
create character (Internal)

4 (Internal)

```
on exitFrame
  Global MethodOfConnect

  if MethodOfConnect = "Create" then

    end if

  go the frame
end
```

10 (Internal)

```
on mouseUp

  if the visible of sprite 292 = TRUE then
    set the member of sprite 292 = (member "L1n")
    set the visible of sprite 292 = FALSE
    set the visible of sprite 293 = FALSE
    set the visible of sprite 294 = FALSE
  end if

end
```

11 (Internal)

```
on exitFrame

  go the frame
end
```

12 (Internal)

```
on exitFrame me
  set the visible of sprite 5 = TRUE

end
```

sort attributes (Internal)

Global TheDatToSort, CharMap, CharXY, CharHead, CharBody, MyName, gConnect, TheMap
 Global TheCurValue, Profile, RPGName

on SortTheAttribute

```

  put TheDatToSort into field member 100
  set TheDatToSort = field member 100

```

```

  set the itemdelimiter = "["

```

```

  set TheCurAtt to item 3 of TheDatToSort
  delete char 1 of TheCurAtt

```

```

  set the Itemdelimiter = ":"
  set TheCurAtt = item 1 of TheCurAtt

```

```

  set TheDatToSort = field member 100
  set the itemdelimiter = Quote
  set TheCurValue = item 4 of TheDatToSort

```

```

  if TheCurAtt = "mbpost1" then
    SortMessageBoard(TheCurValue)
    exit
  end if

```

```

  if TheCurAtt = "mbpost2" then
    ValidateName(TheCurValue)
    exit
  end if

```

```

  if TheCurAtt = "mbpost3" then
    ValidateName(TheCurValue)
    exit
  end if

```

```

  if TheCurAtt = "mbpost4" then
    ValidateName(TheCurValue)
    exit
  end if

```

```

  if TheCurAtt = "mbpost5" then
    ValidateName(TheCurValue)
    exit
  end if

```

```

  if TheCurAtt = "mbpost6" then
    ValidateName(TheCurValue)
    exit
  end if

```

```

  if TheCurAtt = "mbpost7" then
    ValidateName(TheCurValue)
    exit
  end if

```

```

  if TheCurAtt = "mbpost8" then
    ValidateName(TheCurValue)
    exit
  end if

```

```

  if TheCurAtt = "mbpost9" then
    ValidateName(TheCurValue)
    exit
  end if

```

```

  if TheCurAtt = "Map" then

```

```

    errCode = gConnect.sendNetMessage("system.server.gettime", "GetTime")
    set CharMap = TheCurValue
    put CharMap into field (member "CharMap" of castlib "TempSave")
    set TheDatToSort = ""
    whichAttribute = symbol("LastName")
    errCode = gConnect.sendNetMessage("System.DBUser.GetAttribute", "GetAttribute", [#userID: MyName, #attribute:

```

```

        errCode = gConnect.sendNetMessage("System.DBUser.GetAttribute", "GetAttribute", [#userID: MyName, #attribute:
whichAttribute ])
    end if

    if TheCurAtt = "LastName" then

        sortLastName
        set TheDatToSort = ""
        whichAttribute = symbol("Vitals")
        errCode = gConnect.sendNetMessage("System.DBUser.GetAttribute", "GetAttribute", [#userID: MyName, #attribute:
whichAttribute ])
    end if

    if TheCurAtt = "Vitals" then

        sortVitals
        set TheDatToSort = ""
        whichAttribute = symbol("Stats")
        errCode = gConnect.sendNetMessage("System.DBUser.GetAttribute", "GetAttribute", [#userID: MyName, #attribute:
whichAttribute ])
    end if

    if TheCurAtt = "Stats" then

        sortStats
        set TheDatToSort = ""
        whichAttribute = symbol("Gold")
        errCode = gConnect.sendNetMessage("System.DBUser.GetAttribute", "GetAttribute", [#userID: MyName, #attribute:
whichAttribute ])
    end if

    if TheCurAtt = "Gold" then

        sortGold
        set TheDatToSort = ""
        whichAttribute = symbol("Inventory")
        errCode = gConnect.sendNetMessage("System.DBUser.GetAttribute", "GetAttribute", [#userID: MyName, #attribute:
whichAttribute ])
    end if

    if TheCurAtt = "Inventory" then

        sortInventory
        set TheDatToSort = ""
        whichAttribute = symbol("Spells")
        errCode = gConnect.sendNetMessage("System.DBUser.GetAttribute", "GetAttribute", [#userID: MyName, #attribute:
whichAttribute ])
    end if

    if TheCurAtt = "Spells" then

        sortspells
        set TheDatToSort = ""
        whichAttribute = symbol("Skills")
        errCode = gConnect.sendNetMessage("System.DBUser.GetAttribute", "GetAttribute", [#userID: MyName, #attribute:
whichAttribute ])
    end if

    if TheCurAtt = "Skills" then

        sortSkills
        set TheDatToSort = ""
        whichAttribute = symbol("Profile")
        errCode = gConnect.sendNetMessage("System.DBUser.GetAttribute", "GetAttribute", [#userID: MyName, #attribute:
whichAttribute ])
    end if

    if TheCurAtt = "Profile" then

        set the itemdelimiter = "#"
        set Profile = item 2 of TheDatToSort
        set the itemdelimiter = QUOTE
        set Profile = item 2 of Profile
        put Profile into field (member 56 of castlib 1)
        set TheDatToSort = ""
        whichAttribute = symbol("Equipped")
        errCode = gConnect.sendNetMessage("System.DBUser.GetAttribute", "GetAttribute", [#userID: MyName, #attribute:
whichAttribute ])
    end if

    if TheCurAtt = "Equipped" then

        sortEquipped
        set TheDatToSort = ""
        play the frame + 1
    end if

end

on SendChatMsg msgText

```

```

on SendChatMsg msgText
  Global TheMap

  if line 2 of msgText = "" then delete line 2 of msgText
  if line 1 of msgText = "" then delete line 1 of msgText

  set x = 1
  repeat while x < 99

    if char 1 of msgText = " " then delete char 1 of msgText
    set x = x + 1
  end repeat

  if ( gConnect <> 0 and the length of msgText > 0 ) then
    gConnect.sendNetMessage( "@" & CharMap, "chatMsg", msgText )
  end if
end SendChatMsg

on sendTypicalEmoteMsg TheText

  set msgText = RPGName & " " & TheText

  if ( gConnect <> 0 and the length of msgText > 0 ) then
    gConnect.sendNetMessage( "@" & CharMap, "sqa", msgText )
  end if

end

on SendTypicalChatMsg msgText
  Global MyLocXY

  if line 2 of msgText = "" then delete line 2 of msgText
  if line 1 of msgText = "" then delete line 1 of msgText

  set x = 1
  repeat while x < 99

    if char 1 of msgText = " " then delete char 1 of msgText
    set x = x + 1
  end repeat

  set msgText = RPGName & " says " & QUOTE & msgText & QUOTE

  set MYXY = MyLocXY
  set the itemdelimiter = "-"
  set MyyX = item 1 of MYXY
  set MyyY = item 2 of MYXY

  if MyyY > 10 then

    if CharMap contains "H" then

      set TheText = "You need to enter this building to talk"
      AddToChat(TheText)
      exit
    end if
  end if

  if ( gConnect <> 0 and the length of msgText > 0 ) then
    gConnect.sendNetMessage( "@" & CharMap, "sqa", msgText )
  end if
end

on SendTypicalNPCChatMsg TheText

  gConnect.sendNetMessage( "@" & CharMap, "sqa", TheText )
end

on SendGuildMsg msgText

  set Guilddd = field (member "Guild" of castlib "TempSave")

  if Guilddd = "" then

    set TheText = "You don't belong to a guild!"
    AddToChat(TheText)
    exit
  end if

  if line 2 of msgText = "" then delete line 2 of msgText
  if line 1 of msgText = "" then delete line 1 of msgText

  set x = 1
  repeat while x < 99

    if char 1 of msgText = " " then delete char 1 of msgText
    set x = x + 1
  end repeat

```

```
end repeat
```

```
set msgText = RPGName & " tells the " & Guildd & " " & QUOTE & msgText & QUOTE
```

```
if ( gConnect <> 0 and the length of msgText > 0 ) then
  gConnect.sendNetMessage( "@" & Guildd, "Guildcast", msgText )
end if
```

```
end
```

```
on SendChatMsg2 msgText
  Global TheMap
```

```
if line 2 of msgText = "" then delete line 2 of msgText
if line 1 of msgText = "" then delete line 1 of msgText
```

```
set x = 1
repeat while x < 99

  if char 1 of msgText = " " then delete char 1 of msgText
  set x = x + 1
end repeat
```

```
set Glld = field (member "Guild" of castlib "TempSave")
```

```
if Glld = "" then
  set msgText = RPGName & " broadcasts " & QUOTE & msgText & QUOTE
else
  set msgText = RPGName & " of the " & Glld & " broadcasts " & QUOTE & msgText & QUOTE
end if
```

```
if ( gConnect <> 0 and the length of msgText > 0 ) then
  gConnect.sendNetMessage( "@AllUsers", "Broadcast", msgText )
end if
```

```
end
```

```
on SendToAdmins msgText
  Global MyLocXY
```

```
if line 2 of msgText = "" then delete line 2 of msgText
if line 1 of msgText = "" then delete line 1 of msgText
```

```
set x = 1
repeat while x < 99

  if char 1 of msgText = " " then delete char 1 of msgText
  set x = x + 1
end repeat
```

```
set msgText = "<... " & RPGName & " tells the admins " & QUOTE & msgText & QUOTE
```

```
set MYXY = MyLocXY
set the itemdelimiter = "-"
set MyyX = item 1 of MYXY
set MyyY = item 2 of MYXY
```

```
if MyyY > 7 then
```

```
  if CharMap contains "H" then

    set TheText = "You need to enter this building to talk"
    AddTochat(TheText)
    exit
  end if
end if
```

```
if ( gConnect <> 0 and the length of msgText > 0 ) then
  gConnect.sendNetMessage( "@Admins", "sqa", msgText )
end if
```

```
end
```

```
on SendChatMsg7 msgText
  Global TheMap
```

```
if line 2 of msgText = "" then delete line 2 of msgText
if line 1 of msgText = "" then delete line 1 of msgText
```

```
set x = 1
repeat while x < 99

  if char 1 of msgText = " " then delete char 1 of msgText
  set x = x + 1
end repeat
```

```
if ( gConnect <> 0 and the length of msgText > 0 ) then
  gConnect.sendNetMessage( "@Admins", "chatMsg", msgText )
end if
```

```
end if
end

on SendChatMsg911 msgText
  Global TheMap

  if line 2 of msgText = "" then delete line 2 of msgText
  if line 1 of msgText = "" then delete line 1 of msgText

  set x = 1
  repeat while x < 99

    if char 1 of msgText = " " then delete char 1 of msgText
    set x = x + 1
  end repeat

  if ( gConnect <> 0 and the length of msgText > 0 ) then
    gConnect.sendNetMessage( "@AllUsers", "Broadcast", msgText )
  end if
end
```

INCOMING! (Internal)

```

Global UserName, TextToSort, MyName, CreateCharacter, CharsName, CharsDatToSort
Global gConnect, CharHead, CharBody, CharXY, Char1Heading, OldH, OldV, NewH, NewV
Global CharMoveName, CharMoveGo, Char1Moving, Char1Name, Char2Moving, Char2Name, BossSetup
Global Char3Moving, Char3Name, Char4Moving, Char4Name, NameToCan, Gold, NewCharName
Global TheoH, TheoV, TheoZ, ItsMine, FirstToReply, Level, Profile, Facing, RPGName, GuildData
Global Monster, MonsterHP, WhoHitIt, LastName, MyClass, Sex, SFX, KeyLockOut, MyBody
Global BodyE, HeadE, FeetE, NeckE, RingE, BeltE, LeftHandE, RightHandE, CompiledMobList, MyLocXY, IgnoreList

```

```

on sortchat

```

```

    set the itemdelimiter = ":"

```

```

    if item 1 of TextToSort = "%&^" then

```

```

        set ItsMine = 2
        if UserName = MyName then set ItsMine = 1
        Global Drop1, Drop2, Drop3, Drop4, Drop5
        RemovePickedUpItem TextToSort
        exit
    end if

```

```

    if item 1 of TextToSort = "$2@" then

```

```

        if UserName = MyName then exit
        set TheItem = "Gold-Obj"
        set GoldToDrop = Integer(item 3 of TextToSort)
        set TheoH to item 4 of TextToSort
        set TheoV to item 5 of TextToSort
        set TheoZ to item 5 of TextToSort
        set TheoH = integer(TheoH)
        set TheoV = integer(TheoV) + 5
        set TheoZ = integer(TheoZ) + 5
        dropgold goldtodrop
        exit
    end if

```

```

    if item 1 of TextToSort = "$#@@" then

```

```

        if UserName = MyName then exit
        set TheItem = item 2 of TextToSort
        set TheoH to item 3 of TextToSort
        set TheoV to item 4 of TextToSort
        set TheoZ to item 4 of TextToSort
        set TheoH = integer(TheoH)
        set TheoV = integer(TheoV) + 5
        set TheoZ = integer(TheoZ) + 5
        dropobject TheItem
        exit
    end if

```

```

    if word 1 of TextToSort = "NP@" then

```

```

        delete word 1 of TextToSort
        if char 1 of TextToSort = " " then delete char 1 of TextToSort
        AddToChat(TextToSort)
    end if

```

```

    -----
    if word 1 of TextToSort = "***@" then

```

```

        set WhoHitIt = UserName
        delete word 1 of TextToSort
        if char 1 of TextToSort = " " then delete char 1 of TextToSort
        SortCombatResult(TextToSort)
    end if

```

```

    -----
    if word 1 of TextToSort = "![(" then

```

```

        LoadMyEquipment
        LoadMyEQQ

```

```

        delete word 1 of TextToSort
        if char 1 of TextToSort = " " then delete char 1 of TextToSort

```

```

        set ItmTxt = field (member "ItemList" of castlib 2)

```

```

        set xff = 1

```

```

        repeat while xff <> 15

```

```

            if line xff of ItmTxt = TextToSort then set LetsGetOut to 1
            if line xff of ItmTxt = TextToSort then delete line xff of ItmTxt
            if LetsGetOut = 1 then exit repeat

```

```

            set xff = xff + 1

```



```

    set xff = xff + 1
end repeat

if UsersName = MyName then

    if TextToSort contains " Gold" then

        set the itemdelimiter = " "
        set GldToAdd = item 1 of TextToSort
        LoadGold
        set Gold = Gold + integer(GldtoAdd)
        savegold
        put ItmTxt into field (member "ItemList" of castlib 2)
        exit
    end if

    set TheSelItem = TextToSort
    AddItemToInventory (TheSelItem)
    saveEQ
    saveequipment
end if

put ItmTxt into field (member "ItemList" of castlib 2)

end if

if word 1 of TextToSort = "|*@" then -- receiving a spell
    Global TheUsersName
    set TheUsersName = UsersName
    FactorInASpell(TextTosort)
end if

if word 1 of TextToSort = "!(>" then -- receiving gold

    delete word 1 of TextToSort
    if char 1 of TextToSort = " " then delete char 1 of TextToSort
    set the itemdelimiter = " "
    set UserName = item 2 of TextToSort
    set GoldAmnt = item 1 of TextToSort

    if UserName = MyName then

        set TheText = UsersName & " has given you " & GoldAmnt & " gold."
        AddToEvents TheText
        LoadGold
        set Gold = Gold + integer(GoldAmnt)
        savegold
    end if

end if

if word 1 of TextToSort = "!((" then -- drop an item

    delete word 1 of TextToSort
    if char 1 of TextToSort = " " then delete char 1 of TextToSort
    SortItemDrop(TextToSort)

end if

if word 1 of TextToSort = "!`(" then -- drop an item

    delete word 1 of TextToSort
    if char 1 of TextToSort = " " then delete char 1 of TextToSort
    SortDoorChange(TextToSort)
end if

if word 1 of TextToSort = "(**" then

    global CanPickUp
    set CanPickUp = TRUE
    delete word 1 of TextToSort
    if char 1 of TextToSort = " " then delete char 1 of TextToSort
    SortItemGrab(TextToSort, UsersName)
    if UsersName = MyName then set CanPickUp = TRUE
end if

if word 1 of TextToSort = "^^^" then
    Global CVL

    delete word 1 of TextToSort
    if char 1 of TextToSort = " " then delete char 1 of TextToSort

    set TheText = "*** " & TextToSort

    AddToChat(TheText)
end if

if word 1 of TextToSort = "^*!" then
    Global CVL

```



```

if word 1 of TextToSort = "^@" then
    Global GuildNameColor
    -- joining new map, reply

if TextToSort contains CharMap then
    if UserName = MyName then exit
    set NewCharName = UserName
    AddUserToRoom UserName
    DrawCharacter(TextToSort)

    set Bodddd = member(the member of sprite 112).name

if Bodddd contains "SP" then
    set BodToSend = "1"
else
    set the itemdelimiter = "-"
    set BodToSend = item 1 of Bodddd
end if

set EntryTxt = ""( " & MyLocXY
set EntryTxt = EntryTxt & ":" & BodToSend
set EntryTxt = EntryTxt & ":" & Facing
set EntryTxt = EntryTxt & ":" & GuildNameColor
set EntryTxt = EntryTxt & ":" & CharMap
set EntryTxt = EntryTxt & ":" & BodyE
set EntryTxt = EntryTxt & ":" & HeadE
set EntryTxt = EntryTxt & ":" & FeetE
set EntryTxt = EntryTxt & ":" & LeftHandE
set EntryTxt = EntryTxt & ":" & RightHandE
set EntryTxt = EntryTxt & ":" & RingE
set EntryTxt = EntryTxt & ":" & NeckE
set EntryTxt = EntryTxt & ":" & BeltE

-- INSPECTION required for RingE, NeckE & BeltE to see where it is gonna b sent

set EntryTxt = EntryTxt & ":" & field (member "Body" of castlib "TempSave")

errCode = sendNetMessage(gConnect, UserName, "Chatmsg", EntryTxt )
CompileMobList
if CompiledMobList <> VOID then errCode = sendNetMessage(gConnect, UserName, "ReRenMon", CompiledMobList )
end if
end if

if word 1 of TextToSort = "9G@" then

    alert "You have been kicked from the game for improper bahavior by " & UserName
    gConnect = 0
    play frame 1
end if

if word 1 of TextToSort = "MG@" then
    -- received a private message

-- if TextToSort contains "HANRAVEN" then
--
--     alert "You have been kicked from the game by an admin. Continue to violate the Inoca Online terms of service can
return in character deletion or banishment from the game."
--     gConnect = 0
--     play frame 1
--     exit
--     end if

set x = 1

repeat while line x of IgnoreList <> ""
    if line x of IgnoreList = UserName then exit
    set x = x + 1
end repeat

delete word 1 of TextToSort
if char 1 of TextToSort = " " then delete char 1 of TextToSort
set TheText = "<<< " & UserName & ": " & TextToSort
SortIM(UserName, TextToSort)
end if

if word 1 of TextToSort = "^(" then
    -- joining new map

    if UserName = MyName then exit

if FirstToReply = 0 then
    set FirstToReply = 1
end if

if field (member "UserList" of castlib 2) contains UserName then exit

if TextToSort contains CharMap then
    set NewCharName = UserName
    DrawCharacter(TextToSort)
    AddUserToRoom UserName
end if

updatestage

```

```
    updatestage
end if
```

```
if word 1 of TextToSort = "(@" then
```

```
    if UsersName = MyName then exit
```

```
    delete word 1 of TextToSort
```

```
    if char 1 of TextToSort = " " then delete char 1 of TextToSort
```

```
    Set the itemdelimiter = "/"
```

```
    set OldSets = item 1 of TextToSort
```

```
    set NewSets = item 2 of TextToSort
```

```
    set the itemdelimiter = ":"
```

```
    set OldH = item 1 of OldSets
```

```
    set OldV = item 2 of OldSets
```

```
    set NewH = item 1 of NewSets
```

```
    set NewV = item 2 of NewSets
```

```
    set CharMoveName = UsersName
```

```
    set CharMoveGo = TRUE
```

```
end if
```

```
if word 1 of TextToSort = "##!" then
```

```
-- delete user
```

```
    if UsersName = MyName then exit
```

```
    RemoveBlock(TextToSort)
```

```
    set xxaa = 1
```

```
    set CharList = field (member "UserList" of castlib 2)
```

```
    repeat while xxaa < 50
```

```
        if line xxaa of CharList = UsersName then delete line xxaa of CharList
```

```
        set xxaa = xxaa + 1
```

```
    end repeat
```

```
    put CharList into field (member "UserList" of castlib 2)
```

```
    RemoveChar(UsersName, TextToSort)
```

```
    updatestage
```

```
end if
```

```
end
```

```
on AllowInv
```

```
    Global ItemActionPause, CanMdfy
```

```
    set ItemActionPause = 0
```

```
    set CanMdfy = TRUE
```

```
end
```

SORT STUFF (Internal)

```

Global TheCurValue, Gold, TheItem
Global i1, i2, i3, i4, i5, i6, i7, i8, i9, i10, i11, i12
Global ClassCode, Level, HP, HPMax, SP, SPMax, Exp, ExpNeeded
Global myname, gConnect

on LoadMyEquipment

    set TheCurValue = field (member "Equipment" of castlib "TempSave")

    set Inventory = ""
    set the itemdelimiter = ":"
    set ItemList = TheCurValue
    set xf = 1
    set xr = 71
    repeat while xf < 18

        if item xf of ItemList <> "" then
            set ItemToSort = item xf of ItemList
            SortItemCode (ItemToSort)
            set Inventory = Inventory & TheItem
            set Inventory = Inventory & RETURN
        end if
        set xf = xf + 1
        set xr = xr + 1
    end repeat

    put Inventory into field (member "Inventory" of castlib 2)
    DrawInventory
end

on saveequipment

    set Totals = ""
    set xf = 1
    set xr = 71

    set MyEq = field (member "Inventory" of castlib 2)

    repeat while xf < 18

        if line xf of MyEq <> "" then

            set Totals = Totals & TheItem & ":"
        end if

        set xf = xf + 1
        set xr = xr + 1
    end repeat

    put Totals into field (member "Equipment" of castlib "TempSave")
    DrawInventory
end

-----
--on loadmyeqq
-- Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE
--
-- set TheCurValue = field (member "Equipped" of castlib "TempSave")
-- set the itemdelimiter = ":"
--
-- if item 1 of TheCurValue = "0" then set HeadE = "NOTHING"
-- if item 2 of TheCurValue = "0" then set BodyE = "NOTHING"
-- if item 3 of TheCurValue = "0" then set LeftHandE = "NOTHING"
-- if item 4 of TheCurValue = "0" then set RightHandE = "NOTHING"
-- if item 5 of TheCurValue = "0" then set RingE = "NOTHING"
-- if item 6 of TheCurValue = "0" then set FeetE = "NOTHING"
--
-- if item 1 of TheCurValue <> "0" then
--
--     set ItemToSort = item 1 of TheCurValue
--     SortItemCode (ItemToSort)
--     set HeadE = TheItem
-- end if
--
-- if item 2 of TheCurValue <> "0" then
--
--     set ItemToSort = item 2 of TheCurValue
--     SortItemCode (ItemToSort)
--     set BodyE = TheItem
-- end if
--
-- if item 3 of TheCurValue <> "0" then
--
--     set ItemToSort = item 3 of TheCurValue

```

```

--      set ItemToSort = item 3 of TheCurValue
--      SortItemCode (ItemToSort)
--      set LeftHandE = TheItem
--    end if
--
--    if item 4 of TheCurValue <> "0" then
--
--      set ItemToSort = item 4 of TheCurValue
--      SortItemCode (ItemToSort)
--      set RightHandE = TheItem
--    end if
--
--    if item 5 of TheCurValue <> "0" then
--
--      set ItemToSort = item 5 of TheCurValue
--      SortItemCode (ItemToSort)
--      set RingE = TheItem
--    end if
--
--    if item 6 of TheCurValue <> "0" then
--
--      set ItemToSort = item 6 of TheCurValue
--      SortItemCode (ItemToSort)
--      set FeetE = TheItem
--    end if
--
--    set EquippedText = HeadE & RETURN
--    set EquippedText = EquippedText & BodyE
--    set EquippedText = EquippedText & RETURN
--    set EquippedText = EquippedText & LeftHandE & RETURN & RightHandE & RETURN
--    set EquippedText = EquippedText & RingE & RETURN & FeetE
--    put EquippedText into field (member "Gear" of castlib 2)
--    DrawInventory
--end
-----

```

```

on sortgold
  Global Gold

  set Gold = integer(TheCurValue)
  LoadTheBars

end

on sortlastname
  Global LastName, EventCodes

  set the itemdelimiter = ":"
  set EventCodes = item 2 of TheCurValue
  if item 3 of TheCurValue <> "" then set EventCodes = EventCodes & item 3 of TheCurValue
  if item 4 of TheCurValue <> "" then set EventCodes = EventCodes & item 4 of TheCurValue
  if item 5 of TheCurValue <> "" then set EventCodes = EventCodes & item 5 of TheCurValue
  if item 6 of TheCurValue <> "" then set EventCodes = EventCodes & item 6 of TheCurValue

  set LastName = item 1 of TheCurValue
end

on sortinventory
  Global Inventory

  set Inventory = ""

  -- 1:2:8,300:0:0:0:0:0:0

  set the itemdelimiter = ":"

  set ItemList = TheCurValue

  set xf = 1
  set xr = 71
  repeat while xf < 18

    if item xf of ItemList <> "" then
      set ItemToSort = item xf of ItemList
      SortItemCode (ItemToSort)
      set Inventory = Inventory & TheItem
      set Inventory = Inventory & RETURN
    end if
    set xf = xf + 1
    set xr = xr + 1
  end repeat

  put Inventory into field (member "Inventory" of castlib 2)

```

```

    put Inventory into field (member "Inventory" of castlib 2)
    Draw Inventory
end

on savevitals
    Global ClassCode, Sex, Class, HackedVitals

    set Vit = ClassCode & ":" & Level & ":" & HP & ":" & HPMax & ":" & SP & ":" & SPMax
    set Vit = Vit & ":" & Exp & ":" & ExpNeeded & ":" & Sex

    if Vit contains "::::" then exit

    set HackedVitals = Vit

    -----
    repeat with x = 1 to 100
        if char x of Vit = "0" then put "z" into char x of Vit
        if char x of Vit = "1" then put "a" into char x of Vit
        if char x of Vit = "2" then put "s" into char x of Vit
        if char x of Vit = "3" then put "g" into char x of Vit
        if char x of Vit = "4" then put "u" into char x of Vit
        if char x of Vit = "5" then put "t" into char x of Vit
        if char x of Vit = "6" then put "r" into char x of Vit
        if char x of Vit = "7" then put "e" into char x of Vit
        if char x of Vit = "8" then put "w" into char x of Vit
        if char x of Vit = "9" then put "q" into char x of Vit
    end repeat

    -----
    put Vit into field (member "LSV" of castlib "TempSave")
    set Vitt = ""

    set Vitt = Vitt & HP & " / " & HPMax
    set Vitt = Vitt & RETURN
    set Vitt = Vitt & SP & " / " & SPMax

    put Vitt into field (member "TheVitals" of castlib 2)

    updatestage
end

on sortvitals
    Global Sex, MyName, LastName, MyClass, HackedVitals, CheatDat, MyIPAddress

    updatestage
    set TheCurValue = field (member "LSV" of castlib "TempSave")

    repeat with x = 1 to 100
        if char x of TheCurValue = "z" then put "0" into char x of TheCurValue
        if char x of TheCurValue = "a" then put "1" into char x of TheCurValue
        if char x of TheCurValue = "s" then put "2" into char x of TheCurValue
        if char x of TheCurValue = "g" then put "3" into char x of TheCurValue
        if char x of TheCurValue = "u" then put "4" into char x of TheCurValue
        if char x of TheCurValue = "t" then put "5" into char x of TheCurValue
        if char x of TheCurValue = "r" then put "6" into char x of TheCurValue
        if char x of TheCurValue = "e" then put "7" into char x of TheCurValue
        if char x of TheCurValue = "w" then put "8" into char x of TheCurValue
        if char x of TheCurValue = "q" then put "9" into char x of TheCurValue
    end repeat

    set the itemdelimiter = ":"

    set ClassCode = item 1 of TheCurValue
    set Level = integer(item 2 of TheCurValue)
    set HP = integer(item 3 of TheCurValue)
    set HPMax = integer(item 4 of TheCurValue)
    set SP = integer(item 5 of TheCurValue)
    set SPMax = integer(item 6 of TheCurValue)
    set Exp = integer(item 7 of TheCurValue)
    set ExpNeeded = integer(item 8 of TheCurValue)
    set Sex = item 9 of TheCurValue
    updatestage

    set Vit = ClassCode & ":" & Level & ":" & HP & ":" & HPMax & ":" & SP & ":" & SPMax
    set Vit = Vit & ":" & Exp & ":" & ExpNeeded & ":" & Sex

    if HackedVitals <> VOID then
        if HackedVitals = Vit then
            else
                set CheatDat = MyIPAddress & ":" & "Hacking Level, HP, SP"
                BanMe
                exit
            end if
        end if
    end if

```

end if

end

on sortStats

Global Strength, Stamina, Dexterity, Intelligence, Wisdom, Speed, Aim, Agility, CheatDat, MyIPAddress

set the itemdelimiter = ":"

set TheCurValue = field (member "Stats" of castlib "TempSave")

repeat with x = 1 to 100

```

    if char x of TheCurValue = "z" then put "0" into char x of TheCurValue
    if char x of TheCurValue = "a" then put "1" into char x of TheCurValue
    if char x of TheCurValue = "s" then put "2" into char x of TheCurValue
    if char x of TheCurValue = "g" then put "3" into char x of TheCurValue
    if char x of TheCurValue = "u" then put "4" into char x of TheCurValue
    if char x of TheCurValue = "t" then put "5" into char x of TheCurValue
    if char x of TheCurValue = "r" then put "6" into char x of TheCurValue
    if char x of TheCurValue = "e" then put "7" into char x of TheCurValue
    if char x of TheCurValue = "w" then put "8" into char x of TheCurValue
    if char x of TheCurValue = "q" then put "9" into char x of TheCurValue

```

end repeat

set OldStrengthDat = Strength & ":" & Stamina & ":" & Agility & ":" & Dexterity & ":" & Intelligence & ":"

set OldStrengthDat = OldStrengthDat & Wisdom & ":" & Speed & ":" & Aim

if Strength > 0 then

```

    if TheCurValue <> OldStrengthDat then
        set CheatDat = MyIPAddress & ":" & "Hacking Level, HP, SP"
        BanMe
        exit
    end if
end if

```

```

set Strength = integer(item 1 of TheCurValue)
set Stamina = integer(item 2 of TheCurValue)
set Agility = integer(item 3 of TheCurValue)
set Dexterity = integer(item 4 of TheCurValue)
set Intelligence = integer(item 5 of TheCurValue)
set Wisdom = integer(item 6 of TheCurValue)
set Speed = integer(item 7 of TheCurValue)
set Aim = integer(item 8 of TheCurValue)

```

```

set haa = Strength & RETURN & Stamina & RETURN & Agility & RETURN & Dexterity & RETURN
set haa = haa & Intelligence & RETURN & Wisdom & RETURN & Speed & RETURN & Aim & RETURN
put haa into field (member "Stats" of castlib 2)

```

```

set waah = Strength & RETURN & RETURN & Stamina & RETURN & RETURN & Intelligence & RETURN & RETURN & Wisdom & RETURN &
RETURN & Dexterity
put waah into field (member "MyStats1" of castlib 2)
set waah = Intelligence & RETURN & Wisdom & RETURN & Speed & RETURN & Aim
put waah into field (member "MyStats2" of castlib 2)

```

set the itemdelimiter = ":"

repeat with x = 1 to 100

```

    if char x of TheCurValue = "0" then put "z" into char x of TheCurValue
    if char x of TheCurValue = "1" then put "a" into char x of TheCurValue
    if char x of TheCurValue = "2" then put "s" into char x of TheCurValue
    if char x of TheCurValue = "3" then put "g" into char x of TheCurValue
    if char x of TheCurValue = "4" then put "u" into char x of TheCurValue
    if char x of TheCurValue = "5" then put "t" into char x of TheCurValue
    if char x of TheCurValue = "6" then put "r" into char x of TheCurValue
    if char x of TheCurValue = "7" then put "e" into char x of TheCurValue
    if char x of TheCurValue = "8" then put "w" into char x of TheCurValue
    if char x of TheCurValue = "9" then put "q" into char x of TheCurValue

```

end repeat

put TheCurValue into field (member "Stats" of castlib "TempSave")

end

on savestats

Global Strength, Stamina, Dexterity, Intelligence, Wisdom, Speed, Aim, Agility

```

set NewSt = Strength & ":" & Stamina & ":" & Agility & ":" & Dexterity & ":" & Intelligence
set NewSt = NewSt & ":" & Wisdom & ":" & Speed & ":" & Aim

```

put NewSt into field (member "Stats" of castlib "TempSave")

```

set haa = Strength & RETURN & Stamina & RETURN & Agility & RETURN & Dexterity & RETURN
set haa = haa & Intelligence & RETURN & Wisdom & RETURN & Speed & RETURN & Aim & RETURN
put haa into field (member "Stats" of castlib 2)

```

```

set waah = Strength & RETURN & RETURN & Stamina & RETURN & RETURN & Intelligence & RETURN & RETURN & Wisdom & RETURN &
RETURN & Dexterity
put waah into field (member "MyStats1" of castlib 2)
set waah = Intelligence & RETURN & Wisdom & RETURN & Speed & RETURN & Aim
put waah into field (member "MyStats2" of castlib 2)

```



```

set TheCurValue = Strength & ":" & Stamina & ":" & Agility & ":" & Dexterity & ":" & Intelligence & ":" & Wisdom & ":" &
Speed & ":" & Aim

```

```

set the itemdelimiter = ":"

```

```

repeat with x = 1 to 100
  if char x of TheCurValue = "0" then put "z" into char x of TheCurValue
  if char x of TheCurValue = "1" then put "a" into char x of TheCurValue
  if char x of TheCurValue = "2" then put "s" into char x of TheCurValue
  if char x of TheCurValue = "3" then put "g" into char x of TheCurValue
  if char x of TheCurValue = "4" then put "u" into char x of TheCurValue
  if char x of TheCurValue = "5" then put "t" into char x of TheCurValue
  if char x of TheCurValue = "6" then put "r" into char x of TheCurValue
  if char x of TheCurValue = "7" then put "e" into char x of TheCurValue
  if char x of TheCurValue = "8" then put "w" into char x of TheCurValue
  if char x of TheCurValue = "9" then put "q" into char x of TheCurValue
end repeat

```

```

put TheCurValue into field (member "Stats" of castlib "TempSave")

```

```

end

```

```

on sortskills

```

```

Global Skill1, Skill2, Skill3, Skill4, Skill5, Skill6, Skill7, Skill8, Skill9, Skill10
Global Skill1lv, Skill2lv, ff3lv, Skill4lv, Skill5lv, Skill6lv, Skill7lv, Skill8lv, Skill9lv, Skill10lv

```

```

set MySkillListies = ""
set MyfListiesv = ""
put "" into field (member "MyStats" of castlib 2)
put "" into field (member "MyStatAmounts" of castlib 2)
set the itemdelimiter = "|"
set SkillList = item 1 of TheCurValue
set SkillAmounts = item 2 of TheCurValue

```

```

set the itemdelimiter = ":"

```

```

set county = 1

```

```

repeat while county < 50
  if item county of SkillList <> "" then

    set CurSkillCode = item County of SkillList

    set hah = 1

    repeat while hah < 50

      set CodeLists = field (member 1 of castlib "Codes")
      set the itemdelimiter = ":"
      if item 1 of line hah of CodeLists = CurSkillCode then
        set TheNEWSkill = item 2 of line hah of CodeLists
        set TheNewSkilllv = item County of SkillAmounts
        exit repeat
      end if

      set hah = hah + 1
    end repeat

    set MySkillListies = MySkillListies & TheNEWSkill & RETURN
    set MySkillListiesv = MySkillListiesv & TheNewSkilllv & RETURN

  end if
  set county = county + 1
end repeat

```

```

put MySkillListies into field (member "MyStats" of castlib 2)
put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)
SortSkillByName
end

```

```

-----
on sortspells

```

```

set the itemdelimiter = ":"

```

```

if TheCurValue = "" then

```

```

  put "" into field (member "SpellBook" of castlib 2)
  exit
end if

```

```

set xoo = 1
set Spells = ""
repeat while xoo < 60

```

```

  if item xoo of TheCurValue = "1" then set Spells = Spells & "Minor Heal" & RETURN
  if item xoo of TheCurValue = "30" then set Spells = Spells & "Morph" & RETURN
  if item xoo of TheCurValue = "60" then set Spells = Spells & "Stone Skin" & RETURN

```

```
if item xoo of TheCurValue = "60" then set Spells = Spells & "Stone Skin" & RETURN
if item xoo of TheCurValue = "61" then set Spells = Spells & "Crush" & RETURN
if item xoo of TheCurValue = "62" then set Spells = Spells & "Whirlwind" & RETURN
if item xoo of TheCurValue = "21" then set Spells = Spells & "Meteor" & RETURN
if item xoo of TheCurValue = "2" then set Spells = Spells & "Idenfity" & RETURN
if item xoo of TheCurValue = "3" then set Spells = Spells & "Portal" & RETURN
if item xoo of TheCurValue = "4" then set Spells = Spells & "Fireball" & RETURN
if item xoo of TheCurValue = "20" then set Spells = Spells & "Wind Wave" & RETURN
if item xoo of TheCurValue = "5" then set Spells = Spells & "Firebolt" & RETURN
if item xoo of TheCurValue = "6" then set Spells = Spells & "Poison Dart" & RETURN
if item xoo of TheCurValue = "7" then set Spells = Spells & "Weaken" & RETURN
if item xoo of TheCurValue = "8" then set Spells = Spells & "Bless" & RETURN
if item xoo of TheCurValue = "9" then set Spells = Spells & "Firesword" & RETURN
if item xoo of TheCurValue = "10" then set Spells = Spells & "Major Heal" & RETURN
if item xoo of TheCurValue = "11" then set Spells = Spells & "Replenish" & RETURN
if item xoo of TheCurValue = "12" then set Spells = Spells & "Bolt" & RETURN
if item xoo of TheCurValue = "40" then set Spells = Spells & "Splash" & RETURN
if item xoo of TheCurValue = "41" then set Spells = Spells & "Nature Shift" & RETURN
if item xoo of TheCurValue = "42" then set Spells = Spells & "Holy Weapon" & RETURN
if item xoo of TheCurValue = "43" then set Spells = Spells & "Illusionary Spikes" & RETURN
if item xoo of TheCurValue = "44" then set Spells = Spells & "Argon's Fist" & RETURN
if item xoo of TheCurValue = "45" then set Spells = Spells & "Magic Shield" & RETURN
if item xoo of TheCurValue = "70" then set Spells = Spells & "Create Food" & RETURN
if item xoo of TheCurValue = "71" then set Spells = Spells & "Dispel Illusions" & RETURN
if item xoo of TheCurValue = "72" then set Spells = Spells & "Hold" & RETURN
if item xoo of TheCurValue = "88" then set Spells = Spells & "Raise Dead" & RETURN
if item xoo of TheCurValue = "75" then set Spells = Spells & "Web" & RETURN
if item xoo of TheCurValue = "31" then set Spells = Spells & "Diminish Hunger" & RETURN
if item xoo of TheCurValue = "32" then set Spells = Spells & "Smoke Bomb" & RETURN
if item xoo of TheCurValue = "23" then set Spells = Spells & "Inxition" & RETURN
set xoo = xoo + 1
end repeat

put Spells into field (member "SpellBook" of castlib 2)
end

--on sortEquipped
-- Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE
--
-- set the itemdelimiter = ":"
--
-- if item 1 of TheCurValue = "0" then set HeadE = "NOTHING"
-- if item 2 of TheCurValue = "0" then set BodyE = "NOTHING"
-- if item 3 of TheCurValue = "0" then set LeftHandE = "NOTHING"
-- if item 4 of TheCurValue = "0" then set RightHandE = "NOTHING"
-- if item 5 of TheCurValue = "0" then set RingE = "NOTHING"
-- if item 6 of TheCurValue = "0" then set FeetE = "NOTHING"
--
-- if item 1 of TheCurValue <> "0" then
--
--     set ItemToSort = item 1 of TheCurValue
--     SortItemCode (ItemToSort)
--     set HeadE = TheItem
-- end if
--
-- if item 2 of TheCurValue <> "0" then
--
--     set ItemToSort = item 2 of TheCurValue
--     SortItemCode (ItemToSort)
--     set BodyE = TheItem
-- end if
--
-- if item 3 of TheCurValue <> "0" then
--
--     set ItemToSort = item 3 of TheCurValue
--     SortItemCode (ItemToSort)
--     set LeftHandE = TheItem
-- end if
--
-- if item 4 of TheCurValue <> "0" then
--
--     set ItemToSort = item 4 of TheCurValue
--     SortItemCode (ItemToSort)
--     set RightHandE = TheItem
-- end if
--
-- if item 5 of TheCurValue <> "0" then
--
--     set ItemToSort = item 5 of TheCurValue
--     SortItemCode (ItemToSort)
--     set RingE = TheItem
-- end if
--
-- if item 6 of TheCurValue <> "0" then
--
--     set ItemToSort = item 6 of TheCurValue
--     SortItemCode (ItemToSort)
--     set FeetE = TheItem
-- end if
--
-- set EquippedText = HeadE & RETURN
-- set EquippedText = EquippedText & BodyE
-- set EquippedText = EquippedText & RETURN
```

```
-- set EquippedText = EquippedText & RETURN
-- set EquippedText = EquippedText & LeftHandE & RETURN & RightHandE & RETURN
-- set EquippedText = EquippedText & RingE & RETURN & FeetE
-- put EquippedText into field (member "Gear" of castlib 2)
--
-- DrawInventory
--end
```

```
-----
-----

--on SaveEQ
-- Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, TheItem
--
-- set ItemToSort = HeadE
-- SortItemName (ItemToSort)
-- set EQInv = TheItem & ":"
-- set ItemToSort = BodyE
-- SortItemName (ItemToSort)
-- set EQInv = EQInv & TheItem & ":"
-- set ItemToSort = LeftHandE
-- SortItemName (ItemToSort)
-- set EQInv = EQInv & TheItem & ":"
-- set ItemToSort = RightHandE
-- SortItemName (ItemToSort)
-- set EQInv = EQInv & TheItem & ":"
-- set ItemToSort = RingE
-- SortItemName (ItemToSort)
-- set EQInv = EQInv & TheItem & ":"
-- set ItemToSort = FeetE
-- SortItemName (ItemToSort)
-- set EQInv = EQInv & TheItem
--
-- set EquippedText = HeadE & RETURN
-- set EquippedText = EquippedText & BodyE
-- set EquippedText = EquippedText & RETURN
-- set EquippedText = EquippedText & LeftHandE & RETURN & RightHandE & RETURN
-- set EquippedText = EquippedText & RingE & RETURN & FeetE
-- put EquippedText into field (member "Gear" of castlib 2)
--
-- put EQInv into field (member "Equipped" of castlib "TempSave")
-- DrawInventory
--end
```

```
on saveGold
  Global CompareGold, Gold, HackedGold

  set Gold = string(Gold)
  if char 1 of Gold = "*" then delete char 1 of Gold

  set HackedGold = Gold

  put string(Gold) into field (member "Gold" of castlib 2)

  repeat with x = 1 to 20

    if char x of Gold = "0" then put "z" into char x of Gold
    if char x of Gold = "1" then put "a" into char x of Gold
    if char x of Gold = "2" then put "s" into char x of Gold
    if char x of Gold = "3" then put "g" into char x of Gold
    if char x of Gold = "4" then put "u" into char x of Gold
    if char x of Gold = "5" then put "t" into char x of Gold
    if char x of Gold = "6" then put "r" into char x of Gold
    if char x of Gold = "7" then put "e" into char x of Gold
    if char x of Gold = "8" then put "w" into char x of Gold
    if char x of Gold = "9" then put "q" into char x of Gold
  end repeat

  put Gold into field (member "Gold" of castlib "TempSave")
  LoadTheBars
end
```

```
on LoadGold
  Global CompareGold, HackedGold, Gold, CheatDat, MyIPAddress

  set Gold = field (member "Gold" of castlib "Tempsave")
  if char 1 of Gold = "*" then delete char 1 of Gold

  repeat with x = 1 to 20

    if char x of Gold = "z" then put "0" into char x of Gold
    if char x of Gold = "a" then put "1" into char x of Gold
    if char x of Gold = "s" then put "2" into char x of Gold
    if char x of Gold = "g" then put "3" into char x of Gold
    if char x of Gold = "u" then put "4" into char x of Gold
    if char x of Gold = "t" then put "5" into char x of Gold
    if char x of Gold = "r" then put "6" into char x of Gold
    if char x of Gold = "e" then put "7" into char x of Gold
```

