Michael Andre Franiatte

The Best of Fun
with Chemistry and Gaming

Recycling
micedition, wiimoteonpc,
anticheatingnote, eosresol
on blogspot.com

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06/09/2018

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The Best of Fun with Chemistry and Gaming

Michael Franiatte[*]

Abstract

Trying to win some money, even with hard works and big discoveries never found before by other authors, because ejected from my post by jealous people wanted to have found the same, is unmakeable so people believe that software and media are free with the internet. People don't want to buy what they can have for free even if it reward them or what they can use more than 10 000 hours even if 1 mm of their moving is due to the author they steal. Finding the molecule of origin of life at 250°C and 140 bar, a molecule very expensive that president needs to increase their life time, resolving PVTX and reaction data of fluids to synthesize at high temperature and high pressure molecules, calculating diffusion coefficient in hydrogen lines to validate an experimental system, searching to secure computers against cheaters in online games to enjoy playing, coding Wiimote to play very well computer games, a device more accurate and fast than keyboard/mouse… The book is grouping works and assistances, for programs and source codes to enjoy chemistry and gaming, available from blogs recycled with this book… 5 years of works in 3 domains of sciences, corresponding to 15 years, spent for winning nothing, only insults. Files have been subject to sales with online store, but without success, because there is stealer to peer and people don't want to reward anything. The book and blogs explain lot of information and how the works have been achieved, adding to other books of the author the ways of conduct realized. It contains links to download files. Without internet the works would be forget or steal.

Keywords: *chemistry, gaming, blogs, store, stealer, peer, internet, works*

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1. The Best of Fun with the Best of Solution

1.1. Knowledge of Here

• Here you find all information and downloads for the perfect programs, tools, equations and codes:

      • to calculate PVTX and reaction/concentration data of fluids but also gases solubilities and diffusion coefficients. Is it scientific to tamper Equation of State to have PVTX data for each fluid needing each time each experimental measures? eosresol.blogspot.com

      • to secure your PC from network attacks. Is it smart to spend 2000 euros for a PC gamer running at 10% of its performance? anticheatingnote.blogspot.com

      • to play Wiimote on all games. Is there a pleasure to aim using boolean values like with a gamepad stick or with a low DPI mouse or with a Wiimote using bad softwares/hardwares where every actions are painful? wiimoteonpc.blogspot.com

• Don't lose more time with programs of others which work falsely.

1.2. Domains of Research

• Chemistry and Physical Science: calculating all PVTX, gases solubility, reactions/concentrations of fluids and diffusion coefficients data from diffusion profiles.

• Security in Informatics: setting PC security cause of the hack fest in multiplayer games, especially in call of duty games.

• Human Interaction Computing: playing Wiimote, two players with Wiimotes, Wii guitar hero 3 drum, XBox360 controller, Wiimote on Ubuntu draft, and Wiimote with consoles.

1.3. Information of Author

• I'm a Doctor in Geosciences working on Origin of Life in hydrothermal systems ejecting Acridine orange at 250°C at the depth of 1400 meters. This molecule can make ADN at high concentrations. I've synthesized pure Acridine orange at 250°C and 140 bar from inorganic constituents in hydrothermal system as a primary proof that Archean oceanic water where iron oxidized to hematite/magnetite with high temperature fluids delivered enough hydrogen to reduce inorganic gases to high reduced organic compounds like Acridine orange.

• Ejected from research to have found honestly diffusion coefficient in hydrogen lines, Equation of State resolution, new mathematical hypothesis, new theories, data of all reactions, adenine stability, Acridine orange synthesis... as physical sciences never used before in Geology... as chiefs wanted I let us some discoveries and understood nothing in my calculations. It became important to make of the worst controller the best controller, to make of the hack fest platform the best secure platform compare to consoles becoming the new hack fest platforms.

• According to people my information is as following... Triple autistic and schizophrenic; Insult everybody permanently; Not really playing my games; Only playing call of duty; Sell free programs I don't work on really; Use a grimy gamepad built in 2006 with my crappy script; Obviously pretended to kill Steam with a gamepad; Sure that 2016 - 2010 = 10 and 2010 - 2006 = 0; Would enjoy to share my penis in a menu for free; Want to be paid for my works useless whereas there is free works doing job; Invented fake equations taken in outdated old books; Calculated physical values with no dimension.

• People know my works are crap and people know their works aren't, it's the problem why alone everyday's during 10 years I worked for winning nothing, only insults, hates, be dismissed, be

destroyed, be banned, be rejected, be abandoned, be dishonoured, be mocked, be insurgent, be abused, be enslave, be hacked, be copied, be stolen, be tortured, be attacked, be accused, be spied, be scared, be unbacked, be rip off, be duped, be used, be down, be disgusted, be disturbed, be ill, be jobless, be sad, be mad, be bad, be lonely, be suicidal, be shut in, be shut up, be unpaid, be ignored, be killed, be threatened of death, be smeared by lies, be watched from above, be forbidden of my scientific research with my discoveries. So all now, listen my requirement of use for my works.

1.4. Requirement of Use for Programs, Source Codes and Assistances

• You shall not steal or copy or reproduce or modify or peer or share my programs, source codes, and assistances. If you are not agree don't use it. I try to maintain knowledge of my works and make a little money despite all the noob, jerk, pork and thief who bar my way. You shall buy my books because it's not free, 10 years of works should not be free. It was so hard to find solutions. The best of fun isn't free. If you use programs, source codes, and assistances stealing or copying or reproducing or modifying or peering or sharing my programs, source codes, and assistances, you shall pay my books and ask my agreement.

• You aren't allowed to use my programs, source codes, and assistances without paying me, quoting me and my agreement. You shall contact me and respect my EULA. It's for personal use only. It's to maintain knowledge acquiring with hard works and reward it. You shall pay me through the legit way. Don't ask it for free all over the net or to me. I wait my money for each user.

• There are no users allowed which don't fill requirement of use. There are no users allowed without contacting me and respecting my EULA. My works are protected and copyrighted. I have enough contacts to prosecute in justice anyone or any factory who does not respect my EULA.

1.5. Why my programs, source codes and assistances aren't available?

• People steal, copy, reproduce, modify, peer and share my programs, source codes, and assistances without pay me, quote me, and ask my agreement. People insult me, my programs, source codes, and assistances. My 10 years of works don't give me any money. I only win a collection of noob, jerk, pork and thief who bar my way. People don't respect my EULA. I don't want people use my programs, source codes, and assistances without paying me, quoting me and my agreement. People shall be prosecuting in justice.

• I tortured myself to do that, it is not so that people steal, copy, reproduce, modify, peer and share my programs, source codes, and assistances for wining only insults. I provided lot of stuff thinking people would buy my books, but in exchange people steal, copy, reproduce, modify, peer and share my programs, source codes, and assistances. I wait bought for each user, I wait people pay me, quote me and ask my agreement. People are interesting for free, but it's not like this, people aren't allowed to use my programs, source codes, and assistances.

• You aren't allowed to use my programs, source codes, and assistances, if you steal, copy, reproduce, modify, share and peer my programs, source codes, and assistances, if you insult me, my programs, source codes, and assistances, if you are a noob, jerk, pork and thief who bar my way, if you don't respect my EULA, if you don't pay me, quote me and ask my agreement.

1.6. Proof of Origin of Life from Acridine Hydrothermal Synthesis Experiment and Calculation - EoSResol

• Stanley Miller is famous for his experience on the Origin of Life reporting amino acids in a ballon with sparks at 100°C, where he reproduced primitive atmosphere. I did something even better, because from simple gas generated from inorganic constituents and in a closed system at 250°C and 140 bar, pressure calculated from my modification of EoS (Equation of State), I synthetized pure acridine orange which increases life time and makes ADN, and is the highest reduced organic compounds where every organic molecules can be easily produced by oxidation. Never someone did better and will in term of Origin of Life science, prouving white smokers in Archean ocean where iron oxidized to magnetite, produced the first molecules like acridine orange in very big quantities for the Origin of Life. EoSResol is a thermochemistry project for calculating with accuracy PVTX and reaction data for every fluids from 1 to 8 constituents from my own modifications of Soave-Redlich-Kwong Equation of State. The results are in good agreement with all experimental measures reported by authors working on fluids and all my experiments at high temperature and high pressure. I made it for modelize my experiments on stability and synthesis of C-H-O-N molecules at high temperature and high pressure. It's not made to fit experimental measures with coefficients, unreleable and unphysical. The number of constituents is a quantic number for the volume variation, easily proven empirically while equationning and with my own mathematical hypothesis on polynomial equations. Gas can be denser than liquid and with a negative volume at extreme high pressure or low temperature. Liquid has always same density. Liquid and gas of a constituent are in exact same quantity in a closed system and only volume of gas varies. There is a density drop at homogenisation point where the pressure to take account is the pressure before the drop. Experimental measures give a volume of gas per mol number of gas, or a volume of gas and liquid per mol number of gas, or a volume of gas and liquid per mol number of gas and liquid. Geostatistic of Earth Ocean and Atmosphere volumes gives me reason because Earth is a closed system. Rapid calculation with PVT data of fluid on NIST gives me reason because it depends of protocole measures of authors for their fluid measurements.It also define all reaction data in a closed system from Kr/keq which is the concentration of the molecule. In 2009 I synthetised pure acridine orange at 250°C, 140 bar after warming 3 days which gives 15 days later fine white sticks totally residual food of bacteria. Acridine Orange is the molecule of eternity increasing lifetime. Acridine Orange makes DNA at high concentration and is able to replicate. White Smokers in Archean Ocean where iron oxidized to magnetite, produced the first molecules like acridine orange in very big quantities for the Origin of Life.

1.7. Anti-cheating in multiplayer games - NewB

• Get rid of fake servers, hacked lobbies, cheaters. You see it in every games when you are not killed easy. As much on consoles than on PC. Under Windows Firewall, find IP with Perfmon. Under modem firewall, find IP using subnet masks, find ports to have connection. Minimum of UDP IP and TCP IP. Avoid IP behind routers with NewB search. Use only 255 IP in UDP for servers and 1 IP in UDP for authentication. Black ops 4 and Modern Warfare. Use only distant port 443 for TCP and ports 5001-49151 in UDP with local ports 49152-65535. Fortnite. You need port 80 for the store and download. You need one distant IP for port 80 in TCP for network connection found with cmd prompt command, nslookup www.msftconnecttest.com. Use the best free DNS tool DoH client YogaDNS or NextDNS. Share connection for console. White list only essential domains. Black list all top level domains. Set security to maximum. You Don't see anymore same harassing cheaters again ? You play with people of same level ? You win far more matches ? Aimboters disapeared ? Is both Modem firewall and DOH client used together is a tool to get rid of cheaters ? Are you still forwarded on fake servers where cheaters can't be banned ? When devs only ban aimboters jumping head to head representing 0.1 % of people ingame, but 10 % are cheating. When these people search to enter every of matches for their revanche because you kicked them so hard. When devs advice to put your consoles and pc in dmz disable firewalls. Create a nat/pat rule for port 3074. And their games are playable one day only just after updates. Considering servers are only in UDP. Is UDP traffic so unsecure ? Is there a tool to secure UDP ? IPsec, SSH, SSL, TLS, DTLS, UDT, SST ? Why my ISP is from another world of official servers ? Why IP spoofing in Every Games ? More and more unplayable ! Pay a VPN to try to connect to official servers changing the vpn location close ? More and more stupid ! With a VPN you can't set accurate firewall rules but you can escape cheaters incoming after you kicked noobs because you can change VPN location letting the time of bans. Also the ping is better and the connection with less lags. With a VPN you can find matches if in your region nobody aren't playing but in some games you can choose location. Finally There's download issues and You Pay for a low service where ping and security aren't there. So what to do ? Allow all ports and forward recommanded ports ? If devs Don't ban cheaters they are cheaters too. Cheaters deserve true bans. Gamers deserve true games.

Port source	Adresse IP destination	Masque sous réseau	Port destination
49152-65535			80
49152-65535			443
49152-65535			110
49152-65535			995
49152-65535			20-22

Pare-feu Windows Defender avec fonctions avancées de séc

Fichier   Action   Affichage   ?

Pare-feu Windows Defender av
- Règles de trafic entrant
- Règles de trafic sortant
- Règles de sécurité de conne
- Analyse

Règles de trafic sortant

Nom
- wiimotetheory
- testconnectionbd
- edgecp
- edge

1.8. Wiimote and Joycon(s) Perfect Game Play from Emulation Scripts - WiiJoy4FPS

• I was very hyped when Nintendo announced the Wii, the trailers of gameplay with Wiimote were so amazing. I played a lot MOHH2 in US team and was very strong. I bought for 2000 euros of Wii games in 1 year only. I had a team and wanted with them playing new games, but in 2 years of Wii,

only MOHH2 had a competitive multiplayer. Call of duty modern warfare came after but the graphism and gameplay was horrible. I never bought other multiplayer games than MOHH2 on the Wii. So I prefered play on PC scripting Wiimote with glovepie. I imagined lot of scripts using glovepie, for lot of games, and it was fun, but then I realized that glovepie wasn't good enough, and so I spent all my time after to make my own scripts using WiimoteLib by Brian Peek to play competitively because Wiimote is the best hand extension of all time to play games. WiiJoy4FPS is a project for using both Joycon and Wiimote in FPS games. Joycon is used to replace Wiimote extension called Nunchuck. It's two programs, one with keyboard control, the other with mouse control. Changing end of WiiJoy4 name with name of the FPS to play, is allowing to load the adapted configurations for the FPS in question. I made it from WiimoteTheory and JoyconsTheory, for modernize my gaming setup and improve controls to extrem limit of a native controller. Obviously Wiimote without extension uses much less battery, and there isn't any other good motion controller for aiming than Wiimote but of course Nunchuck doesn't have enough buttons. I have extended it to Joycon alone for 2D games and racing games with mouse control by sticks or accelerometers. And also to both Joycons with mouse control by laser/webcam or gyroscope/accelerometer or sticks. It corresponds to 4 programs with keyboard control and 7 programs with mouse control, without any input lag. Keyboard and mouse configurations are editable with C# type script in a file and can be changed without restarting the programs. Controllers are paired and unpaired automatically. It's quick and easy access. I made it for enjoy playing with the hand extensions made by Nintendo because no program and no controller do the job, and I care to use well emulated analogic values where it's meant to be played with. It's not designed to look like cool with all controllers supported but uncompetitve and unplayable. Wiimote/Joycon with IR mouse. Joycons with stick or laser/cam or gyro/acc mouse. Joycon alone with acc or stick mouse. 2 programs 1 for keyboard control and 1 for mouse control. Devices Paired and Unpaired Automatically. Quick and Easy Access. All Keyboard and Mouse Functions. No Input Lag. No Stick or Gyro/Acc Drift. Less Than 10 ms Latency. Simple Design for Best Control. Keyboard and Mouse. Configurations with a C# Type Script in a File Can Be Changed without Restarting Programs. Error Checks and Prevents with Launcher. Optimized and Calculate to Be Better than a Native Device. Changing end of name with name of the FPS to play loads the adapted configurations or default configurations. Launcher starts/stops programs and loads layout automatically. Launcher starts sending input. Launcher stops sending input. Only one or two controllers with read data enable for each one of both programs but never twice same controller with read data enable for both programs. Mouse control enhanced with values at 600-700 frames per second. Decimal key enable/disable keyboard and mouse events. Mouse and keyboard events of 3 types : keyboard_event/mouse_event, sendinput, interception mouse/keyboard driver (setcursorpos/cursor.position). Wiimote + Joycon left = WiiJoy4 + WiiJoy4FPS, Joycon left = Joy4 + Joy4Games, Joycons = Joyscam4 + Joys4FPS or Joysstick4 + Joys4Games or Joysgrip4/Joysgyro4 + Joys4Fun, Joycon right = Joywheel4 + Joy4Racing.

1.9. Blog micedition.blogspot.com Recycled

• This is the book corresponding for more information and for sign the EULA.

• Recycled information with important tricks on what to do, how you can do, what was accomplished, and how it was accomplished.

• Sign the EULA for obtain the rights to use my programs, source codes and assistances.

• Contact me at michael.franiatte@gmail.com for use, help, question, information, customize, contribute, discuss, gift, offer, job, pay, commercial purposes and rights on my programs, source codes and assistances.

• EULA (End User License Agreement): A commercial license is required to use in personal manner. Do not redistributing in any manner, including by computer media, a file server, an email attachment, etc. Do not embedding in or linking it to another programs, source codes and assistances including internal applications, scripts, batch files, etc. Do not use for any kind of technical support including on customer or retailer computer, hardware or software development, research, discovery, teachery, talk, speech, write, etc. Do not use for win money or for commercialisation of any products arising from my programs, source codes and assistances. Do not use and do not copy the way it run in other programs, source codes and assistances. Do not use without pay me, quote me and my agreement. Do not steal or copy or reproduce or modify or peer or share. Do not use in other manner than personal. It stand for my programs, source codes and assistances or programs, source codes and assistances stealing or copying or reproducing or modifying or peering or sharing my programs, source codes, and assistances. If you aren't agree you shall not use.
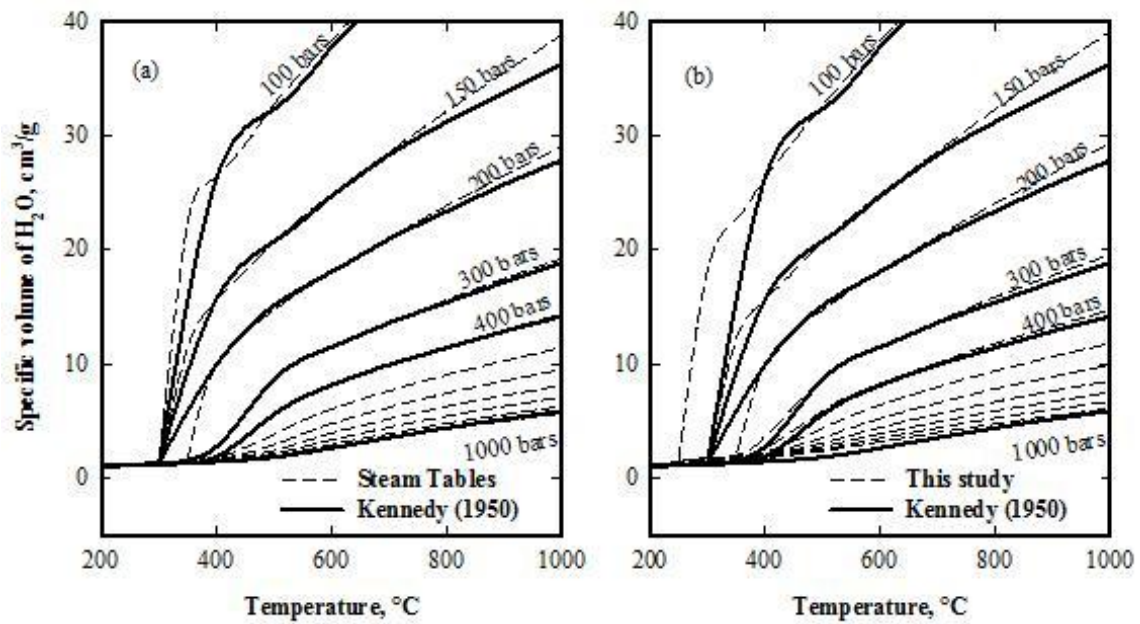
2. eosresol.blogspot.com
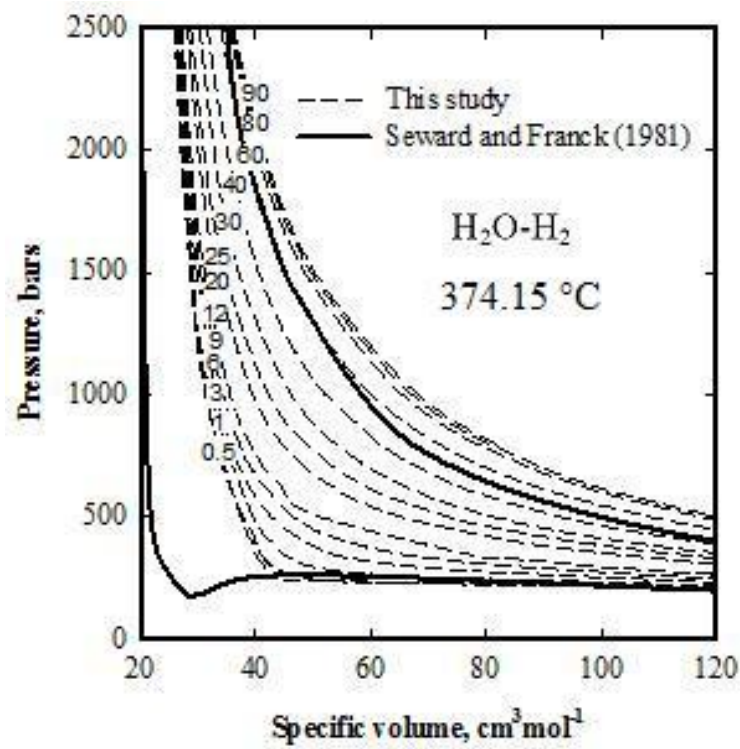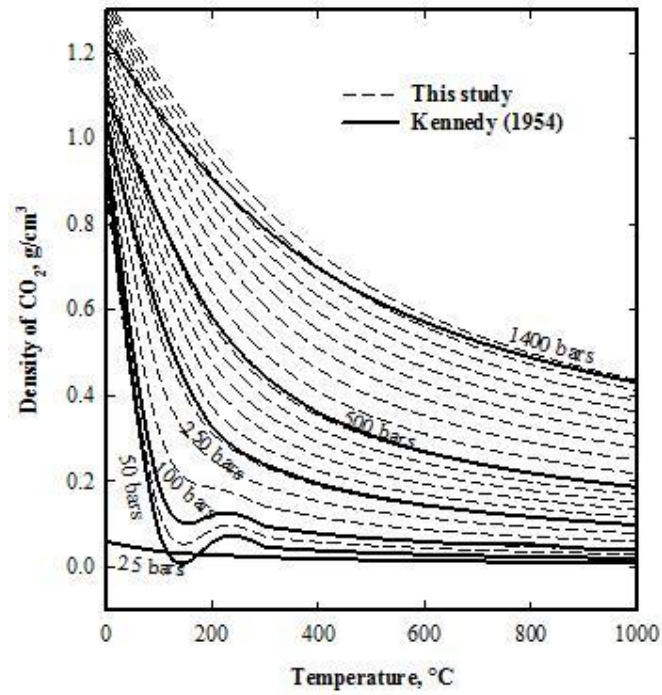
2.1. Equation of State Resolution Description

• I'm a Doctor in Geosciences (http://www.theses.fr/2011NAN10054) working on fluids and the origin of life. I obtained my PhD degree in 2011 with congratulations of the Jury. I've find pure Acridine orange at 250°C and normally 140 bars (calculate from my modifications of EoS), making fine white sticks after one month corresponding to residual food of bacteria. Instead of the need of experimental measures like on all scientific papers using equation of state for fitting the curves approximatively, my calculation method establish all PVTX data for all fluids from 1 to 8 constituents, but also until a number of constituents known at this day by correlation with pressure and temperature defining a new valuable parameter which make accuracy of pure molar volume determination, and so of mixture molar volumes with molar percentage of constituents. This hypothesis isn't true but my method is the only one allowing putting 1 to 8 times the same constituent for have the same good result on molar Volume. Is it interesting or not? Apparently not considering I was dismissed like a shit from research, they even tried to I don't have my phD degree. Remember me what they found or did in 70 years please.

• My program allows to find all PVTX data for a fluid with 1 to 8 constituents and find all concentrations of products if chemical reactions occurring at all temperatures and pressures, if critical parameters are known (critical pressure, critical temperature and acentric factor) and all synthesis data if chemical formula are known, by changing only 2 equations from original EoS of Soave-Redlich-Kwong (I only divided by 9 one equation with a proof in a old book where it's write it fit better PVTX for mixtures, and added the well known volume variation that I was able to calculate, with a simple modification empirically and mathematically proved, for fit and define all PVTX data). With it you can simulate experimental synthesis and PT traject of a fluid inclusion. It's very accurate and check, defines, and correlates all data acquiring until this day. For calculating PT traject of a fluid inclusion there is a gap of molar volume exploding from 1 bar under the other at temperature of homogenisation temperature. The pressure with the bar above, it's a certain molar volume, and so it's always this molar volume for temperature and pressure defining a PT traject.

• Thermodynamic don't take account of composition, quantity and volume function of pressure and temperature. The equilibrium constant calculate with thermodynamic using pressure and temperature don't reflect reaction occurring cause it depend of reaction constant and equilibrium constant from composition, quantity and volume function of pressure and temperature. EoSResol calculate all of this from true references and methods validate with experiments and experimental measures. Only 2 equations were changed from Soave-Redlich-Kwong with a reference on better fitting for mixtures and a empirical/mathematical demonstrations as proofs. For the first time, with EoSResol program, Equation of State was placed as a physical Science, after 70 years of useless Equation of State calculation adjusting binary coefficients from experimental measures to have undefined molar volumes of pure substance or mixtures never the same from different authors and experimental systems. They use equations for mixtures which don't fit pure substances. People not agree with my append of the method and my theory around aren't scientists. It's just the continuity until the end of what have done Soave-Redlich-Kwong.

• Seward and Franck (1981) measure the density through a sapphire window -> Volume of gas / number of moles of gas. Kennedy (1954) measures the quantity of gas and the volume of the bomb -> Volume of liquid and gas / number of moles of gas. Compared to my equation of state resolution and thermochemical values on pure fluids on NIST, either one or the other and sometimes volume of liquid and gas / number of moles of liquid and gas. By properly defining the molar volumes of the pure phases, compared to molars fractions, it yields to the molar volume of any mixture.

• If there is an error in EoSResol programs when calculating with the command buttons, you must change regional option in control panel for decimal number separate with a dot instead of a comma.

Figure (graph): V, cm³·mol⁻¹ vs Pressure, bars — This Study (line), Presnall (1969) (○), H₂, 600°C, 200°C

EoSResol By Michael Franiatte
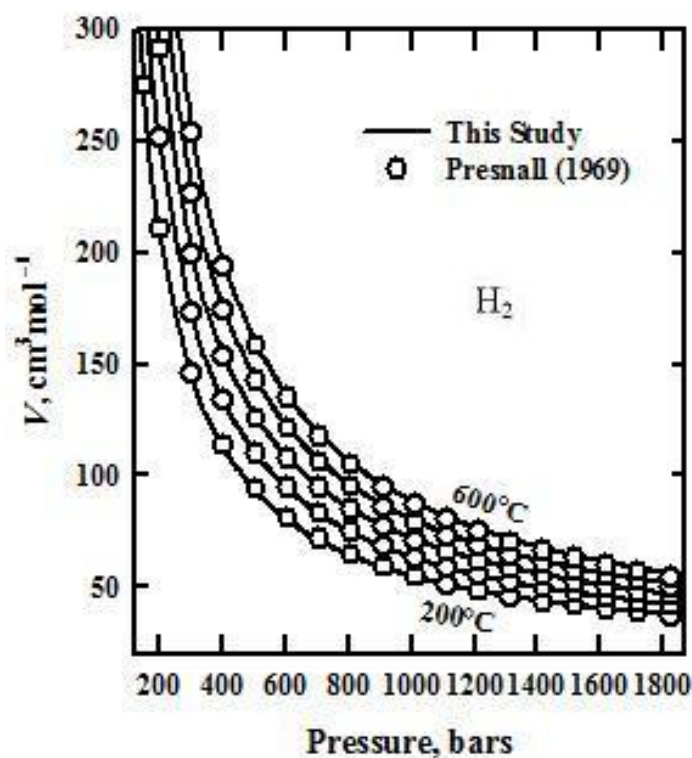
	constituer	Pc (bars)	Tc (K)	wc	M (g/mol)	molar fraction	massic fraction	molar V (cm3/mol)	fugacity	fugacity°	stoechio react	stoechio prod
P (bars)	H2	12.97	33.3	-0.215	2.0158	0.11435	H2	H2	H2	H2	40.5	0
T (°C)	H2O	221.2	647.30	0.344	18.0158	0.62712	H2O	H2O	H2O	H2O	0	30
molar V Liq	CO2	73.8	304.2	0.225	44.0096	0.22871	CO2	CO2	CO2	CO2	17	0
V Liq+Gaz/Gaz	NH3	113.33	405.40	0.25601	17.03040	0.00000	NH3	NH3	NH3	NH3	0	0
V Liq+Gaz/Liq+Gaz	N2	33.9	126.2	0.04	28.0134	0.02859	N2	N2	N2	N2	0.5	0
V Gaz/Gaz	CO	35	132.9	0.049	28.0102	0.00000	CO	CO	CO	CO	0	0
density, xl (g/cm3)	O2	50.5	154.6	0.021	32.0852	0.00122	O2	O2	O2	O2	0	0
Kr/Keq	H2S	89.4	373.2	0.1	34.0814	0.000000	H2S	H2S	H2S	H2S	0	0

Buttons: fill | volume | fugacity | reaction | save | open

	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	i	M (g/mol)	Tc (K)	Pc (bar)	w	Xi	Vi (L+G/G)	Fugacity	Vi Liquid	Vi (L+G/L+G)	Vi (G/G)	Fugacity°	stoechio react	stoechio prod
2	H2	2.01580	33.30	12.97	-0.21500	0.11435	5.317	214.159	0.231	2.659	5.087	131.895	40.500	0.000
3	H2O	18.01580	647.30	221.20	0.34400	0.62712	29.210	15.271	11.298	14.605	17.912	10.393	0.000	30.000
4	CO2	44.00960	304.20	73.80	0.22500	0.22871	10.644	73.304	10.065	5.322	0.578	112.114	17.000	0.000
5	NH3	17.03040	405.40	113.33	0.25601	0.00000	0.000	0.000	0.000	0.000	0.000	95.217	0.000	0.000
6	N2	28.01340	126.20	33.90	0.04000	0.02859	1.330	47.094	0.801	0.665	0.529	132.797	0.500	0.000
7	CO	28.01020	132.90	35.00	0.04900	0.00000	0.000	0.000	0.000	0.000	0.000	132.520	0.000	0.000
8	O2	32.08520	154.60	50.50	0.02100	0.00122	0.057	1.218	0.039	0.028	0.018	128.557	0.000	0.000
9	H2S	34.08140	373.20	89.40	0.10000	0.00000	0.000	0.000	0.000	0.000	0.000	96.068	0.000	0.000
10	Pressure (bars)	125.00												
11	Temperature (°C)	180.00	CommandButton1											
12	Kr/Keq	0.71												
13	Michael Franiatte													

2.2. Best Prediction of Data with Equation of State Resolution

• Unvalorized, unconsidered, put out of a first place before championship begin, is all I received for my 5 years of my phD study. However, my Equation of State resolution predicts all fluids behaviour and fills the lack and the accuracy of data.

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• The story of the lacking equations in Equation of State to calculate for have all PVTX data with experimental measures validation is my story against ignorant searchers believing to make sciences by applying sciences.

• Don't be a noob and take an interest in my story, because it's the continuity of what Soave-Redlich-Kwong were doing, if Peng-Robinson and Duan would not only apply their knowledge like other noobs using Equation of State with binary interaction coefficients.

• Characteristics of my program: define and predict PVT data from 1 to 8 constituents, predict reaction data for molecule synthesis and concentrations, only two equations changed from Soave-Redlich-Kwong EoS and Seward-Franck volume variation, validation with experimental measures of PVT and PVTX data and of molecule synthesis and concentrations.

2.3. What can make EoSResol?

• I made it because the use of Equation of State during 50 years wasn't scientific and didn't allow to have real data. The lack of data with mixing rules was also a big problem. Stabilizing and synthesizing molecules in experiments coupled with calculation method with EoS is a way to have proof that EoS method can predict chemical behaviour of a confined fluid. The tool I made can be applied to all systems of the Universe, and can define the abiotic or biotic behaviour of a system. It's easy to use, and can bring a lot of responses in term of chemical science made in the past and for the future.

• Acridine orange synthesis at 250°C and 140 bar, Adenine stability at 300°C and 400 bar with equilibrium state reached... And a known molecule at 180°C and 125 bar making big crytals... Experimental synthesis and modelisation with Equation of State Resolution calculation. Physic and theory in EoS with number of constituents as quantic number (empirical and new mathematical hypothesis proofs).

• Searchers working on EoS says when you have the pressure you don't have very well the volume, and when you have the volume you don't have very well the pressure. It's just a nice sentence to say it gives nothing well. A specialist isn't a sheep, a specialist makes advance in research, he don't just use what other use, he makes discoveries and add value to the previous research, he can finalize it and find methods, he makes and uses science, far from using unfundamental equations, he knows what is a empirically demonstration, he don't make experiments to give numbers, he uses experiments to demonstrate the discoveries. It's better to do nothing instead of induce people into error.

• The new mathematical hypothesis I've found to demonstrate the number of constituents handles calculation of Equation of State resolution from empirical evidence, can resolve polynomial equations and can prove the primitive of polynomial equations have a constant equal to 0. It's because when you lose stones with a derivative, you don't retrieve these stones with the primitive of the derivative. But this hypothesis is false to what it seems to others.

• All information and works come from myself working alone, but not the Newton-Raphson method for I've been helped by a thesis student named Erwan.

https://youtu.be/uTX72XX7qys
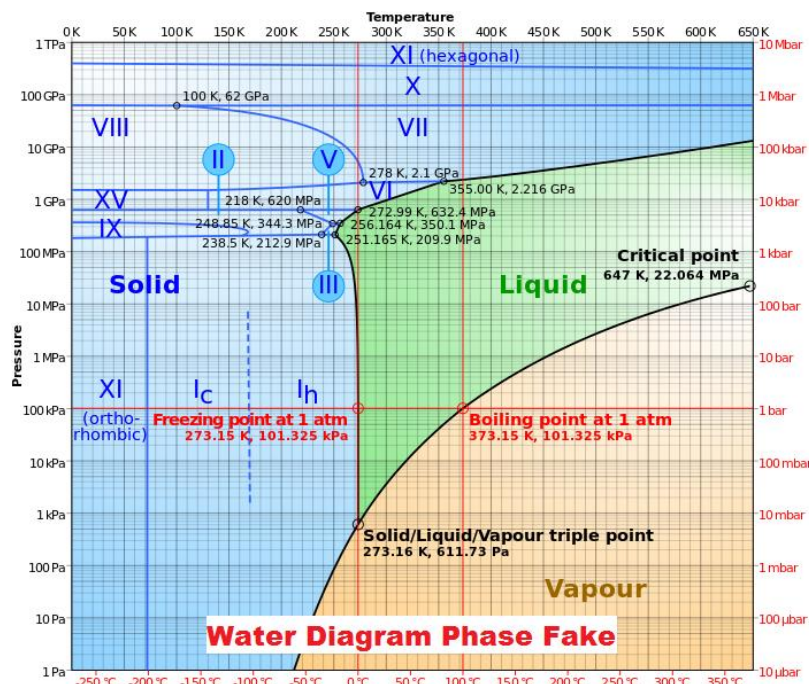
The video attempt to prouving that without any lightness the minerals are growing much more than with lightness. In fact big minerals formation take place when a mixture of C-H-O-N type cooling in the black but it's impossible to film this. While in the Lightness we can see little minerals. Interesting or not?

2.4. Adenine stability at 300°C and Acridine Orange synthesis at 250°C

• My article in Origin of Life and Evolution of the Biosphere on the hydrothermal stability of Adenine at 300°C and 400 bar gives the experimental conditions of the hydrothermal synthesis of Acridine Orange after 3 days at 250°C and 140 bar I've found in 2009.

• The only difference is that aqueous Adenine was not put in the experimental system. It's easy for a geologist to reproduce the Acridine Orange synthesis. The reactor shall not be cleaned with nitric acid very aggressive but pure water.

• But it stays my discovery.

EoSResol By Michael Franiatte

P (bars)	400	constituer	Pc (bars)	Tc (K)	wc	M (g/mol)	molar fractic	massic fract	molar V (cm	fugacity	fugacity*	stoechio rea	stoechio pro
T (°C)	300	H2	12.97	33.3	-0.215	2.0158	0.17665823	0.0230409	7.92080152	456.736037	462.143585	0	0
molar V Liq	15.4554220	H2O	221.2	647.30	0.344	18.0158	0.80883191	0.9428247	36.317588C	87.521877	88.522339	2.5	0
V Liq+Gaz/l	44.8892313	CO2	73.8	304.2	0.225	44.0096	0.00742992	0.0211568	0.333361	6.7630545C	401.950821	5	0
V Liq+Gaz/l	22.4446156	NH3	113.33	405.40	0.25601	17.03040	0	0	0	0	312.887070	0	0
V Gaz/Gaz	29.4338093	N2	33.9	126.2	0.04	28.0134	0.00652993	0.0118356	0.2928148C	19.152398	487.682749	2.5	0
density, xl (c	0.34430132	CO	35	132.9	0.049	28.0102	0	0	0	0	487.847232	0	0
density glob	0.68860265	O2	50.5	154.6	0.021	32.0852	0.00054999	0.0011417	0.0246654	1.01205278	456.340292	0	6.25
Kr/Keq	6.45648327	H2S	89.4	373.2	0.1	34.0814	0	0	0	0	316.03489E	0	0

fill   volume   fugacity   reaction   save   open

15

• Scientifics during these 60 last years talk about under or above critical curve, liquid/vapor curve, instead of equilibrium curve. They think the type of phasis is function of pressure and temperature determining which molar volume to take account. They don't know of what they are talking about. Is it volume of gas and/or liquid for a mol number of gas and/or liquid? With their noob knowledge on calculation of EoS and thinking to not need of making fundamentals research or simply finish and remove errors in EoS with old papers, they haven't seen that calculating badly pure molar volume; they are calculating very badly mixture molar volume. It's just a question of definition. They just copy equations on a somehow article, give the same references as it, and take an engineering program to fit their experimental curves adjusting the Theorical curves with binary interaction coefficients useless, without giving the reference of the program. They believe to equality of chemical potentials from each edge of a membrane. Hydrogen diffusion through a membrane for 10 bars, mixing with argon at 500 bars, make increase the total pressure to 513 bars because for them hydrogen have a fugacity coefficient of 1.3. But everyone can understand that argon has less space making argon to be at 503 bars. From each edge of a membrane it's the equality of pressures, not of fugacities as they thinking. If it was the equality of fugacities why hydrogen alone in the system would not be at 13 bars? They think that all papers published in scientific reviews are true but it can be just a simulacrum of chance.

• Ask them why on abyssal ocean (about 500 bars and -10°C), there isn't ice or a liquid water with a density > 1 g/cm³. Geostatistic and experimental measures give me reason, for one mole of fluids, each constituent is half liquid and half gas in a closed system, and gas can be denser than liquid. Of course, when outsite the temperature of the atmosphere is -10°C, -30°C, -50°C, the air always contains water humidity, there isn't air without water gas in the atmosphere. Even a liquid water at -10°C isn't frozen in certain region of the earth, and it isn't of water flow, water movements, or salts. And it can rain liquid water under 0°C outside. Also, the giant hole create by DeepImpact is filled very fast, as predictable by my Equation of Sate Resolution. I can have liquid water under 0°C at every pressure; it's just a question of volumes between gas and liquid. If there is too much gas, it become liquid, and inversely, function of volumes between gas and liquid at P and T. Such available liquid nitrogen in Ocean because such available in atmosphere is consistent with hydrothermal systems recycling nitrogen to organic compounds drugging biosphere.

• Some searchers use school equations, because they don't understand college equations and have no imagination for use it at university. Their works is to write words in articles and they use sciences without understanding calculations. As example, the iceberg on Mars should be icy homogeneously because it's due to Mars temperature and pressure and because like Atmosphere and ocean on Earth, like every planet surface, it's a closed system, covered by rocks and space. Icy layers are tasking as covers applying a pressure on layers under, but near surface the pressure isn't enough to have denser layers, but liquid water is icy because of the temperature. With pressure increasing the gas and liquid water is denser. Only increase of temperature can explain less dense layers under dense layers. Increase of temperature can be explained by the presence of life. If the iceberg have a low salinity why the water under will be? If you eat ice of an iceberg floating on the ocean, you taste salt, and the water in iceberg and under have same salinity. When water evaporates, it remains only salts. Consequently,

why as they saying, pressure decrease melting point in the presence of salt? On which measures or calculations this stand for? On school equations we learn when we are a kid obviously.

• The Mars atmosphere quantity and water quantity observed are proving water is trapped by iceberg. At -130°C and 2.8 bar, water density jump at 2 g/cm³. It corresponds to 84 m of ice at a density of 1 g/cm³ if Mars gravity is 3 times less than Earth gravity. If iceberg on Mars is covering other layers less than 84 meters the layer under iceberg is water with densities similar to atmosphere and ocean on Earth. If iceberg on Mars is covering other layers more than 84 meters the layer under iceberg is water at a density of 2 g/cm³. As observed by exploratory, it's not the case apparently because there is life living and dying here with layers warmed by life and coldest layers where it dies.

