Public Mario As Character

Public wsGame As Worksheet

Public wsMaps As Worksheet

Public Const BgV = "Floor"

Public RangeMove As Range

Dim LocationMove As Variant

Dim R As Integer

Dim C As Integer

Dim R2 As Integer

Dim C2 As Integer

Dim a As Variant

Dim b As Range

Dim TempColor As Variant

Dim TempVal As Variant

Public MarioRow As Variant

Public MarioCol As Variant

Private Tile As Variant

Private lastRow As Variant

Public Const CharValue = "Mario"

Public Const CharColor = 45

Public Const FloorColor = 36

Public Const Step = 1

Public Const cSleep = 0

Public Const pInicialY = 4

Public Const pInicialX = 37

Public Const constWalls = 404

Public Const MainMapCols = 310

Public Const MainMapRows = 122

Sub MainMap()

Dim MapUpdate As Variant

Dim ColorMap As Variant

Dim lastRowTable As Integer

lastRowTable = Worksheets("data").Range("D1").value

ColorMap = Worksheets("Data").Range("c3:D" & 3 + lastRowTable).value

End Sub

Public Sub CharacterStart()

Worksheets("game").Activate

Set Mario = New Character

Mario.cPosX = pInicialX

Mario.cPosY = pInicialY

Set Mario.cLocation = Range(Cells(Mario.cPosX, Mario.cPosY), Cells(Mario.cPosX + 1, Mario.cPosY + 1))

Mario.cLocation.Interior.ColorIndex = CharColor

Mario.cLocation.value = CharValue

Range("A1").Select

MarioRow = pInicialX

MarioCol = pInicialY

End Sub

Public Function MoveRight()

Set wsGame = Worksheets("game")

Set wsMaps = Worksheets("Maps")

Dim cell As Range

Dim i As Integer

If ActiveSheet.Name = "Game" Then

On Error Resume Next

a = Mario.cLocation.Address(RowAbsolute:=False, ColumnAbsolute:=False)

Set b = Range(a)

TempColor = wsMaps.Range(a).Interior.ColorIndex

TempVal = wsMaps.Range(a).value

wsGame.Range(a) = TempVal

wsGame.Range(a).Interior.ColorIndex = TempColor

Set Mario.cLocation = Mario.cLocation.Offset(0, 1)

Mario.cLocation.value = CharValue

Mario.cLocation.Interior.ColorIndex = CharColor

Else

On Error Resume Next

Selection.Offset(0, 1).Select

End If

End Function

Public Function MoveLeft()

Set wsGame = Worksheets("game")

Set wsMaps = Worksheets("Maps")

If ActiveSheet.Name = "Game" Then

On Error Resume Next

a = Mario.cLocation.Address(RowAbsolute:=False, ColumnAbsolute:=False)

TempColor = wsMaps.Range(a).Interior.ColorIndex

TempVal = wsMaps.Range(a).value

wsGame.Range(a) = TempVal

wsGame.Range(a).Interior.ColorIndex = TempColor

Set Mario.cLocation = Mario.cLocation.Offset(0, -1)

Mario.cLocation.value = CharValue

Mario.cLocation.Interior.ColorIndex = CharColor

Else

On Error Resume Next

Selection.Offset(0, -1).Select

End If

End Function

Public Function MoveUp()

Set wsGame = Worksheets("game")

Set wsMaps = Worksheets("Maps")

If ActiveSheet.Name = "Game" Then

On Error Resume Next

a = Mario.cLocation.Address(RowAbsolute:=False, ColumnAbsolute:=False)

TempColor = wsMaps.Range(a).Interior.ColorIndex

TempVal = wsMaps.Range(a).value

wsGame.Range(a) = TempVal

wsGame.Range(a).Interior.ColorIndex = TempColor

Set Mario.cLocation = Mario.cLocation.Offset(-1, 0)

Mario.cLocation.value = CharValue

Mario.cLocation.Interior.ColorIndex = CharColor

Else

On Error Resume Next

Selection.Offset(-1, 0).Select

End If

End Function

Public Function MoveDown()

Set wsGame = Worksheets("game")

Set wsMaps = Worksheets("Maps")

If ActiveSheet.Name = "Game" Then

On Error Resume Next

a = Mario.cLocation.Address(RowAbsolute:=False, ColumnAbsolute:=False)

TempColor = wsMaps.Range(a).Interior.ColorIndex

TempVal = wsMaps.Range(a).value

wsGame.Range(a) = TempVal

wsGame.Range(a).Interior.ColorIndex = TempColor

Set Mario.cLocation = Mario.cLocation.Offset(1, 0)