16 (Internal)

```
set the locZ of sprite 30 = -1000
set the locZ of sprite 31 = -1000
```

Load BARS (Internal)

```

on LoadTheBars
  Global HP, HPMax, SP, SPMax, Gold
  Global BarA, BarB, ValueBar1, ValueBar2, FinalAnswer, CurValues
  Global Level, Exp, ExpNeeded
  -----

  set CurValues = HPMax

  set Vitt = ""

  set Vitt = Vitt & HP & " / " & HPMax
  set Vitt = Vitt & RETURN
  set Vitt = Vitt & SP & " / " & SPMax

  put Vitt into field (member "TheVitals" of castlib 2)

  if the frame < 100 then
    -----
    set StartingPoint = 830

    set xHP = HP
    if xHP > 300 then set xHP = 300

    set the locH of sprite 62 = StartingPoint - integer ( xHP / 2)

    set xSP = SP
    if xSP > 300 then set xSP = 300

    set the locH of sprite 64 = StartingPoint - integer ( xSP / 2 )
    -----

    set StartingPoint = 830

    set xHP = HPMax
    if xHP > 300 then set xHP = 300

    set the locH of sprite 38 = StartingPoint - integer ( xHP / 2)

    set xSP = SPMax
    if xSP > 300 then set xSP = 300

    set the locH of sprite 39 = StartingPoint - integer ( xSP / 2 )
    -----
  end if

  put HP into field (member "MyCurHPs")
  put SP into field (member "MyCurSPs")
  -- set the locH of sprite 318 = the locH of sprite 62 - 102
  -- set the locH of sprite 319 = the locH of sprite 64 - 102

```

18 (Internal)

```

end

on CheckNPCVerb SortedText
  Global NPC1, NPC2, NPC3, NPC4, NPC5, myname

```

```

end

```

20 (Internal)

```
on exitFrame me

    Global whichName, MyName, Facing, TypeOfConnection, gConnect
    Global SFX, MethodOfConnect

    put "" into field (member 2 of castlib 1)
    whichName = field (member 3 of castlib 2)

    set MethodOfConnect = "WasDead"

    set TypeOfConnection = "Normal"

    whichName = field (member 3 of castlib 2)
    whichPass = field (member 4 of castlib 2)
    whichServer = member("connect_IP").text

    MyName = whichName
    setpref "UNAME", MyName
    setpref "PW", whichPass

    gConnect = new(xtra "Multiuser")
    gConnect.setNetMessageHandler(#DefaultMessageHandler, script 1)

    set ServerIP = field (member "ServerIP" of castlib 1)

    errCode = gConnect.connectToNetServer(whichName, whichPass, "inoca.serveftp.net", 1138, "faria")

    if errCode <> 0 then
        put "Error with ConnectToNetServer command : " & gConnect.getNetErrorString(errCode)&RETURN after member "message"
    end if

    set Facing = "S"

    MyName = WhichName

end
```

21 (Internal)

```
on exitFrame me
    go the frame
end
```

22 (Internal)

```
on exitFrame me
  Global TheMonDropDat

  set Rndd = ""
  set Ittm = ""
  set the itemdelimiter = "-"

  repeat with x = 1 to 33

    if line x of TheMonDropDat contains "-" then

      set ThisRnd = item 1 of line x of TheMonDropDat
      set ThisItm = item 2 of line x of TheMonDropDat

      set ItsOK = 0
      if char 1 of ThisRnd = "0" then set ItsOK = 1
      if char 1 of ThisRnd = "1" then set ItsOK = 1
      if char 1 of ThisRnd = "2" then set ItsOK = 1
      if char 1 of ThisRnd = "3" then set ItsOK = 1
      if char 1 of ThisRnd = "4" then set ItsOK = 1
      if char 1 of ThisRnd = "5" then set ItsOK = 1
      if char 1 of ThisRnd = "6" then set ItsOK = 1
      if char 1 of ThisRnd = "7" then set ItsOK = 1
      if char 1 of ThisRnd = "8" then set ItsOK = 1
      if char 1 of ThisRnd = "9" then set ItsOK = 1

      if ItsOK = 0 then delete char 1 of ThisRnd

      set Rndd = Rndd & ThisRnd & RETURN
      set Ittm = Ittm & ThisItm & RETURN
    end if

  end repeat

  put Rndd into field (member "MonsRnd" of castlib 1)
  put Ittm into field (member "MonsItm" of castlib 1)
```

24 (Internal)

```
on exitFrame
  global ImDead, gConnect

  set ImDead = FALSE
  set gConnect = 0
  play frame 1
end
```

25 (Internal)

```
on exitFrame
  Global GotTheIP
  Global NttCounter

  Global BooyaYo

  set x = 1

  repeat while x < 150
    set the visible of sprite x to TRUE
    set x = x + 1
  end repeat

  set the visible of sprite 179 = TRUE
  set the locZ of sprite 179 = 2500
  go to the frame
end
```

connectToNetServer button (Internal)

```

global gConnect, MethodOfConnect, Class, HP, HPmax, SP, SPmax, AlterLockOut, Justicar, Regged

on mouseUp
    Global SFX

    if field(member "MyRegCode") = "UNREGGED" then
        RunOutRegGo
        exit
    end if

    if SFX <> "OFF" then puppetsound 1, "Clicksound2"

    repeat with x = 1 to 100
        set the visible of sprite x = TRUE
    end repeat

    class = "1"
    set HP to 15 + random(8)
    set HPmax = HP
    set SP = 0
    set SPmax = 0

    set AlterLockOut = FALSE

    whichName = random(5)
    if WhichName = 1 then set WhichName = "Admin1000"
    if WhichName = 2 then set WhichName = "Admin1001"
    if WhichName = 3 then set WhichName = "Admin1002"
    if WhichName = 4 then set WhichName = "Admin1003"
    if WhichName = 5 then set WhichName = "Admin1004"

    set WhichName = "newchar" & random(1000)

    whichPass = "nopass"
    whichServer = member("connect_IP").text
    set TheKey = "%!!@*8675309(!)#{&"

    CheckForIPBanThing

    set ServerIP = field (member "ServerIP" of castlib 1)
    set Justicar = FALSE

    gConnect = new(xtra "Multiuser")
    gConnect.setNetMessageHandler(#DefaultMessageHandler, script 1)

    errCode = gConnect.connecttonetserver( "inoca.serveftp.net", 1138, [#userID: whichname, #password: whichpass,
#movieID:"faria"], #smus, #"#all")

    if errCode <> 0 then
        put "Error with ConnectToNetServer command : " & gConnect.getNetErrorString(errCode)&RETURN after member "message"
    end if

    set MethodOfConnect = "Create"

    set the locZ of sprite 30 = -1000
    set the locZ of sprite 31 = -1000
    set the locZ of sprite 32 = -1000
    set the locZ of sprite 33 = -1000
    set the locZ of sprite 34 = -1000
    set the locZ of sprite 35 = -1000

```

27 (Internal)

```

end
global gConnect

on mouseUp
    gConnect = VOID
    go to frame 1
end

```

28 (Internal)

```

global gConnect, ltass, CurBuddyIP, BuddyList, Justicar, IamImmortal, SpeedHackProtection, YourHackName, ModTrue, Regged
on mouseUp

    Global SFX, Facing, Shadows, TypeOfConnection, savePass

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"
    set Shadows = GetPref("FX.txt")
    set TypeOfConnection = "N"
    set Facing = "N"
    Global MethodOfConnect
    set MethodOfConnect = "Load"

    if field(member "MyRegCode") = "UNREGGED" then
        RunOutRegGo
        exit
    end if

    set SpeedHackProtection = TRUE

    set IamImmortal = FALSE
    set ModTrue = FALSE

    set ltass = 0
    set the visible of sprite 374 = FALSE
    Global whichName, MyName, Facing, TypeOfConnection, EncdedAddress
    Global SFX, IAmImmortal

    set IAmImmortal = FALSE
    installmenu 500
    set Justicar = FALSE

    put "" into field (member 2 of castlib 1)
    whichName = field (member 3 of castlib 2)

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"

    set TypeOfConnection = "Normal"

    repeat with x = 20 to 35
        set the visible of sprite x = TRUE
    end repeat

    whichName = field (member 3 of castlib 2)
    put savePass into field (member 4 of castlib 2)
    set whichPass = field (member 4 of castlib 2)
    whichServer = member("connect_IP").text

    installmenu 500

    CheckForIPBanThing

    MyName = whichName
    setpref "UNAME", MyName
    setpref "PW", whichPass

    set YourHackName = MyName

    repeat with x = 1 to 30
        if char x of YourHackName = "a" then put "0" into char x of YourHackName
        if char x of YourHackName = "e" then put "1" into char x of YourHackName
        if char x of YourHackName = "i" then put "2" into char x of YourHackName
        if char x of YourHackName = "o" then put "3" into char x of YourHackName
        if char x of YourHackName = "u" then put "4" into char x of YourHackName
        if char x of YourHackName = "b" then put "5" into char x of YourHackName
        if char x of YourHackName = "r" then put "6" into char x of YourHackName
        if char x of YourHackName = "s" then put "7" into char x of YourHackName
        if char x of YourHackName = "t" then put "8" into char x of YourHackName
        if char x of YourHackName = "m" then put "9" into char x of YourHackName
    end repeat

    gConnect = new(xtra "Multiuser")
    gConnect.setNetMessageHandler(#DefaultMessageHandler, script 1)

    set ServerIP = field (member "ServerIP" of castlib 1)

    set CurBuddyIP = string(ServerIP)

    repeat with x = 1 to 70
        if char x of CurBuddyIP = "." then put "" into char x of CurBuddyIP
    end repeat

    repeat with x = 1 to 70
        if char x of CurBuddyIP = "-" then put "" into char x of CurBuddyIP
    end repeat

```

```

set CurBuddyIP = CurBuddyIP & ":"

set BuddyList = getPref(CurBuddyIP)

if BuddyList = "" then setpref CurBuddyIP, ":"
if BuddyList = VOID then setpref CurBuddyIP, ":"

if BuddyList = "" then set BuddyList = ":"
if BuddyList = VOID then set BuddyList = ":"

--alert(whichpass & "|" & string(whichpass.length))
  errCode = gConnect.connecttonetserver( "inoca.serveftp.net", 1138, [#userID: whichname, #password: whichpass,
#movieID:"faria"], #smus, #"#all")

  if errCode <> 0 then
    put "Error with ConnectToNetServer command : " & gConnect.getNetErrorString(errCode)&RETURN after member "message"
  end if

set Facing = "N"

MyName = WhichName

set myLocalAddress = gConnect.getnetaddresscookie(0)
set myLocalAddress = string(myLocalAddress)

repeat with x = 1 to 15
  if char x of myLocalAddress = "0" then put "z" into char x of MyLocalAddress
  if char x of myLocalAddress = "1" then put "x" into char x of MyLocalAddress
  if char x of myLocalAddress = "2" then put "c" into char x of MyLocalAddress
  if char x of myLocalAddress = "3" then put "v" into char x of MyLocalAddress
  if char x of myLocalAddress = "4" then put "b" into char x of MyLocalAddress
  if char x of myLocalAddress = "5" then put "a" into char x of MyLocalAddress
  if char x of myLocalAddress = "6" then put "s" into char x of MyLocalAddress
  if char x of myLocalAddress = "7" then put "d" into char x of MyLocalAddress
  if char x of myLocalAddress = "8" then put "f" into char x of MyLocalAddress
  if char x of myLocalAddress = "9" then put "g" into char x of MyLocalAddress
end repeat

set EncdedAddress = myLocalAddress
play frame 33
end

```

29 (Internal)

```

on exitFrame

  set the visible of sprite 38 = FALSE
  set the visible of sprite 39 = FALSE
  set the visible of sprite 62 = FALSE
  set the visible of sprite 64 = FALSE
  set the visible of sprite 318 = FALSE
  set the visible of sprite 319 = FALSE

  go the frame
end

```

30 (Internal)

```
Global gConnect, MyName, ltass, IamImmortal, fyi95

on exitFrame

    Global ClickParmm, GuildNameColor

    set ltass = 0
    set ClickParmm = "x"

    --LoadCharacterData

    set CharDt = MyName & ":" & field (member 4 of castlib 2)
    set CharDt = CharDt & ":" & field (member "MyRegCode")
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadChar",#content:CharDt])
    set xdee = field (member "MyRegCode")

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"937oom",#content:xdee])

    set fyi95 = 300
    set GuildNameColor = 0
    set the forecolor of field (member "SP112" of castlib "Chars") = 0

    put " " into member "chat"
    put " " into field member "sendchat"
    -- put "" into field (member "InGameMapHeader")

    set the visible of sprite 38 = FALSE
    set the visible of sprite 39 = FALSE
    set the visible of sprite 62 = FALSE
    set the visible of sprite 64 = FALSE
    set the visible of sprite 318 = FALSE
    set the visible of sprite 319 = FALSE

    set IamImmortal = FALSE
    installmenu 500
end
```

31 (Internal)

```
on exitFrame
    Global CharMap, gConnect, TheMap, CharHead, CharBody, CharXY, Char1Heading
    Global MyX, MyY, Char1MoveLR, NewMapH, NewMapV, CurMap

    set CurMaps to "Map" & CharMap

    -- go to frame 50
end
```

33 (Internal)

```
on exitFrame me

end
```

35 (Internal)

```
on mouseUp
  Global SFX, Profile, KeyLockOut

  if SFX <> "OFF" then puppetsound 3, "Clicksound"

global myname, gConnect

if the visible of sprite 204 = TRUE then

  put field (member 40 of castlib 2) into field (member "Profile" of castlib "TempSave")
  set Profile = field (member 40 of castlib 2)

  if Profile contains "/" then

    repeat with x = 1 to 500

      if char x of Profile = "/" then delete char x of Profile
    end repeat
  end if

  if Profile contains ":" then

    repeat with x = 1 to 500

      if char x of Profile = ":" then delete char x of Profile
    end repeat
  end if

  if Profile contains "\" then

    repeat with x = 1 to 500

      if char x of Profile = "\" then delete char x of Profile
    end repeat
  end if

  if Profile contains "/" then

    repeat with x = 1 to 500

      if char x of Profile = "/" then delete char x of Profile
    end repeat
  end if

  if Profile contains ":" then

    repeat with x = 1 to 500

      if char x of Profile = ":" then delete char x of Profile
    end repeat
  end if

  if Profile contains "\" then

    repeat with x = 1 to 500

      if char x of Profile = "\" then delete char x of Profile
    end repeat
  end if

  if Profile contains "/" then

    repeat with x = 1 to 500

      if char x of Profile = "/" then delete char x of Profile
    end repeat
  end if

  if Profile contains ":" then

    repeat with x = 1 to 500

      if char x of Profile = ":" then delete char x of Profile
    end repeat
  end if

  if Profile contains "\" then

    repeat with x = 1 to 500

      if char x of Profile = "\" then delete char x of Profile
    end repeat
  end if

  if Profile contains ":" then

    alert "You cannot have a : in your profile!!!"
```

```
    alert "You cannot have a : in your profile!!!"
    exit
end if

if Profile contains "\" then
    alert "You cannot have a \ in your profile!!!"
    exit
end if

if Profile contains "/" then
    alert "You cannot have a / in your profile!!!"
    exit
end if

    put Profile into field (member "Profile" of castlib "TempSave")
end if

set KeyLockOut = FALSE
set the member of sprite 200 = (member "Lin")
set the member of sprite 201 = (member "Lin")
set the member of sprite 202 = (member "Lin")
set the member of sprite 203 = (member "Lin")
set the member of sprite 204 = (member "Lin")
set the member of sprite 205 = (member "Lin")
set the member of sprite 206 = (member "Lin")
set the member of sprite 207 = (member "Lin")
set the member of sprite 208 = (member "Lin")

set the visible of sprite 200 = FALSE
set the visible of sprite 201 = FALSE
set the visible of sprite 202 = FALSE
set the visible of sprite 203 = FALSE
set the visible of sprite 204 = FALSE
set the visible of sprite 205 = FALSE
set the visible of sprite 206 = FALSE
set the visible of sprite 207 = FALSE
set the visible of sprite 208 = FALSE
end
```

36 (Internal)

```

on exitFrame
  Global CharMap, gConnect, TheMap, MyName, FirstToReply, Monster, MonsterHP
  Global CountDownToGettingOne, AttackCounter, DoIGetTheNews, SpellSelected, FlickerCounter
  Global CharSelected, MonsterSelected, OldMap, Facing, ClickTick, ActionDelay, CanSlotPull
  Global DoIGetTheNews, KeyLockOut, CanIAttack, RPGName, MyName, BossSetup, SaveMyItemDrop, DrawDir
  Global AdminProtect, SystemJail, SpeedHackProt, CharEditProt, SystemExp, MyLocalAddress, AnimatedTileCountx
  Global YesIAmBanned, GLeader, GName, ChatCountDown, DontBuyAgain, MonDropCntttt, ChrSaveCount, MusicLockOut
  Global ClickParmm, DontLetHimMove, GiveBlocker, FiveMinCountDown, DepositBlock, LastToHitMe, RendChar, CanvasUse
  Global slotCounter, EncdedAddress, FireSwordCounter, AttackCounter, DefenseBonus, AnimatedTileCount, PowerUpBar
  Global SizzleCount, Regged, RegCountDown

  if Regged = FALSE then set RegCountDown = 50 * 20
  if Regged = FALSE then set RegCountDown = RegCountDown * 20

  set SizzleCount = 0
  set the visible of sprite 366 = FALSE
  set CanvasUse = FALSE
  set PowerUpBar = 0
  set MusicLockOut = FALSE

  set AnimatedTileCount = 30
  set AnimatedTileCountx = 12

  set SlotCounter = 0
  set CanSlotPull = TRUE
  set FireSwordCounter = 0
  set AttackCounter = 0
  set DefenseBonus = 0
  set DrawDir = 0

  set LastToHitMe = ""

  set the locZ of sprite 400 = 9999
  set the visible of sprite 400 = FALSE
  set myLocalAddress = gConnect.getnetaddresscookie(0)
  set myLocalAddress = string(myLocalAddress)
  set IPToSend = "*" & MyLocalAddress & "*"

  repeat with x = 1 to 100
    if char x of EncdedAddress = "z" then put "0" into char x of EncdedAddress
    if char x of EncdedAddress = "x" then put "1" into char x of EncdedAddress
    if char x of EncdedAddress = "c" then put "2" into char x of EncdedAddress
    if char x of EncdedAddress = "v" then put "3" into char x of EncdedAddress
    if char x of EncdedAddress = "b" then put "4" into char x of EncdedAddress
    if char x of EncdedAddress = "a" then put "5" into char x of EncdedAddress
    if char x of EncdedAddress = "s" then put "6" into char x of EncdedAddress
    if char x of EncdedAddress = "d" then put "7" into char x of EncdedAddress
    if char x of EncdedAddress = "f" then put "8" into char x of EncdedAddress
    if char x of EncdedAddress = "g" then put "9" into char x of EncdedAddress
  end repeat

  set ChrSaveCount = 0
  set IP2ToSend = "*" & EncdedAddress & "*"

  errCode = gConnect.sendNetMessage("system.user.getAddress", "WhatsMyIp", MyName)

  errCode = gConnect.sendNetMessage("system.server.gettime", "GetXFirstTime")
  set MonDropCntttt = 0

  set GiveBlocker = 0

  set ClickParmm = "x"
  set DepositBlock = FALSE

  set GLeader = ""
  set GName = ""

  set DontLetHimMove = FALSE
  set DontBuyAgain = FALSE

  set the blend of sprite 29 = 100

  if YesIAmBanned = 1 then
    set gConnect = 0
    play frame 1
  end if

  set SaveMyItemDrop = 0
  puppettempo 15

  set SpeedHackProt = "OFF"

```

```
set SpeedHackProt = "OFF"
set CharEditProt = "OFF"
set AdminProtect = "OFF"
set SystemExp = 500
set SystemJail = 10000

set BossSetup = FALSE
set RPGName = MyName

set CanIAttack = TRUE

set KeyLockOut = TRUE

set FlickerCounter = 40
set FiveMinCountdown = 1230

set ClickTick = 0
set ActionDelay = 0

set x = 1

repeat while x < 370
    set the visible of sprite x = TRUE
    set x = x + 1
end repeat

set the actorlist = []
set OldMap = ""

set SpellSelected = ""
set CharSelected = ""
set MonsterSelected = ""
-----

set the visible of sprite 240 = FALSE
set the visible of sprite 241 = FALSE
set the visible of sprite 242 = FALSE

errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadImmortals",#content:"x"])

if DoIGetTheNews = TRUE then
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadNews",#content:"x"])
end if

set CountdownToGettingOne = 50
set Monster = ""
put "" into field (member "MonsterList" of castlib 2)

if CharMap = "" then set CharMap = "x1000y992"
put CharMap into field (member "CharMap" of castlib "TempSave")
set Facing = "S"

put "" into field (member "Events" of castlib 1)
put "" into field (member "Itemlist" of castlib 2)
put "" into field (member "MonsterList" of castlib 2)

set the visible of sprite 210 = FALSE
set the visible of sprite 211 = FALSE
set the visible of sprite 212 = FALSE
set the visible of sprite 213 = FALSE
set the visible of sprite 214 = FALSE
set the visible of sprite 215 = FALSE
set the visible of sprite 216 = FALSE
set the visible of sprite 217 = FALSE
set the visible of sprite 218 = FALSE
set the visible of sprite 219 = FALSE

set the visible of sprite 221 = FALSE
set the visible of sprite 222 = FALSE
set the visible of sprite 223 = FALSE
set the visible of sprite 224 = FALSE
set the visible of sprite 225 = FALSE
set the visible of sprite 226 = FALSE
set the visible of sprite 227 = FALSE
set the visible of sprite 228 = FALSE
set the visible of sprite 229 = FALSE
set the visible of sprite 230 = FALSE

set the visible of sprite 86 = FALSE

set the locZ of sprite 221 = - 20
set the locZ of sprite 222 = - 20
set the locZ of sprite 223 = - 20

set the locZ of sprite 224 = - 21
set the locZ of sprite 225 = - 21
set the locZ of sprite 226 = - 21

set the locZ of sprite 227 = - 22
```



```
set the locZ of sprite 227 = - 22
set the locZ of sprite 228 = - 22
set the locZ of sprite 229 = - 22
```

```
set the locZ of sprite 150 = -100
set the locZ of sprite 151 = -99
set the locZ of sprite 152 = -98
set the locZ of sprite 153 = -97
set the locZ of sprite 154 = -96
set the locZ of sprite 155 = -95
set the locZ of sprite 156 = -94
set the locZ of sprite 157 = -93
set the locZ of sprite 158 = -92
set the locZ of sprite 159 = -91
set the locZ of sprite 160 = -90
set the locZ of sprite 161 = -89
set the locZ of sprite 162 = -88
set the locZ of sprite 163 = -87
set the locZ of sprite 164 = -86
set the locZ of sprite 165 = -85
set the locZ of sprite 166 = -84
set the locZ of sprite 167 = -83
set the locZ of sprite 168 = -82
set the locZ of sprite 169 = -81
set the locZ of sprite 170 = -80
set the locZ of sprite 171 = -79
set the locZ of sprite 172 = -78
set the locZ of sprite 173 = -77
set the locZ of sprite 174 = -76
set the locZ of sprite 175 = -75
set the locZ of sprite 176 = -74
set the locZ of sprite 177 = -73
set the locZ of sprite 178 = -72
set the locZ of sprite 179 = -71
set the locZ of sprite 180 = -70
set the locZ of sprite 181 = -69
set the locZ of sprite 182 = -68
```

```
set the visible of sprite 245 = FALSE
set the visible of sprite 246 = FALSE
set the visible of sprite 247 = FALSE
```

```
set the visible of sprite 200 = FALSE
set the visible of sprite 201 = FALSE
set the visible of sprite 202 = FALSE
set the visible of sprite 203 = FALSE
set the visible of sprite 204 = FALSE
set the visible of sprite 205 = FALSE
set the visible of sprite 206 = FALSE
set the visible of sprite 207 = FALSE
set the visible of sprite 208 = FALSE
```

```
set the visible of sprite 189 = FALSE
set the visible of sprite 190 = FALSE
set the visible of sprite 191 = FALSE
set the visible of sprite 192 = FALSE
set the visible of sprite 193 = FALSE
set the visible of sprite 194 = FALSE
set the visible of sprite 195 = FALSE
set the visible of sprite 196 = FALSE
set the visible of sprite 197 = FALSE
set the visible of sprite 198 = FALSE
set the visible of sprite 199 = FALSE
```

```
set the visible of sprite 88 = FALSE
set the visible of sprite 89 = FALSE
set the visible of sprite 90 = FALSE
set the visible of sprite 91 = FALSE
set the visible of sprite 92 = FALSE
set the visible of sprite 93 = FALSE
```

```
set the locZ of sprite 90 = 300
set the locZ of sprite 91 = 301
set the locZ of sprite 92 = 302
set the locZ of sprite 93 = 303
set the locZ of sprite 88 = 298
set the locZ of sprite 89 = 299
```

```
set the locZ of sprite 189 to 5000
set the locZ of sprite 190 to 5001
set the locZ of sprite 191 to 5002
set the locZ of sprite 192 to 5003
set the locZ of sprite 193 to 5004
set the locZ of sprite 194 to 5005
set the locZ of sprite 195 to 5006
set the locZ of sprite 196 to 5007
set the locZ of sprite 197 to 5008
set the locZ of sprite 198 to 5009
```

```
set the locZ of sprite 210 to 5000
set the locZ of sprite 211 to 5001
```

```
set the locZ of sprite 211 to 5001
set the locZ of sprite 212 to 5002
set the locZ of sprite 213 to 5003
set the locZ of sprite 214 to 5004
set the locZ of sprite 215 to 5005
set the locZ of sprite 216 to 5006
set the locZ of sprite 217 to 5007
set the locZ of sprite 218 to 5008
set the locZ of sprite 219 to 5009
```

```
set the locZ of sprite 200 to 6999
set the locZ of sprite 201 to 7001
set the locZ of sprite 202 to 7002
set the locZ of sprite 203 to 7003
set the locZ of sprite 204 to 7004
set the locZ of sprite 205 = 7005
set the locZ of sprite 206 = 7005
set the locZ of sprite 208 = 7005
```

```
set the visible of sprite 252 = FALSE
set the visible of sprite 253 = FALSE
set the visible of sprite 254 = FALSE
set the visible of sprite 255 = FALSE
```

```
set the visible of sprite 292 = FALSE
set the visible of sprite 293 = FALSE
set the visible of sprite 294 = FALSE
```

```
set the locZ of sprite 292 = 9996
set the locZ of sprite 293 = 9997
set the locZ of sprite 294 = 9998
```

```
set the visible of sprite 297 = FALSE
set the visible of sprite 298 = FALSE
```

```
set the visible of sprite 232 = FALSE
set the visible of sprite 233 = FALSE
set the visible of sprite 234 = FALSE
set the visible of sprite 235 = FALSE
```

```
set the visible of sprite 249 = FALSE
set the visible of sprite 250 = FALSE
```

```
set the locZ of sprite 249 = 9000
set the locZ of sprite 250 = 9001
```

```
set the locZ of sprite 232 = 900
set the locZ of sprite 233 = 901
set the locZ of sprite 234 = 902
set the locZ of sprite 235 = 903
```

```
set the locZ of sprite 200 = 9500
set the locZ of sprite 201 = 9501
set the locZ of sprite 202 = 9502
set the locZ of sprite 203 = 9503
set the locZ of sprite 204 = 9504
set the locZ of sprite 205 = 9505
set the locZ of sprite 206 = 9506
set the locZ of sprite 207 = 9507
set the locZ of sprite 208 = 9508
```

```
set the locZ of sprite 210 = 9510
set the locZ of sprite 211 = 9511
set the locZ of sprite 215 = 9512
set the locZ of sprite 217 = 9513
set the locZ of sprite 218 = 9514
set the locZ of sprite 219 = 9515
```

```
set the locZ of sprite 110 = 2
set the locZ of sprite 257 = 2
```

```
set the visible of sprite 188 = TRUE
set the locZ of sprite 188 = 9000
```

```
set the visible of sprite 108 = FALSE
set the visible of sprite 107 = FALSE
set the visible of sprite 110 = FALSE
```

```
set the visible of sprite 285 = FALSE
set the visible of sprite 286 = FALSE
set the visible of sprite 287 = FALSE
```

```
set the locZ of sprite 285 = 9900
set the locZ of sprite 286 = 9901
set the locZ of sprite 287 = 9902
```

```
set the visible of sprite 290 = FALSE
```

```
set the locZ of sprite 290 = 9989
set the locZ of sprite 291 = 9990
```

```
set the locZ of sprite 291 = 9990
set the locZ of sprite 292 = 9991
set the locZ of sprite 293 = 9992
set the locZ of sprite 294 = 9993
set the locZ of sprite 295 = 9994
set the locZ of sprite 296 = 9995
set the locZ of sprite 297 = 9996
set the locZ of sprite 298 = 9997
set the locZ of sprite 299 = 9998
set the locZ of sprite 300 = 9999
```

```
set the visible of sprite 300 = FALSE
set the visible of sprite 301 = FALSE
set the visible of sprite 302 = FALSE
set the visible of sprite 303 = FALSE
set the visible of sprite 304 = FALSE
set the visible of sprite 305 = FALSE
set the visible of sprite 306 = FALSE
set the visible of sprite 307 = FALSE
```

```
set the locZ of sprite 300 = 9991
set the locZ of sprite 301 = 9992
set the locZ of sprite 302 = 9993
set the locZ of sprite 303 = 9994
set the locZ of sprite 304 = 9995
set the locZ of sprite 305 = 9996
set the locZ of sprite 306 = 9997
set the locZ of sprite 307 = 9998
```

```
set the visible of sprite 310 = FALSE
set the visible of sprite 311 = FALSE
set the visible of sprite 312 = FALSE
set the visible of sprite 313 = FALSE
set the visible of sprite 314 = FALSE
set the visible of sprite 315 = FALSE
set the visible of sprite 316 = FALSE
set the visible of sprite 317 = FALSE
```

```
set the locZ of sprite 310 = 9991
set the locZ of sprite 311 = 9992
set the locZ of sprite 312 = 9993
set the locZ of sprite 313 = 9994
set the locZ of sprite 314 = 9995
set the locZ of sprite 315 = 9996
set the locZ of sprite 316 = 9997
set the locZ of sprite 317 = 9998
```

```
set the visible of sprite 320 = FALSE
set the visible of sprite 321 = FALSE
set the visible of sprite 322 = FALSE
set the visible of sprite 323 = FALSE
set the visible of sprite 324 = FALSE
set the visible of sprite 325 = FALSE
set the visible of sprite 326 = FALSE
set the visible of sprite 327 = FALSE
set the visible of sprite 328 = FALSE
set the visible of sprite 329 = FALSE
set the visible of sprite 330 = FALSE
set the visible of sprite 331 = FALSE
```

```
set the locZ of sprite 320 = 9991
set the locZ of sprite 321 = 9992
set the locZ of sprite 322 = 9993
set the locZ of sprite 323 = 9994
set the locZ of sprite 324 = 9995
set the locZ of sprite 325 = 9996
set the locZ of sprite 326 = 9997
set the locZ of sprite 327 = 9998
set the locZ of sprite 328 = 9999
set the locZ of sprite 329 = 9999
set the locZ of sprite 330 = 9999
set the locZ of sprite 331 = 9999
```

```
set the locZ of sprite 333 = 9991
set the locZ of sprite 334 = 9992
set the locZ of sprite 335 = 9993
set the locZ of sprite 336 = 9994
set the locZ of sprite 337 = 9995
set the locZ of sprite 338 = 9996
set the locZ of sprite 339 = 9997
set the locZ of sprite 340 = 9998
set the locZ of sprite 341 = 9999
set the locZ of sprite 342 = 9999
set the locZ of sprite 343 = 9999
set the locZ of sprite 344 = 9999
set the locZ of sprite 345 = 9999
set the locZ of sprite 346 = 9999
set the locZ of sprite 347 = 9999
set the locZ of sprite 348 = 9999
set the locZ of sprite 349 = 9999
```

```
set the locZ of sprite 349 = 9999
set the locZ of sprite 350 = 9999
set the locZ of sprite 351 = 9999
set the locZ of sprite 352 = 9999
set the locZ of sprite 353 = 9999
set the locZ of sprite 354 = 9999
set the locZ of sprite 355 = 9999
set the locZ of sprite 356 = 9999
set the locZ of sprite 357 = 9999
set the locZ of sprite 358 = 9999
set the locZ of sprite 359 = 9999
set the locZ of sprite 360 = 9999

put "" into field (member "InGameMapHeader")

set the locZ of sprite 109 = 1

repeat with x = 6 to 27
  set the visible of sprite x = FALSE
end repeat

repeat with x = 362 to 370
  set the visible of sprite x = FALSE
end repeat

repeat with x = 333 to 355
  set the visible of sprite x = FALSE
end repeat

set ChatCountDown = 0

repeat with x = 6 to 27
  set the locZ of sprite x = 9700 + x
end repeat

repeat with x = 362 to 370
  set the locZ of sprite x = 9000 + x
end repeat

repeat with x = 6 to 11
  set the locZ of sprite x = 9800 + x
end repeat

set the locZ of sprite 2 = 8

set the locZ of sprite 107 = the locZ of sprite 110 + 2
set the locZ of sprite 108 = the locZ of sprite 110 + 900
set the locZ of sprite 111 = the locZ of sprite 110 + 901
set the locZ of sprite 258 = the locZ of sprite 110 + 900

set the locZ of sprite 3 = 120
set the visible of sprite 3 = FALSE
updatestage

set the visible of sprite 29 = TRUE
set the blend of sprite 29 = 100
set the visible of sprite 259 = TRUE
set the blend of sprite 259 = 100

set the locZ of sprite 5 = -1000

set the locZ of sprite 21 = - 21
set the locZ of sprite 22 = - 20
set the locZ of sprite 23 = - 19
set the locZ of sprite 24 = 18
set the locZ of sprite 25 = 17

set the locZ of sprite 2 = 28
set the visible of sprite 21 = TRUE

set the visible of sprite 185 = FALSE
set the visible of sprite 186 = FALSE
set the visible of sprite 187 = FALSE

set the visible of sprite 71 = FALSE
set the visible of sprite 72 = FALSE
set the locZ of sprite 71 = 9998
set the locZ of sprite 72 = 9999

set the visible of sprite 396 = FALSE
set the visible of sprite 397 = FALSE
set the visible of sprite 398 = FALSE
set the visible of sprite 399 = FALSE

set the visible of sprite 1 = FALSE

repeat with x = 395 to 399
  set the visible of sprite x = FALSE
end repeat

set the visible of sprite 373 = FALSE
```

```
set the visible of sprite 373 = FALSE
```

```
set the locZ of sprite 256 = 4  
set the locZ of sprite 257 = 4  
set the locZ of sprite 258 = 4
```

```
set the visible of sprite 38 = FALSE  
set the visible of sprite 39 = FALSE  
set the visible of sprite 62 = FALSE  
set the visible of sprite 64 = FALSE  
set the visible of sprite 318 = FALSE  
set the visible of sprite 319 = FALSE
```

```
set the locZ of sprite 256 = 2000  
set the locZ of sprite 284 = 2000  
set the locZ of sprite 271 = 2000  
set the locZ of sprite 279 = 2000
```

```
end
```

38 (Internal)

```
on mouseUp  
  Global SFX  
  
  if SFX <> "OFF" then puppetsound 3, "Clicksound2"
```

```
  global TypeOfConnection
```

```
  set TypeOfConnection = "N"
```

```
end
```

42 (Internal)

```

on exitFrame
  Global MyX, MyY, CharXY, CharX, CharY, MyName, Char1MoveLR, Char1MoveUD, Char1Heading
  Global CharHead, CharBody, NewMapH, NewMapV, ExitStyle, CharMap, gConnect, SystemExp, SpeedHackProt, CharEditProt
  Global TheOneISelected, Price, drop1, drop2, drop3, drop4, drop5, MyClass, SystemJail, AdminProtect
  Global M1Pause, M2Pause, M3Pause, M4Pause, M5Pause, DefenseBonus, DefenseCounter, FiveMinCountdown
  Global AttackBonus, AttackCounter, HoldCounter, Shadows, IgnoreSpells, LeftHandE, AntiMacroCount, Buddyview
  Global FriendsWindow, Regged, EncReg

  if the platform contains "Mac" then set Demm = ":"
  if the platform contains "Win" then set Demm = "/"

  -- Below code makes friends list appear when you log on, its very annoying so I commented it. -Faty
  -- window(the ApplicationPath & "DAT" & Demm & "Friendsgui").open()
  -- window(the ApplicationPath & "DAT" & Demm & "Friendsgui").title = "Friends"

  -- set FriendsWindow = the ApplicationPath & "DAT" & Demm & "Friendsgui"
  -- window(FriendsWindow).windowtype = 4
  -- window(FriendsWindow).visible = TRUE
  -- window(FriendsWindow).visible = TRUE

  -- tell window FriendsWindow
  -- put "" into field (member "BuddyList")
  -- end tell

set Regged = TRUE

errCode = gConnect.sendNetMessage("system.group.getusers", "GetBuddies", "@AllUsers")

set FiveMinCountdown = 1230

set the blend of sprite 111 = 30

set AntiMacroCount = 5

if Shadows = "OFF" then

end if

set IgnoreSpells = FALSE

set the blend of sprite 29 = 100
updatestage
set the visible of sprite 3 = TRUE

set AttackBonus = 0
set AttackCounter = 0
set DefenseBonus = 0
set DefenseCounter = 0
set HoldCounter = 0

set M1Pause = 0
set M2Pause = 0
set M3Pause = 0
set M4Pause = 0
set M5Pause = 0

set TheOneISelected = ""
set Price = 0

set drop1 = 0
set drop2 = 0
set drop3 = 0
set drop4 = 0
set drop5 = 0

loadthebars
LoadMyMap

put "" into field member 48

set the visible of sprite 4 = TRUE
updatestage

set AdminProtect = "OFF"
set SystemJail = 10000
set SpeedHackProt = "OFF"
set CharEditProt = "OFF"
set SystemExp = 500

errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadSystem",#content:"x"])

set the locZ of sprite 28 = 7000
set the locZ of sprite 29 = 6900
set the blend of sprite 29 = 100
set the blend of sprite 29 = 100
set the locZ of sprite 259 = 6900

```

```
set the locZ of sprite 259 = 6900
set the blend of sprite 259 = 100
set the blend of sprite 259 = 100

updatestage
set the visible of sprite 29 = TRUE
set the visible of sprite 259 = TRUE

set the locZ of sprite 61 = 9000
set the locZ of sprite 68 = 3000
set the locZ of sprite 69 = 9000

set the locZ of sprite 70 = 3003
set the locZ of sprite 62 = 3001
set the locZ of sprite 64 = 3002

set the locZ of sprite 105 = 3005
set the locZ of sprite 66 = 8001
set the locZ of sprite 106 = 9000

set the visible of sprite 21 = TRUE
set the visible of sprite 22 = TRUE
set the visible of sprite 23 = TRUE
set the visible of sprite 24 = TRUE

set the visible of sprite 25 = TRUE
set the locZ of sprite 21 = - 21
set the locZ of sprite 22 = - 20
set the locZ of sprite 23 = - 19
set the locZ of sprite 24 = 18
set the locZ of sprite 25 = 17

set the locZ of sprite 2 = 28
set the locZ of sprite 3 = -100
set the locZ of sprite 22 = -99
set the locZ of sprite 23 = -99
set the locZ of sprite 21 = -98
set the locZ of sprite 62 = -86
set the locZ of sprite 64 = -86
set the locZ of sprite 63 = -86

set the locZ of sprite 36 = -95
set the locZ of sprite 38 = -95
set the locZ of sprite 39 = -95

set the visible of sprite 1 = FALSE

set the visible of sprite 38 = TRUE
set the visible of sprite 39 = TRUE
set the visible of sprite 62 = TRUE
set the visible of sprite 64 = TRUE
set the visible of sprite 318 = TRUE
set the visible of sprite 319 = TRUE
```

end

SortSkillByName (Internal)

```
on SortSkillByName
```

```
Global Slash, Thrust, Parry, HeavyArms, AxeFighting, Swordsmanship, Fencing, Magery, HammerWielding
Global MagicResistance, Archery, Meditation, Blessing, Assassination, Musicianship, Illusion, Cooking
Global TerrainNavigating, StaffFighting, ItemIdentification, WarResistance, Alchemy, UnholyCombat, Alchemy
Global Fire, Wind, Earth, Water, Punch, Block, MartialArts, Wizardry, Wrath, Punch, BlackArts, Sorcery
Global Lumberjacking, Carpentry, Fishing, Blacksmithing, Mining, Shoveling, Farming
```

```
set MySkills = field (member "MyStats" of castlib 2)
set MySkillNum = field (member "MyStatAmounts" of castlib 2)
```

```
set Slash = 1
set Thrust = 1
set Parry = 1
set HeavyArms = 1
set AxeFighting = 1
set Swordsmanship = 1
set Fencing = 1
set Magery = 1
set Alchemy = 1
set MagicResistance = 0
set WarResistance = 0
set Archery = 1
set Meditation = 0
set Blessing = 1
set Sorcery = 1
set Musicianship = 1
set TerrainNavigating = 0
set StaffFighting = 1
set ItemIdentification = 0
set Illusion = 1
set Fire = 1
set Wind = 1
set Earth = 1
set Water = 1
set Punch = 1
set Block = 1
set MartialArts = 1
set Wizardry = 1
set Wrath = 1
set UnholyCombat = 1
set BlackArts = 1
set HammerWielding = 1
set Cooking = 1
set Alchemy = 1
set Lumberjacking = 1
set Carpentry = 1
set Fishing = 1
set Blacksmithing = 1
set Mining = 1
set Shoveling = 1
set Farming = 1
```

```
set x = 1
set o = 1
```

```
repeat while x < 60
```

```
    if line x of MySkills = "Slash" then set Slash = integer(line x of MySkillNum)
    if line x of MySkills = "Thrust" then set Thrust = integer(line x of MySkillNum)
    if line x of MySkills = "Heavy Arms" then set HeavyArms = integer(line x of MySkillNum)
    if line x of MySkills = "Parry" then set Parry = integer(line x of MySkillNum)
    if line x of MySkills = "Hammer Wielding" then set HammerWielding = integer(line x of MySkillNum)
    if line x of MySkills = "Axe Fighting" then set AxeFighting = integer(line x of MySkillNum)
    if line x of MySkills = "Swordsmanship" then set Swordsmanship = integer(line x of MySkillNum)
    if line x of MySkills = "Fencing" then set Fencing = integer(line x of MySkillNum)
    if line x of MySkills = "Magery" then set Magery = integer(line x of MySkillNum)
    if line x of MySkills = "Black Arts" then set BlackArts = integer(line x of MySkillNum)
    if line x of MySkills = "Archery" then set Archery = integer(line x of MySkillNum)
    if line x of MySkills = "Meditation" then set Meditation = integer(line x of MySkillNum)
    if line x of MySkills = "Blessing" then set Blessing = integer(line x of MySkillNum)
    if line x of MySkills = "Sorcery" then set Sorcery = integer(line x of MySkillNum)
    if line x of MySkills = "Musicianship" then set Musicianship = integer(line x of MySkillNum)
    if line x of MySkills = "Terrain Navigating" then set TerrainNavigating = integer(line x of MySkillNum)
    if line x of MySkills = "Staff Fighting" then set StaffFighting = integer(line x of MySkillNum)
    if line x of MySkills = "Item Identification" then set ItemIdentification = integer(line x of MySkillNum)
    if line x of MySkills = "Unholy Combat" then set UnholyCombat = integer(line x of MySkillNum)
    if line x of MySkills = "Alchemy" then set Alchemy = integer(line x of MySkillNum)
    if line x of MySkills = "Illusion" then set Illusion = integer(line x of MySkillNum)
    if line x of MySkills = "Fire" then set Fire = integer(line x of MySkillNum)
    if line x of MySkills = "Earth" then set Earth = integer(line x of MySkillNum)
    if line x of MySkills = "Wind" then set Wind = integer(line x of MySkillNum)
    if line x of MySkills = "Water" then set Water = integer(line x of MySkillNum)
    if line x of MySkills = "Block" then set Block = integer(line x of MySkillNum)
    if line x of MySkills = "Martial Arts" then set MartialArts = integer(line x of MySkillNum)
    if line x of MySkills = "Wizardry" then set Wizardry = integer(line x of MySkillNum)
    if line x of MySkills = "Wrath" then set Wrath = integer(line x of MySkillNum)
    if line x of MySkills = "Punch" then set Punch = integer(line x of MySkillNum)
    if line x of MySkills = "Cooking" then set Cooking = integer(line x of MySkillNum)
```



```
    if line x of MySkills = "Cooking" then set Cooking = integer(line x of MySkillNum)
    if line x of MySkills = "Lumberjacking" then set Lumberjacking = integer(line x of MySkillNum)
    if line x of MySkills = "Carpentry" then set Carpentry = integer(line x of MySkillNum)
    if line x of MySkills = "Fishing" then set Fishing = integer(line x of MySkillNum)
    if line x of MySkills = "Blacksmithing" then set Blacksmithing = integer(line x of MySkillNum)
    if line x of MySkills = "Mining" then set Mining = integer(line x of MySkillNum)
    if line x of MySkills = "Shoveling" then set Shoveling = integer(line x of MySkillNum)
    if line x of MySkills = "Farming" then set Farming = integer(line x of MySkillNum)
    set x = x + 1

end repeat
end
```

