1, 0xFF0000)
4760        GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
4761
4762
4763        If $Player[$MDRXPTDR][29] <> 0 Then
4764
4765            $spec1 = GUICtrlCreatePic(@ScriptDir & "\Image\Compétences\desactiver\" &
       $Player[$MDRXPTDR][9] & ".jpg", 5, 240, 73, 73)
4766            GUICtrlCreateLabel("", 30, 260, 28, 56, $SS_CENTER)
4767            GUICtrlSetFont(-1, 35, 400, 0, "MS Sans Serif")
4768            GUICtrlSetColor(-1, 0xFF0000)
4769            GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
4770            GUICtrlSetData(-1, $Player[$MDRXPTDR][29])
4771            $desactiver1spec = 1
4772
4773        Else
4774            $spec1 = GUICtrlCreatePic(@ScriptDir & "\Image\Compétences\reel\" &
       $Player[$MDRXPTDR][9] & ".jpg", 5, 240, 73, 73)
4775            $desactiver1spec = 0
4776        EndIf
4777        If $Player[$MDRXPTDR][30] <> 0 Then
4778
4779
4780            $spec2 = GUICtrlCreatePic(@ScriptDir & "\Image\Compétences\desactiver\" &
       $Player[$MDRXPTDR][10] & ".jpg", 93, 240, 73, 73)
4781            GUICtrlCreateLabel("", 115, 260, 28, 56, $SS_CENTER)
4782            GUICtrlSetFont(-1, 35, 400, 0, "MS Sans Serif")
4783            GUICtrlSetColor(-1, 0xFF0000)
4784            GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
4785
4786            GUICtrlSetData(-1, $Player[$MDRXPTDR][30])
4787            $desactiver2spec = 1
4788
4789        Else
4790            $spec2 = GUICtrlCreatePic(@ScriptDir & "\Image\Compétences\reel\" &
       $Player[$MDRXPTDR][10] & ".jpg", 93, 240, 73, 73)
4791            $desactiver2spec = 0
4792        EndIf
4793        If $Player[$MDRXPTDR][31] <> 0 Then
4794
4795
4796            $spec3 = GUICtrlCreatePic(@ScriptDir & "\Image\Compétences\desactiver\" &
       $Player[$MDRXPTDR][11] & ".jpg", 181, 240, 73, 73)
4797            GUICtrlCreateLabel("", 200, 260, 28, 56, $SS_CENTER)
4798            GUICtrlSetFont(-1, 35, 400, 0, "MS Sans Serif")
4799            GUICtrlSetColor(-1, 0xFF0000)
4800            GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
4801
4802            GUICtrlSetData(-1, $Player[$MDRXPTDR][31])
```

```
4803                $desactiver3spec = 1
4804
4805        Else
4806            $spec3 = GUICtrlCreatePic(@ScriptDir & "\Image\Compétences\reel\" &
       $Player[$MDRXPTDR][11] & ".jpg", 181, 240, 73, 73)
4807            $desactiver3spec = 0
4808        EndIf
4809        If $Player[$MDRXPTDR][32] <> 0 Then
4810
4811            $spec4 = GUICtrlCreatePic(@ScriptDir & "\Image\Compétences\desactiver\" &
       $Player[$MDRXPTDR][12] & ".jpg", 269, 240, 73, 73)
4812            GUICtrlCreateLabel("", 285, 260, 28, 56, $SS_CENTER)
4813            GUICtrlSetFont(-1, 35, 400, 0, "MS Sans Serif")
4814            GUICtrlSetColor(-1, 0xFF0000)
4815            GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
4816
4817            GUICtrlSetData(-1, $Player[$MDRXPTDR][32])
4818            $desactiver4spec = 1
4819
4820        Else
4821            $spec4 = GUICtrlCreatePic(@ScriptDir & "\Image\Compétences\reel\" &
       $Player[$MDRXPTDR][12] & ".jpg", 269, 240, 73, 73)
4822            $desactiver4spec = 0
4823        EndIf
4824        $Stam1spec = GUICtrlCreateLabel("", 6, 296, 32, 17)
4825        GUICtrlSetFont(-1, 4, 800, 0, "MS Sans Serif")
4826        GUICtrlSetColor(-1, 0xC8C8C8)
4827        GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
4828
4829        $Mana1spec = GUICtrlCreateLabel("", 45, 296, 32, 17, $SS_RIGHT)
4830        GUICtrlSetFont(-1, 4, 800, 0, "MS Sans Serif")
4831        GUICtrlSetColor(-1, 0xC8C8C8)
4832        GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
4833
4834        $Stam2spec = GUICtrlCreateLabel("", 94, 296, 32, 17)
4835        GUICtrlSetFont(-1, 4, 800, 0, "MS Sans Serif")
4836        GUICtrlSetColor(-1, 0xC8C8C8)