Mario.cLocation.value = CharValue

Mario.cLocation.Interior.ColorIndex = CharColor

Else

On Error Resume Next

Selection.Offset(1, 0).Select

End If

End Function

Public Function ShowLacaLacaLacaShow()

MakerForm.Show

End Function

Ajustes

Sub Maps()

Worksheets("Maps").Activate

ActiveSheet.Cells.Select

Selection.ColumnWidth = 0.4

Selection.RowHeight = 4

Selection.NumberFormat = ";;;"

End Sub

Sub MapUpdate()

Dim MapUpdate As Variant

Dim ColorMap As Variant

Dim lastRowTable As Integer

lastRowTable = Worksheets("data").Range("D1").value

Selection.ColumnWidth = 0.4

Selection.RowHeight = 4

Selection.NumberFormat = ";;;"

MapUpdate = Worksheets("Maps").Range("A1:KX122").value

ColorMap = Worksheets("Data").Range("c3:D" & 3 + lastRowTable).value

Worksheets("Game").Range("A1:KX122") = MapUpdate

For i = 1 To 122

For j = 1 To 310

Worksheets("Game").Cells(i, j).Interior.ColorIndex = WorksheetFunction.VLookup(MapUpdate(i, j), ColorMap, 2, False)

Next j

Next i

End Sub

Charactermaker

Option Explicit

Const FstPRow = 10

Const FstPCol = 24

Private EditRange1 As Range

Private i As Integer

Private j As Integer

Public PaintBrush As Long

Public Const MakerL = 20

Public Const MakerRow1 = 11

Public Const MakerCol1 = 53

Private WsMkr As Worksheet

Private WsChrs As Worksheet

Sub MakerSetting()

PaintBrush = 123123123

'Worksheets("Maker").Activate

' ActiveSheet.Cells.Select

' Selection.ColumnWidth = 0.2

' Selection.RowHeight = 2

' Selection.Interior.ColorIndex = 0

Worksheets("Maker").Range("A1:cb50").Interior.ColorIndex = 1

Worksheets("maker").Activate

ActiveSheet.Range(Cells(11, 53), Cells(31, 73)).Select

Selection.Interior.ColorIndex = 0

Range("BA11").Select

ActiveWindow.zoom = 400

End Sub

Sub ChangeMaker()

Set WsMkr = Worksheets("Maker")

For i = 1 To MakerL + 1

For j = 1 To MakerL + 1

If WsMkr.Cells(MakerRow1 + i - 1, MakerCol1 + j - 1).Interior.Pattern = xlNone Then

WsMkr.Cells(FstPRow + i, FstPCol + j).Interior.Pattern = xlNone

Else

WsMkr.Cells(FstPRow + i, FstPCol + j).Interior.ColorIndex = WsMkr.Cells(MakerRow1 + i - 1, MakerCol1 + j - 1).Interior.ColorIndex

End If

Next j

Next i

End Sub

Sub SaveMaker()

Set WsMkr = Worksheets("Maker")

Set WsChrs = Worksheets("Chars")

Dim PrintRow As Long

Dim CharName As String

CharName = InputBox("Qual o nome desta figura?")

If CharName = "" Then

Exit Sub

Else

PrintRow = WsChrs.Range("A1").value

Range(Cells(FstPRow, FstPCol), Cells(FstPRow + MakerL, FstPCol + MakerL)).Interior.ColorIndex = 1

For i = 1 To MakerL

For j = 1 To MakerL

If WsMkr.Cells(MakerRow1 + i - 1, MakerCol1 + j - 1).DisplayFormat.Interior.Pattern = xlNone Then

WsChrs.Cells(PrintRow + i, j).Interior.Pattern = xlNone

Else

WsChrs.Cells(PrintRow + i, j).Interior.ColorIndex = WsMkr.Cells(MakerRow1 + i - 1, MakerCol1 + j - 1).Interior.ColorIndex

End If

Next j

Next i

WsChrs.Cells(PrintRow, 2) = CharName

WsChrs.Range("A1").value = PrintRow + MakerL + 1

CharName = ""

End If

End Sub

Sub ClearMaker()

Range(Cells(MakerRow1, MakerCol1), Cells(MakerRow1 + MakerL, MakerCol1 + MakerL)).Select

Selection.Interior.ColorIndex = 0

Range(Cells(FstPRow, FstPCol), Cells(FstPRow + MakerL + 1, FstPCol + MakerL + 1)).Interior.ColorIndex = 1

End Sub

Sub CharsConfig()