Scene-click (Internal)

```
Global TheDatToSort, CharMap, CharXY, CharHead, CharBody, MyName, gConnect, TheMap
Global Char1CurH, Char1CurV, Char1MoveLR, Char1MoveUD, Char1Anime, Char1Moving
Global Char1GoH, Char1GoV

on mouseup

    set Char1CurH = the locH of sprite 10
    set Char1CurV = the locV of sprite 10

    set Char1GoH to the mouseH
    set Char1GoV to the mouseV

    if the locH of sprite 10 < Char1GoH then set Char1MoveLR = "RIGHT"
    if the locH of sprite 10 > Char1GoH then set Char1MoveLR = "LEFT"

    if the locV of sprite 10 < Char1GoV then set Char1MoveUD = "DOWN"
    if the locV of sprite 10 > Char1GoV then set Char1MoveUD = "UP"

    set Char1Anime = 1
    set Char1Moving = TRUE

    sendChatMsg("(@) " & Char1CurH & ":" & Char1CurV & "/" & Char1GoH & ":" & Char1GoV)

end
```

SortSkillsAgain (Internal)

```
on SortSkillsAgain CompleteLst
```

```

    set MySkillListies = ""
    set MyfListiesv = ""
    put "" into field (member "MyStats" of castlib 2)
    put "" into field (member "MyStatAmounts" of castlib 2)
    set the itemdelimiter = "|"
    set SkillList = item 1 of CompleteLst
    set SkillAmounts = item 2 of CompleteLst

    set the itemdelimiter = ":"

    set countyy = 1

    repeat while countyy < 50
        if item countyy of SkillList <> "" then

            set CurSkillCode = item Countyy of SkillList

            set hah = 1

            repeat while hah < 50

                set CodeLists = field (member 1 of castlib "Codes")
                set the itemdelimiter = ":"
                if item 1 of line hah of CodeLists = CurSkillCode then
                    set TheNEWSkill = item 2 of line hah of CodeLists
                    set TheNewSkillv = item Countyy of SkillAmounts
                    exit repeat
                end if

                set hah = hah + 1
            end repeat

            set MySkillListies = MySkillListies & TheNEWSkill & RETURN
            set MySkillListiesv = MySkillListiesv & TheNewSkillv & RETURN

        end if
        set countyy = countyy + 1
    end repeat

    put MySkillListies into field (member "MyStats" of castlib 2)
    put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)
    SortSkillByName

```

```
end
```

```
on SaveProfile(ProDat)
```

```

    Global Profile

    if ProDat contains ":" then
        repeat with x = 1 to 500
            if char x of ProDat = ":" then put "" into char x of ProDat
        end repeat
    end if

    if ProDat contains "/" then
        repeat with x = 1 to 500
            if char x of ProDat = "/" then put "" into char x of ProDat
        end repeat
    end if

    if ProDat contains "." then
        repeat with x = 1 to 500
            if char x of ProDat = "." then put "" into char x of ProDat
        end repeat
    end if

    if ProDat contains ";" then
        repeat with x = 1 to 500
            if char x of ProDat = ";" then put "" into char x of ProDat
        end repeat
    end if

    if ProDat contains ":" then
        alert "You can't have a : in your profile!"
        exit
    end if

    if ProDat contains "/" then
        alert "You can't have a / in your profile!"
        exit
    end if

```

```
exit  
end if
```

```
put ProDat into field (member "Profile" of castlib "Tempsave")  
set Profile = ProDat  
end
```

ChatSend (Internal)

```

on keyUp me
  Global Gold, TheoH, TheoV, TheoZ, Facing, Slash, MyChatColor, Lastname, MyName, CharMap, gConnect, Regged, WarpScript
  Global CharSelected, IAmImmortal, AdminProtect, Spritel2Anim, BlockedTiles, RPGName, MyName, Justicar, ModTrue
  Global Level, HP, HPMax, SP, SPMax, Gold, IAmGuide, GLeader, IgnoreList, ChatCountDown, MyLocXY, SizzleCount
  -----
  -----

  if RPGName = "" then set RPGName = MyName
  if RPGName = VOID then set RPGName = MyName

  -----
  -----

  if ( the key = RETURN ) or ( the key = ENTER ) then

    if field member 48 = RETURN then

      put "" into field member 48
      set the forecolor of field member 48 = 0
      exit
    end if

    if field member 48 <> "" then

      set TheText = field member 48
      if char 1 of TheText = " " then delete char 1 of TheText
      -----
      -- Password system

      if char 1 of TheText = "+" then

        if TheText contains "+the password is" then

          set the itemdelimiter = " "
          set inPass = item 4 of TheText
          set inInfo = inPass & ":" & CharMap
          errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"QPCheck",#content:inInfo])

        else if TheText = "+who is in power?" then

        else if TheText = "+password list" then

          errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GrabPassList",#content:"getPasswords"])

        end if

        put "" into field member "SendChat"
        exit
      end if

      -----
      if word 1 of TheText = "/save" then

        if IAmImmortal <> FALSE then gConnect.sendNetMessage( "@AllUsers", "MassSave", "x" )
        put "" into field member "SendChat"
        set the forecolor of field member 48 = 0
        exit
      end if

      if word 1 of TheText = "/Refresh" then

        if IAmImmortal <> FALSE then gConnect.sendNetMessage( "@AllUsers", "ReloadSystemPlease", "x" )
        put "" into field member "SendChat"
        set the forecolor of field member 48 = 0
        exit
      end if

      if word 1 of TheText = "/RPG" then

        if IAmImmortal <> FALSE then
          delete word 1 of TheText
          if char 1 of TheText = " " then delete char 1 of TheText
          set TheRndTxt = "*** " & TheText
          errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RPG",#content:TheRndTxt])
        end if
        put "" into field member "SendChat"
        set the forecolor of field member 48 = 0
        exit
      end if

      -----*****
      if word 1 of TheText = "/drop" then

```

```

if word 1 of TheText = "/drop" then
  put "" into field member 48
  set SelInventory = theText

delete word 1 of SelInventory
if char 1 of SelInventory = " " then delete char 1 of SelInventory

if SelInventory = "" then exit
if IAmImmortal = FALSE then exit

if word 2 of SelInventory = "gold" then
  if integer(word 1 of SelInventory) > 0 then set ItsGold = 1
end if

set nCastNum = the number of member SelInventory of castlib "Inventory"

if ItsGold <> 1 then
  if (nCastNum = -1) or (nCastNum=999) then
    alert "This item doesn't exist!"
    exit
  end if
end if

if Spritel2Anim > 0 then exit

set TooMany = 0

repeat with muwha = 158 to 177
  if the locV of sprite muwha > 0 then set TooMany = TooMany + 1
end repeat

-- Setting the maximum number of items on screen to 30 (default 20)

if TooMany > 30 then
  set TheText = "There are too many items here!"
  AddToChat(TheText)
  exit
end if

-----
set MyH = the locH of sprite 112
set MyV = the locV of sprite 112

if Facing = "N" then set MyV = MyV - 32
if Facing = "S" then set MyV = MyV + 32
if Facing = "E" then set MyH = MyH + 32
if Facing = "W" then set MyH = MyH - 32

repeat with xx = 158 to 177

  if the locH of sprite xx = MyH then

    if the locV of sprite xx = MyV then

      set TheText = "You begin to drop this but realize the floor is too crowded."
      AddToChat(TheText)
      exit
    end if
  end if
end repeat

set MyPos = MyLocXY

set the itemdelimiter = "-"

set MyX = integer(item 1 of MyPos)
set MyY = integer(item 2 of MyPos)

if Facing = "N" then set MyY = MyY - 1
if Facing = "S" then set MyY = MyY + 1
if Facing = "E" then set MyX = MyX + 1
if Facing = "W" then set MyX = MyX - 1

set ThisSpot = "x" & string(MyX) & "y" & string(MyY)

if BlockedTiles contains ThisSpot & "*" then

  set TheText = "You begin to drop this but realize that something is blocking the floor."
  AddToChat(TheText)
  exit
end if

-----
set TheH = the locH of sprite 112
set TheV = the locV of sprite 112

if Facing = "N" then set TheV = the locV of sprite 112 - 32
if Facing = "S" then set TheV = the locV of sprite 112 + 32
if Facing = "E" then set TheH = the locH of sprite 112 + 32

```

```

    if Facing = "E" then set TheH = the locH of sprite 112 + 32
    if Facing = "W" then set TheH = the locH of sprite 112 - 32

    set DropItt = "!( " & SelInventory & ":"
    set DropItt = DropItt & TheH & ":" & TheV

    SendChatMsg(DropItt)

    set TheDatt = CharMap & "i.txt`" & SelInventory & ":" & TheH & "-" & TheV
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"AdminItemDrop",#content:TheDatt])
    exit
end if

```

```

-----*****

```

```

if word 1 of TheText = "/balance" then set Itsbank = 1
if word 1 of TheText = "/deposit" then set Itsbank = 1
if word 1 of TheText = "/withdraw" then set Itsbank = 1

```

```

if ItsBank = 1 then

```

```

    Bank(TheText)
    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/CheatFile" then
    put "" into field member "SendChat"

```

```

    if IAmImmortal = TRUE then
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ViewCheaters",#content:"x"])
    end if

```

```

    exit
end if

```

```

if word 1 of TheText = "/Help" then
    put "" into field member "SendChat"

```

```

    if word 2 of TheText = "" then errCode = gConnect.sendNetMessage([#recipients:"system.script",
#subject:"gethelp",#content:"Help"])
    if word 2 of theText = "" then exit
    set WhichHelp = word 2 of TheText
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"gethelp",#content:WhichHelp])
    exit
end if

```

```

if word 1 of TheText = "/unbanIP" then

```

```

    set TheIP = word 2 of TheText
    if IAmImmortal = TRUE then
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RemoveBan",#content:TheIP])
        set TheText = "Unbanning " & TheIP & "..."
        AddToChat(TheText)
    end if
    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/Inventory" then

```

```

    if IamImmortal = TRUE then
        set TheText = field (member "Inventory" of castlib 2)
        AddToChat(TheText)
    end if

```

```

    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/BanIP" then

```

```

    set TheIP = word 2 of TheText
    if IAmImmortal = TRUE then
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"AddBan",#content:TheIP])
        set TheText = "Banning " & TheIP & "..."
        AddToChat(TheText)
    end if
    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/friends" then

```

```

    if word 2 of TheText = "add" then
        set UserName = word 3 of TheText
        if UserName <> "" then AddBuddy(UserName)
    end if

```

```

    if word 2 of TheText = "remove" then
        set UserName = word 3 of TheText
        if UserName <> "" then RemoveBuddy(UserName)
    end if

    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "ACCEPT" then

    if GLLeader <> "" then
        AcceptGuild
        put "" into field member "SendChat"
        exit
    end if
end if

if word 1 of TheText = "REJECT" then

    if GLLeader <> "" then
        RejectGuild
        put "" into field member "SendChat"
        exit
    end if
end if

if word 1 of TheText = "/invite" then

    delete word 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    CheckGuildInvite(TheText)
    put "" into field member "SendChat"
    exit
end if

if char 1 of TheText = "'" then

    if SizzleCount > 0 then
        set TCt = SizzleCount / 20

        if TCt > 0 then
            set TheText = "You cannot broadcast yet - " & TCt & " seconds remaining."
            AddToChat(TheText)
            exit
        end if

    end if

    set SizzleCount = 1000

    if Regged = TRUE then set SizzleCount = 0

    if CharMap = "x0y0" then
        set TheText = "You shout but no one can hear you!"
        AddToChat(TheText)
        put "" into field member "SendChat"
        exit
    end if

    if char 1 of TheText = "'" then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

    set GoChatText = TheText

    if char 1 of GoChatText = "'" then delete char 1 of GoChatText

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"Broadcast",#content:GoChatText])
    put "" into field member "SendChat"
    set the forecolor of field member 48 = 0
    exit
end if

if word 1 of TheText = "/logchat" then
    delete word 1 of TheText
    set LogFile = word 1 of TheText
    setpref LogFile, member "chat"
    set TheText = "Logging the chat to file."
    AddToChat(TheText)
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/g" then

    delete word 1 of TheText

    if char 1 of TheText = "'" then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

```

```

set GoChatText = TheText

if char 1 of GoChatText = "'" then delete char 1 of GoChatText

sendGuildMsg(GoChatText)
put "" into field member "SendChat"
set the forecolor of field member 48 = 0
exit
end if

if char 1 of TheText = "-" then

    if IAmImmortal = FALSE then exit
    if char 1 of TheText = "-" then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

    set msgText = TheText
    SendToAdmins(msgText)

    put "" into field member "SendChat"
    set the forecolor of field member 48 = 0
    exit
end if
-----
if word 1 of TheText contains "/newpass" then

    set the itemdelimiter = "="
    set NewPW = item 2 of TheText

    repeat with x = 1 to 100
        if char x of NewPW = " " then delete char x of NewPW
    end repeat

    repeat with x = 1 to 100
        if char x of NewPW = "/" then delete char x of NewPW
    end repeat

    repeat with x = 1 to 100
        if char x of NewPW = ":" then delete char x of NewPW
    end repeat

    repeat with x = 1 to 100
        if char x of NewPW = "\" then delete char x of NewPW
    end repeat

    put NewPW into field (member 4 of castlib 2)
    set TheText = "Password has been changed to " & NewPW & "."
    AddToChat(TheText)
    put "" into field member 48
    exit
end if

if TheText = "/who" then

    errCode = gConnect.sendNetMessage("system.group.getusers", "UserList", "@AllUsers")
    put "" into field member 48
    exit
end if

if Word 1 of TheText = "Quest" then set QstTxt = 1
if TheText contains "do you have a quest" then set QstTxt = 1
if TheText contains "is there a quest" then set QstTxt = 1
if Word 1 of TheText = "errand" then set QstTxt = 1
if TheText contains "run an errand" then set QstTxt = 1

if TheText contains "faction power" then set FctTxt = 1
if TheText contains "faction strength" then set FctTxt = 1
if TheText contains "power?" then set FctTxt = 1
if TheText contains "strength?" then set FctTxt = 1
if TheText contains "status?" then set FctTxt = 1

if Word 1 of TheText = "treasure" then set TrsTxt = 1
if TheText contains "any treasure" then set TrsTxt = 1
if TheText contains "treasure anywhere" then set TrsTxt = 1
if Word 1 of TheText = "the treasure" then set TrsTxt = 1
if TheText contains "rumor" then set TrsTxt = 1

set EgoQuery = TheText
if TheText contains " me about " then set EgoTxt = 1

if word 1 of TheText = "/msg" then

    set the itemdelimiter = " "
    set TheUser = word 2 of TheText
    set the itemdelimiter = TheUser

    delete word 1 of TheText

```



```

delete word 1 of TheText
if char 1 of TheText = " " then delete char 1 of TheText
delete word 1 of TheText
if char 1 of TheText = " " then delete char 1 of TheText

set GoChatText = TheText

if TheUser = "" then exit
if GoChatText = "" then exit

put "" into field member "SendChat"

set TheGoods = "MG@ " & GoChatText
errCode = sendNetMessage(gConnect, TheUser, "Chatmsg", TheGoods )

set TheText = ">>> " & TheUser & ": " & GoChatText
AddToChat(TheText)
exit
end if

if word 1 of TheText = "/Location" then
    if IAmImmortal = TRUE then
        RunWhereAmI
    end if

    if ModTRUE = TRUE then
        RunWhereAmI
    end if

    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/IPlookup" then
    if IAmImmortal = TRUE then
        set TheUser = word 2 of TheText
        set TheText = "Looking up IP address for " & TheUser & "..."
        AddToChat(TheText)
        errCode = sendNetMessage(gConnect, "system.user.getAddress", "LookingUpIP", TheUser)
    end if

    if ModTRUE = TRUE then
        set TheUser = word 2 of TheText
        set TheText = "Looking up IP address for " & TheUser & "..."
        AddToChat(TheText)
        errCode = sendNetMessage(gConnect, "system.user.getAddress", "LookingUpIP", TheUser)
    end if

    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/Pardon" then
    if IAmImmortal = TRUE then
        set TheUser = word 2 of TheText
        errCode = sendNetMessage(gConnect, TheUser, "PRDN", "x" )
        set TheText = "Pardoning " & TheUser & "..."
        AddToChat(TheText)
    end if
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/kick" then
    Global gConnect, CharSelected, MyName

    if IAmImmortal = FALSE then

        if ModTRUE = FALSE then

            set TheText = "Only immortals/guides can kick players."
            AddToChat(TheText)
            put "" into field member "SendChat"
            exit
        end if
    end if

    set the itemdelimiter = " "

    set TheUser = word 2 of TheText
    if TheUser = "" then put "" into field member "SendChat"
    if TheUser = "" then exit
    set SubTxt = field(member 358)

    put "" into field member "SendChat"
    -- errCode = sendNetMessage(gConnect, TheUser, SubTxt, "x" )
    -- errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject: "KickTheDood", #content:TheUser])

```

```

-- errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject: "KickTheDood",#content:TheUser])
errCode = gConnect.sendNetMessage("system.user.delete", "kick", theUser)
set TheText = "*** kicking " & TheUser & "..."
AddToChat(TheText)
exit
end if

if TheText = "/quit" then
  QuitChallenge
  put "" into field member "SendChat"
  exit
end if

if TheText = "Challenge" then
  RunChallenge
  put "" into field member "SendChat"
  exit
end if

if word 1 of TheText = "/warpscript" then
  if iamImmortal = FALSE then exit
  set WarpScript = word 2 of TheText
  if word 2 of TheText = "OFF" then set WarpScript = "iasdfji23j4ihfih23io4haklsq"
  put "" into field member "SendChat"

  set TheText = "Warpscript set to: " & WarpScript
  AddToChat(TheText)
  exit
end if

if word 1 of TheText = "/ban" then
  Global gConnect, CharSelected, MyName

  if IAmImmortal = FALSE then

    if IAmGuide = FALSE then

      set TheText = "Only immortals can ban players."
      AddToChat(TheText)
      put "" into field member "SendChat"
      exit
    end if
  end if

  set the itemdelimiter = " "

  set TheUser = word 2 of TheText
  if TheUser = "" then put "" into field member "SendChat"
  if TheUser = "" then exit
  set Subtxt = field (member 357)
  put "" into field member "SendChat"
  errCode = gConnect.sendNetMessage("system.user.delete", "kick", theUser)
  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"BanPlayer",#content:TheUser])

  set TheText = "*** banning " & TheUser & "..."
  AddToChat(TheText)
  exit
end if

if word 1 of TheText = "/warp" then
  Global gConnect, CharSelected, MyName

  if IAmImmortal = FALSE then
    if ModTRUE = FALSE then
      set TheText = "Only immortals can warp players."
      AddToChat(TheText)
      put "" into field member "SendChat"
      exit
    end if
  end if

  set the itemdelimiter = " "

  set TheUser = word 2 of TheText
  if TheUser = "" then put "" into field member "SendChat"
  if TheUser = "" then exit

  put "" into field member "SendChat"

  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SupaWarp",#content:TheUser & "" &
TheText])

  set TheText = "*** Warping " & TheUser & "..."
  AddToChat(TheText)
  exit
end if

if word 1 of TheText = "/jail" then

```

```

put "" into field member 48

if IAmImmortal = TRUE then set ItsAGOGOGO = 1
if ModTrue = TRUE then set ItsAGOGOGO = 1

if ItsAGOGOGO = 1 then
    set TheUser = word 2 of TheText
    set TheText = "!!! !!! x0y0 4 4"
    errCode = sendNetMessage(gConnect, TheUser, "Warp", TheText )

    set TheText = "*** Jailing " & TheUser & "..."
    AddToChat(TheText)
end if

put "" into field member "SendChat"
exit
end if

if word 1 of TheText = "/warptome" then
    Global gConnect, CharSelected, MyName

    if IAmImmortal = FALSE then

        if ModTRUE = FALSE then

            set TheText = "Only immortals/guides can warp players."
            AddToChat(TheText)
            put "" into field member "SendChat"
            exit
        end if
    end if

    set the itemdelimiter = " "

    set TheUser = word 2 of TheText
    if TheUser = "" then put "" into field member "SendChat"
    if TheUser = "" then exit

    put "" into field member "SendChat"

    set MYXY = MyLocXY
    set the itemdelimiter = "-"
    set MyyX = item 1 of MYXY
    set MyyY = item 2 of MYXY

    set TheText = "!!! !!! " & CharMap & " " & MyyX & " " & MyyY

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SupaWarp",#content:TheUser & "*" &
TheText])
    set TheText = "*** Warping " & TheUser & "..."
    AddToChat(TheText)
    exit
end if

if word 1 of TheText = "/warpmeto" then
    Global gConnect, CharSelected, MyName

    if IAmImmortal = FALSE then

        if ModTRUE = FALSE then

            set TheText = "Only immortals can warp players."
            AddToChat(TheText)
            put "" into field member "SendChat"
            exit
        end if
    end if

    set the itemdelimiter = " "

    set TheUser = word 2 of TheText
    if TheUser = "" then put "" into field member "SendChat"
    if TheUser = "" then exit

    put "" into field member "SendChat"

    errCode = sendNetMessage(gConnect, TheUser, "ChatMsg", "WRP" )

    set TheText = "*** Warping you to " & TheUser & "..."
    AddToChat(TheText)
    exit
end if

-----
if word 1 of TheText = "/ignorelist" then

    set TheText = "*** Your Ignore List " & RETURN & IgnoreList
    AddToChat(TheText)

```

```
        AddToChat(TheText)
        put "" into field member "SendChat"
        exit
    end if

    if word 1 of TheText = "/ignore" then

        Ignore(theText)
        put "" into field member "SendChat"
        exit
    end if

    if word 1 of TheText = "/unignore" then

        unignore(theText)
        put "" into field member "SendChat"
        exit
    end if

    if word 1 of TheText = "/me" then

        delete word 1 of TheText
        put "" into field member "SendChat"
        sendTypicalEmoteMsg(TheText)
        exit
    end if

    set GoChatText = field member "SendChat"
    if Char 1 of GoChatText = " " then delete char 1 of GoChatText

    sendTypicalChatMsg(GoChatText)
    CheckForShopSettings(GoChatText)
    put "" into field member "SendChat"
    set the forecolor of field member 48 = 0
    if QstTxt = 1 then SaidQuest
    if TrsTxt = 1 then SaidTreasure
    if FctTxt = 1 then SaidFaction
    if EgoTxt = 1 then SaidEgo(EgoQuery)
    set the forecolor of field member 48 = 0
    end if
end if
end if
end
```

Move Me (Internal)

```
Global TheDatToSort, CharMap, CharXY, CharHead, CharBody, MyName, gConnect, TheMap
Global Char1CurH, Char1CurV, Char1MoveLR, Char1MoveUD, Char1anime, Char1Moving
Global Char1GoH, Char1GoV, WhichHeadToUse, WhichBodyToUseWhichBodySprite, WhichHeadSprite
Global Char1Heading, OldH, OldV, NewH, NewV, CharMoveGo, CharMoveName
```

```
on beginsprite me
```

```
    add the actorlist, me
```

```
end
```

```
on stepframe
```

```
if Char1Moving = TRUE then
```

```
    set Char1CurH = the locH of sprite 10
    set Char1CurV = the locV of sprite 10
```

```
    if Char1MoveLR = "LEFT" then set the locH of sprite 10 to the locH of sprite 10 - 3
    if Char1MoveLR = "RIGHT" then set the locH of sprite 10 to the locH of sprite 10 + 3
    if Char1MoveUD = "UP" then set the locV of sprite 10 to the locV of sprite 10 - 2
    if Char1MoveUD = "DOWN" then set the locV of sprite 10 to the locV of sprite 10 + 2
```

```
updatestage
```

```
if Char1CurH = Char1GoH then set MoveLR to "X"
if Char1CurH = Char1GoH + 1 then set Char1MoveLR to "X"
if Char1CurH = Char1GoH + 2 then set Char1MoveLR to "X"
if Char1CurH = Char1GoH - 1 then set Char1MoveLR to "X"
if Char1CurH = Char1GoH - 2 then set Char1MoveLR to "X"
if Char1CurH = Char1GoH - 3 then set Char1MoveLR to "X"
if Char1CurH = Char1GoH - 4 then set Char1MoveLR to "X"
```

```
if Char1CurV = Char1GoV then set MoveUD to "X"
if Char1CurV = Char1GoV + 1 then set Char1MoveUD to "X"
if Char1CurV = Char1GoV + 2 then set Char1MoveUD to "X"
if Char1CurV = Char1GoV - 1 then set Char1MoveUD to "X"
if Char1CurV = Char1GoV - 2 then set Char1MoveUD to "X"
if Char1CurV = Char1GoV - 3 then set Char1MoveUD to "X"
if Char1CurV = Char1GoV - 4 then set Char1MoveUD to "X"
```

```
if Char1MoveLR = "X" then
```

```
    if Char1MoveUD = "X" then
```

```
        if Char1Heading = "Left" then WhichBodyToUse = CharBody & "-l1"
        if Char1Heading = "Right" then WhichBodyToUse = CharBody & "-r1"
        if Char1Heading = "Up" then WhichBodyToUse = CharBody & "-u1"
        if Char1Heading = "Down" then WhichBodyToUse = CharBody & "-d1"
        set the member of sprite 11 to (member WhichBodyToUse of castlib 7)
        set GetOutOfThis to TRUE
        set Char1Moving = FALSE
    end if
end if
```

```
if sprite 10 intersects sprite 1 then
```

```
    set the locH of sprite 10 to Char1CurH
    set the locV of sprite 10 to Char1CurV
    set Char1Moving = FALSE
    set Char1MoveLR = "X"
    set Char1MoveUD = "X"
    if Char1Heading = "Left" then WhichBodyToUse = CharBody & "-l1"
    if Char1Heading = "Right" then WhichBodyToUse = CharBody & "-r1"
    if Char1Heading = "Up" then WhichBodyToUse = CharBody & "-u1"
    if Char1Heading = "Down" then WhichBodyToUse = CharBody & "-d1"
    set the member of sprite 11 to (member WhichBodyToUse of castlib 7)
    set GetOutOfThis to TRUE
    set Char1Moving = FALSE
```

```
end if
```

```
set the locH of sprite 11 to the locH of sprite 10
set the locH of sprite 12 to the locH of sprite 10 - 5
set the locH of sprite 13 to the locH of sprite 10 - 50
```

```
set the locV of sprite 11 to the locV of sprite 10 - 10
set the locV of sprite 12 to the locV of sprite 10 - 30
set the locV of sprite 13 to the locV of sprite 10 - 60
```

```
set the locZ of sprite 10 to the locV of sprite 10
```

```

set the locZ of sprite 10 to the locV of sprite 10
set the locZ of sprite 11 to the locV of sprite 10
set the locZ of sprite 12 to the locV of sprite 10
set the locZ of sprite 13 to the locV of sprite 10

```

```

-----
if GetOutOfThis = TRUE then exit

```

```

if Char1MoveUD = "Up" then WhichHeadToUse = "h" & CharHead & "-u"
if Char1MoveUD = "Down" then WhichHeadToUse = "h" & CharHead & "-d"
if Char1MoveUD = "Up" then set Char1Heading = "Up"
if Char1MoveUD = "Down" then set Char1Heading = "Down"

```

```

if Char1MoveLR = "Left" then WhichHeadToUse = "h" & CharHead & "-l"
if Char1MoveLR = "Right" then WhichHeadToUse = "h" & CharHead & "-r"
if Char1MoveLR = "Left" then set Char1Heading = "Left"
if Char1MoveLR = "Right" then set Char1Heading = "Right"

```

```

if Char1Anime = 1 then

```

```

    if Char1MoveLR = "Left" then WhichBodyToUse = CharBody & "-l1"
    if Char1MoveLR = "Right" then WhichBodyToUse = CharBody & "-r1"

```

```

    if Char1MoveLR = "X" then

```

```

        if Char1MoveUD = "Up" then WhichBodyToUse = CharBody & "-u1"
        if Char1MoveUD = "Down" then WhichBodyToUse = CharBody & "-d1"
    end if
end if

```

```

if Char1Anime = 4 then

```

```

    if Char1MoveLR = "Left" then WhichBodyToUse = CharBody & "-l2"
    if Char1MoveLR = "Right" then WhichBodyToUse = CharBody & "-r2"

```

```

    if Char1MoveLR = "X" then

```

```

        if Char1MoveUD = "Up" then WhichBodyToUse = CharBody & "-u2"
        if Char1MoveUD = "Down" then WhichBodyToUse = CharBody & "-d2"
    end if
end if

```

```

if Char1Anime = 7 then

```

```

    if Char1MoveLR = "Left" then WhichBodyToUse = CharBody & "-l1"
    if Char1MoveLR = "Right" then WhichBodyToUse = CharBody & "-r1"

```

```

    if Char1MoveLR = "X" then

```

```

        if Char1MoveUD = "Up" then WhichBodyToUse = CharBody & "-u1"
        if Char1MoveUD = "Down" then WhichBodyToUse = CharBody & "-d1"
    end if
end if

```

```

if Char1Anime = 10 then

```

```

    if Char1MoveLR = "Left" then WhichBodyToUse = CharBody & "-l3"
    if Char1MoveLR = "Right" then WhichBodyToUse = CharBody & "-r3"

```

```

    if Char1MoveLR = "X" then

```

```

        if Char1MoveUD = "Up" then WhichBodyToUse = CharBody & "-u3"
        if Char1MoveUD = "Down" then WhichBodyToUse = CharBody & "-d3"
    end if
end if

```

```

-----

if Char1Anime = 1 then set the member of sprite 11 to (member WhichBodyToUse of castlib 7)
if Char1Anime = 4 then set the member of sprite 11 to (member WhichBodyToUse of castlib 7)
if Char1Anime = 7 then set the member of sprite 11 to (member WhichBodyToUse of castlib 7)
if Char1Anime = 10 then set the member of sprite 11 to (member WhichBodyToUse of castlib 7)
set the member of sprite 12 = (member WhichHeadToUse of castlib 7)

```

```

if Char1Anime = 12 then set Char1Anime = 0
set Char1Anime = Char1Anime + 1

```

```

end if

```

```

end

```

Move char2 (Internal)

```

Global TheDatToSort, CharMap, CharXY, Char2Head, Char2Body, Char2Name, gConnect, TheMap
Global Char2CurH, Char2CurV, Char2MoveLR, Char2MoveUD, Char2anime, Char2Moving
Global Char2GoH, Char2GoV, WhichHeadToUse, WhichBodyToUseWhichBodySprite, WhichHeadSprite
Global Char2Heading
Global CreateCharacter, CharsName, CharsDatToSort
Global OldH, OldV, NewH, NewV, CharMoveName, CharMoveGo

```

```
--set blaah = "^^( " & CharHead & ":" & CharBody & ":" & CharXY & ":" & Char1Heading
```

```
on beginsprite me
```

```

    add the actorlist, me
    set Char2Name = ""
end

```

```
on stepframe
```

```

-----
set BlockSprite = 14
set BodySprite = 15
set HeadSprite = 16
set NameSprite = 17

```

```
-----
if CharMoveGo = TRUE then
```

```
    if CharMoveName = Char2Name then
```

```

        set CharMoveGo = FALSE
        set the locH of sprite BlockSprite to integer (OldH)
        set the locV of sprite BlockSprite to integer (OldV)
        set Char2GoH = NewH
        set Char2GoV = NewV

```

```

        set the locH of sprite BodySprite to the locH of sprite BlockSprite
        set the locH of sprite HeadSprite to the locH of sprite BlockSprite - 5
        set the locH of sprite NameSprite to the locH of sprite BlockSprite - 50

```

```

        set the locV of sprite BodySprite to the locV of sprite BlockSprite - 10
        set the locV of sprite HeadSprite to the locV of sprite BlockSprite - 30
        set the locV of sprite NameSprite to the locV of sprite BlockSprite - 60

```

```

        set the locZ of sprite BlockSprite to the locV of sprite BlockSprite
        set the locZ of sprite BodySprite to the locV of sprite BlockSprite
        set the locZ of sprite HeadSprite to the locV of sprite BlockSprite
        set the locZ of sprite NameSprite to the locV of sprite BlockSprite

```

```

        if the locH of sprite BlockSprite < Char2GoH then set Char2MoveLR = "RIGHT"
        if the locH of sprite BlockSprite > Char2GoH then set Char2MoveLR = "LEFT"

```

```

        if the locV of sprite BlockSprite < Char2GoV then set Char2MoveUD = "DOWN"
        if the locV of sprite BlockSprite > Char2GoV then set Char2MoveUD = "UP"

```

```

        set Char2Anime = 1
        set Char2Moving = TRUE

```

```

    end if
end if

```

```
-----
if Char2Name = "" then
```

```
    if CreateCharacter = TRUE then
```

```

        set Char2Name = CharsName
        put Char2Name into field (member 2 of castlib "Names")
        set the itemdelimiter = ":"
        set Char2Head = item 1 of CharsDatToSort
        set Char2Body = item 2 of CharsDatToSort
        set Char2Heading = item 4 of CharsDatToSort
        set XYYX to item 3 of CharsDatToSort
        set the itemdelimiter = "x"
        set Char2CurH to item 1 of XYYX
        set Char2CurV to item 2 of XYYX
        Char2CurH = integer (Char2CurH)
        Char2CurV = integer (Char2CurV)
        set the locH of sprite BlockSprite to Char2CurH
        set the locV of sprite BlockSprite to Char2CurV

```

```
    if Char2Heading = "Right" then
```

```

        WhichHeadToUse = "h" & Char2Head & "-r"
        WhichBodyToUse = Char2Body & "-r1"

```

```

        WhichBodyToUse = Char2Body & "-r1"
    end if

    if Char2Heading = "Up" then

        WhichHeadToUse = "h" & Char2Head & "-u"
        WhichBodyToUse = Char2Body & "-u1"
    end if

    if Char2Heading = "Left" then

        WhichHeadToUse = "h" & Char2Head & "-l"
        WhichBodyToUse = Char2Body & "-l1"
    end if

    if Char2Heading = "Down" then

        WhichHeadToUse = "h" & Char2Head & "-d"
        WhichBodyToUse = Char2Body & "-d1"
    end if

    set the member of sprite BodySprite to (member WhichBodyToUse of castlib 7)
    set the member of sprite HeadSprite to (member WhichHeadToUse of castlib 7)

    set the locH of sprite BodySprite to the locH of sprite BlockSprite
    set the locH of sprite HeadSprite to the locH of sprite BlockSprite - 5
    set the locH of sprite NameSprite to the locH of sprite BlockSprite - 50

    set the locV of sprite BodySprite to the locV of sprite BlockSprite - 10
    set the locV of sprite HeadSprite to the locV of sprite BlockSprite - 30
    set the locV of sprite NameSprite to the locV of sprite BlockSprite - 60

    set the locZ of sprite BlockSprite to the locV of sprite BlockSprite
    set the locZ of sprite BodySprite to the locV of sprite BlockSprite
    set the locZ of sprite HeadSprite to the locV of sprite BlockSprite
    set the locZ of sprite NameSprite to the locV of sprite BlockSprite

    set CreateCharacter = FALSE
    exit
end if
end if
-----

if Char2Moving = TRUE then

    set Char2CurH = the locH of sprite BlockSprite
    set Char2CurV = the locV of sprite BlockSprite

    if Char2MoveLR = "LEFT" then set the locH of sprite BlockSprite to the locH of sprite BlockSprite - 3
    if Char2MoveLR = "RIGHT" then set the locH of sprite BlockSprite to the locH of sprite BlockSprite + 3
    if Char2MoveUD = "UP" then set the locV of sprite BlockSprite to the locV of sprite BlockSprite - 2
    if Char2MoveUD = "DOWN" then set the locV of sprite BlockSprite to the locV of sprite BlockSprite + 2

updatestage

    if Char2CurH = Char2GoH then set Char2MoveLR to "X"
    if Char2CurH = Char2GoH + 1 then set Char2MoveLR to "X"
    if Char2CurH = Char2GoH + 2 then set Char2MoveLR to "X"
    if Char2CurH = Char2GoH - 1 then set Char2MoveLR to "X"
    if Char2CurH = Char2GoH - 2 then set Char2MoveLR to "X"
    if Char2CurH = Char2GoH - 3 then set Char2MoveLR to "X"
    if Char2CurH = Char2GoH - 4 then set Char2MoveLR to "X"

    if Char2CurV = Char2GoV then set Char2MoveUD to "X"
    if Char2CurV = Char2GoV + 1 then set Char2MoveUD to "X"
    if Char2CurV = Char2GoV + 2 then set Char2MoveUD to "X"
    if Char2CurV = Char2GoV - 1 then set Char2MoveUD to "X"
    if Char2CurV = Char2GoV - 2 then set Char2MoveUD to "X"
    if Char2CurV = Char2GoV - 3 then set Char2MoveUD to "X"
    if Char2CurV = Char2GoV - 4 then set Char2MoveUD to "X"

    if Char2MoveLR = "X" then

        if Char2MoveUD = "X" then

            if Char2Heading = "Left" then WhichBodyToUse = Char2Body & "-l1"
            if Char2Heading = "Right" then WhichBodyToUse = Char2Body & "-r1"
            if Char2Heading = "Up" then WhichBodyToUse = Char2Body & "-u1"
            if Char2Heading = "Down" then WhichBodyToUse = Char2Body & "-d1"
            set the member of sprite BodySprite to (member WhichBodyToUse of castlib 7)
            set GetOutOfThis to TRUE
            set Char2Moving = FALSE
        end if
    end if

    if sprite BlockSprite intersects sprite 1 then

        set the locH of sprite BlockSprite to Char2CurH
        set the locV of sprite BlockSprite to Char2CurV
        set Char2Moving = FALSE
        set Char2MoveLR = "X"

```



```

set Char2MoveLR = "X"
set Char2MoveUD = "X"
if Char2Heading = "Left" then WhichBodyToUse = Char2Body & "-l1"
if Char2Heading = "Right" then WhichBodyToUse = Char2Body & "-r1"
if Char2Heading = "Up" then WhichBodyToUse = Char2Body & "-u1"
if Char2Heading = "Down" then WhichBodyToUse = Char2Body & "-d1"
set the member of sprite BodySprite to (member WhichBodyToUse of castlib 7)
set GetOutOfThis to TRUE
set Char2Moving = FALSE

end if

set the locH of sprite BodySprite to the locH of sprite BlockSprite
set the locH of sprite HeadSprite to the locH of sprite BlockSprite - 5
set the locH of sprite NameSprite to the locH of sprite BlockSprite - 50

set the locV of sprite BodySprite to the locV of sprite BlockSprite - 10
set the locV of sprite HeadSprite to the locV of sprite BlockSprite - 30
set the locV of sprite NameSprite to the locV of sprite BlockSprite - 60

set the locZ of sprite BlockSprite to the locV of sprite BlockSprite
set the locZ of sprite BodySprite to the locV of sprite BlockSprite
set the locZ of sprite HeadSprite to the locV of sprite BlockSprite
set the locZ of sprite NameSprite to the locV of sprite BlockSprite

-----

if GetOutOfThis = TRUE then exit

if Char2MoveUD = "Up" then WhichHeadToUse = "h" & Char2Head & "-u"
if Char2MoveUD = "Down" then WhichHeadToUse = "h" & Char2Head & "-d"
if Char2MoveUD = "Up" then set Char2Heading = "Up"
if Char2MoveUD = "Down" then set Char2Heading = "Down"

if Char2MoveLR = "Left" then WhichHeadToUse = "h" & Char2Head & "-l"
if Char2MoveLR = "Right" then WhichHeadToUse = "h" & Char2Head & "-r"
if Char2MoveLR = "Left" then set Char2Heading = "Left"
if Char2MoveLR = "Right" then set Char2Heading = "Right"

if Char2Anime = 1 then

    if Char2MoveLR = "Left" then WhichBodyToUse = Char2Body & "-l1"
    if Char2MoveLR = "Right" then WhichBodyToUse = Char2Body & "-r1"

    if Char2MoveLR = "X" then

        if Char2MoveUD = "Up" then WhichBodyToUse = Char2Body & "-u1"
        if Char2MoveUD = "Down" then WhichBodyToUse = Char2Body & "-d1"
    end if
end if

if Char2Anime = 4 then

    if Char2MoveLR = "Left" then WhichBodyToUse = Char2Body & "-l2"
    if Char2MoveLR = "Right" then WhichBodyToUse = Char2Body & "-r2"

    if Char2MoveLR = "X" then

        if Char2MoveUD = "Up" then WhichBodyToUse = Char2Body & "-u2"
        if Char2MoveUD = "Down" then WhichBodyToUse = Char2Body & "-d2"
    end if
end if

if Char2Anime = 7 then

    if Char2MoveLR = "Left" then WhichBodyToUse = Char2Body & "-l1"
    if Char2MoveLR = "Right" then WhichBodyToUse = Char2Body & "-r1"

    if Char2MoveLR = "X" then

        if Char2MoveUD = "Up" then WhichBodyToUse = Char2Body & "-u1"
        if Char2MoveUD = "Down" then WhichBodyToUse = Char2Body & "-d1"
    end if
end if

if Char2Anime = 10 then

    if Char2MoveLR = "Left" then WhichBodyToUse = Char2Body & "-l3"
    if Char2MoveLR = "Right" then WhichBodyToUse = Char2Body & "-r3"

    if Char2MoveLR = "X" then

        if Char2MoveUD = "Up" then WhichBodyToUse = Char2Body & "-u3"
        if Char2MoveUD = "Down" then WhichBodyToUse = Char2Body & "-d3"
    end if
end if
-----

if Char2Anime = 1 then set the member of sprite BodySprite to (member WhichBodyToUse of castlib 7)
if Char2Anime = 4 then set the member of sprite BodySprite to (member WhichBodyToUse of castlib 7)