4837        GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
4838        $Mana2spec = GUICtrlCreateLabel("", 133, 296, 32, 17, $SS_RIGHT)
4839        GUICtrlSetFont(-1, 4, 800, 0, "MS Sans Serif")
4840        GUICtrlSetColor(-1, 0xC8C8C8)
4841        GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
4842        $Mana3spec = GUICtrlCreateLabel("", 221, 296, 32, 17, $SS_RIGHT)
4843        GUICtrlSetFont(-1, 4, 800, 0, "MS Sans Serif")
4844        GUICtrlSetColor(-1, 0xC8C8C8)
4845        GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
4846        $Stam3spec = GUICtrlCreateLabel("", 182, 296, 32, 17)
4847        GUICtrlSetFont(-1, 4, 800, 0, "MS Sans Serif")
4848        GUICtrlSetColor(-1, 0xC8C8C8)
4849        GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
4850        $Mana4spec = GUICtrlCreateLabel("", 309, 296, 32, 17, $SS_RIGHT)
4851        GUICtrlSetFont(-1, 4, 800, 0, "MS Sans Serif")
4852        GUICtrlSetColor(-1, 0xC8C8C8)
4853        GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
4854        $Stam4spec = GUICtrlCreateLabel("", 270, 296, 32, 17)
4855        GUICtrlSetFont(-1, 4, 800, 0, "MS Sans Serif")
4856        GUICtrlSetColor(-1, 0xC8C8C8)
4857        GUICtrlSetBkColor(-1, $GUI_BKCOLOR_TRANSPARENT)
4858        For $o = 0 To 11
4859            For $y = 9 To 12
4860
4861                If $Player[$MDRXPTDR][$y] = $Competences[$o][0] Then
4862                    Switch $y
4863                        Case 9
4864                            GUICtrlSetData($Stam1spec, $Competences[$o][2])
4865                            GUICtrlSetData($Mana1spec, $Competences[$o][1])
4866                        Case 10
4867                            GUICtrlSetData($Stam2spec, $Competences[$o][2])
4868                            GUICtrlSetData($Mana2spec, $Competences[$o][1])
4869                        Case 11
4870                            GUICtrlSetData($Stam3spec, $Competences[$o][2])
```

```
4871                         GUICtrlSetData($Mana3spec, $Competences[$o][1])
4872                      Case 12
4873                         GUICtrlSetData($Stam4spec, $Competences[$o][2])
4874                         GUICtrlSetData($Mana4spec, $Competences[$o][1])
4875
4876                  EndSwitch
4877
4878                  If $Player[$MDRXPTDR][18] < $Competences[$o][1] Then
4879
4880                     Switch $y
4881                        Case 9
4882                           If $desactiver1spec = 0 Then
4883                              GUICtrlSetImage($spec1, @ScriptDir &
      "\Image\Compétences\desactiver\" & $Competences[$o][0] & ".jpg")
4884                           EndIf
4885                           GUICtrlSetColor($Mana1spec, 0xFF0000)
4886                           Global $desactiver1spec = 1
4887                        Case 10
4888                           If $desactiver2spec = 0 Then
4889                              GUICtrlSetImage($spec2, @ScriptDir &
      "\Image\Compétences\desactiver\" & $Competences[$o][0] & ".jpg")
4890                           EndIf
4891                           GUICtrlSetColor($Mana2spec, 0xFF0000)
4892                           Global $desactiver2spec = 1
4893                        Case 11
4894                           If $desactiver3spec = 0 Then
4895                              GUICtrlSetImage($spec3, @ScriptDir &
      "\Image\Compétences\desactiver\" & $Competences[$o][0] & ".jpg")
4896                           EndIf
4897                           GUICtrlSetColor($Mana3spec, 0xFF0000)
4898                           Global $desactiver3spec = 1
4899                        Case 12
4900                           If $desactiver4spec = 0 Then
4901                              GUICtrlSetImage($spec4, @ScriptDir &
      "\Image\Compétences\desactiver\" & $Competences[$o][0] & ".jpg")