Worksheets("Chars").Activate

ActiveSheet.Cells.Select

Selection.ColumnWidth = 0.4

Selection.RowHeight = 4

Selection.NumberFormat = ";;;"

End Sub

Map maker

Sub MapSaver()

For i = 1 To MainMapRows

For j = 1 To MainMapCols

Worksheets("Game").Cells(i, j) = Worksheets("Maps").Cells(i, j).value

If Worksheets("Game").Cells(i, j) = BgV Then

Worksheets("Game").Cells(i, j).Interior.ColorIndex = FloorColor

Next j

Next i

End Sub

Public Sub ColorSample()

Dim Sample As Variant

Dim samplesCount As Integer

samplesCount = Worksheets("data").Range("d1").value

Sample = ActiveCell.Interior.ColorIndex

Worksheets("Data").Cells(2 + samplesCount, 4) = Sample

Worksheets("Data").Cells(2 + samplesCount, 2).Interior.ColorIndex = Sample

Worksheets("Data").Cells(2 + samplesCount, 3) = InputBox("Which tile is this color for?")

If Worksheets("Data").Cells(2 + samplesCount, 4) = "" Then

Exit Sub

Else

Worksheets("data").Range("d1") = samplesCount + 1

End If

End Sub

USERFORM

Option Explicit

Private WsInUse As Worksheet

Private RangeString As String

Private PrintRange As Range

Private LimitArray As Integer

Private lastRow As Long

Private ChosenItem As String

Private ArrangeRay(100) As Variant

Private n As Integer

Private i As Integer

Dim wsData As Worksheet

Private Sub CancelButton\_Click()

Dim BigMonsterRange As Variant

Dim BigMonsterCellValues(1000) As Variant

Dim BigCellLocations(1000) As Variant

Dim m As Integer

Dim cell As Range

m = 1

If n > 1 Then

For i = n To 1

Union(Selection, ArrangeRay(i)).Select

Next i

Set BigMonsterRange = Selection

For Each cell In BigMonsterRange.Cells

BigMonsterCellValues(m) = cell.value

BigCellLocations(m) = Cells(cell.Row, cell.Column)

m = m + 1

Next cell

Unload Me

Else

Unload Me

End If

End Sub

Private Sub Salvar\_Click()

RangeString = CustomEditRange.value

Set PrintRange = Range(RangeString)

If Me.TileTypeListBox.ListIndex < 0 Then

MsgBox "Choose a fucking Item you twat!"

Else

With PrintRange

.value = Me.TileTypeListBox.value

.Interior.Color = Worksheets("Data").Range("b" & TileTypeListBox.ListIndex + 3).Interior.Color

End With

End If

CustomEditRange.SetFocus

End Sub

Private Sub Test\_Click()

RangeString = CustomEditRange.value

Set PrintRange = Range(RangeString)

Set WsInUse = ActiveSheet

Dim TempRange As String

If n > 98 Then MsgBox "Please save the changes so far. It's been a hundred changes without saving. U mad? Next test will save progress."

TempRange = CustomEditRange.value

Set ArrangeRay(n) = Range(TempRange)

n = n + 1

If Me.TileTypeListBox.ListIndex < 0 Then

MsgBox "Choose an Item you fucking twat!"

Else

With PrintRange

.Interior.Color = Worksheets("Data").Range("b" & TileTypeListBox.ListIndex + 3).Interior.Color

End With

End If

MsgBox n

End Sub

Private Sub TileTypeListBox\_Click()

Me.CustomEditRange.SetFocus

End Sub

Private Sub UserForm\_Initialize()

Dim i As Integer

Set wsData = Worksheets("Data")

n = 1

TileTypeListBox.ColumnCount = 2

lastRow = wsData.Cells(wsData.Rows.Count, "c").End(xlUp).Row

For i = 3 To lastRow

Me.TileTypeListBox.AddItem wsData.Range("c" & i)

Next i

End Sub

WORKBOOKOPEN

Private Sub Workbook\_BeforeClose(Cancel As Boolean)

Application.DisplayAlerts = False

ActiveWorkbook.Save

Application.DisplayAlerts = True

End Sub

'

'Private Sub Workbook\_Open()

'

' Application.Calculation = xlCalculationManual

' Application.OnKey "{right}", "MoveRight"

' Application.OnKey "{left}", "MoveLeft"

' Application.OnKey "{down}", "Movedown"

' Application.OnKey "{up}", "MoveUp"

' Application.OnKey "^+s", "ColorSample"

' Application.OnKey "^%u", "ShowLacaLacaLacaShow"

'

'

''Call MakerSetting

'Call MainMap

'Call CharacterStart

'

'

'End Sub