```

```
if Char2Anime = 4 then set the member of sprite BodySprite to (member WhichBodyToUse of castlib 7)
if Char2Anime = 7 then set the member of sprite BodySprite to (member WhichBodyToUse of castlib 7)
if Char2Anime = 10 then set the member of sprite BodySprite to (member WhichBodyToUse of castlib 7)
set the member of sprite HeadSprite = (member WhichHeadToUse of castlib 7)
```

```
if Char2Anime = 12 then set Char2Anime = 0
set Char2Anime = Char2Anime + 1
```

```
end if
```

```
end
```

Add/Remove Users (Internal)

```
on AddUserToRoom UsersName

    set TheCurList to field (member "UserList" of castlib 2)

    set TheCurList = TheCurList & UsersName
    set TheCurList = TheCurList & RETURN

    put TheCurList into field (member "UserList" of castlib 2)
end

on deleteuser
Global UserToCan, NameToCan
Global Char2Name, Char2Moving, Char2Anime, Char3Name, Char3Moving, Char3Anime
Global Char4Name, Char4Moving, Char4Anime, Char5Name, Char5Moving, Char5Anime
Global Char6Name, Char6Moving, Char6Anime, Char7Name, Char7Moving, Char7Anime
Global Char8Name, Char8Moving, Char8Anime, Char9Name, Char9Moving, Char9Anime
Global Char10Name, Char10Moving, Char10Anime, Char11Name, Char11Moving, Char11Anime

if NameToCan = Char2Name then

    set Char2Name = ""
    set Char2Moving = FALSE
    set Char2Anime = 1
    set the locH of sprite 14 = 850
    set the locH of sprite 15 = 850
    set the locH of sprite 16 = 850
    set the locH of sprite 17 = 850
    exit
end if

if NameToCan = Char3Name then

    set Char3Name = ""
    set Char3Moving = FALSE
    set Char3Anime = 1
    set the locH of sprite 18 = 850
    set the locH of sprite 19 = 850
    set the locH of sprite 20 = 850
    set the locH of sprite 21 = 850
    exit
end if

if NameToCan = Char4Name then

    set Char4Name = ""
    set Char4Moving = FALSE
    set Char4Anime = 1
    set the locH of sprite 22 = 850
    set the locH of sprite 23 = 850
    set the locH of sprite 24 = 850
    set the locH of sprite 25 = 850
    exit
end if

if NameToCan = Char5Name then

    set Char5Name = ""
    set Char5Moving = FALSE
    set Char5Anime = 1
    set the locH of sprite 26 = 850
    set the locH of sprite 27 = 850
    set the locH of sprite 28 = 850
    set the locH of sprite 29 = 850
    exit
end if

if NameToCan = Char6Name then

    set Char6Name = ""
    set Char6Moving = FALSE
    set Char6Anime = 1
    set the locH of sprite 30 = 850
    set the locH of sprite 31 = 850
    set the locH of sprite 32 = 850
    set the locH of sprite 33 = 850
    exit
end if

if NameToCan = Char7Name then
```

```
    set Char7Name = ""
    set Char7Moving = FALSE
    set Char7Anime = 1
    set the locH of sprite 34 = 850
    set the locH of sprite 35 = 850
    set the locH of sprite 36 = 850
    set the locH of sprite 37 = 850
    exit
end if
```

```
if NameToCan = Char8Name then
```

```
    set Char8Name = ""
    set Char8Moving = FALSE
    set Char8Anime = 1
    set the locH of sprite 38 = 850
    set the locH of sprite 39 = 850
    set the locH of sprite 40 = 850
    set the locH of sprite 41 = 850
    exit
end if
```

```
if NameToCan = Char9Name then
```

```
    set Char9Name = ""
    set Char9Moving = FALSE
    set Char9Anime = 1
    set the locH of sprite 42 = 850
    set the locH of sprite 43 = 850
    set the locH of sprite 44 = 850
    set the locH of sprite 45 = 850
    exit
end if
```

```
if NameToCan = Char10Name then
```

```
    set Char10Name = ""
    set Char10Moving = FALSE
    set Char10Anime = 1
    set the locH of sprite 46 = 850
    set the locH of sprite 47 = 850
    set the locH of sprite 48 = 850
    set the locH of sprite 49 = 850
    exit
end if
```

```
end
```

buy item (Internal)

```

on buyitem
  Global TheOneISelected, Price, Gold, FixGold

  LoadMyEquipment

  if TheOneISelected = "" then

    set CurChat = member "Chat"
    set CurChat = CurChat & RETURN & "** You haven't selected an item to purchase yet."
    put CurChat into member "Chat"

    set NumOfLines = member("chat").lineCount
    member("chat").line[NumOfLines].forecolor = 0
    --set the forecolor of line NumOfLines of member "chat" = 0

    exit
  end if

  if Price > Gold then

    set CurChat = member "Chat"
    set CurChat = CurChat & RETURN & "** You don't have enough gold to purchase that."
    put CurChat into member "Chat"

    set NumOfLines = member("chat").lineCount
    member("chat").line[NumOfLines].forecolor = 0

    --set the forecolor of line NumOfLines of member "chat" = 0

    exit
  end if

  if the member of sprite 71 = (member 8 of castlib "Inventory") then set xxa to 1
  if the member of sprite 72 = (member 8 of castlib "Inventory") then set xxa to 1
  if the member of sprite 73 = (member 8 of castlib "Inventory") then set xxa to 1
  if the member of sprite 74 = (member 8 of castlib "Inventory") then set xxa to 1
  if the member of sprite 75 = (member 8 of castlib "Inventory") then set xxa to 1
  if the member of sprite 76 = (member 8 of castlib "Inventory") then set xxa to 1
  if the member of sprite 77 = (member 8 of castlib "Inventory") then set xxa to 1
  if the member of sprite 78 = (member 8 of castlib "Inventory") then set xxa to 1
  if the member of sprite 79 = (member 8 of castlib "Inventory") then set xxa to 1
  if the member of sprite 80 = (member 8 of castlib "Inventory") then set xxa to 1
  if the member of sprite 81 = (member 8 of castlib "Inventory") then set xxa to 1
  if the member of sprite 82 = (member 8 of castlib "Inventory") then set xxa to 1

  if xxa <> 1 then

    set CurChat = member "Chat"
    set CurChat = CurChat & RETURN & "** Out of room! Please discard something."
    put CurChat into member "Chat"
    set NumOfLines = member("chat").lineCount
    member("chat").line[NumOfLines].forecolor = 0
    -- set the forecolor of line NumOfLines of member "chat" = 0

    exit
  end if

  if xxa = 1 then

    LoadGold
    Gold = Gold - Price
    SaveGold

    set FixGold = 1
    savevitals

    set TheSprite = 71

    repeat while TheSprite < 84

      if the member of sprite TheSprite = (member 8 of castlib "Inventory") then

        set the member of sprite TheSprite = (member TheOneISelected of castlib "Inventory")
        saveequipment
        exit
      end if
      set TheSprite = TheSprite + 1
    end repeat
  end if

```

55 (Internal)

```
on exitFrame
  go the frame
end
```

get item code (Internal)

Global TheItem, HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE

on SortItemCode ItemToSort

```
if ItemToSort = "300" then set TheItem = "Pig Costume"
if ItemToSort = "301" then set TheItem = "Imp Costume"
if ItemToSort = "302" then set TheItem = "Cyclops Costume"
if ItemToSort = "303" then set TheItem = "Lizard Costume"

if ItemToSort = "150" then set TheItem = "Knight's Sword"
if ItemToSort = "151" then set TheItem = "Star Sword"
if ItemToSort = "152" then set TheItem = "White Robe"
if ItemToSort = "153" then set TheItem = "Titanium Armor"
if ItemToSort = "154" then set TheItem = "Wizard's Robe"
if ItemToSort = "155" then set TheItem = "Lord's Staff"
if ItemToSort = "156" then set TheItem = "Argon's Plate"
if ItemToSort = "157" then set TheItem = "White Tiara"
if ItemToSort = "158" then set TheItem = "Mirror"
if ItemToSort = "159" then set TheItem = "Ocarina"
if ItemToSort = "176" then set TheItem = "Trumpet"
if ItemToSort = "160" then set TheItem = "Dragon Wing"

if ItemToSort = "170" then set TheItem = "Herb"
if ItemToSort = "171" then set TheItem = "Flask"
if ItemToSort = "172" then set TheItem = "Silver Token"
if ItemToSort = "173" then set TheItem = "Scroll"
if ItemToSort = "174" then set TheItem = "Fishle"
if ItemToSort = "175" then set TheItem = "Argon's Medal"

if ItemToSort = "180" then set TheItem = "Steel Bow"
if ItemToSort = "181" then set TheItem = "Blue Arrows"
if ItemToSort = "650" then set TheItem = "Red Arrows"
if ItemToSort = "651" then set TheItem = "Yellow Arrows"
if ItemToSort = "652" then set TheItem = "Green Arrows"
if ItemToSort = "653" then set TheItem = "Purple Arrows"
if ItemToSort = "654" then set TheItem = "White Arrows"

if ItemToSort = "655" then set TheItem = "Trout"
if ItemToSort = "656" then set TheItem = "Catfish"
if ItemToSort = "657" then set TheItem = "Squid"
if ItemToSort = "658" then set TheItem = "Swordfish"
if ItemToSort = "659" then set TheItem = "Damaged Armor"
if ItemToSort = "660" then set TheItem = "Damaged Shield"
if ItemToSort = "661" then set TheItem = "Damaged Helm"

if ItemToSort = "662" then set TheItem = "Campfire"
if ItemToSort = "663" then set TheItem = "Torch"

if ItemToSort = "633" then set TheItem = "Boat Deed"
if ItemToSort = "634" then set TheItem = "Battleship Deed"

if ItemToSort = "645" then set TheItem = "Saw"
if ItemToSort = "646" then set TheItem = "Mining Hammer"
if ItemToSort = "637" then set TheItem = "Table"
if ItemToSort = "638" then set TheItem = "Chair"
if ItemToSort = "639" then set TheItem = "Stool"
if ItemToSort = "640" then set TheItem = "Cabinet"
if ItemToSort = "641" then set TheItem = "Fishing Pole"
if ItemToSort = "642" then set TheItem = "Crate"
if ItemToSort = "643" then set TheItem = "Blacksmithing Hammer"
if ItemToSort = "644" then set TheItem = "Damaged Sword"

if ItemToSort = "182" then set TheItem = "Wooden Bow"
if ItemToSort = "185" then set TheItem = "House Key"
if ItemToSort = "186" then set TheItem = "Guild Key"
if ItemToSort = "190" then set TheItem = "Small House Deed"
if ItemToSort = "191" then set TheItem = "Small Guild Hall Deed"
if ItemToSort = "192" then set TheItem = "Blue Cottage Deed"
if ItemToSort = "193" then set TheItem = "Stone Guild Hall Deed"
if ItemToSort = "194" then set TheItem = "Fortress Guild Hall Deed"
if ItemToSort = "195" then set TheItem = "Large House Deed"

if ItemToSort = "600" then set TheItem = "Orc Meat"
if ItemToSort = "601" then set TheItem = "Cyclops Meat"
if ItemToSort = "602" then set TheItem = "Yeti Meat"
if ItemToSort = "603" then set TheItem = "Raw Fish"
if ItemToSort = "604" then set TheItem = "Fish Sticks"
if ItemToSort = "605" then set TheItem = "Orc Burger"
if ItemToSort = "606" then set TheItem = "Cyclops Burger"
if ItemToSort = "607" then set TheItem = "Yeti Burger"
if ItemToSort = "608" then set TheItem = "Orc Pot Pie"

if ItemToSort = "620" then set TheItem = "Potion Bottle"
if ItemToSort = "621" then set TheItem = "Blue Potion"
if ItemToSort = "622" then set TheItem = "Red Potion"
if ItemToSort = "623" then set TheItem = "Green Potion"
if ItemToSort = "624" then set TheItem = "Yellow Potion"
if ItemToSort = "625" then set TheItem = "Purple Potion"
```

```
if ItemToSort = "625" then set TheItem = "Purple Potion"
if ItemToSort = "626" then set TheItem = "White Potion"
if ItemToSort = "627" then set TheItem = "Blue Sand"
if ItemToSort = "628" then set TheItem = "Red Sand"
if ItemToSort = "629" then set TheItem = "Green Sand"
if ItemToSort = "630" then set TheItem = "Yellow Sand"
if ItemToSort = "631" then set TheItem = "Purple Sand"
if ItemToSort = "632" then set TheItem = "White Sand"

if ItemToSort = "635" then set TheItem = "Axe"
if ItemToSort = "636" then set TheItem = "Logs"

if ItemToSort = "637" then set TheItem = "Table"
if ItemToSort = "638" then set TheItem = "Chair"
if ItemToSort = "639" then set TheItem = "Stool"
if ItemToSort = "640" then set TheItem = "Cabinet"
if ItemToSort = "641" then set TheItem = "Fishing Pole"
if ItemToSort = "642" then set TheItem = "Crate"
if ItemToSort = "643" then set TheItem = "Blacksmith Hammer"
if ItemToSort = "644" then set TheItem = "Damaged Sword"
if ItemToSort = "645" then set TheItem = "Saw"
if ItemToSort = "646" then set TheItem = "Mining Hammer"

if ItemToSort = "2" then set TheItem = "Knife"
if ItemToSort = "3" then set TheItem = "Dagger"
if ItemToSort = "4" then set TheItem = "Short Sword"
if ItemToSort = "100" then set TheItem = "Hammer"
if ItemToSort = "101" then set TheItem = "Thor's Hammer"
if ItemToSort = "5" then set TheItem = "Small Shield"
if ItemToSort = "8" then set TheItem = "Apple"
if ItemToSort = "80" then set TheItem = "Steel Key"
if ItemToSort = "81" then set TheItem = "Wooden Key"
if ItemToSort = "82" then set TheItem = "Emerald Key"
if ItemToSort = "83" then set TheItem = "Fire Key"
if ItemToSort = "84" then set TheItem = "Gold Key"
if ItemToSort = "60" then set TheItem = "Ale"
if ItemToSort = "61" then set TheItem = "Fish"
if ItemToSort = "62" then set TheItem = "Corn"
if ItemToSort = "30" then set TheItem = "Pie"
if ItemToSort = "41" then set TheItem = "Nectar"
if ItemToSort = "400" then set TheItem = "Water Orb"
if ItemToSort = "401" then set TheItem = "Fire Orb"
if ItemToSort = "402" then set TheItem = "Wind Orb"
if ItemToSort = "403" then set TheItem = "Earth Orb"
if ItemToSort = "6" then set TheItem = "Long Sword"
if ItemToSort = "336" then set TheItem = "Katana"
if ItemToSort = "611" then set TheItem = "Scimitar"
if ItemToSort = "612" then set TheItem = "Bo"
if ItemToSort = "237" then set TheItem = "Laser Sword"
if ItemToSort = "239" then set TheItem = "Red Laser Sword"
if ItemToSort = "241" then set TheItem = "Green Laser Sword"
if ItemToSort = "238" then set TheItem = "Sword of Hope"
if ItemToSort = "7" then set TheItem = "Leather Armor"
if ItemToSort = "9" then set TheItem = "Broad Sword"
if ItemToSort = "10" then set TheItem = "Scimitar"
if ItemToSort = "11" then set TheItem = "Rune Sword"
if ItemToSort = "12" then set TheItem = "Plate Armor"
if ItemToSort = "13" then set TheItem = "Chain Armor"
if ItemToSort = "14" then set TheItem = "Leather Boots"
if ItemToSort = "15" then set TheItem = "Steel Shield"
if ItemToSort = "16" then set TheItem = "Rune Shield"
if ItemToSort = "17" then set TheItem = "Magical Shield"
if ItemToSort = "18" then set TheItem = "Knight Shield"
if ItemToSort = "19" then set TheItem = "Gold Shield"
if ItemToSort = "20" then set TheItem = "Gold Armor"
if ItemToSort = "21" then set TheItem = "Rune Armor"
if ItemToSort = "22" then set TheItem = "Chain Boots"
if ItemToSort = "121" then set TheItem = "Plate Boots"
if ItemToSort = "23" then set TheItem = "Fawn Cap"
if ItemToSort = "24" then set TheItem = "Chain Helm"
if ItemToSort = "123" then set TheItem = "Leather Cap"
if ItemToSort = "25" then set TheItem = "Rune Helm"
if ItemToSort = "26" then set TheItem = "Wooden Staff"
if ItemToSort = "120" then set TheItem = "Steel Staff"
if ItemToSort = "27" then set TheItem = "Dark Sword"
if ItemToSort = "609" then set TheItem = "Dark Scimitar"
if ItemToSort = "610" then set TheItem = "Unholy Lance"
if ItemToSort = "28" then set TheItem = "Ice Cap"
if ItemToSort = "29" then set TheItem = "Gold Sword"
if ItemToSort = "40" then set TheItem = "Gold Staff"
if ItemToSort = "31" then set TheItem = "Gold Boots"
if ItemToSort = "32" then set TheItem = "Gold Helm"
if ItemToSort = "33" then set TheItem = "Ruby Ring"
if ItemToSort = "34" then set TheItem = "Ring of Quickness"
if ItemToSort = "35" then set TheItem = "Argon's Ring"

if ItemToSort = "38" then set TheItem = "Angel Wings"

if ItemToSort = "36" then set TheItem = "Dark Shield"
if ItemToSort = "37" then set TheItem = "Dark Staff"
```

end


```
on SortItemName ItemToSort
```

```
if ItemToSort = "Pig Costume" then set TheItem = "300"  
if ItemToSort = "Imp Costume" then set TheItem = "301"  
if ItemToSort = "Cyclops Costume" then set TheItem = "302"  
if ItemToSort = "Lizard Costume" then set TheItem = "303"
```

```
if ItemToSort = "Knight's Sword" then set TheItem = "150"  
if ItemToSort = "Star Sword" then set TheItem = "151"  
if ItemToSort = "White Robe" then set TheItem = "152"  
if ItemToSort = "Titanium Armor" then set TheItem = "153"  
if ItemToSort = "Wizard's Robe" then set TheItem = "154"  
if ItemToSort = "Lord's Staff" then set TheItem = "155"  
if ItemToSort = "Argon's Plate" then set TheItem = "156"  
if ItemToSort = "White Tiara" then set TheItem = "157"  
if ItemToSort = "Mirror" then set TheItem = "158"  
if ItemToSort = "Ocarina" then set TheItem = "159"  
if ItemToSort = "Trumpet" then set TheItem = "176"  
if ItemToSort = "Dragon Wing" then set TheItem = "160"
```

```
if ItemToSort = "Herb" then set TheItem = "170"  
if ItemToSort = "Flask" then set TheItem = "171"  
if ItemToSort = "Silver Token" then set TheItem = "172"  
if ItemToSort = "Scroll" then set TheItem = "173"  
if ItemToSort = "Fishle" then set TheItem = "174"  
if ItemToSort = "Argon's Medal" then set TheItem = "175"
```

```
if ItemToSort = "Steel Bow" then set TheItem = "180"  
if ItemToSort = "Blue Arrows" then set TheItem = "181"  
if ItemToSort = "Red Arrows" then set TheItem = "650"  
if ItemToSort = "Yellow Arrows" then set TheItem = "651"  
if ItemToSort = "Green Arrows" then set TheItem = "652"  
if ItemToSort = "Purple Arrows" then set TheItem = "653"  
if ItemToSort = "White Arrows" then set TheItem = "654"
```

```
if ItemToSort = "Trout" then set TheItem = "655"  
if ItemToSort = "Catfish" then set TheItem = "656"  
if ItemToSort = "Squid" then set TheItem = "657"  
if ItemToSort = "Swordfish" then set TheItem = "658"  
if ItemToSort = "Damaged Armor" then set TheItem = "659"  
if ItemToSort = "Damaged Shield" then set TheItem = "660"  
if ItemToSort = "Damaged Helm" then set TheItem = "661"
```

```
if ItemToSort = "Campfire" then set TheItem = "662"  
if ItemToSort = "Torch" then set TheItem = "663"
```

```
if ItemToSort = "Boat Deed" then set TheItem = "633"  
if ItemToSort = "Battleship Deed" then set TheItem = "634"
```

```
if ItemToSort = "Wooden Bow" then set TheItem = "182"  
if ItemToSort = "House Key" then set TheItem = "185"  
if ItemToSort = "Guild Key" then set TheItem = "186"  
if ItemToSort = "Small House Deed" then set TheItem = "190"  
if ItemToSort = "Small Guild Hall Deed" then set TheItem = "191"  
if ItemToSort = "Blue Cottage Deed" then set TheItem = "192"  
if ItemToSort = "Stone Guild Hall Deed" then set TheItem = "193"  
if ItemToSort = "Fortress Guild Hall Deed" then set TheItem = "194"  
if ItemToSort = "Large House Deed" then set TheItem = "195"
```

```
if ItemToSort = "Orc Meat" then set TheItem = "600"  
if ItemToSort = "Cyclops Meat" then set TheItem = "601"  
if ItemToSort = "Yeti Meat" then set TheItem = "602"  
if ItemToSort = "Raw Fish" then set TheItem = "603"  
if ItemToSort = "Fish Sticks" then set TheItem = "604"  
if ItemToSort = "Orc Burger" then set TheItem = "605"  
if ItemToSort = "Cyclops Burger" then set TheItem = "606"  
if ItemToSort = "Yeti Burger" then set TheItem = "607"  
if ItemToSort = "Orc Pot Pie" then set TheItem = "608"
```

```
if ItemToSort = "Potion Bottle" then set TheItem = "620"  
if ItemToSort = "Blue Potion" then set TheItem = "621"  
if ItemToSort = "Red Potion" then set TheItem = "622"  
if ItemToSort = "Green Potion" then set TheItem = "623"  
if ItemToSort = "Yellow Potion" then set TheItem = "624"  
if ItemToSort = "Purple Potion" then set TheItem = "625"  
if ItemToSort = "White Potion" then set TheItem = "626"  
if ItemToSort = "Blue Sand" then set TheItem = "627"  
if ItemToSort = "Red Sand" then set TheItem = "628"  
if ItemToSort = "Green Sand" then set TheItem = "629"  
if ItemToSort = "Yellow Sand" then set TheItem = "630"  
if ItemToSort = "Purple Sand" then set TheItem = "631"  
if ItemToSort = "White Sand" then set TheItem = "632"
```

```
if ItemToSort = "Axe" then set TheItem = "635"  
if ItemToSort = "Logs" then set TheItem = "636"
```

```
if ItemToSort = "Table" then set TheItem = "637"  
if ItemToSort = "Chair" then set TheItem = "638"  
if ItemToSort = "Stool" then set TheItem = "639"  
if ItemToSort = "Cabinet" then set TheItem = "640"
```

```
if ItemToSort = "Cabinet" then set TheItem = "640"
if ItemToSort = "Fishing Pole" then set TheItem = "641"
if ItemToSort = "Crate" then set TheItem = "642"
if ItemToSort = "Blacksmith Hammer" then set TheItem = "643"
if ItemToSort = "Damaged Sword" then set TheItem = "644"
if ItemToSort = "Saw" then set TheItem = "645"
if ItemToSort = "Mining Hammer" then set TheItem = "646"

if ItemToSort = "NOTHING" then set TheItem = "0"
if ItemToSort = "Knife" then set TheItem = "2"
if ItemToSort = "Dagger" then set TheItem = "3"
if ItemToSort = "Short Sword" then set TheItem = "4"
if ItemToSort = "Hammer" then set TheItem = "100"
if ItemToSort = "Thor's Hammer" then set TheItem = "101"
if ItemToSort = "Small Shield" then set TheItem = "5"
if ItemToSort = "Apple" then set TheItem = "8"
if ItemToSort = "Steel Key" then set TheItem = "80"
if ItemToSort = "Wooden Key" then set TheItem = "81"
if ItemToSort = "Emerald Key" then set TheItem = "82"
if ItemToSort = "Fire Key" then set TheItem = "83"
if ItemToSort = "Gold Key" then set TheItem = "84"
if ItemToSort = "Ale" then set TheItem = "60"
if ItemToSort = "Fish" then set TheItem = "61"
if ItemToSort = "Corn" then set TheItem = "62"
if ItemToSort = "Pie" then set TheItem = "30"
if ItemToSort = "Nectar" then set TheItem = "41"
if ItemToSort = "Water Orb" then set TheItem = "400"
if ItemToSort = "Fire Orb" then set TheItem = "401"
if ItemToSort = "Wind Orb" then set TheItem = "402"
if ItemToSort = "Earth Orb" then set TheItem = "403"
if ItemToSort = "Long Sword" then set TheItem = "6"
if ItemToSort = "Katana" then set TheItem = "336"
if ItemToSort = "Scimitar" then set TheItem = "611"
if ItemToSort = "Bo" then set TheItem = "612"
if ItemToSort = "Sword of Hope" then set TheItem = "238"
if ItemToSort = "Laser Sword" then set TheItem = "237"
if ItemToSort = "Red Laser Sword" then set TheItem = "239"
if ItemToSort = "Green Laser Sword" then set TheItem = "241"
if ItemToSort = "Leather Armor" then set TheItem = "7"
if ItemToSort = "Broad Sword" then set TheItem = "9"
if ItemToSort = "Scimitar" then set TheItem = "10"
if ItemToSort = "Rune Sword" then set TheItem = "11"
if ItemToSort = "Plate Armor" then set TheItem = "12"
if ItemToSort = "Chain Armor" then set TheItem = "13"
if ItemToSort = "Leather Boots" then set TheItem = "14"
if ItemToSort = "Steel Shield" then set TheItem = "15"
if ItemToSort = "Rune Shield" then set TheItem = "16"
if ItemToSort = "Magical Shield" then set TheItem = "17"
if ItemToSort = "Knight Shield" then set TheItem = "18"
if ItemToSort = "Gold Shield" then set TheItem = "19"
if ItemToSort = "Gold Armor" then set TheItem = "20"
if ItemToSort = "Rune Armor" then set TheItem = "21"
if ItemToSort = "Chain Boots" then set TheItem = "22"
if ItemToSort = "Plate Boots" then set TheItem = "121"
if ItemToSort = "Fawn Cap" then set TheItem = "23"
if ItemToSort = "Chain Helm" then set TheItem = "24"
if ItemToSort = "Leather Cap" then set TheItem = "123"
if ItemToSort = "Rune Helm" then set TheItem = "25"
if ItemToSort = "Wooden Staff" then set TheItem = "26"
if ItemToSort = "Steel Staff" then set TheItem = "120"
if ItemToSort = "Dark Sword" then set TheItem = "27"
if ItemToSort = "Dark Scimitar" then set TheItem = "609"
if ItemToSort = "Unholy Lance" then set TheItem = "610"
if ItemToSort = "Ice Cap" then set TheItem = "28"
if ItemToSort = "Gold Sword" then set TheItem = "29"
if ItemToSort = "Gold Staff" then set TheItem = "40"
if ItemToSort = "Gold Boots" then set TheItem = "31"
if ItemToSort = "Gold Helm" then set TheItem = "32"
if ItemToSort = "Ruby Ring" then set TheItem = "33"
if ItemToSort = "Ring of Quickness" then set TheItem = "34"
if ItemToSort = "Argon's Ring" then set TheItem = "35"
```

```
if ItemToSort = "Angel Wings" then set TheItem = "38"
```

```
if ItemToSort = "Dark Shield" then set TheItem = "36"
```

```
if ItemToSort = "Dark Staff" then set TheItem = "37"
```

```
end
```

remove (Internal)

```
on RemovePickedUpItem TextToSort
```

```
Global Drop1, Drop2, Drop3, Drop4, Drop5, MyName, ItsMine, Gold
```

```
LoadMyEquipment
```

```
set the itemdelimiter = ":"
```

```
set TheItem = item 2 of TextToSort
set dH = integer(item 3 of TextToSort)
set dV = integer(item 4 of TextToSort)
set TheItem = TheItem & "-Obj"
```

```
if the member of sprite 95 = (member TheItem of castlib 10) then
```

```
    if the locH of sprite 95 = dH then
```

```
        if the locV of sprite 95 = dV then
```

```
            if ItsMine = 1 then
```

```
                set ItsMine = 2
```

```
                LoadGold
```

```
                if TheItem = "Gold-Obj" then set Gold = Gold + Drop1
```

```
                if TheItem = "Gold-Obj" then saveequipment
```

```
                SaveGold
```

```
            if TheItem <> "Gold-Obj" then
```

```
                set TheSprite = 71
```

```
                set the itemdelimiter = "-"
```

```
                set TheOneISelected = item 1 of TheItem
```

```
                repeat while TheSprite < 84
```

```
                    if the member of sprite TheSprite = (member 8 of castlib "Inventory") then
```

```
                        set the member of sprite TheSprite = (member TheOneISelected of castlib "Inventory")
```

```
                        saveequipment
```

```
                        set the locH of sprite 95 = -700
```

```
                        set the locV of sprite 95 = -700
```

```
                        exit
```

```
                    end if
```

```
                    set TheSprite = TheSprite + 1
```

```
                end repeat
```

```
            end if
```

```
        end if
```

```
    set the locH of sprite 95 = -700
```

```
    set the locV of sprite 95 = -700
```

```
    exit
```

```
end if
```

```
end if
```

```
if the member of sprite 96 = (member TheItem of castlib 10) then
```

```
    if the locH of sprite 96 = dH then
```

```
        if the locV of sprite 96 = dV then
```

```
            if ItsMine = 1 then
```

```
                set ItsMine = 2
```

```
                LoadGold
```

```
                if TheItem = "Gold-Obj" then set Gold = Gold + Drop2
```

```
                if TheItem = "Gold-Obj" then saveequipment
```

```
                SaveGold
```

```
            if TheItem <> "Gold-Obj" then
```

```
                set TheSprite = 71
```

```
                set the itemdelimiter = "-"
```

```
                set TheOneISelected = item 1 of TheItem
```

```
                repeat while TheSprite < 84
```

```
                    if the member of sprite TheSprite = (member 8 of castlib "Inventory") then
```

```
                        set the member of sprite TheSprite = (member TheOneISelected of castlib "Inventory")
```

```
                        saveequipment
```

```
                        set the locH of sprite 96 = -700
```

```
                        set the locV of sprite 96 = -700
```

```
                        exit
```

```
                    end if
```

```
                    set TheSprite = TheSprite + 1
```

```

        set TheSprite = TheSprite + 1
    end repeat
end if

set the locH of sprite 96 = -700
set the locV of sprite 96 = -700

exit
end if
end if
end if

if the member of sprite 97 = (member TheItem of castlib 10) then

    if the locH of sprite 97 = dH then

        if the locV of sprite 97 = dV then

            if ItsMine = 1 then

                set ItsMine = 2
                LoadGold
                if TheItem = "Gold-Obj" then set Gold = Gold + Drop3
                if TheItem = "Gold-Obj" then saveequipment
                SaveGold

                if TheItem <> "Gold-Obj" then

                    set TheSprite = 71
                    set the itemdelimiter = "-"
                    set TheOneISelected = item 1 of TheItem
                    repeat while TheSprite < 84

                        if the member of sprite TheSprite = (member 8 of castlib "Inventory") then

                            set the member of sprite TheSprite = (member TheOneISelected of castlib "Inventory")
                            saveequipment
                            set the locH of sprite 97 = -700
                            set the locV of sprite 97 = -700
                            exit
                        end if
                        set TheSprite = TheSprite + 1
                    end repeat
                end if

                set the locH of sprite 97 = -700
                set the locV of sprite 97 = -700

                exit
            end if
        end if
    end if

    if the member of sprite 98 = (member TheItem of castlib 10) then

        if the locH of sprite 98 = dH then

            if the locV of sprite 98 = dV then

                if ItsMine = 1 then

                    set ItsMine = 2
                    if TheItem = "f-Obj" then set f = f + Drop4
                    if TheItem = "f-Obj" then saveequipment

                    if TheItem <> "f-Obj" then

                        set TheSprite = 71
                        set the itemdelimiter = "-"
                        set TheOneISelected = item 1 of TheItem
                        repeat while TheSprite < 84

                            if the member of sprite TheSprite = (member 8 of castlib "Inventory") then

                                set the member of sprite TheSprite = (member TheOneISelected of castlib "Inventory")
                                saveequipment
                                set the locH of sprite 98 = -700
                                set the locV of sprite 98 = -700
                                exit
                            end if
                            set TheSprite = TheSprite + 1
                        end repeat
                    end if

                    set the locH of sprite 98 = -700
                    set the locV of sprite 98 = -700

                    exit
                end if
            end if
        end if
    end if
end if

```

```
end if
end if
```

```
if the member of sprite 99 = (member TheItem of castlib 10) then
```

```
    if the locH of sprite 99 = dH then
```

```
        if the locV of sprite 99 = dV then
```

```
            if ItsMine = 1 then
```

```
                set ItsMine = 2
```

```
                if TheItem = "f-Obj" then set f = f + Drop5
```

```
                if TheItem = "f-Obj" then saveequipment
```

```
                if TheItem <> "f-Obj" then
```

```
                    set TheSprite = 71
```

```
                    set the itemdelimiter = "-"
```

```
                    set TheOneISelected = item 1 of TheItem
```

```
                    repeat while TheSprite < 84
```

```
                        if the member of sprite TheSprite = (member 8 of castlib "Inventory") then
```

```
                            set the member of sprite TheSprite = (member TheOneISelected of castlib "Inventory")
```

```
                            saveequipment
```

```
                            set the locH of sprite 99 = -700
```

```
                            set the locV of sprite 99 = -700
```

```
                            exit
```

```
                        end if
```

```
                        set TheSprite = TheSprite + 1
```

```
                    end repeat
```

```
                end if
```

```
            end if
```

```
        set the locH of sprite 99 = -700
```

```
        set the locV of sprite 99 = -700
```

```
    exit
```

```
end if
```

```
end if
```

```
end if
```

```
end
```

59 (Internal)

```
on exitFrame
```

```
    go the frame
```

```
end
```

60 (Internal)

```
on exitFrame me
```

```
    go the frame
```

```
end
```

61 (Internal)

```
on exitFrame me
```

```
    go the frame
```

```
end
```

male (Internal)

```
on mouseup
```

```
    Global sex
```

```
    set sex = "1"
```

```
    set the member of sprite 20 = member 62
```

```
    set the member of sprite 21 = member 63
```

```
    set the member of sprite 18 = (member "HEAD1-F2-S" of castlib "Characters")
```

```
end
```

female (Internal)

```
on mouseup
  Global sex

  set sex = "2"
  set the member of sprite 20 = member 63
  set the member of sprite 21 = member 62

  set the member of sprite 18 = (member "HEAD2-F2-S" of castlib "Characters")

end
```

fighter (Internal)

```
on mouseup
  Global class

  set class = "1"
  set the member of sprite 22 = member 62
  set the member of sprite 23 = member 63
  set the member of sprite 24 = member 63
  set the member of sprite 25 = member 63

end
```

mage (Internal)

```
on mouseup
  Global class

  set class = "2"
  set the member of sprite 22 = member 63
  set the member of sprite 23 = member 62
  set the member of sprite 24 = member 63
  set the member of sprite 25 = member 63

end
```

ranger (Internal)

```
on mouseup
  Global class

  set class = "3"
  set the member of sprite 22 = member 63
  set the member of sprite 23 = member 63
  set the member of sprite 24 = member 62
  set the member of sprite 25 = member 63

end
```

business (Internal)

```
on mouseup
  Global class

  set class = "4"
  set the member of sprite 22 = member 63
  set the member of sprite 23 = member 63
  set the member of sprite 24 = member 63
  set the member of sprite 25 = member 62

end
```

72 (Internal)

```
on exitFrame me

    set the visible of sprite 38 = FALSE
    set the visible of sprite 39 = FALSE
    set the visible of sprite 62 = FALSE
    set the visible of sprite 64 = FALSE
    set the visible of sprite 318 = FALSE
    set the visible of sprite 319 = FALSE

end
```

73 (Internal)

```
on exitFrame
    Global gConnect, MyName, TheMap

    set TheMap = "@Lobby"

    err = gConnect.SendNetMessage( "System", "JoinGroup", "@Lobby" )

    put MyName & RETURN into field (member "TheUsers" of castlib "Chat")
    sendChatMsg("CT$")

    set Chht = "***** YourGameName chat beta 1 ***** " & RETURN
    set Chht = Chht & RETURN & "Note: This chat room is in beta stages. Spamming will get you "
    set Chht = Chht & "not only banned from chat but banned from the game."
    set chht = chht & RETURN
    put Chht into field (member "TheChat" of castlib "Chat")
    put "YourGameName General Chat" into field (member "roomname" of castlib "Chat")

    installmenu 500
end
```

74 (Internal)

```
on exitFrame
    go the frame
end
```

76 (Internal)

```

on exitFrame me
    global SFX, Shadows, RendChar

    if SFX = "ON" then

        set the member of sprite 4 = member 244
        set the member of sprite 5 = member 243
    else
        set the member of sprite 4 = member 243
        set the member of sprite 5 = member 244
    end if

    if Shadows = "ON" then

        set the member of sprite 6 = member 244
        set the member of sprite 7 = member 243
    else
        set the member of sprite 6 = member 243
        set the member of sprite 7 = member 244
    end if

    set RendChar = GetPref("rendChar.txt")

    set the member of sprite 9 = member 244
    set the member of sprite 10 = member 243

    set IPList = GetPref("ServerList.txt")
    if IPList = VOID then set IPList = ""

    if IPList <> "" then
        set TheList = IPList
        set IPList = ""
        set the itemdelimiter = "|"
        repeat with x = 1 to 50
            if item x of TheList <> "" then set IPList = IPList & item x of TheList & RETURN
        end repeat
    end if

    put IPList into field (member "ServerIPList" of castlib 1)

    if IPList = "" then put "inoca.serveftp.net" & RETURN & "firststaronline.dns2go.com" into field (member "ServerIPList" of
castlib 1)

```

78 (Internal)

```

on mouseUp me
    c
end

```

spell cast (Internal)

```

on FactorInASpell(TextToSort)

end

```


80 (Internal)

```

on exitFrame me
  Global MovieScore, RotationX, RotationY, RotationZ
  Global CameraXPos, CameraYPos, CameraZPos, CameraXRot, CameraYRot, CameraZRot, LightDarkControl
  Global RotationX2, RotationY2, RotationZ2, GuyDoodAnim
  Global RotationX3, RotationY3, RotationZ3
  Global RotationX4, RotationY4, RotationZ4
  Global RotationX5, RotationY5, RotationZ5
  Global RotationX6, RotationY6, RotationZ6, R, G, B

  set RotationX = 0
  set RotationY = 0
  set RotationZ = 0

  set RotationX2 = 0
  set RotationY2 = 0
  set RotationZ2 = 0

  set RotationX3 = 0
  set RotationY3 = 0
  set RotationZ3 = 0

  set RotationX4 = 0
  set RotationY4 = 0
  set RotationZ4 = 0

  set RotationX5 = 0
  set RotationY5 = 0
  set RotationZ5 = 0

  set RotationX6 = 0
  set RotationY6 = 0
  set RotationZ6 = 0

  set GuyDoodAnim = 0
  set CameraXPos = 134
  set CameraYPos = -293
  set CameraZPos = 179

  set CameraXRot = 58
  set CameraYRot = 0
  set CameraZRot = 22

  member("World").camera[1].transform.position = vector(134.0, -193.0, 700)
  member("World").camera[1].transform.rotation = vector(58.0, 0, 22.0)

  member("World").deletemodel("unfungames")
  member("World").deletemodel("unfungames2")
  member("World").deletetexture("unfungamestexture")

  member("World").newTexture("fsologo", #fromcastmember, member("fsologo"))
  member("World").newTexture("RockTexture", #fromcastmember, member("RockTexture"))
  member("World").newTexture("Sky", #fromcastmember, member("SkyTex"))
  member("World").newTexture("Sky2", #fromcastmember, member("SkyTex2"))

  member("World").newTexture("charframe1", #fromcastmember, member("charanim1"))
  member("World").newTexture("charframe2", #fromcastmember, member("charanim2"))
  member("World").newTexture("charframe3", #fromcastmember, member("charanim3"))

  member("World").camera[1].fog.enabled = TRUE

  set R = random(60) + 100
  set G = random(60) + 100
  set B = random(60) + 100

  member("World").camera[1].fog.color = rgb(0,0,0)
  member("World").camera[1].fog.decaymode = #linear
  member("World").camera[1].fog.far = 1360
  member("World").camera[1].fog.near = 1

  BuildModel1
  BuildModel2
  BuildModel3
  BuildSky
  set MovieScore = 0

end

```

spell increase (Internal)

```

on FactorInPossibleStatIncrease GSpell
  Global Magery, GSpell

  -- GSpell = the spell that was used

  set oSkills = "Magery, "

  if oSkills contains "Magery" then

    set MageryUpgrade = random(Magery)

    if MageryUpgrade = 1 then

      set TheText = "You have advanced in the art of Magery!"
      AddToEvents(TheText)
      SortMySkills
      set Magery = Magery + 1
      saveskills
    end if
  end if

end

```

spell cast on me (Internal)

```

on SpellCastOnMe Spell
  global HP, HPMax, SP, SPMax, SpellRate, HitStrength, HasteCondition

  if Spell = "Minor Heal" then

    sortvitals
    set HP = HP + HitStrength
    if HP > HPMax then set HP = HPMax
    loadthebars
    savevitals
  end if

  if Spell = "Replenish" then

    sortvitals
    set HP = HP + HitStrength + 20 + random(10)
    if HP > HPMax then set HP = HPMax
    loadthebars
    savevitals
  end if

  if Spell = "Haste" then

    set HasteCondition = 1
    set the visible of sprite 232 = TRUE

  end if

```

end

83 (Internal)

```

on exitFrame
  go the frame
end

```

85 (Internal)

```
on exitFrame me
    exit
end
```

86 (Internal)

```
on exitFrame me
    go the frame
end
```

IClickedBuy (Internal)

```
on IClickedBuy

    Global NPCSelected, NPC1, NPC2, NPC3, NPC4, gConnect, DontBuyAgain

    if NPCSelected = 1 then set NPCName = the monstername of sprite 180 & ".txt"
    if NPCSelected = 2 then set NPCName = the monstername of sprite 181 & ".txt"
    if NPCSelected = 3 then set NPCName = the monstername of sprite 182 & ".txt"
    if NPCSelected = 4 then set NPCName = the monstername of sprite 183 & ".txt"

    if NPCSelected = 1 then set LList = NPC1
    if NPCSelected = 2 then set LList = NPC2
    if NPCSelected = 3 then set LList = NPC3
    if NPCSelected = 4 then set LList = NPC4
    set DontBuyAgain = FALSE
    set BuyItems = ""
    set BuyItemPrices = ""

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadNPCSellList",#content:NPCName])
end
```

on IClickedSell

```
    Global NPCSelected, NPC1, NPC2, NPC3, NPC4, gConnect, DontBuyAgain

    if NPCSelected = 1 then set NPCName = the monstername of sprite 180 & ".txt"
    if NPCSelected = 2 then set NPCName = the monstername of sprite 181 & ".txt"
    if NPCSelected = 3 then set NPCName = the monstername of sprite 182 & ".txt"
    if NPCSelected = 4 then set NPCName = the monstername of sprite 183 & ".txt"

    if NPCSelected = 1 then set LList = NPC1
    if NPCSelected = 2 then set LList = NPC2
    if NPCSelected = 3 then set LList = NPC3
    if NPCSelected = 4 then set LList = NPC4
    set DontBuyAgain = FALSE
    set BuyItems = ""
    set BuyItemPrices = ""

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadNPCBuyList",#content:NPCName])

end
```