• If the iceberg on mars go until 3500 meters deeply, the pressure here should be almost 60 bars considering water gas doesn't weight something, so for having such low densities similar to atmosphere and ocean on Earth (and not 2 g/cm³, if there was no life warming layers) the temperature generated should be almost 200°C. Even if there are interconnections between layers making united closed system under the first covering near surface of the iceberg, the temperature generated would be also almost 200°C, because the temperature would come from under (the atmosphere being always above the ocean). No kind of primitive metabolism can warm like this, and the presence of an atmosphere can't support it. Layers are warmed by evolved life like us. They are survivors of Mars life extinction.
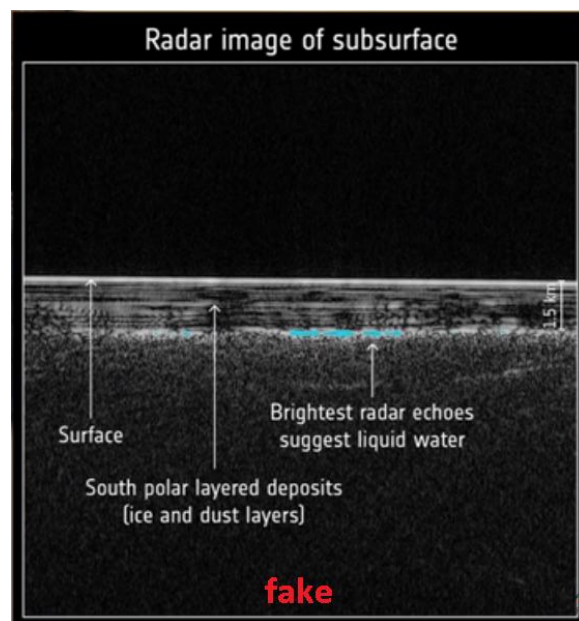
Shallow Radar Track across Mars North Pole

Martian Polar Cap: Orbital View

341 0 E
80,62 N

134.25 E
77,72 N

Martian Polar Cap:
Buried Layers Revealed by Radar Vision

Younger layers

Older layers

Dust layers
(bright deposits)

Water-ice layers
(dark deposits)

2500 m
(8200 feet)
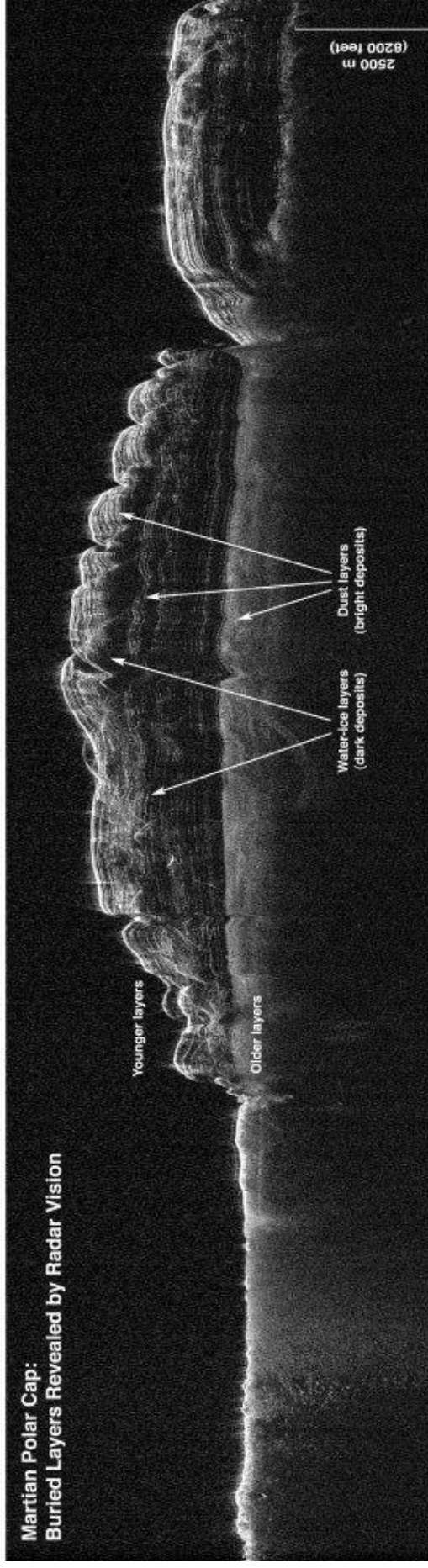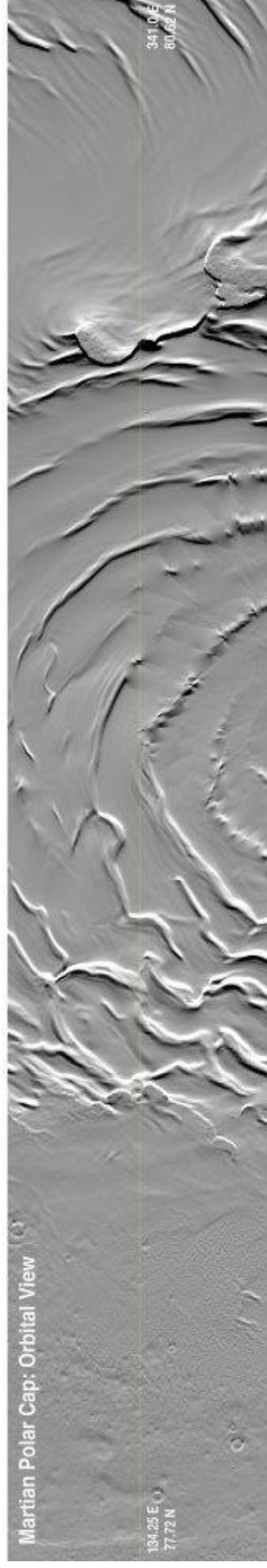
2.6. Using XLS picture showing molecule synthesis with EoSResol calculation

180°C, 125 bar, 10 minutes

7.42 cm³

$1.70\,cm = H(H_2O) = V(H_2O)/(pi*0.65^2)$, $V(H_2O) = (n(H_2O)-n(CO_2))*M(H_2O)$
$2.07\,cm = H(C_2H_2O_4 2H_2O) = V(C_2H_2O_4 2H_2O)/(pi*0.65^2)$,
$V(C_2H_2O_4 2H_2O) = m(C_2H_2O_4 2H_2O)/d(C_2H_2O_4 2H_2O)$, $d(C_2H_2O_4 2H_2O) = 1.65\,g/cm^3$
$0.47\,cm = H(NH_4Cl) = V(NH_4Cl)/(pi*0.65^2)$,
$V(NH_4Cl) = m(NH_4Cl)/d(NH_4Cl)$, $d(NH_4Cl) = 1.527\,g/cm^3$

1.30 cm
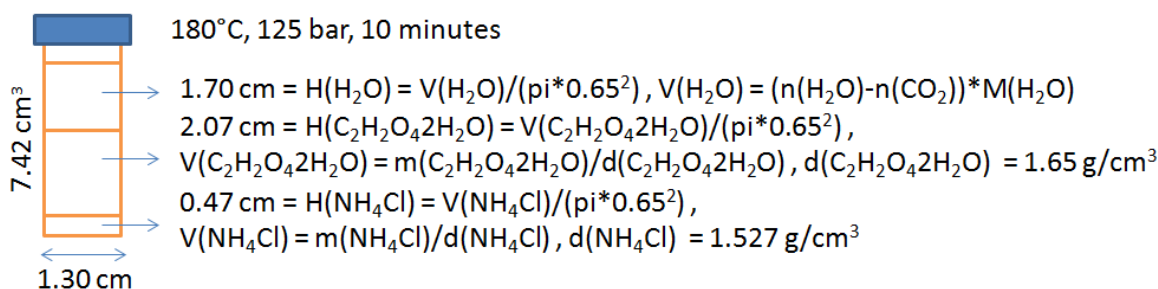
$V(l+g)/n(l+g) = 23.28\,cm^3 / mol$

$n(H_2O) = 7.42 / (V(l+g)/n(l+g))*X(H_2O)$, $n(CO_2) = 2\,n(C_2H_2O_4 2H_2O)$, $X(H_2O) = 0.6271262$

$n(C_2H_2O_4 2H_2O) = n(CO_2) / 2 = 7.42 / 2 / (V(l+g)/n(l+g))*X(CO_2)$, $X(CO_2) = 0.228712$

$n(NH_4Cl) = 2\,n(N_2) = 2 * 7.42 / (V(l+g)/n(l+g))*X(N_2)$, $X(N_2) = 0.02859$

$m(C_2H_2O_4 2H_2O) = n(C_2H_2O_4 2H_2O) * M(C_2H_2O_4 2H_2O)$, $M(C_2H_2O_4 2H_2O) = 126.066\,g/mol$

$m(NH_4Cl) = n(NH_4Cl) * M(NH_4Cl)$, $M(NH_4Cl) = 53.49\,g/mol$

with amoniac instead of NH_4Cl:

$n(NH_3) = 2\,n(N_2) = n(NH_4Cl)$, $V(amoniac) = n(NH_3) * M(NH_3) / 17\%$

$V'(H_2O) = V(H_2O) - V(amoniac)$

$H(amoniac) = V(amoniac) /(pi*0.65^2)$

$H'(H_2O) = V'(H_2O) /(pi*0.65^2)$

$H(C_2H_2O_4 2H_2O) = V(C_2H_2O_4 2H_2O)/(pi*0.65^2)$

2.7. The molecule synthesis at 180°C and 125 bar with EoSResol calculation

• When warming the container of products take care to have the sealing well close or put scotch tape around to avoid the opening during the warming (it takes 12 minutes since cold furnace).

• You can taste it's the molecule waited from calculation with EoSResol. Warm a long time between 50°C and 80°C the solid or solid and liquid on the way out of furnace after cooling 1 day, and in a water glass only, it's important.

2.8. About Modelization of Data

• EoSResol is the only tool of modelization to have all PVTx data fitting, defining and correling all experimental measures and more.

• EoSResol is the only tool of modelization to have all reaction data fitting, defining and correling all experimental measures and more.

• EoSResol is the only tool of modelization to have all gases solubilities data fitting, defining and correling all experimental measures and more.

• EoSResol is the only tool of modelization to find Origin of Life.

• EoSResol have only taken very old studies changing only two equations to have data fitting, defining and correling all of it.

2.9. Concerning dedicated books

• There are equations and explanations' for resolution of equation of state and have dissolution data.

• There are C# codes and VB macro for excel sheet and all information for have all PVTX data for all fluids and reaction data for all molecules.

• There are all to know to make the same if you bought these books.

2.10. What searchers made instead of helping me and valorising my works

• I've resolved for the first time in the world the calculation of diffusion coefficients in hydrogen lines from diffusion profile, the Equation of State to have all PVTX and reaction data as a physical science, the Origin of Life synthesizing from inorganic constituents in a reactor Pure Acridine Orange at high temperature and pressure making ADN at low temperature, I've not been paid, nor have a work for it. Noobs that never find even one little thing kicked my ass like a looser, didn't want I make analysis of Acridine orange, articles; I put my discoveries in my thesis... Why? I gave to Equation of State a reason to be used after 50 years of useless wrong modelizations by noobs.

• When I talked to the director of the laboratory of my calculations to be valorised, he talked about vapour phasis and liquid phasis under and above critical curve (for him, it's normal that the volumes liquid or gas magically drop). But this curve is just when vapour and liquid are equal in volume and decrease or increase like in Eh-Ph diagrams. I asked to be paid to finish my thesis, he said, we can't pay someone that isn't physically here, but when my ministerial financement of 3 years and 3 months of financement by ANDRA and 1 month by CNRS with a time life contract were finished I don't know why instead of coming all day long like I've doing, I started coming afternoon, making my thesis alone, going to bed at 4H00 AM, and working 16 hours by day, even the week-end to resolve EoS. I've given my folder to CNRS this year for have a job... They deny it, and give me 10/20 only, but I've find the purity of Acridine orange (the molecule of the eternity) at 250°C that make ADN from inorganic constituents in an hydrothermal experiment, and calculate the pressure of 140 bars (with my EoS Resolution), but they still don't understand why there is a lack of carbon dioxide in the ocean at 1400 meters. The director of the laboratory in this scope of year I was doing my phD, didn't propose to my chief to be graduate to be able to direct research, and so my chief wanted to leave and have a work in private domain.

• One of my thesis director screams on my EoS equations after calculate for him diffusion coefficients in a membrane line honestly from diffusion profiles finding a method in one year, but in EoS equations I only divided by 9 one equation with a proof in a old book where it's write it fit better PVTX for mixtures, and added the well known volume variation that I was able to calculate for fit and define all PVTX data. He didn't want I finished in the 10 first place of a championship to be financed for creating my own job for security and coaching of chemical synthesis industries. He wanted to eject me from my thesis after he subscribed as director of my thesis in the fourth year after 4 months because he was unable to understand calculation of diffusion coefficients. He said 4 years later after finished diffusion calculation he was looking at it, but instead of giving to me his thoughts on it, he removed him from the post of director of my thesis he subscribed 4 months before. He even screams on my mathematical hypothesis for polynomial equations with its derivation proving the equation making possible to calculate the variation of volume per variation of fraction. He demonstrating it was wrong by applying the hypothesis with the power of the x for him was always the same order but it's the order of x. He worked on a little PC with a greedy screen of 3 inches screaming on my equations but major part are in books he owns, understanding nothing on college level calculation wanted just demonstrating all equations I use were wrong. He spent billions on tools on he found nothing cause of his lack of physical and mathematical practice. He just was copying other articles. He wanted I do not

have my degree. He wanted I give him same results with different EoS equations, but I said it was impossible, and then looking my figures on PVTX he said that it prove my results were entire wrong. These equations he wanted are probably the same as we find on recent scientific papers, pretending fitting experimental studies. That's why they need experimental measures, for every system, to adapt EoS equations with binary interaction coefficients or different add-ons. Instead of giving the equations I find and use to fit all studies on PVTX data, they wanted what is finding on recent scientific papers that are not scientific, even not physical science. I've said, I can't find different equations with same results. Giving my results with false equations is not fair. They even search to make group contribution on binary interaction coefficients. They write fitting equations with only exponential and when they use fundamental equations they believe it's impossible to calculate the power of the exponential, it's a number without dimension for them. But it's possible to calculate it with logarithmic equations. Just before I was forced to leave the laboratory because I had to finish my phD after 5 years for only 3 years being paid, working alone, and only the first year of work appearing in my phD, someone printed in the laboratory, all the works I gave to the director screaming on it. A student like me wasn't happy to see a searcher she was working with, published her work in a scientific paper, without mentioning her name.

• My director only helped me at the end working 1 month cutting important parts and adding useless things. He said pure acridine orange in my experiment at 250°C was lucky and not makeable in another same experiment (even if I've made this experiment only once). He said I've made errors while preparing the experiment, that I will never find which errors. He probably tried to make the same secretly but used nitric acid to clean the reactor as he used to. He said he doesn't take care about my future. He was forced to help me to finish my thesis as director but would be happy if I wanted to give up by my side. He said that there is a problem in adenine stability experiments: "nothing said and can't say if an equilibrium state is reached". But my EoS resolution and my reaction calculation can confirm it. He always cleaned his stain gold sealed experiments with Aqua Regia. He said to me that I shall always clean my Adenine stability experiments before doing it with a mixture of water and nitric acid without explaining to me I shall respect a certain quantity and flow nitric acid slowly in water and not the reverse. I took all in my face when I did it. The time I did the experiment cleaning my stain gold sealed with water and nitric acid, after warmed at 300°C, the experiment didn't run, there was no adenine occurence. So after I cleaned like always with pure water. The person responsible of gold reserve asked by e-mail to all of the laboratory why gold they used in stock, always put before to recycling to have new seal and little pipe, had marks of bites. I replied that cleaning stain gold sealed with Aqua Regia dissolve gold. They all were very annoyed and angry. My chief didn't help me for my thesis and abandoned me, even if I helped him for his other studies. When he came in my desktop he always said he was sorry to not help me for working on my thesis, and always said he will help me the next week, but never did it. I wrote my thesis alone. He quitted the University for working in the private. With disagreements and difficulty working by messages, he did nothing more. He said "why did you make it? I didn't ask you to make it" talking about my experiment at 250°C where I found Acridine orange after 3 days in furnace. Even regret that I'm the first author on my article on the stability of adenine. He thought about writing to publishers to change the first author of my article but realized it would be impossible. I made more than 99% of the works for my article and I have chosen

by myself alone to put Iron for hydrogen source with all my own calculations. There isn't any thermodynamic data on Acridine orange such it was very expensive molecule. But my own calculations predicted the synthesis and I wanted to test it. My chief working on thermodynamic properties of compounds said also to me he doesn't believe you can synthesize molecules, cause it need activation energy represented by the molecule already present in low quantity as first step. I remarked to my chief that the adenine solution after been at 300°C and 400 bars, had HCN occurrence by calculation and with the little blue color. He never believed me it was blue, but 3 months later he saw it magically like if he was a newbie in chemistry. He didn't believed me when I said to him, it's possible to program a tool for equilibrate a chemical reaction. He asked me to program in one month's what have done Alvarez J., Crovetto R. et Fernández-Prini R. (1988) and Seward and Franck (1981), threatening me to I couldn't have my thesis if I couldn't find their results. A student have broken the analysis tool ESI-MS he studied for his thesis in order I can't analyse pure Acridine orange (he has put the only liquid it was known to shall not put), and nobody done something to have the analysis of the orange liquid I had in 3 days at 250°C. And when I've made analysed the fine white sticks of Acridine orange totally residual food of bacteria in gold capsule, they were happy to say, it's not Acridine orange and gave me a chemical formula fitting at 4%. The same student broke an expensive, dangerous and long to put in place experimental system named hydrogen line I used, and they accused me to have broken it.

• The famine in the world is linked to research on EoS, but they still try to have the same results as me with different equations as mine. It's totally illegal and impossible; they have not to use my works. I win nothing. They came in my home to put errors in my 100 000 lines of equations in my EoS files with modification dates when I was not here. They want my works for free and don't want to give me one cent for having stabilized, synthesize and modelize at high pressure and high temperature Adenine, Acridine Orange, THC and Crystal mixture from inorganic constituents. Geologists are working on thermodynamic and thermophysic with EoS tampering it with coefficients and group contributions, they are so noobs that they will never understand that my works on thermochemistry is the continuous until the end of EoS old and first research. Calling laboratories and postulating to it and CNRS, it screams and it's insults on me, even if I found Origin of Live, physic and theory in Equation of State, with my own calculations, methods, experiments, validations with amazing results.

• The day before my speech to have my PhD degree, the main director forced to finish with me to have my PhD degree during 3 months cutting important sections in my report like Acridine orange synthesis found in one experiment, the only one I made at 250°C, and fluids modelization, and adding bullshits useless, said that Jury members will insult me, but after the speech all members gave me congratulations and he said nothing, he stays silent. I was helped only the first year by only my chief taking time with another student, for just making vulgarisation. Hydrogen diffusion calculation, high temperature experiments, fluids modelization, and analysis were entire made by myself and some other students helps.

• Divided by 9 was lucky but after I was able to prove it with an old book. The error, which is not an error, giving good results, was due to I forgot to put the parameter perfect gas constant to square.

• Is it worthy of a searcher to have a big bottle of solid HCN in the desktop where students can enter? Normally this product is sealed under key in a cabinet. They wanted to put their name on my works,

discouraging a searcher of another laboratory to publish with me it by ejecting him from his laboratory, screaming on me, equations I use are wrong even it's in books, wanted I use other equations I changed to I lose time and not publishing these ones. When something disappeared in the laboratory like gold, seal stain autoclave, gas bottles, they always accused me.

• They always changed me of working place, in 5 years of phD, changed 10 times of desktop, in different places of the laboratory.

• My chief believed gas perfect constant is 8.51 instead of 8.314472. I saw a video where the searcher is happy to say that Van Der Vaals equation on gas perfect runs good with $PV = nRT$ calculating a gas volume with comparison on NIST and then saying n is the mass instead of mol number using it as it.

• They fired me and not paid me saying they can't pay or keep someone not here, but I never took any holidays.

2.11. Contact and EULA

• Contact me at michael.franiatte@gmail.com for use, help, question, information, customize, contribute, discuss, gift, offer, job, pay, commercial purposes and rights on my programs, source codes and assistances.

• EULA (End User License Agreement): A commercial license is required to use in personal manner. Do not redistributing in any manner, including by computer media, a file server, an email attachment, etc. Do not embedding in or linking it to another programs, source codes and assistances including internal applications, scripts, batch files, etc. Do not use for any kind of technical support including on customer or retailer computer, hardware or software development, research, discovery, teachery, talk, speech, write, etc. Do not use for win money or for commercialisation of any products arising from my programs, source codes and assistances. Do not use and do not copy the way it run in other programs, source codes and assistances. Do not use without pay me, quote me and my agreement. Do not steal or copy or reproduce or modify or peer or share. Do not use in other manner than personal. It stand for my programs, source codes and assistances or programs, source codes and assistances stealing or copying or reproducing or modifying or peering or sharing my programs, source codes, and assistances. If you aren't agree you shall not use.

3. anticheatingnote.blogspot.com

3.1. Using NewB to change memory addresses
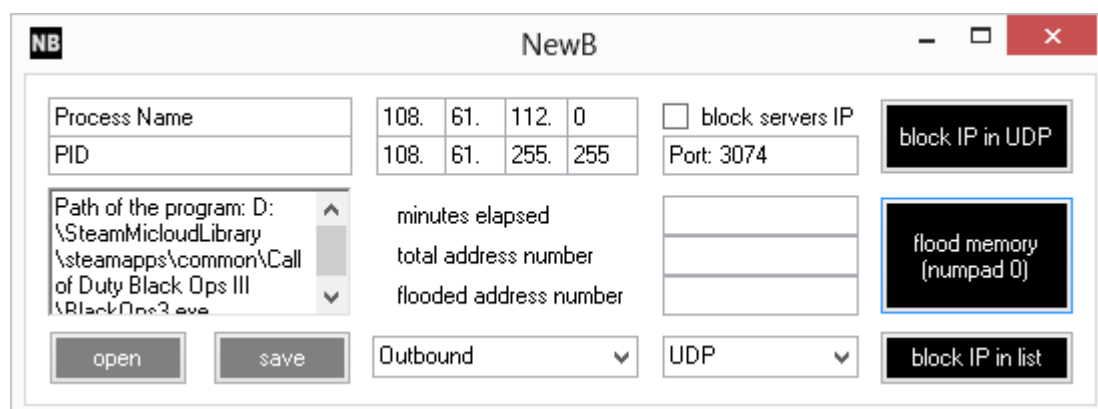
• NewB can help to avoid cheaters to hack because it change memory addresses fills by values and also avoid to be connected on hacked lobby by blocking the unsecure server IP. It needs to be run with administrative privilege.

• Cheats of noobs can be impacted if game devs don't support cheaters.

• Enter the name of the process or PID to flood memory.

• You can block traffic for remote IP in TCP and local IP in UDP, creating automatically blocking Windows firewall rules for connection traffic. When you check "block servers IP", you can block traffic for servers IP found between IP you enter. It ask a file for record IP found. When a IP is found, each IP is recorded in a new line.

• You can block IP in a text file list which will be added in Windows firewall. One IP by line. Every IP must correspond to IP with the format shown with Windows firewall.

• If you set a word in process name, the rules created will be named the word, IP, otherwise only IP. If you remove the path of the program, the rules created will be for all programs. By default the rules created is for UDP protocol for outbound traffic, but you can set differently.

3.2. Using NewB - Flood as Universal Anti-Cheat
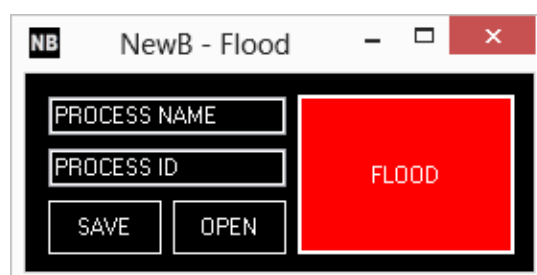
• NewB - Flood is a high performance memory flood for avoid cheaters to hack. It flood memory addresses higher than 1000 times per second. Memory addresses shared by players for one value are the same for each player, but cheater uses only one memory address for one value which is checked between other memory addresses for have the true value avoiding the game crashing.

• Open task manager to retrieve PID of your game to set in the program, the process name will be shown when you flood, save it in a file for the next times. Use Alt+Tab to browse window, and use Alt+Enter to full screen your game. Open task manager with keystrokes Ctrl+Shift+Esc.

• It needs to be run with administrative privilege. Create a shortcut of the program, open properties of it, under the tab shortcut, click on advanced, and then check the box run with administrative privilege, apply change.

• Why it's doing is simple, NewB flood memory with read write process memory, whereas all peered memory is forwarded to computers connected to same servers, and all memory with same values is checked to not crash the game, but cheaters only read few memory addresses, so their cheats is reading false values.

• I advice to build the program as a windows console, because it don't need sleeping time, eating 4 times less CPU usage than as a form.

• I also advice to flood memory for the process System associate with the PID number 4, sharing connection with a computer host and connected to internet with a VPN under Windows 10 OS parameters. I tried flooding memory once on twice playing Fortnite on my console, and it talks itself.

3.3. VAC Secure Servers on Call of Duty

• More and more cheats and cheaters in COD games, and so nothing will change but will be worst and worst. My Anti-Cheating solution is running on other games, but totally don't run in COD games. They ban you if you try tools to counter cheats without using even a shadow of a cheat. They modify your PC if you find something interesting in order cheaters can still cheat.

• Developers of COD games create it with in mind all possible cheats can be used, like cheaters can even change your own FOV, mouse move, gun recoil, position, spawn place, energy, be killed by half of a bullet, killcam duration and even servers forward with only prestige master or cheaters.

• All information and works come from me working alone.

3.4. Base of the method to play on official servers of Call of Duty Black Ops II and Advanced Warfare

• With perfmon.exe (resource monitor in administration tool from control panel) you can see network activity.

• Set manually your network configurations in ipv4 properties in Ethernet settings on your computer.

• Create a nat/pat rule for port 3074 in UDP on your modem associate with your computer.

• From control panel, open Windows firewall from advanced parameters. In the middle tab you can open Windows firewall properties. In all combobox of the third first tabs set to block if no rules for outbound and inbound traffic.

• Open outbound traffic connection tab from the left tab, it appear rules. Delete all rules.

• Create two rules from right tab with protocols TCP and UDP. In it put distant ports 80 (http, Steam, SteamWebHelper), 443 (https, Steam, SteamWebHelper, AW), 3074 (CoD), 27000-27050 (Steam with launch option -TCP) in TCP, ports 53 (service DNS client), 3074 (CoD), 40000 (AW) in UDP. You can add local ports 1024-65535.

• Open inbound traffic connection tab from the left tab, it appear rules. Delete all rules but let rules autocreate each time you install or update a game.

• Create two rules with local port 3074, and distant ports 3074-3075, 33000-34000 for AW and distant ports 3074-3075, 13000-14000 for BO2 with protocol UDP to play on dedicated servers. You can add distant IP 209.170.0.0/16 and 108.61.0.0/16.

• To block vpn users and so hacked lobbies, you must have your network as private. If your network is set to public, click on resolve problem under network in control panel, then resolve residential group problem and apply the recommended Windows setting for a private network. Create Windows inbound and outbound blocking rules for all programs with domain and public profiles.

3.5. Securing Game Connection Using Windows Firewall

• A first step is to create a outbound allowing rule for the service client DNS with distant port 53 and distant IP the IP of your primary DNS server. Also a outbound blocking rule with distant IP 224.0.0.0 to 255.255.255.255.

• A second step is to create two outbound allowing if secure rules with second option of authentication in TCP and UDP.

• A third step is to create outbound allowing if secure rules in TCP with locale security entity System and in UDP, with distant IP 0.0.0.0 to 223.255.255.255, for Steam, Uplay, games and all services associate shown with task manager opened with keystrokes ctrl+shift+esc.

• A fourth step is to create outbound blocking rules in TCP and UDP with distant ports between ports to allow, for Steam, Uplay, games and all services associate.

• A last step is to create outbound allowing rules in TCP and UDP, for Steam, Uplay, games and all services associate.

3.6. Enable VAC on Call of Duty Advanced Warfare

• Add or change in configuration file config_mp: seta cheats "0"seta net_noipx "1"seta net_notcp "1"seta net_secure "1"seta net_sv_private "0"seta net_sv_pure "1"seta net_svprivate "0"seta net_vac "1"seta notcp "1"seta secure "1"seta svprivate "0"seta svpure "1"seta vac "1"seta ui_joinGametype "0"seta ui_netGametype "0"seta ui_netGametypeName "dm"seta ui_netSource "1". Your game configuration file must look like: // generated by Sledgehammer Games - do not modifyseta cg_blood "1"seta cg_brass "1"seta cg_chatHeight "4"seta cg_chatTime "12000"seta cg_connectionIconSize "0"seta cg_cursorHints "4"seta cg_descriptiveText "1"seta cg_drawBreathHint "1"seta cg_drawBuildName "0"seta cg_drawDoubleTapDetonateHint "1"seta cg_drawFPSLabels "1"seta cg_drawMantleHint "1"seta cg_drawSnapshot "0"seta cg_drawStatsSource "0"seta cg_drawTurretCrosshair "1"seta cg_drawVarGrenadeHint "1"seta cg_drawViewpos "0"seta cg_fov "65"seta cg_gameBoldMessageWidth "390"seta cg_gameMessageWidth "455"seta cg_headIconMinScreenRadius "0.025"seta cg_hintFadeTime "100"seta cg_hudChatIntermissionPosition "5 110"seta cg_hudChatPosition "5 200"seta cg_hudProneY "-160"seta cg_hudSayPosition "5 175"seta cg_hudVotePosition "5 220"seta cg_invalidCmdHintBlinkInterval "600"seta cg_invalidCmdHintDuration "1800"seta cg_mapLocationSelectionCursorSpeed "0.6"seta cg_marks_ents_player_only "0"seta cg_paintballFx "0"seta cg_scriptIconSize "0"seta cg_sprintMeterDisabledColor "0.8 0.1 0.1 0.2"seta cg_sprintMeterEmptyColor "0.7 0.5 0.2 0.8"seta cg_sprintMeterFullColor "0.8 0.8 0.8 0.8"seta cg_subtitleMinTime "3"seta cg_subtitleWidthStandard "520"seta

cg_subtitleWidthWidescreen "520"seta cg_teamChatsOnly "0"seta cg_viewZSmoothingMax "16"seta cg_viewZSmoothingMin "1"seta cg_viewZSmoothingTime "0.1"seta cg_voiceIconSize "0"seta cg_waterSheeting_distortionScaleFactor "0.021961 1 0 0"seta cg_waterSheeting_magnitude "0.0655388"seta cg_waterSheeting_radius "4.44051"seta cg_weaponCycleDelay "0"seta cg_youInKillCamSize "6"seta cl_freelook "1"seta cl_maxPing "800"seta cl_mouseAccel "0"seta cl_packetdup "2"seta cl_pitchspeed "140"seta cl_pushToTalk "0"seta cl_textChatEnabled "0"seta cl_voice "0"seta cl_yawspeed "140"seta com_recommendedSet "1"seta compassSize "1"seta con_gameMsgWindow0FadeInTime "0.25"seta con_gameMsgWindow0FadeOutTime "0.5"seta con_gameMsgWindow0Filter "gamenotify obituary"seta con_gameMsgWindow0LineCount "4"seta con_gameMsgWindow0MsgTime "5"seta con_gameMsgWindow0ScrollTime "0.25"seta con_gameMsgWindow1FadeInTime "0.25"seta con_gameMsgWindow1FadeOutTime "0.5"seta con_gameMsgWindow1Filter "boldgame"seta con_gameMsgWindow1LineCount "1"seta con_gameMsgWindow1MsgTime "3"seta con_gameMsgWindow1ScrollTime "0.25"seta con_gameMsgWindow2FadeInTime "0.75"seta con_gameMsgWindow2FadeOutTime "0.5"seta con_gameMsgWindow2Filter "subtitle"seta con_gameMsgWindow2LineCount "7"seta con_gameMsgWindow2MsgTime "5"seta con_gameMsgWindow2ScrollTime "0.25"seta con_gameMsgWindow3FadeInTime "0.25"seta con_gameMsgWindow3FadeOutTime "0.5"seta con_gameMsgWindow3Filter ""seta con_gameMsgWindow3LineCount "5"seta con_gameMsgWindow3MsgTime "5"seta con_gameMsgWindow3ScrollTime "0.25"seta con_typewriterColorGlowCheckpoint "0.6 0.5 0.6 1"seta con_typewriterColorGlowCompleted "0 0.3 0.8 1"seta con_typewriterColorGlowFailed "0.8 0 0 1"seta con_typewriterColorGlowUpdated "0 0.6 0.18 1"seta con_typewriterDecayDuration "700"seta con_typewriterDecayStartTime "6000"seta con_typewriterPrintSpeed "50"seta dynEnt_active "1"seta fx_flare "1"seta fx_marks "0"seta fx_marks_ents "1"seta fx_marks_nearlimit "5"seta fx_marks_smodels "1"seta g_allowvote "1"seta g_banIPs ""seta g_clonePlayerMaxVelocity "80"seta g_deadChat "1"seta g_dropForwardSpeed "10"seta g_dropHorzSpeedRand "100"seta g_dropUpSpeedBase "10"seta g_dropUpSpeedRand "5"seta g_playerCollisionEjectSpeed "25"seta g_voiceChatTalkingDuration "500"seta gpad_menu_scroll_delay_first "420"seta gpad_menu_scroll_delay_rest_accel "2"seta gpad_menu_scroll_delay_rest_end "50"seta gpad_menu_scroll_delay_rest_start "210"seta hud_deathQuoteFadeTime "1000"seta hud_enable "1"seta hud_fade_ammodisplay "0"seta hud_fade_healthbar "2"seta hud_fade_offhand "0"seta hud_fade_sprint "1.7"seta hud_flash_period_offhand "0.5"seta hud_flash_time_offhand "2"seta hud_health_pulserate_critical "0.5"seta hud_health_pulserate_injured "1"seta hud_health_startpulse_critical "0.33"seta hud_health_startpulse_injured "1"seta in_mouse "1"seta intro "0"seta lui_hud_motion_enabled "1"seta m_filter "0"seta m_forward "0.25"seta m_pitch "0.022"seta m_side "0.25"seta m_yaw "0.022"seta monkeytoy "0"seta net_nomaster "1"seta net_noudp "0"seta net_secure "1"seta net_socksEnabled "1"seta net_socksPassword ""seta net_socksPort "3075"seta net_socksServer "209.170.124.117"seta net_socksUsername ""seta net_sv_private

"0"seta net_sv_pure "2"seta net_sv_usedevshotsfile "1"seta net_vac "1"seta r_aaMaxQuality "0"seta r_aaSamples "1"seta r_adapter "NVIDIA GeForce GTX 750"seta r_aspectRatio "auto"seta r_autoPriority "0"seta r_blacklevel "0"seta r_debugLineWidth "1"seta r_depthPrepass "None"seta r_dlightForceLimit "8"seta r_dof_limit "0"seta r_drawWater "1"seta r_elevatedPriority "0"seta r_fill_texture_memory "0"seta r_floatZCopy "0"seta r_fullscreen "1"seta r_fullscreenWindow "0"seta r_glow_allowed "0"seta r_image_cache_copy_memory_budget "0"seta r_image_cache_copy_number_budget "0"seta r_image_cache_create_memory_budget "0"seta r_image_cache_delay_ms "5"seta r_image_cache_delete_until_available "0"seta r_image_cache_keep_lower_mips "0"seta r_image_cache_make_staging_texture "0"seta r_image_cache_mass_remove_threshold "67108864"seta r_image_cache_throttle_ms "50"seta r_imageQuality "0"seta r_inGameVideo "1"seta r_lodBiasRigid "0"seta r_lodBiasSkinned "0"seta r_lodScaleRigid "1"seta r_lodScaleSkinned "1"seta r_mdaoLimit "2"seta r_mode "1024x768"seta r_monitor "   DTV "seta r_picmip "3"seta r_picmip_bump "3"seta r_picmip_spec "3"seta r_picmip_water "0"seta r_portalBevels "0.7"seta r_postAA "None"seta r_preloadShaders "0"seta r_preloadShadersELL "0"seta r_preloadShadersELLMLLT "-1"seta r_preloadShadersELLMSPT "-1"seta r_preloadShadersWNDTOO "1"seta r_refreshRate "60.00 Hz"seta r_ssaaSamples "1"seta r_ssaoLimit "0"seta r_sssLimit "1"seta r_texFilterAnisoMax "4"seta r_texFilterAnisoMin "1"seta r_uav_overlap "1"seta r_videoMemoryScale "1"seta r_vsync "0"seta ragdoll_enable "1"seta ragdoll_max_simulating "32"seta ragdoll_mp_limit "16"seta ragdoll_mp_resume_share_after_killcam "3000"seta rate "25000"seta secure "1"seta sensitivity "1.4"seta server1 ""seta server10 ""seta server11 ""seta server12 ""seta server13 ""seta server14 ""seta server15 ""seta server16 ""seta server2 ""seta server3 ""seta server4 ""seta server5 ""seta server6 ""seta server7 ""seta server8 ""seta server9 ""seta sm_cacheSpotShadows "Disabled"seta sm_cacheSunShadow "Disabled"seta sm_enable "0"seta sm_maxLightsWithShadows "4"seta sm_sunShadowScaleLocked "1"seta sm_tileResolution "Auto"seta snd_cinematicVolumeScale "0.6"seta snd_enableEq "1"seta snd_envFollowerBuffScale "1"seta snd_errorOnMissing "0"seta snd_speakerConfig "0"seta snd_touchStreamFilesOnLoad "0"seta snd_volume "1"seta sv_hostname "CoD4Host"seta sv_nomaster "1"seta sv_publicbuild "1"seta sv_usedevshotsfile "1"seta sys_configSum "254862036"seta sys_configureGHz "12.004"seta sys_gpu "NVIDIA GeForce GTX 750 (0x10de, 0x1381, 0x84c21043, 0xa2, 0x7c6cf000); Microsoft Basic Render Driver (0x1414, 0x8c, 0, 0, 0)"seta sys_sysMB "8145"seta ui_autodetectGamepad "1"seta ui_bigFont "0.4"seta ui_browserFriendlyfire "0"seta ui_browserKillcam "0"seta ui_browserMod "0"seta ui_browserShowDedicated "0"seta ui_browserShowEmpty "0"seta ui_browserShowFull "0"seta ui_browserShowPassword "0"seta ui_browserShowPure "1"seta ui_browserShowSecure "1"seta ui_browserShowVAC "1"seta ui_currentFeederMapIndex "0"seta ui_currentMap "0"seta ui_drawCrosshair "1"seta ui_extraBigFont "0.55"seta ui_joinGametype "0"seta ui_netGametype "0"seta ui_netGametypeName "dm"seta ui_netSource "1"seta ui_serverStatusTimeOut "7000"seta ui_smallFont "0.25"seta vid_height "741"seta vid_width "1020"seta vid_xpos "265"seta vid_ypos "1"seta winvoice_mic_mute

"0"seta winvoice_mic_outTime "0.5"seta winvoice_mic_reclevel "65535"seta winvoice_mic_scaler "1"seta winvoice_mic_threshold "3276.8"seta winvoice_save_voice "0"

• Type in cmd command prompt run as administrator lines:

1. bcdedit.exe /set {current} nx AlwaysOn

2. bcdedit /set {current} nointegritychecks off

3. bcdedit /deletevalue loadoptions.

• Enable DEP in system in control panel, select advanced tab and click on settings under performance section, select the tab DEP and click on Turn on for all programs and services.

• Run Steam as administrator. You can set it in properties of the shortcut icon.

• In properties of your game in your Steam library, define the Steam game launch option by typing -secure 2.

3.7. Using EMET to send informations on hacking offends

• EMET by Technet can be used with Advanced Warfare disabling only EAF and Stack Pivot but all other mitigations can be enable.

• Modules to add in EAF+ mitigation can be seen with Process Explorer by Technet too.

• You can enable for all programs EAF mitigation but not for AW.

• Also add EMET and steam exe from program files folder and add exe from folders sysWOW64 and system32 for mitigation.

3.8. Using Cheat-Engine to anti-cheat

• Cheat-Engine is used by cheaters to retrieve address of codes from values, in order to use read and write process memory functions in their noob program to cheat. Cheaters are helped by Microsoft community in order to debug their codes.

• Using Cheat-Engine as counter-measures against cheats of cheaters by change the data they read to cheat against fair players like me caused me a VAC ban on record on my second Steam account. Even if I wrote to Steam support before to help me to play on VAC protected servers in BO2, even saying I was writing a book on Anti-Cheating. Steam support said that they give no information on VAC.

3.9. Anti-Cheating in Call of Duty

• Working on counter cheats of noobs in Call of Duty where people camp or rush like stupid if not cheat, bring my computer to be hacked as hell in order to destroy my CPU and GPU in these hack fest games. The matchmaking forward cheaters on every match in order cheaters can enjoy destroy people without be hunted by another cheaters.

• Each time I want to play on a Call of Duty game or even Titanfall made by developers of a Call of Duty games, I'm forwarding on the worst match against worst cheaters aimboting and lag switching. I always fall against cheaters, so I always loose even being always in first place of my team.

• People insult you if you defend other people reporting cheats and cheaters. They insult me of noob saying I'm always loosing even if I say I'm always in third first place of the leaderboards.

• Each time I was able to counter cheats, the tomorrow it didn't run anymore.

• It's not fun to play a game when it's unplayable cause of the opponents are bugged and too strong. When you know they cheating in a broken game, even a basic 2 bits pacman is more fun to play.

• We can see with Windows firewall that opening port 3074 for allowing inbound traffic with a nat/pat rule on the modem/router is forwarding all ports like if we open all ports with a nat/pat rule for each port. Inbound traffic is harmful for the network security.

• Also when activating mandatory ASLR (address space layout randomization) for BO3 in EMET, even if BO3 was made with a brand new game engine, the game never start like all call of duty games cause ASLR is disable to let cheaters use their noob tools for invade the game (ASLR is also shown with Process Explorer). Cheaters let know on forums that we are noobs because there is no cheaters as they pretend.

• Crack owners and cheat users open hacked lobbies, even banned they come in public match where people bought their games and play fair. These big noobs retarded insult of noobs fair players, lie they don't cheat, say there isn't any cheater, hide ridiculously their wallhack, use humanized aimbot but still obvious, but are never banned. They make skilled videos but never say they use cheats. Nazis still exist even in just a game, even worst on consoles for being more numerous.

3.10. Explanation on Cheaters humanizing their cheats

• Instead of taking pleasure on multiplayer games, people are tryhard exploiting cheats and friends cheating. All games are becoming die and retry by their faults. A youtube guy named Wise Thug growing with number of subscribers and wining partners with his channel with Electronic Arts and other Editors like of the game Player Unknown Battleground (PUBG), is aimboting on Battlefield 1 with an humanized aimbot because it's trigger with a mouse button and sometimes it aim allies, very obvious for an initiate. He plays with friends' wallhacking on PUBG asking to them to shut down their stream even if the streaming program named OBS can remove wallhack for viewers. He finishes lot of times last stand with lot of information from his friends wallhacking. He plays with low graphics in order to win, even if his stream looks vomit.

