-- Hellocun Speed Hub – Full Template with Info Tab --

local Players = game:GetService("Players")

local RunService = game:GetService("RunService")

local lp = Players.LocalPlayer

local VALID\_KEY = "hellocunvip.111"

-- Create GUI

local gui = Instance.new("ScreenGui", lp:WaitForChild("PlayerGui"))

gui.Name = "HellocunHub"

local mainFrame = Instance.new("Frame", gui)

mainFrame.Size = UDim2.new(0, 560, 0, 540)

mainFrame.Position = UDim2.new(0.5, -280, 0.5, -270)

mainFrame.BackgroundColor3 = Color3.fromRGB(25, 25, 25)

mainFrame.BorderSizePixel = 0

mainFrame.Active = true

mainFrame.Draggable = true

-- Title Bar (Red)

local titleBar = Instance.new("Frame", mainFrame)

titleBar.Size = UDim2.new(1, 0, 0, 50)

titleBar.BackgroundColor3 = Color3.fromRGB(220, 20, 60)

local titleLabel = Instance.new("TextLabel", titleBar)

titleLabel.Size = UDim2.new(1, 0, 1, 0)

titleLabel.BackgroundTransparency = 1

titleLabel.Text = "Hellocun Hub"

titleLabel.TextColor3 = Color3.new(1,1,1)

titleLabel.Font = Enum.Font.SourceSansBold

titleLabel.TextSize = 30

-- Tab bar (Green)

local tabBar = Instance.new("Frame", mainFrame)

tabBar.Size = UDim2.new(1, 0, 0, 45)

tabBar.Position = UDim2.new(0, 0, 0, 50)

tabBar.BackgroundTransparency = 1

local tabNames = {

"Auto Raid", "Auto Up Sea", "Auto Level", "Sea Event",

"Event Lightning", "RED Event", "Auto Up V4", "Đánh Quái",

"Tele+Đánh Người", "Info"

}

local tabButtons = {}

local contentFrames = {}

-- Functions to build UI

local function createTabButton(name, index, total)

local btn = Instance.new("TextButton", tabBar)

btn.Size = UDim2.new(1/total, 0, 1, 0)

btn.Position = UDim2.new((index-1)/total, 0, 0, 0)

btn.BackgroundColor3 = Color3.fromRGB(0, 170, 85)

btn.TextColor3 = Color3.new(1,1,1)

btn.Font = Enum.Font.SourceSansBold

btn.TextSize = 16

btn.Text = name

btn.MouseEnter:Connect(function() btn.BackgroundColor3 = Color3.fromRGB(0, 210, 105) end)

btn.MouseLeave:Connect(function()

if not contentFrames[name].Visible then btn.BackgroundColor3 = Color3.fromRGB(0, 170, 85) end

end)

return btn

end

local function createContentFrame()

local f = Instance.new("Frame", mainFrame)

f.Size = UDim2.new(1, 0, 1, -95)

f.Position = UDim2.new(0, 0, 0, 95)

f.BackgroundTransparency = 1

f.Visible = false

return f

end

local function createKeyToggleUI(parent, buttonText)

local keyBox = Instance.new("TextBox", parent)

keyBox.Size = UDim2.new(0, 260, 0, 35)

keyBox.Position = UDim2.new(0, 15, 0, 15)

keyBox.PlaceholderText = "Nhập key"

keyBox.TextSize = 20

keyBox.BackgroundColor3 = Color3.fromRGB(40, 40, 40)

keyBox.TextColor3 = Color3.new(1,1,1)

keyBox.Font = Enum.Font.SourceSans

local toggleBtn = Instance.new("TextButton", parent)

toggleBtn.Size = UDim2.new(0, 260, 0, 40)

toggleBtn.Position = UDim2.new(0, 15, 0, 60)

toggleBtn.Text = buttonText

toggleBtn.Font = Enum.Font.SourceSansBold

toggleBtn.TextSize = 22

toggleBtn.BackgroundColor3 = Color3.fromRGB(220, 20, 60)

toggleBtn.TextColor3 = Color3.new(1,1,1)

local statusLabel = Instance.new("TextLabel", parent)

statusLabel.Size = UDim2.new(1, -30, 0, 25)

statusLabel.Position = UDim2.new(0, 15, 1, -40)

statusLabel.BackgroundTransparency = 1

statusLabel.TextColor3 = Color3.fromRGB(255, 255, 0)

statusLabel.Font = Enum.Font.SourceSans

statusLabel.TextSize = 16

statusLabel.Text = ""

return keyBox, toggleBtn, statusLabel

end

-- Build tabs & content

for i, name in ipairs(tabNames) do

tabButtons[i] = createTabButton(name, i, #tabNames)

contentFrames[name] = createContentFrame()

end

contentFrames[tabNames[1]].Visible = true

tabButtons[1].BackgroundColor3 = Color3.fromRGB(0, 210, 105)

for i, btn in ipairs(tabButtons) do

btn.MouseButton1Click:Connect(function()

for \_, frame in pairs(contentFrames) do frame.Visible = false end

for \_, b in ipairs(tabButtons) do b.BackgroundColor3 = Color3.fromRGB(0, 170, 85) end

contentFrames[tabNames[i]].Visible = true

btn.BackgroundColor3 = Color3.fromRGB(0, 210, 105)

end)

end

-- Setup toggle visuals

local toggles = {}

for \_, tabName in ipairs(tabNames) do

local frame = contentFrames[tabName]

if tabName ~= "Info" then

local keyBox, toggleBtn, statusLabel = createKeyToggleUI(frame, "Start " .. tabName)

toggles[tabName] = {

keyBox = keyBox,

toggleBtn = toggleBtn,

statusLabel = statusLabel,

running = false

}

toggleBtn.MouseButton1Click:Connect(function()

local t = toggles[tabName]

if t.keyBox.Text ~= VALID\_KEY then

t.statusLabel.Text = "Key không đúng!"