RunWhereAmI (Internal)

```
on openUserList
```

```
end
```

```
-----
```

```
on openMonsterList
```

```
end
```

```
-----
```

```
on openItemList
```

```
end
```

```
on RunWhereAmI
```

```
    Global CharMap, MyLocXY
```

```
    set TheText = "You are at map: " & CharMap & " at position: " & MyLocXY
```

```
    AddToChat(TheText)
```

```
end
```

90 (Internal)

```
on exitFrame me
```

```
    Global StoryCounter
```

```
    set StoryCounter = StoryCounter - 1
```

```
    if StoryCounter < 34 then
```

```
        set StoryCounter = 150
```

```
        play the frame + 1
```

```
    end if
```

```
    set the locH of sprite 2 = the locH of sprite 2 - 2
```

```
    set the locV of sprite 2 = the locV of sprite 2 + 2
```

```
    go the frame
```

```
end
```

91 (Internal)

```
on mouseUp
    Global Gold, CharSelectedb, MyName
    Global WhichSign

    if the frame > 200 then

        set TheTxt = field (member "SignText" of castlib "WorldEdit")

        if WhichSign = 1 then put TheTxt into field (member "sign 1 text" of castlib "WorldEdit")
        if WhichSign = 2 then put TheTxt into field (member "sign 2 text" of castlib "WorldEdit")
        if WhichSign = 3 then put TheTxt into field (member "sign 3 text" of castlib "WorldEdit")

        set the visible of sprite 286 = FALSE
        set the visible of sprite 287 = FALSE
        set the visible of sprite 288 = FALSE
    end if

    if the frame < 200 then

        set the visible of sprite 292 = FALSE
        set the visible of sprite 293 = FALSE
        set the visible of sprite 294 = FALSE

    end if

end
```

92 (Internal)

```
on exitFrame me
    Global StoryCounter

    set StoryCounter = StoryCounter - 1

    if StoryCounter < 34 then
        set StoryCounter = 150
        play the frame + 1
    end if

    set the locH of sprite 2 = the locH of sprite 2 + 2
    set the locV of sprite 2 = the locV of sprite 2 + 2

    go the frame
end
```

93 (Internal)

```
on exitFrame me

    set DidWeReg = GetPref("REG.txt")

    if DidWeReg = VOID then set DidWeReg = ""
    put DidWeReg into field (member "MyRegCode")

end
```

RunItOkOk (Internal)

```
on RunItOkOk

    put "big ban!"
    MassBanMe
    set gConnect = 0
    play frame 1
    exit

end
```

95 (Internal)

```
on exitFrame me
    global goobs

    set goobs = 1
end
```

ServerQueue_CheckForWarpScript (Internal)

```

on ServerQueue (ServerQueueData)

    set the itemdelimiter = "/"

    repeat with x = 1 to 30

        set the itemdelimiter = "/"

        if item x of ServerQueueData <> "" then

            set TextToSort = item x of ServerQueueData
            set the itemdelimiter = ":"
            set UsersName = item 2 of TextToSort
            set WhichStyle = item 3 of TextToSort
            put "" into item 1 of TextToSort
            put "" into char 1 of TextToSort
            put "" into item 1 of TextToSort
            put "" into char 1 of TextToSort
            put "" into item 1 of TextToSort
            put "" into char 1 of TextToSort
            set TheDatToSort = TextToSort

            if WhichStyle = "Move" then MoveCharacter(TextToSort, UsersName)
            if WhichStyle = "TS" then FloatieText(TheDatToSort)

        end if

    end repeat

end

on RunOutRegGo

    alert "You can't play unless you register!"

end

on CheckForWarpScript (UsersName, SaidText)
    Global gConnect, IAmImmortal, MyLocXY, CharMap, WarpScript

    if IAmImmortal = FALSE then exit

    if SaidText contains WarpScript then

        set TheText = ""

        set MYXY = MyLocXY
        set the itemdelimiter = "-"
        set MyyX = item 1 of MYXY
        set MyyY = item 2 of MYXY

        set TheTExt = "!!! !!! " & CharMap & " " & MyyX & " " & MyyY

        errCode = gConnect.sendMessage([#recipients:"system.script", #subject:"SupaWarp",#content:UsersName & "*" & TheText])

        set TheText = "*** Warping " & UsersName & "..."
        AddToChat(TheText)
    end if
end

```

101 (Internal)

```

end
on exitFrame me
    global goobs

    set goobs = goobs + 1

    if goobs = 90 then play the frame + 1

    go the frame
end

```

102 (Internal)

```
on exitFrame me
  Global MyMusicObject, RendChar
  set x = 1

  repeat while x < 250

    set the visible of sprite x to TRUE
    set x = x + 1
  end repeat

  set the actorlist = []
  clearglobals

end
```

103 (Internal)

```
on mouseUp
  global TypeOfConnection, MethodOfConnect
  Global SFX

  if SFX <> "OFF" then puppetsound 3, "Clicksound2"

  go to "prefs"

end
```

104 (Internal)

```
on mouseUp
  global gConnect

  gConnect = 0
  quit
end
```

FactorDodgingStatIncrease (Internal)

```
on FactorDodgingStatIncrease
```

```
Global Slash, Thrust, Parry, HeavyArms, AxeFighting, Swordsmanship, Fencing, Magery
Global MagicResistance, Archery, Meditation, Blessing, Assassination, Musicianship, Sorcery
Global TerrainNavigating, StaffFighting, ItemIdentification, Alchemy, WarResistance
```

```
if Parry > 0 then
```

```
    if Parry < 100 then
```

```
        if Parry < 100 then set ParryX = 40
        if Parry < 90 then set ParryX = 36
        if Parry < 80 then set ParryX = 32
        if Parry < 70 then set ParryX = 27
        if Parry < 60 then set ParryX = 21
        if Parry < 50 then set ParryX = 17
        if Parry < 40 then set ParryX = 14
        if Parry < 30 then set ParryX = 13
        if Parry < 20 then set ParryX = 9
        if Parry < 10 then set ParryX = 3
```

```
    set DoesSlashUpgrade = random(ParryX)
```

```
    if DoesSlashUpgrade = 1 then
```

```
        set TheText = "You have advanced in the art of Parry!"
        AddToEvents(TheText)
        SortMySkills
        set Parry = Parry + 1
        saveskills
    end if
```

```
end if
end if
```

CreateObject (Internal)

```
on CreateObject OBJDat
    Global EventCodes
```

```
-- OBJ:CT1
```

```
set the itemdelimiter = ":"
```

```
if OBJDat contains "CT" then
```

```
    if EventCodes contains item 2 of OBJDat then
```

```
        set the member of sprite 180 = (member "openedchest" of castlib "NPC")
    else
        set the member of sprite 180 = (member "closedchest" of castlib "NPC")
    end if
end if
```

```
if OBJDat contains "VesiPortal" then
```

```
    set the member of sprite 180 = (member "vesiportal" of castlib "NPC")
end if
```

```
if OBJDat contains "darkforest" then
```

```
    set the member of sprite 180 = (member "darkforestsign" of castlib "NPC")
end if
```

```
set the visible of sprite 180 = TRUE
```

```
end
```

110 (Internal)

```
on exitFrame me
    Global StoryCounter

    play frame 1

end
```

113 (Internal)

```
on exitFrame me
    play frame 299
end
```

114 (Internal)

```
on exitFrame me
    play frame 1
end
```

115 (Internal)

```
on mouseUp
    Global SFX, Facing, Shadows, TypeOfConnection

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"

    SelectGameServer

end
```

116 (Internal)

```
on mouseUp
    Global SFX, KeyLockOut

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"

    set the visible of sprite 240 = FALSE
    set the visible of sprite 241 = FALSE
    set the visible of sprite 242 = FALSE
    set KeyLockOut = FALSE

end
```

117 (Internal)

```
on mouseUp
  Global SP, SPMax

  set SP = 900
  set SPMax = 900
  loadthebars

  set Ittms = field (member "ItemList" of castlib 2)

  if line 5 of Ittms <> "" then

    set TheText = "You begin to drop an item but realize the floor is too crowded."
    AddToEvents(TheText)
    exit
  end if

  put "Give How" & RETURN & "Much Gold?" into field (member "GoldDrop2" of castlib 1)

  set the visible of sprite 88 = TRUE
  set the visible of sprite 89 = TRUE
  set the visible of sprite 90 = TRUE
  set the visible of sprite 91 = TRUE
  set the visible of sprite 92 = TRUE
  set the visible of sprite 93 = TRUE
  set Usrs = field (member "UserList" of castlib 2)
  put Usrs into field (member "UserList" of castlib 1)

end
```

118 (Internal)

```
on mouseUp
  global SP, SPMax, HP, HPMax

  put "How Much Gold Do You Want To Give/Drop?" into field (member "GoldDrop2" of castlib 1)
  put "0" into field (member "GoldDrop" of castlib 1)

  set the visible of sprite 88 = TRUE
  set the visible of sprite 89 = TRUE
  set the visible of sprite 90 = TRUE
  set the visible of sprite 91 = TRUE
  set the visible of sprite 92 = TRUE

  set the locZ of sprite 88 = 8800
  set the locZ of sprite 89 = 8900
  set the locZ of sprite 90 = 9000
  set the locZ of sprite 91 = 9100
  set the locZ of sprite 92 = 9200

  set the visible of sprite 93 = FALSE

end
```

120 (Internal)

```
on mouseUp
  Global Gold, CharSelectedb, MyName, CharMap, gConnect
  Global RedC, GreenC, YellowC, PurpleC, WhiteC, BlueC
  Global GoldDrop, InvenNumSel, Facing, BlockedTiles
  Global SFX, Spritel2Anim, MyLocXY
  Global ClickParmm, GiveBlocker

  if GiveBlocker > 0 then exit

  set the visible of sprite 88 = FALSE
  set the visible of sprite 89 = FALSE
  set the visible of sprite 90 = FALSE
  set the visible of sprite 91 = FALSE
  set the visible of sprite 92 = FALSE
  set the visible of sprite 93 = FALSE

  loadcrystals

  set Gold = integer(field (member "Gold" of castlib 2))

  set GoldTest = string(field (member "GoldDrop" of castlib 1))
  if char 5 of GoldTest <> "" then exit
  if GoldTest contains "-" then exit

  set GoldDrop = integer(field (member "GoldDrop" of castlib 1))

  if GoldDrop < 1 then exit
  if GoldDrop > 9999 then exit

  if field (member "GoldDrop2" of castlib 1) contains "Gold" then
    set Methodd = "Gold"
    set SelInvv = string(GoldDrop)
    if Gold < GoldDrop then
      set TheText = "You don't have enough gold!"
      AddTochat(TheText)
      exit
    end if
  end if

  if field (member "GoldDrop2" of castlib 1) contains "Red" then
    set Methodd = "Red"
    if RedC < GoldDrop then
      set TheText = "You don't have enough crystals!"
      AddTochat(TheText)
      exit
    end if
  end if

  if field (member "GoldDrop2" of castlib 1) contains "Blue" then
    set Methodd = "Blue"
    if BlueC < GoldDrop then
      set TheText = "You don't have enough crystals!"
      AddTochat(TheText)
      exit
    end if
  end if

  if field (member "GoldDrop2" of castlib 1) contains "Yellow" then
    set Methodd = "Yellow"
    if YellowC < GoldDrop then
      set TheText = "You don't have enough crystals!"
      AddTochat(TheText)
      exit
    end if
  end if

  if field (member "GoldDrop2" of castlib 1) contains "Green" then
    set Methodd = "Green"
    if GreenC < GoldDrop then
      set TheText = "You don't have enough crystals!"
      AddTochat(TheText)
      exit
    end if
  end if

  if field (member "GoldDrop2" of castlib 1) contains "Purple" then
    set Methodd = "Purple"
    if PurpleC < GoldDrop then
      set TheText = "You don't have enough crystals!"
      AddTochat(TheText)
      exit
    end if
  end if

  if field (member "GoldDrop2" of castlib 1) contains "White" then
    set Methodd = "White"
    if WhiteC < GoldDrop then
      set TheText = "You don't have enough crystals!"
```

```

    set TheText = "You don't have enough crystals!"
    AddToChat(TheText)
    exit
end if
end if
end if

```

```

----- ***** !!!!!!!!!!!!!!!
Global gConnect, Facing, NPC1, NPC2, NPC3, NPC4, NPCTrade

```

```

if field (member "GoldDrop2" of castlib 1) contains "Gold" then
    set SelInventory = field (member "GoldDrop" of castlib 1) & " Gold"
end if

```

```

if field (member "GoldDrop2" of castlib 1) contains "Red" then
    set SelInventory = field (member "GoldDrop" of castlib 1) & " Red Crystals"
end if

```

```

if field (member "GoldDrop2" of castlib 1) contains "Blue" then
    set SelInventory = field (member "GoldDrop" of castlib 1) & " Blue Crystals"
end if

```

```

if field (member "GoldDrop2" of castlib 1) contains "Green" then
    set SelInventory = field (member "GoldDrop" of castlib 1) & " Green Crystals"
end if

```

```

if field (member "GoldDrop2" of castlib 1) contains "Purple" then
    set SelInventory = field (member "GoldDrop" of castlib 1) & " Purple Crystals"
end if

```

```

if field (member "GoldDrop2" of castlib 1) contains "Yellow" then
    set SelInventory = field (member "GoldDrop" of castlib 1) & " Yellow Crystals"
end if

```

```

if field (member "GoldDrop2" of castlib 1) contains "White" then
    set SelInventory = field (member "GoldDrop" of castlib 1) & " White Crystals"
end if

```

```

set ToCheckH = the locH of sprite 112
set ToCheckV = the locV of sprite 112

```

```

if Facing = "S" then set ToCheckV = ToCheckV + 32
if Facing = "N" then set ToCheckV = ToCheckV - 32
if Facing = "E" then set ToCheckH = ToCheckH + 32
if Facing = "W" then set ToCheckH = ToCheckH - 32

```

```

set SpriteToTradeWith = ""

```

```

set ClickParmm = "X"

```

```

set ToCheckH = the locH of sprite 112
set ToCheckV = the locV of sprite 112

```

```

if Facing = "S" then set ToCheckV = ToCheckV + 64
if Facing = "N" then set ToCheckV = ToCheckV - 64
if Facing = "E" then set ToCheckH = ToCheckH + 64
if Facing = "W" then set ToCheckH = ToCheckH - 64

```

```

set SpriteToTradeWith = ""

```

```

set ToCheckH = the locH of sprite 112
set ToCheckV = the locV of sprite 112

```

```

if Facing = "S" then set ToCheckV = ToCheckV + 32
if Facing = "N" then set ToCheckV = ToCheckV - 32
if Facing = "E" then set ToCheckH = ToCheckH + 32
if Facing = "W" then set ToCheckH = ToCheckH - 32

```

```

----- ***** !!!!!!!!!!!!!!!

```

```

if the locH of sprite 115 = ToCheckH then
    if the locV of sprite 115 = ToCheckV then set SpriteToTradeWith = "SP115"
end if

```

```

if the locH of sprite 118 = ToCheckH then
    if the locV of sprite 118 = ToCheckV then set SpriteToTradeWith = "SP118"
end if

```

```

if the locH of sprite 121 = ToCheckH then
    if the locV of sprite 121 = ToCheckV then set SpriteToTradeWith = "SP121"
end if

```

```

if the locH of sprite 124 = ToCheckH then
    if the locV of sprite 124 = ToCheckV then set SpriteToTradeWith = "SP124"
end if

```

```

if the locH of sprite 127 = ToCheckH then
    if the locV of sprite 127 = ToCheckV then set SpriteToTradeWith = "SP127"
end if

```

```

if the locH of sprite 130 = ToCheckH then
    if the locV of sprite 130 = ToCheckV then set SpriteToTradeWith = "SP130"
end if

```

```

if the locH of sprite 133 = ToCheckH then
    if the locV of sprite 133 = ToCheckV then set SpriteToTradeWith = "SP133"
end if

```

```

if the locH of sprite 136 = ToCheckH then
    if the locV of sprite 136 = ToCheckV then set SpriteToTradeWith = "SP136"
end if

```

```

if the locH of sprite 139 = ToCheckH then
    if the locV of sprite 139 = ToCheckV then set SpriteToTradeWith = "SP139"
end if

```

```

if the locH of sprite 142 = ToCheckH then
    if the locV of sprite 142 = ToCheckV then set SpriteToTradeWith = "SP142"
end if

```

```

if the locH of sprite 145 = ToCheckH then
    if the locV of sprite 145 = ToCheckV then set SpriteToTradeWith = "SP145"
end if

```

```

if the locH of sprite 148 = ToCheckH then
    if the locV of sprite 148 = ToCheckV then set SpriteToTradeWith = "SP148"
end if

```

```

if the locH of sprite 151 = ToCheckH then
    if the locV of sprite 151 = ToCheckV then set SpriteToTradeWith = "SP151"
end if

```

```

if the locH of sprite 154 = ToCheckH then
    if the locV of sprite 154 = ToCheckV then set SpriteToTradeWith = "SP154"
end if

```

```

if the locH of sprite 157 = ToCheckH then
    if the locV of sprite 157 = ToCheckV then set SpriteToTradeWith = "SP157"
end if

```

```

----- ***** !!!!!!!!!!!!!!!
if SpriteToTradeWith <> "" then

```

```

    repeat with muwha = 158 to 177
        if the locV of sprite muwha > 0 then set TooMany = TooMany + 1
    end repeat

```

```

    if TooMany = 20 then
        set TheText = "There are too many items here, if the user cannot accept the item it would need to be dropped on the
floor."
        AddToChat(TheText)
        exit
    end if

```

```

    set TheUser = field (member SpriteToTradeWith of castlib "Chars")
    set TheText = "*** Offering the " & SelInnv & " to " & TheUser & "."
    AddToChat(TheText)
    set GiveBlocker = 50

```

```

    set TheH = the locH of sprite 112
    set TheV = the locV of sprite 112

```

```

    set the itemdelimiter = "-"

```

```

    set MyX = integer(item 1 of MyLocXY)
    set MyY = integer(item 2 of MyLocXY)

```

```

    set TheH = MyX * 32
    set TheH = TheH + 14
    set TheV = MyY * 32
    set TheV = TheV - 3

```

```

    if Facing = "N" then set TheV = TheV - 32
    if Facing = "S" then set TheV = TheV + 32
    if Facing = "E" then set TheH = TheH + 32
    if Facing = "W" then set TheH = TheH - 32

```

```

    if field (member "GoldDrop2" of castlib 1) contains "Gold" then
        set GoldDrop = GoldDrop & " Gold"
    end if

```

```

    if field (member "GoldDrop2" of castlib 1) contains "Red" then
        set GoldDrop = GoldDrop & " Red Crystals"
    end if

```

```

    if field (member "GoldDrop2" of castlib 1) contains "Blue" then
        set GoldDrop = GoldDrop & " Blue Crystals"
    end if

```

```

    if field (member "GoldDrop2" of castlib 1) contains "Green" then
        set GoldDrop = GoldDrop & " Green Crystals"
    end if

```

```

    set GoldDrop = GoldDrop & " Green Crystals"
end if

if field (member "GoldDrop2" of castlib 1) contains "Yellow" then
    set GoldDrop = GoldDrop & " Yellow Crystals"
end if

if field (member "GoldDrop2" of castlib 1) contains "Purple" then
    set GoldDrop = GoldDrop & " Purple Crystals"
end if

if field (member "GoldDrop2" of castlib 1) contains "White" then
    set GoldDrop = GoldDrop & " White Crystals"
end if

set DropItt = "!( ( " & GoldDrop & ":"
set DropItt = DropItt & TheH & ":" & TheV

if Methodd = "Gold" then
    set TheDatt = CharMap & "i.txt`" & GoldDrop & ":" & TheH & "-" & TheV & ":"
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropSomeGold",#content:TheDatt])
end if

if Methodd <> "Gold" then
    set TheDatt = CharMap & "i.txt`" & GoldDrop & ":" & TheH & "-" & TheV & ":" & InvenNumSel
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropCrystals",#content:TheDatt])
end if

set GiveBlocker = 20

SendChatMsg(DropItt)

set TheMapi = CharMap & "i.txt" & "`" & GoldDrop & ":" & TheH & "-" & TheV
errCode = sendNetMessage(gConnect, TheUser, "TakeCoords", TheMapi )

set GoldDrop = ""

exit
end if

-----
set ToCheckH = the locH of sprite 112
set ToCheckV = the locV of sprite 112

if Facing = "S" then set ToCheckV = ToCheckV + 32
if Facing = "N" then set ToCheckV = ToCheckV - 32
if Facing = "E" then set ToCheckH = ToCheckH + 32
if Facing = "W" then set ToCheckH = ToCheckH - 32

set SpriteToTradeWith = ""

set ClickParmm = "X"
set NPCGlddd = field (member "GoldDrop" of castlib 1)

if field (member "GoldDrop2" of castlib 1) contains "Gold" then

    if the locH of sprite 180 = ToCheckH then
        if the locV of sprite 180 = ToCheckV then
            set NPCName = the monstername of sprite 180
            set zeSprite = 180
            GiveNPCGold(NPCName, NPCGlddd, zeSprite)
            exit
        end if
    end if

    if the locH of sprite 181 = ToCheckH then
        if the locV of sprite 181 = ToCheckV then
            set NPCName = the monstername of sprite 181
            set zeSprite = 181
            GiveNPCGold(NPCName, NPCGlddd, zeSprite)
            exit
        end if
    end if

    if the locH of sprite 182 = ToCheckH then
        if the locV of sprite 182 = ToCheckV then
            set NPCName = the monstername of sprite 182
            set zeSprite = 182
            GiveNPCGold(NPCName, NPCGlddd, zeSprite)
            exit
        end if
    end if

    if the locH of sprite 183 = ToCheckH then
        if the locV of sprite 183 = ToCheckV then
            set NPCName = the monstername of sprite 183
            set zeSprite = 183
            GiveNPCGold(NPCName, NPCGlddd, zeSprite)
            exit
        end if
    end if
end if

```

end if

```
set ToCheckH = the locH of sprite 112
set ToCheckV = the locV of sprite 112
```

```
if Facing = "S" then set ToCheckV = ToCheckV + 64
if Facing = "N" then set ToCheckV = ToCheckV - 64
if Facing = "E" then set ToCheckH = ToCheckH + 64
if Facing = "W" then set ToCheckH = ToCheckH - 64
```

```
set SpriteToTradeWith = ""
```

```
set ClickParmm = "X"
set NPCGlddd = field (member "GoldDrop" of castlib 1)
```

```
if field (member "GoldDrop2" of castlib 1) contains "Gold" then
```

```
    if the locH of sprite 180 = ToCheckH then
        if the locV of sprite 180 = ToCheckV then
            set NPCName = the monstername of sprite 180
            GiveNPCGold(NPCName, NPCGlddd)
            exit
        end if
    end if
```

```
    if the locH of sprite 181 = ToCheckH then
        if the locV of sprite 181 = ToCheckV then
            set NPCName = the monstername of sprite 181
            GiveNPCGold(NPCName, NPCGlddd)
            exit
        end if
    end if
```

```
    if the locH of sprite 182 = ToCheckH then
        if the locV of sprite 182 = ToCheckV then
            set NPCName = the monstername of sprite 182
            GiveNPCGold(NPCName, NPCGlddd)
            exit
        end if
    end if
```

```
    if the locH of sprite 183 = ToCheckH then
        if the locV of sprite 183 = ToCheckV then
            set NPCName = the monstername of sprite 183
            GiveNPCGold(NPCName, NPCGlddd)
            exit
        end if
    end if
end if
```

```
----- ***** !!!!!!!!!!!!!!!
if the visible of sprite 370 = TRUE then exit
```

```
set GoldDrop = integer(field (member "GoldDrop" of castlib 1))
```

```
if SFX <> "OFF" then puppetsound 3, "Clicksound2"
```

```
if GoldDrop < 1 then exit
```

```
if field (member "GoldDrop2" of castlib 1) contains "Gold" then
    if Gold < GoldDrop then
        set TheText = "You don't have enough gold!"
        AddTochat(TheText)
        exit
    end if
end if
```

```
if field (member "GoldDrop2" of castlib 1) contains "Red" then
    if RedC < GoldDrop then
        set TheText = "You don't have enough crystals to drop!"
        AddTochat(TheText)
        exit
    end if
end if
```

```
if field (member "GoldDrop2" of castlib 1) contains "Blue" then
    if BlueC < GoldDrop then
        set TheText = "You don't have enough crystals to drop!"
        AddTochat(TheText)
        exit
    end if
end if
```

```
if field (member "GoldDrop2" of castlib 1) contains "Yellow" then
    if YellowC < GoldDrop then
        set TheText = "You don't have enough crystals to drop!"
        AddTochat(TheText)
```



```

    AddToChat(TheText)
    exit
end if
end if

if field (member "GoldDrop2" of castlib 1) contains "Green" then
    if GreenC < GoldDrop then
        set TheText = "You don't have enough crystals to drop!"
        AddToChat(TheText)
        exit
    end if
end if

if field (member "GoldDrop2" of castlib 1) contains "Purple" then
    if PurpleC < GoldDrop then
        set TheText = "You don't have enough crystals to drop!"
        AddToChat(TheText)
        exit
    end if
end if

if field (member "GoldDrop2" of castlib 1) contains "White" then
    if WhiteC < GoldDrop then
        set TheText = "You don't have enough crystals to drop!"
        AddToChat(TheText)
        exit
    end if
end if

if Sprite12Anim > 0 then exit

set TooMany = 0

repeat with muwha = 158 to 177
    if the locV of sprite muwha > 0 then set TooMany = TooMany + 1
end repeat

if TooMany = 20 then
    set TheText = "There are too many items here!"
    AddToChat(TheText)
    exit
end if

set Ittms = field (member "ItemList" of castlib 2)

-----
set MyH = the locH of sprite 112
set MyV = the locV of sprite 112

if Facing = "N" then set MyV = MyV - 32
if Facing = "S" then set MyV = MyV + 32
if Facing = "E" then set MyH = MyH + 32
if Facing = "W" then set MyH = MyH - 32

repeat with xx = 158 to 177

    if the locH of sprite xx = MyH then

        if the locV of sprite xx = MyV then

            set TheText = "You begin to drop this but realize the floor is too crowded."
            AddToChat(TheText)
            exit
        end if
    end if
end repeat

set MyPos = MyLocXY

set the itemdelimiter = "-"

set MyX = integer(item 1 of MyPos)
set MyY = integer(item 2 of MyPos)

if Facing = "N" then set MyY = MyY - 1
if Facing = "S" then set MyY = MyY + 1
if Facing = "E" then set MyX = MyX + 1
if Facing = "W" then set MyX = MyX - 1

set ThisSpot = "x" & string(MyX) & "y" & string(MyY)

if BlockedTiles contains ThisSpot & "*" then

    set TheText = "You begin to drop this but realize that something is blocking the floor."
    AddToChat(TheText)
    exit
end if

```

```

-----
set TheH = the locH of sprite 112
set TheV = the locV of sprite 112

set MyLocXY = MyLocXY

set the itemdelimiter = "-"

set MyX = integer(item 1 of MyLocXY)
set MyY = integer(item 2 of MyLocXY)

set TheH = MyX * 32
set TheH = TheH + 14
set TheV = MyY * 32
set TheV = TheV - 3

if Facing = "N" then set TheV = TheV - 32
if Facing = "S" then set TheV = TheV + 32
if Facing = "E" then set TheH = TheH + 32
if Facing = "W" then set TheH = TheH - 32

if field (member "GoldDrop2" of castlib 1) contains "Gold" then
    set GoldDrop = GoldDrop & " Gold"
end if

if field (member "GoldDrop2" of castlib 1) contains "Red" then
    set GoldDrop = GoldDrop & " Red Crystals"
end if

if field (member "GoldDrop2" of castlib 1) contains "Blue" then
    set GoldDrop = GoldDrop & " Blue Crystals"
end if

if field (member "GoldDrop2" of castlib 1) contains "Green" then
    set GoldDrop = GoldDrop & " Green Crystals"
end if

if field (member "GoldDrop2" of castlib 1) contains "Yellow" then
    set GoldDrop = GoldDrop & " Yellow Crystals"
end if

if field (member "GoldDrop2" of castlib 1) contains "Purple" then
    set GoldDrop = GoldDrop & " Purple Crystals"
end if

if field (member "GoldDrop2" of castlib 1) contains "White" then
    set GoldDrop = GoldDrop & " White Crystals"
end if

set DropItt = "!((" & GoldDrop & ":"
set DropItt = DropItt & TheH & ":" & TheV

if Methodd = "Gold" then
    set TheDatt = CharMap & "i.txt`" & GoldDrop & ":" & TheH & "-" & TheV & ":"
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropSomeGold", #content:TheDatt])
end if

if Methodd <> "Gold" then
    set TheDatt = CharMap & "i.txt`" & GoldDrop & ":" & TheH & "-" & TheV & ":" & InvenNumSel
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropCrystals", #content:TheDatt])
end if

set GiveBlocker = 20

SendChatMsg(DropItt)

set GoldDrop = ""
end

```

RR-S (Internal)

```

on RenderRoomsSouth

    Global Facing, CharMap, VisTheNPC

    if VisTheNPC = TRUE then set the visible of sprite 180 = TRUE

    --151, 177

end

```

RR-E (Internal)

```
on RenderRoomsEast
  Global Facing, CharMap, VisTheNPC

end
```

RR-W (Internal)

```
on RenderRoomsWest
  Global Facing, CharMap, VisTheNPC

end
```

GoldDrop (Internal)

```
on mouseUp
  Global GoldDrop, CharNumSelected

  hilite line (the lineCount of (member "GoldDrop" of castlib 1) + 1) of field (member "GoldDrop" of castlib 1)
  set opponent = 0
  set name = line the mouseLine of field (member "GoldDrop" of castlib 1)

  set GoldDrop to name
  set CharNumSelected = the mouseLine
  hilite line CharNumSelected of field (member "GoldDrop" of castlib 1)

  if GoldDrop = "" then set CharNumSelected = 0

end
```

126 (Internal)

```
on mouseUp
  set the visible of sprite 88 = FALSE
  set the visible of sprite 89 = FALSE
  set the visible of sprite 90 = FALSE
  set the visible of sprite 91 = FALSE
  set the visible of sprite 92 = FALSE
  set the visible of sprite 93 = FALSE

end
```

127 (Internal)

```
on mouseUp
  go to "register"
end
```

UserList (Internal)

```
on mouseUp
  Global CharSelectedb, CharNumSelectebd

  hilite line (the lineCount of (member "UserList" of castlib 1) + 1) of field (member "UserList" of castlib 1)
  set opponent = 0
  set name = line the mouseLine of field (member "UserList" of castlib 1)

  set CharSelectedb to name
  set CharNumSelectebd = the mouseLine
  hilite line CharNumSelectebd of field (member "UserList" of castlib 1)

  if CharSelectedb = "" then set CharNumSelectedb = 0

end
```

130 (Internal)

```
on mouseUp
  Global SFX, CameraFollow, gnl, Hunger, ltass

  if SFX <> "OFF" then puppetsound 3, "Clicksound"

  set CameraFollow = FALSE
  set the locV of sprite 400 = -5000

  set the visible of sprite 87 = FALSE
  set the visible of sprite 88 = FALSE
  set the visible of sprite 89 = FALSE
  set the visible of sprite 90 = FALSE
  set the visible of sprite 91 = FALSE
  set the visible of sprite 92 = FALSE
  set the visible of sprite 93 = FALSE

  play frame 55
end
```

131 (Internal)

```
on mouseUp
  Global SFX, DrawNow, LastDDrop, CameraFollow

  if SFX <> "OFF" then puppetsound 3, "Clicksound"
  set LastDDrop = "dofjetrhht"

  set CameraFollow = FALSE
  set the locV of sprite 400 = -5000

  set the visible of sprite 87 = FALSE
  set the visible of sprite 88 = FALSE
  set the visible of sprite 89 = FALSE
  set the visible of sprite 90 = FALSE
  set the visible of sprite 91 = FALSE
  set the visible of sprite 92 = FALSE
  set the visible of sprite 93 = FALSE

  set the visible of sprite 354 = TRUE
  set the visible of sprite 355 = TRUE
  set the visible of sprite 356 = TRUE
  set the visible of sprite 357 = TRUE
  set the visible of sprite 358 = TRUE
  set the visible of sprite 359 = TRUE

  set the locZ of sprite 354 = 354
  set the locZ of sprite 355 = 355
  set the locZ of sprite 356 = 356
  set the locZ of sprite 357 = 357
  set the locZ of sprite 358 = 358
  set the locZ of sprite 359 = 359

  set DrawNow = TRUE
  play frame 63

end
```

132 (Internal)

```
on mouseUp
  Global SFX, CameraFollow

  if SFX <> "OFF" then puppetsound 3, "Clicksound"

  set CameraFollow = FALSE
  set the locV of sprite 400 = -5000

  set the visible of sprite 87 = TRUE
  set the visible of sprite 88 = TRUE
  set the visible of sprite 89 = TRUE
  set the visible of sprite 90 = TRUE
  set the visible of sprite 91 = TRUE
  set the visible of sprite 92 = TRUE
  set the visible of sprite 93 = TRUE

  play frame 64
end
```

133 (Internal)

```
on mouseUp
  Global SFX, CameraFollow

  if SFX <> "OFF" then puppetsound 3, "Clicksound"

  set CameraFollow = FALSE
  set the locV of sprite 400 = -5000

  set the visible of sprite 87 = FALSE
  set the visible of sprite 88 = FALSE
  set the visible of sprite 89 = FALSE
  set the visible of sprite 90 = FALSE
  set the visible of sprite 91 = FALSE
  set the visible of sprite 92 = FALSE
  set the visible of sprite 93 = FALSE

  play frame 66
end
```

134 (Internal)

```
on exitFrame me
  go the frame
end
```

MoveDOWN (Internal)

```
on SortMessageBoard TheCurValue
    global BoardSelected

    -- SaveBoard1
    set the member of sprite 193 = (member 143 of castlib 1)
    set the member of sprite 194 = (member "BoardTopic")
    set the member of sprite 195 = (member 146 of castlib 1)
    set the member of sprite 196 = (member "Postbtn")
    set the member of sprite 197 = (member "BoardText")
    set the member of sprite 198 = (member "PostText")

    sprite(194).ink = 36
    sprite(197).ink = 36
    sprite(198).ink = 36

    put BoardSelected into field (member "BoardTopic" of castlib 1)
    set the visible of sprite 193 = TRUE
    set the visible of sprite 194 = TRUE
    set the visible of sprite 195 = TRUE
    set the visible of sprite 196 = TRUE
    set the visible of sprite 197 = TRUE
    set the visible of sprite 198 = TRUE

    set the visible of sprite 189 = FALSE
    set the visible of sprite 190 = FALSE
    set the visible of sprite 191 = FALSE
    set the visible of sprite 192 = FALSE

    put TheCurValue into field (member "BoardText" of castlib 1)
    put "" into field (member "PostText" of castlib 1)

end
```

136 (Internal)

```
on exitFrame me

    Global DoIGetTheNews, IgnoreList, RenderDetails, ComplexFX, OldColorDepth, RendChar, MobSaveLockXX, FirstMovX,
    MyMusicObject, RendChar

    set RenderDetails = VOID

    set IgnoreList = ""

    set DoIGetTheNews = TRUE

    installmenu 500

    BuildBlankImage
    set MobSaveLockXX = TRUE

    put "" into field (member 3 of castlib 2)
    put "" into field (member 4 of castlib 2)

    set ComplexFX = GetPref("FX.txt")
    set RendChar = GetPref("RendChar.txt")

end
```

138 (Internal)

```

on exitFrame me
  Global MyChatColor, SFX, MyCharacterIsAnAdmin, Shadows, MovX, savePass

  set MyCharacterIsAnAdmin = FALSE

  set MyChatColor = integer(GetPref("CCOLOR.txt"))

  set Shadows = GetPref("FX.txt")

  if MyChatColor = "" then set MyChatColor = 1

  set OldName = GetPref("UNAME.txt")

  set OldPW = GetPref("PW.txt")

  put OldName into field (member 3 of castlib 2)

  set savePass = OldPW

  set tmp = ""
  set x = 1
  repeat while char x of OldPW <> ""
    tmp = tmp & "*"
    set x = x + 1
  end repeat

  put tmp into field (member "savePassie" of castlib "TempSave")

--  put OldPW into field (member 4 of castlib 2)

  set Preffs = GetPref("ThePrefs.txt")

  if Preffs = VOID then

    setpref "ThePrefs", "NOIP|ON"
    set Preffs = "NOIP|ON"
  end if

  if Preffs contains "|ON" then set SFX = "ON"
  if Preffs contains "|OFF" then set SFX = "OFF"

  set the itemdelimiter = "|"
  set ServerIP = item 1 of Preffs
  put ServerIP into field (member "ServerIP" of castlib 1)

  repeat with x = 1 to 100
    set the locZ of sprite x = x
  end repeat

```

141 (Internal)

```

on mouseUp

  Global gConnect, BoardSelected

  if BoardSelected = "Town Square" then

    set Bah = "Town Square.txt"
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadBoard1",#content: Bah])
  end if

end

```

BoardList (Internal)

```
on mouseUp
  Global BoardSelected, BoardNumSelected

  hilite line (the lineCount of (member "BoardList" of castlib 1) + 1) of field (member "BoardList" of castlib 1)
  set opponent = 0
  set name = line the mouseLine of field (member "BoardList" of castlib 1)

  set BoardSelected to name
  set BoardNumSelected = the mouseLine
  hilite line BoardNumSelected of field (member "BoardList" of castlib 1)

  if BoardSelected = "" then set BoardNumSelected = 0
  put BoardSelected into field (member "BoardTopic" of castlib 1)
end
```


postbtn (Internal)

```
on mouseUp
```

```
    Global MyName, gConnect, BoardSelected, KeyLockOut
```

```
    set KeyLockOut = FALSE
```

```
    set TheDataIHave = field (member "BoardText" of castlib 1)
```

```
    set Curr = field (member "PostText" of castlib 1)
```

```
    if Curr contains "a" then set ItsOK = 1
    if Curr contains "b" then set ItsOK = 1
    if Curr contains "c" then set ItsOK = 1
    if Curr contains "d" then set ItsOK = 1
    if Curr contains "e" then set ItsOK = 1
    if Curr contains "f" then set ItsOK = 1
    if Curr contains "g" then set ItsOK = 1
    if Curr contains "h" then set ItsOK = 1
    if Curr contains "i" then set ItsOK = 1
    if Curr contains "j" then set ItsOK = 1
    if Curr contains "k" then set ItsOK = 1
    if Curr contains "l" then set ItsOK = 1
    if Curr contains "m" then set ItsOK = 1
    if Curr contains "n" then set ItsOK = 1
    if Curr contains "o" then set ItsOK = 1
    if Curr contains "p" then set ItsOK = 1
    if Curr contains "q" then set ItsOK = 1
    if Curr contains "r" then set ItsOK = 1
    if Curr contains "s" then set ItsOK = 1
    if Curr contains "t" then set ItsOK = 1
    if Curr contains "u" then set ItsOK = 1
    if Curr contains "v" then set ItsOK = 1
    if Curr contains "w" then set ItsOK = 1
    if Curr contains "x" then set ItsOK = 1
    if Curr contains "y" then set ItsOK = 1
    if Curr contains "z" then set ItsOK = 1
    if Curr contains "0" then set ItsOK = 1
    if Curr contains "1" then set ItsOK = 1
    if Curr contains "2" then set ItsOK = 1
    if Curr contains "3" then set ItsOK = 1
    if Curr contains "4" then set ItsOK = 1
    if Curr contains "5" then set ItsOK = 1
    if Curr contains "6" then set ItsOK = 1
    if Curr contains "7" then set ItsOK = 1
    if Curr contains "8" then set ItsOK = 1
    if Curr contains "9" then set ItsOK = 1
```

```
    if ItsOK <> 1 then
```

```
        alert "Type in something before you post!!!"
        exit
    end if
```

```
    set TheDataIHave = TheDataIHave & "From: " & MyName & RETURN & RETURN
```

```
    set TheDataIHave = TheDataIHave & field (member "PostText" of castlib 1)
```

```
    set TheDataIHave = TheDataIHave & RETURN & "_____ " & RETURN
```

```
    if BoardSelected = "Town Square" then set whichAttribute = "mbpost1"
```

```
    if BoardSelected = "Rants" then set whichAttribute = "mbpost2"
```

```
    if BoardSelected = "Trading Post" then set whichAttribute = "mbpost3"
```

```
    if BoardSelected = "Guild Hall" then set whichAttribute = "mbpost4"
```

```
    set TheDataIHave = BoardSelected & ".txt`" & TheDataIHave
```

```
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SaveBoard1",#content:TheDataIHave])
```

```
    set the visible of sprite 193 = FALSE
```

```
    set the visible of sprite 194 = FALSE
```

```
    set the visible of sprite 195 = FALSE
```

```
    set the visible of sprite 196 = FALSE
```

```
    set the visible of sprite 197 = FALSE
```

```
    set the visible of sprite 198 = FALSE
```

```
end
```

146 (Internal)

```
on mouseUp
  global KeyLockOut

  set the member of sprite 193 = (member "Lin")
  set the member of sprite 194 = (member "Lin")
  set the member of sprite 195 = (member "Lin")
  set the member of sprite 196 = (member "Lin")
  set the member of sprite 197 = (member "Lin")
  set the member of sprite 198 = (member "Lin")

  set the visible of sprite 193 = FALSE
  set the visible of sprite 194 = FALSE
  set the visible of sprite 195 = FALSE
  set the visible of sprite 196 = FALSE
  set the visible of sprite 197 = FALSE
  set the visible of sprite 198 = FALSE

  set the visible of sprite 189 = FALSE
  set the visible of sprite 190 = FALSE
  set the visible of sprite 191 = FALSE
  set the visible of sprite 192 = FALSE

  set KeyLockOut = FALSE
end
```

149 (Internal)

```
on exitFrame me
  getNetText ("http://members.aol.com/imissbigfoot/ip.txt")
end
```

154 (Internal)

```
on exitFrame me
  Global DidWeReg, Regged, EncReg

  repeat with x = 1 to 400
    set the locZ of sprite x = x
  end repeat

  set the visible of sprite 150 = FALSE
  set the visible of sprite 151 = FALSE
  set the visible of sprite 152 = FALSE
  set the visible of sprite 153 = FALSE
  set the visible of sprite 154 = FALSE

  repeat with x = 20 to 35
    set the visible of sprite x = FALSE
  end repeat

  set DidWeReg = GetPref("REG.txt")
  put DidWeReg into field (member "MyRegCode")

  if DidWeReg = "TRIAL" then
    set the visible of sprite 150 = TRUE
    set the visible of sprite 151 = TRUE
    set the visible of sprite 152 = TRUE
    set the visible of sprite 153 = TRUE
    set the visible of sprite 154 = TRUE
  end if
end
```