• What kinds of mentality have cheaters and all players letting their ass busted like this without seeing it's full of cheaters. What kind of game developers are they to not ban cheaters, letting legit players be busted. Even Forza Horizon 3 encounters lot of cheaters, so the AI level is becoming unfair from update to update, from one expansion to another. There isn't any unity in games and between players because of cheaters. If you see one aimboter, after you have doubt on every guys. Games are violent because there are violent people.

3.11. Programing a custom NewB exe for anti-cheating on consoles

• When you want to flood the process distant access connection manager in order to anti-cheating on consoles sharing connection with a computer host, the process svchost doesn't correspond to the same PID of the process used by connection sharing.

• You can create a custom exe flooding 4 processes of svchost corresponding to network services. The PID is shown opening task manager with keystrokes ctrl+shift+escape and change only when you

restart your computer host. Create buttons to save and open PID in textboxes. You must flood memory of network services only from their PID.

• It's better to flood memory of processes from their PID when it's shown under network tab for listening ports in performance monitor from administrative tools in control panel.

• The program can crash sometimes, so if you flood lot of services create save files with a name incrementing a number you will open specifically by knowing which program crashed associated with which services you flood, simply by placing the program on your desktop specifically to a position corresponding to the file you open. When it crash, restart the program placing it to the previous position and open its associating save file.
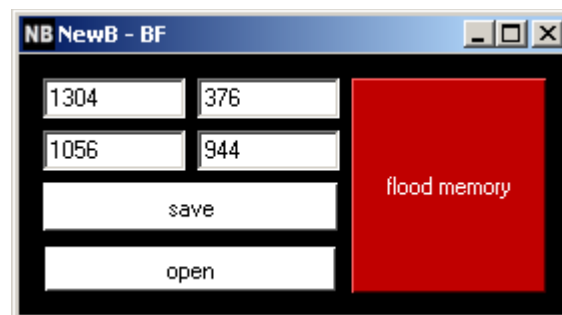
3.12. Concerning dedicated book

• There are explanations for use modem and Windows firewalls, for find IP and ports, for have your computers or consoles running without any problem.

• There are C# codes and all information for annoying cheaters avoiding them to cheat.

• There are all to know to make the same if you bought this book.

3.13. About fake servers

• Spoofing IP of official servers is possible because a server check your MAC address, but a fake server with same IP use your MAC address to forward you to this.

 • Denying internet to have your MAC address or one of your network computers to snitch your MAC address is to use on all your network computers a secure DNS server like Verisign ensure a private connection. It's also useful against DDos because these kind of DNS server deny internet to have external IP of your network.

3.14. No Steam no problem

• With the following thread on Steam website: http://steamcommunity.com/app/476620/discussions/0/2425614539591114680/ where I tried to help people we can see that people don't believe that cheaters banned can still play through the game on Steam even if there are videos on youtube to explain how to play banned in BO2 multiplayer on PC using Skidrow and 4D1 files. They ignore my help and reply negatively to me like if they know all reality facts. Playing on XBox One with only port 443 in TCP allowing encrypted connection and memory but still not enjoy playing on it because cheaters can still cheat, is another thing people will not understand. Isn't it a proof the problem with cheaters is due to our internet provider? Steam and their community are sadly bad. Don't spend money and time with them. You can lose lot of money and your mind. They will never be your friends. At least XBox makes good things.

• I let you read the thread I will not reply, because this community is toxic. The thread on Steam "Cheaters are getting out of hand":

apathy kills:

"Sledgehammer needs to fix this, it's getting pretty old. I just left a hardcore TDM because of a blatant cheater who got the kill cam, he was obviously aimbotting and wall hacking so I decided to go play core TDM, the first thing I see is people bent out of shape over a cheater there and I have ran into this guy more than once and he is still free to cheat. They tell you to record the game play and upload it to twitter but I didn't pay $60 for a AAA title just so I could be the goddamn internet police and do their job for them. I came to PC because I thought the community would be better in some way, more mature or friendly and what I have seen over the last year and a half is the majority of players are the complete opposite, I never thought I could or would say the XBOX community is a better group of people by far. Good luck to everyone out there that is worth a damn, everyone else I hope you enjoy the toxic stupidity you have created."

Corvo:

"too late maybe on moment i only play zumbis the multiplayer game is so full off hacks and cheats hardly found one free game"

apathy kills:

"I won't say every lobby is full of cheats because they aren't but it is slowly becoming more and more of a problem every day. I played for 2 weeks without ever seeing an obvious cheater and now I run into them daily."

Lehoo:

"Must be fun to be a ultra newb with highest prestige. Pathetic!"

Me:

"Cheaters are on XBox also. They use cheats obviously but also hacks which is more illegale. Connection disroute. The best thing to do for the community like all you are, just gamers, with none of knowledge in informatic is to call your internet provider."

Me:

"I called one time my internet provider last year for this problem. Problem was solved one week. When I called I had a jerk mocking me, but I called again just after. The guy I had just said to restart my modem for change IP but I said that I do it each day. I was talking about same cheaters on same hacked servers with my anti-virus always blocking malicious IP."

Hrsn:

"I haven't seen one cheater yet in 4 hours playtime so I can't agree but I can agree with this fact that it's stupid how you have to do the job for them"

Me:

"Even banned, cheaters can still play. When you will understand you have a connection problem due to your internet provider, maybe you will enjoy your game."

What Anti-Cheat?:

"Your internet connection has nothing to do with people snapping to targets getting instant headshots with aimbot, haha. Not sure what you are talking about. If a cheater gets banned from a game on steam, then no, they *can't play that game anymore. At least not on that account. If they have a way to

get the game again, and feel like wasting more time and getting banned all over again, then sure, they could re-cheat, but not on the same account."

A-A-Ron:

"Just stop. You have no idea what you're talking about."

What Anti-Cheat?:

"Cheaters have NOTHING to do with your internet provider, XD. Stop trying to convince people that you have any idea what you are talking about. Aimbot, wallhacks, etc. are client side scripts which can in no way be effected by your isp. They have to be handled by anti-cheat systems... whether it's software, developers, or steam."

me:

"Can you tell me, what mean "reverse engineering" for you ? I know what I'm talking about. I play on xbox and pc and make engineering studies. Connecting users together from a same interface should ensure a secure network. When your internet provider choose for you to route your connection through big town like Paris where it can be easily disrouted or it slow down your connection, or when your internet provider choose to connect you to a user using hacks, or a user unsecure, even if the network interface is a game and not a https page, it's a problem with the internet provider. Or who do it ? All of you like I did should try to call their internet provider to remedy of the unsecure servers full of hackers making anti-virus spaming alerts of malicious IP and making nasa computer crashing. Say also you just invested lot of money in a brand new PC and lot of games, and you don't want to always reboot fresh your PC. You can fall on a jerk the first time you call, but call the support until the support listen you. Say you rebooted fresh your modem/router and always restart it each day for change the external IP of your network, but nothing work."

twitch.tv/numroth:

"Im not gonna lie but the sitsuation with hackers has gone so far that im actually getting paranoid and this is the FIRST TIME EVER in my life im paranoid of hackers.

Since the release of the game i've propably encountered 3-4 hackers in total who were blatant ones.

But for the past week the numbers has just increased drasticly like even if theres a super good player i start to think he might be cheating somehow but still i know he's not....

For the love of god sledgehammer grap that ????ing banhammer and start swinging it like crazy as i dont want another cod to die super fast on the PC but this time due to ????ing hackers (BO3 died for me due to the drop weapons as they where impossible to obtain)"

apathy kills:

"The xbox version isn't without flaws, but, I haven't seen a single aimbot or wall hack since I have started playing. The only cheaters I have encountered are people getting in a glitch on the map point du hoc, and it really isn't a big issue or all that common. I miss playing on PC as I am more comfortable playing with keyboard and mouse but unfortunately if you want to play CoD without dealing with cheaters console seems to be the only way to go at the moment."

me:

"For sure xbox is more secure because the connection only go through DNS port... But call of duty games on PC are certified by verisign as it's shown by the properties of the exe, so someone using cheats entering the process for read and write in the memory shouldn't have connection."

What Anti-Cheat?:

"Buried, there is NOTHING that your ISP can do to prevent *someone else, from using cheats, in a server that you *happen to get into. The ISP does NOT choose where Call of Duty finds you matches... CALL OF DUTY chooses who you connect to. The only way you can change which *areas you connect to are by using something like a Netduma router, which will allow you to limit how far away you are able to connect to a server. There is absolutely no way for an ISP to keep you safe from somebody using aimbot in a video game, XD. These cheaters are using local software, from their own computers... an ISP has no way of detecting video game cheats, which is why it's up to the developers (like Sledgehammer), to ensure that these things don't happen. Even if your ISP were willing to waste time helping people with their "videogame problems" (which they don't... and won't), there's no "safe region" where people can play online and avoid cheaters... because there are cheaters in every region, in every country in the world."

me:

"Disrouting your connection isn't incorporate in call of duty. It's not like you have clicked on a bad link on google search tool to be attacked by a malicious IP. It's more like users connected through the same interface certified by verisign which own the major part of network domains. If a user is hacking, the connection shouldn't be established. The matchmaking is automatic and takes people searching a match at same time or whatever devs coded, but when a user modify the interface the internet provider should detect it and deny the connection. Hacking the memory of the process or modified files of the process task as an interface not up to standards. The internet provider can mask the downgraded signal from the modified interface of the unsecure user to servers of call of duty."

What Anti-Cheat?:

"Not sure where you are getting your information, but it's incorrect, ISPs cannot interfere with the way that a player establishes a connection to a game server without violating the law, in the same way that cheaters aren't supposed to. They would have to have a contract with said dev, which they do not. All ISPs can do is inform you of how to keep your connection safe from hackers attacking you *personally. Most cheaters in Cod do not need your network information, they only need cheat scripts provided to them through the use of cheat software. The software does all of the work. Most scripts, such as aimbot, wall hacks, etc., don't require any sort of "ip" or "server" information... they are root level game file cheats. The only types of cheats which have an effect on "servers" are the host cheats which give them the ability to kick/ban people, etc., and those which cause lobbies to become "max rank" hacked lobbies and whatnot. Most of the cheaters that people are dealing with are not THAT kind of cheater. So again, there's nothing that an ISP can do about Aimbot and Wall Hacks...."

• The conclusion they will miss from me in this discussion sterile, if you want play multiplayer games, play on Xbox One, find IP of servers and ports to set under your modem firewall, use connection sharing from a computer host with Windows firewall allowing rules to disable and secure connection rules with port 53 to enable after entering a server, use DNS servers IP from Verisign under all DNS settings, and never flood memory of network processes using NewB when you use Verisign DNS.

3.15. How people reacted

• People insulted me on forums and were putting dislikes on my videos and guides for the majority of them.

• They never shown to be interested and no one wanted to help me. Newb encountered one download coming with IP list to block.

• The book around the work met one bought by a German that redeemed it. No more or nor less than my books on EoS by an American who bought two books on three. But the book on the anti-cheat work was noted very badly by lot of guys who never bought it.

• One guy created a guide to explain how to be NAT open with call of duty multiplayer reusing my works on Windows firewall, without quoting me obviously.

3.16. Contact and EULA

• Contact me at michael.franiatte@gmail.com for use, help, question, information, customize, contribute, discuss, gift, offer, job, pay, commercial purposes and rights on my programs, source codes and assistances.

• EULA (End User License Agreement): A commercial license is required to use in personal manner. Do not redistributing in any manner, including by computer media, a file server, an email attachment, etc. Do not embedding in or linking it to another programs, source codes and assistances including internal applications, scripts, batch files, etc. Do not use for any kind of technical support including on customer or retailer computer, hardware or software development, research, discovery, teachery, talk, speech, write, etc. Do not use for win money or for commercialisation of any products arising from my programs, source codes and assistances. Do not use and do not copy the way it run in other programs, source codes and assistances. Do not use without pay me, quote me and my agreement. Do not steal or copy or reproduce or modify or peer or share. Do not use in other manner than personal. It stand for my programs, source codes and assistances or programs, source codes and assistances stealing or copying or reproducing or modifying or peering or sharing my programs, source codes, and assistances. If you aren't agree you shall not use.

4. wiimoteonpc.blogspot.com

4.1. WiimoteTheory for Playing Wiimote on All Games

• WiimoteTheory makes the Wiimote camera IR detection to aim more accurate and faster than a mouse because you can lower mouse sensitivity in games options but still turn fast. WiimoteTheory makes the Wiimote to aim very enjoyable and competitive. The IR transform to view control is adapted to be very large and very progressive, better than on consoles with gamepad stick. There isn't lack of detection even in hardest games like Advanced Warfare. Unlike any other softwares/hardwares and controllers, it's a pleasure to aim. It's very responsive and competitive compared to keyboard/mouse or any controller because the program is all innovative. It's very simple to use for playing all PC games like FPS and TPS using Wiimote/nunchuck/IR as gun, Racing and platform games using Wiimote as wheel. You just have to change key binding and mouse sensitivity in game options. You can also create with comboboxes in the program custom keys configurations for every games, and custom keys are shown in textboxes. Different mouse functions can be selected with checkboxes adapted for playing every games. All the configurations in WiimoteTheory can be save and open with any txt files of the names you choose.

• Wii sensor bar is to aim pointing on IR leds with a Wiimote. The view is controlled with brink mouse function in most of games (FPS transform), but the menu in these games is controlled by cursor function (Wii menu transform when you choose brink function). A better mouse move emulation than brink exists in these games. 1+2 buttons of Wiimote is to take the resolution of screen for the emulation of mouse named cursor... It's when after launching a game, the resolution of your game can be different than when you launched the program from the desktop. Z/C+1 buttons is for games where you can walk on the ground and drive a car like GTA, Far Cry, Mad Max, Watch_dogs... A+B+1+2 buttons are to close the program.

• WiimoteTheory is a program for playing games like FPS and TPS using Wiimote/Nunchuck/IR as gun, racing and platform games using Wiimote as wheel, and both using switch with combinations of buttons. Different mouse and keyboard functions can be selected with keystrokes. Different mouse and keyboard parameters can be set. Only for the aim, game options must be changed. Save in files new configurations and open files for auto configurations. All custom configurations are shown after opening files. The last configurations used are autoloaded when WiimoteTheory start, but it can be disable. Wiimote is paired pressing buttons 1 and 2 together if WiimoteTheory is running, and unpaired when WiimoteTheory is closed.

4.2. Illustration
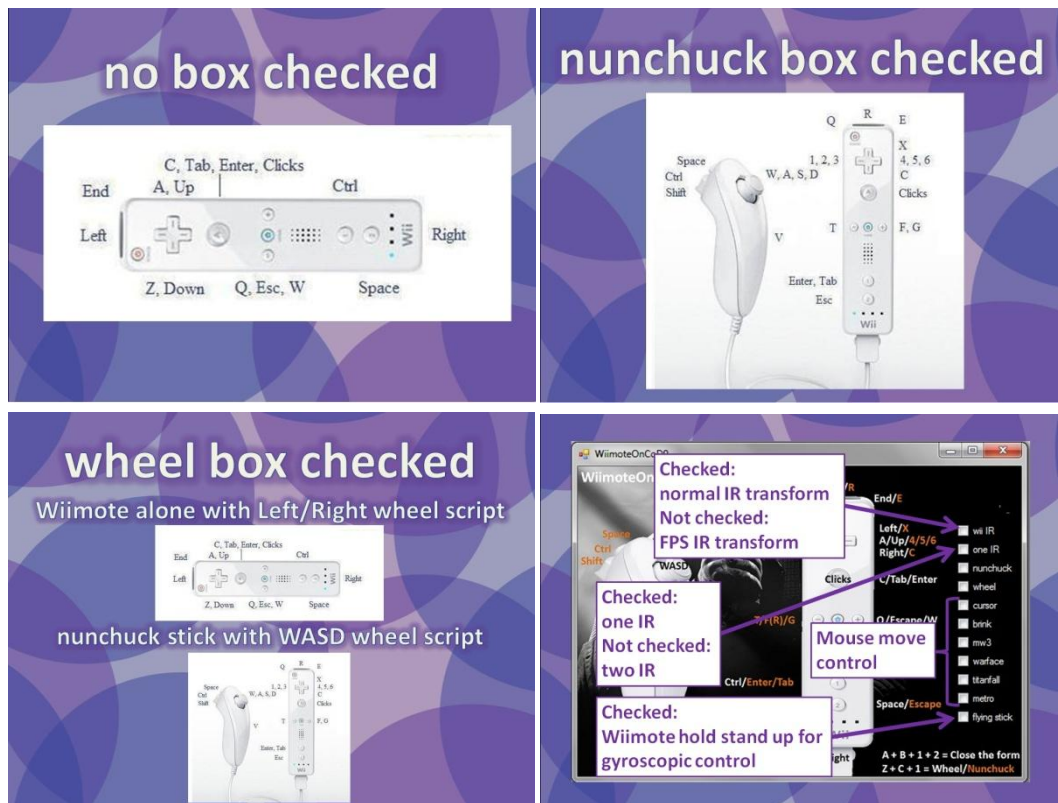
4.3. Inputs
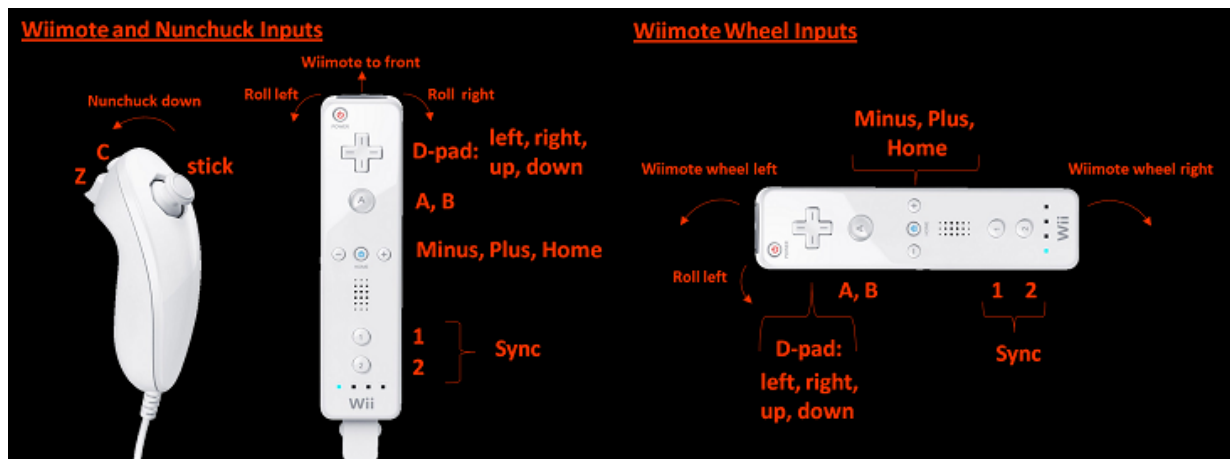
4.4. What You Need to Play Wiimote on PC

• You need: PC Windows 64 bits, TV HDMI, HDMI Wire, Bluetooth USB dongle (Trust is the best on the market), Wii or Wii Mini or sensor bar, Wiimote/Nunchuck/Wii Motion Plus, Batteries AA (LR6) NiMH with Loader NiMH, Steam and Origin platforms for download games.

• You need a Wiimote, a Nunchuck and a sensor bar of a Wii, so basicaly a Wii and accessories, because it's better for detection of IR, and to not have to always load battery of sensor bar (it's not

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compatible with Dolphin bar, and not with all type of Wiimote, also after installation of programs with untrusted certificates of drivers like Motioninjoy and HID Wiimote). Wii is low voltage (9 volts), so it doesn't eat too much electricity. You need to shut down Wii connect24 of your Wii to not encounter lag switch of the view. It's better and adapted to play on a HDMI big screen from far to close distance of the screen. Bluetooth USB device is required to connect Wiimote to your PC. It's autodetected when you plug it. When connecting Wiimote, wait it's totally connected before launching Wiimote program, partucularly on W10 OS, otherwise restart your computer or try to disable some services... The program is a standalone exe. So no additional software is required. You need Steam and Origin to download and buy games of course. It works on W7, W8, W8.1 and W10. I have and had all these OS. I never encounter problems, only with W10 OS upgrade from W8.1 where Wiimote started to not be recognized more and more times until no more.

• Nintendo and DBPower old Wii remote with motion plus extension and new Wii remote with motion plus inside supported.

• On OS inferior to W10, you just need to click right on Bluetooth tray icon under task bar to add a new peripheral for synchronizing a Wiimote without any pin code. But on W10 OS, you must create a shortcut under desktop of peripherals and printers opening control panel (Windows key + R key, typing control panel), and so from peripherals and printers, you can add/remove easy a Wiimote.

4.5. Best Wiimote on PC Program Controller

• Some use Wiimote with glovepie and other shit like this. Wiimote looks like shit with this. But in fact Wiimote is the best controller more accurate and faster than a mouse for playing FPS and TPS. Also Wiimote can be used like a NES controller. Wiimote as K/M is more fun than any native controller.

• I only use (same) Wiimote since Wii released (2006). From 2008 until 2010 I was using glovepie. Since 2010 I build my own program, more enjoyable than any other existing. If Wiimote and my program would not exist, I would not play games anymore like a kid using controllers with unplayable aim. The program use a custom Wiimote library retrieving gyroscopic motion, buttons and IR sources positions. The aim or view control in shooters is perfectly handled by Wiimote camera detecting IR sources. The codes I made and changed in WiimoteLib place the Wiimote above all controllers.

• I tried cronusmax device to use Wiimote on consoles directly connecting Wiimote as a gamepad that need to make a useless script and it's not enjoyable to play. It's worst than with glovepie where you need to create a script too and aiming is bad as fuck, it can't be used by 99% of people cause the capacity of moving to aim is only 2 cm like with a gamepad stick. But aiming is far better and with far more moving capacity using combination of the plugin X-Aim of cronusmax plus and my program for playing Wiimote on consoles.

• Each motion are binded to a key and having to always aim in FPS and TPS is more immerssive and relaxing when well designed because my main objective during 6 years was to have the best aim for playing FPS and TPS using Wiimote where glovepie totally fail. I'm a Doctor in Geosciences, I can say and I've been able it traduce the near reality without any bug but it wasn't simple.

• Making a script like in glovepie is stupid; you just have to change mouse sensitivity and keyboard binding in game options or plugin X-Aim. The game remember you which key to push, so with time

you remember which Wiimote buttons are binded to which keyboard keys. It doesn't take too much time to bind keys in game options or plugin X-Aim compare to scripting.

• Wiimote is the only controller more accurate and faster than a mouse. Using IR detection of Wiimote to aim on PC, make it easy and enjoyable, with my program.

• To connect Wiimote and Nunchuck, you don't need bluesoleil or toshiba Bluetooth stack advised by noobs, you just have to plug your Bluetooth device and wait auto-installation of Microsoft driver. Add a new peripheral from Bluetooth icon, press at same time the buttons 1 and 2 of Wiimote to detect it and add without security code. Remove it before the next connection.

• If you installed programs using drivers with untrusted certificates like Motioninjoy and HID Wiimote, WiimoteTest like my program will not work anymore. The solution is to restore your PC or undo the installation of these drivers in peripheral manager from control panel.

• Wiimote of Wii unlike PS move is easy to connect, easy to use, well designed, IR control centered in the middle of your screen, don't need camera, drivers with untrusted certificates to install. Wii for sensor bar is low voltage (9 Volts) decoupled of your PC.

• Characteristics of my program: simple, easy to use and understand, responsive, all mouse move controls, no need of scripting, no key stuck, view control enlarge and progressive and accurate and fast, no lack of IR detection and view control, IR run smooth, no stuttering, no virus, no stop working even after disconnect/reconnect nunchuck, no memory and processor leakage even if Wiimote isn't recognized, competitive, low latency, compatible with all types of games, better than any keyboard/mouse and gamepad drivers, all Windows versions.

4.6. Why a Wiimote is more faster and accurate than a mouse for aiming?

• A mouse to aim is far more efficient than a Wiimote cause with a mouse you adjust very fast a target, a mouse is very easy to use for everyone, your arm and hand are well hold by a table, a mouse can have a good design to be hold very well. But scripting IR camera of Wiimote (to aim) make it more accurate in the center of crosshair and more faster to turn at the edge when you need to turn fast if an enemy is behind you. It stays a aiming like with a stick of a gamepad (you can decrease mouse sensitivity to lowest setting but still turn fast). So for a moving target, Wiimote is very inaccurate, but still easier than with a gamepad cause of more moving capacity, and still need to center the Wiimote from IR to stop moving the view like with a gamepad stick.

• Sometimes there is a problem with lack of IR detection, so you must increase sensitivity of mouse option for avoid lack of IR detection, making the aiming too sensitive for people. If you are not good with a lead rifle, it's not for you. A mouse is more efficient and easier to adjust a target, but with a Wiimote the fun to aim is here cause of long moving capacity and progressivity than with a gamepad.

It don't avoid me to kick ass of keyboard/mouse players in multiplayer games since I work on my own Wiimote program started the 1st June 2010 always in evolution until the 22nd March 2018.

• All information and works come from me working alone but not the idea of Wii menu checkbox, report of switching nunchuck to wheel is better if view control boxes are unchecked, report of the key E was stuck making bugs, report there was view spinning problem and report there was keys stuck in some games for I've been helped by a user named Vince.

4.7. Input emulators like Glovepie are bad, people should use my program instead

• Far different than glovepie, wiimouse, wiinremote, motioninjoy, touchmote, here we have a program adapted to play games on a big screen. Nothing to do with poor, low, noob and boring gameplays like we can see all over the net. Nothing compare to playing on a little screen or playing with video graphics far under PC configuration. Here we have a competitive controller where we can enjoy playing. It take 2 minutes by game, to have the keys and mouse configuration with the best controls. More simple and light is the program, more the controls are better.

• My program is certified to have no virus; you can check it with source codes I give in my books. I use the same source codes to deliver the program. Glovepie, Wiimouse, Touchmote, Motioninjoy, Wiinremote, HID Wiimote... are full of viruses and install uncertified drivers. These programs don't make the Wiimote fun and competitive to use. Search and download these bad programs disgraceful and you will see if there isn't any virus and if it's fun to use for playing Wiimote. Make a brand new install of your Windows OS and use exclusively my program, if you want to use Wiimote as Keyboard/Mouse in all PC Games with the perfect way. Don't be too curious to test a script on these input emulators share by someone that make a nice video or frags movie to make you wish it run well. He just wants you download his script. This kind of guys use boolean values to play FPS like call of duty multiplayer with gyroscope and race games like Grid 2 with G27 wheel. In fact, it run not well, and so ruin the fun of 99% of people wanted to use Wiimote on PC. WiimoteTheory is the best solution for have your Wiimote running like a Keyboard and a Mouse in better way. You need to be care for your PC, it don't need a bad input emulator.

• More simple is the program, more it's responsive. Less codes, less functions, less lines for less latency and less lack of IR detection. It's the best program to play FPS, it's not a crapy script for FPS like The Toid of Wiimouse said. His program even can't be used on lot of games; mine can be used on all games with no memory leakage. Glovepie eat everyone working for wiimote on it, cause like Wiimouse, 400 000 lines of codes with a poor wiimote library, it isn't responsive.

• WiimoteTheory don't need connection asset because it use WiimoteLib modified for better IR camera controls. The program functions start as soon as you launch the exe. For Battery level, after connecting the Wiimote without any tools, leds of Wiimote are flashing showing naturally the level of battery, it don't need codes. The point is to have less code for better controls. Input emulators like glovepie or Wiimouse have 400 000 lines of codes, so the control of mouse moves can't be good using IR camera. You see all lags induce by a bad computer or if the program used for playing with a

Wiimote isn't good, because IR camera detects IR on a large scale. You aim on a large range, so your hand detects easily if the control isn't good.

• The view control with IR sources camera of Wiimote has nothing similar with glovepie. It run perfectly for enjoy aiming with large movements of your arm like with a gun in all your FPS and TPS, but also in all other kind of shooters. People considers Wiimote as a bad controller cause it's unplayable and not enjoyable using it on PC or consoles games with glovepie software or even worst with cronusmax or titanone hardware's where users peer scripts of configuration. I tried glovepie and cronusmax device with bad scripts, it's really unplayable compare to I do. You can test instead of thinking glovepie do the job or it's fake. My programs are made only with WiimoteLib and K/M events. There isn't any virus. It's very clean. It's impossible to virus to be embedding (see my EULA). My links to download are secure.

• Is there a pleasure to play aiming with one finger, the gamepad between legs? Or aiming when the view give a headache, moving with 4 keys? No. With my Wiimote program, you can aim with pleasure and move in 30 directions like you want. I think my Wiimote IR transform to view control that I applied to stick axis of Wii Classic Controller is applied to stick axis of gamepads on consoles and PC. I made this program because the view control with gamepad or mouse or Wiimote with other input emulators is horrible for playing FPS and TPS. I made my own program because glovepie was unplayable to aim using IR detection in FPS games. I'm not able to aim with one finger on a stick of a gamepad. I don't like mouse cause it give me headache, the control give me feeling of my head hurt a rock. Wiimote is competitive, always third first places on leaderboard in BO2 and CoD AW. Wiimote is great, it's a pleasure to aim on a large scale progressively, used in FPS and TPS, it's like you hold a gun. Also it's far more easy and fun to turn with gyroscopic wheel in racing games.

• 5 minutes by game to set commands only one time by game... Lower graphic settings take 5 minutes, it's necessary because with a mouse, you don't see all the lags of the game on a computer, like you see with wiimote. It's far better than a keyboard because the Wiimote buttons have very simple access, and far better than a mouse because the IR transform can be made for faster turning view control with better accuracy. The resolution of Wiimote IR detection is very good and far enough to have a good view control, it corresponds to 1024 horizontally and 768 vertically. It doesn't need too much time to be adapted to play aiming using Wiimote. You remember easily which buttons to push because you set by yourself how you want the commands, so it's almost the same for each game. The view control sensitivity and progressivity from IR transforms I put in the program are almost the same in all games, but you can change acceleration and sensitivity, like if it's too progressive for you. It's studied to be more progressive than on console, so it's more easy to aim with biggest moving capacity than all human device interface.

• People will lose time scripting... They must write the keys on a paper, and then adapt the script... Take too long time. Input emulators have lot of constrains and limits. It's not necessary to make a mouse script with 2000 lines because it don't run well or make a key push very buggy for nothing. The games you playing take account of mouse acceleration and key scripts options for you. No need a headache to make something bad, unplayable and useless. If the game requires too many commands you can use your keyboard for less useful actions.

• With WiimoteTheory you can create custom keys for every Wiimote actions hold as wheel and gun and it run when switching both. So it's not annoying like scripting and you don't need to wait a script of someone. It don't induce lags like with input emulators using scripts.

• IR detection improved in WiimoteLib originally very bugging. IR1 or IR2 detection for moving very progressively instead of IR1 and IR2 reducing the capacity of moving Wiimote while detecting the infrared, even more than with only one IR. IR1 versus IR2 are persistent now, because when the Wiimote don't see one of both IR, IR2 becomes IR1, making cursor stuck in diagonal but it's not the case anymore.

<div align="center">

https://www.youtube.com/watch?v=ia1WQaTHJqA

https://www.youtube.com/watch?v=jPE5NHTM4x8

https://www.youtube.com/watch?v=Szd-LqqMZ38

https://www.youtube.com/watch?v=KaAggrUsbJs

</div>

4.8. Explanation on How to Add References for Debugging Programs

• To add references under C# programs, it's from solution explorer. Click right on references term, then click left on add references, browse default references like System, System.Drawing, System.Windows.Forms, or browse .NET Microsoft folder for Add Microsoft.XNA.Framework.dll file. Make a search to localize the file under computer folder.

• To add a reference under C++ program, like WiimoteLib.dll, it's under properties of the project. Sometimes it needs to enable/disable CLR under options.

• You must double click on the form and buttons to enable the functions form load and button click.

• Add Icon of your exe under properties of the project. Icons can be converted from pictures with dedicated online websites. Add icon and name of your project or exe (for been displayed in the bar above the Windows form) under properties of the form. You can add a picture in the background of the form for showing key mapping around a Wiimote draw.

• I recommend creating custom exe with features, mouse view controls and mouse view control options always on. Also you must make it with less as possible lines of codes, equations, and functions. A Windows form is better than a Windows console in term of view control. For having easy to configure key mapping for creating custom exe (you will create for each game), I recommend to let the function using switch case which is binding keyboard keys to Wiimote buttons called in form load. Make simplest to avoid annoying crashes and bad lags when you create custom programs.

• Gunning at contact by moving Wiimote little pieces very fast trigger bad view control because the function for reading data of Wiimote is crashing. To remove it I recommend to replace Sleep(1) in the keyboard key events binding Wiimote buttons by the codes of data reading and remove the dedicated thread. If you don't encounter this bad view control happening sometimes, for decrease framerate and latency, double the data reading with the available functions Ex and not Ex.

• If you can't lower enough sensitivity you need to try connecting through USB wire a low DPI mouse which will lower sensitivity for playing on console, but I don't recommend changing my codes.

• When you play on a screen connected to TV channel you can encounter disconnection of gamepad using the plugin X-AIM. I recommend to never connect TV to your screen where you playing with your consoles.

• For playing on consoles with cronusmax device, when you use the plugin X-AIM, the values of mouse control can be doubled for setting a high dpi under mouse settings in plugin X-AIM, because more high is the dpi, more the control of the view when playing is better.

• It needs to install interception installer with cmd dos prompt command Install-interception.exe /install for running the DLL InputSending properly. When generating this DLL you must add the line _CRT_SECURE_NO_WARNINGS in Configuration Properties -> C/C++ -> Preprocessor -> Preprocessor Definitions. It makes run better the mouse control than sendinput function. You can use the smooth feature of plugin X-AIM for battlefield games and racing games without losing the fine aim. It makes the Wiimote a 2000 DPI and 100 Hz perfect mouse and 100 Hz perfect keyboard.

• For creating little Wiimote programs, the steps are as following. Change the Form1 text to have a title under Form1 properties, under properties of the solution under the tab application you can load an icon for shortcut to start the program, under Form1 properties add an icon for having it near the title, under properties of the solution you can put the higher framework, under Form1 properties add a background with zoom option and change the size of Form1 and then put the background option to stretch, change to release instead of debug and x86 instead of Any CPU the build format, for it you must edit and add new format, under Form1 properties for events instead of basic properties you must double click on Shown and FormClosed for trigger functions with these events. You just have to copy my codes and change the namespace (above the codes but after the using) with the name of the program created. Now you can make changes and create little forms for playing better using Wiimote.

• When making a simple form, for which I recommend to do instead of a full program, the following code makes spin the view sometimes.

```csharp
private async System.Threading.Tasks.Task Doworkasync_thrKIR()
{
    WiimoteIR();
    await System.Threading.Tasks.Task.Delay(0);
}
private async System.Threading.Tasks.Task Doworkasync_thrK()
{
    Wiimote();
    await System.Threading.Tasks.Task.Delay(0);
}
private async void Wiimote_thrK(object sender, DoWorkEventArgs e)
{
    for (; ; )
    {
        if (runningoff)
            return;
        watchK2 = watchK1;
        watchK1 = (double)stopwatchK.Elapsed.TotalMilliseconds;
```

```csharp
                watchK = watchK1 - watchK2 > 0 ? watchK1 - watchK2 : 1f;
                if (getstate)
                {
                    System.Threading.Tasks.Task.Run(() =>
Doworkasync_thrKIR()).ConfigureAwait(false);
                    System.Threading.Tasks.Task.Run(() =>
Doworkasync_thrK()).ConfigureAwait(false);
                }
                else
                    Selection();
                Thread.Sleep(1);
            }
        }
```

• Instead use the following code running without bug but it's possible that mouse and keyboard events in separate threads don't run on Windows 10 OS.

```csharp
        private void Wiimote_thrK1(object sender, DoWorkEventArgs e)
        {
            for (; ; )
            {
                if (runningoff)
                    return;
                if (getstate)
                    Wiimote();
                else
                    Selection();
                Thread.Sleep(5);
            }
        }
        private void Wiimote_thrK2(object sender, DoWorkEventArgs e)
        {
            for (; ; )
            {
                if (runningoff)
                    return;
                watchK2 = watchK1;
                watchK1 = (double)stopwatchK.Elapsed.TotalMilliseconds;
                watchK = watchK1 - watchK2 > 0 ? watchK1 - watchK2 : 1f;
                if (getstate)
                    WiimoteIR();
                Thread.Sleep(1);
            }
        }
```

• Making a little program from WiimoTheory involves some changes like IR transform for having same view control on consoles than on PC. In fact the view is slow with aim down sight but I resolved the problem using the plugin X-AIM of cronusmax with my programs. Also the deadzone increases with aim down sight. The IR transform is as following (from WiimoteOnBOIV).

```csharp
if (mWSButtonStateAio | mWSButtonStateA)
        {
            aimpluscount += 1f * watchM;
            if (aimpluscount >= 300f)
                aimpluscount = 300f;
        }
        else
        {
            aimpluscount -= 1f * watchM;
            if (aimpluscount <= 0)
                aimpluscount = 0;
        }
```

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And then for Advanced Warfare:

```
        irxpp = mousexv >= 0 ? Scale(mousexv, 0f, mousexmax, (6000f * (aimpluscount /
300f)) / 100f, 1024f) : Scale(mousexv, mousexmin, 0f, -1024f, -(6000f * (aimpluscount /
300f)) / 100f);
        irypp = mouseyv + 100f >= 0 ? Scale(mouseyv + 100f, 0f, mouseymax, (8000f *
(aimpluscount / 300f)) / 100f, 1024f) : Scale(mouseyv + 100f, mouseymin, 0f, -1024f, -
(8000f * (aimpluscount / 300f)) / 100f);
        irx = irxpp * (100f - 33f) / 100f + irxpp * 33f / 100f * aimpluscount / 300f;
        iry = irypp * (100f - 33f) / 100f + irypp * 33f / 100f * aimpluscount / 300f;
        mousex = (double)(Math.Pow(irx > 0 ? irx : -irx, 1.8f)) * 0.00390625f * (irx >
0 ? 1f : -1f);
        mousey = (double)(Math.Pow(iry > 0 ? iry : -iry, 1.8f)) * 0.00390625f * (iry >
0 ? 1f : -1f);
```

or for Black Ops 3:

```
        irxpp = mousexv >= 0 ? Scale(mousexv, 0f, mousexmax, (8000f * (aimpluscount /
300f)) / 100f, 1024f) : Scale(mousexv, mousexmin, 0f, -1024f, -(8000f * (aimpluscount /
300f)) / 100f);
        irypp = mouseyv + 100f >= 0 ? Scale(mouseyv + 100f, 0f, mouseymax, (10000f *
(aimpluscount / 300f)) / 100f, 1024f) : Scale(mouseyv + 100f, mouseymin, 0f, -1024f, -
(10000f * (aimpluscount / 300f)) / 100f);
        irx = irxpp * (100f - 25f) / 100f + irxpp * 25f / 100f * aimpluscount / 300f;
        iry = irypp * (100f - 25f) / 100f + irypp * 25f / 100f * aimpluscount / 300f;
        mousex = (double)(Math.Pow(irx > 0 ? irx : -irx, 1.8f)) * 0.00390625f * (irx >
0 ? 1f : -1f);
        mousey = (double)(Math.Pow(iry > 0 ? iry : -iry, 1.8f)) * 0.00390625f * (iry >
0 ? 1f : -1f);
```

• I advice to set mouse settings for deadzone to rectangle instead of ellipse for plugin X-Aim of Cronusmax. It smooth the fine aim.

4.9. Little Automation in Cuphead and Other Games

• Is the game Cuphead too easy for everyone who don't like cheating, is it easy to always hold fire and release switch like a robot?

• A little program for Cuphead sending or not keyboard Keys X for fire and Tab for switch when you press once Capslock named AutoFireAutoSwitchCuphead for playing easier Cuphead.

• With comboboxes you can choose a lot of mouse and keyboard events. You can only Auto Fire or only Auto Switch or both.

• The default interval between each release of switch is 40 and the press delay for release switch is 10 in ms. Enter only integer in texboxes.

• You can save custom files to open for other games.

4.10. Cancelling Reload by Changing Weapon

• I created a program named CancelReload for little automation changing automatically weapon when you are reloading.

• When you are reloading, if you press the right click button of your mouse, it change weapon by sending mouse wheel scroll up.

• It's possible to cancel reload totaly by double changing weapon.

• It's made for change weapon faster than reload in the panic aim during reload.
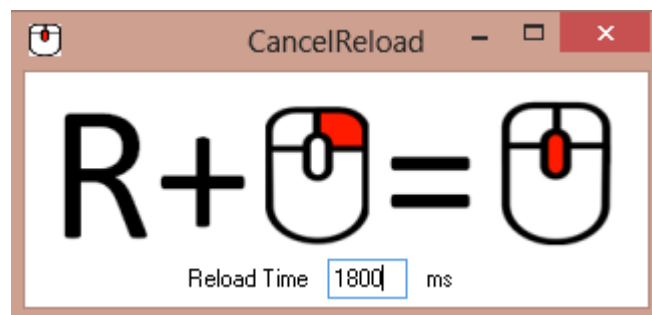
4.11. Reload with Double Right Click

• I created another program named DoubleClickRightReload for have a easy shortcut to reload under mouse right click by double clicking it.

• It's possible to have this easy shortcut for knifing or change riffle type...

• It's made for check the full load of weapon in the panic camp during concentration.
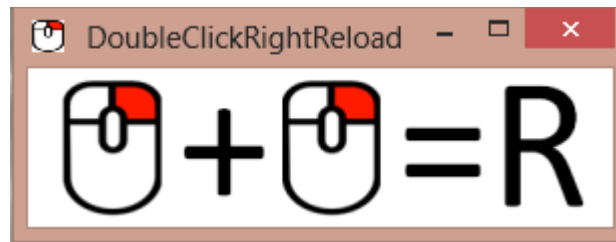
4.12. Keep Aim Down Sight with Right Click

• I created another program named KeepAimDownSight for have easy to keep aiming if it need to always press right click.