4902                           EndIf
4903                           GUICtrlSetColor($Mana4spec, 0xFF0000)
4904                           Global $desactiver4spec = 1
4905                     EndSwitch
4906                  EndIf
4907                  If Int($Player[$MDRXPTDR][19] / 100) < $Competences[$o][2] Then
4908
4909                     Switch $y
4910                        Case 9
4911                           If $desactiver1spec = 0 Then
4912                              GUICtrlSetImage($spec1, @ScriptDir &
      "\Image\Compétences\desactiver\" & $Competences[$o][0] & ".jpg")
4913                           EndIf
4914                           GUICtrlSetColor($Stam1spec, 0xFF0000)
4915                           Global $desactiver1spec = 1
4916                        Case 10
4917                           If $desactiver2spec = 0 Then
4918                              GUICtrlSetImage($spec2, @ScriptDir &
      "\Image\Compétences\desactiver\" & $Competences[$o][0] & ".jpg")
4919                           EndIf
4920                           GUICtrlSetColor($Stam2spec, 0xFF0000)
4921                           Global $desactiver2spec = 1
4922                        Case 11
4923                           If $desactiver3spec = 0 Then
4924                              GUICtrlSetImage($spec3, @ScriptDir &
      "\Image\Compétences\desactiver\" & $Competences[$o][0] & ".jpg")
4925                           EndIf
4926                           GUICtrlSetColor($Stam3spec, 0xFF0000)
4927                           Global $desactiver3spec = 1
4928                        Case 12
4929                           If $desactiver4spec = 0 Then
4930                              GUICtrlSetImage($spec4, @ScriptDir &
      "\Image\Compétences\desactiver\" & $Competences[$o][0] & ".jpg")
4931                           EndIf
4932                           GUICtrlSetColor($Stam4spec, 0xFF0000)
4933                           Global $desactiver4spec = 1
```

```
4934                    EndSwitch
4935
4936                  EndIf
4937               EndIf
4938             Next
4939         Next
4940
4941      For $i = 0 To 47
4942          If $Case[$i][5] = $Player[$MDRXPTDR][0] Then
4943              $LOL = Floor($Case[$i][0] / 10)
4944              If $LOL = 1 Then
4945                  $lettre = "A"
4946              ElseIf $LOL = 2 Then
4947                  $lettre = "B"
4948              ElseIf $LOL = 3 Then
4949                  $lettre = "C"
4950              ElseIf $LOL = 4 Then
4951                  $lettre = "D"
4952              ElseIf $LOL = 5 Then
4953                  $lettre = "E"
4954              ElseIf $LOL = 6 Then
4955                  $lettre = "F"
4956              EndIf
4957              $posperso = GUICtrlCreateLabel("Position actuelle : " & $lettre &
       ($Case[$i][0] - $LOL * 10), 8, 192, 172, 25)
4958              GUICtrlSetFont(-1, 11, 800, 0, "MS Sans Serif")
4959              GUICtrlSetColor(-1, 0x3399FF)
4960              ExitLoop(1)
4961          EndIf
4962      Next
4963
4964      $LVLSPEC = GUICtrlCreateLabel("LVL : " & $Player[$MDRXPTDR][14], 8, 152, 69, 17)
4965      GUICtrlSetFont(-1, 10, 800, 0, "MS Sans Serif")
4966      GUICtrlSetColor(-1, 0xFF0000)
4967      $Player[$MDRXPTDR][41] = $bof
4968
4969      GUICtrlCreateLabel("Arm :" & $Player[$MDRXPTDR][6], 232, 184, 53, 17)
4970      GUICtrlSetFont(-1, 9, 800, 0, "MS Sans Serif")
4971      GUICtrlSetColor(-1, 0xFE9A2E)
4972      GUICtrlCreateLabel("AD :" & $Player[$MDRXPTDR][4], 168, 184, 53, 17)
4973      GUICtrlSetFont(-1, 9, 800, 0, "MS Sans Serif")
4974      GUICtrlSetColor(-1, 0xFE9A2E)
4975      GUICtrlCreateLabel("AP :" & $Player[$MDRXPTDR][5], 168, 208, 53, 17)
4976      GUICtrlSetFont(-1, 9, 800, 0, "MS Sans Serif")
4977      GUICtrlSetColor(-1, 0xFE9A2E)
4978      GUICtrlCreateLabel("MR :" & $Player[$MDRXPTDR][7], 232, 208, 53, 17)