156 (Internal)

```
on exitFrame me
  go the frame
end
```

158 (Internal)

```
on mouseUp
  go to "credits"
end
```

160 (Internal)

```
on exitFrame me

  repeat with x = 396 to 399
    set the visible of sprite x = TRUE
  end repeat

end
```

163 (Internal)

```
on mouseUp

  set the visible of sprite 285 = FALSE
  set the visible of sprite 286 = FALSE
  set the visible of sprite 287 = FALSE

end
```

165 (Internal)

166 (Internal)

167 (Internal)

```
on setSPCounter
  Global SpellSelected, Intelligence, SpellCounter

end
```

```
end
```

SpellCounter (Internal)

```
on beginsprite me
    add the actorlist, me
end

on stepframe
    Global SpellCounter

    if SpellCounter > 0 then
        set SpellCounter = SpellCounter - 1
    end if
end
```

170 (Internal)

DClickArr (Internal)

```
on mouseDown me
    Global Sprite12Anim

    if the locV of sprite 22 > - 150 then
        set the locV of sprite 22 = the locV of sprite 22 - 32
        set the locV of sprite 23 = the locV of sprite 23 - 32
    end if
end
```

UClickArr (Internal)

```
on MouseDown me

    if the locV of sprite 22 < 125 then
        set the locV of sprite 22 = the locV of sprite 22 + 32
        set the locV of sprite 23 = the locV of sprite 23 + 32
    end if

end
```

RECONNECT (Internal)

on ReconnectToGame

```
Global whichName, MyName, Facing, TypeOfConnection, EncdedAddress
Global SFX, IAmImmortal, gConnect, justicar, ModTrue
```

```
gConnect = 0
set ModTrue = FALSE
```

```
set IAmImmortal = FALSE
installmenu 500
```

```
put "" into field (member 2 of castlib 1)
whichName = field (member 3 of castlib 2)
```

```
if SFX <> "OFF" then puppetsound 3, "Clicksound2"
```

```
set TypeOfConnection = "Normal"
```

```
repeat with x = 20 to 35
  set the visible of sprite x = TRUE
end repeat
```

```
whichName = field (member 3 of castlib 2)
whichPass = field (member 4 of castlib 2)
whichServer = member("connect_IP").text
```

```
installmenu 500
set Justicar = FALSE
```

```
MyName = whichName
setpref "UNAME", MyName
setpref "PW", whichPass
```

```
gConnect = new(xtra "Multiuser")
gConnect.setNetMessageHandler(#DefaultMessageHandler, script 1)
```

```
set ServerIP = field (member "ServerIP" of castlib 1)
```

```
errCode = gConnect.connecttonetserver( "inoca.serveftp.net", 1138, [#userID: whichname, #password: whichpass,
#movieID:"faria"], #smus, #"#all")
```

```
if errCode <> 0 then
  put "Error with ConnectToNetServer command : " & gConnect.getNetErrorString(errCode)&RETURN after member "message"
end if
```

```
set Facing = "N"
```

```
MyName = WhichName
```

```
set myLocalAddress = gConnect.getnetaddresscookie(0)
set myLocalAddress = string(myLocalAddress)
```

```
repeat with x = 1 to 15
  if char x of myLocalAddress = "0" then put "z" into char x of MyLocalAddress
  if char x of myLocalAddress = "1" then put "x" into char x of MyLocalAddress
  if char x of myLocalAddress = "2" then put "c" into char x of MyLocalAddress
  if char x of myLocalAddress = "3" then put "v" into char x of MyLocalAddress
  if char x of myLocalAddress = "4" then put "b" into char x of MyLocalAddress
  if char x of myLocalAddress = "5" then put "a" into char x of MyLocalAddress
  if char x of myLocalAddress = "6" then put "s" into char x of MyLocalAddress
  if char x of myLocalAddress = "7" then put "d" into char x of MyLocalAddress
  if char x of myLocalAddress = "8" then put "f" into char x of MyLocalAddress
  if char x of myLocalAddress = "9" then put "g" into char x of MyLocalAddress
end repeat
```

```
set EncdedAddress = myLocalAddress
set the visible of sprite 374 = TRUE
play frame 33
```

end

rem-Head (Internal)

```
on mouseup
  Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, MyBody, gConnect, CharMap
  Global SFX, KeyLockOut, ItemActionPause, CanMdfy, CameraFollow

  set CameraFollow = FALSE
  set the locV of sprite 400 = -5000

  if KeyLockOut = TRUE then exit
  if ItemActionPause > 0 then exit
  if CanMdfy = FALSE then exit
  if HeadE = "NOTHING" then exit

  if SFX <> "OFF" then puppetsound 3, "Clicksound2"

  set TheSelItem = HeadE

  set EqNfo = TheSelItem & ":Head"

  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"remeq",#content:EqNfo])

  set ItemActionPause = 325
  set CanMdfy = FALSE
end
```

rem-Body (Internal)

```
on mouseup
  Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, MyBody, gConnect, CharMap
  Global SFX, KeyLockOut, ItemActionPause, CanMdfy, CameraFollow

  set CameraFollow = FALSE
  set the locV of sprite 400 = -5000

  if KeyLockOut = TRUE then exit
  if ItemActionPause > 0 then exit
  if CanMdfy = FALSE then exit
  if BodyE = "NOTHING" then exit

  if SFX <> "OFF" then puppetsound 3, "Clicksound2"

  set TheSelItem = BodyE

  set EqNfo = TheSelItem & ":Body"

  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"remeq",#content:EqNfo])
  set ItemActionPause = 325
  set CanMdfy = FALSE

end
```

rem-LHand (Internal)

```
on mouseup
    Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, MyBody, gConnect, CharMap
    Global SFX, KeyLockOut, ItemActionPause, CanMdfy, CameraFollow, FireSwordCounter

    set CameraFollow = FALSE
    set the locV of sprite 400 = -5000

    if KeyLockOut = TRUE then exit
    if ItemActionPause > 0 then exit
    if CanMdfy = FALSE then exit
    if LeftHandE = "NOTHING" then exit

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"

    if FireSwordCounter > 0 then
        set TheText = "The fire from your sword has died down."
        AddTochat(TheText)
        set FireSwordCounter = 0
    end if

    set TheSelItem = LeftHandE

    set EqNfo = TheSelItem & ":LeftHand"

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"remeq",#content:EqNfo])

    set ItemActionPause = 325
    set CanMdfy = FALSE
end
```

rem-RHand (Internal)

```
on mouseup
    Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, MyBody, gConnect, CharMap
    Global SFX, KeyLockOut, ItemActionPause, CanMdfy, CameraFollow

    set CameraFollow = FALSE
    set the locV of sprite 400 = -5000

    if KeyLockOut = TRUE then exit
    if ItemActionPause > 0 then exit
    if CanMdfy = FALSE then exit
    if RightHandE = "NOTHING" then exit

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"

    set TheSelItem = RightHandE

    set EqNfo = TheSelItem & ":RightHand"

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"remeq",#content:EqNfo])

    set ItemActionPause = 325
    set CanMdfy = FALSE
end
```

rem-Ring (Internal)

```
on mouseup
  Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, MyBody, gConnect, CharMap
  Global SFX, KeyLockOut, ItemActionPause, CanMdfy, CameraFollow

  set CameraFollow = FALSE
  set the locV of sprite 400 = -5000

  if KeyLockOut = TRUE then exit
  if ItemActionPause > 0 then exit
  if CanMdfy = FALSE then exit
  if SFX <> "OFF" then puppetsound 3, "Clicksound2"
    if RingE = "NOTHING" then exit

  set TheSelItem = RingE

  set EqNfo = TheSelItem & ":Ring"

  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"remeq",#content:EqNfo])

  set ItemActionPause = 325
  set CanMdfy = FALSE
end
```

rem-Feet (Internal)

```
on mouseup
  Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, MyBody, gConnect, CharMap
  Global SFX, KeyLockOut, ItemActionPause, CanMdfy, CameraFollow

  set CameraFollow = FALSE
  set the locV of sprite 400 = -5000

  if KeyLockOut = TRUE then exit
  if ItemActionPause > 0 then exit
  if CanMdfy = FALSE then exit
  if FeetE = "NOTHING" then exit

  if SFX <> "OFF" then puppetsound 3, "Clicksound2"

  set TheSelItem = FeetE

  set EqNfo = TheSelItem & ":Feet"

  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"remeq",#content:EqNfo])
  set ItemActionPause = 325
  set CanMdfy = FALSE
end
```

timer (Internal)

```

on beginsprite me
    Global AddHPSPCounter, GetTimeCounter

    set GetTimeCounter = 1
    set AddHPSPCounter = 1
    add the actorlist, me
end

on stepframe

    Global TimeCounter, Daytime, gConnect, Speed, FctNme, F1Bonus, F2Bonus, F3Bonus
    Global AddHPSPCounter, HP, SP, HPMax, SPMax, HasteCondition, Hunger, IAmImmortal

    set AddHPSPCounter = AddHPSPCounter + 1

    set SpeedIncrease = 90

    if FctNme = 3 then
        if F3Bonus = 0 then set SpeedIncrease = SpeedIncrease - 5
        if F3Bonus = 1 then set SpeedIncrease = SpeedIncrease - 10
        if F3Bonus = 2 then set SpeedIncrease = SpeedIncrease - 15
        if F3Bonus = 3 then set SpeedIncrease = SpeedIncrease - 20
        if F3Bonus = 4 then set SpeedIncrease = SpeedIncrease - 25
        if F3Bonus = 5 then set SpeedIncrease = SpeedIncrease - 30
        if F3Bonus = 6 then set SpeedIncrease = SpeedIncrease - 35
        if F3Bonus = 7 then set SpeedIncrease = SpeedIncrease - 40
        if F3Bonus = 8 then set SpeedIncrease = SpeedIncrease - 45
        if F3Bonus = 9 then set SpeedIncrease = SpeedIncrease - 50
    end if

    set NumBeforeReset = 60 - integer(Speed) + SpeedIncrease

    if AddHPSPCounter = NumBeforeReset then
        if Hunger > 500 then
            sortvitals
            set HP = HP + 1
            set SP = SP + 1
            if HP > HPMax then set HP = HPMax
            if SP > SPMax then set SP = SPMax
            loadthebars
            set AddHPSPCounter = 1
            savevitals
        end if

        if Hunger < 50 then
            sortvitals
            if HP > 1 then set HP = HP - 1
            if SP > 1 then set SP = SP - 1
            loadthebars
            set AddHPSPCounter = 1
            savevitals
        end if
    end if

    set TimeCounter = TimeCounter + 1

    set NumBeforeReset = 10 * 60
    set NumBeforeReset = NumBeforeReset * 2

```

184 (Internal)

```

end
on mouseUp

    set TheTtxt = "projecth2o.ath.cx|ON"
    setpref "ThePrefs", TheTtxt
    play frame 1

end

```

185 (Internal)

on mouseUp

```
set TheTTXT = "assassinonline.zapto.org|ON"  
setpref "ThePrefs", TheTTXT  
play frame 1
```

end

189 (Internal)

on mouseUp

```
set TheTTXT = "64.69.65.52|ON"  
setpref "ThePrefs", TheTTXT  
play frame 1
```

end

192 (Internal)

on mouse

```

global gConnect, whichName, MyName, class, HP, HPmax, SP, SPmax, Exp, ExpNeeded, Level
global xstrength, xstamina, xdexterity, xintelligence, xwisdom, xspeed, xaim
global TempSkills, CheckForEmptySlot

```

```

whichUserID = member("DBAdmin_CreateUser_userID").text
whichPass = member("DBAdmin_CreateUser_password").text
set lName = field (member 6 of castlib 2)
whichLevel = 100

```

```

MyName = WhichUserID

```

```

if MyName contains " " then set HellNo = 1
if MyName contains "-" then set HellNo = 1
if MyName contains "_" then set HellNo = 1
if MyName contains "]" then set HellNo = 1
if MyName contains "}" then set HellNo = 1
if MyName contains "[" then set HellNo = 1
if MyName contains "{" then set HellNo = 1
if MyName contains "\" then set HellNo = 1
if MyName contains "|" then set HellNo = 1
if MyName contains "+" then set HellNo = 1
if MyName contains "=" then set HellNo = 1
if MyName contains ")" then set HellNo = 1
if MyName contains "(" then set HellNo = 1
if MyName contains " " then set HellNo = 1
if MyName contains "/" then set HellNo = 1
if MyName contains "?" then set HellNo = 1
if MyName contains "'" then set HellNo = 1
if MyName contains " " then set HellNo = 1
if MyName contains "*" then set HellNo = 1
if MyName contains "&" then set HellNo = 1
if MyName contains "^" then set HellNo = 1
if MyName contains "%" then set HellNo = 1
if MyName contains "$" then set HellNo = 1
if MyName contains "#" then set HellNo = 1
if MyName contains "~" then set HellNo = 1
if MyName contains "`" then set HellNo = 1
if MyName contains "@" then set HellNo = 1
if MyName contains "!" then set HellNo = 1
if MyName contains "," then set HellNo = 1
if MyName contains "." then set HellNo = 1
if MyName contains ";" then set HellNo = 1
if MyName contains "_" then set HellNo = 1

```

```

if MyName contains "0" then set HellNoNo = 1
if MyName contains "1" then set HellNoNo = 1
if MyName contains "2" then set HellNoNo = 1
if MyName contains "3" then set HellNoNo = 1
if MyName contains "4" then set HellNoNo = 1
if MyName contains "5" then set HellNoNo = 1
if MyName contains "6" then set HellNoNo = 1
if MyName contains "7" then set HellNoNo = 1
if MyName contains "8" then set HellNoNo = 1
if MyName contains "9" then set HellNoNo = 1

```

```

if HellNoNo = 1 then
    alert "Your name can only consist of letters, no numbers please!"
    exit
end if

```

```

if HellNo = 1 then
    alert "Your name can only consist of letters!"
    exit
end if

```

```

if MyName contains " " then
    alert "You cannot have spaces in your name!"
    exit
end if

```

```

if MyName contains QUOTE then
    alert "You cannot have quotes in your name!"
    exit
end if

```

```

if lName contains QUOTE then
    alert "You cannot have quotes in your name!"
    exit

```

```

    exit
end if

if MyName contains ":" then

    alert "You cannot have a colon in your name!"
    exit
end if

if lName contains ":" then

    alert "You cannot have a colon in your name!"
    exit
end if

if lName contains " " then

    alert "You cannot have spaces in your name!"
    exit
end if

if MyName contains "[" then set xxx = 1
if lName contains "]" then set xxx = 1
if MyName contains "]" then set xxx = 1
if lName contains "[" then set xxx = 1

if MyName contains "Admin" then set xxxx = 1
if lName contains "Admin" then set xxxx = 1

if MyName contains "Guide" then set xxxx = 1
if lName contains "Guide" then set xxxx = 1

if MyName contains "Guardian" then set xxxx = 1
if lName contains "Guardian" then set xxxx = 1

if xxx = 1 then

    alert "Your name cannot have a [ or ] symbol!"
    exit
end if

if xxxx = 1 then

    alert "Your name cannot have Guide, Guardian or Admin in your name. These are reserve for the game staff!"
    exit
end if

-----
--System.DBAdmin.CreateUser
-----

-----
global gConnect

whichApplication = "faria"
whichAttribute = MyName & "XXX"
set CheckForEmptySlot = TRUE

errCode = gConnect.sendNetMessage("System.DBApplication.GetAttribute", "GetAttribute", [#application: whichApplication,
#attribute: whichAttribute ])

-----

set HP = xStrength + random(xStamina)
set HPmax = HP

set SP = xIntelligence + random(xWisdom)
set SPmax = SP

if Class = 1 then

    set sk1 = random(xDexterity)
    set sk2 = random(xDexterity)
    set sk3 = random(xDexterity)

    set TempSkills = "1:3|" & sk1 & ":" & sk2
end if

if Class = 2 then

    set SP = random(xIntelligence)
    set SPmax = SP
    set sk1 = random(xDexterity)
    set sk2 = random(xDexterity)
    set sk3 = random(xDexterity)

    set TempSkills = "8:18|" & sk1 & ":" & sk2
end if

if Class = 3 then

```

```
    set sk1 = random(xDexterity)
    set sk2 = random(xDexterity)
    set sk3 = random(xDexterity)

    set TempSkills = "17:8|" & sk1 & ":" & sk2
end if

set Level = 1
set Exp = 0
set ExpNeeded = 30
```

end

193 (Internal)

```
on mouseUp
    Global SFX

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"

    gConnect= 0
    play frame 1
end
```

194 (Internal)

```
on mouseUp

    set TheTTXT = "inoca.serveftp.net|ON"
    setpref "ThePrefs", TheTTXT
    play frame 1

end
```

197 (Internal)

on mouseUp

```
if the member of sprite 18 = (member "Head1-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head3-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head3-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head4-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head4-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head5-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head5-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head6-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head6-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head9-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head9-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head10-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head10-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head1-F2-S" of castlib "Characters")
    exit
end if
```

---- FEMALE

```
if the member of sprite 18 = (member "Head2-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head7-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head7-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head8-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head8-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head11-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head11-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head2-F2-S" of castlib "Characters")
    exit
end if
```

end

198 (Internal)

on mouseUp

```
if the member of sprite 18 = (member "Head1-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head3-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head3-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head4-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head4-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head5-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head5-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head6-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head6-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head9-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head9-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head10-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head10-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head1-F2-S" of castlib "Characters")
    exit
end if
```

---- FEMALE

```
if the member of sprite 18 = (member "Head2-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head7-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head7-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head8-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head8-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head11-F2-S" of castlib "Characters")
    exit
end if
```

```
if the member of sprite 18 = (member "Head11-F2-S" of castlib "Characters") then
    set the member of sprite 18 = (member "Head2-F2-S" of castlib "Characters")
    exit
end if
```

end

199 (Internal)

```
on mouseUp
    global SpellSelected
    Global SFX

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"

    if SpellSelected = "" then exit

    set the member of sprite 44 = (member 205 of castlib 1)
end
```


200 (Internal)

```
on mouseUp
  Global SpellSelected
  Global SFX

  if SFX <> "OFF" then puppetsound 3, "Clicksound2"

  if SpellSelected = "Create Food" then
    set TheText = "Create some food at the expense of a blue crystal."
    AddToChat(TheText)
  end if

  if SpellSelected = "Dispel Illusions" then
    set TheText = "Reveals the true-colors of all illusionist magics in an area."
    AddToChat(TheText)
  end if

  if SpellSelected = "Summon Creature" then
    set TheText = "Summon a creature with this sorcerer's spell."
    AddToChat(TheText)
  end if

  if SpellSelected = "Holy Shield" then
    set TheText = "Summon a heavenly shield to protect the just and to destroy the evil."
    AddToChat(TheText)
  end if

  if SpellSelected = "Hold" then
    set TheText = "The black arts allows you to briefly hold your foe in place."
    AddToChat(TheText)
  end if

  if SpellSelected = "Raise Dead" then
    set TheText = "The black arts will raise the corpse from a grave."
    AddToChat(TheText)
  end if

  if SpellSelected = "Minor Heal" then
    set TheText = "A lower level healing spell."
    AddToChat(TheText)
  end if

  if SpellSelected = "Smoke Bomb" then
    set TheText = "Disappear into the shadows with the rest of the ninja."
    AddToChat(TheText)
  end if

  if SpellSelected = "Splash" then
    set TheText = "Soak your foe in this deadly downpour."
    AddToChat(TheText)
  end if

  if SpellSelected = "Firebolt" then
    set TheText = "Fry your oppoent with this deadly bolt of flames."
    AddToChat(TheText)
  end if

  if SpellSelected = "Whirlwind" then
    set TheText = "A whirling wind causes confusion for your foe."
    AddToChat(TheText)
  end if

  if SpellSelected = "Stone Skin" then
    set TheText = "Turns the target's skin into pure stone."
    AddToChat(TheText)
  end if

  if SpellSelected = "Crush" then
    set TheText = "The fist of the Earth strikes down your foes."
    AddToChat(TheText)
  end if

  if SpellSelected = "Nature Shift" then
    set TheText = "Hide from the world by tapping the power of the earth."
    AddToChat(TheText)
  end if

  if SpellSelected = "Holy Weapon" then
    set TheText = "Let the light shine on your attacks."
    AddToChat(TheText)
  end if

  if SpellSelected = "Web" then
    set TheText = "This sticky web will slow down your foes."
    AddToChat(TheText)
  end if
```

```
if SpellSelected = "Illusionary Spikes" then
    set TheText = "Although an illusion, the pain your mind creates is still real."
    AddToChat(TheText)
end if

if SpellSelected = "Argon's Fist" then
    set TheText = "The fist of Argon strikes down your pathetic foe."
    AddToChat(TheText)
end if

if SpellSelected = "Inxition" then
    set TheText = "Learn how far away you are from becoming more powerful."
    AddToChat(TheText)
end if

if SpellSelected = "Magic Shield" then
    set TheText = "A protective barrier to keep out harmful spells."
    AddToChat(TheText)
end if

if SpellSelected = "Morph" then
    set TheText = "Creates an illusion that makes you appear to be a monster."
    AddToChat(TheText)
end if

if SpellSelected = "Meteor" then
    set TheText = "A powerful, crushing blow from the sky."
    AddToChat(TheText)
end if

if SpellSelected = "Replenish" then
    set TheText = "A medium level healing spell."
    AddToChat(TheText)
end if

if SpellSelected = "Fireball" then
    set TheText = "Send a shot of fire through an enemy with this spell."
    AddToChat(TheText)
end if

if SpellSelected = "Wind Wave" then
    set TheText = "This wind blast will definately hurt your foes."
    AddToChat(TheText)
end if

if SpellSelected = "Bolt" then
    set TheText = "Send a jolt of electricity through your opponent's body."
    AddToChat(TheText)
end if

if SpellSelected = "Diminish Hunger" then
    set TheText = "Eases the target's hunger."
    AddToChat(TheText)
end if

if SpellSelected = "Portal" then
    set TheText = "This creates a shimmering portal which can take you to unknown places."
    AddToChat(TheText)
end if

if SpellSelected = "Haste" then
    set TheText = "Speeds up your healing."
    AddToChat(TheText)
end if

if SpellSelected = "Firesword" then
    set TheText = "Turns an ordinary sword into a flaming sword."
    AddToChat(TheText)
end if

if SpellSelected = "Major Heal" then
    set TheText = "A very strong healing spell."
    AddToChat(TheText)
end if

if SpellSelected = "Radar" then
    set TheText = "Learn the strengths and weaknesses of a foe."
    AddToChat(TheText)
end if

if SpellSelected = "Bless" then
    set TheText = "Give the attacker divine power."
    AddToChat(TheText)
end if

if SpellSelected = "Weaken" then
    set TheText = "Your opponent will become too weak to fight."
    AddToChat(TheText)
end if
```

end

201 (Internal)

```
on mouseUp
  Global SFX

  if SFX <> "OFF" then puppetsound 3, "Clicksound2"

  gConnect= 0
  play frame 1
end
```

204 (Internal)

205 (Internal)

```
on mouseUp
  global SpellSelected
  Global SFX

  if SFX <> "OFF" then puppetsound 3, "Clicksound2"

  set the member of sprite 44 = (member 199 of castlib 1)
end
```

AddStatss (Internal)

Global xStrength, xStamina, xAgility, xDexterity, xIntelligence, xWisdom, xSpeed, xAim
 Global AvailablePoints, AlterLockOut

property mysprite

on mouseup me

if AlterLockOut = TRUE then exit

if the frame = 67 then

if the member of sprite 44 = (member 205 of castlib 1) then exit

end if

set mySprite to the spriteNum of me

if mySprite = 40 then

if AvailablePoints > 0 then

if xStrength < 20 then

set AvailablePoints = AvailablePoints - 1

set xStrength = xStrength + 1

set the locH of sprite 30 = the locH of sprite 30 + 7

put "Points remaining: " & AvailablePoints into field (member "AvailablePoints" of castlib 1)

end if

end if

end if

if mySprite = 43 then

if AvailablePoints > 0 then

if xStamina < 20 then

set AvailablePoints = AvailablePoints - 1

set xStamina = xStamina + 1

set the locH of sprite 31 = the locH of sprite 31 + 7

put "Points remaining: " & AvailablePoints into field (member "AvailablePoints" of castlib 1)

end if

end if

end if

if mySprite = 46 then

if AvailablePoints > 0 then

if xIntelligence < 20 then

set AvailablePoints = AvailablePoints - 1

set xIntelligence = xIntelligence + 1

set the locH of sprite 32 = the locH of sprite 32 + 7

put "Points remaining: " & AvailablePoints into field (member "AvailablePoints" of castlib 1)

end if

end if

end if

if mySprite = 49 then

if AvailablePoints > 0 then

if xWisdom < 20 then

set AvailablePoints = AvailablePoints - 1

set xWisdom = xWisdom + 1

set the locH of sprite 33 = the locH of sprite 33 + 7

put "Points remaining: " & AvailablePoints into field (member "AvailablePoints" of castlib 1)

end if

end if

end if

if mySprite = 52 then

if AvailablePoints > 0 then

if xDexterity < 20 then

set AvailablePoints = AvailablePoints - 1

set xDexterity = xDexterity + 1

set the locH of sprite 34 = the locH of sprite 34 + 7

put "Points remaining: " & AvailablePoints into field (member "AvailablePoints" of castlib 1)

end if

end if

end if

put xStrength into field (member "xStrength")

put xStamina into field (member "xStamina")

put xWisdom into field (member "xWisdom")

put xIntelligence into field (member "xIntelligence")

put xDexterity into field (member "xDexterity")

end

RemStatss (Internal)

Global xStrength, xStamina, xAgility, xDexterity, xIntelligence, xWisdom, xSpeed, xAim
Global AvailablePoints, AlterLockOut

property mysprite

on mouseup me

 if AlterLockOut = TRUE then exit

 if the frame = 67 then

 if the member of sprite 44 = (member 205 of castlib 1) then exit

 end if

 set mySprite to the spriteNum of me

 if mySprite = 41 then

 if xStrength > 1 then

 set AvailablePoints = AvailablePoints + 1

 set xStrength = xStrength - 1

 set the locH of sprite 30 = the locH of sprite 30 - 7

 put "Points remaining: " & AvailablePoints into field (member "AvailablePoints" of castlib 1)

 end if

 end if

 if mySprite = 44 then

 if xStamina > 1 then

 set AvailablePoints = AvailablePoints + 1

 set xStamina = xStamina - 1

 set the locH of sprite 31 = the locH of sprite 31 - 7

 put "Points remaining: " & AvailablePoints into field (member "AvailablePoints" of castlib 1)

 end if

 end if

 if mySprite = 47 then

 if xIntelligence > 1 then

 set AvailablePoints = AvailablePoints + 1

 set xIntelligence = xIntelligence - 1

 set the locH of sprite 32 = the locH of sprite 32 - 7

 put "Points remaining: " & AvailablePoints into field (member "AvailablePoints" of castlib 1)

 end if

 end if

 if mySprite = 50 then

 if xWisdom > 1 then

 set AvailablePoints = AvailablePoints + 1

 set xWisdom = xWisdom - 1

 set the locH of sprite 33 = the locH of sprite 33 - 7

 put "Points remaining: " & AvailablePoints into field (member "AvailablePoints" of castlib 1)

 end if

 end if

 if mySprite = 53 then

 if xDexterity > 1 then

 set AvailablePoints = AvailablePoints + 1

 set xDexterity = xDexterity - 1

 set the locH of sprite 34 = the locH of sprite 34 - 7

 put "Points remaining: " & AvailablePoints into field (member "AvailablePoints" of castlib 1)

 end if

 end if

 put xStrength into field (member "xStrength")

 put xStamina into field (member "xStamina")

 put xWisdom into field (member "xWisdom")

 put xIntelligence into field (member "xIntelligence")

 put xDexterity into field (member "xDexterity")

end

NPCed (Internal)

```
on mouseUp
    Global NPCName, CharNumSelected, ClickType

    hilite line (the lineCount of (member "NPCed" of castlib 1) + 1) of field (member "NPCed" of castlib 1)
    set opponent = 0
    set name = line the mouseLine of field (member "NPCed" of castlib 1)

    set NPCName to name
    set CharNumSelected = the mouseLine
    hilite line CharNumSelected of field (member "NPCed" of castlib 1)
    hilite line 99 of field (member "MONed" of castlib 1)

    if NPCName = "" then set CharNumSelected = 0
end
```

226 (Internal)

```
on mouseUp
    Global NPCName, gConnect

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadTheNPC",#content:NPCName])
end
```

227 (Internal)

```
on mouseUp
    Global NPCName, gConnect, IAmImmortal, CheatDat, MyIPAddress

    if IAmImmortal = FALSE then

        alert "Hi hacker. you're now banned. You really are an idiot, aren't you?"
        set CheatDat = MyIPAddress & ":" & "Attempting to get Admin access"
        banme
        exit
    end if

    set NPCTxt = NPCName & ".txt`" & field (member "NPCScript" of castlib 1)

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SaveTheNPC",#content:NPCTxt])
end
```

ShowNPCScript (Internal)

```
on ShowNPCScript CurVal

  set NPCScript = ""

  repeat with x = 1 to 100

    set ItsOK = 0

    if char 1 of line x of CurVal = "T" then set ItsOK = 1
    if char 1 of line x of CurVal = "P" then set ItsOK = 1
    if char 1 of line x of CurVal = "B" then set ItsOK = 1
    if char 1 of line x of CurVal = "S" then set ItsOK = 1
    if char 1 of line x of CurVal = "R" then set ItsOK = 1
    if char 1 of line x of CurVal = "G" then set ItsOK = 1
    if char 1 of line x of CurVal = "F" then set ItsOK = 1
    if char 1 of line x of CurVal = "I" then set ItsOK = 1

    if line x of CurVal <> "" then

      if ItsOK <> 1 then delete char 1 of line x of CurVal
      end if

      if line x of CurVal <> "" then set NPCScript = NPCScript & line x of CurVal & RETURN
      end repeat

    put NPCScript into field (member "NPCScript" of castlib 1)

  end repeat

end
```

ChatSend (Internal)

```

on keyUp me
Global Gold, TheoH, TheoV, TheoZ, Facing, Slash, MyChatColor, Lastname, MyName, CharMap, gConnect, Regged, WarpScript
Global CharSelected, IAmImmortal, AdminProtect, Spritel2Anim, BlockedTiles, RPGName, MyName, Justicar, ModTrue
Global Level, HP, HPMax, SP, SPMax, Gold, IAmGuide, GLLeader, IgnoreList, ChatCountDown, MyLocXY, SizzleCount
-----
-----

if RPGName = "" then set RPGName = MyName
if RPGName = VOID then set RPGName = MyName

-----
-----

if ( the key = RETURN ) or ( the key = ENTER ) then

    if field member 48 = RETURN then

        put "" into field member 48
        set the forecolor of field member 48 = 0
        exit
    end if

    if field member 48 <> "" then

        set TheText = field member 48
        if char 1 of TheText = " " then delete char 1 of TheText
        -----
        -- Password system

        if char 1 of TheText = "+" then

            if TheText contains "+the password is" then

                else if TheText contains "+who is in power?" then

                    else

                        end if

                    end if

                end if

            end if

        end if

    end if

    -----
    if word 1 of TheText = "/save" then

        if IAmImmortal <> FALSE then gConnect.sendNetMessage( "@AllUsers", "MassSave", "x" )
        put "" into field member "SendChat"
        set the forecolor of field member 48 = 0
        exit
    end if

    if word 1 of TheText = "/Refresh" then

        if IAmImmortal <> FALSE then gConnect.sendNetMessage( "@AllUsers", "ReloadSystemPlease", "x" )
        put "" into field member "SendChat"
        set the forecolor of field member 48 = 0
        exit
    end if

    if word 1 of TheText = "/RPG" then

        if IAmImmortal <> FALSE then
            delete word 1 of TheText
            if char 1 of TheText = " " then delete char 1 of TheText
            set TheRndTxt = "*** " & TheText
            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RPG",#content:TheRndTxt])
        end if
        put "" into field member "SendChat"
        set the forecolor of field member 48 = 0
        exit
    end if

    -----
    if word 1 of TheText = "/drop" then
        put "" into field member 48
        set SellInventory = theText

```



```

set SelInventory = theText

delete word 1 of SelInventory
if char 1 of SelInventory = " " then delete char 1 of SelInventory

if SelInventory = "" then exit
if IAmImmortal = FALSE then exit

if word 2 of SelInventory = "gold" then
    if integer(word 1 of SelInventory) > 0 then set ItsGold = 1
end if

set nCastNum = the number of member SelInventory of castlib "Inventory"

if ItsGold <> 1 then
    if (nCastNum = -1) or (nCastNum=999) then
        alert "This item doesn't exist!"
        exit
    end if
end if

if Sprite12Anim > 0 then exit

set TooMany = 0

repeat with muwha = 158 to 177
    if the locV of sprite muwha > 0 then set TooMany = TooMany + 1
end repeat

-- Setting the maximum number of items on screen to 30 (default 20)

if TooMany > 30 then
    set TheText = "There are too many items here!"
    AddToChat(TheText)
    exit
end if

-----
set MyH = the locH of sprite 112
set MyV = the locV of sprite 112

if Facing = "N" then set MyV = MyV - 32
if Facing = "S" then set MyV = MyV + 32
if Facing = "E" then set MyH = MyH + 32
if Facing = "W" then set MyH = MyH - 32

repeat with xx = 158 to 177
    if the locH of sprite xx = MyH then
        if the locV of sprite xx = MyV then
            set TheText = "You begin to drop this but realize the floor is too crowded."
            AddToChat(TheText)
            exit
        end if
    end if
end repeat

set MyPos = MyLocXY

set the itemdelimiter = "-"

set MyX = integer(item 1 of MyPos)
set MyY = integer(item 2 of MyPos)

if Facing = "N" then set MyY = MyY - 1
if Facing = "S" then set MyY = MyY + 1
if Facing = "E" then set MyX = MyX + 1
if Facing = "W" then set MyX = MyX - 1

set ThisSpot = "x" & string(MyX) & "y" & string(MyY)

if BlockedTiles contains ThisSpot & "*" then
    set TheText = "You begin to drop this but realize that something is blocking the floor."
    AddToChat(TheText)
    exit
end if

-----
set TheH = the locH of sprite 112
set TheV = the locV of sprite 112

if Facing = "N" then set TheV = the locV of sprite 112 - 32
if Facing = "S" then set TheV = the locV of sprite 112 + 32
if Facing = "E" then set TheH = the locH of sprite 112 + 32
if Facing = "W" then set TheH = the locH of sprite 112 - 32

```

```

set DropItt = "!((" & SelInventory & ":"
set DropItt = DropItt & TheH & ":" & TheV

SendChatMsg(DropItt)

set TheDatt = CharMap & "i.txt`" & SelInventory & ":" & TheH & "-" & TheV
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"AdminItemDrop",#content:TheDatt])
exit
end if

```

-----*****

```

if word 1 of TheText = "/balance" then set Itsbank = 1
if word 1 of TheText = "/deposit" then set Itsbank = 1
if word 1 of TheText = "/withdraw" then set Itsbank = 1

```

```

if ItsBank = 1 then

```

```

    Bank(TheText)
    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/CheatFile" then
    put "" into field member "SendChat"

```

```

    if IAmImmortal = TRUE then
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ViewCheaters",#content:"x"])
    end if

```

```

    exit
end if

```

```

if word 1 of TheText = "/Help" then
    put "" into field member "SendChat"

```

```

    if word 2 of TheText = "" then errCode = gConnect.sendNetMessage([#recipients:"system.script",
#subject:"gethelp",#content:"Help"])
    if word 2 of theText = "" then exit
    set WhichHelp = word 2 of TheText
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"gethelp",#content:WhichHelp])
    exit
end if

```

```

if word 1 of TheText = "/unbanIP" then

```

```

    set TheIP = word 2 of TheText
    if IAmImmortal = TRUE then
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RemoveBan",#content:TheIP])
        set TheText = "Unbanning " & TheIP & "..."
        AddToChat(TheText)
    end if
    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/Inventory" then

```

```

    if IamImmortal = TRUE then
        set TheText = field (member "Inventory" of castlib 2)
        AddToChat(TheText)
    end if

```

```

    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/BanIP" then

```

```

    set TheIP = word 2 of TheText
    if IAmImmortal = TRUE then
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"AddBan",#content:TheIP])
        set TheText = "Banning " & TheIP & "..."
        AddToChat(TheText)
    end if
    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/friends" then

```

```

    if word 2 of TheText = "add" then
        set UserName = word 3 of TheText
        if UserName <> "" then AddBuddy(UserName)
    end if

```

```

    if word 2 of TheText = "remove" then
        set UserName = word 3 of TheText

```

```
    set UserName = word 3 of TheText
    if UserName <> "" then RemoveBuddy(UserName)
end if

    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "ACCEPT" then

    if GLLeader <> "" then
        AcceptGuild
        put "" into field member "SendChat"
        exit
    end if
end if

if word 1 of TheText = "REJECT" then

    if GLLeader <> "" then
        RejectGuild
        put "" into field member "SendChat"
        exit
    end if
end if

if word 1 of TheText = "/invite" then

    delete word 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    CheckGuildInvite(TheText)
    put "" into field member "SendChat"
    exit
end if

if char 1 of TheText = "'" then

    if SizzleCount > 0 then
        set TCt = SizzleCount / 20

        if TCt > 0 then
            set TheText = "You cannot broadcast yet - " & TCt & " seconds remaining."
            AddToChat(TheText)
            exit
        end if
    end if

    set SizzleCount = 1000

    if Regged = TRUE then set SizzleCount = 0

    if CharMap = "x0y0" then
        set TheText = "You shout but no one can hear you!"
        AddToChat(TheText)
        put "" into field member "SendChat"
        exit
    end if

    if char 1 of TheText = "'" then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

    set GoChatText = TheText

    if char 1 of GoChatText = "'" then delete char 1 of GoChatText

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"Broadcast", #content:GoChatText])
    put "" into field member "SendChat"
    set the forecolor of field member 48 = 0
    exit
end if

if word 1 of TheText = "/logchat" then
    delete word 1 of TheText
    set LogFile = word 1 of TheText
    setpref LogFile, member "chat"
    set TheText = "Logging the chat to file."
    AddToChat(TheText)
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/g" then

    delete word 1 of TheText

    if char 1 of TheText = "'" then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

    set GoChatText = TheText
```

```

    if char 1 of GoChatText = "" then delete char 1 of GoChatText

    sendGuildMsg(GoChatText)
    put "" into field member "SendChat"
    set the forecolor of field member 48 = 0
    exit
end if

```

```

if char 1 of TheText = "-" then

    if IAmImmortal = FALSE then exit
    if char 1 of TheText = "-" then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

    set msgText = TheText
    SendToAdmins(msgText)

```

```

    put "" into field member "SendChat"
    set the forecolor of field member 48 = 0
    exit
end if

```

```

-----
if word 1 of TheText contains "/newpass" then

```

```

    set the itemdelimiter = "="
    set NewPW = item 2 of TheText

    repeat with x = 1 to 100
        if char x of NewPW = " " then delete char x of NewPW
    end repeat

    repeat with x = 1 to 100
        if char x of NewPW = "/" then delete char x of NewPW
    end repeat

    repeat with x = 1 to 100
        if char x of NewPW = ":" then delete char x of NewPW
    end repeat

    repeat with x = 1 to 100
        if char x of NewPW = "\" then delete char x of NewPW
    end repeat

    put NewPW into field (member 4 of castlib 2)
    set TheText = "Password has been changed to " & NewPW & "."
    AddToChat(TheText)
    put "" into field member 48
    exit
end if

```

```

if TheText = "/who" then

```

```

    errCode = gConnect.sendNetMessage("system.group.getusers", "UserList", "@AllUsers")
    put "" into field member 48
    exit
end if

```

```

if Word 1 of TheText = "Quest" then set QstTxt = 1
if TheText contains "do you have a quest" then set QstTxt = 1
if TheText contains "is there a quest" then set QstTxt = 1
if Word 1 of TheText = "errand" then set QstTxt = 1
if TheText contains "run an errand" then set QstTxt = 1

```

```

if TheText contains "faction power" then set FctTxt = 1
if TheText contains "faction strength" then set FctTxt = 1
if TheText contains "power?" then set FctTxt = 1
if TheText contains "strength?" then set FctTxt = 1
if TheText contains "status?" then set FctTxt = 1

```

```

if Word 1 of TheText = "treasure" then set TrsTxt = 1
if TheText contains "any treasure" then set TrsTxt = 1
if TheText contains "treasure anywhere" then set TrsTxt = 1
if Word 1 of TheText = "the treasure" then set TrsTxt = 1
if TheText contains "rumor" then set TrsTxt = 1

```

```

set EgoQuery = TheText
if TheText contains " me about " then set EgoTxt = 1

```

```

if word 1 of TheText = "/msg" then

```

```

    set the itemdelimiter = " "
    set TheUser = word 2 of TheText
    set the itemdelimiter = TheUser

```

```

    delete word 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    delete word 1 of TheText

```

```

delete word 1 of TheText
if char 1 of TheText = " " then delete char 1 of TheText

set GoChatText = TheText

if TheUser = "" then exit
if GoChatText = "" then exit

put "" into field member "SendChat"

set TheGoods = "MG@ " & GoChatText
errCode = sendNetMessage(gConnect, TheUser, "Chatmsg", TheGoods )

set TheText = ">>> " & TheUser & ": " & GoChatText
AddToChat(TheText)
exit
end if

if word 1 of TheText = "/Location" then
  if IAmImmortal = TRUE then
    RunWhereAmI
  end if

  if ModTRUE = TRUE then
    RunWhereAmI
  end if

  put "" into field member "SendChat"
  exit
end if

if word 1 of TheText = "/IPlookup" then
  if IAmImmortal = TRUE then
    set TheUser = word 2 of TheText
    set TheText = "Looking up IP address for " & TheUser & "..."
    AddToChat(TheText)
    errCode = sendNetMessage(gConnect, "system.user.getAddress", "LookingUpIP", TheUser)
  end if

  if ModTRUE = TRUE then
    set TheUser = word 2 of TheText
    set TheText = "Looking up IP address for " & TheUser & "..."
    AddToChat(TheText)
    errCode = sendNetMessage(gConnect, "system.user.getAddress", "LookingUpIP", TheUser)
  end if

  put "" into field member "SendChat"
  exit
end if

if word 1 of TheText = "/Pardon" then
  if IamImmortal = TRUE then
    set TheUser = word 2 of TheText
    errCode = sendNetMessage(gConnect, TheUser, "PRDN", "x" )
    set TheText = "Pardoning " & TheUser & "..."
    AddToChat(TheText)
  end if
  put "" into field member "SendChat"
  exit
end if

if word 1 of TheText = "/kick" then
  Global gConnect, CharSelected, MyName

  if IAmImmortal = FALSE then

    if ModTRUE = FALSE then

      set TheText = "Only immortals/guides can kick players."
      AddToChat(TheText)
      put "" into field member "SendChat"
      exit
    end if
  end if

  set the itemdelimiter = " "

  set TheUser = word 2 of TheText
  if TheUser = "" then put "" into field member "SendChat"
  if TheUser = "" then exit
  set SubTxt = field(member 358)

  put "" into field member "SendChat"
  -- errCode = sendNetMessage(gConnect, TheUser, SubTxt, "x" )
  -- errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject: "KickTheDood",#content:TheUser])
  errCode = gConnect.sendNetMessage("system.user.delete", "kick", theUser)
  set TheText = "*** kicking " & TheUser & "..."