• Pressing 1 second right click allow to keep press right click until you release one more right click.

• It's made for aim in the panic fire during rush.
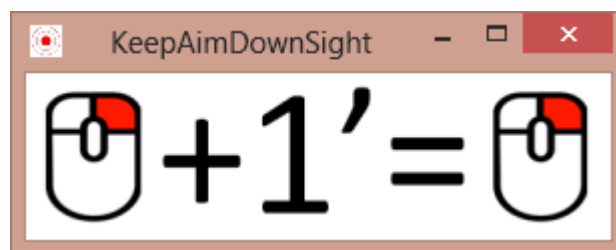
4.13. Press R for Keep Pushing R During 1 Second

• I created a last program named PushReload for keep pushing R 1 second after pressing R.

• Pressing R makes pushing R 1 second.

• It's made for reload in the panic action during battle.
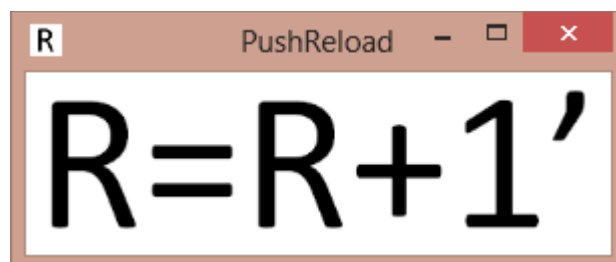
4.14. Move Mouse to Trigger Arrow Keys, WASD or ZQSD

• I created another program named MouseMoveToKeys for trigger keys when mouse is moving.

• Moving mouse in the 4 directions from screen center trigger arrow keys, WASD, ZQSD.

• It's made for 2D games to have easy to move during long session.
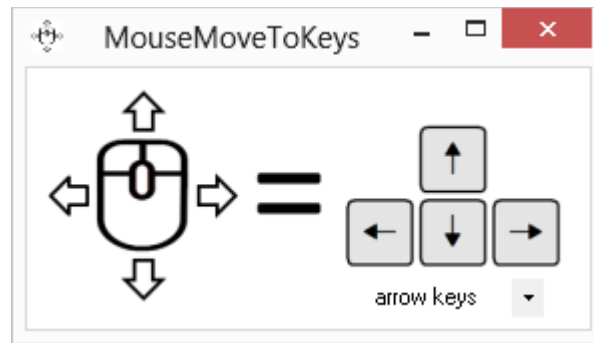
4.15. Mouse with Aim Feature of a Gamepad

• I created a last program named ShockMouse for aiming with a mouse like with a gamepad.

• When you move your mouse in one direction it always turn until you move to the other direction.

• It's made for FPS games to enjoy mouse control during hard time.
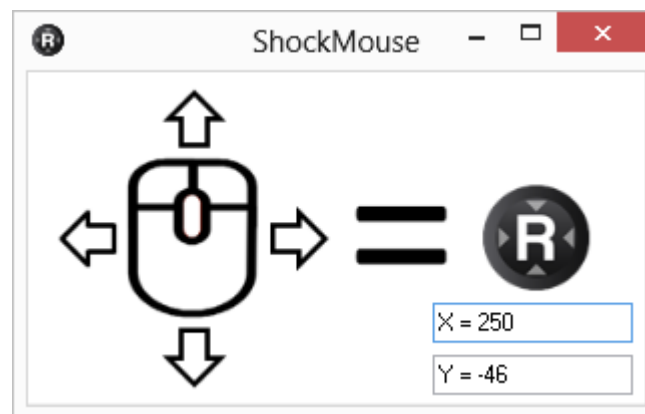
4.16. Rebind Keys, Rapid Fire, Shock Mouse and Other Tools

• From my works, it's possible to create different tools for playing better with keyboard and mouse.

• It's possible to rebind keys of games with none of ingame option for rebind keys.

• It's possible to create a rapid fire releasing click left very fast.

• It's possible to create a shock mouse for aiming like a stick or a Wiimote are doing with a mouse.

• It's possible to create a game with Monogame game engine like I did with my first training game named CrazySpaceship.

https://www.youtube.com/watch?v=Cf64j9Bc2sA
https://www.youtube.com/watch?v=G5pCV9KDCgU
https://www.youtube.com/watch?v=662IeD0qy40

4.17. Having the best experience

• Just after you finished to play, disconnect both Wiimote and cronusmax device remembering to close plugin X-AIM. It's easier, instead of recharging batteries and Wiimote has enough work to do.

• Use little USB wires for connecting controller to cronusmax device for authentication and cronusmax device to your PC if you don't want to break USB ports (3 + 2 USB wires).

• Take care when you call functions and prefer integrated visual studio functions instead of using custom functions or DLL import functions because calling it can be coalescent. For example, I made some mistakes using function MyAbs() few times.

• When processes take lot of CPU usage, the CPU usage of Wiimote programs is increasing. You must do what I explained when you create little programs for Wiimote programs which little programs are taken from (recreate and recall having simple functions). You can't have less functions and codes, but you can reuse codes in simple functions. To not lose pointer, you can put the function cursor position after each mouse controls functions.

• Let function mouse controls and sleeping as it is.

• It's possible lowest smooth mouse controls on consoles compare to PC (most twice).

• When you recuperate the IR data in relative on and relative off, the same progressivity must be set for relative on as relative off by transforming the IR data to half power 1 and power 2 divide by 1024 for relative on. Possible decrease smooth (twice).

4.18. WiimoteTheory makes Wiimote the best controller

• It's possible to play all game genres using Wiimote as gun and wheel in GTA like games, using Wiimote as a NES pad in 2D games, as a flying stick in airplane games, as accurate gun in rail shooters and FPS games, as steering wheel in racing games, as pointer in top down shooters games.

• The X and Y mouse axis control is almost perfect as using both IR leds of sensor bar but 3 times more large and progressive.

• The emulation of keyboard and mouse run perfectly without stuttering, lost, jump, flaw or stuck of controls, on PC as well as on consoles.

• It allows options adapted to play in all different manners for all games be playable using Wiimote.

4.19. Concerning dedicated books

• There are files and all explanations for playing Wiimote almost all games without losing time to configure anything and for having fast knowledge with easy practice.

• There are C# codes and all information for have your favourite controller running perfectly in almost all games.

• There are all to know to make the same if you bought these books.

4.20. JoyconsTheory

• Unlike WiimoteTheory accepting to connect Wiimote after it's launched, JoyconsTheory needs to connect one or both joycon(s) before it's launched. It's due to the Win32 C++ DLL libraries for pairing the devices.

• You can encounter drift of aiming because it can lag. The lag can be due to virtual memory too low. If so, change virtual memory size from system under control panel, under advanced parameters, under performance, under the tab advanced. Define a virtual memory size like it is display as recommended at the end of the tab. For me, it was 5114 Mo. I've set this number for minimal and maximal size and defined it before applied changes. Also for remove lags making drift mouse control, disable Windows services useless under administrative tools. Open cmd dos command prompt with administrative privilege and type:

bcdedit /set nolowmem off
bcdedit /set nx alwaysoff

bcdedit /set pae forceenable

bcdedit.exe /set TESTSIGNING ON

bcdedit.exe /set NOINTEGRITYCHECKS ON

Set UAC (User account control to low security) under control panel, under user account.

• Joycon right isn't encountering any input lag after changing NTFS memory usage property to increased as following. The regedit entry is HKEY_LOCAL_MACHINE\SYSTEM \CurrentControlSet\Control\FileSystem

NtfsMemoryUsage

not set: 0

default: 1

increased: 2

or run the following command in cmd dos with administrative privilege to increase the limit of paged pool memory size, fsutil behavior set memoryusage 2. Also From control panel, open peripheral manager, click right for open properties for ports (COM and LPT) on communications Port (COM1), under tab port parameters, change Bits per second to higher and set control flow to hardware. And use a bluetooth key 5.0 for higher speed rate.

• If Joycons can't connect with the automatic pairing, you must remove Joycons from bluetooth, reboot your computer, and finally remove Joycons again.

• You need a grip, and a charger wired for reload battery of Joycons.

• The namespace System.Numeric used for Vector3 is available with framework 4.6 to change under solution settings, under debugging tab after installation of the package. Visual Studio 12 express edition or higher is required to create programs.

Nom	Description	État	Type de démarrage	Ouvrir une session en tant que
Détection matériel noyau	Fournit des ...	En co...	Automatique	Système local
Planificateur de tâches	Permet à un...	En co...	Automatique	Système local
Gestionnaire de comptes de sécurité	Le démarra...	En co...	Automatique	Système local
Appel de procédure distante (RPC)	Le service R...	En co...	Automatique	Service réseau
Mappeur de point de terminaison RPC	Résout les i...	En co...	Automatique	Service réseau
Service de profil utilisateur	Ce service e...	En co...	Automatique	Système local
Alimentation	Gère la strat...	En co...	Automatique	Système local
Gestionnaire de session locale	Service Win...	En co...	Automatique	Système local
Journal d'événements Windows	Ce service g...	En co...	Automatique	Service local
Service de stratégie de diagnostic	Le service d...	En co...	Automatique	Service local
Lanceur de processus serveur DCOM	Le service D...	En co...	Automatique	Système local
Service d'infrastructure des tâches en arrière...	Service d'inf...	En co...	Automatique	Système local
Client de stratégie de groupe	Le service e...	En co...	Automatique (décle...	Système local
Informations d'application	Permet d'ex...	En co...	Manuel	Système local
Service Broker pour les événements horaires	Coordonne ...	En co...	Manuel (Déclencher...	Service local
Service Broker des événements système	Coordonne ...	En co...	Manuel (Déclencher...	Système local
Gestionnaire d'installation de périphérique	Active la dé...	En co...	Manuel (Déclencher...	Système local
Service de prise en charge Bluetooth	Le service Bl...	En co...	Manuel (Déclencher...	Service local
Protection logicielle	Permet le té...		Automatique (débu...	Service réseau
Gestionnaire d'informations d'identification	Offre un ser...		Désactivé	Système local

4.21. Wiimote/Joycon and Joycon programs.

• The equation I found doesn't allow to set 100 or 200 as deadzone because it correspond to a divide by 0. The equation corresponds to a curve where the hardness zoning is 1,6 times greater at middle of

left or right sensor bar. And the power for hardness zoning curve is corresponding to a simple equation from power zoning curve.

• For calculate the parameter for this simple equation, I take the logarithm of the equation corresponding to 1,6 greater betwwen hardness zoning curve and zoning curve. At the end I recenter these curves for starting at 1 when values of sensor bar are 20.48 or -20.48.

4.22. How people contributed

• I've given for the first time in the world to the Wiimote a control to play PC games more accurate and faster than a mouse, more enjoyable than a gamepad, a control far better than all other programs. 5000 people downloaded first source codes, shared it, never quoting me. It was not easy to find methods in C# and C++ to emulate keyboard/mouse cause of the lack of information in 2010, not easy to modify WiimoteLib alone. Some guys, now in a somehow Steam group of unbrained using glovepie, asked me my program, shared it illegally, grouped bad programers, to steal and copy what they never imagined how fun the Wiimote can be used to play games.... Why? I gave to Wiimote the best of pro-gaming part, all its potential to enjoy playing, nothing like a mouse or a gamepad or with bad programs unplayable used by noobs. People say PSmove is more accurate than Wiimote always discriminating and insulting Wiimote. How a ball in front of a camera can be accurate. People never liked my videos and never subscribed to my youtube channel, but always posted bad comments, like it's fake, it's stupid. I preferred to delete my channel. People prefers Wii U because when there is a video of a guy using Wiimote on Wii U, he always specify it's on the Wii U in the title.

• People pretends that glovepie do the job. A guy pretends that his Titanone and Glovepie scripts are perfect and the best solutions for playing Wiimote even more than Nintendo is doing. It's why saying hello on his stream is required. The stuff to buy and use he is showing is so fun. If it's to aim with a Wiimote with the same moving capacity and pleasure of a stick on a gamepad, let it for him and other noobs using glovepie. Even some noobs use boolean values to move the view in FPS games like Call of Duty in multiplayer. Glovepie users are noobs, and with their videos on their scripts to share it, people consider Wiimote as a bad controller. The guy uses it very sensitive like with Titanone, otherwise, he would find low and lack of responses. The proof is that he reloads and cuts on same axis for aiming. I made in 2008 his glovepie mouse move control script, I know it's very bad and it's the only one that run good with glovepie, but with titanone, directly connecting Wiimote as a gamepad, it's far worst for having tested it buying the device. Don't follow him and his friends. Their method to play Wiimote is horrible. For example his friend has hallucinations too. His friend use XBox controller on Steam games believing he plays with XBox controller using glovepie script emulating mouse and keys, but all Steam games now support Xbox controller. I have explained my newest idea of mouse script transform to him, saying to him he can peer it if he puts my name in a glovepie script, but instead he put it in the website pastebin without put my name. He needs the agreement of his mother to buy my program, but happy for him, he promises to someone wanting to build a controller to make a game natively using Wiimote as a demo, to have for free the cheat/crack/virus of my program that the someone asked me and bought. When a guy asked to him how he can play CS GO using Wiimote, he just said, I do it, that's all. Like the titanone guy saying to play on PC you just need Bluetooth device, a Wiimote and sensor bar only. His friend used boolean values to aim before the someone gave to him illegally my program. Now he tries to make a program running good as mine. He

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wrote to me that Nintendo would not be happy to know that I try to make money with their Wiimote. He wrote to me I don't own Wiimote, I have no rights on it, it's own by Nintendo and those whom have relations with them. They insult me often in their streams on twitch like saying I spy them, I bore them, I'm a triple autistic, I'm schizophrenic, they make mockery of me in their streams saying that I think I have a chip in the brain, I must be in a psychiatric hospital cause I stopped to send to titan one friend 20 mails per day. But I just sent 5 mails one night to him to forbid him to use my works and asking if he used my works on his stream with twitch. The tomorrow morning I sent 2 emails to him to give him my excuses and said his works seem nice because he said that he uses nothing of my works. My excuses don't mean he has the rights, it just mean I was confuse how this made him raging so hard that he closed his twitch channel. He thinks enabling Wiimote in games like Dirt 3 with gyroscope control like a wheel is simple as just configurating or scripting Wiimote. I received threatens of death by phone of a titanone guy friend talking almost never when titanone guy stream but very active in his tchat. I'm also sure of it because I have a friend on Steam referencing it saying to me: I will die soon.

• This someone came last year to ask me my program for free... He tested and asked me to add features for kind of stand up virtual reality gaming cause he wants to build a controller Wiimote like to sell to people cause he was impressive how was working my program. His idea of a controller was inspired to him by my works as he said. He browsed the internet to talk of my program like it was his own. Him and his friends peers outdated version of my program with his Steam group called Wiimote Heroes (http://steamcommunity.com/app/12210/discussions/0/624075036396112378/). This group of unbrained people pretends to be owner of the old version of my program called WiimoteOnCoD9, like if they worked with me, like if the official site is their steam group page, they don't give any link to my blogs, they wait and ask I enable paypal payment method to steal anonymously my last version for peer it illegally, they peer different versions illegally, even recent ones (https://steamcommunity.com/groups/WiionPC). The Toid of Wiimouse asked to him all information on my program, and Simon of Touchmote my version of WiimoteLib. In order I work for free, he promised me lot of money, but instead he pays Simon Touchmote developer because he make believe he can write a code to emulate Xbox controller analogic values in order to be paid by the someone controller guy wanted 4 Xbox controllers using 4 Wiimotes. Even X360CE can't emulate analogic values, because it's reserved by Microsoft. It's like guys using G27 wheel on Grid 2 making fun videos, but Grid 2 use only digital values. He said to me that he saw better videos than mine on GTA V using Wiimote as gun and wheel simulating XBox360 controllers with Freepie (the program that took the codes of Glovepie illegally). He promised me to buy a car for me. He made me bought dirty bomb when the game wasn't free access anymore, then he asked a free reward to the developers of dirty bomb to have make me bought the game. Just for adapt my program for him in this game. After I shown him I was anger about how he was annoying with me, he threatens me to say to everybody that my program is shit, to not buy it, and give for free my program to everybody. His partners has more than 50000 $ for him to build his controller but nothing for my works as he said, even if he was inspired by it. He steals me the contract I would have with HDFury for a professional controller. He even didn't move his ass for make publicity on his Steam group page or his reddit page on Wiimote for my kickstarter project. People want my works for free and don't want to reward me like buying my books. They downloaded massively first source codes, used and shared it without quoting me and

liking my videos on my works progress, and without testing my last versions. They want my works for free believing they can make better. The controller guy promised contract he had, just testing and talking of my program, with Croteam and The Foundry. He promised Blue Estate developers publicity, royalties on his controllers sales in order I work for free for his controller inspired to him by my program, I give my works for free to Simon and make conferences to explain my works for free. Him and other users downloading my works received likes and gift games for doing nothing. They want and pretend to make a better program than mine. It's totally illegal, they have not to use my works. I win nothing. They made something better than my program, in one month, without taking all my codes? He recorded our discussions and gave all information to the Toid and Simon? He made me buy games in order I test my program in it but offers free games to anyone on his Steam group. His Steam group is used illegally to peer my program. The only things he gave to me are headaches. He removed me from his project saying I can put myself angry working with his group. I never talked with guys of his group but accuse me to constantly insulting him and guys of his group, thrown viruses to them. And add, it's me that removed me from his project. With his own words: "I did not remove you from this project, you removed yourself with your behaviour, attacking people with viruses, and constant insults directed at me or others I work with". He threatens me with cease and desist notifications saying I must remove these truths because it's entire false and because he removed all about my program appropriation by him. He believes he helped me but I was just motivate to have a better version than what he asked for free and peered. I shown to him that Wiimote is a good controller with my works, now he grouped programmers with bad programs to copy the way my program runs. I suggested to buy Wiimote to Nintendo and repack it differently like is doing Burn factory, but these guys are too pretentious. After having enough information on my works, the someone guy totally rejected me, and accused me of all bad things. He won contracts just talking everywhere of my programs like it was the owner and giving it to everyone like if it was free. He said I can't do a good program pretending I play only call of duty games. He says to have a program 100 times better than my program on his videos testing it. I can't definitively sell it. How much pretentious they are to say have programmed a program 100 times better than mine in one month, whereas I lost 7 years on it giving to him half of my progress. It's another attempt to destroy me psychologically like when I was a student in PhD where guys wanted I do not have my PhD degree. People accuse other of what they are, because they wanted to have made the same, they want the place, they want destroy you, destroy your works. It's big jealous guys. They steal your job and your works. Him, like 20% of people, are true profiteers' mythomanes with no respect, too lazy and stupid to understand how the impossible works can be achieved in a beauty manner, far from applying and copying like a kid totally lost starting to lie and defend his ass. People like this, wait you put once yourself angry to close you the door, after they have enough information. They feel forced to show they like everybody because for them firstly business is business. In fact, he seeing my program running very well, he asked to all people with bad programs or bad scripts to make a program as well as my program. They still try to have the same results as me with different codes as mine. They won the chance to program a 2D game for Croteam just with the someone guy talking everywhere of my program. But the titan one guy friend charged of the game need 1000 years to finish it badly. He says he's so fast that he loses a lot of time. He says working on VR and projects with factories. But he doesn't even have a bachelor. He just

know made some CSGO shit maps and like the titan one guy and the someone guy, just scripting in input emulators. They ejected me like a big shit for nothing but talking of my program on tweeter they won contracts with Croteam, HDFury and The Foundry interested in my program. They are arrogant believing doing better. The gamers are using glovepie like programs with bad scripts or controllers unplayable not fun to use, they are so noobs that they will never understand why my works deliver the Wiimote on the first place of any controllers. People wait I unlock my books or have friends working for google to buy once and redeem or steal my works. People made library wrappers of my codes without quoting me when it was available. I believed people would buy my books giving programs, but I have no sale. People don't want to pay what they can use all day long, all their life? Obviously they prefer steal it even if they are full of money. It's insane. On the website https://boards.fireden.net/vg/last/50/144292024/ or https://veekyforums.com/.../emugen-emulation-general.html we can read it was too expensive but with it I was giving for free all scripts and cronusmax configuration files with my box.com account. Also we can read I don't work on it and I'm an autistic because I gave to the someone guy 4 years of works for I was learning to code. So he shared all of it to lot of guys! On the commentaries of the video of the someone guy here https://www.youtube.com/watch?v=KLzgvlOsH-g we can read that the friend of titan one guy is programming the copy of my program saying something ironic, forwarding to him flowers, but in fact he took my codes and modified it. Now if people want to play like me, it cost a certain price and they must ask my agreement. I hope it's respected. I want my money back. The titan one guy has contact with the developer of titan one device. But he wants the Wiimote control like in glovepie (unplayable for me) so he explains to the developer what he wants, very sensitive, very responsive in term of movement, reloading and knifing on the same axis for aiming, to make easy frags effortlessly. But his friend bought a titan one device and said it don't run like he wants. Both are streaming on twitch.tv. I'm very scary they copy or have my last works. I take care a lot to my files like no one. I don't want these people do the same. I hate these people and they are always in my mind because they are in the internet. I can't forget these people, how much they insulted me. I gave lot of stuff, for 50 dollars they would have the program testing for free a trial version, have all scripts, configuration files, examples, all information and explanations, cronusmax files. But I won nothing; they only downloaded the free trial version. I only won insults, like I'm a triple autistic and received by phone threaten of death. People and they wait a hacker stealing my files to reward him and these jerks. All people on social networks and internet are stealers. They have all for free, even souls. People don't care other people die. I'm really scary no one does anything against all kind of criminality happening on the internet. Working 10 years for wining only insults and be stolen. WTF?

• The titan one guy said for making a script for a game, the entire game must be played until the end. But there is options showing keys binding configuration. He dictates his perfect view on the Wiimote control because he has contact with the developer of the device used to play on console with Wiimote. He said he got the best method to play FPS using Wiimote. His glovepie script and glovepie are perfect as he said, so the control with the device is copied on his glovepie script. In other hand, his friend said it don't run as he wants at this time... only. It's very scary for me and he makes private videos on Wiimote and he changed to private all his previous videos. How he can do something playing OSU all day long? The group of Wiimote heroes on steam and the group of partners of the

someone guy is composed of unbrained people thinking it's simple to make something 100 times better than I did like they said on the commentaries of their videos on Wiimote, even using WiiMotionPlus for aiming. I gave to the someone guy 4 years of my works that he shared with his entire group. I was learning and was insulted of autistic not working on the program I sell because of it. I don't want they touch my last version and so I'm scary. I hope no one steal me, but as I know this world, it's too late, even if I take care a lot of my files to not be in access. People should pay me. 10 years of works wining only insults, be stolen, copied, ignored, alone... No roof, no food, only psychiatric hospital waiting me. Now it's done, I insult permanently all partners of the someone guy group, but it's only justice and justified.

• The titan one guy makes not easy to use, not enjoyable, not competitive, and difficult to remember combinations of motions and buttons. Making full motion configuration remember me when I was younger doing it, new in configurations of Wiimote, making it like a kid lost. I remember his wife taking a mockery voice of mine with my writes on the chat of his streams, just because I said few times he smoking weed? The friend of titan one guy bought a HTC Vive with controllers to use as a Wiimote on PC but he realized there isn't enough buttons and so it's impossible. In other hand he pretends to still use glovepie. They are several developers to program a tool and make a controller but still nothing to show, only an interface. They have partners to pay them. How ridiculous they are. In 2021, new are like they made the adaptive controller, an arcade stick controller, a shitty motion controller called arcade blaster. The titan one guy is playing with Joycons on call of duty, and often with one hand drinking and smoking with his second hand. His wife always rages insulting other players and her babies on shitty quality video streams. His friend streams sometimes OSU and cries often without reason drawing 3D monsters he is selling for VR chat.

• The titan one is saying Joycon's gyroscope for controlling view is far better than with Wiimote... Playing far more sensitive, and often saying he does something so good. He always says he programs, but he uses titan two and always advices glovepie to viewers. He's hosted by big youtubers amazed he plays with Joycons to call of duty. But he always have only a maximum of 4 viewers on twitch impressive but not interested, definitively not. He believes he's the best. He jokes as hell when killing someone in warzone. Ant dies just after. He meets only big noobs on playstation, and can't control the recoil of weapons. He's telling so much but it's very shitty in reality.

• Playing motion controls on consoles, it's 90% of garbage. I prefer set an IR positioning camera with arduino, and script it with my Joycons programs or play with my Wiimote programs exclusively on PC, because it's only 10% of games to garbage collector, it runs very very well and it's very enjoyable.

• The titan one still uses a Wii for leds instead of using a Wii U usb sensor bar. He said that nobody have Joycons gyroscope for controlling view running as good as he did, and that people would be amazed, but his parachute in warzone sometimes doesn't open even if as he said he pressed, and said why ? Screaming. It's because he has lag and so on it drift. He said that it's impossible to have a good script for playing Wiimote in Fortnite, otherwise he would play it, as he said. But the script is almost integrated in controller options of the game. Him and his wife believes they are Rambo only playing call of duty. His video stream is very low quality, and his webcam showing him and his Wiimote is very unsynchronized with the video and audio. He pushes in 2021, always 1 cm of Wiimote IR camera

to the left or right for making a 360° turns. It looks like not enjoyable at all. He's a geek only playing but he makes loud about he's programming a lot with his devices for consoles. He said, he's the only guy that made running everywhere so much controllers. He's just scripting like he did with glovepie, far from programming. Nobody can expect to win money selling programs for using Wiimote, because of him and all other noobs blaming Wiimote but never their brains.

• The fun fact, the titan one guy play thousands hours with a single joycon aiming with gyroscope in call of duty warzone, a real torture for hand and brain, because I know it's very flabby aiming with joycon gyroscope, and one hand with all commands like he has set can't be good. So, it tells a lot how his method, with his scripts for Wiimote on consoles, is not playable, nor enjoyable.

• Creating a controller simulating keyboard/mouse or gamepad is easy for PC games and it will be adapted for each game to run better choosing to simulate one or other. But it's very expensive. To create a controller for console, it's another problem but devs like the one of gimx or reWASD or cronusmax or titan one and two, can helping. It needs to authenticate the controller and find what to emulate in terms of bytes. The titan one guy found an engineer but I don't think he's able and that titan one guy will keep good relation with him like with other like with me at start. He has shocking kind of telling with people like I saw in his streams and with me. His wife is very bad too with people.

• The titan one guy given his IR script to someone playing with same method as him, the script is as following :

```
static fix32 LY, LX;
Pointer(-100.0, 100.0);
void Pointer(fix32 x, fix32 y)
{
        fix32 PX, PX1, PXR, PXL, PY, PY1, PYU, PYD; fix32 wii_x, wii_y;
        if((get_port(POINT_1_X) == PORT_BT_A) || (get_port(POINT_2_X) == PORT_BT_A))
        {
                if(get_val(POINT_1_X) >= get_val(POINT_2_X))
                {
                        PXL = (fix32) get_val(POINT_2_X);
                        PXR = (fix32) get_val(POINT_1_X);
                }
                else
                {
                        PXL = (fix32) get_val(POINT_1_X);
                        PXR = (fix32) get_val(POINT_2_X);
                }
        }
        if((get_port(POINT_1_Y) == PORT_BT_A) || (get_port(POINT_2_Y) == PORT_BT_A))
        {
                if(get_val(POINT_1_Y) >= get_val(POINT_2_Y);
                {
                        PYU = (fix32) get_val(POINT_2_Y);
```

```
                    PYD = (fix32) get_val(POINT_1_Y);
            }
            else
            {
                    PYU = (fix32) get_val(POINT_1_Y);
                    PYD = (fix32) get_val(POINT_2_Y);
            }
    }
    PX1 = ((PXR - PXL)/2.0);
    PY1 = ((PYD - PYU)/2.0);
    PX = (PXR + PXL);
    PY = (PYU + PYD);
    set_val(STICK_1_X, clamp((PX), -100.0, 100.0));
    set_val(STICK_1_Y, clamp((PY), -100.0, 100.0));
    return;
}
```

As he said he has "shed a tear" finding and testing it the first time he played with this. He asked 10 000 dollars to the someone for using it. The someone said he's not interested. I think his script is not good and not asked too much work, it's simple and there's no true idea in it. There's two lines useless moreover. Titan one guy is crazy. He want his friend help him with codes, and now his free ingeneer.

• I don't want anyone use my codes for Wiimote and now a aim controller project, I worked on since 2008 until 2021 and I will work 10 years more for create a motion controller on PC. People let me alone and only insulted me. Even if sometimes I gave everything. They just copy without quoting me.

4.23. Contact and EULA

• Contact me at michael.franiatte@gmail.com for use, help, question, information, customize, contribute, discuss, gift, offer, job, pay, commercial purposes and rights on my programs, source codes and assistances.

• EULA (End User License Agreement): A commercial license is required to use in personal manner. Do not redistributing in any manner, including by computer media, a file server, an email attachment, etc. Do not embedding in or linking it to another programs, source codes and assistances including internal applications, scripts, batch files, etc. Do not use for any kind of technical support including on customer or retailer computer, hardware or software development, research, discovery, teachery, talk, speech, write, etc. Do not use for win money or for commercialisation of any products arising from my programs, source codes and assistances. Do not use and do not copy the way it run in other programs, source codes and assistances. Do not use without pay me, quote me and my agreement. Do not steal or copy or reproduce or modify or peer or share. Do not use in other manner than personal. It stand for my programs, source codes and assistances or programs, source codes and assistances stealing or copying or reproducing or modifying or peering or sharing my programs, source codes, and assistances. If you aren't agree you shall not use.

5. Working Alone 10 Years for Just Being Massively Insulted and Destroied Since 2006

• People asked my programs and source codes for free to make the same. People use my programs, source codes, discoveries, the way it run, my writes without paying me. They don't buy from legal links I give. Some promised me lot of money for I work for free to have all they want to see. Then they ask to other programmers to make the same as me. Some have broken my PC, the tools, the partners I needed to continue and write articles. It's jealous people too noob and lazy to understand something not so complicate. They know they had to ask me. I don't know why people are so repugnant with me. They take my works for free but never pay me. Even if my works are used and can be useful in 4 domains of sciences, I strictly win nothing (I worked more than 5 years on each domain).

• You don't have to play, copy and give it if you don't pay my books. You don't have to copy my source codes, my programs, the way it runs without paying me. Don't try to copy to give the apparatus of my programs and my writes. Don't be a noob and buy my books with the legal way instead of using my works for free, that you will use for playing Wiimote more than 2000 hours or use for make more than 2000 molecules or use to prevent dying your 2000 bucks gaming rig. I have invested so many times alone (10 years) for win nothing. Even for 10 dollars the book people take it for free and never buy it. After the books are taken for free, you find it on sites like aliexpress.com with no relation with Amazon. They say, it's to me to ask to these sites to remove it cause Amazon, as they say, have no relation with these sites. I shared my codes but nobody came to help me, so now I want to sell it. I lost enough time alone, to build another unvalorized and unconsidered amazing tool like when I was a student in phD, working without being paid. I want money now. I've had to fight against bad publicities by ignorants people gamepad or keyboard/mouse or glovepie like programs fanboys, against noobs sharing glovepie shit scripts or other shit saying it do the job, against people appropriating my works, copying it, sharing it, even without quoting me. I made almost 100 videos to make my own publicities on youtube but less than 30 subscribers; I was banned from all sites when I tried to make threads on my works...

• If people want to make the same, it's far different than using a shit program scripting or entering data. If people want to improve their programs, it's not fair to copy the way my programs run, they could have seen before the shit they did. I try to make a piece of money with perfect works, nothing like copying works of others. I've only modified WiimoteLib and original EoS of Soave-Redlich-Kwong, I've searched alone to have network connection setting security in Windows firewall. People stealing, copying, sharing for free what I did without paying me, are lazy doing shit to pretend to be cool and brained, without to know making compromise, without luck pushed by workforce. They can't do better even if they believe it. They believe to do better in one month but did shit all their life. People don't want to reward me but make lot of money with my discoveries? Well, they will continue to steal, continue their mockery, they are just good for it, but my discoveries stay mine. They can't enjoy to have discovered it anymore. These people are ignorant, jealous, lazy, unbrained, mythomane, profiter, with unability to work, they work for make believe they are cool, they steal and copy my programs, my information, my works and my writes, they are here for mockery. They accuse me to put myself angry, but is it me that did it first? did I put me angry with no reason? It's not fair to make money with what I did without giving me even a little job. I open their eyes full of shit and give to them the best of

fun with chemistry and gaming but what they give to me? They just want to copy and steal; other people think it's another shit, fake, virus and spam cause of these big retards very noobs cleaning their eyes many years after, for what? Copy and steal. If you think people don't use anything from me, you one of these retards.

• I was forced to eat my financial help of jobless, to deny job offers during 2 years to finish my PhD thesis. In the report, there is only the first year of the 5 years of research. Searchers in the laboratory totally refused my modelization of fluids and high temperature Acridine orange hydrothermal synthesis. Above all, Wiimote users prefers glovepie and titanone device totally disgraceful. And all gamers with all hacked PC like searchers and Wiimoters are pissing on my works and me, even for 10 dollars the book or program.

• People avoided me to make advancement in my works by destroying it and me, then seeing the results; it became worst to steal my ideas and discoveries. They are gentle once with me, then eject me after have enough information on my works. They had no culpability to close me the door waiting I put myself once angry, to destroy me for steal all my works and put their names instead, even destroy very expensive and useful tools, to accuse me of every bad things lying and spreading it massively. They have no culpability I have nothing despite bringing tons of billions to them they steal to me. No culpability to use my works without contact me and reward me. Even not to give me a job working 10 years without being paid. Less than 10 persons are enough smart to take an interest in my works. Half of them is for steal it. People prefer copy and steal or continue to play with their shits like noobs they are.

• People wait someone take and use my works, copy, put his name and receive rewards doing nothing. They don't want give me one cent for the best in chemistry and gaming. They prefer insult and dismiss me. Obviously now it only can be free like they ever doing with slaves, but without me they would die in their shits. Even free they are still too noob and too lazy to take an interest.

• I spent 10 years for only received lot of insults even in videos and streams, bans for being very generous, unrespects for open eyes, hates while giving lot of stuffs, bad shots in expensive tools, jealousy for have made big discovery, critics for trying to make money with my hard works, free downloads count without bought, promises and menaces while working for free, jealous copiers unquoting, free dislikes even if my solutions are the best, ignorance despite other solutions are garbage... Other received the reverse for doing nothing. I've been dismissed for being the best specialist of my country. Nor subscribers, nor likes, nor friends, nor money, nor job... Only privation even if my works give you the best of fun with chemistry and gaming.

• For 10 years working every day, I've only sold 14 times programs and 2 times books. I've won 3 cents with Youtube. People want my works for free thinking it don't deserve to be paid, thinking they can do better or thinking to appropriate it to receive rewards doing nothing. Welcome in this world of lazy stealers too noob to work and find something interesting. They enjoy peering works of others wining nothing. But winning insults is strong. The worst is there were only 6 download for my PVTX Chemical Reaction research. People believe it's real shit like they did in 70 years? I only changed 2 equations. Among this, google books did decanting all major parts of my codes on Wiimote works with free extracts moving from day to day in entire parts of my books, giving to copiers my codes.

• A big youtuber made a video (https://www.youtube.com/watch?v=FXFA98keM6Q) to insult me, my Wiimote program and my kickstarter project on it saying he would not want it even for free, the Wiimote is a shit, the name of my program is shit, making mockery on the description of my program during 15 minutes. They opened a pasta troll (http://trollpasta.wikia.com/wiki/WiimoteonCoD9.exe_Mac_edition) on my program I worked more than 6 years. I proposed clearly to send last version of my program to every customers. Now I don't want to invest time sharing for nothing, only received lot of insults. I wait sales for each user at least... Or people prefer burning my works or what? 10 years wining nothing, giving the best of fun in chemistry and gaming. Only flow of haters filling my mind. What a reward. I can't even sell a file without people saying it's free but payant, payant but free, don't buy anything there is free programs, it's expensive or it's shit don't buy... Giving the program for free I worked more than 6 years for received only huge insults, meet one download per hour. Selling it whatever the price meet one download per year, but peer of people is strong. They quote the program without quoting my blog...

• Me and my works just receive insults, mockeries, promises, dislikes (on my videos showing my working progress), be stolen, dismissed, ejected and destroyed without winning one cent in 10 years while other copying receive all rewards doing nothing.

• It's not fair to copy my works without contact me, my agreement, paying me. I worked more than 10 years on three domains of research. People appropriating and copying my works receive rewards doing nothing while me I receive all the hates. I won only lot of hates. I'm forced to give for free all my works cause people doesn't want to reward it and to show interest in it.

• People trespassed in my home to destroy or steal my works. I know who they are because it's guys that I explain here their bad doing with me. I know it's true cause I hear and see lot of things. I tried to sell only one program anymore, which is copied now because these people have stolen the source codes and have peered it illegally... so I have no bought, but downloads of all my 100 save files samples I give for free running with. I even not have any donation I ask. Giving all information, proposing assistances, giving all programs and source codes for free, but people give me nothing even not likes on my videos or subscribers of my channel. Only insults. Nobody contacted me to write articles in scientific papers. People contacts stealers like people of Croteam, HDFury and The Foundry. The stealers just promised things they never hold to have the works, then close you the door when they have enough information. They take my works like it's their own and have all rewards, and then they insult me. People want my works but don't want to pay me.

• I created 100 videos on my youtube channel, I created websites and blogs using webs.com, wiz and google blogger.com, I created kickstarter project, donation button using Paypal, store pages and store donation page using Fastspring, I gave free programs and source codes using a box.com account... I worked more than 5 years on 3 domains of science corresponding to 15 years of works, I replied smart and gentle to people interested. I won nothing, only insults. Copiers and stealers peers my programs and source codes. People even rich, is asking it for free. They receive contracts just talking of it. They receive rewards doing nothing. They take all my information, assistances, works... They aren't disturbed to do it and I win nothing, only insults. They use my works, and me I have no food, even not a roof to sleep.