4979      GUICtrlSetFont(-1, 9, 800, 0, "MS Sans Serif")
4980      GUICtrlSetColor(-1, 0xFE9A2E)
4981      GUICtrlCreateLabel("MS :" & $Player[$MDRXPTDR][8], 292, 197, 53, 17)
4982      GUICtrlSetFont(-1, 9, 800, 0, "MS Sans Serif")
4983      GUICtrlSetColor(-1, 0xFE9A2E)
4984
4985  EndFunc    ;==>PersoSEE
4986  Func Persoseeshutdown($iCtrlID)
4987      For $yesI = 0 To 3
4988          If $Player[$yesI][42] = $iCtrlID Then
4989              $MDRXPTDR = $yesI
4990              ExitLoop(1)
4991          EndIf
4992      Next
4993      GUIDelete($Player[$MDRXPTDR][41])
4994      WM_PAINT()
4995  EndFunc    ;==>Persoseeshutdown
4996
4997  Func Commande($goto)
4998      $Label1 = GUICtrlCreateLabel("COMMANDE", 508, 8, 241, 52)
4999      GUICtrlSetFont(-1, 30, 400, 0, "MS Sans Serif")
5000      $Cancel666 = GUICtrlCreateButton("Cancel", 24, 696, 161, 49)
5001      $Valider = GUICtrlCreateButton("Valider", 1064, 696, 161, 49)
5002      $Button1 = GUICtrlCreateButton("Default", 528, 704, 161, 49)
5003      $Label2 = GUICtrlCreateLabel("1 competence :", 72, 112, 135, 28, $SS_RIGHT)
```

```
5004          GUICtrlSetFont(-1, 14, 400, 0, "MS Sans Serif")
5005          $Button2 = GUICtrlCreateButton("", 216, 104, 185, 41)
5006          $Label3 = GUICtrlCreateLabel("2 competence :", 72, 168, 135, 28, $SS_RIGHT)
5007          GUICtrlSetFont(-1, 14, 400, 0, "MS Sans Serif")
5008          $Button3 = GUICtrlCreateButton("", 216, 160, 185, 41)
5009          $Label4 = GUICtrlCreateLabel("4 competence :", 72, 280, 135, 28, $SS_RIGHT)
5010          GUICtrlSetFont(-1, 14, 400, 0, "MS Sans Serif")
5011          $Button4 = GUICtrlCreateButton("", 216, 272, 185, 41)
5012          $Label5 = GUICtrlCreateLabel("3 competence :", 72, 224, 135, 28, $SS_RIGHT)
5013          GUICtrlSetFont(-1, 14, 400, 0, "MS Sans Serif")
5014          $Button5 = GUICtrlCreateButton("", 216, 216, 185, 41)
5015          $Label6 = GUICtrlCreateLabel("Move :", 144, 392, 61, 28, $SS_RIGHT)
5016          GUICtrlSetFont(-1, 14, 400, 0, "MS Sans Serif")
5017          $Button6 = GUICtrlCreateButton("", 216, 384, 185, 41)
5018          $Label7 = GUICtrlCreateLabel("Next :", 152, 336, 53, 28, $SS_RIGHT)
5019          GUICtrlSetFont(-1, 14, 400, 0, "MS Sans Serif")
5020          $Button7 = GUICtrlCreateButton("", 216, 328, 185, 41)
5021
5022      Tabledescommandes(0, $touchecompt1, $Button2)
5023      Tabledescommandes(0, $touchecompt2, $Button3)
5024      Tabledescommandes(0, $touchecompt3, $Button5)
5025      Tabledescommandes(0, $touchecompt4, $Button4)
5026      Tabledescommandes(0, $touchenext, $Button6)
5027      Tabledescommandes(0, $touchemove, $Button7)
5028      While 1
5029          $nMsg6 = GUIGetMsg()
5030          Switch $nMsg6
5031
5032              Case $GUI_EVENT_CLOSE
5033                  Exit
5034              Case $Button2
5035                  Tabledescommandes(1, $touchecompt1, $Button2)
5036              Case $Button3
5037                  Tabledescommandes(1, $touchecompt2, $Button3)
5038              Case $Button4
5039                  Tabledescommandes(1, $touchecompt4, $Button4)
5040              Case $Button5
5041                  Tabledescommandes(1, $touchecompt3, $Button5)
5042              Case $Button6
5043                  Tabledescommandes(1, $touchenext, $Button6)
5044              Case $Button7
5045                  Tabledescommandes(1, $touchemove, $Button7)
5046              Case $Cancel666
5047                  For $o = $Label1 To $Button7
5048                      GUICtrlDelete($o)
5049                  Next
5050                  ExitLoop(1)
5051              Case $Valider
5052                  $touchecompt1 = Tabledescommandes(2, GUICtrlRead($Button2))
5053                  $touchecompt2 = Tabledescommandes(2, GUICtrlRead($Button3))