```

```

    set TheText = "*** kicking " & TheUser & "... "
    AddToChat(TheText)
    exit
end if

if TheText = "/quit" then
    QuitChallenge
    put "" into field member "SendChat"
    exit
end if

if TheText = "Challenge" then
    RunChallenge
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/warpscript" then
    if iamImmortal = FALSE then exit
    set WarpScript = word 2 of TheText
    if word 2 of TheText = "OFF" then set WarpScript = "iasdfji23j4ihfih23io4haklsq"
    put "" into field member "SendChat"

    set TheText = "Warpscript set to: " & WarpScript
    AddToChat(TheText)
    exit
end if

if word 1 of TheText = "/ban" then
    Global gConnect, CharSelected, MyName

    if IAmImmortal = FALSE then

        if IAmGuide = FALSE then

            set TheText = "Only immortals can ban players."
            AddToChat(TheText)
            put "" into field member "SendChat"
            exit
        end if
    end if

    set the itemdelimiter = " "

    set TheUser = word 2 of TheText
    if TheUser = "" then put "" into field member "SendChat"
    if TheUser = "" then exit
    set Subtxt = field (member 357)
    put "" into field member "SendChat"
    errCode = gConnect.sendNetMessage("system.user.delete", "kick", theUser)
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"BanPlayer",#content:TheUser])

    set TheText = "*** banning " & TheUser & "... "
    AddToChat(TheText)
    exit
end if

if word 1 of TheText = "/warp" then
    Global gConnect, CharSelected, MyName

    if IAmImmortal = FALSE then
        if ModTRUE = FALSE then
            set TheText = "Only immortals can warp players."
            AddToChat(TheText)
            put "" into field member "SendChat"
            exit
        end if
    end if

    set the itemdelimiter = " "

    set TheUser = word 2 of TheText
    if TheUser = "" then put "" into field member "SendChat"
    if TheUser = "" then exit

    put "" into field member "SendChat"

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SupaWarp",#content:TheUser & "*" &
TheText])

    set TheText = "*** Warping " & TheUser & "... "
    AddToChat(TheText)
    exit
end if

if word 1 of TheText = "/jail" then

    put "" into field member 48

```

```

if IAmImmortal = TRUE then set ItsAGOGOGO = 1
if ModTrue = TRUE then set ItsAGOGOGO = 1

if ItsAGOGOGO = 1 then
  set TheUser = word 2 of TheText
  set TheText = "!!! !!! x0y0 4 4"
  errCode = sendNetMessage(gConnect, TheUser, "Warp", TheText )

  set TheText = "*** Jailing " & TheUser & "..."
  AddToChat(TheText)
end if

put "" into field member "SendChat"
exit
end if

if word 1 of TheText = "/warptome" then
  Global gConnect, CharSelected, MyName

  if IAmImmortal = FALSE then

    if ModTRUE = FALSE then

      set TheText = "Only immortals/guides can warp players."
      AddToChat(TheText)
      put "" into field member "SendChat"
      exit
    end if
  end if

  set the itemdelimiter = " "

  set TheUser = word 2 of TheText
  if TheUser = "" then put "" into field member "SendChat"
  if TheUser = "" then exit

  put "" into field member "SendChat"

  set MYXY = MyLocXY
  set the itemdelimiter = "-"
  set MyyX = item 1 of MYXY
  set MyyY = item 2 of MYXY

  set TheText = "!!! !!! " & CharMap & " " & MyyX & " " & MyyY

  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SupaWarp",#content:TheUser & "*" &
TheText])
  set TheText = "*** Warping " & TheUser & "..."
  AddToChat(TheText)
  exit
end if

if word 1 of TheText = "/warpmeto" then
  Global gConnect, CharSelected, MyName

  if IAmImmortal = FALSE then

    if ModTRUE = FALSE then

      set TheText = "Only immortals can warp players."
      AddToChat(TheText)
      put "" into field member "SendChat"
      exit
    end if
  end if

  set the itemdelimiter = " "

  set TheUser = word 2 of TheText
  if TheUser = "" then put "" into field member "SendChat"
  if TheUser = "" then exit

  put "" into field member "SendChat"

  errCode = sendNetMessage(gConnect, TheUser, "ChatMsg", "WRP" )

  set TheText = "*** Warping you to " & TheUser & "..."
  AddToChat(TheText)
  exit
end if

-----
if word 1 of TheText = "/ignorelist" then

  set TheText = "*** Your Ignore List " & RETURN & IgnoreList
  AddToChat(TheText)
  put "" into field member "SendChat"
  exit

```

```
        exit
    end if

    if word 1 of TheText = "/ignore" then

        Ignore(theText)
        put "" into field member "SendChat"
        exit
    end if

    if word 1 of TheText = "/unignore" then

        unignore(theText)
        put "" into field member "SendChat"
        exit
    end if

    if word 1 of TheText = "/me" then

        delete word 1 of TheText
        put "" into field member "SendChat"
        sendTypicalEmoteMsg(TheText)
        exit
    end if

    set GoChatText = field member "SendChat"
    if Char 1 of GoChatText = " " then delete char 1 of GoChatText

    sendTypicalChatMsg(GoChatText)
    CheckForShopSettings(GoChatText)
    put "" into field member "SendChat"
    set the forecolor of field member 48 = 0
    if QstTxt = 1 then SaidQuest
    if TrsTxt = 1 then SaidTreasure
    if FctTxt = 1 then SaidFaction
    if EgoTxt = 1 then SaidEgo(EgoQuery)
    set the forecolor of field member 48 = 0
    end if
end if
end
```


ChatSend (Internal)

```

on keyUp me
Global Gold, TheoH, TheoV, TheoZ, Facing, Slash, MyChatColor, Lastname, MyName, CharMap, gConnect, Regged, WarpScript
Global CharSelected, IAmImmortal, AdminProtect, Spritel2Anim, BlockedTiles, RPGName, MyName, Justicar, ModTrue
Global Level, HP, HPMMax, SP, SPMax, Gold, IAmGuide, GLleader, IgnoreList, ChatCountDown, MyLocXY, SizzleCount
-----

if RPGName = "" then set RPGName = MyName
if RPGName = VOID then set RPGName = MyName

-----

if ( the key = RETURN ) or ( the key = ENTER ) then

    if field member 48 = RETURN then

        put "" into field member 48
        set the forecolor of field member 48 = 0
        exit
    end if

    if field member 48 <> "" then

        set TheText = field member 48
        if char 1 of TheText = " " then delete char 1 of TheText
        -----
        -- Password system

        if char 1 of TheText = "+" then

            if TheText contains "+the password is" then

                set the itemdelimiter = " "
                set inputPass = item 4 of TheText
                set inputInfo = inputPass & ":" & CharMap
                AddToChat (inputInfo)
--                errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"QPCheck",#content:inputInfo])

            else if TheText contains "+who is in power?" then

            else

            end if

        end if

    end if

    -----
    if word 1 of TheText = "/save" then

        if IAmImmortal <> FALSE then gConnect.sendNetMessage( "@AllUsers", "MassSave", "x" )
        put "" into field member "SendChat"
        set the forecolor of field member 48 = 0
        exit
    end if

    if word 1 of TheText = "/Refresh" then

        if IAmImmortal <> FALSE then gConnect.sendNetMessage( "@AllUsers", "ReloadSystemPlease", "x" )
        put "" into field member "SendChat"
        set the forecolor of field member 48 = 0
        exit
    end if

    if word 1 of TheText = "/RPG" then

        if IAmImmortal <> FALSE then
            delete word 1 of TheText
            if char 1 of TheText = " " then delete char 1 of TheText
            set TheRndTxt = "*** " & TheText
            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RPG",#content:TheRndTxt])
        end if
        put "" into field member "SendChat"
        set the forecolor of field member 48 = 0
        exit
    end if

```

end if

```

-----*****
if word 1 of TheText = "/drop" then
  put "" into field member 48
  set SelInventory = theText

  delete word 1 of SelInventory
  if char 1 of SelInventory = " " then delete char 1 of SelInventory

  if SelInventory = "" then exit
  if IAmImmortal = FALSE then exit

  if word 2 of SelInventory = "gold" then
    if integer(word 1 of SelInventory) > 0 then set ItsGold = 1
  end if

  set nCastNum = the number of member SelInventory of castlib "Inventory"

  if ItsGold <> 1 then
    if (nCastNum = -1) or (nCastNum=999) then
      alert "This item doesn't exist!"
      exit
    end if
  end if

  if Spritel2Anim > 0 then exit

  set TooMany = 0

  repeat with muwha = 158 to 177
    if the locV of sprite muwha > 0 then set TooMany = TooMany + 1
  end repeat

  -- Setting the maximum number of items on screen to 30 (default 20)

  if TooMany > 30 then
    set TheText = "There are too many items here!"
    AddToChat(TheText)
    exit
  end if

  -----
  set MyH = the locH of sprite 112
  set MyV = the locV of sprite 112

  if Facing = "N" then set MyV = MyV - 32
  if Facing = "S" then set MyV = MyV + 32
  if Facing = "E" then set MyH = MyH + 32
  if Facing = "W" then set MyH = MyH - 32

  repeat with xx = 158 to 177

    if the locH of sprite xx = MyH then

      if the locV of sprite xx = MyV then

        set TheText = "You begin to drop this but realize the floor is too crowded."
        AddToChat(TheText)
        exit
      end if
    end if
  end repeat

  set MyPos = MyLocXY

  set the itemdelimiter = "-"

  set MyX = integer(item 1 of MyPos)
  set MyY = integer(item 2 of MyPos)

  if Facing = "N" then set MyY = MyY - 1
  if Facing = "S" then set MyY = MyY + 1
  if Facing = "E" then set MyX = MyX + 1
  if Facing = "W" then set MyX = MyX - 1

  set ThisSpot = "x" & string(MyX) & "y" & string(MyY)

  if BlockedTiles contains ThisSpot & "*" then

    set TheText = "You begin to drop this but realize that something is blocking the floor."
    AddToChat(TheText)
    exit
  end if

  -----
  set TheH = the locH of sprite 112
  set TheV = the locV of sprite 112

```

```

if Facing = "N" then set TheV = the locV of sprite 112 - 32
if Facing = "S" then set TheV = the locV of sprite 112 + 32
if Facing = "E" then set TheH = the locH of sprite 112 + 32
if Facing = "W" then set TheH = the locH of sprite 112 - 32

set DropItt = "!( " & SelInventory & ":"
set DropItt = DropItt & TheH & ":" & TheV

SendChatMsg(DropItt)

set TheDatt = CharMap & "i.txt`" & SelInventory & ":" & TheH & "-" & TheV
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"AdminItemDrop",#content:TheDatt])
exit
end if

```

-----*****

```

if word 1 of TheText = "/balance" then set Itsbank = 1
if word 1 of TheText = "/deposit" then set Itsbank = 1
if word 1 of TheText = "/withdraw" then set Itsbank = 1

```

```

if ItsBank = 1 then

```

```

    Bank(TheText)
    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/CheatFile" then
    put "" into field member "SendChat"

```

```

    if IAmImmortal = TRUE then
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ViewCheaters",#content:"x"])
    end if

    exit
end if

```

```

if word 1 of TheText = "/Help" then
    put "" into field member "SendChat"

```

```

    if word 2 of TheText = "" then errCode = gConnect.sendNetMessage([#recipients:"system.script",
#subject:"gethelp",#content:"Help"])
    if word 2 of theText = "" then exit
    set WhichHelp = word 2 of TheText
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"gethelp",#content:WhichHelp])
    exit
end if

```

```

if word 1 of TheText = "/unbanIP" then

```

```

    set TheIP = word 2 of TheText
    if IAmImmortal = TRUE then
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RemoveBan",#content:TheIP])
        set TheText = "Unbanning " & TheIP & "..."
        AddToChat(TheText)
    end if
    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/Inventory" then

```

```

    if IamImmortal = TRUE then
        set TheText = field (member "Inventory" of castlib 2)
        AddToChat(TheText)
    end if

    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/BanIP" then

```

```

    set TheIP = word 2 of TheText
    if IAmImmortal = TRUE then
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"AddBan",#content:TheIP])
        set TheText = "Banning " & TheIP & "..."
        AddToChat(TheText)
    end if
    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/friends" then

```

```

    if word 2 of TheText = "add" then
        set UserName = word 3 of TheText
    end if

```

```
    set UserName = word 3 of TheText
    if UserName <> "" then AddBuddy(UserName)
end if

if word 2 of TheText = "remove" then
    set UserName = word 3 of TheText
    if UserName <> "" then RemoveBuddy(UserName)
end if

put "" into field member "SendChat"
exit
end if

if word 1 of TheText = "ACCEPT" then

    if GLLeader <> "" then
        AcceptGuild
        put "" into field member "SendChat"
        exit
    end if
end if

if word 1 of TheText = "REJECT" then

    if GLLeader <> "" then
        RejectGuild
        put "" into field member "SendChat"
        exit
    end if
end if

if word 1 of TheText = "/invite" then

    delete word 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    CheckGuildInvite(TheText)
    put "" into field member "SendChat"
    exit
end if

if char 1 of TheText = "'" then

    if SizzleCount > 0 then
        set TCt = SizzleCount / 20

        if TCt > 0 then
            set TheText = "You cannot broadcast yet - " & TCt & " seconds remaining."
            AddToChat(TheText)
            exit
        end if

    end if

    set SizzleCount = 1000

    if Regged = TRUE then set SizzleCount = 0

    if CharMap = "x0y0" then
        set TheText = "You shout but no one can hear you!"
        AddToChat(TheText)
        put "" into field member "SendChat"
        exit
    end if

    if char 1 of TheText = "'" then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

    set GoChatText = TheText

    if char 1 of GoChatText = "'" then delete char 1 of GoChatText

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"Broadcast",#content:GoChatText])
    put "" into field member "SendChat"
    set the forecolor of field member 48 = 0
    exit
end if

if word 1 of TheText = "/logchat" then
    delete word 1 of TheText
    set LogFile = word 1 of TheText
    setpref LogFile, member "chat"
    set TheText = "Logging the chat to file."
    AddToChat(TheText)
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/g" then

    delete word 1 of TheText

    if char 1 of TheText = "'" then delete char 1 of TheText
```

```

if char 1 of TheText = "'" then delete char 1 of TheText
if char 1 of TheText = " " then delete char 1 of TheText
if char 1 of TheText = " " then delete char 1 of TheText

set GoChatText = TheText

if char 1 of GoChatText = "'" then delete char 1 of GoChatText

sendGuildMsg(GoChatText)
put "" into field member "SendChat"
set the forecolor of field member 48 = 0
exit
end if

```

```

if char 1 of TheText = "-" then

if IAmImmortal = FALSE then exit
if char 1 of TheText = "-" then delete char 1 of TheText
if char 1 of TheText = " " then delete char 1 of TheText
if char 1 of TheText = " " then delete char 1 of TheText

```

```

set msgText = TheText
SendToAdmins(msgText)

put "" into field member "SendChat"
set the forecolor of field member 48 = 0
exit
end if

```

```

-----
if word 1 of TheText contains "/newpass" then

```

```

set the itemdelimiter = "="
set NewPW = item 2 of TheText

repeat with x = 1 to 100
if char x of NewPW = " " then delete char x of NewPW
end repeat

repeat with x = 1 to 100
if char x of NewPW = "/" then delete char x of NewPW
end repeat

repeat with x = 1 to 100
if char x of NewPW = ":" then delete char x of NewPW
end repeat

repeat with x = 1 to 100
if char x of NewPW = "\" then delete char x of NewPW
end repeat

put NewPW into field (member 4 of castlib 2)
set TheText = "Password has been changed to " & NewPW & "."
AddToChat(TheText)
put "" into field member 48
exit
end if

```

```

if TheText = "/who" then

```

```

errCode = gConnect.sendNetMessage("system.group.getusers", "UserList", "@AllUsers")
put "" into field member 48
exit
end if

```

```

if Word 1 of TheText = "Quest" then set QstTxt = 1
if TheText contains "do you have a quest" then set QstTxt = 1
if TheText contains "is there a quest" then set QstTxt = 1
if Word 1 of TheText = "errand" then set QstTxt = 1
if TheText contains "run an errand" then set QstTxt = 1

```

```

if TheText contains "faction power" then set FctTxt = 1
if TheText contains "faction strength" then set FctTxt = 1
if TheText contains "power?" then set FctTxt = 1
if TheText contains "strength?" then set FctTxt = 1
if TheText contains "status?" then set FctTxt = 1

```

```

if Word 1 of TheText = "treasure" then set TrsTxt = 1
if TheText contains "any treasure" then set TrsTxt = 1
if TheText contains "treasure anywhere" then set TrsTxt = 1
if Word 1 of TheText = "the treasure" then set TrsTxt = 1
if TheText contains "rumor" then set TrsTxt = 1

```

```

set EgoQuery = TheText
if TheText contains " me about " then set EgoTxt = 1

```

```

if word 1 of TheText = "/msg" then

```

```

set the itemdelimiter = " "
set TheUser = word 2 of TheText

```

```

set TheUser = word 2 of TheText
set the itemdelimiter = TheUser

delete word 1 of TheText
if char 1 of TheText = " " then delete char 1 of TheText
delete word 1 of TheText
if char 1 of TheText = " " then delete char 1 of TheText

set GoChatText = TheText

if TheUser = "" then exit
if GoChatText = "" then exit

put "" into field member "SendChat"

set TheGoods = "MG@ " & GoChatText
errCode = sendNetMessage(gConnect, TheUser, "Chatmsg", TheGoods )

set TheText = ">>> " & MyName & ": " & GoChatText
AddToChat(TheText)
exit
end if

if word 1 of TheText = "/Location" then
    if IAmImmortal = TRUE then
        RunWhereAmI
    end if

    if ModTRUE = TRUE then
        RunWhereAmI
    end if

    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/IPlookup" then
    if IAmImmortal = TRUE then
        set TheUser = word 2 of TheText
        set TheText = "Looking up IP address for " & TheUser & "..."
        AddToChat(TheText)
        errCode = sendNetMessage(gConnect, "system.user.getAddress", "LookingUpIP", TheUser)
    end if

    if ModTRUE = TRUE then
        set TheUser = word 2 of TheText
        set TheText = "Looking up IP address for " & TheUser & "..."
        AddToChat(TheText)
        errCode = sendNetMessage(gConnect, "system.user.getAddress", "LookingUpIP", TheUser)
    end if

    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/Pardon" then
    if IamImmortal = TRUE then
        set TheUser = word 2 of TheText
        errCode = sendNetMessage(gConnect, TheUser, "PRDN", "x" )
        set TheText = "Pardoning " & TheUser & "..."
        AddToChat(TheText)
    end if
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/kick" then
    Global gConnect, CharSelected, MyName

    if IAmImmortal = FALSE then

        if ModTRUE = FALSE then

            set TheText = "Only immortals/guides can kick players."
            AddToChat(TheText)
            put "" into field member "SendChat"
            exit
        end if
    end if

    set the itemdelimiter = " "

    set TheUser = word 2 of TheText
    if TheUser = "" then put "" into field member "SendChat"
    if TheUser = "" then exit
    set SubTxt = field(member 358)

```

```

    put "" into field member "SendChat"
    -- errCode = sendNetMessage(gConnect, TheUser, SubTxt, "x" )
    -- errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject: "KickTheDood",#content:TheUser])
    errCode = gConnect.sendNetMessage("system.user.delete", "kick", theUser)
    set TheText = "*** kicking " & TheUser & "..."
    AddToChat(TheText)
    exit
end if

if TheText = "/quit" then
    QuitChallenge
    put "" into field member "SendChat"
    exit
end if

if TheText = "Challenge" then
    RunChallenge
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/warpscript" then
    if iamImmortal = FALSE then exit
    set WarpScript = word 2 of TheText
    if word 2 of TheText = "OFF" then set WarpScript = "iasdfji23j4ihfih23io4haklsq"
    put "" into field member "SendChat"

    set TheText = "Warpscript set to: " & WarpScript
    AddToChat(TheText)
    exit
end if

if word 1 of TheText = "/ban" then
    Global gConnect, CharSelected, MyName

    if IAmImmortal = FALSE then

        if IAmGuide = FALSE then

            set TheText = "Only immortals can ban players."
            AddToChat(TheText)
            put "" into field member "SendChat"
            exit
        end if
    end if

    set the itemdelimiter = " "

    set TheUser = word 2 of TheText
    if TheUser = "" then put "" into field member "SendChat"
    if TheUser = "" then exit
    set Subtxt = field (member 357)
    put "" into field member "SendChat"
    errCode = gConnect.sendNetMessage("system.user.delete", "kick", theUser)
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"BanPlayer",#content:TheUser])

    set TheText = "*** banning " & TheUser & "..."
    AddToChat(TheText)
    exit
end if

if word 1 of TheText = "/warp" then
    Global gConnect, CharSelected, MyName

    if IAmImmortal = FALSE then
        if ModTRUE = FALSE then
            set TheText = "Only immortals can warp players."
            AddToChat(TheText)
            put "" into field member "SendChat"
            exit
        end if
    end if

    set the itemdelimiter = " "

    set TheUser = word 2 of TheText
    if TheUser = "" then put "" into field member "SendChat"
    if TheUser = "" then exit

    put "" into field member "SendChat"

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SupaWarp",#content:TheUser & "*" &
TheText])

    set TheText = "*** Warping " & TheUser & "..."
    AddToChat(TheText)
    exit
end if

```

```

if word 1 of TheText = "/jail" then

    put "" into field member 48

    if IAmImmortal = TRUE then set ItsAGOGOGO = 1
    if ModTrue = TRUE then set ItsAGOGOGO = 1

    if ItsAGOGOGO = 1 then
        set TheUser = word 2 of TheText
        set TheText = "!!! !!! x0y0 4 4"
        errCode = sendNetMessage(gConnect, TheUser, "Warp", TheText )

        set TheText = "*** Jailing " & TheUser & "..."
        AddToChat(TheText)
    end if

    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/warptome" then
    Global gConnect, CharSelected, MyName

    if IAmImmortal = FALSE then

        if ModTRUE = FALSE then

            set TheText = "Only immortals/guides can warp players."
            AddToChat(TheText)
            put "" into field member "SendChat"
            exit
        end if
    end if

    set the itemdelimiter = " "

    set TheUser = word 2 of TheText
    if TheUser = "" then put "" into field member "SendChat"
    if TheUser = "" then exit

    put "" into field member "SendChat"

    set MYXY = MyLocXY
    set the itemdelimiter = "-"
    set MyyX = item 1 of MYXY
    set MyyY = item 2 of MYXY

    set TheText = "!!! !!! " & CharMap & " " & MyyX & " " & MyyY

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SupaWarp",#content:TheUser & "*" &
TheText])
    set TheText = "*** Warping " & TheUser & "..."
    AddToChat(TheText)
    exit
end if

if word 1 of TheText = "/warpmeto" then
    Global gConnect, CharSelected, MyName

    if IAmImmortal = FALSE then

        if ModTRUE = FALSE then

            set TheText = "Only immortals can warp players."
            AddToChat(TheText)
            put "" into field member "SendChat"
            exit
        end if
    end if

    set the itemdelimiter = " "

    set TheUser = word 2 of TheText
    if TheUser = "" then put "" into field member "SendChat"
    if TheUser = "" then exit

    put "" into field member "SendChat"

    errCode = sendNetMessage(gConnect, TheUser, "ChatMsg", "WRP" )

    set TheText = "*** Warping you to " & TheUser & "..."
    AddToChat(TheText)
    exit
end if

-----
if word 1 of TheText = "/ignorelist" then

```



```
if word 1 of TheText = "/ignorelist" then

    set TheText = "**** Your Ignore List " & RETURN & IgnoreList
    AddToChat(TheText)
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/ignore" then

    Ignore(theText)
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/unignore" then

    unignore(theText)
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/me" then

    delete word 1 of TheText
    put "" into field member "SendChat"
    sendTypicalEmoteMsg(TheText)
    exit
end if

set GoChatText = field member "SendChat"
if Char 1 of GoChatText = " " then delete char 1 of GoChatText
```

```
sendTypicalChatMsg(GoChatText)
CheckForShopSettings(GoChatText)
put "" into field member "SendChat"
set the forecolor of field member 48 = 0
if QstTxt = 1 then SaidQuest
if TrsTxt = 1 then SaidTreasure
if FctTxt = 1 then SaidFaction
if EgoTxt = 1 then SaidEgo(EgoQuery)
set the forecolor of field member 48 = 0
end if
end if
end
```

ChatSend (Internal)

```

on keyUp me
Global Gold, TheoH, TheoV, TheoZ, Facing, Slash, MyChatColor, Lastname, MyName, CharMap, gConnect, Regged, WarpScript
Global CharSelected, IAmImmortal, AdminProtect, Spritel2Anim, BlockedTiles, RPGName, MyName, Justicar, ModTrue
Global Level, HP, HPMax, SP, SPMax, Gold, IAmGuide, GLLeader, IgnoreList, ChatCountDown, MyLocXY, SizzleCount
-----
-----

if RPGName = "" then set RPGName = MyName
if RPGName = VOID then set RPGName = MyName

-----
-----

if ( the key = RETURN ) or ( the key = ENTER ) then

    if field member 48 = RETURN then

        put "" into field member 48
        set the forecolor of field member 48 = 0
        exit
    end if

    if field member 48 <> "" then

        set TheText = field member 48
        if char 1 of TheText = " " then delete char 1 of TheText
        -----
        -- Password system

        if char 1 of TheText = "+" then

            if TheText contains "+the password is" then

                else if TheText contains "+who is in power?" then

                    else

                        end if

                    end if

                end if

            end if

        end if

    end if

    -----
    if word 1 of TheText = "/save" then

        if IAmImmortal <> FALSE then gConnect.sendNetMessage( "@AllUsers", "MassSave", "x" )
        put "" into field member "SendChat"
        set the forecolor of field member 48 = 0
        exit
    end if

    if word 1 of TheText = "/Refresh" then

        if IAmImmortal <> FALSE then gConnect.sendNetMessage( "@AllUsers", "ReloadSystemPlease", "x" )
        put "" into field member "SendChat"
        set the forecolor of field member 48 = 0
        exit
    end if

    if word 1 of TheText = "/RPG" then

        if IAmImmortal <> FALSE then
            delete word 1 of TheText
            if char 1 of TheText = " " then delete char 1 of TheText
            set TheRndTxt = "*** " & TheText
            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RPG",#content:TheRndTxt])
        end if
        put "" into field member "SendChat"
        set the forecolor of field member 48 = 0
        exit
    end if

    -----
    if word 1 of TheText = "/drop" then
        put "" into field member 48
        set SellInventory = theText

```

```

set SelInventory = theText

delete word 1 of SelInventory
if char 1 of SelInventory = " " then delete char 1 of SelInventory

if SelInventory = "" then exit
if IAmImmortal = FALSE then exit

if word 2 of SelInventory = "gold" then
    if integer(word 1 of SelInventory) > 0 then set ItsGold = 1
end if

set nCastNum = the number of member SelInventory of castlib "Inventory"

if ItsGold <> 1 then
    if (nCastNum = -1) or (nCastNum=999) then
        alert "This item doesn't exist!"
        exit
    end if
end if

if Sprite12Anim > 0 then exit

set TooMany = 0

repeat with muwha = 158 to 177
    if the locV of sprite muwha > 0 then set TooMany = TooMany + 1
end repeat

-- Setting the maximum number of items on screen to 30 (default 20)

if TooMany > 30 then
    set TheText = "There are too many items here!"
    AddToChat(TheText)
    exit
end if

-----
set MyH = the locH of sprite 112
set MyV = the locV of sprite 112

if Facing = "N" then set MyV = MyV - 32
if Facing = "S" then set MyV = MyV + 32
if Facing = "E" then set MyH = MyH + 32
if Facing = "W" then set MyH = MyH - 32

repeat with xx = 158 to 177
    if the locH of sprite xx = MyH then
        if the locV of sprite xx = MyV then
            set TheText = "You begin to drop this but realize the floor is too crowded."
            AddToChat(TheText)
            exit
        end if
    end if
end repeat

set MyPos = MyLocXY

set the itemdelimiter = "-"

set MyX = integer(item 1 of MyPos)
set MyY = integer(item 2 of MyPos)

if Facing = "N" then set MyY = MyY - 1
if Facing = "S" then set MyY = MyY + 1
if Facing = "E" then set MyX = MyX + 1
if Facing = "W" then set MyX = MyX - 1

set ThisSpot = "x" & string(MyX) & "y" & string(MyY)

if BlockedTiles contains ThisSpot & "*" then
    set TheText = "You begin to drop this but realize that something is blocking the floor."
    AddToChat(TheText)
    exit
end if

-----
set TheH = the locH of sprite 112
set TheV = the locV of sprite 112

if Facing = "N" then set TheV = the locV of sprite 112 - 32
if Facing = "S" then set TheV = the locV of sprite 112 + 32
if Facing = "E" then set TheH = the locH of sprite 112 + 32
if Facing = "W" then set TheH = the locH of sprite 112 - 32

```

```

set DropItt = "!((" & SelInventory & ":"
set DropItt = DropItt & TheH & ":" & TheV

SendChatMsg(DropItt)

set TheDatt = CharMap & "i.txt`" & SelInventory & ":" & TheH & "-" & TheV
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"AdminItemDrop",#content:TheDatt])
exit
end if

```

-----*****

```

if word 1 of TheText = "/balance" then set Itsbank = 1
if word 1 of TheText = "/deposit" then set Itsbank = 1
if word 1 of TheText = "/withdraw" then set Itsbank = 1

```

```

if ItsBank = 1 then

```

```

    Bank(TheText)
    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/CheatFile" then
    put "" into field member "SendChat"

```

```

    if IAmImmortal = TRUE then
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ViewCheaters",#content:"x"])
    end if

```

```

    exit
end if

```

```

if word 1 of TheText = "/Help" then
    put "" into field member "SendChat"

```

```

    if word 2 of TheText = "" then errCode = gConnect.sendNetMessage([#recipients:"system.script",
#subject:"gethelp",#content:"Help"])
    if word 2 of theText = "" then exit
    set WhichHelp = word 2 of TheText
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"gethelp",#content:WhichHelp])
    exit
end if

```

```

if word 1 of TheText = "/unbanIP" then

```

```

    set TheIP = word 2 of TheText
    if IAmImmortal = TRUE then
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RemoveBan",#content:TheIP])
        set TheText = "Unbanning " & TheIP & "..."
        AddToChat(TheText)
    end if
    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/Inventory" then

```

```

    if IamImmortal = TRUE then
        set TheText = field (member "Inventory" of castlib 2)
        AddToChat(TheText)
    end if

```

```

    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/BanIP" then

```

```

    set TheIP = word 2 of TheText
    if IAmImmortal = TRUE then
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"AddBan",#content:TheIP])
        set TheText = "Banning " & TheIP & "..."
        AddToChat(TheText)
    end if
    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/friends" then

```

```

    if word 2 of TheText = "add" then
        set UserName = word 3 of TheText
        if UserName <> "" then AddBuddy(UserName)
    end if

```

```

    if word 2 of TheText = "remove" then
        set UserName = word 3 of TheText

```

```

    set UserName = word 3 of TheText
    if UserName <> "" then RemoveBuddy(UserName)
end if

    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "ACCEPT" then

    if GLLeader <> "" then
        AcceptGuild
        put "" into field member "SendChat"
        exit
    end if
end if

if word 1 of TheText = "REJECT" then

    if GLLeader <> "" then
        RejectGuild
        put "" into field member "SendChat"
        exit
    end if
end if

if word 1 of TheText = "/invite" then

    delete word 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    CheckGuildInvite(TheText)
    put "" into field member "SendChat"
    exit
end if

if char 1 of TheText = "'" then

    if SizzleCount > 0 then
        set TCt = SizzleCount / 20

        if TCt > 0 then
            set TheText = "You cannot broadcast yet - " & TCt & " seconds remaining."
            AddToChat(TheText)
            exit
        end if
    end if

    set SizzleCount = 1000

    if Regged = TRUE then set SizzleCount = 0

    if CharMap = "x0y0" then
        set TheText = "You shout but no one can hear you!"
        AddToChat(TheText)
        put "" into field member "SendChat"
        exit
    end if

    if char 1 of TheText = "'" then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

    set GoChatText = TheText

    if char 1 of GoChatText = "'" then delete char 1 of GoChatText

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"Broadcast", #content:GoChatText])
    put "" into field member "SendChat"
    set the forecolor of field member 48 = 0
    exit
end if

if word 1 of TheText = "/logchat" then
    delete word 1 of TheText
    set LogFile = word 1 of TheText
    setpref LogFile, member "chat"
    set TheText = "Logging the chat to file."
    AddToChat(TheText)
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/g" then

    delete word 1 of TheText

    if char 1 of TheText = "'" then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

    set GoChatText = TheText

```

```

    if char 1 of GoChatText = "" then delete char 1 of GoChatText

    sendGuildMsg(GoChatText)
    put "" into field member "SendChat"
    set the forecolor of field member 48 = 0
    exit
end if

if char 1 of TheText = "-" then

    if IAmImmortal = FALSE then exit
    if char 1 of TheText = "-" then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

    set msgText = TheText
    SendToAdmins(msgText)

    put "" into field member "SendChat"
    set the forecolor of field member 48 = 0
    exit
end if
-----
if word 1 of TheText contains "/newpass" then

    set the itemdelimiter = "="
    set NewPW = item 2 of TheText

    repeat with x = 1 to 100
        if char x of NewPW = " " then delete char x of NewPW
    end repeat

    repeat with x = 1 to 100
        if char x of NewPW = "/" then delete char x of NewPW
    end repeat

    repeat with x = 1 to 100
        if char x of NewPW = ":" then delete char x of NewPW
    end repeat

    repeat with x = 1 to 100
        if char x of NewPW = "\" then delete char x of NewPW
    end repeat

    put NewPW into field (member 4 of castlib 2)
    set TheText = "Password has been changed to " & NewPW & "."
    AddToChat(TheText)
    put "" into field member 48
    exit
end if

if TheText = "/who" then

    errCode = gConnect.sendNetMessage("system.group.getusers", "UserList", "@AllUsers")
    put "" into field member 48
    exit
end if

if Word 1 of TheText = "Quest" then set QstTxt = 1
if TheText contains "do you have a quest" then set QstTxt = 1
if TheText contains "is there a quest" then set QstTxt = 1
if Word 1 of TheText = "errand" then set QstTxt = 1
if TheText contains "run an errand" then set QstTxt = 1

if TheText contains "faction power" then set FctTxt = 1
if TheText contains "faction strength" then set FctTxt = 1
if TheText contains "power?" then set FctTxt = 1
if TheText contains "strength?" then set FctTxt = 1
if TheText contains "status?" then set FctTxt = 1

if Word 1 of TheText = "treasure" then set TrsTxt = 1
if TheText contains "any treasure" then set TrsTxt = 1
if TheText contains "treasure anywhere" then set TrsTxt = 1
if Word 1 of TheText = "the treasure" then set TrsTxt = 1
if TheText contains "rumor" then set TrsTxt = 1

set EgoQuery = TheText
if TheText contains " me about " then set EgoTxt = 1

if word 1 of TheText = "/msg" then

    set the itemdelimiter = " "
    set TheUser = word 2 of TheText
    set the itemdelimiter = TheUser

    delete word 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    delete word 1 of TheText

```

```

delete word 1 of TheText
if char 1 of TheText = " " then delete char 1 of TheText

set GoChatText = TheText

if TheUser = "" then exit
if GoChatText = "" then exit

put "" into field member "SendChat"

set TheGoods = "MG@ " & GoChatText
errCode = sendNetMessage(gConnect, TheUser, "Chatmsg", TheGoods )

set TheText = ">>> " & TheUser & ": " & GoChatText
AddToChat(TheText)
exit
end if

if word 1 of TheText = "/Location" then
  if IAmImmortal = TRUE then
    RunWhereAmI
  end if

  if ModTRUE = TRUE then
    RunWhereAmI
  end if

  put "" into field member "SendChat"
  exit
end if

if word 1 of TheText = "/IPlookup" then
  if IAmImmortal = TRUE then
    set TheUser = word 2 of TheText
    set TheText = "Looking up IP address for " & TheUser & "..."
    AddToChat(TheText)
    errCode = sendNetMessage(gConnect, "system.user.getAddress", "LookingUpIP", TheUser)
  end if

  if ModTRUE = TRUE then
    set TheUser = word 2 of TheText
    set TheText = "Looking up IP address for " & TheUser & "..."
    AddToChat(TheText)
    errCode = sendNetMessage(gConnect, "system.user.getAddress", "LookingUpIP", TheUser)
  end if

  put "" into field member "SendChat"
  exit
end if

if word 1 of TheText = "/Pardon" then
  if IamImmortal = TRUE then
    set TheUser = word 2 of TheText
    errCode = sendNetMessage(gConnect, TheUser, "PRDN", "x" )
    set TheText = "Pardoning " & TheUser & "..."
    AddToChat(TheText)
  end if
  put "" into field member "SendChat"
  exit
end if

if word 1 of TheText = "/kick" then
  Global gConnect, CharSelected, MyName

  if IAmImmortal = FALSE then

    if ModTRUE = FALSE then

      set TheText = "Only immortals/guides can kick players."
      AddToChat(TheText)
      put "" into field member "SendChat"
      exit
    end if
  end if

  set the itemdelimiter = " "

  set TheUser = word 2 of TheText
  if TheUser = "" then put "" into field member "SendChat"
  if TheUser = "" then exit
  set SubTxt = field(member 358)

  put "" into field member "SendChat"
  -- errCode = sendNetMessage(gConnect, TheUser, SubTxt, "x" )
  -- errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject: "KickTheDood",#content:TheUser])
  errCode = gConnect.sendNetMessage("system.user.delete", "kick", theUser)
  set TheText = "*** kicking " & TheUser & "..."