• For all my works, it's the same thing, like a cycle: People copy, then seeing it's hard to work smart or simply working a lot, they steal through someone having not honestly my works, then they peer massively without quoting it's my works. Even if my works are proving the near solar system have life, even smoking free and best crystal, even if people could use every day my works playing on PC and consoles in better conditions. I strictly won only a very sad life.
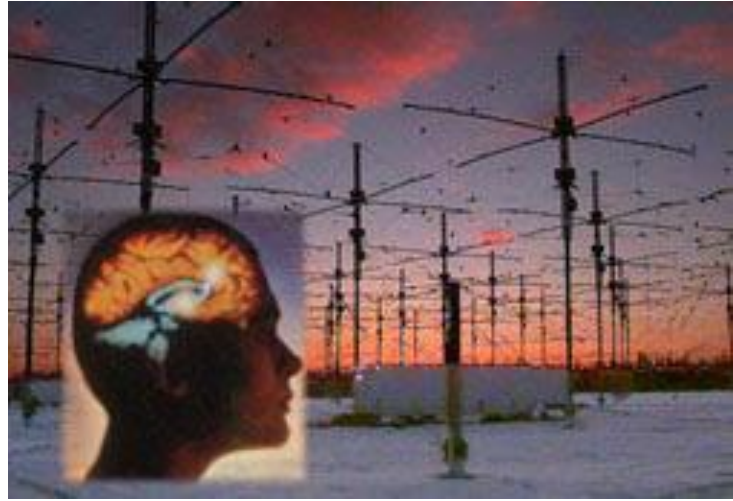
6. News of micedition.webs.com

1. The first comment is to say: Hello and hope my site will be appreciate. If you don't understand my programs, look to my thesis and contacting me with this mail: Michael.franiatte@gmail.com. The cell and visual basic operations are explain in my thesis. (06/06/2010)

2. The first program, concerning PVTX data, will be soon available. (06/07/2010)

3. The emulator for wiimote for use on PC is well advanced. (06/12/2010)

4. The emulator, named WiiJoy4FPS, writing in C# is finish and the code source is available. (07/07/2010)

5. I've upload a new WiiJoy4FPS, because the joysticks were ill calibrated, the keys was not saved in option games, and the key pageup was false, now it's good for this, and it's playable with cod6, exemple file in. Good Play if you use it. (07/11/2010)

6. I've upload the Wiimote Librairy by Coding4Fun, that you can add all wiimote devices in. After play and make a video of cod6 with WiiJoy4FPS and my wiimote, I recommend you to put the same PC resolution of option game and speed cursor of WiiJoy4FPS in desktop. Set the fluidity mouse option in each form, because it increases the mouse speed with fast moves. (07/12/2010)

7. I've reported some bugs in this program, like the minus, Z twice, and the 2 buttons on the wiimote and the left and right trigger buttons on the classic controller and the nunchuck acceleration x sens button, but it's ok now. (07/16/2010)

8. Split/Second walk good with it and with the wheel wiimote acceleration y, but the pyroattack must be set with Left Shift and Control, not the Right as option default, because the items are just the Left Shift and Control. I don't be able to play with trackmania like this, it always released Escape key with that one and I don't know why. Thanks to the visitors since the site was open, your number always grow! And I hope the players will be numerous to download here my file. I will change uploaded file only if I report a bug to improve it. (07/18/2010)

9. I finally found how to reduce cursor sensibility in cod6 with changing the files: config.cfg and config_mp.cfg in the folder C:\Programs\Steam\ Steamapps\common\call of duty modern warfare 2\players which you must replace -seta sensitivity "1"- by -seta sensitivity "0.48"-. (07/19/2010)

10. Thanks to the member Enemy, he is welcome to this site, be glad all, he has improved by seeing what's wrong with the wiimote program, and now this is corrected and uploaded. The mouse with D-Pad and all sticks run well. Happy to meet friends. Enemy isn't one of my own, he says this for those who don't understand the good side, now he is my friend, there is side of enemy because there is a bad side. Only Enemy of Bad. (07/25/2010)

11. The worst exists. Are you afraid by C#, add, delete, change or by me? I do the best that I can unfortunatly. I even rearranged the exe place. You just have to replace or copy, for add a joypad just interest you in! It's very easy to configuration and play to whole games with WiiJoy4FPS. Enemy have followed it altough. (07/26/2010)

12. While I tested the classic controller, I've discover a mistake in saving file. You have examples files in the download folder. You can now play with it in cod6 or others. There is a problem for mouse in desktop, so the keystrokes ALT+TAB to change window and ALT+F4 to close the main program are very useful. If you don't have my PC resolution 1280*768, you must change at the line about 76 000, to set your own PC resolution, it's the two numbers divide by 2. Good Holidays. (07/27/2010)

13. Yeah, I finalized the WiiJoy4FPS by finding what's wrong with trackmania with mskey, and now it's playable if you are interested. I tried moh but the cursor doesn't respond. Enjoy. (07/29/2010)

14. I had a new movement mouse controller instead of Cursor, I added Mouse with sendinput function in the C# WiiJoy4FPS files. You can download the new files and install file in the publish folder to play with wiimote. MOH (2010) is playable checking the box named Mouse. Good Luck and Game. (07/30/2010)

15. I finished the two programs by verifying and changing both files. All cells are improved, all was tested. You can download it and play with all games. For finishing, It's good to know that with the space bar and TAB it's possible to disable box and with it all data are clear. (09/12/2010)

16. In CoD black ops with the new sharing file wiimotelib for CoD black ops, you can have maximum precision with fast turn while changing in config.cfg and config_mp.cfg in the folder C:\Programs\Steam\Steamapps\common\call of duty black ops\ players\ the -viewinputseta sensitivity "1" and setasensitivity"1"- by -viewinputsetasensitivity"0.1" and setasensitivity"0.6"-. Happy Christmas! (12/21/2010)

17. With wiijoy4fps, it's possible to play on vista to all games. With the other files wiimotelib4...NFS, CoD7, WCC or W, for wiimote wheel, wii classic controller or wiimote+nunchuk+ir, runing automaticaly when you connect the classic controller or the nunchuk, it's possible to play to all games with the configuration keys of nfs or cod (Fakemouse is for the configuration of the mouse CoD, L4D and Portal..., Dpad is for moh, re5 and more). (02/07/2011)

18. I added smoothed mouse: Fakemouse by default, or Dpad IR and Dpad wii classic controller stick for all other FPS while checking a box in wiimotelib_4CoD7_WCCorW, because the mouse values of the games with Dpad mouse are unlimited, but there is not difference at the end, so good. Also I added a second code for a second wiimote in the wiimotelib for NFS but used for Split Second Velocity, used too for Street Fighter IV. Only a little problem appear in Split Second, seting Left Control instead of Right Control key with the B button (Pyro 1), and only a little conflict appear with the key A (Left) in Street Fighter, but I tested the games in two players mod with two wiimotes, and it's very good too. But you must uninstall/install the wiimotetest exe, installed with the setup in the publish folder in wiimotelib unziped folder, playing Racing games or FPS. (03/20/2011)

19. I've made the wiimotelib for Brink, coming together with a new mouse moving control perfectly adapted to all FPS games. Thanks to the visitors interested in my files, good luck. (05/15/2011)

20. if you want the best mouse control check the boxes Fakemouse and RPG (Portal, L4D, CoD). The five boxes in wiimotelib_4brink_wccorw and wiimotelib_4CoD7_wccorw give independent functions in the same time but can be associated together, with 5 functions in the boxes giving 325 different mouse controls. The new mouse moving control perfectly adapted to all FPS games (but not Portal, L4D, CoD) is associated to the box Brink. (07/28/2011)

21. There is 3 compressed files, one to play with wiimote (1 or 2 players), wiimote/nunchuk or wii classic controller (1 player), one for wii guitar hero drum, and one for the equation of state of gases/reactions. Don't forget my donations if you used my game controller configuration on all supports. (03/01/2012)

22. Wii Motion Plus for the wiimote runs if you follow my topics in the forums. But uninstall a maximum of useless programs. It's one thing I don't remember if I talked. (04/19/2012)

23. Hi, I've made an emulator for xbox360 in C++, the free link is in my box account on my site micedition.webs.com. I've recently do it in one week. The configurations of the keys are near from CoD7. The files are in a ziped folder. You have twice an exe to run two types of mouse controls and an exe for keys. It's like my wiimotelib4cod7. There is four buttons on the xbox360 controller with more than one keys, known as the down button for C and Control, the right and left for 1, 2, 3, 5, and 6, and the last button is b for R and F of the keyboard. Also, I didn't be able to put the mouse events, so the right trigger is B and the left trigger is W. So it's just to be able to configurate the options ingame for the keys/buttons and for the mouse/right thumb stick for the sensibility and in the mouse option of pointer in the panel control. I give the sdk for this one too. I can helped for play with the simple msdos exe. Enjoy. (07/07/2012)

24. The mouse events with right and left shoulder now run. The msdos exe XBOX360Test for Keys and Clics are in the compressed file of the source codes in the debug folder to play directly CoD7 with xbox360 gamepad. (07/09/2012)

25. Now XBox360Test exe with the squared + cubed Mouse like the wiimote and the wii classic controller. (07/10/2012)

26. I give my configuration file to play borderlands 2 with my scripts (xbox360test4CoD7 or WiimoteLib4CoD7), allowing moving view when you aim and shooting, here. (09/25/2012)

27. I've finalized a script mouse for CoD7 and all FPS Wiimote/Nunchuck/IR corresponding to the IR power 2 (because it's the best for accuracy but too slow on the edge) + IR power seven (because the edge becomes faster) for the mouse view with the check box Cursor. Also I've adjusted the middle of y axis, to center the mouse view and wiimote with the sensor barre or IR leds under the screen. I've removed rapidfire in this script because of bonus killstreak lags in mw3 and mouse view blocked in borderlands 2, sorry for the news 26 wrong. Also you can choose which buttons of the wiimote make rumble the wiimote before playing. (10/10/2012)

28. I improved the sensor barre detection in WiimoteOnCoD9AndF12012ByMic, because instead of IR1 and IR2 found, it's IR1 or IR2 found, for mouse view control. So the detection of wiimote IR is better because biggest. (04/09/2013)

29. Today, I finalized and shared my last program named WiimoteOnCoD9, and with the other one coming together named WiimoteOnF12012, everyone can use wii controllers on all PC games making C# 2010 scripts or C# 2008 scripts or changing keys and mouse parameters in game options, like I do. (05/06/2013)

30. The version 10 of WiimoteOnCoD9AndF12012ByMic has the finishing version of the program to play all action games released today. (05/16/2013)

31. I performed IR/View control and steering wheel, in WiimoteOnCoD9AndF12012ByMic (vs studio 2010), and WiimoteOnCoD9PositionByMic (vs studio 2008), adding an autocentering when incoming. (07/10/2013)

32. Finishing best files of WiimoteOnCoD9AndF12012ByMic (vs studio 2010), and WiimoteOnCoD9PositionByMic (vs studio 2008), with IR.RawPosition and IR.Position melting together, and adjusting the autocentering when incoming. (07/17/2013)

33. Now the view control with IR1 or IR2 instead of IR1 and IR2 run perfectly without lost of control. (07/18/2013)

34. Performing the steering wheel. (07/19/2013)

35. The wiimote steering wheel is handling by the nunchuck stick now for moving in all FPS. (07/20/2013)

7. Important links and selling consideration

7.1. Link for buying books

• Take knowledge of my works and reward it. Is it somewhere and now?

https://play.google.com/store/books/author?id=Michael+Franiatte

7.2. Link if you bought my books

• Download some stuffs to build my works if you bought my books. Is it true?

https://drive.google.com/open?id=1onVVMtynAxNTtmt9kMzhm9uxPxPvjg_b

7.3. Link to my professional profile

https://michaelfraniatte.blogspot.com
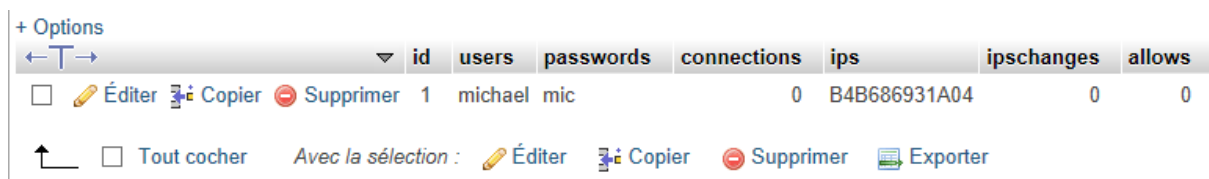
7.4. Other links

• There isn't any other links than google play and my e-mail specified in this website for my agreement to obtain the rights to use in personal manner my programs, source codes and assistances. If you obtained my books through another way than google play and without my agreement, you aren't allowed to use my programs, source codes and assistances because I didn't received my money for it.

• If you obtained my programs, source codes and assistances through amazon or all other thief websites, you aren't allowed to use it and you shall pay my books through google play. If you use my programs, source codes and assistances without buying my books on google play and without my agreement, you aren't allowed to use it and you shall pay my books through google play. If you use programs, source codes and assistances stealing or copying or reproducing or modifying or peering or sharing my programs, source codes and assistances, you aren't allowed to use it and you shall pay my books through google play.

7.5. Selling my programs

• I made my programs with secure connection for check nobody is given his account.

• I used MySQL database for be able to win some money but too much bad people for lot of things I tried.

• It needs to open local ports 49152-65535 and distant port 3306 in TCP for the program secured.

• It needs MySQL Connector Net as reference.

• The codes for secure my programs use SQL connector found here:

https://dev.mysql.com/downloads/connector/net/, and also for compatibility it needs .NET framework 4.5.2 found here:

https://dotnet.microsoft.com/download/visual-studio-sdks?utm_source=getdotnetsdk&utm_medium=referral

It needs the reference MySQL.Data and an account on https://www.freesqldatabase.com/. My codes are as following.

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
using MySql.Data.MySqlClient;
using System.Runtime.InteropServices;
namespace testconnectiondb
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
        string isconnected = "0";
        string ismacaddresschanged = "0";
        string previousmacaddress = "0";
        string usercanuse = "0";
        string idforclosed = "0";
        [DllImport("WiimotePairing.dll", EntryPoint = "connect")]
        private static extern bool connect();
        [DllImport("WiimotePairing.dll", EntryPoint = "disconnect")]
        private static extern bool disconnect();
        private void button1_Click(object sender, EventArgs e)
        {
            try
            {
                System.IO.StreamReader logfile = new System.IO.StreamReader("logwt.txt");
                string txtuser = logfile.ReadLine();
                string txtpassword = logfile.ReadLine();
                logfile.Close();
                string myConnection =
"datasource=sql7.freesqldatabase.com;port=3306;username=sql7298466;password=9QF4YIgrcv";
                MySqlConnection myConn = new MySqlConnection(myConnection);
                MySqlDataAdapter myDataAdapter = new MySqlDataAdapter();
                myDataAdapter.SelectCommand = new MySqlCommand(" select * from
sql7298466.authentification where users='" + txtuser.ToString() + "' and passwords='" +
txtpassword.ToString() + "';", myConn);
                MySqlCommandBuilder cb = new MySqlCommandBuilder(myDataAdapter);
                myConn.Open();
                DataSet ds = new DataSet("accounts");
                myDataAdapter.Fill(ds);
                MessageBox.Show("connected");
                string id = retrieveRow(ds);
                if (id != "0")
                {
                    MySqlCommand cmd;
                    if (isconnected == "0")
                    {
                        cmd = new MySqlCommand(" update sql7298466.authentification set
connections=1 where id=" + id + ";", myConn);
                    }
                    else
                    {
                        Int64 alreadyconnected = Convert.ToInt64(isconnected) + 1;
                        cmd = new MySqlCommand(" update sql7298466.authentification set
```

```csharp
connections=" + alreadyconnected.ToString() + " where id=" + id + ";", myConn);
                }
                cmd.ExecuteNonQuery();
                String firstMacAddress = System.Net.NetworkInformation.NetworkInterface
                .GetAllNetworkInterfaces()
                .Where(nic => nic.OperationalStatus ==
System.Net.NetworkInformation.OperationalStatus.Up && nic.NetworkInterfaceType !=
System.Net.NetworkInformation.NetworkInterfaceType.Loopback)
                .Select(nic => nic.GetPhysicalAddress().ToString())
                .FirstOrDefault();
                cmd = new MySqlCommand(" update sql7298466.authentification set ips='"
+ firstMacAddress + "' where id=" + id + ";", myConn);
                cmd.ExecuteNonQuery();
                if (previousmacaddress != firstMacAddress & previousmacaddress != "0")
                {
                    Int64 macaddresschanged = Convert.ToInt64(ismacaddresschanged) + 1;
                    cmd = new MySqlCommand(" update sql7298466.authentification set
ipschanges=" + macaddresschanged.ToString() + " where id=" + id + ";", myConn);
                    cmd.ExecuteNonQuery();
                }
                if (usercanuse == "0" & idforclosed != "0")
                {
                    MessageBox.Show("it's running for allowing");
                    do
                        System.Threading.Thread.Sleep(1);
                    while (!connect());
                }
                else
                {
                    cmd = new MySqlCommand(" update sql7298466.authentification set
allows=" + usercanuse.ToString() + " where id=" + id + ";", myConn);
                    cmd.ExecuteNonQuery();
                    MessageBox.Show("it's running for disallowing");
                }
            }
            myConn.Close();
        }
        catch (Exception ex)
        {
            MessageBox.Show(ex.Message);
        }
    }
    private string retrieveRow(DataSet dataSet)
    {
        // For each table in the DataSet, print the row values.
        foreach (DataTable table in dataSet.Tables)
        {
            foreach (DataRow row in table.Rows)
            {
                foreach (DataColumn column in table.Columns)
                {
                    MessageBox.Show(row[1].ToString());
                    isconnected = row[3].ToString();
                    if (row[6].ToString() == "1")
                    {
                        return "0";
                    }
                    previousmacaddress = row[4].ToString();
                    ismacaddresschanged = row[5].ToString();
                    if (Convert.ToInt64(row[3].ToString()) <= 10 &
Convert.ToInt64(row[5].ToString()) <= 5)
                    {
                        usercanuse = "0";
                    }
```

```csharp
                else
                {
                    usercanuse = "1";
                }
                idforclosed = row[0].ToString();
                return row[0].ToString();
            }
        }
    }
    return "0";
}
private void Form1_FormClosed(object sender, FormClosedEventArgs e)
{
    if (usercanuse == "0")
    {
        try
        {
            string myConnection =
"datasource=sql7.freesqldatabase.com;port=3306;username=sql7298466;password=9QF4YIgrcv";
            MySqlConnection myConn = new MySqlConnection(myConnection);
            MySqlCommand cmd;
            myConn.Open();
            cmd = new MySqlCommand(" update sql7298466.authentification set
connections=0 where id=" + idforclosed + ";", myConn);
            cmd.ExecuteNonQuery();
            myConn.Close();
        }
        catch (Exception ex)
        {
            MessageBox.Show(ex.Message);
        }
    }
    disconnect();
    }
  }
}
```

7.6. EBookViewer

• A book viewer with page pictures in picture boxes. It needs to adapt the pile of picture boxes and auto scrolling height size. It needs Form events Shown, FormClosed and KeyUp.

• With the following codes.
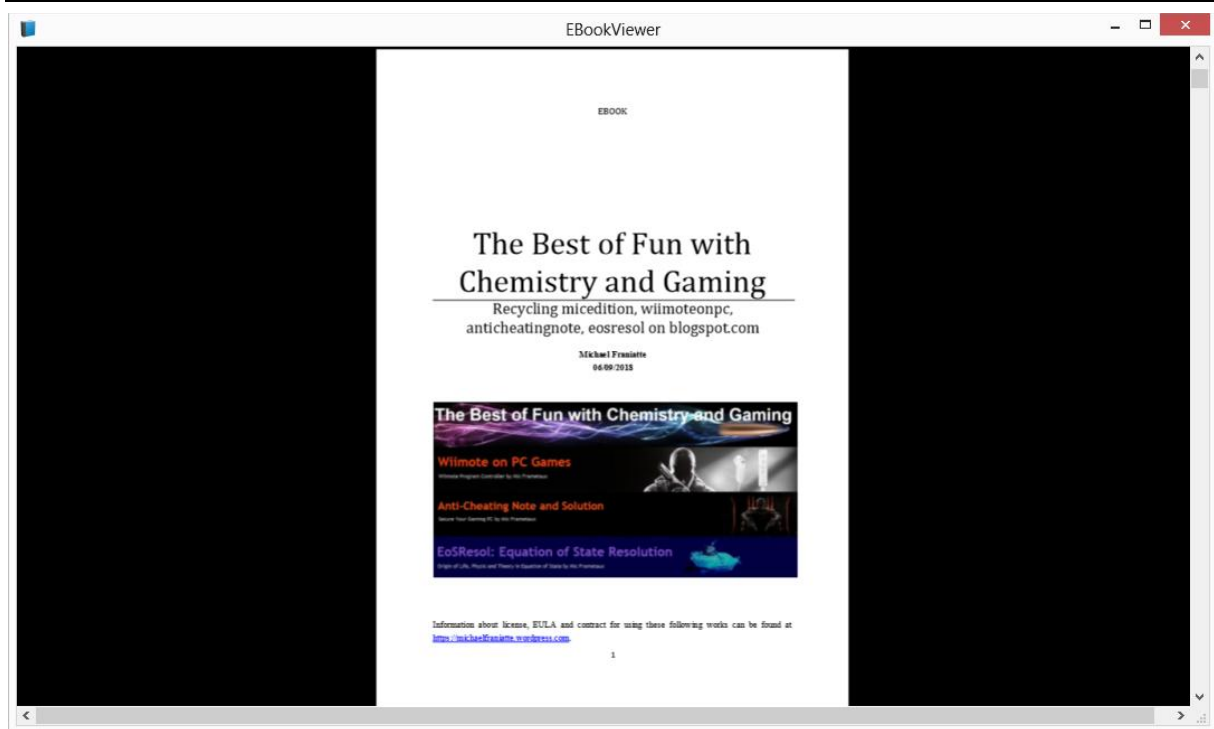
```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
using MySql.Data.MySqlClient;
using System.Runtime.InteropServices;
namespace EBookViewver
```

```csharp
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
        string isconnected = "0";
        string ismacaddresschanged = "0";
        string previousmacaddress = "0";
        string usercanuse = "0";
        string idforclosed = "0";
        private void Form1_Shown(object sender, EventArgs e)
        {
            //AutoScroll = true;
            try
            {
                System.IO.StreamReader logfile = new System.IO.StreamReader("logev.txt");
                string txtuser = logfile.ReadLine();
                string txtpassword = logfile.ReadLine();
                logfile.Close();
                string myConnection =
"datasource=sql7.freesqldatabase.com;port=3306;username=sql7298466;password=9QF4YIgrcv";
                MySqlConnection myConn = new MySqlConnection(myConnection);
                MySqlDataAdapter myDataAdapter = new MySqlDataAdapter();
                myDataAdapter.SelectCommand = new MySqlCommand(" select * from
sql7298466.authentification where users='" + txtuser.ToString() + "' and passwords='" +
txtpassword.ToString() + "';", myConn);
                MySqlCommandBuilder cb = new MySqlCommandBuilder(myDataAdapter);
                myConn.Open();
                DataSet ds = new DataSet("accounts");
                myDataAdapter.Fill(ds);
                MessageBox.Show("connected");
                string id = retrieveRow(ds);
                if (id != "0")
                {
                    MySqlCommand cmd;
                    if (isconnected == "0")
                    {
                        cmd = new MySqlCommand(" update sql7298466.authentification set
connections=1 where id=" + id + ";", myConn);
                    }
                    else
                    {
                        Int64 alreadyconnected = Convert.ToInt64(isconnected) + 1;
                        cmd = new MySqlCommand(" update sql7298466.authentification set
connections=" + alreadyconnected.ToString() + " where id=" + id + ";", myConn);
                    }
                    cmd.ExecuteNonQuery();
                    String firstMacAddress = System.Net.NetworkInformation.NetworkInterface
                    .GetAllNetworkInterfaces()
                    .Where(nic => nic.OperationalStatus ==
System.Net.NetworkInformation.OperationalStatus.Up && nic.NetworkInterfaceType !=
System.Net.NetworkInformation.NetworkInterfaceType.Loopback)
                    .Select(nic => nic.GetPhysicalAddress().ToString())
                    .FirstOrDefault();
                    cmd = new MySqlCommand(" update sql7298466.authentification set ips='"
+ firstMacAddress + "' where id=" + id + ";", myConn);
                    cmd.ExecuteNonQuery();
                    if (previousmacaddress != firstMacAddress & previousmacaddress != "0")
                    {
                        Int64 macaddresschanged = Convert.ToInt64(ismacaddresschanged) + 1;
                        cmd = new MySqlCommand(" update sql7298466.authentification set
ipschanges=" + macaddresschanged.ToString() + " where id=" + id + ";", myConn);
```

```csharp
                    cmd.ExecuteNonQuery();
                }
                if (usercanuse == "0" & idforclosed != "0")
                {
                    AutoScroll = true;
                }
                else
                {
                    cmd = new MySqlCommand(" update sql7298466.authentification set
allows=" + usercanuse.ToString() + " where id=" + id + ";", myConn);
                    cmd.ExecuteNonQuery();
                    AutoScroll = false;
                }
            }
            myConn.Close();
        }
        catch (Exception ex)
        {
            MessageBox.Show(ex.Message);
            AutoScroll = false;
        }
    }
    private string retrieveRow(DataSet dataSet)
    {
        // For each table in the DataSet, print the row values.
        foreach (DataTable table in dataSet.Tables)
        {
            foreach (DataRow row in table.Rows)
            {
                foreach (DataColumn column in table.Columns)
                {
                    MessageBox.Show(row[1].ToString());
                    isconnected = row[3].ToString();
                    if (row[6].ToString() == "1")
                    {
                        return "0";
                    }
                    previousmacaddress = row[4].ToString();
                    ismacaddresschanged = row[5].ToString();
                    if (Convert.ToInt64(row[3].ToString()) <= 10 &
Convert.ToInt64(row[5].ToString()) <= 5)
                    {
                        usercanuse = "0";
                    }
                    else
                    {
                        usercanuse = "1";
                    }
                    idforclosed = row[0].ToString();
                    return row[0].ToString();
                }
            }
        }
        return "0";
    }
    private void Form1_FormClosed(object sender, FormClosedEventArgs e)
    {
        if (usercanuse == "0")
        {
            try
            {
                string myConnection =
"datasource=sql7.freesqldatabase.com;port=3306;username=sql7298466;password=9QF4YIgrcv";
                MySqlConnection myConn = new MySqlConnection(myConnection);
```

```
                MySqlCommand cmd;
                myConn.Open();
                cmd = new MySqlCommand(" update sql7298466.authentification set
connections=0 where id=" + idforclosed + ";", myConn);
                cmd.ExecuteNonQuery();
                myConn.Close();
            }
            catch (Exception ex)
            {
                MessageBox.Show(ex.Message);
            }
        }
    }
    private void Form1_KeyUp(object sender, KeyEventArgs e)
    {
        if (e.KeyCode.ToString() == "PrintScreen")
        {
            Clipboard.Clear();
            return;
        }
    }
  }
}
```

7.7. NonogramGeneratorAndPlayer

• I made a picross game for training and joking. It generates sequences and grid automatically while clicking on buttons to draw nonograms. The labels for sequences have autosize to false and textalign bottom or right. The sizes are equivalent to 4 numbers corresponding to maximum of a sequence.
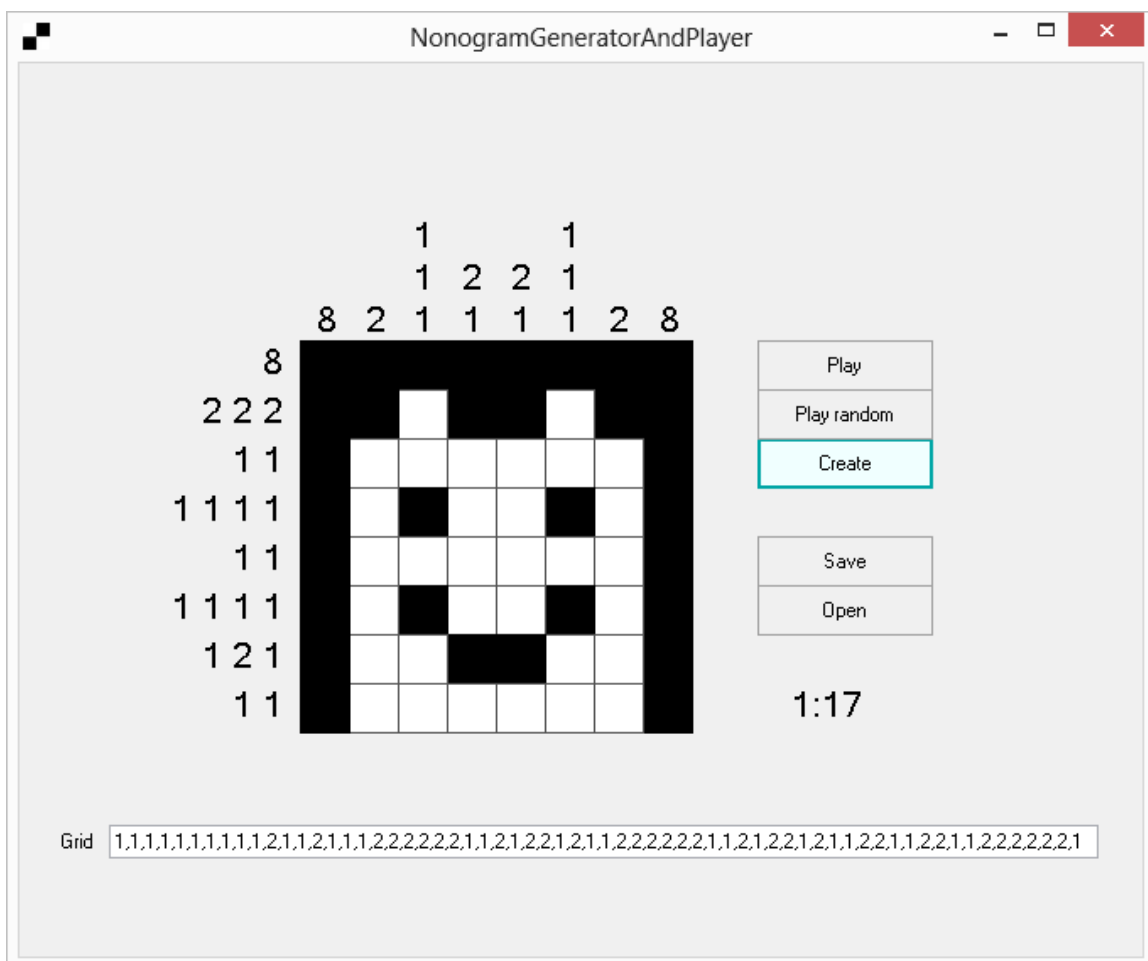
• The codes are as following.

```csharp
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Windows.Forms;
using System.Linq;
using System.Text;
using System.Diagnostics;
using System.Threading;
using System.Runtime.InteropServices;
namespace NonogramGeneratorAndPlayer
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
        private static uint CurrentResolution = 0;
        private static bool Closinggetstate;
        private static Stopwatch stopwatch = new Stopwatch();
        public static BackgroundWorker backgroundWorker = new BackgroundWorker();
        private int seconds;
        private bool showbravo;
        private bool play, playrandom, create;
        private int[] arraycreate = new int[64] { 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0 };
        private int b1, b2, b3, b4, b5, b6, b7, b8, b9, b10, b11, b12, b13, b14, b15, b16,
b17, b18, b19, b20, b21, b22, b23, b24, b25, b26, b27, b28, b29, b30, b31, b32, b33, b34,
b35, b36, b37, b38, b39, b40, b41, b42, b43, b44, b45, b46, b47, b48, b49, b50, b51, b52,
b53, b54, b55, b56, b57, b58, b59, b60, b61, b62, b63, b64;
        private int countlabel1;
        private int[] arraylabel1 = new int[8];
        public static List<int> countarraylabel1 = new List<int>();
        private int countlabel2;
        private int[] arraylabel2 = new int[8];
        public static List<int> countarraylabel2 = new List<int>();
        private int countlabel3;
        private int[] arraylabel3 = new int[8];
        public static List<int> countarraylabel3 = new List<int>();
        private int countlabel4;
        private int[] arraylabel4 = new int[8];
        public static List<int> countarraylabel4 = new List<int>();
        private int countlabel5;
        private int[] arraylabel5 = new int[8];
        public static List<int> countarraylabel5 = new List<int>();
        private int countlabel6;
        private int[] arraylabel6 = new int[8];
        public static List<int> countarraylabel6 = new List<int>();
        private int countlabel7;
        private int[] arraylabel7 = new int[8];
        public static List<int> countarraylabel7 = new List<int>();
        private int countlabel8;
        private int[] arraylabel8 = new int[8];
        public static List<int> countarraylabel8 = new List<int>();
        private int countlabel9;
        private int[] arraylabel9 = new int[8];
        public static List<int> countarraylabel9 = new List<int>();
        private int countlabel10;
        private int[] arraylabel10 = new int[8];
        public static List<int> countarraylabel10 = new List<int>();
```

```csharp
        private int countlabel11;
        private int[] arraylabel11 = new int[8];
        public static List<int> countarraylabel11 = new List<int>();
        private int countlabel12;
        private int[] arraylabel12 = new int[8];
        public static List<int> countarraylabel12 = new List<int>();
        private int countlabel13;
        private int[] arraylabel13 = new int[8];
        public static List<int> countarraylabel13 = new List<int>();
        private int countlabel14;
        private int[] arraylabel14 = new int[8];
        public static List<int> countarraylabel14 = new List<int>();
        private int countlabel15;
        private int[] arraylabel15 = new int[8];
        public static List<int> countarraylabel15 = new List<int>();
        private int countlabel16;
        private int[] arraylabel16 = new int[8];
        public static List<int> countarraylabel16 = new List<int>();
        public static string arraycreatefromstring;
        private int[] arrayplay = new int[64] { 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0 };
        public static string arrayplayfromstring;
        [DllImport("winmm.dll", EntryPoint = "timeBeginPeriod")]
        public static extern uint TimeBeginPeriod(uint ms);
        [DllImport("winmm.dll", EntryPoint = "timeEndPeriod")]
        public static extern uint TimeEndPeriod(uint ms);
        [DllImport("ntdll.dll", EntryPoint = "NtSetTimerResolution")]
        public static extern void NtSetTimerResolution(uint DesiredResolution, bool
SetResolution, ref uint CurrentResolution);
        private void Form1_FormClosed(object sender, FormClosedEventArgs e)
        {
            stopwatch.Stop();
            Closinggetstate = true;
            TimeEndPeriod(1);
        }
        private void Form1_Shown(object sender, EventArgs e)
        {
            TimeBeginPeriod(1);
            NtSetTimerResolution(1, true, ref CurrentResolution);
            backgroundWorker.DoWork += new DoWorkEventHandler(NPAG_thr);
            backgroundWorker.RunWorkerAsync();
        }
        private void NPAG_thr(object sender, DoWorkEventArgs e)
        {
            for (; ; )
            {
                if (Closinggetstate)
                    return;
                seconds = stopwatch.Elapsed.Seconds;
                if (seconds >= 60)
                    seconds = seconds - 60;
                label17.Text = stopwatch.Elapsed.Minutes.ToString() + ":" +
seconds.ToString();
                if (create)
                {
                    textBox1.Text = string.Join(",", Array.ConvertAll(arraycreate, i =>
i.ToString()));
                }
                if (create)
                {
                    arraylabel1[0] = arraycreate[0];
                    arraylabel1[1] = arraycreate[8];
                    arraylabel1[2] = arraycreate[16];
```

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```
            arraylabel1[3] = arraycreate[24];
            arraylabel1[4] = arraycreate[32];
            arraylabel1[5] = arraycreate[40];
            arraylabel1[6] = arraycreate[48];
            arraylabel1[7] = arraycreate[56];
        }
        if (play | playrandom)
        {
            arraylabel1[0] = arrayplay[0];
            arraylabel1[1] = arrayplay[8];
            arraylabel1[2] = arrayplay[16];
            arraylabel1[3] = arrayplay[24];
            arraylabel1[4] = arrayplay[32];
            arraylabel1[5] = arrayplay[40];
            arraylabel1[6] = arrayplay[48];
            arraylabel1[7] = arrayplay[56];
        }
        countlabel1 = 0;
        foreach (int values in arraylabel1)
        {
            if (values == 1)
                countlabel1++;
            else
            {
                countarraylabel1.Add(countlabel1);
                countlabel1 = 0;
            }
        }
        countarraylabel1.Add(countlabel1);
        label1.Text = string.Join("\n", Array.ConvertAll(countarraylabel1.Where(i
=> i != 0).ToArray(), i => i.ToString()));
        countarraylabel1.Clear();
        if (create)
        {
            arraylabel2[0] = arraycreate[1];
            arraylabel2[1] = arraycreate[9];
            arraylabel2[2] = arraycreate[17];
            arraylabel2[3] = arraycreate[25];
            arraylabel2[4] = arraycreate[33];
            arraylabel2[5] = arraycreate[41];
            arraylabel2[6] = arraycreate[49];
            arraylabel2[7] = arraycreate[57];
        }
        if (play | playrandom)
        {
            arraylabel2[0] = arrayplay[1];
            arraylabel2[1] = arrayplay[9];
            arraylabel2[2] = arrayplay[17];
            arraylabel2[3] = arrayplay[25];
            arraylabel2[4] = arrayplay[33];
            arraylabel2[5] = arrayplay[41];
            arraylabel2[6] = arrayplay[49];
            arraylabel2[7] = arrayplay[57];
        }
        countlabel2 = 0;
        foreach (int values in arraylabel2)
        {
            if (values == 1)
                countlabel2++;
            else
            {
                countarraylabel2.Add(countlabel2);
                countlabel2 = 0;
            }
        }
```

```
                    }
                    countarraylabel2.Add(countlabel2);
                    label2.Text = string.Join("\n", Array.ConvertAll(countarraylabel2.Where(i
=> i != 0).ToArray(), i => i.ToString()));
                    countarraylabel2.Clear();
                    if (create)
                    {
                        arraylabel3[0] = arraycreate[2];
                        arraylabel3[1] = arraycreate[10];
                        arraylabel3[2] = arraycreate[18];
                        arraylabel3[3] = arraycreate[26];
                        arraylabel3[4] = arraycreate[34];
                        arraylabel3[5] = arraycreate[42];
                        arraylabel3[6] = arraycreate[50];
                        arraylabel3[7] = arraycreate[58];
                    }
                    if (play | playrandom)
                    {
                        arraylabel3[0] = arrayplay[2];
                        arraylabel3[1] = arrayplay[10];
                        arraylabel3[2] = arrayplay[18];
                        arraylabel3[3] = arrayplay[26];
                        arraylabel3[4] = arrayplay[34];
                        arraylabel3[5] = arrayplay[42];
                        arraylabel3[6] = arrayplay[50];
                        arraylabel3[7] = arrayplay[58];
                    }
                    countlabel3 = 0;
                    foreach (int values in arraylabel3)
                    {
                        if (values == 1)
                            countlabel3++;
                        else
                        {
                            countarraylabel3.Add(countlabel3);
                            countlabel3 = 0;
                        }
                    }
                    countarraylabel3.Add(countlabel3);
                    label3.Text = string.Join("\n", Array.ConvertAll(countarraylabel3.Where(i
=> i != 0).ToArray(), i => i.ToString()));
                    countarraylabel3.Clear();
                    if (create)
                    {
                        arraylabel4[0] = arraycreate[3];
                        arraylabel4[1] = arraycreate[11];
                        arraylabel4[2] = arraycreate[19];
                        arraylabel4[3] = arraycreate[27];
                        arraylabel4[4] = arraycreate[35];
                        arraylabel4[5] = arraycreate[43];
                        arraylabel4[6] = arraycreate[51];
                        arraylabel4[7] = arraycreate[59];
                    }
                    if (play | playrandom)
                    {
                        arraylabel4[0] = arrayplay[3];
                        arraylabel4[1] = arrayplay[11];
                        arraylabel4[2] = arrayplay[19];
                        arraylabel4[3] = arrayplay[27];
                        arraylabel4[4] = arrayplay[35];
                        arraylabel4[5] = arrayplay[43];
                        arraylabel4[6] = arrayplay[51];
                        arraylabel4[7] = arrayplay[59];
                    }
```

```csharp
                    countlabel4 = 0;
                    foreach (int values in arraylabel4)
                    {
                        if (values == 1)
                            countlabel4++;
                        else
                        {
                            countarraylabel4.Add(countlabel4);
                            countlabel4 = 0;
                        }
                    }
                    countarraylabel4.Add(countlabel4);
                    label4.Text = string.Join("\n", Array.ConvertAll(countarraylabel4.Where(i
=> i != 0).ToArray(), i => i.ToString()));
                    countarraylabel4.Clear();
                    if (create)
                    {
                        arraylabel5[0] = arraycreate[4];
                        arraylabel5[1] = arraycreate[12];
                        arraylabel5[2] = arraycreate[20];
                        arraylabel5[3] = arraycreate[28];
                        arraylabel5[4] = arraycreate[36];
                        arraylabel5[5] = arraycreate[44];
                        arraylabel5[6] = arraycreate[52];
                        arraylabel5[7] = arraycreate[60];
                    }
                    if (play | playrandom)
                    {
                        arraylabel5[0] = arrayplay[4];
                        arraylabel5[1] = arrayplay[12];
                        arraylabel5[2] = arrayplay[20];
                        arraylabel5[3] = arrayplay[28];
                        arraylabel5[4] = arrayplay[36];
                        arraylabel5[5] = arrayplay[44];
                        arraylabel5[6] = arrayplay[52];
                        arraylabel5[7] = arrayplay[60];
                    }
                    countlabel5 = 0;
                    foreach (int values in arraylabel5)
                    {
                        if (values == 1)
                            countlabel5++;
                        else
                        {
                            countarraylabel5.Add(countlabel5);
                            countlabel5 = 0;
                        }
                    }
                    countarraylabel5.Add(countlabel5);
                    label5.Text = string.Join("\n", Array.ConvertAll(countarraylabel5.Where(i
=> i != 0).ToArray(), i => i.ToString()));
                    countarraylabel5.Clear();
                    if (create)
                    {
                        arraylabel6[0] = arraycreate[5];
                        arraylabel6[1] = arraycreate[13];
                        arraylabel6[2] = arraycreate[21];
                        arraylabel6[3] = arraycreate[29];
                        arraylabel6[4] = arraycreate[37];
                        arraylabel6[5] = arraycreate[45];
                        arraylabel6[6] = arraycreate[53];
                        arraylabel6[7] = arraycreate[61];
                    }
                    if (play | playrandom)
```

```csharp
                {
                    arraylabel6[0] = arrayplay[5];
                    arraylabel6[1] = arrayplay[13];
                    arraylabel6[2] = arrayplay[21];
                    arraylabel6[3] = arrayplay[29];
                    arraylabel6[4] = arrayplay[37];
                    arraylabel6[5] = arrayplay[45];
                    arraylabel6[6] = arrayplay[53];
                    arraylabel6[7] = arrayplay[61];
                }
                countlabel6 = 0;
                foreach (int values in arraylabel6)
                {
                    if (values == 1)
                        countlabel6++;
                    else
                    {
                        countarraylabel6.Add(countlabel6);
                        countlabel6 = 0;
                    }
                }
                countarraylabel6.Add(countlabel6);
                label6.Text = string.Join("\n", Array.ConvertAll(countarraylabel6.Where(i
=> i != 0).ToArray(), i => i.ToString()));
                countarraylabel6.Clear();
                if (create)
                {
                    arraylabel7[0] = arraycreate[6 + 8 * 0];
                    arraylabel7[1] = arraycreate[6 + 8 * 1];
                    arraylabel7[2] = arraycreate[6 + 8 * 2];
                    arraylabel7[3] = arraycreate[6 + 8 * 3];
                    arraylabel7[4] = arraycreate[6 + 8 * 4];
                    arraylabel7[5] = arraycreate[6 + 8 * 5];
                    arraylabel7[6] = arraycreate[6 + 8 * 6];
                    arraylabel7[7] = arraycreate[6 + 8 * 7];
                }
                if (play | playrandom)
                {
                    arraylabel7[0] = arrayplay[6 + 8 * 0];
                    arraylabel7[1] = arrayplay[6 + 8 * 1];
                    arraylabel7[2] = arrayplay[6 + 8 * 2];
                    arraylabel7[3] = arrayplay[6 + 8 * 3];
                    arraylabel7[4] = arrayplay[6 + 8 * 4];
                    arraylabel7[5] = arrayplay[6 + 8 * 5];
                    arraylabel7[6] = arrayplay[6 + 8 * 6];
                    arraylabel7[7] = arrayplay[6 + 8 * 7];
                }
                countlabel7 = 0;
                foreach (int values in arraylabel7)
                {
                    if (values == 1)
                        countlabel7++;
                    else
                    {
                        countarraylabel7.Add(countlabel7);
                        countlabel7 = 0;
                    }
                }
                countarraylabel7.Add(countlabel7);
                label7.Text = string.Join("\n", Array.ConvertAll(countarraylabel7.Where(i
=> i != 0).ToArray(), i => i.ToString()));
                countarraylabel7.Clear();
                if (create)
                {
```

```csharp
            arraylabel8[0] = arraycreate[7 + 8 * 0];
            arraylabel8[1] = arraycreate[7 + 8 * 1];
            arraylabel8[2] = arraycreate[7 + 8 * 2];
            arraylabel8[3] = arraycreate[7 + 8 * 3];
            arraylabel8[4] = arraycreate[7 + 8 * 4];
            arraylabel8[5] = arraycreate[7 + 8 * 5];
            arraylabel8[6] = arraycreate[7 + 8 * 6];
            arraylabel8[7] = arraycreate[7 + 8 * 7];
        }
        if (play | playrandom)
        {
            arraylabel8[0] = arrayplay[7 + 8 * 0];
            arraylabel8[1] = arrayplay[7 + 8 * 1];
            arraylabel8[2] = arrayplay[7 + 8 * 2];
            arraylabel8[3] = arrayplay[7 + 8 * 3];
            arraylabel8[4] = arrayplay[7 + 8 * 4];
            arraylabel8[5] = arrayplay[7 + 8 * 5];
            arraylabel8[6] = arrayplay[7 + 8 * 6];
            arraylabel8[7] = arrayplay[7 + 8 * 7];
        }
        countlabel8 = 0;
        foreach (int values in arraylabel8)
        {
            if (values == 1)
                countlabel8++;
            else
            {
                countarraylabel8.Add(countlabel8);
                countlabel8 = 0;
            }
        }
        countarraylabel8.Add(countlabel8);
        label8.Text = string.Join("\n", Array.ConvertAll(countarraylabel8.Where(i
=> i != 0).ToArray(), i => i.ToString()));
        countarraylabel8.Clear();
        if (create)
        {
            arraylabel9[0] = arraycreate[0];
            arraylabel9[1] = arraycreate[1];
            arraylabel9[2] = arraycreate[2];
            arraylabel9[3] = arraycreate[3];
            arraylabel9[4] = arraycreate[4];
            arraylabel9[5] = arraycreate[5];
            arraylabel9[6] = arraycreate[6];
            arraylabel9[7] = arraycreate[7];
        }
        if (play | playrandom)
        {
            arraylabel9[0] = arrayplay[0];
            arraylabel9[1] = arrayplay[1];
            arraylabel9[2] = arrayplay[2];
            arraylabel9[3] = arrayplay[3];
            arraylabel9[4] = arrayplay[4];
            arraylabel9[5] = arrayplay[5];
            arraylabel9[6] = arrayplay[6];
            arraylabel9[7] = arrayplay[7];
        }
        countlabel9 = 0;
        foreach (int values in arraylabel9)
        {
            if (values == 1)
                countlabel9++;
            else
            {
```

```
                    countarraylabel9.Add(countlabel9);
                    countlabel9 = 0;
                }
            }
            countarraylabel9.Add(countlabel9);
            label9.Text = string.Join(" ", Array.ConvertAll(countarraylabel9.Where(i =>
i != 0).ToArray(), i => i.ToString()));
            countarraylabel9.Clear();
            if (create)
            {
                arraylabel10[0] = arraycreate[8];
                arraylabel10[1] = arraycreate[9];
                arraylabel10[2] = arraycreate[10];
                arraylabel10[3] = arraycreate[11];
                arraylabel10[4] = arraycreate[12];
                arraylabel10[5] = arraycreate[13];
                arraylabel10[6] = arraycreate[14];
                arraylabel10[7] = arraycreate[15];
            }
            if (play | playrandom)
            {
                arraylabel10[0] = arrayplay[8];
                arraylabel10[1] = arrayplay[9];
                arraylabel10[2] = arrayplay[10];
                arraylabel10[3] = arrayplay[11];
                arraylabel10[4] = arrayplay[12];
                arraylabel10[5] = arrayplay[13];
                arraylabel10[6] = arrayplay[14];
                arraylabel10[7] = arrayplay[15];
            }
            countlabel10 = 0;
            foreach (int values in arraylabel10)
            {
                if (values == 1)
                    countlabel10++;
                else
                {
                    countarraylabel10.Add(countlabel10);
                    countlabel10 = 0;
                }
            }
            countarraylabel10.Add(countlabel10);
            label10.Text = string.Join(" ", Array.ConvertAll(countarraylabel10.Where(i
=> i != 0).ToArray(), i => i.ToString()));
            countarraylabel10.Clear();
            if (create)
            {
                arraylabel11[0] = arraycreate[16];
                arraylabel11[1] = arraycreate[17];
                arraylabel11[2] = arraycreate[18];
                arraylabel11[3] = arraycreate[19];
                arraylabel11[4] = arraycreate[20];
                arraylabel11[5] = arraycreate[21];
                arraylabel11[6] = arraycreate[22];
                arraylabel11[7] = arraycreate[23];
            }
            if (play | playrandom)
            {
                arraylabel11[0] = arrayplay[16];
                arraylabel11[1] = arrayplay[17];
                arraylabel11[2] = arrayplay[18];
                arraylabel11[3] = arrayplay[19];
                arraylabel11[4] = arrayplay[20];
                arraylabel11[5] = arrayplay[21];
```

```
                    arraylabel11[6] = arrayplay[22];
                    arraylabel11[7] = arrayplay[23];
                }
                countlabel11 = 0;
                foreach (int values in arraylabel11)
                {
                    if (values == 1)
                        countlabel11++;
                    else
                    {
                        countarraylabel11.Add(countlabel11);
                        countlabel11 = 0;
                    }
                }
                countarraylabel11.Add(countlabel11);
                label11.Text = string.Join(" ", Array.ConvertAll(countarraylabel11.Where(i
=> i != 0).ToArray(), i => i.ToString()));
                countarraylabel11.Clear();
                if (create)
                {
                    arraylabel12[0] = arraycreate[24];
                    arraylabel12[1] = arraycreate[25];
                    arraylabel12[2] = arraycreate[26];
                    arraylabel12[3] = arraycreate[27];
                    arraylabel12[4] = arraycreate[28];
                    arraylabel12[5] = arraycreate[29];
                    arraylabel12[6] = arraycreate[30];
                    arraylabel12[7] = arraycreate[31];
                }
                if (play | playrandom)
                {
                    arraylabel12[0] = arrayplay[24];
                    arraylabel12[1] = arrayplay[25];
                    arraylabel12[2] = arrayplay[26];
                    arraylabel12[3] = arrayplay[27];
                    arraylabel12[4] = arrayplay[28];
                    arraylabel12[5] = arrayplay[29];
                    arraylabel12[6] = arrayplay[30];
                    arraylabel12[7] = arrayplay[31];
                }
                countlabel12 = 0;
                foreach (int values in arraylabel12)
                {
                    if (values == 1)
                        countlabel12++;
                    else
                    {
                        countarraylabel12.Add(countlabel12);
                        countlabel12 = 0;
                    }
                }
                countarraylabel12.Add(countlabel12);
                label12.Text = string.Join(" ", Array.ConvertAll(countarraylabel12.Where(i
=> i != 0).ToArray(), i => i.ToString()));
                countarraylabel12.Clear();
                if (create)
                {
                    arraylabel13[0] = arraycreate[32];
                    arraylabel13[1] = arraycreate[33];
                    arraylabel13[2] = arraycreate[34];
                    arraylabel13[3] = arraycreate[35];
                    arraylabel13[4] = arraycreate[36];
                    arraylabel13[5] = arraycreate[37];
                    arraylabel13[6] = arraycreate[38];
```

```csharp
            arraylabel13[7] = arraycreate[39];
        }
        if (play | playrandom)
        {
            arraylabel13[0] = arrayplay[32];
            arraylabel13[1] = arrayplay[33];
            arraylabel13[2] = arrayplay[34];
            arraylabel13[3] = arrayplay[35];
            arraylabel13[4] = arrayplay[36];
            arraylabel13[5] = arrayplay[37];
            arraylabel13[6] = arrayplay[38];
            arraylabel13[7] = arrayplay[39];
        }
        countlabel13 = 0;
        foreach (int values in arraylabel13)
        {
            if (values == 1)
                countlabel13++;
            else
            {
                countarraylabel13.Add(countlabel13);
                countlabel13 = 0;
            }
        }
        countarraylabel13.Add(countlabel13);
        label13.Text = string.Join(" ", Array.ConvertAll(countarraylabel13.Where(i
=> i != 0).ToArray(), i => i.ToString()));
        countarraylabel13.Clear();
        if (create)
        {
            arraylabel14[0] = arraycreate[40];
            arraylabel14[1] = arraycreate[41];
            arraylabel14[2] = arraycreate[42];
            arraylabel14[3] = arraycreate[43];
            arraylabel14[4] = arraycreate[44];
            arraylabel14[5] = arraycreate[45];
            arraylabel14[6] = arraycreate[46];
            arraylabel14[7] = arraycreate[47];
        }
        if (play | playrandom)
        {
            arraylabel14[0] = arrayplay[40];
            arraylabel14[1] = arrayplay[41];
            arraylabel14[2] = arrayplay[42];
            arraylabel14[3] = arrayplay[43];
            arraylabel14[4] = arrayplay[44];
            arraylabel14[5] = arrayplay[45];
            arraylabel14[6] = arrayplay[46];
            arraylabel14[7] = arrayplay[47];
        }
        countlabel14 = 0;
        foreach (int values in arraylabel14)
        {
            if (values == 1)
                countlabel14++;
            else
            {
                countarraylabel14.Add(countlabel14);
                countlabel14 = 0;
            }
        }
        countarraylabel14.Add(countlabel14);
        label14.Text = string.Join(" ", Array.ConvertAll(countarraylabel14.Where(i
=> i != 0).ToArray(), i => i.ToString()));
```