5054                  $touchecompt3 = Tabledescommandes(2, GUICtrlRead($Button5))
5055                  $touchecompt4 = Tabledescommandes(2, GUICtrlRead($Button4))
5056                  $touchenext = Tabledescommandes(2, GUICtrlRead($Button6))
5057                  $touchemove = Tabledescommandes(2, GUICtrlRead($Button7))
5058                  $paraparaparametre = FileOpen(@ScriptDir & "\Data\Parametre.ini", 2)
5059                  FileWrite($paraparaparametre, "Volume : " & $Sound & @CRLF)
5060 ;~               FileWrite($paraparaparametre, "Refreshpng : " & $refrechpng & @CRLF)
5061                  FileWrite($paraparaparametre, "Activer la gestion du sens du regard des
     perso : " & $activatiedview & @CRLF)
5062                  FileWrite($paraparaparametre, "Sans skin : " & $Withoutskin & @CRLF)
5063                  FileWrite($paraparaparametre, "Sans effet visuel : " &
     $Withoutspaceview & @CRLF)
5064                  FileWrite($paraparaparametre, "1 competence : " & $touchecompt1 & @CRLF)
5065                  FileWrite($paraparaparametre, "2 competence : " & $touchecompt2 & @CRLF)
5066                  FileWrite($paraparaparametre, "3 competence : " & $touchecompt3 & @CRLF)
5067                  FileWrite($paraparaparametre, "4 competence : " & $touchecompt4 & @CRLF)
5068                  FileWrite($paraparaparametre, "Next : " & $touchenext & @CRLF)
5069                  FileWrite($paraparaparametre, "Move : " & $touchemove & @CRLF)
5070                  FileClose($paraparaparametre)
5071                  For $o = $Label1 To $Button7
5072                      GUICtrlDelete($o)
```

```
5073                    Next
5074                    ExitLoop(1)
5075              EndSwitch
5076        WEnd
5077
5078    EndFunc    ;==>Commande
5079
5080    Func Tabledescommandes($etape, $lettreachercher = "", $boutton = "")
5081        If $etape = 0 Then
5082            For $artchoung = 0 to 110
5083                If $commande[$artchoung][0] = $lettreachercher Then
5084                    GUICtrlSetData($boutton, $commande[$artchoung][1])
5085                    ExitLoop(1)
5086                EndIf
5087            Next
5088        ElseIf $etape = 1 Then
5089            $artchoung = 0
5090            GUICtrlSetData($boutton, "Pressez une touche")
5091            While 1
5092    ;~    $nMsg6 = GUIGetMsg()
5093    ;~        Switch $nMsg6
5094    ;~ Case $GUI_EVENT_CLOSE
5095    ;~            Exit
5096    ;~          EndSwitch
5097    ;~          If _IsPressed($commande[$artchoung][0],$dll) Then
5098    ;~            GUICtrlSetData($boutton,$commande[$artchoung][1])
5099    ;~            Else
5100    ;~         $artchoung+=1
5101    ;~        If $artchoung>110 Then
5102    ;~           $artchoung=0
5103    ;~           EndIf
5104    ;~ EndIf
5105                For $artchoung = 0 To 110
5106                    If _IsPressed($commande[$artchoung][0], $dll) Then
5107                        GUICtrlSetData($boutton, $commande[$artchoung][1])
5108                        ExitLoop(2)
5109                    EndIf
5110                Next
5111                If _IsPressed("02", $dll) Then
5112                    Tabledescommandes(0, $lettreachercher, $boutton)
5113                    ExitLoop(1)
5114                EndIf
5115                $nMsg65 = GUIGetMsg()
5116                Switch $nMsg65
5117
5118                    Case $GUI_EVENT_CLOSE
5119                        Exit
5120                EndSwitch
5121            WEnd
5122        ElseIf $etape = 2 Then
5123            For $artchoung = 0 to 110
5124                If $commande[$artchoung][1] = $lettreachercher Then
5125                    Return $commande[$artchoung][0]
5126                    ExitLoop(1)
5127                EndIf
5128            Next
5129        EndIf
5130    EndFunc    ;==>Tabledescommandes
5131
```