return

end

t.running = not t.running

if t.running then

t.toggleBtn.Text = "Stop " .. tabName

t.toggleBtn.BackgroundColor3 = Color3.fromRGB(0, 170, 85)

t.statusLabel.Text = "Đang chạy " .. tabName .. "..."

else

t.toggleBtn.Text = "Start " .. tabName

t.toggleBtn.BackgroundColor3 = Color3.fromRGB(220, 20, 60)

t.statusLabel.Text = "Đã dừng " .. tabName .. "."

end

end)

else

-- Info Tab content

local infoLabel = Instance.new("TextLabel", frame)

infoLabel.Size = UDim2.new(1, -30, 1, -30)

infoLabel.Position = UDim2.new(0, 15, 0, 15)

infoLabel.BackgroundTransparency = 1

infoLabel.TextColor3 = Color3.new(1,1,1)

infoLabel.Font = Enum.Font.SourceSans

infoLabel.TextSize = 18

infoLabel.Text = "Thông Tin Hellocun Hub\n• Người dùng: " .. lp.Name .. "\n• Key hiện hành: " .. VALID\_KEY

end

end

-- Dropdown for Auto Up Sea tab

do

local seaFrame = contentFrames["Auto Up Sea"]

local seaDropdown = Instance.new("TextButton", seaFrame)

seaDropdown.Size = UDim2.new(0, 260, 0, 35)

seaDropdown.Position = UDim2.new(0, 15, 0, 110)

seaDropdown.Text = "Chọn Sea"

seaDropdown.Font = Enum.Font.SourceSansBold

seaDropdown.TextSize = 18

seaDropdown.BackgroundColor3 = Color3.fromRGB(0, 170, 85)

seaDropdown.TextColor3 = Color3.new(1,1,1)

local seaList = Instance.new("Frame", seaFrame)

seaList.Size = UDim2.new(0, 260, 0, 70)

seaList.Position = UDim2.new(0, 15, 0, 145)

seaList.BackgroundColor3 = Color3.fromRGB(40, 40, 40)

seaList.Visible = false

local seas = {"Sea 2", "Sea 3"}

local selectedSea = nil

for i, seaName in ipairs(seas) do

local b = Instance.new("TextButton", seaList)

b.Size = UDim2.new(1, 0, 0, 35)

b.Position = UDim2.new(0, 0, 0, (i-1)\*35)

b.Text = seaName

b.Font = Enum.Font.SourceSans

b.TextSize = 18

b.BackgroundColor3 = Color3.fromRGB(60, 60, 60)

b.TextColor3 = Color3.new(1,1,1)

b.MouseEnter:Connect(function() b.BackgroundColor3 = Color3.fromRGB(90, 90, 90) end)

b.MouseLeave:Connect(function() b.BackgroundColor3 = Color3.fromRGB(60, 60, 60) end)

b.MouseButton1Click:Connect(function()

selectedSea = seaName

seaDropdown.Text = "Sea: " .. seaName

seaList.Visible = false

end)

end

seaDropdown.MouseButton1Click:Connect(function()

seaList.Visible = not seaList.Visible

end)

-- handle toggle for logic linking to selectedSea

local t = toggles["Auto Up Sea"]

t.toggleBtn.MouseButton1Click:Connect(function()

if t.keyBox.Text ~= VALID\_KEY then

t.statusLabel.Text = "Key không đúng!"

return

end

if not selectedSea then

t.statusLabel.Text = "Chọn Sea!"

return

end

-- TODO: thêm logic chống up sea phù hợp

end)

end

-- Logic for auto đánh quái (nearby)

RunService.Heartbeat:Connect(function()

local t = toggles["Đánh Quái"]

if t and t.running then

local char = lp.Character

if char and char:FindFirstChild("HumanoidRootPart") then

local hrp = char.HumanoidRootPart

local nearest, dist = nil, math.huge

for \_, obj in pairs(workspace:GetChildren()) do

if obj:IsA("Model") and obj:FindFirstChild("Humanoid") and obj.Humanoid.Health > 0 then

local np = obj:FindFirstChild("HumanoidRootPart")

if np then

local d = (np.Position - hrp.Position).Magnitude

if d < dist and d <= 30 then

nearest, dist = obj, d

end

end

end

end

if nearest then

-- TODO: add logic to attack nearest

end

end

end

-- Logic for Tele + Attack player

t = toggles["Tele+Đánh Người"]

if t and t.running and t.selectedPlayer then

local target = Players:FindFirstChild(t.selectedPlayer)

local char = lp.Character

if target and target.Character and char and char:FindFirstChild("HumanoidRootPart") then

local hrp = char.HumanoidRootPart

local trp = target.Character:FindFirstChild("HumanoidRootPart")

if trp then

hrp.CFrame = trp.CFrame \* CFrame.new(0, 0, 3)

-- TODO: attack logic

end

end

end

end)

print("Hellocun Hub loaded. Key is: "..VALID\_KEY)