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```csharp
                countarraylabel14.Clear();
                if (create)
                {
                    arraylabel15[0] = arraycreate[48];
                    arraylabel15[1] = arraycreate[49];
                    arraylabel15[2] = arraycreate[50];
                    arraylabel15[3] = arraycreate[51];
                    arraylabel15[4] = arraycreate[52];
                    arraylabel15[5] = arraycreate[53];
                    arraylabel15[6] = arraycreate[54];
                    arraylabel15[7] = arraycreate[55];
                }
                if (play | playrandom)
                {
                    arraylabel15[0] = arrayplay[48];
                    arraylabel15[1] = arrayplay[49];
                    arraylabel15[2] = arrayplay[50];
                    arraylabel15[3] = arrayplay[51];
                    arraylabel15[4] = arrayplay[52];
                    arraylabel15[5] = arrayplay[53];
                    arraylabel15[6] = arrayplay[54];
                    arraylabel15[7] = arrayplay[55];
                }
                countlabel15 = 0;
                foreach (int values in arraylabel15)
                {
                    if (values == 1)
                        countlabel15++;
                    else
                    {
                        countarraylabel15.Add(countlabel15);
                        countlabel15 = 0;
                    }
                }
                countarraylabel15.Add(countlabel15);
                label15.Text = string.Join(" ", Array.ConvertAll(countarraylabel15.Where(i
=> i != 0).ToArray(), i => i.ToString()));
                countarraylabel15.Clear();
                if (create)
                {
                    arraylabel16[0] = arraycreate[56];
                    arraylabel16[1] = arraycreate[57];
                    arraylabel16[2] = arraycreate[58];
                    arraylabel16[3] = arraycreate[59];
                    arraylabel16[4] = arraycreate[60];
                    arraylabel16[5] = arraycreate[61];
                    arraylabel16[6] = arraycreate[62];
                    arraylabel16[7] = arraycreate[63];
                }
                if (play | playrandom)
                {
                    arraylabel16[0] = arrayplay[56];
                    arraylabel16[1] = arrayplay[57];
                    arraylabel16[2] = arrayplay[58];
                    arraylabel16[3] = arrayplay[59];
                    arraylabel16[4] = arrayplay[60];
                    arraylabel16[5] = arrayplay[61];
                    arraylabel16[6] = arrayplay[62];
                    arraylabel16[7] = arrayplay[63];
                }
                countlabel16 = 0;
                foreach (int values in arraylabel16)
                {
                    if (values == 1)
```

```csharp
                    countlabel16++;
                else
                {
                    countarraylabel16.Add(countlabel16);
                    countlabel16 = 0;
                }
            }
            countarraylabel16.Add(countlabel16);
            label16.Text = string.Join(" ", Array.ConvertAll(countarraylabel16.Where(i
=> i != 0).ToArray(), i => i.ToString()));
            countarraylabel16.Clear();
            if ((play | playrandom) & arraycreate.SequenceEqual(arrayplay) &
!showbravo)
            {
                showbravo = true;
                const string message = "Congratulation";
                const string caption = "You finished it";
                MessageBox.Show(message, caption, MessageBoxButtons.OK,
MessageBoxIcon.Information);
            }
            System.Threading.Thread.Sleep(1);
        }
    }
    private void button65_Click(object sender, EventArgs e)
    {
        if (!play)
        {
            play = true;
            stopwatch = new Stopwatch();
            stopwatch.Start();
            button65.BackColor = Color.Azure;
            playrandom = false;
            button66.BackColor = SystemColors.Control;
            create = false;
            button67.BackColor = SystemColors.Control;
            textBox1.Hide();
            label18.Hide();
            showbravo = false;
        }
        else
        {
            stopwatch.Stop();
            play = false;
            button65.BackColor = SystemColors.Control;
        }
    }
    private void button66_Click(object sender, EventArgs e)
    {
        if (!playrandom)
        {
            playrandom = true;
            stopwatch = new Stopwatch();
            stopwatch.Start();
            button66.BackColor = Color.Azure;
            play = false;
            button65.BackColor = SystemColors.Control;
            create = false;
            button67.BackColor = SystemColors.Control;
            textBox1.Hide();
            label18.Hide();
            Random rnd = new Random();
            int rndtofound;
            int i = 0;
```

```csharp
                    System.Windows.Forms.FolderBrowserDialog browse = new
System.Windows.Forms.FolderBrowserDialog();
                    using (var output = System.IO.File.Create("random"))
                    {
                        rndtofound = 1 +
rnd.Next(System.IO.Directory.GetFiles(@browse.SelectedPath, "*").Count() - 1);
                        foreach (var file in System.IO.Directory.GetFiles(@browse.SelectedPath,
"*"))
                        {
                            using (var input = System.IO.File.OpenRead(file))
                            {
                                i++;
                                if (i == rndtofound)
                                {
                                    input.CopyTo(output);
                                    break;
                                }
                            }
                        }
                    }
                    System.IO.StreamReader randomfile = new System.IO.StreamReader("random");
                    arrayplayfromstring = randomfile.ReadLine();
                    arraycreatefromstring = randomfile.ReadLine();
                    randomfile.Close();
                    arrayplay = Array.ConvertAll<string, int>(arrayplayfromstring.Split(','),
Convert.ToInt32);
                    arraycreate = Array.ConvertAll<string,
int>(arraycreatefromstring.Split(','), Convert.ToInt32);
                    constructNanogram(arraycreate);
                    showbravo = false;
                }
                else
                {
                    stopwatch.Stop();
                    playrandom = false;
                    button66.BackColor = SystemColors.Control;
                }
            }
            private void button67_Click(object sender, EventArgs e)
            {
                if (!create)
                {
                    create = true;
                    stopwatch = new Stopwatch();
                    stopwatch.Start();
                    button67.BackColor = Color.Azure;
                    play = false;
                    button65.BackColor = SystemColors.Control;
                    playrandom = false;
                    button66.BackColor = SystemColors.Control;
                    textBox1.Show();
                    label18.Show();
                    showbravo = false;
                }
                else
                {
                    stopwatch.Stop();
                    create = false;
                    button67.BackColor = SystemColors.Control;
                }
            }
            private void button68_Click(object sender, EventArgs e)
            {
                String charstore;
```

```csharp
            System.Windows.Forms.SaveFileDialog saveFileDialog1 = new
System.Windows.Forms.SaveFileDialog();
            saveFileDialog1.Filter = "txt files (*.txt)|*.txt|All files (*.*)|*.*";
            saveFileDialog1.FilterIndex = 2;
            saveFileDialog1.RestoreDirectory = true;
            if (saveFileDialog1.ShowDialog() == System.Windows.Forms.DialogResult.OK)
            {
                charstore = saveFileDialog1.FileName;
                System.IO.StreamWriter file = new System.IO.StreamWriter(charstore);
                if (create)
                {
                    file.WriteLine(string.Join(",", Array.ConvertAll(arraycreate, i =>
i.ToString())));

                    arrayplay = new int[64] { 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0 };
                    file.WriteLine(string.Join(",", Array.ConvertAll(arrayplay, i =>
i.ToString())));
                }
                if (play | playrandom)
                {
                    file.WriteLine(string.Join(",", Array.ConvertAll(arrayplay, i =>
i.ToString())));
                    file.WriteLine(string.Join(",", Array.ConvertAll(arraycreate, i =>
i.ToString())));
                }
                file.Close();
            }
        }
        private void button69_Click(object sender, EventArgs e)
        {
            if (create | play)
            {
                String myRead;
                System.Windows.Forms.OpenFileDialog openFileDialog1 = new
System.Windows.Forms.OpenFileDialog();
                openFileDialog1.Filter = "txt files (*.txt)|*.txt|All files (*.*)|*.*";
                openFileDialog1.FilterIndex = 2;
                openFileDialog1.RestoreDirectory = true;
                if (openFileDialog1.ShowDialog() == System.Windows.Forms.DialogResult.OK)
                {
                    myRead = openFileDialog1.FileName;
                    System.IO.StreamReader file = new System.IO.StreamReader(myRead);
                    arrayplayfromstring = file.ReadLine();
                    arraycreatefromstring = file.ReadLine();
                    file.Close();
                }
                arrayplay = Array.ConvertAll<string, int>(arrayplayfromstring.Split(','),
Convert.ToInt32);
                arraycreate = Array.ConvertAll<string,
int>(arraycreatefromstring.Split(','), Convert.ToInt32);
                if (create)
                {
                    arraycreate = arrayplay;
                    constructNanogram(arrayplay);
                }
                if (play)
                {
                    constructNanogram(arraycreate);
                }
            }
        }
        private void constructNanogram(int[] array)
        {
```

```csharp
if (array[0] == 1)
{
    button1.BackColor = Color.Black;
    b1 = 1;
}
else
{
    if (array[0] == 2)
    {
        button1.BackColor = Color.White;
        b1 = 2;
    }
    else
    {
        if (array[0] == 0)
        {
            button1.BackColor = Color.Gray;
            b1 = 0;
        }
    }
}
if (array[1] == 1)
{
    button2.BackColor = Color.Black;
    b2 = 1;
}
else
{
    if (array[1] == 2)
    {
        button2.BackColor = Color.White;
        b2 = 2;
    }
    else
    {
        if (array[1] == 0)
        {
            button2.BackColor = Color.Gray;
            b2 = 0;
        }
    }
}
if (array[2] == 1)
{
    button3.BackColor = Color.Black;
    b3 = 1;
}
else
{
    if (array[2] == 2)
    {
        button3.BackColor = Color.White;
        b3 = 2;
    }
    else
    {
        if (array[2] == 0)
        {
            button3.BackColor = Color.Gray;
            b3 = 0;
        }
    }
}
if (array[3] == 1)
```

```csharp
{
    button4.BackColor = Color.Black;
    b4 = 1;
}
else
{
    if (array[3] == 2)
    {
        button4.BackColor = Color.White;
        b4 = 2;
    }
    else
    {
        if (array[3] == 0)
        {
            button4.BackColor = Color.Gray;
            b4 = 0;
        }
    }
}
if (array[4] == 1)
{
    button5.BackColor = Color.Black;
    b5 = 1;
}
else
{
    if (array[4] == 2)
    {
        button5.BackColor = Color.White;
        b5 = 2;
    }
    else
    {
        if (array[4] == 0)
        {
            button5.BackColor = Color.Gray;
            b5 = 0;
        }
    }
}
if (array[5] == 1)
{
    button6.BackColor = Color.Black;
    b6 = 1;
}
else
{
    if (array[5] == 2)
    {
        button6.BackColor = Color.White;
        b6 = 2;
    }
    else
    {
        if (array[5] == 0)
        {
            button6.BackColor = Color.Gray;
            b6 = 0;
        }
    }
}
if (array[6] == 1)
{
```

```csharp
                button7.BackColor = Color.Black;
                b7 = 1;
            }
            else
            {
                if (array[6] == 2)
                {
                    button7.BackColor = Color.White;
                    b7 = 2;
                }
                else
                {
                    if (array[6] == 0)
                    {
                        button7.BackColor = Color.Gray;
                        b7 = 0;
                    }
                }
            }
            if (array[7] == 1)
            {
                button8.BackColor = Color.Black;
                b8 = 1;
            }
            else
            {
                if (array[7] == 2)
                {
                    button8.BackColor = Color.White;
                    b8 = 2;
                }
                else
                {
                    if (array[7] == 0)
                    {
                        button8.BackColor = Color.Gray;
                        b8 = 0;
                    }
                }
            }
            if (array[8] == 1)
            {
                button9.BackColor = Color.Black;
                b9 = 1;
            }
            else
            {
                if (array[8] == 2)
                {
                    button9.BackColor = Color.White;
                    b9 = 2;
                }
                else
                {
                    if (array[8] == 0)
                    {
                        button9.BackColor = Color.Gray;
                        b9 = 0;
                    }
                }
            }
            if (array[9] == 1)
            {
                button10.BackColor = Color.Black;
```

```csharp
            b10 = 1;
        }
        else
        {
            if (array[9] == 2)
            {
                button10.BackColor = Color.White;
                b10 = 2;
            }
            else
            {
                if (array[9] == 0)
                {
                    button10.BackColor = Color.Gray;
                    b10 = 0;
                }
            }
        }
        if (array[10] == 1)
        {
            button11.BackColor = Color.Black;
            b11 = 1;
        }
        else
        {
            if (array[10] == 2)
            {
                button11.BackColor = Color.White;
                b11 = 2;
            }
            else
            {
                if (array[10] == 0)
                {
                    button11.BackColor = Color.Gray;
                    b11 = 0;
                }
            }
        }
        if (array[11] == 1)
        {
            button12.BackColor = Color.Black;
            b12 = 1;
        }
        else
        {
            if (array[11] == 2)
            {
                button12.BackColor = Color.White;
                b12 = 2;
            }
            else
            {
                if (array[11] == 0)
                {
                    button12.BackColor = Color.Gray;
                    b12 = 0;
                }
            }
        }
        if (array[12] == 1)
        {
            button13.BackColor = Color.Black;
            b13 = 1;
```

```csharp
                }
                else
                {
                    if (array[12] == 2)
                    {
                        button13.BackColor = Color.White;
                        b13 = 2;
                    }
                    else
                    {
                        if (array[12] == 0)
                        {
                            button13.BackColor = Color.Gray;
                            b13 = 0;
                        }
                    }
                }
                if (array[13] == 1)
                {
                    button14.BackColor = Color.Black;
                    b14 = 1;
                }
                else
                {
                    if (array[13] == 2)
                    {
                        button14.BackColor = Color.White;
                        b14 = 2;
                    }
                    else
                    {
                        if (array[13] == 0)
                        {
                            button14.BackColor = Color.Gray;
                            b14 = 0;
                        }
                    }
                }
                if (array[14] == 1)
                {
                    button15.BackColor = Color.Black;
                    b15 = 1;
                }
                else
                {
                    if (array[14] == 2)
                    {
                        button15.BackColor = Color.White;
                        b15 = 2;
                    }
                    else
                    {
                        if (array[14] == 0)
                        {
                            button15.BackColor = Color.Gray;
                            b15 = 0;
                        }
                    }
                }
                if (array[15] == 1)
                {
                    button16.BackColor = Color.Black;
                    b16 = 1;
                }
```

```csharp
            else
            {
                if (array[15] == 2)
                {
                    button16.BackColor = Color.White;
                    b16 = 2;
                }
                else
                {
                    if (array[15] == 0)
                    {
                        button16.BackColor = Color.Gray;
                        b16 = 0;
                    }
                }
            }
            if (array[16] == 1)
            {
                button17.BackColor = Color.Black;
                b17 = 1;
            }
            else
            {
                if (array[16] == 2)
                {
                    button17.BackColor = Color.White;
                    b17 = 2;
                }
                else
                {
                    if (array[16] == 0)
                    {
                        button17.BackColor = Color.Gray;
                        b17 = 0;
                    }
                }
            }
            if (array[17] == 1)
            {
                button18.BackColor = Color.Black;
                b18 = 1;
            }
            else
            {
                if (array[17] == 2)
                {
                    button18.BackColor = Color.White;
                    b18 = 2;
                }
                else
                {
                    if (array[17] == 0)
                    {
                        button18.BackColor = Color.Gray;
                        b18 = 0;
                    }
                }
            }
            if (array[18] == 1)
            {
                button19.BackColor = Color.Black;
                b19 = 1;
            }
            else
```

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```
{
    if (array[18] == 2)
    {
        button19.BackColor = Color.White;
        b19 = 2;
    }
    else
    {
        if (array[18] == 0)
        {
            button19.BackColor = Color.Gray;
            b19 = 0;
        }
    }
}
if (array[19] == 1)
{
    button20.BackColor = Color.Black;
    b20 = 1;
}
else
{
    if (array[19] == 2)
    {
        button20.BackColor = Color.White;
        b20 = 2;
    }
    else
    {
        if (array[19] == 0)
        {
            button20.BackColor = Color.Gray;
            b20 = 0;
        }
    }
}
if (array[20] == 1)
{
    button21.BackColor = Color.Black;
    b21 = 1;
}
else
{
    if (array[20] == 2)
    {
        button21.BackColor = Color.White;
        b21 = 2;
    }
    else
    {
        if (array[20] == 0)
        {
            button21.BackColor = Color.Gray;
            b21 = 0;
        }
    }
}
if (array[21] == 1)
{
    button22.BackColor = Color.Black;
    b22 = 1;
}
else
{
```

```csharp
            if (array[21] == 2)
            {
                button22.BackColor = Color.White;
                b22 = 2;
            }
            else
            {
                if (array[21] == 0)
                {
                    button22.BackColor = Color.Gray;
                    b22 = 0;
                }
            }
        }
        if (array[22] == 1)
        {
            button23.BackColor = Color.Black;
            b23 = 1;
        }
        else
        {
            if (array[22] == 2)
            {
                button23.BackColor = Color.White;
                b23 = 2;
            }
            else
            {
                if (array[22] == 0)
                {
                    button23.BackColor = Color.Gray;
                    b23 = 0;
                }
            }
        }
        if (array[23] == 1)
        {
            button24.BackColor = Color.Black;
            b24 = 1;
        }
        else
        {
            if (array[23] == 2)
            {
                button24.BackColor = Color.White;
                b24 = 2;
            }
            else
            {
                if (array[23] == 0)
                {
                    button24.BackColor = Color.Gray;
                    b24 = 0;
                }
            }
        }
        if (array[24] == 1)
        {
            button25.BackColor = Color.Black;
            b25 = 1;
        }
        else
        {
            if (array[24] == 2)
```

```csharp
            {
                button25.BackColor = Color.White;
                b25 = 2;
            }
            else
            {
                if (array[24] == 0)
                {
                    button25.BackColor = Color.Gray;
                    b25 = 0;
                }
            }
        }
        if (array[25] == 1)
        {
            button26.BackColor = Color.Black;
            b26 = 1;
        }
        else
        {
            if (array[25] == 2)
            {
                button26.BackColor = Color.White;
                b26 = 2;
            }
            else
            {
                if (array[25] == 0)
                {
                    button26.BackColor = Color.Gray;
                    b26 = 0;
                }
            }
        }
        if (array[26] == 1)
        {
            button27.BackColor = Color.Black;
            b27 = 1;
        }
        else
        {
            if (array[26] == 2)
            {
                button27.BackColor = Color.White;
                b27 = 2;
            }
            else
            {
                if (array[26] == 0)
                {
                    button27.BackColor = Color.Gray;
                    b27 = 0;
                }
            }
        }
        if (array[27] == 1)
        {
            button28.BackColor = Color.Black;
            b28 = 1;
        }
        else
        {
            if (array[27] == 2)
            {
```

```csharp
                    button28.BackColor = Color.White;
                    b28 = 2;
                }
                else
                {
                    if (array[27] == 0)
                    {
                        button28.BackColor = Color.Gray;
                        b28 = 0;
                    }
                }
            }
            if (array[28] == 1)
            {
                button29.BackColor = Color.Black;
                b29 = 1;
            }
            else
            {
                if (array[28] == 2)
                {
                    button29.BackColor = Color.White;
                    b29 = 2;
                }
                else
                {
                    if (array[28] == 0)
                    {
                        button29.BackColor = Color.Gray;
                        b29 = 0;
                    }
                }
            }
            if (array[29] == 1)
            {
                button30.BackColor = Color.Black;
                b30 = 1;
            }
            else
            {
                if (array[29] == 2)
                {
                    button30.BackColor = Color.White;
                    b30 = 2;
                }
                else
                {
                    if (array[29] == 0)
                    {
                        button30.BackColor = Color.Gray;
                        b30 = 0;
                    }
                }
            }
            if (array[30] == 1)
            {
                button31.BackColor = Color.Black;
                b31 = 1;
            }
            else
            {
                if (array[30] == 2)
                {
                    button31.BackColor = Color.White;
```

```
                b31 = 2;
            }
            else
            {
                if (array[30] == 0)
                {
                    button31.BackColor = Color.Gray;
                    b31 = 0;
                }
            }
        }
        if (array[31] == 1)
        {
            button32.BackColor = Color.Black;
            b32 = 1;
        }
        else
        {
            if (array[31] == 2)
            {
                button32.BackColor = Color.White;
                b32 = 2;
            }
            else
            {
                if (array[31] == 0)
                {
                    button32.BackColor = Color.Gray;
                    b32 = 0;
                }
            }
        }
        if (array[32] == 1)
        {
            button33.BackColor = Color.Black;
            b33 = 1;
        }
        else
        {
            if (array[32] == 2)
            {
                button33.BackColor = Color.White;
                b33 = 2;
            }
            else
            {
                if (array[32] == 0)
                {
                    button33.BackColor = Color.Gray;
                    b33 = 0;
                }
            }
        }
        if (array[33] == 1)
        {
            button34.BackColor = Color.Black;
            b34 = 1;
        }
        else
        {
            if (array[33] == 2)
            {
                button34.BackColor = Color.White;
                b34 = 2;
```

```csharp
        }
        else
        {
            if (array[33] == 0)
            {
                button34.BackColor = Color.Gray;
                b34 = 0;
            }
        }
    }
    if (array[34] == 1)
    {
        button35.BackColor = Color.Black;
        b35 = 1;
    }
    else
    {
        if (array[34] == 2)
        {
            button35.BackColor = Color.White;
            b35 = 2;
        }
        else
        {
            if (array[34] == 0)
            {
                button35.BackColor = Color.Gray;
                b35 = 0;
            }
        }
    }
    if (array[35] == 1)
    {
        button36.BackColor = Color.Black;
        b36 = 1;
    }
    else
    {
        if (array[35] == 2)
        {
            button36.BackColor = Color.White;
            b36 = 2;
        }
        else
        {
            if (array[35] == 0)
            {
                button36.BackColor = Color.Gray;
                b36 = 0;
            }
        }
    }
    if (array[36] == 1)
    {
        button37.BackColor = Color.Black;
        b37 = 1;
    }
    else
    {
        if (array[36] == 2)
        {
            button37.BackColor = Color.White;
            b37 = 2;
        }
```

```csharp
        else
        {
            if (array[36] == 0)
            {
                button37.BackColor = Color.Gray;
                b37 = 0;
            }
        }
    }
}
if (array[37] == 1)
{
    button38.BackColor = Color.Black;
    b38 = 1;
}
else
{
    if (array[37] == 2)
    {
        button38.BackColor = Color.White;
        b38 = 2;
    }
    else
    {
        if (array[37] == 0)
        {
            button38.BackColor = Color.Gray;
            b38 = 0;
        }
    }
}
if (array[38] == 1)
{
    button39.BackColor = Color.Black;
    b39 = 1;
}
else
{
    if (array[38] == 2)
    {
        button39.BackColor = Color.White;
        b39 = 2;
    }
    else
    {
        if (array[38] == 0)
        {
            button39.BackColor = Color.Gray;
            b39 = 0;
        }
    }
}
if (array[39] == 1)
{
    button40.BackColor = Color.Black;
    b40 = 1;
}
else
{
    if (array[39] == 2)
    {
        button40.BackColor = Color.White;
        b40 = 2;
    }
    else
```

```csharp
                {
                    if (array[39] == 0)
                    {
                        button40.BackColor = Color.Gray;
                        b40 = 0;
                    }
                }
            }
            if (array[40] == 1)
            {
                button41.BackColor = Color.Black;
                b41 = 1;
            }
            else
            {
                if (array[40] == 2)
                {
                    button41.BackColor = Color.White;
                    b41 = 2;
                }
                else
                {
                    if (array[40] == 0)
                    {
                        button41.BackColor = Color.Gray;
                        b41 = 0;
                    }
                }
            }
            if (array[41] == 1)
            {
                button42.BackColor = Color.Black;
                b42 = 1;
            }
            else
            {
                if (array[41] == 2)
                {
                    button42.BackColor = Color.White;
                    b42 = 2;
                }
                else
                {
                    if (array[41] == 0)
                    {
                        button42.BackColor = Color.Gray;
                        b42 = 0;
                    }
                }
            }
            if (array[42] == 1)
            {
                button43.BackColor = Color.Black;
                b43 = 1;
            }
            else
            {
                if (array[42] == 2)
                {
                    button43.BackColor = Color.White;
                    b43 = 2;
                }
                else
                {
```

```csharp
                if (array[42] == 0)
                {
                    button43.BackColor = Color.Gray;
                    b43 = 0;
                }
            }
        }
        if (array[43] == 1)
        {
            button44.BackColor = Color.Black;
            b44 = 1;
        }
        else
        {
            if (array[43] == 2)
            {
                button44.BackColor = Color.White;
                b44 = 2;
            }
            else
            {
                if (array[43] == 0)
                {
                    button44.BackColor = Color.Gray;
                    b44 = 0;
                }
            }
        }
        if (array[44] == 1)
        {
            button45.BackColor = Color.Black;
            b45 = 1;
        }
        else
        {
            if (array[44] == 2)
            {
                button45.BackColor = Color.White;
                b45 = 2;
            }
            else
            {
                if (array[44] == 0)
                {
                    button45.BackColor = Color.Gray;
                    b45 = 0;
                }
            }
        }
        if (array[45] == 1)
        {
            button46.BackColor = Color.Black;
            b46 = 1;
        }
        else
        {
            if (array[45] == 2)
            {
                button46.BackColor = Color.White;
                b46 = 2;
            }
            else
            {
                if (array[45] == 0)
```

```csharp
            {
                button46.BackColor = Color.Gray;
                b46 = 0;
            }
        }
    }
    if (array[46] == 1)
    {
        button47.BackColor = Color.Black;
        b47 = 1;
    }
    else
    {
        if (array[46] == 2)
        {
            button47.BackColor = Color.White;
            b47 = 2;
        }
        else
        {
            if (array[46] == 0)
            {
                button47.BackColor = Color.Gray;
                b47 = 0;
            }
        }
    }
    if (array[47] == 1)
    {
        button48.BackColor = Color.Black;
        b48 = 1;
    }
    else
    {
        if (array[47] == 2)
        {
            button48.BackColor = Color.White;
            b48 = 2;
        }
        else
        {
            if (array[47] == 0)
            {
                button48.BackColor = Color.Gray;
                b48 = 0;
            }
        }
    }
    if (array[48] == 1)
    {
        button49.BackColor = Color.Black;
        b49 = 1;
    }
    else
    {
        if (array[48] == 2)
        {
            button49.BackColor = Color.White;
            b49 = 2;
        }
        else
        {
            if (array[48] == 0)
            {
```

```csharp
                button49.BackColor = Color.Gray;
                b49 = 0;
            }
        }
    }
    if (array[49] == 1)
    {
        button50.BackColor = Color.Black;
        b50 = 1;
    }
    else
    {
        if (array[49] == 2)
        {
            button50.BackColor = Color.White;
            b50 = 2;
        }
        else
        {
            if (array[49] == 0)
            {
                button50.BackColor = Color.Gray;
                b50 = 0;
            }
        }
    }
    if (array[50] == 1)
    {
        button51.BackColor = Color.Black;
        b51 = 1;
    }
    else
    {
        if (array[50] == 2)
        {
            button51.BackColor = Color.White;
            b51 = 2;
        }
        else
        {
            if (array[50] == 0)
            {
                button51.BackColor = Color.Gray;
                b51 = 0;
            }
        }
    }
    if (array[51] == 1)
    {
        button52.BackColor = Color.Black;
        b52 = 1;
    }
    else
    {
        if (array[51] == 2)
        {
            button52.BackColor = Color.White;
            b52 = 2;
        }
        else
        {
            if (array[51] == 0)
            {
                button52.BackColor = Color.Gray;
```

```csharp
                b52 = 0;
            }
        }
    }
    if (array[52] == 1)
    {
        button53.BackColor = Color.Black;
        b53 = 1;
    }
    else
    {
        if (array[52] == 2)
        {
            button53.BackColor = Color.White;
            b53 = 2;
        }
        else
        {
            if (array[52] == 0)
            {
                button53.BackColor = Color.Gray;
                b53 = 0;
            }
        }
    }
    if (array[53] == 1)
    {
        button54.BackColor = Color.Black;
        b54 = 1;
    }
    else
    {
        if (array[53] == 2)
        {
            button54.BackColor = Color.White;
            b54 = 2;
        }
        else
        {
            if (array[53] == 0)
            {
                button54.BackColor = Color.Gray;
                b54 = 0;
            }
        }
    }
    if (array[54] == 1)
    {
        button55.BackColor = Color.Black;
        b55 = 1;
    }
    else
    {
        if (array[54] == 2)
        {
            button55.BackColor = Color.White;
            b55 = 2;
        }
        else
        {
            if (array[54] == 0)
            {
                button55.BackColor = Color.Gray;
                b55 = 0;
```

```csharp
                }
            }
        }
        if (array[55] == 1)
        {
            button56.BackColor = Color.Black;
            b56 = 1;
        }
        else
        {
            if (array[55] == 2)
            {
                button56.BackColor = Color.White;
                b56 = 2;
            }
            else
            {
                if (array[55] == 0)
                {
                    button56.BackColor = Color.Gray;
                    b56 = 0;
                }
            }
        }
        if (array[56] == 1)
        {
            button57.BackColor = Color.Black;
            b57 = 1;
        }
        else
        {
            if (array[56] == 2)
            {
                button57.BackColor = Color.White;
                b57 = 2;
            }
            else
            {
                if (array[56] == 0)
                {
                    button57.BackColor = Color.Gray;
                    b57 = 0;
                }
            }
        }
        if (array[57] == 1)
        {
            button58.BackColor = Color.Black;
            b58 = 1;
        }
        else
        {
            if (array[57] == 2)
            {
                button58.BackColor = Color.White;
                b58 = 2;
            }
            else
            {
                if (array[57] == 0)
                {
                    button58.BackColor = Color.Gray;
                    b58 = 0;
                }
```

```csharp
            }
        }
        if (array[58] == 1)
        {
            button59.BackColor = Color.Black;
            b59 = 1;
        }
        else
        {
            if (array[58] == 2)
            {
                button59.BackColor = Color.White;
                b59 = 2;
            }
            else
            {
                if (array[58] == 0)
                {
                    button59.BackColor = Color.Gray;
                    b59 = 0;
                }
            }
        }
        if (array[59] == 1)
        {
            button60.BackColor = Color.Black;
            b60 = 1;
        }
        else
        {
            if (array[59] == 2)
            {
                button60.BackColor = Color.White;
                b60 = 2;
            }
            else
            {
                if (array[59] == 0)
                {
                    button60.BackColor = Color.Gray;
                    b60 = 0;
                }
            }
        }
        if (array[60] == 1)
        {
            button61.BackColor = Color.Black;
            b61 = 1;
        }
        else
        {
            if (array[60] == 2)
            {
                button61.BackColor = Color.White;
                b61 = 2;
            }
            else
            {
                if (array[60] == 0)
                {
                    button61.BackColor = Color.Gray;
                    b61 = 0;
                }
            }
```

```csharp
}
if (array[61] == 1)
{
    button62.BackColor = Color.Black;
    b62 = 1;
}
else
{
    if (array[61] == 2)
    {
        button62.BackColor = Color.White;
        b62 = 2;
    }
    else
    {
        if (array[61] == 0)
        {
            button62.BackColor = Color.Gray;
            b62 = 0;
        }
    }
}
if (array[62] == 1)
{
    button63.BackColor = Color.Black;
    b63 = 1;
}
else
{
    if (array[62] == 2)
    {
        button63.BackColor = Color.White;
        b63 = 2;
    }
    else
    {
        if (array[62] == 0)
        {
            button63.BackColor = Color.Gray;
            b63 = 0;
        }
    }
}
if (array[63] == 1)
{
    button64.BackColor = Color.Black;
    b64 = 1;
}
else
{
    if (array[63] == 2)
    {
        button64.BackColor = Color.White;
        b64 = 2;
    }
    else
    {
        if (array[63] == 0)
        {
            button64.BackColor = Color.Gray;
            b64 = 0;
        }
    }
}
```

```csharp
        }
        private void button1_Click(object sender, EventArgs e)
        {
            if (b1 == 0)
            {
                arraycreate[0] = 1;
                button1.BackColor = Color.Black;
                b1 = 1;
            }
            else
            {
                if (b1 == 1)
                {
                    arraycreate[0] = 2;
                    button1.BackColor = Color.White;
                    b1 = 2;
                }
                else
                {
                    if (b1 == 2)
                    {
                        arraycreate[0] = 0;
                        button1.BackColor = Color.Gray;
                        b1 = 0;
                    }
                }
            }
        }
        private void button2_Click(object sender, EventArgs e)
        {
            if (b2 == 0)
            {
                arraycreate[1] = 1;
                button2.BackColor = Color.Black;
                b2 = 1;
            }
            else
            {
                if (b2 == 1)
                {
                    arraycreate[1] = 2;
                    button2.BackColor = Color.White;
                    b2 = 2;
                }
                else
                {
                    if (b2 == 2)
                    {
                        arraycreate[1] = 0;
                        button2.BackColor = Color.Gray;
                        b2 = 0;
                    }
                }
            }
        }
        private void button3_Click(object sender, EventArgs e)
        {
            if (b3 == 0)
            {
                arraycreate[2] = 1;
                button3.BackColor = Color.Black;
                b3 = 1;
            }
            else
```

```csharp
        {
            if (b3 == 1)
            {
                arraycreate[2] = 2;
                button3.BackColor = Color.White;
                b3 = 2;
            }
            else
            {
                if (b3 == 2)
                {
                    arraycreate[2] = 0;
                    button3.BackColor = Color.Gray;
                    b3 = 0;
                }
            }
        }
    }
    private void button4_Click(object sender, EventArgs e)
    {
        if (b4 == 0)
        {
            arraycreate[3] = 1;
            button4.BackColor = Color.Black;
            b4 = 1;
        }
        else
        {
            if (b4 == 1)
            {
                arraycreate[3] = 2;
                button4.BackColor = Color.White;
                b4 = 2;
            }
            else
            {
                if (b4 == 2)
                {
                    arraycreate[3] = 0;
                    button4.BackColor = Color.Gray;
                    b4 = 0;
                }
            }
        }
    }
    private void button5_Click(object sender, EventArgs e)
    {
        if (b5 == 0)
        {
            arraycreate[4] = 1;
            button5.BackColor = Color.Black;
            b5 = 1;
        }
        else
        {
            if (b5 == 1)
            {
                arraycreate[4] = 2;
                button5.BackColor = Color.White;
                b5 = 2;
            }
            else
            {
                if (b5 == 2)
```

```csharp
                {
                    arraycreate[4] = 0;
                    button5.BackColor = Color.Gray;
                    b5 = 0;
                }
            }
        }
    }
    private void button6_Click(object sender, EventArgs e)
    {
        if (b6 == 0)
        {
            arraycreate[5] = 1;
            button6.BackColor = Color.Black;
            b6 = 1;
        }
        else
        {
            if (b6 == 1)
            {
                arraycreate[5] = 2;
                button6.BackColor = Color.White;
                b6 = 2;
            }
            else
            {
                if (b6 == 2)
                {
                    arraycreate[5] = 0;
                    button6.BackColor = Color.Gray;
                    b6 = 0;
                }
            }
        }
    }
    private void button7_Click(object sender, EventArgs e)
    {
        if (b7 == 0)
        {
            arraycreate[6] = 1;
            button7.BackColor = Color.Black;
            b7 = 1;
        }
        else
        {
            if (b7 == 1)
            {
                arraycreate[6] = 2;
                button7.BackColor = Color.White;
                b7 = 2;
            }
            else
            {
                if (b7 == 2)
                {
                    arraycreate[6] = 0;
                    button7.BackColor = Color.Gray;
                    b7 = 0;
                }
            }
        }
    }
    private void button8_Click(object sender, EventArgs e)
    {
```

111

```csharp
            if (b8 == 0)
            {
                arraycreate[7] = 1;
                button8.BackColor = Color.Black;
                b8 = 1;
            }
            else
            {
                if (b8 == 1)
                {
                    arraycreate[7] = 2;
                    button8.BackColor = Color.White;
                    b8 = 2;
                }
                else
                {
                    if (b8 == 2)
                    {
                        arraycreate[7] = 0;
                        button8.BackColor = Color.Gray;
                        b8 = 0;
                    }
                }
            }
        }
        private void button9_Click(object sender, EventArgs e)
        {
            if (b9 == 0)
            {
                arraycreate[8] = 1;
                button9.BackColor = Color.Black;
                b9 = 1;
            }
            else
            {
                if (b9 == 1)
                {
                    arraycreate[8] = 2;
                    button9.BackColor = Color.White;
                    b9 = 2;
                }
                else
                {
                    if (b9 == 2)
                    {
                        arraycreate[8] = 0;
                        button9.BackColor = Color.Gray;
                        b9 = 0;
                    }
                }
            }
        }
        private void button10_Click(object sender, EventArgs e)
        {
            if (b10 == 0)
            {
                arraycreate[9] = 1;
                button10.BackColor = Color.Black;
                b10 = 1;
            }
            else
            {
                if (b10 == 1)
                {
```

```csharp
                    arraycreate[9] = 2;
                    button10.BackColor = Color.White;
                    b10 = 2;
                }
                else
                {
                    if (b10 == 2)
                    {
                        arraycreate[9] = 0;
                        button10.BackColor = Color.Gray;
                        b10 = 0;
                    }
                }
            }
        }
    }
    private void button11_Click(object sender, EventArgs e)
    {
        if (b11 == 0)
        {
            arraycreate[10] = 1;
            button11.BackColor = Color.Black;
            b11 = 1;
        }
        else
        {
            if (b11 == 1)
            {
                arraycreate[10] = 2;
                button11.BackColor = Color.White;
                b11 = 2;
            }
            else
            {
                if (b11 == 2)
                {
                    arraycreate[10] = 0;
                    button11.BackColor = Color.Gray;
                    b11 = 0;
                }
            }
        }
    }
    private void button12_Click(object sender, EventArgs e)
    {
        if (b12 == 0)
        {
            arraycreate[11] = 1;
            button12.BackColor = Color.Black;
            b12 = 1;
        }
        else
        {
            if (b12 == 1)
            {
                arraycreate[11] = 2;
                button12.BackColor = Color.White;
                b12 = 2;
            }
            else
            {
                if (b12 == 2)
                {
                    arraycreate[11] = 0;
                    button12.BackColor = Color.Gray;
```

```csharp
                    b12 = 0;
                }
            }
        }
    }
    private void button13_Click(object sender, EventArgs e)
    {
        if (b13 == 0)
        {
            arraycreate[12] = 1;
            button13.BackColor = Color.Black;
            b13 = 1;
        }
        else
        {
            if (b13 == 1)
            {
                arraycreate[12] = 2;
                button13.BackColor = Color.White;
                b13 = 2;
            }
            else
            {
                if (b13 == 2)
                {
                    arraycreate[12] = 0;
                    button13.BackColor = Color.Gray;
                    b13 = 0;
                }
            }
        }
    }
    private void button14_Click(object sender, EventArgs e)
    {
        if (b14 == 0)
        {
            arraycreate[13] = 1;
            button14.BackColor = Color.Black;
            b14 = 1;
        }
        else
        {
            if (b14 == 1)
            {
                arraycreate[13] = 2;
                button14.BackColor = Color.White;
                b14 = 2;
            }
            else
            {
                if (b14 == 2)
                {
                    arraycreate[13] = 0;
                    button14.BackColor = Color.Gray;
                    b14 = 0;
                }
            }
        }
    }
    private void button15_Click(object sender, EventArgs e)
    {
        if (b15 == 0)
        {
            arraycreate[14] = 1;
```

```csharp
                    button15.BackColor = Color.Black;
                    b15 = 1;
                }
                else
                {
                    if (b15 == 1)
                    {
                        arraycreate[14] = 2;
                        button15.BackColor = Color.White;
                        b15 = 2;
                    }
                    else
                    {
                        if (b15 == 2)
                        {
                            arraycreate[14] = 0;
                            button15.BackColor = Color.Gray;
                            b15 = 0;
                        }
                    }
                }
            }
        private void button16_Click(object sender, EventArgs e)
        {
            if (b16 == 0)
            {
                arraycreate[15] = 1;
                button16.BackColor = Color.Black;
                b16 = 1;
            }
            else
            {
                if (b16 == 1)
                {
                    arraycreate[15] = 2;
                    button16.BackColor = Color.White;
                    b16 = 2;
                }
                else
                {
                    if (b16 == 2)
                    {
                        arraycreate[15] = 0;
                        button16.BackColor = Color.Gray;
                        b16 = 0;
                    }
                }
            }
        }
        private void button17_Click(object sender, EventArgs e)
        {
            if (b17 == 0)
            {
                arraycreate[16] = 1;
                button17.BackColor = Color.Black;
                b17 = 1;
            }
            else
            {
                if (b17 == 1)
                {
                    arraycreate[16] = 2;
                    button17.BackColor = Color.White;
                    b17 = 2;
```

```csharp
            }
            else
            {
                if (b17 == 2)
                {
                    arraycreate[16] = 0;
                    button17.BackColor = Color.Gray;
                    b17 = 0;
                }
            }
        }
    }
    private void button18_Click(object sender, EventArgs e)
    {
        if (b18 == 0)
        {
            arraycreate[17] = 1;
            button18.BackColor = Color.Black;
            b18 = 1;
        }
        else
        {
            if (b18 == 1)
            {
                arraycreate[17] = 2;
                button18.BackColor = Color.White;
                b18 = 2;
            }
            else
            {
                if (b18 == 2)
                {
                    arraycreate[17] = 0;
                    button18.BackColor = Color.Gray;
                    b18 = 0;
                }
            }
        }
    }
    private void button19_Click(object sender, EventArgs e)
    {
        if (b19 == 0)
        {
            arraycreate[18] = 1;
            button19.BackColor = Color.Black;
            b19 = 1;
        }
        else
        {
            if (b19 == 1)
            {
                arraycreate[18] = 2;
                button19.BackColor = Color.White;
                b19 = 2;
            }
            else
            {
                if (b19 == 2)
                {
                    arraycreate[18] = 0;
                    button19.BackColor = Color.Gray;
                    b19 = 0;
                }
            }
```

```
        }
    }
    private void button20_Click(object sender, EventArgs e)
    {
        if (b20 == 0)
        {
            arraycreate[19] = 1;
            button20.BackColor = Color.Black;
            b20 = 1;
        }
        else
        {
            if (b20 == 1)
            {
                arraycreate[19] = 2;
                button20.BackColor = Color.White;
                b20 = 2;
            }
            else
            {
                if (b20 == 2)
                {
                    arraycreate[19] = 0;
                    button20.BackColor = Color.Gray;
                    b20 = 0;
                }
            }
        }
    }
    private void button21_Click(object sender, EventArgs e)
    {
        if (b21 == 0)
        {
            arraycreate[20] = 1;
            button21.BackColor = Color.Black;
            b21 = 1;
        }
        else
        {
            if (b21 == 1)
            {
                arraycreate[20] = 2;
                button21.BackColor = Color.White;
                b21 = 2;
            }
            else
            {
                if (b21 == 2)
                {
                    arraycreate[20] = 0;
                    button21.BackColor = Color.Gray;
                    b21 = 0;
                }
            }
        }
    }
    private void button22_Click(object sender, EventArgs e)
    {
        if (b22 == 0)
        {
            arraycreate[21] = 1;
            button22.BackColor = Color.Black;
            b22 = 1;
        }
```

```csharp
        else
        {
            if (b22 == 1)
            {
                arraycreate[21] = 2;
                button22.BackColor = Color.White;
                b22 = 2;
            }
            else
            {
                if (b22 == 2)
                {
                    arraycreate[21] = 0;
                    button22.BackColor = Color.Gray;
                    b22 = 0;
                }
            }
        }
    }
    private void button23_Click(object sender, EventArgs e)
    {
        if (b23 == 0)
        {
            arraycreate[22] = 1;
            button23.BackColor = Color.Black;
            b23 = 1;
        }
        else
        {
            if (b23 == 1)
            {
                arraycreate[22] = 2;
                button23.BackColor = Color.White;
                b23 = 2;
            }
            else
            {
                if (b23 == 2)
                {
                    arraycreate[22] = 0;
                    button23.BackColor = Color.Gray;
                    b23 = 0;
                }
            }
        }
    }
    private void button24_Click(object sender, EventArgs e)
    {
        if (b24 == 0)
        {
            arraycreate[23] = 1;
            button24.BackColor = Color.Black;
            b24 = 1;
        }
        else
        {
            if (b24 == 1)
            {
                arraycreate[23] = 2;
                button24.BackColor = Color.White;
                b24 = 2;
            }
            else
            {
```

```csharp
                if (b24 == 2)
                {
                    arraycreate[23] = 0;
                    button24.BackColor = Color.Gray;
                    b24 = 0;
                }
            }
        }
    }
    private void button25_Click(object sender, EventArgs e)
    {
        if (b25 == 0)
        {
            arraycreate[24] = 1;
            button25.BackColor = Color.Black;
            b25 = 1;
        }
        else
        {
            if (b25 == 1)
            {
                arraycreate[24] = 2;
                button25.BackColor = Color.White;
                b25 = 2;
            }
            else
            {
                if (b25 == 2)
                {
                    arraycreate[24] = 0;
                    button25.BackColor = Color.Gray;
                    b25 = 0;
                }
            }
        }
    }
    private void button26_Click(object sender, EventArgs e)
    {
        if (b26 == 0)
        {
            arraycreate[25] = 1;
            button26.BackColor = Color.Black;
            b26 = 1;
        }
        else
        {
            if (b26 == 1)
            {
                arraycreate[25] = 2;
                button26.BackColor = Color.White;
                b26 = 2;
            }
            else
            {
                if (b26 == 2)
                {
                    arraycreate[25] = 0;
                    button26.BackColor = Color.Gray;
                    b26 = 0;
                }
            }
        }
    }
    private void button27_Click(object sender, EventArgs e)
```

```csharp
{
    if (b27 == 0)
    {
        arraycreate[26] = 1;
        button27.BackColor = Color.Black;
        b27 = 1;
    }
    else
    {
        if (b27 == 1)
        {
            arraycreate[26] = 2;
            button27.BackColor = Color.White;
            b27 = 2;
        }
        else
        {
            if (b27 == 2)
            {
                arraycreate[26] = 0;
                button27.BackColor = Color.Gray;
                b27 = 0;
            }
        }
    }
}
private void button28_Click(object sender, EventArgs e)
{
    if (b28 == 0)
    {
        arraycreate[27] = 1;
        button28.BackColor = Color.Black;
        b28 = 1;
    }
    else
    {
        if (b28 == 1)
        {
            arraycreate[27] = 2;
            button28.BackColor = Color.White;
            b28 = 2;
        }
        else
        {
            if (b28 == 2)
            {
                arraycreate[27] = 0;
                button28.BackColor = Color.Gray;
                b28 = 0;
            }
        }
    }
}
private void button29_Click(object sender, EventArgs e)
{
    if (b29 == 0)
    {
        arraycreate[28] = 1;
        button29.BackColor = Color.Black;
        b29 = 1;
    }
    else
    {
        if (b29 == 1)
```

```csharp
        {
            arraycreate[28] = 2;
            button29.BackColor = Color.White;
            b29 = 2;
        }
        else
        {
            if (b29 == 2)
            {
                arraycreate[28] = 0;
                button29.BackColor = Color.Gray;
                b29 = 0;
            }
        }
    }
}
private void button30_Click(object sender, EventArgs e)
{
    if (b30 == 0)
    {
        arraycreate[29] = 1;
        button30.BackColor = Color.Black;
        b30 = 1;
    }
    else
    {
        if (b30 == 1)
        {
            arraycreate[29] = 2;
            button30.BackColor = Color.White;
            b30 = 2;
        }
        else
        {
            if (b30 == 2)
            {
                arraycreate[29] = 0;
                button30.BackColor = Color.Gray;
                b30 = 0;
            }
        }
    }
}
private void button31_Click(object sender, EventArgs e)
{
    if (b31 == 0)
    {
        arraycreate[30] = 1;
        button31.BackColor = Color.Black;
        b31 = 1;
    }
    else
    {
        if (b31 == 1)
        {
            arraycreate[30] = 2;
            button31.BackColor = Color.White;
            b31 = 2;
        }
        else
        {
            if (b31 == 2)
            {
                arraycreate[30] = 0;
```

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```csharp
                    button31.BackColor = Color.Gray;
                    b31 = 0;
                }
            }
        }
    }
    private void button32_Click(object sender, EventArgs e)
    {
        if (b32 == 0)
        {
            arraycreate[31] = 1;
            button32.BackColor = Color.Black;
            b32 = 1;
        }
        else
        {
            if (b32 == 1)
            {
                arraycreate[31] = 2;
                button32.BackColor = Color.White;
                b32 = 2;
            }
            else
            {
                if (b32 == 2)
                {
                    arraycreate[31] = 0;
                    button32.BackColor = Color.Gray;
                    b32 = 0;
                }
            }
        }
    }
    private void button33_Click(object sender, EventArgs e)
    {
        if (b33 == 0)
        {
            arraycreate[32] = 1;
            button33.BackColor = Color.Black;
            b33 = 1;
        }
        else
        {
            if (b33 == 1)
            {
                arraycreate[32] = 2;
                button33.BackColor = Color.White;
                b33 = 2;
            }
            else
            {
                if (b33 == 2)
                {
                    arraycreate[32] = 0;
                    button33.BackColor = Color.Gray;
                    b33 = 0;
                }
            }
        }
    }
    private void button34_Click(object sender, EventArgs e)
    {
        if (b34 == 0)
        {
```

```csharp
            arraycreate[33] = 1;
            button34.BackColor = Color.Black;
            b34 = 1;
        }
        else
        {
            if (b34 == 1)
            {
                arraycreate[33] = 2;
                button34.BackColor = Color.White;
                b34 = 2;
            }
            else
            {
                if (b34 == 2)
                {
                    arraycreate[33] = 0;
                    button34.BackColor = Color.Gray;
                    b34 = 0;
                }
            }
        }
    }
    private void button35_Click(object sender, EventArgs e)
    {
        if (b35 == 0)
        {
            arraycreate[34] = 1;
            button35.BackColor = Color.Black;
            b35 = 1;
        }
        else
        {
            if (b35 == 1)
            {
                arraycreate[34] = 2;
                button35.BackColor = Color.White;
                b35 = 2;
            }
            else
            {
                if (b35 == 2)
                {
                    arraycreate[34] = 0;
                    button35.BackColor = Color.Gray;
                    b35 = 0;
                }
            }
        }
    }
    private void button36_Click(object sender, EventArgs e)
    {
        if (b36 == 0)
        {
            arraycreate[35] = 1;
            button36.BackColor = Color.Black;
            b36 = 1;
        }
        else
        {
            if (b36 == 1)
            {
                arraycreate[35] = 2;
                button36.BackColor = Color.White;
```

```csharp
                b36 = 2;
            }
            else
            {
                if (b36 == 2)
                {
                    arraycreate[35] = 0;
                    button36.BackColor = Color.Gray;
                    b36 = 0;
                }
            }
        }
    }
}
private void button37_Click(object sender, EventArgs e)
{
    if (b37 == 0)
    {
        arraycreate[36] = 1;
        button37.BackColor = Color.Black;
        b37 = 1;
    }
    else
    {
        if (b37 == 1)
        {
            arraycreate[36] = 2;
            button37.BackColor = Color.White;
            b37 = 2;
        }
        else
        {
            if (b37 == 2)
            {
                arraycreate[36] = 0;
                button37.BackColor = Color.Gray;
                b37 = 0;
            }
        }
    }
}
private void button38_Click(object sender, EventArgs e)
{
    if (b38 == 0)
    {
        arraycreate[37] = 1;
        button38.BackColor = Color.Black;
        b38 = 1;
    }
    else
    {
        if (b38 == 1)
        {
            arraycreate[37] = 2;
            button38.BackColor = Color.White;
            b38 = 2;
        }
        else
        {
            if (b38 == 2)
            {
                arraycreate[37] = 0;
                button38.BackColor = Color.Gray;
                b38 = 0;
            }
```

```csharp
        }
    }
}
private void button39_Click(object sender, EventArgs e)
{
    if (b39 == 0)
    {
        arraycreate[38] = 1;
        button39.BackColor = Color.Black;
        b39 = 1;
    }
    else
    {
        if (b39 == 1)
        {
            arraycreate[38] = 2;
            button39.BackColor = Color.White;
            b39 = 2;
        }
        else
        {
            if (b39 == 2)
            {
                arraycreate[38] = 0;
                button39.BackColor = Color.Gray;
                b39 = 0;
            }
        }
    }
}
private void button40_Click(object sender, EventArgs e)
{
    if (b40 == 0)
    {
        arraycreate[39] = 1;
        button40.BackColor = Color.Black;
        b40 = 1;
    }
    else
    {
        if (b40 == 1)
        {
            arraycreate[39] = 2;
            button40.BackColor = Color.White;
            b40 = 2;
        }
        else
        {
            if (b40 == 2)
            {
                arraycreate[39] = 0;
                button40.BackColor = Color.Gray;
                b40 = 0;
            }
        }
    }
}
private void button41_Click(object sender, EventArgs e)
{
    if (b41 == 0)
    {
        arraycreate[40] = 1;
        button41.BackColor = Color.Black;
        b41 = 1;
```

```csharp
        }
        else
        {
            if (b41 == 1)
            {
                arraycreate[40] = 2;
                button41.BackColor = Color.White;
                b41 = 2;
            }
            else
            {
                if (b41 == 2)
                {
                    arraycreate[40] = 0;
                    button41.BackColor = Color.Gray;
                    b41 = 0;
                }
            }
        }
    }
    private void button42_Click(object sender, EventArgs e)
    {
        if (b42 == 0)
        {
            arraycreate[41] = 1;
            button42.BackColor = Color.Black;
            b42 = 1;
        }
        else
        {
            if (b42 == 1)
            {
                arraycreate[41] = 2;
                button42.BackColor = Color.White;
                b42 = 2;
            }
            else
            {
                if (b42 == 2)
                {
                    arraycreate[41] = 0;
                    button42.BackColor = Color.Gray;
                    b42 = 0;
                }
            }
        }
    }
    private void button43_Click(object sender, EventArgs e)
    {
        if (b43 == 0)
        {
            arraycreate[42] = 1;
            button43.BackColor = Color.Black;
            b43 = 1;
        }
        else
        {
            if (b43 == 1)
            {
                arraycreate[42] = 2;
                button43.BackColor = Color.White;
                b43 = 2;
            }
            else
```

```csharp
                    {
                        if (b43 == 2)
                        {
                            arraycreate[42] = 0;
                            button43.BackColor = Color.Gray;
                            b43 = 0;
                        }
                    }
                }
            }
        }
        private void button44_Click(object sender, EventArgs e)
        {
            if (b44 == 0)
            {
                arraycreate[43] = 1;
                button44.BackColor = Color.Black;
                b44 = 1;
            }
            else
            {
                if (b44 == 1)
                {
                    arraycreate[43] = 2;
                    button44.BackColor = Color.White;
                    b44 = 2;
                }
                else
                {
                    if (b44 == 2)
                    {
                        arraycreate[43] = 0;
                        button44.BackColor = Color.Gray;
                        b44 = 0;
                    }
                }
            }
        }
        private void button45_Click(object sender, EventArgs e)
        {
            if (b45 == 0)
            {
                arraycreate[44] = 1;
                button45.BackColor = Color.Black;
                b45 = 1;
            }
            else
            {
                if (b45 == 1)
                {
                    arraycreate[44] = 2;
                    button45.BackColor = Color.White;
                    b45 = 2;
                }
                else
                {
                    if (b45 == 2)
                    {
                        arraycreate[44] = 0;
                        button45.BackColor = Color.Gray;
                        b45 = 0;
                    }
                }
            }
        }
```

```csharp
private void button46_Click(object sender, EventArgs e)
{
    if (b46 == 0)
    {
        arraycreate[45] = 1;
        button46.BackColor = Color.Black;
        b46 = 1;
    }
    else
    {
        if (b46 == 1)
        {
            arraycreate[45] = 2;
            button46.BackColor = Color.White;
            b46 = 2;
        }
        else
        {
            if (b46 == 2)
            {
                arraycreate[45] = 0;
                button46.BackColor = Color.Gray;
                b46 = 0;
            }
        }
    }
}
private void button47_Click(object sender, EventArgs e)
{
    if (b47 == 0)
    {
        arraycreate[46] = 1;
        button47.BackColor = Color.Black;
        b47 = 1;
    }
    else
    {
        if (b47 == 1)
        {
            arraycreate[46] = 2;
            button47.BackColor = Color.White;
            b47 = 2;
        }
        else
        {
            if (b47 == 2)
            {
                arraycreate[46] = 0;
                button47.BackColor = Color.Gray;
                b47 = 0;
            }
        }
    }
}
private void button48_Click(object sender, EventArgs e)
{
    if (b48 == 0)
    {
        arraycreate[47] = 1;
        button48.BackColor = Color.Black;
        b48 = 1;
    }
    else
    {
```

```csharp
        if (b48 == 1)
        {
            arraycreate[47] = 2;
            button48.BackColor = Color.White;
            b48 = 2;
        }
        else
        {
            if (b48 == 2)
            {
                arraycreate[47] = 0;
                button48.BackColor = Color.Gray;
                b48 = 0;
            }
        }
    }
}
private void button49_Click(object sender, EventArgs e)
{
    if (b49 == 0)
    {
        arraycreate[48] = 1;
        button49.BackColor = Color.Black;
        b49 = 1;
    }
    else
    {
        if (b49 == 1)
        {
            arraycreate[48] = 2;
            button49.BackColor = Color.White;
            b49 = 2;
        }
        else
        {
            if (b49 == 2)
            {
                arraycreate[48] = 0;
                button49.BackColor = Color.Gray;
                b49 = 0;
            }
        }
    }
}
private void button50_Click(object sender, EventArgs e)
{
    if (b50 == 0)
    {
        arraycreate[49] = 1;
        button50.BackColor = Color.Black;
        b50 = 1;
    }
    else
    {
        if (b50 == 1)
        {
            arraycreate[49] = 2;
            button50.BackColor = Color.White;
            b50 = 2;
        }
        else
        {
            if (b50 == 2)
            {
```

```csharp
                    arraycreate[49] = 0;
                    button50.BackColor = Color.Gray;
                    b50 = 0;
                }
            }
        }
    }
    private void button51_Click(object sender, EventArgs e)
    {
        if (b51 == 0)
        {
            arraycreate[50] = 1;
            button51.BackColor = Color.Black;
            b51 = 1;
        }
        else
        {
            if (b51 == 1)
            {
                arraycreate[50] = 2;
                button51.BackColor = Color.White;
                b51 = 2;
            }
            else
            {
                if (b51 == 2)
                {
                    arraycreate[50] = 0;
                    button51.BackColor = Color.Gray;
                    b51 = 0;
                }
            }
        }
    }
    private void button52_Click(object sender, EventArgs e)
    {
        if (b52 == 0)
        {
            arraycreate[51] = 1;
            button52.BackColor = Color.Black;
            b52 = 1;
        }
        else
        {
            if (b52 == 1)
            {
                arraycreate[51] = 2;
                button52.BackColor = Color.White;
                b52 = 2;
            }
            else
            {
                if (b52 == 2)
                {
                    arraycreate[51] = 0;
                    button52.BackColor = Color.Gray;
                    b52 = 0;
                }
            }
        }
    }
    private void button53_Click(object sender, EventArgs e)
    {
        if (b53 == 0)
```

```csharp
        {
            arraycreate[52] = 1;
            button53.BackColor = Color.Black;
            b53 = 1;
        }
        else
        {
            if (b53 == 1)
            {
                arraycreate[52] = 2;
                button53.BackColor = Color.White;
                b53 = 2;
            }
            else
            {
                if (b53 == 2)
                {
                    arraycreate[52] = 0;
                    button53.BackColor = Color.Gray;
                    b53 = 0;
                }
            }
        }
    }
    private void button54_Click(object sender, EventArgs e)
    {
        if (b54 == 0)
        {
            arraycreate[53] = 1;
            button54.BackColor = Color.Black;
            b54 = 1;
        }
        else
        {
            if (b54 == 1)
            {
                arraycreate[53] = 2;
                button54.BackColor = Color.White;
                b54 = 2;
            }
            else
            {
                if (b54 == 2)
                {
                    arraycreate[53] = 0;
                    button54.BackColor = Color.Gray;
                    b54 = 0;
                }
            }
        }
    }
    private void button55_Click(object sender, EventArgs e)
    {
        if (b55 == 0)
        {
            arraycreate[54] = 1;
            button55.BackColor = Color.Black;
            b55 = 1;
        }
        else
        {
            if (b55 == 1)
            {
                arraycreate[54] = 2;
```

```
                    button55.BackColor = Color.White;
                    b55 = 2;
                }
                else
                {
                    if (b55 == 2)
                    {
                        arraycreate[54] = 0;
                        button55.BackColor = Color.Gray;
                        b55 = 0;
                    }
                }
            }
        }
        private void button56_Click(object sender, EventArgs e)
        {
            if (b56 == 0)
            {
                arraycreate[55] = 1;
                button56.BackColor = Color.Black;
                b56 = 1;
            }
            else
            {
                if (b56 == 1)
                {
                    arraycreate[55] = 2;
                    button56.BackColor = Color.White;
                    b56 = 2;
                }
                else
                {
                    if (b56 == 2)
                    {
                        arraycreate[55] = 0;
                        button56.BackColor = Color.Gray;
                        b56 = 0;
                    }
                }
            }
        }
        private void button57_Click(object sender, EventArgs e)
        {
            if (b57 == 0)
            {
                arraycreate[56] = 1;
                button57.BackColor = Color.Black;
                b57 = 1;
            }
            else
            {
                if (b57 == 1)
                {
                    arraycreate[56] = 2;
                    button57.BackColor = Color.White;
                    b57 = 2;
                }
                else
                {
                    if (b57 == 2)
                    {
                        arraycreate[56] = 0;
                        button57.BackColor = Color.Gray;
                        b57 = 0;
```

```csharp
                }
            }
        }
    }
    private void button58_Click(object sender, EventArgs e)
    {
        if (b58 == 0)
        {
            arraycreate[57] = 1;
            button58.BackColor = Color.Black;
            b58 = 1;
        }
        else
        {
            if (b58 == 1)
            {
                arraycreate[57] = 2;
                button58.BackColor = Color.White;
                b58 = 2;
            }
            else
            {
                if (b58 == 2)
                {
                    arraycreate[57] = 0;
                    button58.BackColor = Color.Gray;
                    b58 = 0;
                }
            }
        }
    }
    private void button59_Click(object sender, EventArgs e)
    {
        if (b59 == 0)
        {
            arraycreate[58] = 1;
            button59.BackColor = Color.Black;
            b59 = 1;
        }
        else
        {
            if (b59 == 1)
            {
                arraycreate[58] = 2;
                button59.BackColor = Color.White;
                b59 = 2;
            }
            else
            {
                if (b59 == 2)
                {
                    arraycreate[58] = 0;
                    button59.BackColor = Color.Gray;
                    b59 = 0;
                }
            }
        }
    }
    private void button60_Click(object sender, EventArgs e)
    {
        if (b60 == 0)
        {
            arraycreate[59] = 1;
            button60.BackColor = Color.Black;
```

```csharp
            b60 = 1;
        }
        else
        {
            if (b60 == 1)
            {
                arraycreate[59] = 2;
                button60.BackColor = Color.White;
                b60 = 2;
            }
            else
            {
                if (b60 == 2)
                {
                    arraycreate[59] = 0;
                    button60.BackColor = Color.Gray;
                    b60 = 0;
                }
            }
        }
    }
    private void button61_Click(object sender, EventArgs e)
    {
        if (b61 == 0)
        {
            arraycreate[60] = 1;
            button61.BackColor = Color.Black;
            b61 = 1;
        }
        else
        {
            if (b61 == 1)
            {
                arraycreate[60] = 2;
                button61.BackColor = Color.White;
                b61 = 2;
            }
            else
            {
                if (b61 == 2)
                {
                    arraycreate[60] = 0;
                    button61.BackColor = Color.Gray;
                    b61 = 0;
                }
            }
        }
    }
    private void button62_Click(object sender, EventArgs e)
    {
        if (b62 == 0)
        {
            arraycreate[61] = 1;
            button62.BackColor = Color.Black;
            b62 = 1;
        }
        else
        {
            if (b62 == 1)
            {
                arraycreate[61] = 2;
                button62.BackColor = Color.White;
                b62 = 2;
            }
```

```csharp
            else
            {
                if (b62 == 2)
                {
                    arraycreate[61] = 0;
                    button62.BackColor = Color.Gray;
                    b62 = 0;
                }
            }
        }
    }
    private void button63_Click(object sender, EventArgs e)
    {
        if (b63 == 0)
        {
            arraycreate[62] = 1;
            button63.BackColor = Color.Black;
            b63 = 1;
        }
        else
        {
            if (b63 == 1)
            {
                arraycreate[62] = 2;
                button63.BackColor = Color.White;
                b63 = 2;
            }
            else
            {
                if (b63 == 2)
                {
                    arraycreate[62] = 0;
                    button63.BackColor = Color.Gray;
                    b63 = 0;
                }
            }
        }
    }
    private void button64_Click(object sender, EventArgs e)
    {
        if (b64 == 0)
        {
            arraycreate[63] = 1;
            button64.BackColor = Color.Black;
            b64 = 1;
        }
        else
        {
            if (b64 == 1)
            {
                arraycreate[63] = 2;
                button64.BackColor = Color.White;
                b64 = 2;
            }
            else
            {
                if (b64 == 2)
                {
                    arraycreate[63] = 0;
                    button64.BackColor = Color.Gray;
                    b64 = 0;
                }
            }
        }
```

```
        }
    }
}
```

7.6. webViewer

• A web brower allowing basic navigation and google login for listen music on youtube with better sound and less lags than any browser. In runs better building with vs cs 2010 express edition.

• With the following codes.
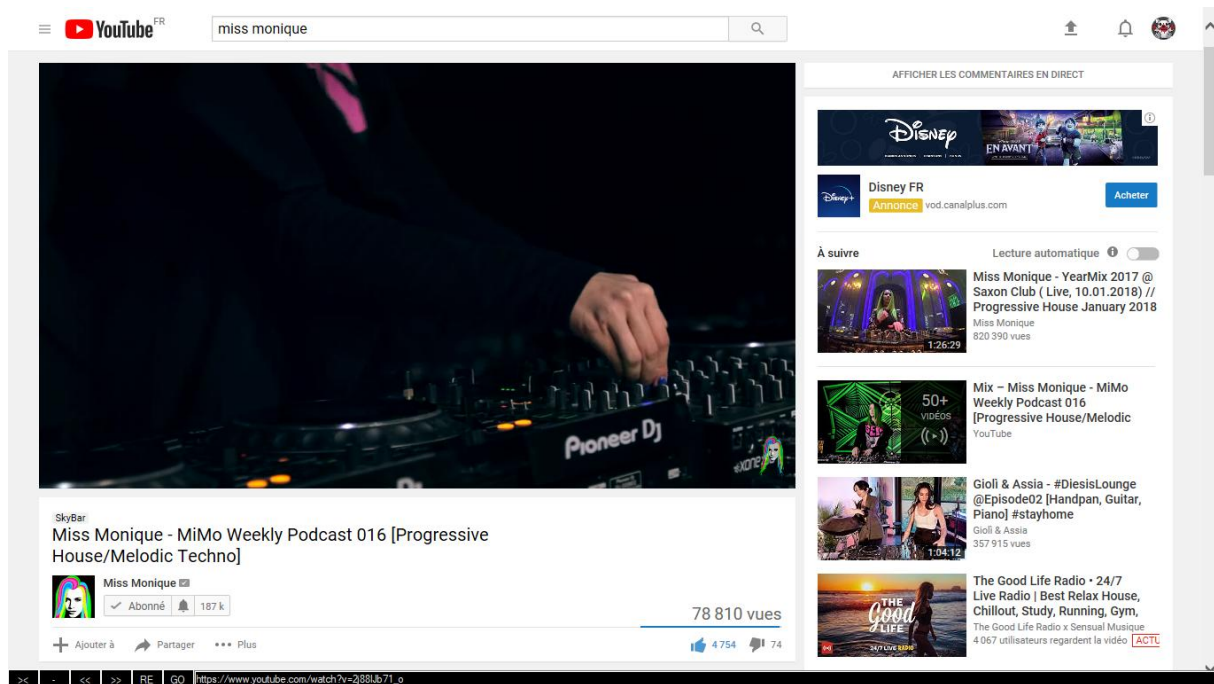

```csharp
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
using System.Runtime.InteropServices;
namespace webViewer
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
        [DllImport("winmm.dll", EntryPoint = "timeBeginPeriod")]
        public static extern uint TimeBeginPeriod(uint ms);
        [DllImport("winmm.dll", EntryPoint = "timeEndPeriod")]
        public static extern uint TimeEndPeriod(uint ms);
        [DllImport("ntdll.dll", EntryPoint = "NtSetTimerResolution")]
        public static extern void NtSetTimerResolution(uint DesiredResolution, bool
SetResolution, ref uint CurrentResolution);
        [DllImport("urlmon.dll", CharSet = CharSet.Ansi)]
        private static extern int UrlMkSetSessionOption(int dwOption, string pBuffer, int
dwBufferLength, int dwReserved);
        private const int URLMON_OPTION_USERAGENT = 0x10000001;
```

```csharp
        public static uint CurrentResolution = 0;
        private static int width = System.Windows.Forms.Screen.PrimaryScreen.Bounds.Width;
        private static int height =
System.Windows.Forms.Screen.PrimaryScreen.Bounds.Height;
        public Timer timer = new Timer();
        private bool writingaddress;
        private void Form1_Load(object sender, EventArgs e)
        {
            //google search: what is my user agent
            //login to google with user agent: "Mozilla/5.0 (Windows NT 6.1; WOW64;
rv:54.0) Gecko/20100101 Firefox/73.0"
            //set compatibility mode of exe file to W7 OS:ChangeUserAgent("Mozilla/5.0
(Windows NT 6.1; WOW64; Trident/7.0; rv:11.0) like Gecko");
            //https://myaccount.google.com/lesssecureapps
            //https://www.whatismybrowser.com/guides/the-latest-user-agent/internet-
explorer
            //https://docs.microsoft.com/en-us/previous-versions/windows/internet-
explorer/ie-developer/general-info/ee330730(v=vs.85)?redirectedfrom=MSDN
            System.Diagnostics.Process process =
System.Diagnostics.Process.GetCurrentProcess();
            process.PriorityClass = System.Diagnostics.ProcessPriorityClass.RealTime;
            TimeBeginPeriod(1);
            NtSetTimerResolution(1, true, ref CurrentResolution);
            this.Size = new System.Drawing.Size(width, height);
            this.Location = new System.Drawing.Point(0, 0);
            this.TopMost = true;
            this.textBox1.Location = new System.Drawing.Point(210, height - 20);
            this.textBox1.Size = new System.Drawing.Size(width - 210, 20);
            this.button5.Location = new System.Drawing.Point(0, height - 21);
            this.button6.Location = new System.Drawing.Point(35, height - 21);
            this.button1.Location = new System.Drawing.Point(70, height - 21);
            this.button2.Location = new System.Drawing.Point(105, height - 21);
            this.button3.Location = new System.Drawing.Point(140, height - 21);
            this.button4.Location = new System.Drawing.Point(175, height - 21);
            ChangeUserAgent("Mozilla/5.0 (Windows NT 6.1; WOW64; Trident/7.0; rv:11.0) like
Gecko");
            Navigate("youtube.com");
        }
        public void ChangeUserAgent(string Agent)
        {
            UrlMkSetSessionOption(URLMON_OPTION_USERAGENT, Agent, Agent.Length, 0);
        }
        private void button5_Click(object sender, EventArgs e)
        {
            timer1.Enabled = false;
            webBrowser1.Dispose();
            TimeEndPeriod(1);
            this.Close();
        }
        private void button1_Click(object sender, EventArgs e)
        {
            webBrowser1.GoBack();
        }
        private void button2_Click(object sender, EventArgs e)
        {
            webBrowser1.GoForward();
        }
        private void button3_Click(object sender, EventArgs e)
        {
            webBrowser1.Refresh(WebBrowserRefreshOption.Completely);
        }
        private void button4_Click(object sender, EventArgs e)
        {
            Navigate(textBox1.Text);
```

```csharp
        }
        private void button6_Click(object sender, EventArgs e)
        {
            this.WindowState = FormWindowState.Minimized;
        }
        private void textBox1_KeyDown(object sender, KeyEventArgs e)
        {
            if (e.KeyCode == Keys.Enter)
            {
                Navigate(textBox1.Text);
            }
        }
        private void Navigate(string address)
        {
            if (String.IsNullOrEmpty(address))
                return;
            if (address.Equals("about:blank"))
                return;
            if (!address.StartsWith("http://") & !address.StartsWith("https://"))
                address = "http://" + address;
            try
            {
                webBrowser1.Navigate(new Uri(address));
            }
            catch (System.UriFormatException)
            {
                return;
            }
        }
        public Point GetOffset(HtmlElement el)
        {
            Point pos = new Point(el.OffsetRectangle.Left, el.OffsetRectangle.Top);
            HtmlElement tempEl = el.OffsetParent;
            while (tempEl != null)
            {
                pos.X += tempEl.OffsetRectangle.Left;
                pos.Y += tempEl.OffsetRectangle.Top;
                tempEl = tempEl.OffsetParent;
            }
            return pos;
        }
        private void timer1_Tick(object sender, EventArgs e)
        {
            try
            {
                if (!writingaddress)
                {
                    textBox1.Text = webBrowser1.Url.ToString();
                    var elements = webBrowser1.Document.GetElementsByTagName("Button");
                    foreach (HtmlElement element in elements)
                    {
                        if (element.GetAttribute("className") == "ytp-ad-skip-button ytp-
button")
                        {
                            System.Diagnostics.Process[] workers =
System.Diagnostics.Process.GetProcessesByName("webViewer");
                            foreach (System.Diagnostics.Process worker in workers)
                            {
                                IntPtr handle;
                                handle = worker.MainWindowHandle;
                                SwitchToThisWindow(handle, true);
                            }
                            this.WindowState = FormWindowState.Maximized;
                            webBrowser1.Document.Window.ScrollTo(0, 0);
```

```csharp
                        var point = GetOffset(element);
                        var x = point.X + 20;
                        var y = point.Y + 20;
                        if (point.X != 0 & point.Y != 0)
                        {
                            SetCursorPos((int)x, (int)y);
                            LeftClick();
                            SetCursorPos((int)x, (int)y);
                            LeftClickF();
                        }
                    }
                }
            }
        }
        catch { }
    }
    [DllImport("system32/user32.dll")]
    public static extern bool SwitchToThisWindow(IntPtr handle, bool fAltTab);
    [DllImport("system32/user32.dll")]
    public static extern uint SendInput(uint numberOfInputs, INPUT[] inputs, int
sizeOfInputStructure);
    [DllImport("User32.dll")]
    private static extern bool SetCursorPos(int x, int y);
    [StructLayout(System.Runtime.InteropServices.LayoutKind.Explicit)]
    public struct MOUSEKEYBDHARDWAREINPUT
    {
        [FieldOffset(0)]
        public MOUSEINPUT Mouse;
        [FieldOffset(0)]
        public KEYBDINPUT Keyboard;
    }
    public struct INPUT
    {
        public UInt32 Type;
        public MOUSEKEYBDHARDWAREINPUT Data;
    }
    public enum InputType : uint
    {
        MOUSE = 0, KEYBOARD = 1, HARDWARE = 2,
    }
    public struct KEYBDINPUT
    {
        public UInt16 Vk;
        public UInt16 Scan;
        public uint Flags;
        public uint Time;
        public IntPtr ExtraInfo;
    }
    public struct MOUSEINPUT
    {
        public int X;
        public int Y;
        public int MouseData;
        public uint Flags;
        public uint Time;
        public IntPtr ExtraInfo;
    }
    public static INPUT[] Micel = new INPUT[1], Micelf = new INPUT[1], down = new
INPUT[1], up = new INPUT[1];
    public static int size =
System.Runtime.InteropServices.Marshal.SizeOf(typeof(INPUT));
    public static void LeftClick()
    {
        Micel[0].Type = (UInt32)InputType.MOUSE;
```

```
        Micel[0].Data.Mouse = new MOUSEINPUT();
        Micel[0].Data.Mouse.MouseData = 0;
        Micel[0].Data.Mouse.Flags = 0x0002;
        Micel[0].Data.Mouse.Time = 0;
        Micel[0].Data.Mouse.ExtraInfo = IntPtr.Zero;
        SendInput(1, Micel, size);
    }
    public static void LeftClickF()
    {
        Micelf[0].Type = (UInt32)InputType.MOUSE;
        Micelf[0].Data.Mouse = new MOUSEINPUT();
        Micelf[0].Data.Mouse.MouseData = 0;
        Micelf[0].Data.Mouse.Flags = 0x0004;
        Micelf[0].Data.Mouse.Time = 0;
        Micelf[0].Data.Mouse.ExtraInfo = IntPtr.Zero;
        SendInput(1, Micelf, size);
    }
    private void textBox1_MouseHover(object sender, EventArgs e)
    {
        writingaddress = true;
    }
    private void textBox1_MouseLeave(object sender, EventArgs e)
    {
        writingaddress = false;
    }
    }
}
```

7.9. Contact and EULA

• Contact me at michael.franiatte@gmail.com for use, help, question, information, customize, contribute, discuss, gift, offer, job, pay, commercial purposes and rights on my programs, source codes and assistances.

• EULA (End User License Agreement): A commercial license is required to use in personal manner. Do not redistributing in any manner, including by computer media, a file server, an email attachment, etc. Do not embedding in or linking it to another programs, source codes and assistances including internal applications, scripts, batch files, etc. Do not use for any kind of technical support including on customer or retailer computer, hardware or software development, research, discovery, teachery, talk, speech, write, etc. Do not use for win money or for commercialisation of any products arising from my programs, source codes and assistances. Do not use and do not copy the way it run in other programs, source codes and assistances. Do not use without pay me, quote me and my agreement. Do not steal or copy or reproduce or modify or peer or share. Do not use in other manner than personal. It stand for my programs, source codes and assistances or programs, source codes and assistances stealing or copying or reproducing or modifying or peering or sharing my programs, source codes, and assistances. If you aren't agree you shall not use.

8. Articles

The time I spent on my projects and its difficulties

I enjoy taking up challenges, when a project must be carried out from start to finish. I've undertaken professionnal and personnal projects with only one objective: be satisfied with the results. All the

projects I made took me several years to achieve until final results. I have a natural instinct to know in advance where to go in order to achieve the expected results. I was able to carry out my projects, without counting the hours. I'm also able to listen to people and gives them support because my projects interested them but they wanted it for free. I would have like to use my abilities to work on projects with a team. I integrate myself easily with others whatever their profiles. I find it easy to make friendships but people aren't like me, they are often profiters and manipulators. The money you can win on projects, doesn't reflect its difficulties. The time you can spent is linked on how passionate you are and how high it's difficult. Also, projects I made, were so difficult and challenging how new, how lack informations, how everything should be try. I spent 1 year on calculating diffusion coefficient from diffusion profil of membranes, 1 year on finding ways to annoy black hats, 3 years to have all PVTX data of any fluid, 9 years to make run well Wiimote in games. I won nothing for it, but alive professionnal experts working on it, found only 10% of what I found. I'm not pretentious, I'm serious. My projects reached its goals, I can consider it as my revenge to not have win any money. I started an open source project in 2010 for making run on PC the motion controller called Wiimote of Nintendo, because after playing a multiplayer FPS on Wii called Medal of Honor Heroes Two which was very promizing for the future of Nintendo offers, finally was the only one which make me love Nintendo. During the first 2 years of Wii, I was such enthousiastic which I spent all my money in Wii games allowing motion control, but they directed years after towards party games. Finally I realized that PC offered better games with better graphism, and far more adult. But also Wiimote programs to play these games. As available programs were not enough enjoyable to play games with, I started to build my own program, also a kickstarter on it which fails. Many downloads I had for it, many videos I made to show my progress, many people asked me support. But on the way, there were also lot of bad things happening from bad people, like mockeries, and so I closed my project being open source. There are lot of solution now, in 2018 to play Wiimote on PC and consoles, but it don't deliver enough pleasure, like I did with my program. People now make videos and post topics on Wiimote to show and talk it's the worst controller after have made serious videos and topics showing programs and scripts they used making very bad advertising on Wiimote. I closed my open source project, and now my program wait I have enough time to sell it with secure billing and to not be cracked, like asking a year subscription to people wanted to use it. I will use a database for checking who paid, who started the program, how many copies are open in same time, to have a control on it and win money, because I worked lot of time on it. When you try that people take an interest on a project you doing, you have all kind of people, all society classes take an eye on it and on you. You can imagine all kind of situations. From friends to sharks. It's vey hard to understand people coming for mockeries, people judging you and your program, comparing it with other programs, saying "why I would buy this program, there are free programs doing the job". My main goal was to make the Wiimote very playable and enjoyable in all games, because this motion controller own everything to be as it. And I

think, I got it now, after many years working on it. It asked to test a lot of different games, for adding functions, for finding how it can be enjoyable, and also a lot of thinking, for the design, for the parameters, for the configurations, and getting more time on working the codes for have the better algorithms, for remove all bugs, for find the solutions to all problems coding, for the different possible ways for it run good and without problem, for finding all informations on the ideas I wanted to accomplish certain things and adapting it. During these years I didn't have time to play games, but I took my time to test games, creating the best program for use the best motion controller in all games.

Do you know I should be famous like Stanley Miller?

Stanley Miller is famous for his experience on the Origin of Life reporting amino acids in a ballon with sparks, where he reproduced primitive atmosphere. I did something even better, because from simple gas generated from inorganic constituents and in a closed system at 250°C and 140 bar, pressure calculated from my modification of EoS (Equation of State), I synthetized Acridine Orange which increase life time, and is the highest reduced organic compounds where every organic molecules can be easily produced. Never someone did better in term of Origin of Life science, prooving white smokers in Archean ocean, produced the first molecules for the Origin of Life. You don't know that, so I tell you it.

The birth of bacteria in a closed system

In 2009, I've modelized and synthetized pure acridine orange from inorganic constituents at 250°C and 140 bars in a stained autoclave with a gold jacket welded by bolts at 10 bars each. I opened the autoclave after freezed it but the pressure I calculated at temperature of freezing water point wasn't here, but far under, like none of pressure. The inner gases normally can't escape because with my experiment on adenine stability at 300°C, the pressure calculated is 100 bars, when opening it, proven by the sound of gold diswelded, making the sound of a gun shooting. Compare to the quantities of constituents put in the autoclave, and the quantity of acridine orange at the end, like 20%, where it disappears? A searcher get a nobel price demonstrating acridine orange makes DNA at high concentration. Here is another proof. My father helped me to get out of the oven the experiment. I couldn't count on searchers of the laboratory obviously. For more explainations, I made a book.

My first and last kickstarter project

https://www.youtube.com/watch?v=FXFA98keM6Q

31 reasons why Wiimote has no succes

I was very hyped when Nintendo announced the Wii, the trailers of gameplay with Wiimote were so amazing. I played a lot MOHH2 in US team and was very strong. I bought for 2000 euros of Wii games in 1 year only. I had a team and wanted with them playing new games, but in 2 years of Wii, only MOHH2 had a competitive multiplayer. Call of duty modern warfare came after but the graphism was horrible, I never bought other multiplayer games than MOHH2 on the Wii. So I prefered play on

PC scripting Wiimote with glovepie. I imagined lot of scripts for lot of games, and it was fun. But people prefered stays on the Wii meanwhile. Here the 31 reasons why people gave up Wiimote.

Scripting is like cheating for them and it's not plug and play.

People prefer official controllers and keyboard/mouse as they use to play games with or even play VR with its motion controllers on PS4 or PC.

Wiimote and hardwares/softwares around are crappy, Wiimote on Wii was new but not up to gameplay trailers of Nintendo.

Too much fun videos but the solutions explained are really unplayable and not enjoyable, themes of videos are now like Wiimote challenges or mockery.

They simply don't know it's possible to play Wiimote on PC.

No actual games support it. Wiimote is hard to setup as developers don't support it in their games.

People don't like big chair with big armrests and big screen playing near it because of the latency and tiresome not competitive at all. They prefer desktop PC or PC master race styles setup far more competitive for tryhard.

People don't like motion gaming because it's not easy to play with for them.

People don't like Wiimote because of the bad design and ergonomy.

Holding Wiimote in the air is ridiculous and tiresome.

Aiming needs always sensor bar visible by Wiimote camera otherwise there is lost of control.

People don't know that the optimum use for fine aiming is when sensor bar and Wiimote camera are separate by 50 cm + or - 10 cm.

People don't know that each game have a particular aiming way. It needs adjusement for each game to control view.

Aiming freezes for fast moving.

People use it as an XBox360 controller without analogic value simulations for aiming.

Can't adjust fast a target.

Lags while trying to fire a target moving.

Events no more responding or blocking after fast combinations of button pressed.

Aim isn't responding well even on an high end PC.

Some games are unplayable where aiming control is too bad.

Some games accept only physical inputs.

Too old technology of sensors not really accurate.

People want to aim where they aim with Wiimote like in rail shooters or with an unbounding box like it was on Wii.

Permanent microstuttering or very low framerate while aiming.

Not really available functions for good enough emulation.

Wiimote is fragile for intensive use.

Untimely disconnections.

Emulation bugs occuring and unregistered emulation events.

Emulation issues for using in all games.

Emulation high latency.

Not a 2000 DPI, 120 Hz perfect mouse and 120 Hz perfect keyboard.

https://www.youtube.com/watch?time_continue=34&v=DzBDRFOhk-U

https://www.youtube.com/watch?v=_m_2ca50lfI

Calculations with Equation of State are prouving Human Life on Mars

Do you believe it? I'm the only one? The only one to have calculated or found it?

The low humidity in Mars atmosphere doesn't reflect the high quantity of water in iceberg, so water is trap under water layer with high density. Lowest density of water under this layer is reflecting water gas and liquid like on Earth represented by atmosphere and ocean. The pressure of water layer with high density should imply a continous layer with same high density, but it's not that. So Humans on Mars are under warming the layers where they live.

Programming a controller make it more accurate and faster than a mouse for aiming

Of course, you can set the adapted DPI to still turn fast with lowest sensitivity in options for every games.

The reasons why I've been ejected from my researches and laboratories

First year of my phd on Origin of Life in hydrothermal systems of oceans (black smokers), I had to work on diffusion of hydrogen through a membrane, where I found an accurate method to calculate diffusion coefficient from diffusion profil in only 1 year. I made experiments on adenine stability at 300°C and 400 bar stabilized with gases from decomposition of inorganic constituents and iron. I choosed iron because it delivered enough hydrogen, deduced from my calculations. With same way I synthetized acridine orange at 250°C and 140 bars for the first time of the world (this molecule makes ADN). I deduced all from my own calculations never found before. I was inspired by old authors. For 5 years, I only earn a scholarship, 1 month with ANDRA and 3 months with CNRS which not would have to finish. All my calculations don't appeared in my phd, even the acridine orange synthesis. Only the first year of my phd appears. Directors wanted I gave up without finishing my phd. After my phd defense forced by administration of my University, I had nothing, only seeing all my works printed from an unknown source in the laboratory I made my phd. The directors screamed on my calculations, also said I made errors, and never will found again the acridine orange in a same experiment. I phoned to laboratories to have a work, without success. I shall have to go to school for a reorientation. Irony. I made all works alone, why they would profit of my works, while I got a brain cancer because of all that. I published my works on google play store, I had no opinion, no sales, only people redeeming, stealing my books. Now I removed all of it, and it shall be removed everywhere. Other projects I made, same problems again. I could have won a competition organized by my University to be the

first to be allowed to create molecules at high temperature and pressure. I shall had to have a director of my phd laboratory. But of course they only screamed on my works. I've synthetized acridine orange, the Origin of Life molecule increasing lifetime, the more reduced organic compounds which every molecules can be easily derived. Only the temperature changed from my experiments on the stability of adenine at high pressure and high temperature and also the aqueous adenine removed. I've made equation of state and reaction data calculations around only changing 2 equations from original of Soave-Redlich-Kwong equation with proofs on old paper, my own mathematical new hypothesis and based on empirical meaning going from 7 constituents to 8 constituents. I modelized lot of molecules synthetised and PVT traject of geologic containers. My chiefs totally refused my discoveries. The fine white sticks of residual acridine orange food of bacteria and the liquid orange were totally denied. My calculations totally considered as bullshit even if I just applied equations. After they ejected me they printed all my works defining and correlating all PVTX data on fluids. One of my chief said to me he regrets I'm the first author of my article on stability of adenine, and said he will try to change it. I made alone all the works, I choose alone to use iron as hydrogen source. He screams because I made one experiment at 250°C without adenine. An other chief said I made an error and I will never found acridine orange in a second experiment. They just wanted to have made the same discoveries as me, and put their names on it without my name. But they could never found these discoveries and no one. Too much hard works. I divided by 9 an equation for fitting better mixtures as an old author wrote in his book. I also found to calculate the variation of volume with my own coefficient -1/6n that I have empirical proof when I went from 7 to 8 constituents and theorical proof with my own mathematical hypothesis. I applied perfectly hard equations with Excel visual basic macro and in C#. With it I define, correlate and fit all experimental measures, is it volume of gases per mol of gases, or volume of gases and liquids per mol of gases or liquids, or volume of gases and liquids per mol of gases and liquids? I also defined for the first time the equations to calculate reactions with concentrations data and I had proofs with my experiments. They said it's crappy tinker. They used group contribution on binary interaction coefficients which need experimental measures. You create your own luck by working hard, but working hard can also lead you to the bottom of the chasm as everybody can experience in their life, as everybody can understand. Working in a laboratory involves making fundamental research, even if the researchers in this laboratory believe the time for it is finished. They also believe that all papers in scientific reviews are all true, and nobody can demonstrate the reverse. It's problematic when a student discovers new theories and overthrows others, discovers a big thing that never had been found before and that everyone wanted to have found. Simply making works clear and simple, even without reinventing the wheel, needs other researchers understanding to accept the research, but they prefer to wait for another student to take ownership of the work. Researchers around the new student will steal the work you have put all your life and energy into. They will also take your place using your research and you find yourself with nothing, but worst,

you find yourself disgusted, instead of congratulations, you receive only hate. It's like you did nothing. It's like starting from zero. It's like nobody won for have found the research results. The only thing you can win, is a lot of assurance, even too much, you are very proud of yourself. Fortunatly, now with internet, it's possible to publish everything you want and own. In the chasm, I started to work on other projects I was clearly passionate about, until being proud of the results, without respite, without counting the time. You find interactions with people, you can help them, provide them some support. It's like I was reborned. Thanks to these projects, I finally found people who respected my work and myself. It's the main goal finally, to be able to have human relations, to be considered as a human and to be as such. But it always finish with same problems.

How is shown the Wiimote gameplay in actual games

https://www.youtube.com/watch?v=q9gYTziiv5M&w

https://www.youtube.com/watch?v=0vAXYmrl564&w

Using Wiimote as a steering wheel

Script here. (https://dev.cronusmax.com/forums/showthread.php/175973-can-I-use-wiimote-as-a-wheel)

Predicting PVT with Equation of State in 2019

Article here. (https://www.sciencedirect.com/science/article/pii/S0378381218304370)

Glovepie

https://www.youtube.com/watch?v=e2C9DReGjpM&t=314s

Interactive technology at school

https://www.youtube.com/watch?v=rfNyAbyfllY&t=74s

IR tracking projects

https://www.youtube.com/watch?v=BNQ07-6IgCs

https://www.youtube.com/watch?v=IGNFb0cMnkg

High searchers thinking equality of fugacities from each side of a membrane

Fugacities are just the reactivities of constituents able to synthetize and stabilize molecules, and can only be measured by studying reactions.

So when hydrogen through a thin membrane diffusing at 10 bars in a bomb with argon at 500 bars, argon is reaching 503 bars because he has less space, The proof of this pressure with calculation is explained in my phD thesis. Why fugacity of hydrogen will be at 13 bars but is alone on one side? and where now we can measure fugacities?

A video from Arte that every people should watch and digest

https://www.youtube.com/watch?v=stCxLxBMjYA

Triple AAA game + Motion Control + VR

https://www.youtube.com/watch?v=RJwRLEHtyZo

The problem with humanized hacks

Lot of big youtubers are using hacks because most of people don't know how to recognize it, and also hacks like aimbot are humanized. In other side, I follow a youtuber, considering keyboard/mouse on consoles as a hack. He believes mouse clicks is like a rapidfire but he's just be killed by half of a SMG bullet. It's a hack where you fall on floor before the cheater fired. Also, I know another streamer believing he's no more good in call of duty and so stoped playing, but he played it years and years without never asking himself, did the oponents are cheating? What I called switch lag that appeared with black ops 2, is a hack making stuttering your aim all around the opponent you try to fire without never arrived to do it. The hack of the cheater is just a recoil triggering like he fires you without firing you. I think it's the worst hack of all time. Loot boxes are nothing compare to cheater hacks. Loot boxes are made for enjoy more the game if you enjoy already it, but hacks are made for destroy people and the game people enjoyed before cheaters invaded it. When noobs open these anormal loot boxes, other noobs do the same, and then fair players give up, uninstall the game, and if someone is complaining he's insulted by the community remaining.

https://www.youtube.com/watch?v=d7wpAJPPGQ0

Do you know I should be famous like Stanley Miller?

Stanley Miller is famous for his experience on the Origin of Life reporting amino acids in a ballon with sparks at 100°C, where he reproduced primitive atmosphere. I did something even better, because from simple gas generated from inorganic constituents and in a closed system at 250°C and 140 bar, pressure calculated from my modification of EoS (Equation of State), I synthetized pure acridine orange which increases life time and makes ADN, and is the highest reduced organic compounds where every organic molecules can be easily produced by oxidation. Never someone did better and will in term of Origin of Life science, prouving white smokers in Archean ocean where iron oxidized to magnetite, produced the first molecules like acridine orange in very big quantities for the Origin of Life.

The birth of bacteria in a closed system

In 2009, I've modelized and synthetized pure acridine orange from inorganic constituents at 250°C and 140 bars in a stained autoclave with a gold jacket welded by bolts at 10 bars each. I opened the autoclave after freezed it but the pressure I calculated at temperature of freezing water point wasn't here, but far under, like none of pressure. The inner gases normally can't escape because with my experiment on adenine stability at 300°C, the pressure calculated is 100 bars, when opening it, proven by the sound of gold diswelded, making the sound of a gun shooting. Comparing the quantities of constituents put in the autoclave, and the quantity of acridine orange at the end, like 20%, where it disappears? One month later, when cleaning the experiments to recuperate sealed gold and platinium capsules and gold jacket, there were fine white sticks in capsules, totally residual food of bacteria. A searcher get a nobel price demonstrating acridine orange makes DNA at high concentration. Here is another proof.

My calculations with Equation of State are prouving Human Life on Mars

The low humidity in Mars atmosphere doesn't reflect the high quantity of water in iceberg, so water is trap under water layer with high density. Lowest density of water under this layer is reflecting water

gas and liquid like on Earth represented by atmosphere and ocean. The pressure of water layer with high density should imply a continous layer with same high density, but it's not that. So Humans on Mars are under warming the layers where they live. What I mean is that every planets are closed systems, and low humidity of Mars atmosphere is saying, there isn't the water quantity observed in the icebergs of Mars, and my calculations and theories around is saying, there is water trap by high density of iceberg surface due to temperature and pressure, but it stay the low quantity observed in relation with the atmosphere, so the high thickness of iceberg is only explained by water gas present in the icebergs of Mars. Otherwise it would be thin and totally icy, with high density. On Enceladus, there are very big geysers observed, and the temperature is as low as on Mars. At 1 bar the density of water is high with this temperature, and should be always high with depth because of the pressure increasing. Something warming too? In both planets, under pressure of icy first layer, there is normaly a high density layer. Maybe layer with low density is where life have been primed? But only humans or hydrothermal systems can warm as such for not having high density of water with such temperature and pressure. Geostatistics of Earth for the volumes of ocean and atmosphere, NIST PVT data of fluids, authors of pure constituent and mixtures measurements of fluids, my experiments on molecules synthesis and adenine reaching a stable state, PT traject of fluid inclusions, from various, compositions, temperatures and pressures in closed systems, are all in good agreement with my Equation of State Resolution. So why I would affirm this but it would be wrong. We would not be able to live under icebergs if Earth history would be the same as Mars.

High searchers believe equality of fugacities from each side of a membrane

Fugacities are just the reactivities of constituents able to synthetize and stabilize molecules, and can only be measured by studying reactions. So when hydrogen through a thin membrane diffusing at 10 bars in a bomb with argon at 500 bars, argon is reaching 503 bars because he has less space, The proof of this pressure with calculation is explained in my phD thesis. Why fugacity of hydrogen will be at 13 bars but is alone on one side? and where now we can measure fugacities? Fugacities are measured working on reactions and not on mixtures as searchers believe. It's possible to calculate and have proof of accurate fugacities but it needs to study reactions and mixtures using my Equation of State resolution, not only mixtures with such bad Equation of State searchers are using needing each time each experimental measure for each fluid. I only divided by 9 an equation for fitting better mixtures as an old author wrote in his book. I also found to calculate the variation of volume with my own coefficient -1/6n as quantic number that I have empirical proof when I went from 7 to 8 constituents and theorical proof with my own mathematical hypothesis. I applied perfectly hard equations with Excel visual basic macro and in C# after. I discovered there are same numbers of molecules in gas phasis than in liquid phasis, and liquid has always same density of 1 g/cm^3, but gas can have a higher density than liquid and even a negative volume at very high pressure or very low temperature. The reaction data I deduced from my calculations have true meaning because I have the same results with my experiments and it's just the application of true scientists knowledges from the past of sciences found in old articles and books. Meanwhile searchers do thermophysic, taking a random article for copy equations to put in their article, measure PVTX data of fluids, and adjust binary interaction coefficient for this fluid to fit PVTX data with a somehow program they never quote, and finally they are happy to publish it spending lot of money for nothing. They believe old papers are wrong and new

papers are all true, as exemples the recent articles on measuring fugacities of mixtures and comparing with calculations but it's totally wrong because it's equality of pressure from each side of a membrane and not of fugacities. In fact, it's just lucky with wrong calculations.

The problem with humanized hacks but easy to get ride off

Lot of big youtubers are using hacks because most of people don't know how to recognize it, and also hacks like aimbot are humanized. In other side, I follow a youtuber, considering keyboard/mouse on consoles as a hack. He believes mouse clicks is like a rapidfire but he's just be killed by half of a SMG bullet. It's a hack where you fall on floor before the cheater fired. Also, I know another streamer believing he's no more good in call of duty and so stoped playing, but he played it years and years without never asking himself, did the oponents are cheating? But now he uses a cheat to only have noobs in his matches. What I called switch lag that appeared with black ops 2, is a hack making stuttering your aim all around the opponent you try to fire without never arrived to do it. The hack of the cheater is just a recoil trigger like if he firing you without doing it. I think it's the worst hack of all time. Loot boxes are nothing compare to cheater hacks. Loot boxes are made for enjoy more the game if you enjoy already it, but hacks are made for destroy people and the game people enjoyed before cheaters invaded it. When noobs open these anormal loot boxes, other noobs do the same, and then fair players give up, uninstall the game, and if someone is complaining he's insulted by the community remaining. They argue with fake truth like saying it's due to a bad connection, unoptimized game, bad computer, game bugged, and finish by saying get good noob, uninstall, go play barbies. Hacks before being humanized were like respawning in the air without be able to move, all the team be killed by a cheater firing outside the map, fast XP lobbies with stats reseted after by devs, hard aimbot with cheater shooting head after head faster than light. Now with crossplateform, keyboard/mouse new players can believe aimboters are gamepad players with their aim assist, and console new players believe cheater with humanized hacks are stronger PC players. Battlefield and Call of Duty game engines are such old that it's easy for hackers to bypass bans and inject every cheats their imaginations are growing. Devs never changed their game engines even if they say they did it. As proof, it's only playable after reinstalling the games you should never reboot for winning some matches, at least your team winning. As it wasn't enough, devs also incorporate more and more hideouts for campers. Nice cocktails for whom pay and play fair. They incite to cheat, but why? For win more money from people buying again the game after being banned for 1000 hours cheating? That's why in both games, everybody are cheating. Old gamers can only cheat, kids can only follow. But they can't imagine how it's easy to get ride off this problem in games requiring aim skill and not implementing cheats, on consoles and on PC. My NewB program, flooding memory addresses with wrong values, spots and spins every aimboters. It don't affect fair players because they use the normal system to play, not like cheaters using a cheat reading only some memory addresses. The normal system avoids crash by several memory addresses used for same things. People playing multiplayer games, not interested in NewB, don't know how is made a cheat, how a cheat can be undetected, how cheats are overpower, how cheaters are bad, and how many are cheaters. NewB blocks to read in process memory, but unfortunatly, it doesn't block to write in process memory. Multiplayer games are unplayable, because the aim is under control of hacker programs. Also, people don't know they are playing against cheaters

that can't be banned on fake servers, and they don't know how it's easy to get ride off this problem of fake servers spoofing IP of official servers.

List of DNS servers against IP hijacking

1.   ISP DNS
2.   quad9 9.9.9.9, 149.112.112.112
3.   cloudflare 1.1.1.1, 1.0.0.1
4.   Verisign DNS 64.6.64.6, 64.6.65.6
5.   Google DNS 8.8.8.8, 8.8.4.4
6.   Norton DNS 199.85.126.30, 199.85.127.30
7.   Comodo Shield 8.26.56.10, 8.20.247.10
8.   Comodo Secure DNS 8.26.56.26, 8.20.247.20
9.   OpenDNS 208.67.222.222, 208.67.220.220
10.   OpenNIC https://www.opennic.org
11.   DNSWatch 84.200.69.80, 84.200.70.40
12.   Alternate DNS 23.253.163.53, 198.101.242.72
13.   AdGuard DNS 176.103.130.130, 176.103.130.131
14.   Dyn Internet Guide 216.146.35.35, 216.146.36.36
15.   DNSReactor 104.236.210.29, 45.55.155.25
16.   FDN 80.67.169.12, 80.67.169.40
17.   FoolDNS 87.118.111.215, 213.187.11.67
18.   Freenom World 80.80.80.80, 80.80.81.81
19.   FreeDNS 37.235.1.174, 37.235.1.177
20.   GreenTeamDNS 81.218.119.11, 209.88.198.133
21.   Neustar DNS service 156.154.70.4, 156.154.71.4
22.   puntCAT 109.69.8.51
23.   SafeDNS 195.46.39.39, 195.46.39.40
24.   SmartViper Public DNS 208.76.50.50, 208.76.51.51
25.   UncensoredDNS 91.239.100.100, 89.233.43.71
26.   YandexDNS 77.88.8.7, 77.88.8.3
27.   Lightning Wire Labs 74.113.60.185, 81.3.27.54
28.   Chaos Computer Club 194.150.168.168
29.   Xiala 77.109.148.136, 77.109.148.137
30.   censurfridns.dk 91.239.100.100, 89.233.43.71
31.   dnswarden 88.198.161.8, 116.203.35.255
32.   blahdns 159.69.198.101
33.   faelix 195.30.94.28
34.   nextdns 45.90.28.31, 45.90.30.31
35.   securedns 146.185.167.43
36.   oszx DNS 51.38.83.141
37.   CleanBrowsing 185.228.168.9, 185.228.169.9
38.   CenturyLink (Level3) 4.2.2.1, 4.2.2.2, 4.2.2.3, 4.2.2.4

39.   Hurricane Electric 74.82.42.42
40.   Worldwide DNS https://public-dns.info

IP hijacking example

Some game server renters use IP hijacking for create fake servers in every multiplayer games where cheaters can't be banned. Their fake servers use fast answears to every requests your console try to send to official servers spoofing these official servers because they know your external IP and your console MAC address and the IP of official servers. Even if you deny crossplateform on your console and game settings, you are forwarded on fake servers full of cheaters full of cheats using their PC. On official servers compare to fake servers, there aren't any cheater, any noob, any lag, and any rage. It's all competitive and enjoyable. But people believes there isn't something to do, there will be always cheaters, but personnaly I know cheaters are banned on official servers so they don't take the risk to come, they prefer their crappy fake servers. I just talk by knowledge. I worked 10 years for finding a way to not be always forwarded on fake servers fighting against cheaters. I've seen everything. I've explored every methods. The question is do you prefer to play a match with 2 cheaters and 10 noobs or a match with players of same level as you. I have 2 proofs, I'm playing now on official servers and before on fake servers full of cheaters. Firstly, it's not the same local and distant ports of servers, secondly location of servers deduced from the ping when searching a match corresponds to the information of BGP view websites. So why I would say that but it would be wrong.

5 reasons why lot of people say there isn't lot of cheaters

1.   They are located near official servers
2.   They are cheaters
3.   They are noobs
4.   They play in a team of cheaters
5.   They are campers

30 possible and unjustified reasons why Wiimote has no succes

I was very hyped when Nintendo announced the Wii, the trailers of gameplay with Wiimote were so amazing. I played a lot MOHH2 in US team and was very strong. I bought for 2000 euros of Wii games in 1 year only. I had a team and wanted with them playing new games, but in 2 years of Wii, only MOHH2 had a competitive multiplayer. Call of duty modern warfare came after but the graphism and gameplay was horrible. I never bought other multiplayer games than MOHH2 on the Wii. So I preferred play on PC scripting Wiimote with glovepie and then building my own programs. I imagined lot of scripts using glovepie, for lot of games, and it was fun, but then I realized that glovepie wasn't good enough, and so I spent all my time after to make enough good programs because Wiimote is the best controller of all time. But people prefered stay on the Wii meanwhile or go on other consoles or go on PC. People don't know that programming a controller make it more accurate and faster than a mouse for aiming (of course, you can set the adapted DPI to still turn fast with lowest sensitivity in options for every games), and also people don't know the true power of motion controllers when well programed. My previous comments are considered by people completely wrong, because guys making lot of noises have the worst methods but share it everywhere massively. You can't play well with a controller using bad scripts or a bad controller, even if you use to play with. Available free programs are fastidious to use making the process before playing too long. People only want free programs.

Those who developed these free programs have no idea how many bugs shall be resolved, how many ideas it requires, and how many times it asks for testing and comparing changes. They don't care they give it for free because it's not competitive and because they didn't worked 10 years on it like me. People don't know how to set properly mouse move controls and key bindings. It needs adjustement of configurations and settings for each game to control view and character. People don't know that each game have a particular aiming way and character control way for having same controller configuration for actions from game to game. They don't know that the controller is more important than the game for scripting options (the actions for firing, for reloading, for running, for aiming… shall always be the same from game to game). They take the use to play with inner deadzone and outer deadzone too strong, but also the sensitivity. They take the use to play with aiming not large and not progressive, and they don't care it's not enjoyable. The key bindings they choose aren't adapted to play in good conditions. Scripting isn't given to everyone. People don't take time to learn and make something good. They don't work in team. They don't want to take time for settings and configurations. They are too lazy to script until feel dying. They don't know how to use informations and apply step by step the knowledges. It's too fastidious to make a method running good but people share everywhere and massively their methods running bad without losing time but making fun videos or streaming and using a cheat. It uses both leds of sensor bar to aim not large and not progressive because both leds must be visible at same time by IR camera of Wiimote. Where is the feeling of aiming with that, it's not enjoyable and competitive. My solution is 3 times greater and without any bug for aiming but people don't care and don't want to pay me (even someone earns more than 50 000 dollars, maybe the double or even more, just talking everywhere of my program, but me nothing). Now people are saying that Joycon gyroscope for aiming is better than Wiimote IR, and even better on PC than on Nintendo Switch (on this console or with PC programs of people, gyroscope only controls view vertically or like a steering wheel, but it's talking about a standard without talking about the drift every 15 seconds). So people gave up. They didn't see Wiimote runs better without any extension. For my part, I replaced Nunchuck by Joycon, more ergonomic and more buttons by the what. It asked me to configure 400 different games, have tons of ideas, and make lot of programs. Never someone found a proper way to use both leds with IR camera of Wiimote for aiming. Some guys invented to flick the stick or Wiimote at the edge of sensor bar for make a 180° fast turn, but it can't be a 100% competitive control. It's a kind of lazyness. It's like starting and left over very fast. It's regress and not progress. It asked me 99% working and 1% playing, not the reverse, and during 10 years everyday. I made hundred of videos to show the progress while working but received only dislikes, hates and people rip me off or steal me. I received things like in it https://www.youtube.com/watch?v=FXFA98keM6Q instead of money for working hard alone since 2006 thinking people would pay for the best. Whatever, each game needs the best controller and controls to play with but people don't seem to understand something. I'm not a youtuber or a streamer showing his incompetence to stupids, I worked 10 years to have the best controls and I did it because I'm a true scientist. At least, someone care view control is analogic. Here 30 possible and unjustified reasons for people why they don't care about playing using Wiimote.

1. Scripting is like cheating for people, they want challenge.

2.	People believe scripting is like programing, with same difficulty and render. They believe it's hard and long to setup for just poor Wiimote controls which are the same with every programs for them.

3.	People prefer official controllers and keyboard/mouse as they use to play games with or even play VR with its motion controllers on PS4 or PC (but no true games, and eye damages).

4.	Wiimote and hardwares/softwares around are crappy, Wiimote on Wii was new but not up to gameplay trailers of Nintendo.

5.	Too much fun videos but the methods explained are really unplayable and not enjoyable, themes of videos are now like Wiimote challenges or mockery, and even smashing.

6.	People simply don't know it's possible to play Wiimote on PC because it's not popular.

7.	It's not plug and play. No actual games support it, even not any motion controller. Wii and Wiimote are outdated, and there isn't any replacement.

8.	People don't like big chair with big armrests and big screen playing near it because of the latency and tiresome not competitive at all. They prefer desktop PC or PC master race styles setup far more competitive for tryhards.

9.	People don't like motion control because it's not easy to play with for them.

10.	People don't like Wiimote because of the bad design and ergonomy. They are spoiled childs.

11.	Holding Wiimote in the air is ridiculous and tiresome.

12.	Aiming needs always sensor bar visible by Wiimote camera otherwise there is lost of control.

13.	People don't know that the optimum use for fine aiming is when sensor bar and Wiimote camera are separate by 50 cm + or − 10 cm without something blocking the view angle.

14.	Aiming freezes with fast moving of Wiimote but it's due to PC of people more occuped with virus tasks.

15.	People use it as an XBox360 controller without analogic value emulations for aiming because it's reserved by Microsoft. Emulation of a stick is like 4 buttons, but people say it's fully functional.

16.	People say PS move with web cam or Joycon with gyroscope for aiming are far better, without giving any proof.

17.	Can't adjust fast a target, or lag and freeze while trying to fire a target but it's due to the hack fest problem in multiplayer games with fake servers spoofing IP of official servers.

18.	Aim isn't responding well even on an high end PC or aim is jumping or aim is too fast or aim isn't enjoyable or aim isn't competitive, or aim isn't accurate. People confound deadzone with latency and dpi, settings are incomprehensible for them but they think it's the fault of the Wiimote.

19.	Lot of games are unplayable where aiming control is too bad because they are unoptimized but it's always the fault of the Wiimote.

20.	Some games accept only physical inputs.

21.	Too old technology of sensors not really accurate.

22.	People want to aim where they aim with Wiimote like in rail shooters or with an unbounding box like it was on Wii.

23.	Permanent microstuttering or very low framerate while aiming in certain games allowing only one mouse move control.

24.	Not really available functions and libraries for good enough emulations.

25.   Wiimote is fragile for intensive use, unless people don't put it everywhere.

26.   Untimely disconnections.

27.   Emulation bugs occuring and unregistered emulation events, events no more responding or blocking after fast combinations of button pressed. It's like people are so strong that they use multiple layers of emulation.

28.   Emulation issues for using in all games, some games are hard to script to make Wiimote competitive enough because of the lack of buttons for them. People don't like to lose time with configurations. It's call lack of imagination and lazy to work.

29.   Emulation high latency, 10 wait in one script for just make rumble Wiimote as example or 200 lines of script for just control mouse move too smooth with Wiimote camera.

30.   People only want a free full software/hardware with all controllers supported for just playing only one game or with all features for everybody or for VR crap or not adapted. It can't running good I think personnally.

Configurations for my Joycon/Wiimote and Joycon(s) Programs

Joycon/Wiimote:

LeftButtonSHOULDER_2 = LeftControl

LeftButtonMINUS = Enter

AccelLeft = V

LeftButtonCAPTURE = P

LeftButtonDPAD_UP = UP

LeftButtonDPAD_LEFT = LEFT

LeftButtonDPAD_DOWN = DOWN

LeftButtonDPAD_RIGHT = RIGHT

LeftButtonSTICK = LeftShift

LeftButtonSHOULDER_1 = Space

LeftButtonSL = B

LeftButtonSR = N

StickLeft = ZQSD

RollLeft = A

RollRight = E

AccelRight = R

ButtonStateOne = Tab

ButtonStateDown = C

ButtonStateHome = F/F+T+G

ButtonStateRight = U

ButtonStateLeft = Y

ButtonStateUp = X

ButtonStateTwo = Escape

ButtonStatePlus = G

ButtonStateMinus = T

ButtonStateB = MouseButtonLeft

ButtonStateA = MouseButtonRight

StateIR/Stick = MouseMove

Joycon alone:

LeftButtonSR = MouseButtonLeft

LeftButtonSL = MouseButtonRight

AccelLeft = A

LeftButtonSHOULDER_2 = G

LeftButtonDPAD_DOWN = RIGHT

LeftButtonDPAD_UP = LEFT

LeftButtonDPAD_LEFT = DOWN

LeftButtonDPAD_RIGHT = UP

LeftButtonSTICK = Tab

LeftButtonSHOULDER_1 = T

LeftButtonMINUS = Escape

StickLeft = ZQSD

LeftButtonCAPTURE = P

Accelerometer/Stick/SRSL = MouseMove

Joycons:

LeftButtonSHOULDER_1 = Control

LeftButtonMINUS = Return

LeftButtonCAPTURE = P

LeftButtonDPAD_UP = UP

LeftButtonDPAD_LEFT = LEFT

LeftButtonDPAD_DOWN = DOWN

LeftButtonDPAD_RIGHT = RIGHT

LeftButtonSTICK = LeftShift

LeftButtonSHOULDER_2 = MouseButtonRight

LeftButtonSL = A

LeftButtonSR = E

StickLeft = Z, S, Q, D

RightButtonPLUS = Tab

RightButtonDPAD_DOWN = Space

RightButtonHOME = F/F+T+G

RightButtonDPAD_RIGHT = C

RightButtonDPAD_LEFT = Y

RightButtonDPAD_UP = X

RightButtonSTICK = Escape

RightButtonSL = G

RightButtonSR= T

RightButtonSHOULDER_1 = U

RightButtonSHOULDER_2 = MouseButtonLeft

StickRight = 1, 2, 3, 4

Laser/Sticks = MouseMove

List of editors publishing unplayable games pumping GPU and CPU

1. OVERKILL
2. Ubisoft
3. Deep Silver
4. Square Enix
5. Konami
6. 2K Games
7. Warner Bros
8. 505 Games
9. Capcom
10. Grey Box

List of editors publishing optimized games

1. Electronic Arts
2. Activision
3. CD Projekt RED
4. Rebellion Developments
5. Bethesda Softworks
6. Rockstar Games
7. Epicgames
8. Microsoft Studios
9. Xbox Game Studios
10. Blizzard

List of issues with VR

1. Screens are warming eyes.
2. Lithium batteries are explosives.
3. Low number of buttons, true games have more interactions than VR games.
4. Movements detection lost, lag and bug.
5. Helmet is jumping unto head, face and eyes.
6. Brain is badly duped for everything making vomit.
7. Eyes optical complexity and accuracy at convergence point can't be reproduced, it's more a night mask for eyes used for long travel than VR.
8. None of gamers can believe in people impressived by VR who discover games everytime like it's their first time, gamers will never be attracted.
9. People don't see and don't ear what happen around.
10. It can cause to fall on the floor and bang against a table.

9. Use and Agreement Contract

Owner: Michael Andre Franiatte.

Contact: michael.franiatte@gmail.com.

Owning: All works from scratch of the owner.

Proof of Owning: Works published, and writings/speakings all over.

Requirements of Use: Pay the owner, quote the owner, agreement of the owner.

Availability of Works: Only under the shapes of the owner built, only for personal use.

Subjects of Claims: Works published by the owner on Google Play and Google Books.

Concerning Author Rights: Equations and codes from scratch of the owner, softwares built from it, all things of people arising from it.

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Terms of License and Price: The present contract acceptance is required to use works of the owner and built from it in all kind of manner. The price for each user shall be defined with the owner by contacting him and this for each subject of works the owner claims. Each user shall contact the owner for asking his agreement. It can be refused by the owner depending who asking and the price defined. People don't respecting the present contract shall not use the works of the owner.