```

```

    set TheText = "*** kicking " & TheUser & "... "
    AddToChat(TheText)
    exit
end if

if TheText = "/quit" then
    QuitChallenge
    put "" into field member "SendChat"
    exit
end if

if TheText = "Challenge" then
    RunChallenge
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/warpscript" then
    if iamImmortal = FALSE then exit
    set WarpScript = word 2 of TheText
    if word 2 of TheText = "OFF" then set WarpScript = "iasdfji23j4ihfih23io4haklsq"
    put "" into field member "SendChat"

    set TheText = "Warpscript set to: " & WarpScript
    AddToChat(TheText)
    exit
end if

if word 1 of TheText = "/ban" then
    Global gConnect, CharSelected, MyName

    if IAmImmortal = FALSE then

        if IAmGuide = FALSE then

            set TheText = "Only immortals can ban players."
            AddToChat(TheText)
            put "" into field member "SendChat"
            exit
        end if
    end if

    set the itemdelimiter = " "

    set TheUser = word 2 of TheText
    if TheUser = "" then put "" into field member "SendChat"
    if TheUser = "" then exit
    set Subtxt = field (member 357)
    put "" into field member "SendChat"
    errCode = gConnect.sendNetMessage("system.user.delete", "kick", theUser)
    errCode = gConnect.sendNetMessage(["#recipients:"&system.script", "#subject:"&BanPlayer", "#content:"&TheUser])

    set TheText = "*** banning " & TheUser & "... "
    AddToChat(TheText)
    exit
end if

if word 1 of TheText = "/warp" then
    Global gConnect, CharSelected, MyName

    if IAmImmortal = FALSE then
        if ModTRUE = FALSE then
            set TheText = "Only immortals can warp players."
            AddToChat(TheText)
            put "" into field member "SendChat"
            exit
        end if
    end if

    set the itemdelimiter = " "

    set TheUser = word 2 of TheText
    if TheUser = "" then put "" into field member "SendChat"
    if TheUser = "" then exit

    put "" into field member "SendChat"

    errCode = gConnect.sendNetMessage(["#recipients:"&system.script", "#subject:"&SupaWarp", "#content:"&TheUser & "*" &
TheText])

    set TheText = "*** Warping " & TheUser & "... "
    AddToChat(TheText)
    exit
end if

if word 1 of TheText = "/jail" then

    put "" into field member 48

```



```

if IAmImmortal = TRUE then set ItsAGOGOGO = 1
if ModTrue = TRUE then set ItsAGOGOGO = 1

if ItsAGOGOGO = 1 then
  set TheUser = word 2 of TheText
  set TheText = "!!! !!! x0y0 4 4"
  errCode = sendNetMessage(gConnect, TheUser, "Warp", TheText )

  set TheText = "*** Jailing " & TheUser & "..."
  AddToChat(TheText)
end if

put "" into field member "SendChat"
exit
end if

if word 1 of TheText = "/warptome" then
  Global gConnect, CharSelected, MyName

  if IAmImmortal = FALSE then

    if ModTRUE = FALSE then

      set TheText = "Only immortals/guides can warp players."
      AddToChat(TheText)
      put "" into field member "SendChat"
      exit
    end if
  end if

  set the itemdelimiter = " "

  set TheUser = word 2 of TheText
  if TheUser = "" then put "" into field member "SendChat"
  if TheUser = "" then exit

  put "" into field member "SendChat"

  set MYXY = MyLocXY
  set the itemdelimiter = "- "
  set MyyX = item 1 of MYXY
  set MyyY = item 2 of MYXY

  set TheText = "!!! !!! " & CharMap & " " & MyyX & " " & MyyY

  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SupaWarp",#content:TheUser & "*" &
TheText])
  set TheText = "*** Warping " & TheUser & "..."
  AddToChat(TheText)
  exit
end if

if word 1 of TheText = "/warpmeto" then
  Global gConnect, CharSelected, MyName

  if IAmImmortal = FALSE then

    if ModTRUE = FALSE then

      set TheText = "Only immortals can warp players."
      AddToChat(TheText)
      put "" into field member "SendChat"
      exit
    end if
  end if

  set the itemdelimiter = " "

  set TheUser = word 2 of TheText
  if TheUser = "" then put "" into field member "SendChat"
  if TheUser = "" then exit

  put "" into field member "SendChat"

  errCode = sendNetMessage(gConnect, TheUser, "ChatMsg", "WRP" )

  set TheText = "*** Warping you to " & TheUser & "..."
  AddToChat(TheText)
  exit
end if

-----
if word 1 of TheText = "/ignorelist" then

  set TheText = "*** Your Ignore List " & RETURN & IgnoreList
  AddToChat(TheText)
  put "" into field member "SendChat"
  exit

```

```
        exit
    end if

    if word 1 of TheText = "/ignore" then

        Ignore(theText)
        put "" into field member "SendChat"
        exit
    end if

    if word 1 of TheText = "/unignore" then

        unignore(theText)
        put "" into field member "SendChat"
        exit
    end if

    if word 1 of TheText = "/me" then

        delete word 1 of TheText
        put "" into field member "SendChat"
        sendTypicalEmoteMsg(TheText)
        exit
    end if

    set GoChatText = field member "SendChat"
    if Char 1 of GoChatText = " " then delete char 1 of GoChatText

    sendTypicalChatMsg(GoChatText)
    CheckForShopSettings(GoChatText)
    put "" into field member "SendChat"
    set the forecolor of field member 48 = 0
    if QstTxt = 1 then SaidQuest
    if TrsTxt = 1 then SaidTreasure
    if FctTxt = 1 then SaidFaction
    if EgoTxt = 1 then SaidEgo(EgoQuery)
    set the forecolor of field member 48 = 0
    end if
end if
end
end
```

MONed (Internal)

```
on mouseUp
    Global NPCName, CharNumSelected, ClickType

    hilite line (the lineCount of (member "MONed" of castlib 1) + 1) of field (member "MONed" of castlib 1)
    set opponent = 0
    set name = line the mouseLine of field (member "MONed" of castlib 1)

    set NPCName to name
    set CharNumSelected = the mouseLine
    hilite line CharNumSelected of field (member "MONed" of castlib 1)
    hilite line 99 of field (member "NPCed" of castlib 1)

    if NPCName = "" then set CharNumSelected = 0

end
```

234 (Internal)

```
on mouseUp

    set the visible of sprite 150 = FALSE
    set the visible of sprite 151 = FALSE
    set the visible of sprite 152 = FALSE
    set the visible of sprite 153 = FALSE
    set the visible of sprite 154 = FALSE

end
```

235 (Internal)

```
on mouseUp

    OpenYourGameNameHerePage

end
```

236 (Internal)

```
on mouseUp
    go to "Register"
end
```

ServerIPList (Internal)

```
on mouseUp
    Global ServerName, CharNumSelected, ClickType

    hilite line (the lineCount of (member "ServerIPList" of castlib 1) + 1) of field (member "ServerIPList" of castlib 1)
    set opponent = 0
    set name = line the mouseLine of field (member "ServerIPList" of castlib 1)

    set ServerName to name
    set CharNumSelected = the mouseLine
    hilite line CharNumSelected of field (member "ServerIPList" of castlib 1)

    put ServerName into field (member "ServerIP" of castlib 1)

end
```

241 (Internal)

```
on mouseUp
    global SFX, ComplexFX, RendChar

    set TheTTXT = field (member "ServerIP" of castlib 1) & "|" & SFX
    setpref "ThePrefs", TheTTXT

    set TheTTXT = ComplexFX
    setpref "FX", TheTTXT

    set TheTTXT = RendChar
    setpref "RendChar", "OFF"

    play frame 1
end
```

245 (Internal)

```
on mouseUp me
    global SFX

    set the member of sprite 4 = member 244
    set the member of sprite 5 = member 243

    set SFX = "ON"
end
```

246 (Internal)

```
on mouseUp me
    global SFX

    set the member of sprite 4 = member 243
    set the member of sprite 5 = member 244

    set SFX = "OFF"
end
```

247 (Internal)

```
on mouseUp me
    global ComplexFX

    set the member of sprite 6 = member 244
    set the member of sprite 7 = member 243

    set ComplexFX = "ON"
end
```

248 (Internal)

```
on mouseUp me
    global ComplexFX

    set the member of sprite 6 = member 243
    set the member of sprite 7 = member 244

    set ComplexFX = "OFF"
end
```

250 (Internal)

```
on mouseUp

end
```

254 (Internal)

```
on mouseUp
    Global NPCName, gConnect, IAmImmortal, CheatDat, MyIPAddress

    if IAmImmortal = FALSE then

        alert "Hi hacker. you're now banned. You really are an idiot, aren't you?"
        set CheatDat = MyIPAddress & ":" & "Attempting to get Admin access"
        banme
        exit
    end if

    set RndList = field (member "MonsRnd" of castlib 1)
    set ItList = field (member "MonsItm" of castlib 1)

    set MonDrDat = ""

    repeat with x = 1 to 33

        set MonDrdat = MonDrDat & line x of RndList
        set MonDrdat = MonDrDat & "-"
        set MonDrdat = MonDrDat & line x of ItList
        set MonDrdat = MonDrDat & RETURN
    end repeat

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SaveMonDrops", #content:MonDrDat])

end
```

255 (Internal)

```
on mouseUp me
    global RendChar

    set the member of sprite 9 = member 244
    set the member of sprite 10 = member 243

    set RendChar = "ON"
end
```

256 (Internal)

```
on mouseUp me
    global RendChar

    set the member of sprite 9 = member 243
    set the member of sprite 10 = member 244

    set RendChar = "OFF"
end
```

257 (Internal)

```
on mouseUp
    Global DidWeReg, Regged, MyReg, OldReggie

    set TempReg = field (member "MyRegCode")

    alert "Your code has been entered."

    setpref "REG", field (member "MyRegCode")

    play frame 1

end
```

ChatSend (Internal)

```

on keyUp me
  Global Gold, TheoH, TheoV, TheoZ, Facing, Slash, MyChatColor, Lastname, MyName, CharMap, gConnect, Regged, WarpScript
  Global CharSelected, IAmImmortal, AdminProtect, Spritel2Anim, BlockedTiles, RPGName, MyName, Justicar, ModTrue
  Global Level, HP, HPMax, SP, SPMax, Gold, IAmGuide, GLLeader, IgnoreList, ChatCountDown, MyLocXY, SizzleCount
  -----
  -----

  if RPGName = "" then set RPGName = MyName
  if RPGName = VOID then set RPGName = MyName

  -----
  -----

  if ( the key = RETURN ) or ( the key = ENTER ) then

    if field member 48 = RETURN then

      put "" into field member 48
      set the forecolor of field member 48 = 0
      exit
    end if

    if field member 48 <> "" then

      set TheText = field member 48
      if char 1 of TheText = " " then delete char 1 of TheText
      -----
      -- Password system

      if char 1 of TheText = "+" then

        if TheText contains "+the password is" then

          set the itemdelimiter = " "
          set inputPass = item 4 of TheText
          set inputInfo = inputPass & ":" & CharMap

          AddtoChat(inputInfo)
          --errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"QPCheck",#content:inputInfo])

        else if TheText contains "+who is in power?" then

        else

        end if

        exit
      end if

    end if

    -----
    if word 1 of TheText = "/save" then

      if IAmImmortal <> FALSE then gConnect.sendNetMessage( "@AllUsers", "MassSave", "x" )
      put "" into field member "SendChat"
      set the forecolor of field member 48 = 0
      exit
    end if

    if word 1 of TheText = "/Refresh" then

      if IAmImmortal <> FALSE then gConnect.sendNetMessage( "@AllUsers", "ReloadSystemPlease", "x" )
      put "" into field member "SendChat"
      set the forecolor of field member 48 = 0
      exit
    end if

    if word 1 of TheText = "/RPG" then

      if IAmImmortal <> FALSE then
        delete word 1 of TheText
        if char 1 of TheText = " " then delete char 1 of TheText
        set TheRndTxt = "**** " & TheText
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RPG",#content:TheRndTxt])
      end if
      put "" into field member "SendChat"
      set the forecolor of field member 48 = 0
      exit
    end if
  end if

```

```

-----*****
if word 1 of TheText = "/drop" then
  put "" into field member 48
  set SelInventory = theText

  delete word 1 of SelInventory
  if char 1 of SelInventory = " " then delete char 1 of SelInventory

  if SelInventory = "" then exit
  if IAmImmortal = FALSE then exit

  if word 2 of SelInventory = "gold" then
    if integer(word 1 of SelInventory) > 0 then set ItsGold = 1
  end if

  set nCastNum = the number of member SelInventory of castlib "Inventory"

  if ItsGold <> 1 then
    if (nCastNum = -1) or (nCastNum=999) then
      alert "This item doesn't exist!"
      exit
    end if
  end if

  if Sprite12Anim > 0 then exit

  set TooMany = 0

  repeat with muwha = 158 to 177
    if the locV of sprite muwha > 0 then set TooMany = TooMany + 1
  end repeat

  -- Setting the maximum number of items on screen to 30 (default 20)

  if TooMany > 30 then
    set TheText = "There are too many items here!"
    AddToChat(TheText)
    exit
  end if

  -----
  set MyH = the locH of sprite 112
  set MyV = the locV of sprite 112

  if Facing = "N" then set MyV = MyV - 32
  if Facing = "S" then set MyV = MyV + 32
  if Facing = "E" then set MyH = MyH + 32
  if Facing = "W" then set MyH = MyH - 32

  repeat with xx = 158 to 177

    if the locH of sprite xx = MyH then

      if the locV of sprite xx = MyV then

        set TheText = "You begin to drop this but realize the floor is too crowded."
        AddToChat(TheText)
        exit
      end if
    end if
  end repeat

  set MyPos = MyLocXY

  set the itemdelimiter = "-"

  set MyX = integer(item 1 of MyPos)
  set MyY = integer(item 2 of MyPos)

  if Facing = "N" then set MyY = MyY - 1
  if Facing = "S" then set MyY = MyY + 1
  if Facing = "E" then set MyX = MyX + 1
  if Facing = "W" then set MyX = MyX - 1

  set ThisSpot = "x" & string(MyX) & "y" & string(MyY)

  if BlockedTiles contains ThisSpot & "*" then

    set TheText = "You begin to drop this but realize that something is blocking the floor."
    AddToChat(TheText)
    exit
  end if

  -----
  set TheH = the locH of sprite 112
  set TheV = the locV of sprite 112

  if Facing = "N" then set TheV = the locV of sprite 112 - 32

```

```

if Facing = "N" then set TheV = the locV of sprite 112 - 32
if Facing = "S" then set TheV = the locV of sprite 112 + 32
if Facing = "E" then set TheH = the locH of sprite 112 + 32
if Facing = "W" then set TheH = the locH of sprite 112 - 32

set DropItt = "!( ( " & SelInventory & " : "
set DropItt = DropItt & TheH & " : " & TheV

SendChatMsg(DropItt)

set TheDatt = CharMap & ".txt`" & SelInventory & " : " & TheH & " - " & TheV
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"AdminItemDrop", #content:TheDatt])
exit
end if

```

-----*****

```

if word 1 of TheText = "/balance" then set Itsbank = 1
if word 1 of TheText = "/deposit" then set Itsbank = 1
if word 1 of TheText = "/withdraw" then set Itsbank = 1

```

```

if ItsBank = 1 then

    Bank(TheText)
    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/CheatFile" then
    put "" into field member "SendChat"

    if IAmImmortal = TRUE then
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ViewCheaters", #content:"x"])
    end if

    exit
end if

```

```

if word 1 of TheText = "/Help" then
    put "" into field member "SendChat"

    if word 2 of TheText = "" then errCode = gConnect.sendNetMessage([#recipients:"system.script",
#subject:"gethelp", #content:"Help"])
    if word 2 of theText = "" then exit
    set WhichHelp = word 2 of TheText
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"gethelp", #content:WhichHelp])
    exit
end if

```

```

if word 1 of TheText = "/unbanIP" then

    set TheIP = word 2 of TheText
    if IAmImmortal = TRUE then
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RemoveBan", #content:TheIP])
        set TheText = "Unbanning " & TheIP & "..."
        AddToChat(TheText)
    end if
    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/Inventory" then

    if IamImmortal = TRUE then
        set TheText = field (member "Inventory" of castlib 2)
        AddToChat(TheText)
    end if

    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/BanIP" then

    set TheIP = word 2 of TheText
    if IAmImmortal = TRUE then
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"AddBan", #content:TheIP])
        set TheText = "Banning " & TheIP & "..."
        AddToChat(TheText)
    end if
    put "" into field member "SendChat"
    exit
end if

```

```

if word 1 of TheText = "/friends" then

    if word 2 of TheText = "add" then
        set UserName = word 3 of TheText
        if UserName <> "" then AddBuddy(UserName)
    end if
end if

```



```

    if UserName <> "" then AddBuddy(UserName)
end if

if word 2 of TheText = "remove" then
    set UserName = word 3 of TheText
    if UserName <> "" then RemoveBuddy(UserName)
end if

put "" into field member "SendChat"
exit
end if

if word 1 of TheText = "ACCEPT" then

    if GLLeader <> "" then
        AcceptGuild
        put "" into field member "SendChat"
        exit
    end if
end if

if word 1 of TheText = "REJECT" then

    if GLLeader <> "" then
        RejectGuild
        put "" into field member "SendChat"
        exit
    end if
end if

if word 1 of TheText = "/invite" then

    delete word 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    CheckGuildInvite(TheText)
    put "" into field member "SendChat"
    exit
end if

if char 1 of TheText = "'" then

    if SizzleCount > 0 then
        set TCt = SizzleCount / 20

        if TCt > 0 then
            set TheText = "You cannot broadcast yet - " & TCt & " seconds remaining."
            AddToChat(TheText)
            exit
        end if

    end if

    set SizzleCount = 1000

    if Regged = TRUE then set SizzleCount = 0

    if CharMap = "x0y0" then
        set TheText = "You shout but no one can hear you!"
        AddToChat(TheText)
        put "" into field member "SendChat"
        exit
    end if

    if char 1 of TheText = "'" then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

    set GoChatText = TheText

    if char 1 of GoChatText = "'" then delete char 1 of GoChatText

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"Broadcast",#content:GoChatText])
    put "" into field member "SendChat"
    set the forecolor of field member 48 = 0
    exit
end if

if word 1 of TheText = "/logchat" then
    delete word 1 of TheText
    set LogFile = word 1 of TheText
    setpref LogFile, member "chat"
    set TheText = "Logging the chat to file."
    AddToChat(TheText)
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/g" then

    delete word 1 of TheText

    if char 1 of TheText = "'" then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

```

```

    if char 1 of TheText = " " then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

    set GoChatText = TheText

    if char 1 of GoChatText = "" then delete char 1 of GoChatText

    sendGuildMsg(GoChatText)
    put "" into field member "SendChat"
    set the forecolor of field member 48 = 0
    exit
end if

if char 1 of TheText = "-" then

    if IAmImmortal = FALSE then exit
    if char 1 of TheText = "-" then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

    set msgText = TheText
    SendToAdmins(msgText)

    put "" into field member "SendChat"
    set the forecolor of field member 48 = 0
    exit
end if
-----
if word 1 of TheText contains "/newpass" then

    set the itemdelimiter = "="
    set NewPW = item 2 of TheText

    repeat with x = 1 to 100
        if char x of NewPW = " " then delete char x of NewPW
    end repeat

    repeat with x = 1 to 100
        if char x of NewPW = "/" then delete char x of NewPW
    end repeat

    repeat with x = 1 to 100
        if char x of NewPW = ":" then delete char x of NewPW
    end repeat

    repeat with x = 1 to 100
        if char x of NewPW = "\" then delete char x of NewPW
    end repeat

    put NewPW into field (member 4 of castlib 2)
    set TheText = "Password has been changed to " & NewPW & "."
    AddToChat(TheText)
    put "" into field member 48
    exit
end if

if TheText = "/who" then

    errCode = gConnect.sendNetMessage("system.group.getusers", "UserList", "@AllUsers")
    put "" into field member 48
    exit
end if

if Word 1 of TheText = "Quest" then set QstTxt = 1
if TheText contains "do you have a quest" then set QstTxt = 1
if TheText contains "is there a quest" then set QstTxt = 1
if Word 1 of TheText = "errand" then set QstTxt = 1
if TheText contains "run an errand" then set QstTxt = 1

if TheText contains "faction power" then set FctTxt = 1
if TheText contains "faction strength" then set FctTxt = 1
if TheText contains "power?" then set FctTxt = 1
if TheText contains "strength?" then set FctTxt = 1
if TheText contains "status?" then set FctTxt = 1

if Word 1 of TheText = "treasure" then set TrsTxt = 1
if TheText contains "any treasure" then set TrsTxt = 1
if TheText contains "treasure anywhere" then set TrsTxt = 1
if Word 1 of TheText = "the treasure" then set TrsTxt = 1
if TheText contains "rumor" then set TrsTxt = 1

set EgoQuery = TheText
if TheText contains " me about " then set EgoTxt = 1

if word 1 of TheText = "/msg" then

    set the itemdelimiter = " "
    set TheUser = word 2 of TheText
    set the itemdelimiter = TheUser

```

```

set the itemdelimiter = TheUser

delete word 1 of TheText
if char 1 of TheText = " " then delete char 1 of TheText
delete word 1 of TheText
if char 1 of TheText = " " then delete char 1 of TheText

set GoChatText = TheText

if TheUser = "" then exit
if GoChatText = "" then exit

put "" into field member "SendChat"

set TheGoods = "MG@ " & GoChatText
errCode = sendNetMessage(gConnect, TheUser, "Chatmsg", TheGoods )

set TheText = ">>> " & MyName & ": " & GoChatText
AddToChat(TheText)
exit
end if

if word 1 of TheText = "/Location" then
  if IAmImmortal = TRUE then
    RunWhereAmI
  end if

  if ModTRUE = TRUE then
    RunWhereAmI
  end if

  put "" into field member "SendChat"
  exit
end if

if word 1 of TheText = "/IPlookup" then
  if IAmImmortal = TRUE then
    set TheUser = word 2 of TheText
    set TheText = "Looking up IP address for " & TheUser & "..."
    AddToChat(TheText)
    errCode = sendNetMessage(gConnect, "system.user.getAddress", "LookingUpIP", TheUser)
  end if

  if ModTRUE = TRUE then
    set TheUser = word 2 of TheText
    set TheText = "Looking up IP address for " & TheUser & "..."
    AddToChat(TheText)
    errCode = sendNetMessage(gConnect, "system.user.getAddress", "LookingUpIP", TheUser)
  end if

  put "" into field member "SendChat"
  exit
end if

if word 1 of TheText = "/Pardon" then
  if IAmImmortal = TRUE then
    set TheUser = word 2 of TheText
    errCode = sendNetMessage(gConnect, TheUser, "PRDN", "x" )
    set TheText = "Pardoning " & TheUser & "..."
    AddToChat(TheText)
  end if
  put "" into field member "SendChat"
  exit
end if

if word 1 of TheText = "/kick" then
  Global gConnect, CharSelected, MyName

  if IAmImmortal = FALSE then

    if ModTRUE = FALSE then

      set TheText = "Only immortals/guides can kick players."
      AddToChat(TheText)
      put "" into field member "SendChat"
      exit
    end if
  end if

  set the itemdelimiter = " "

  set TheUser = word 2 of TheText
  if TheUser = "" then put "" into field member "SendChat"
  if TheUser = "" then exit
  set SubTxt = field(member 358)

  put "" into field member "SendChat"

```

```

    put "" into field member "SendChat"
    -- errCode = sendNetMessage(gConnect, TheUser, SubTxt, "x" )
    -- errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject: "KickTheDood",#content:TheUser])
    errCode = gConnect.sendNetMessage("system.user.delete", "kick", theUser)
    set TheText = "*** kicking " & TheUser & "..."
    AddToChat(TheText)
    exit
end if

if TheText = "/quit" then
    QuitChallenge
    put "" into field member "SendChat"
    exit
end if

if TheText = "Challenge" then
    RunChallenge
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/warpscript" then
    if iamImmortal = FALSE then exit
    set WarpScript = word 2 of TheText
    if word 2 of TheText = "OFF" then set WarpScript = "iasdfji23j4ihfih23io4haklsq"
    put "" into field member "SendChat"

    set TheText = "Warpscript set to: " & WarpScript
    AddToChat(TheText)
    exit
end if

if word 1 of TheText = "/ban" then
    Global gConnect, CharSelected, MyName

    if IAmImmortal = FALSE then

        if IAmGuide = FALSE then

            set TheText = "Only immortals can ban players."
            AddToChat(TheText)
            put "" into field member "SendChat"
            exit
        end if
    end if

    set the itemdelimiter = " "

    set TheUser = word 2 of TheText
    if TheUser = "" then put "" into field member "SendChat"
    if TheUser = "" then exit
    set Subtxt = field (member 357)
    put "" into field member "SendChat"
    errCode = gConnect.sendNetMessage("system.user.delete", "kick", theUser)
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"BanPlayer",#content:TheUser])

    set TheText = "*** banning " & TheUser & "..."
    AddToChat(TheText)
    exit
end if

if word 1 of TheText = "/warp" then
    Global gConnect, CharSelected, MyName

    if IAmImmortal = FALSE then
        if ModTRUE = FALSE then
            set TheText = "Only immortals can warp players."
            AddToChat(TheText)
            put "" into field member "SendChat"
            exit
        end if
    end if

    set the itemdelimiter = " "

    set TheUser = word 2 of TheText
    if TheUser = "" then put "" into field member "SendChat"
    if TheUser = "" then exit

    put "" into field member "SendChat"

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SupaWarp",#content:TheUser & "*" &
TheText])

    set TheText = "*** Warping " & TheUser & "..."
    AddToChat(TheText)
    exit
end if

```

```

if word 1 of TheText = "/jail" then

    put "" into field member 48

    if IAmImmortal = TRUE then set ItsAGOGOGO = 1
    if ModTrue = TRUE then set ItsAGOGOGO = 1

    if ItsAGOGOGO = 1 then
        set TheUser = word 2 of TheText
        set TheText = "!!! !!! x0y0 4 4"
        errCode = sendNetMessage(gConnect, TheUser, "Warp", TheText )

        set TheText = "*** Jailing " & TheUser & "..."
        AddToChat(TheText)
    end if

    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/warptome" then
    Global gConnect, CharSelected, MyName

    if IAmImmortal = FALSE then

        if ModTRUE = FALSE then

            set TheText = "Only immortals/guides can warp players."
            AddToChat(TheText)
            put "" into field member "SendChat"
            exit
        end if
    end if

    set the itemdelimiter = " "

    set TheUser = word 2 of TheText
    if TheUser = "" then put "" into field member "SendChat"
    if TheUser = "" then exit

    put "" into field member "SendChat"

    set MYXY = MyLocXY
    set the itemdelimiter = "-"
    set MyyX = item 1 of MYXY
    set MyyY = item 2 of MYXY

    set TheText = "!!! !!! " & CharMap & " " & MyyX & " " & MyyY

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SupaWarp",#content:TheUser & "*" &
TheText])
    set TheText = "*** Warping " & TheUser & "..."
    AddToChat(TheText)
    exit
end if

if word 1 of TheText = "/warpmeto" then
    Global gConnect, CharSelected, MyName

    if IAmImmortal = FALSE then

        if ModTRUE = FALSE then

            set TheText = "Only immortals can warp players."
            AddToChat(TheText)
            put "" into field member "SendChat"
            exit
        end if
    end if

    set the itemdelimiter = " "

    set TheUser = word 2 of TheText
    if TheUser = "" then put "" into field member "SendChat"
    if TheUser = "" then exit

    put "" into field member "SendChat"

    errCode = sendNetMessage(gConnect, TheUser, "ChatMsg", "WRP" )

    set TheText = "*** Warping you to " & TheUser & "..."
    AddToChat(TheText)
    exit
end if

-----
if word 1 of TheText = "/ignorelist" then

```

```
    set TheText = "*** Your Ignore List " & RETURN & IgnoreList
    AddToChat(TheText)
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/ignore" then

    Ignore(theText)
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/unignore" then

    unignore(theText)
    put "" into field member "SendChat"
    exit
end if

if word 1 of TheText = "/me" then

    delete word 1 of TheText
    put "" into field member "SendChat"
    sendTypicalEmoteMsg(TheText)
    exit
end if

set GoChatText = field member "SendChat"
if Char 1 of GoChatText = " " then delete char 1 of GoChatText

sendTypicalChatMsg(GoChatText)
CheckForShopSettings(GoChatText)
put "" into field member "SendChat"
set the forecolor of field member 48 = 0
if QstTxt = 1 then SaidQuest
if TrsTxt = 1 then SaidTreasure
if FctTxt = 1 then SaidFaction
if EgoTxt = 1 then SaidEgo(EgoQuery)
set the forecolor of field member 48 = 0
end if
end if
end
```

259 (Internal)

260 (Internal)

261 (Internal)

```
on mouseUp me
--(member "chat" of cast lib "internal").lineheight = 180

end
```

262 (Internal)

263 (Internal)

264 (Internal)

chatsize (Internal)

```
on mouseUp

set theheight = the height of sprite(105)
set thelocV = the locV of sprite(105)

set offsetV = 0

if theheight = 300 then
    set offsetV = -200
else if theheight = 500 then
    set offsetV = 410
else if theheight = 90 then
    set offsetV = -210
end if

--if theheight > 0 then the blend of sprite(104) = 30
--else the blend of sprite (104) = 100
--
--the locV of sprite(104) = thelocV + offsetV
--the height of sprite(104) = theheight - offsetV

--if theheight > 90 then
--    the blend of sprite(104) = 25
--else
--    the blend of sprite(104) = 0
--end if
--
--the height of member "chatback" of castlib "internal" = (theheight - offsetV)
--the height of sprite(104) = (theheight - offsetV)
--the locV of sprite(104) = (thelocV + offsetV)

the height of member "chat" of castlib "internal" = (theheight - offsetV)
the height of sprite(105) = (theheight - offsetV)
the locV of sprite(105) = (thelocV + offsetV)

--the height of member "chat" of castlib "internal" = 200
```

end

270 (Internal)

basic GUILD GUI!!! (Internal)

```
on mouseUp

    if the mouseH > 457 then
        if the mouseH < 479 then
            if the mouseV > 81 then
                if the mouseV < 100 then
                    set the visible of sprite 71 = TRUE
                    set the visible of sprite 72 = TRUE
                end if
            end if
        end if
    end if

end
```

273 (Internal)

274 (Internal)

```

on mouseUp
    Global KeyLocKOut, gConnect, GldColor, MyName, GuildName

    set KeyLockOut = FALSE

    if GldColor = "" then set GldColor = "White"
    if GldColor = VOID then set GldColor = "White"

    set GLD = field (member "GuildName" of castlib 1)

    repeat with x = 1 to 100
        if char x of GLD = "/" then delete char x of GLD
    end repeat

    repeat with x = 1 to 100
        if char x of GLD = "?" then delete char x of GLD
    end repeat

    repeat with x = 1 to 100
        if char x of GLD = "." then delete char x of GLD
    end repeat

    repeat with x = 1 to 100
        if char x of GLD = ":" then delete char x of GLD
    end repeat

    repeat with x = 1 to 100
        if char x of GLD = "*" then delete char x of GLD
    end repeat

    repeat with x = 1 to 100
        if char x of GLD = "@" then delete char x of GLD
    end repeat

    repeat with x = 1 to 100
        if char x of GLD = "&" then delete char x of GLD
    end repeat

    repeat with x = 1 to 100
        if char x of GLD = QUOTE then delete char x of GLD
    end repeat

    if word 1 of GLD = "the" then delete word 1 of GLD
    if word 1 of GLD = "the" then delete word 1 of GLD
    if char 1 of GLD = " " then delete char 1 of GLD
    if word 1 of GLD = "the" then delete word 1 of GLD
    if char 1 of GLD = " " then delete char 1 of GLD

    set GuildName = GLD

    set GLD = GLD & ":"

    if the member of sprite 313 = (member 279 of castlib 1) then set GLD = GLD & "G-"
    if the member of sprite 314 = (member 280 of castlib 1) then set GLD = GLD & "N-"
    if the member of sprite 315 = (member 281 of castlib 1) then set GLD = GLD & "E-"

    if GldColor = "White" then set GldColorX = "0"
    if GldColor = "Blue" then set GldColorX = "3"
    if GldColor = "Orange" then set GldColorX = "19"
    if GldColor = "Pink" then set GldColorX = "17"
    if GldColor = "Yellow" then set GldColorX = "4"
    if GldColor = "Neon Green" then set GldColorX = "5"
    if GldColor = "Forest Green" then set GldColorX = "253"
    if GldColor = "Grey" then set GldColorX = "8"
    if GldColor = "Purple" then set GldColorX = "2"
    if GldColor = "Teal" then set GldColorX = "1"
    if GldColor = "Random" then set GldColorX = random(255)

    set GLD = GLD & GldColorX & "-"
    set GLD = GLD & "*" & MyName & "*" & RETURN
    set GLD = MyName & ";" & GLD
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GuildCreate", #content:GLD])

end

```

275 (Internal)

```
on mouseUp
  Global KeyLockOut, OldFrame

  set KeyLockOut = FALSE
  set the visible of sprite 310 = FALSE
  set the visible of sprite 311 = FALSE
  set the visible of sprite 312 = FALSE
  set the visible of sprite 313 = FALSE
  set the visible of sprite 314 = FALSE
  set the visible of sprite 315 = FALSE
  set the visible of sprite 316 = FALSE
  set the visible of sprite 317 = FALSE
  play frame OldFrame
end
```

276 (Internal)

```
on mouseUp

  if the visible of sprite 310 = TRUE then

    set the member of sprite 313 = (member 279 of castlib 1)
    set the member of sprite 314 = (member 277 of castlib 1)
    set the member of sprite 315 = (member 278 of castlib 1)
  end if

end
```

277 (Internal)

```
on mouseUp

  if the visible of sprite 310 = TRUE then
    set the member of sprite 313 = (member 276 of castlib 1)
    set the member of sprite 314 = (member 280 of castlib 1)
    set the member of sprite 315 = (member 278 of castlib 1)
  end if

end
```

278 (Internal)

```
on mouseUp

  if the visible of sprite 310 = TRUE then

    set the member of sprite 313 = (member 276 of castlib 1)
    set the member of sprite 314 = (member 277 of castlib 1)
    set the member of sprite 315 = (member 281 of castlib 1)
  end if

end
```

GuildColors (Internal)

```
on mouseUp
  Global GldColor, CharNumSelected, ClickType

  hilite line (the lineCount of (member "GuildColors" of castlib 1) + 1) of field (member "GuildColors" of castlib 1)
  set opponent = 0
  set name = line the mouseLine of field (member "GuildColors" of castlib 1)

  set GldColor to name
  set CharNumSelected = the mouseLine
  hilite line CharNumSelected of field (member "GuildColors" of castlib 1)

  if GldColor = "" then set CharNumSelected = 0
  set ClickType = "item"
end
```

284 (Internal)

GuildMembers (Internal)

```
on mouseUp
  Global GuildMemberSelected, GuildMemberNumSelected

  hilite line (the lineCount of (member "GuildMembers" of castlib 1) + 1) of field (member "GuildMembers" of castlib 1)
  set opponent = 0
  set name = line the mouseLine of field (member "GuildMembers" of castlib 1)

  set GuildMemberSelected to name
  set GuildMemberNumSelected = the mouseLine
  hilite line GuildMemberNumSelected of field (member "GuildMembers" of castlib 1)

  if GuildMemberSelected = "" then set GuildMemberNumSelected = 0

end
```

288 (Internal)

```
on mouseUp
  Global KeyLockOut, OldFrame

  set KeyLockOut = FALSE
  set the visible of sprite 320 = FALSE
  set the visible of sprite 321 = FALSE
  set the visible of sprite 322 = FALSE
  set the visible of sprite 323 = FALSE
  set the visible of sprite 324 = FALSE
  set the visible of sprite 325 = FALSE
  set the visible of sprite 326 = FALSE
  set the visible of sprite 327 = FALSE
  set the visible of sprite 328 = FALSE
  set the visible of sprite 329 = FALSE
  set the visible of sprite 330 = FALSE
  set the visible of sprite 331 = FALSE
  set the visible of sprite 71 = FALSE
  set the visible of sprite 72 = FALSE

  play frame OldFrame
end
```

leaveguild (Internal)

```

on mouseUp
    Global CharMap, gConnect, GuildNameColor, GuildNameColor, GuildData, MyName, JustLeft, KeyLockOut, OldFrame

    if field (member "GuildNameB" of castlib 1) <> field (member "Guild" of castlib "TempSave") then
        set TheText = "You're not a member of this guild!"
        AddToChat(TheText)
        exit
    end if

    x = 2

    -- repeat with x = 2 to 90
    repeat while line x of GuildData <>" "

        -- This would mean that if the guild has more than 90 members then it will not delete
        if line x of GuildData = MyName then delete line x of GuildData
        x = x + 1
    end repeat

    set MyGuild = field (member "Guild" of castlib "TempSave")
    set TheText = "*** Quitting the " & field (member "Guild" of castlib "TempSave")
    put "" into field (member "Guild" of castlib "TempSave") -- clear your guild name
    AddToChat(TheText)
    err = gConnect.SendNetMessage( "System", "LeaveGroup", MyGuild )
    set GuildNameColor = 0
    set GuildNameColorb = MyName & ":" & GuildNameColor
    set the forecolor of field (member "SP112" of castlib "Chars") = GuildNameColor
    gConnect.sendNetMessage( "@" & CharMap, "NameColorChange", string(GuildNameColorb))

    set msgText = "*** " & MyName & " has just quit the " & MyGuild
    gConnect.sendNetMessage( "@" & MyGuild, "GuildCast", msgText )

    gConnect.sendNetMessage( "@" & MyGuild, "LoadGuild2", GuildData )

    set JustLeft = TRUE

    -- instead of sending to the leader, he is able to delete the script from the server. otherwise he cant quit
    -- if the leader is not present
    set SendData = MyGuild & ".txt`" & GuildData
    gConnect.sendNetMessage( [#recipients:"system.script", #subject:"SaveGuild",#content:SendData])

    set KeyLockOut = FALSE
    set the visible of sprite 320 = FALSE
    set the visible of sprite 321 = FALSE
    set the visible of sprite 322 = FALSE
    set the visible of sprite 323 = FALSE
    set the visible of sprite 324 = FALSE
    set the visible of sprite 325 = FALSE
    set the visible of sprite 326 = FALSE
    set the visible of sprite 327 = FALSE
    set the visible of sprite 328 = FALSE
    set the visible of sprite 329 = FALSE
    set the visible of sprite 330 = FALSE
    set the visible of sprite 331 = FALSE
    set the visible of sprite 71 = FALSE

```

290 (Internal)

```

    play frame 0 to frame
end

```

disbandguild (Internal)

```

on mouseUp
    Global GuildMemberSelected, GuildMemberNumSelected, GuildData, gConnect, OldFrame

    if field (member "GuildNameB" of castlib 1) <> field (member "Guild" of castlib "TempSave") then
        set TheText = "You're not a member of this guild!"
        AddToChat(TheText)
        exit
    end if

    set GldNmme = field (member "Guild" of castlib "TempSave")
    set SendData = field (member "Guild" of castlib "TempSave") & ".txt`" & "!DISBAND!"
    gConnect.sendNetMessage([#recipients:"system.script", #subject:"SaveGuild",#content:SendData])
    gConnect.sendNetMessage([#recipients:"system.script", #subject:"GuildDell",#content:GldNmme])

    set Guildd = field (member "Guild" of castlib "TempSave")

    gConnect.sendNetMessage("@ " & Guildd, "LoadGuild2", "!DISBAND!")

    Global KeyLockOut

    set KeyLockOut = FALSE
    set the visible of sprite 320 = FALSE
    set the visible of sprite 321 = FALSE
    set the visible of sprite 322 = FALSE
    set the visible of sprite 323 = FALSE
    set the visible of sprite 324 = FALSE
    set the visible of sprite 325 = FALSE
    set the visible of sprite 326 = FALSE
    set the visible of sprite 327 = FALSE
    set the visible of sprite 328 = FALSE
    set the visible of sprite 329 = FALSE
    set the visible of sprite 330 = FALSE
    set the visible of sprite 331 = FALSE
    set the visible of sprite 71 = FALSE
    set the visible of sprite 72 = FALSE
    play frame OldFrame
end

```

exileguild (Internal)

```

on mouseUp
    Global GuildMemberSelected, GuildMemberNumSelected, GuildData, gConnect

    if field (member "GuildNameB" of castlib 1) <> field (member "Guild" of castlib "TempSave") then
        set TheText = "You're not a member of this guild!"
        AddToChat(TheText)
        exit
    end if

    if GuildMemberNumSelected contains RETURN then exit

    if GuildMemberNumSelected = 0 then exit
    delete line GuildMemberNumSelected of field (member "GuildMembers" of castlib 1)
    set GuildMemberNumSelected = 0

    set NewGuildData = line 1 of GuildData & RETURN

    repeat with x = 1 to 100

        if line x of field (member "GuildMembers" of castlib 1) <> "" then

            set NewGuildData = NewGuildData & line x of field (member "GuildMembers" of castlib 1) & RETURN
        end if
    end repeat

    set GuildData = NewGuildData

    set SendData = field (member "Guild" of castlib "TempSave") & ".txt`" & GuildData
    gConnect.sendNetMessage([#recipients:"system.script", #subject:"SaveGuild",#content:SendData])

    set Guildd = field (member "Guild" of castlib "TempSave")

    set msgText = "**** " & GuildMemberSelected & " was just exiled from the " & Guildd
    gConnect.sendNetMessage( "@ " & Guildd, "GuildCast", msgText )

    gConnect.sendNetMessage( "@ " & Guildd, "LoadGuild2", GuildData )

```

abdicateguild (Internal)

```

on mouseUp
    Global CharMap, gConnect, GuildNameColor, GuildNameColor, GuildData, MyName, JustLeft
    Global GuildMemberSelected

    if field (member "GuildNameB" of castlib 1) <> field (member "Guild" of castlib "TempSave") then
        set TheText = "You're not a member of this guild!"
        AddToChat(TheText)
        exit
    end if

    if GuildMemberSelected = "" then exit
    if GuildMemberSelected = VOID then exit

    repeat with x = 2 to 90

        if line x of GuildData = GuildMemberSelected then delete line x of GuildData
    end repeat

    set Yadda = line 1 of GuildData
    set the itemdelimiter = "-"
    set Yaduh = item 1 of GuildData & "-" & item 2 of GuildData & "-"
    set Yaduh = Yaduh & "*" & GuildMemberSelected & "*"
    put Yaduh into line 1 of GuildData

    set GuildData = GuildData & MyName & RETURN

    set MyGuild = field (member "Guild" of castlib "TempSave")
    set TheText = "*** Abdicating to " & field (member "Guild" of castlib "TempSave")
    AddTochat(TheText)

    set msgText = "*** " & MyName & " has promoted " & GuildMemberSelected & " to the new leader of the " & MyGuild & "!!"
    gConnect.sendNetMessage( "@" & MyGuild, "GuildCast", msgText )

    gConnect.sendNetMessage( "@" & MyGuild, "LoadGuild2", GuildData )

    set SendData = MyGuild & ".txt`" & GuildData
    gConnect.sendNetMessage([#recipients:"system.script", #subject:"SaveGuild",#content:SendData])

```

294 (Internal)

```

on mouseUp
    Global gConnect, SelGuild

    if the mouseH > 381 then
        if the mouseH < 436 then
            if the mouseV > 142 then
                if the mouseV < 165 then
                    set the visible of sprite 71 = FALSE
                    set the visible of sprite 72 = FALSE
                end if
            end if
        end if
    end if

    if the mouseH > 436 then
        if the mouseV > 142 then
            if the mouseV < 165 then
                set the visible of sprite 71 = FALSE
                set the visible of sprite 72 = FALSE
                errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ViewAGuild",#content:SelGuild])
            end if
        end if
    end if
end

```

end

TheCurrentGuilds (Internal)

```
on mouseUp
    Global SelGuild, GuildNumSel
    Global SFX

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"

    hilite line (the lineCount of (member "TheCurrentGuilds" of castlib 1) + 1) of field (member "TheCurrentGuilds" of castlib 1)
    set opponent = 0
    set name = line the mouseLine of field (member "TheCurrentGuilds" of castlib 1)

    set SelGuild to name
    set GuildNumSel = the mouseLine
    hilite line GuildNumSel of field (member "TheCurrentGuilds" of castlib 1)

end
```

337 (Internal)

```
on DrawTheDarkness
```

```
end
```

rem-Neck (Internal)

```
on mouseup
    Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, MyBody, gConnect, CharMap
    Global SFX, KeyLockOut, ItemActionPause, CanMdfy, CameraFollow

    set CameraFollow = FALSE
    set the locV of sprite 400 = -5000

    if KeyLockOut = TRUE then exit
    if ItemActionPause > 0 then exit
    if CanMdfy = FALSE then exit
    if NeckE = "NOTHING" then exit

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"

    set TheSelItem = NeckE

    set EqNfo = TheSelItem & ":Neck"

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"remeq",#content:EqNfo])

    set ItemActionPause = 325
    set CanMdfy = FALSE
end
```

rem-Belt (Internal)

```
on mouseup
  Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, MyBody, gConnect, CharMap
  Global SFX, KeyLockOut, ItemActionPause, CanMdfy, CameraFollow

  set CameraFollow = FALSE
  set the locV of sprite 400 = -5000

  if KeyLockOut = TRUE then exit
  if ItemActionPause > 0 then exit
  if CanMdfy = FALSE then exit
  if BeltE = "NOTHING" then exit

  if SFX <> "OFF" then puppetsound 3, "Clicksound2"

  set TheSelItem = BeltE

  set EqNfo = TheSelItem & ":Belt"

  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"remeq",#content:EqNfo])

  set ItemActionPause = 325
  set CanMdfy = FALSE
end
```

457 (Internal)

487 (Internal)

```

on mouseUp
    global gConnect

    if the mouseH > 464 then
        if the mouseH < 501 then
            if the mouseV > 275 then
                if the mouseV < 299 then
                    set TheDatt = field (member "TheFolderNameX" of castlib 1)
                    set TheDatt = TheDatt & ":"
                    set TheDatt = TheDatt & field (member "TheFileNameX" of castlib 1)
                    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"FileTransToMe",#content:TheDatt])
                    set TheText = "Downloading file, please hold..."
                    put TheText into field (member "TheFieldMemberX")
                end if
            end if
        end if
    end if

    if the mouseH > 421 then
        if the mouseH < 459 then
            if the mouseV > 272 then
                if the mouseV < 299 then

                    set TheTitle = field (member "TheFileNameX" of castlib 1)

                    if TheTitle contains ".txt" then set ItsAGo = 1

                    if ItsAGo <> 1 then
                        set TheText = "You are only allowed to edit text files."
                        put TheText into field (member "TheFieldMemberX")
                        exit
                    end if

                    set TheGoods = field (member "TheFieldMemberX" of castlib 1)

                    if TheGoods contains "~" then
                        set TheText = "You cannot have a ~ character in the field data."
                        put TheText into field (member "TheFieldMemberX")
                        exit
                    end if

                    set TheDatt = field (member "TheFolderNameX" of castlib 1)
                    set TheDatt = TheDatt & "~"
                    set TheDatt = TheDatt & field (member "TheFileNameX" of castlib 1)
                    set TheDatt = TheDatt & "~"
                    set TheDatt = TheDatt & field (member "TheFieldMemberX" of castlib 1)
                    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"FileTransToYou",#content:TheDatt])
                    set TheText = "Uploaded File."
                    put TheText into field (member "TheFieldMemberX")
                end if
            end if
        end if
    end if
end if

end

```


IM SEND (Internal)

```

on SendInstantMessage
    Global IMSend

    if the platform contains "Mac" then set Demm = ":"
    if the platform contains "Win" then set Demm = "/"
    set IMSend = the ApplicationPath & "DAT" & Demm & "IMSend"

    window(IMSend).open()
    window(IMSend).title = "Send an Instant Message"

    tell window(IMSend)
        put "" into field (member "To")
        put "" into field (member "Send")
    end tell

    window(IMSend).visible = TRUE
    window(IMSend).visible = TRUE
    window(IMSend).windowtype = 4
end

on SendIMMessageX CurIMSendDat, UserToSendTo
    Global IMSend, gConnect

    repeat with x = 1 to 200
        if char x of CurIMSendDat = RETURN then put "" into char x of CurIMSendDat
    end repeat

    if CurIMSendDat = "" then exit
    if UserToSendTo = "" then exit

    close window IMSend
    set TheGoods = "MG@" & CurIMSendDat
    errCode = SendNetMessage(gConnect, UserToSendTo, "Chatmsg", TheGoods)
end

on SendIMMessage CurIMSendDat
    Global IMWindow1, IMWindow2, IMWindow3, IMWindow4, IMWindow5, IMWindow6, IMWindow7, IMWindow8, IMWindow9, IMWindow10
    Global MyIMWindow, gConnect, UserToSendTo, CurIMSendDat, MyName

    repeat with x = 1 to 200
        if char x of CurIMSendDat = RETURN then put "" into char x of CurIMSendDat
    end repeat

    if CurIMSendDat = "" then exit

    set wWin = string(the frontwindow)
    if wWin contains "IMwin1" & QUOTE then set UserToSendTo = IMWindow1
    if wWin contains "IMwin2" & QUOTE then set UserToSendTo = IMWindow2
    if wWin contains "IMwin3" & QUOTE then set UserToSendTo = IMWindow3
    if wWin contains "IMwin4" & QUOTE then set UserToSendTo = IMWindow4
    if wWin contains "IMwin5" & QUOTE then set UserToSendTo = IMWindow5
    if wWin contains "IMwin6" & QUOTE then set UserToSendTo = IMWindow6
    if wWin contains "IMwin7" & QUOTE then set UserToSendTo = IMWindow7
    if wWin contains "IMwin8" & QUOTE then set UserToSendTo = IMWindow8
    if wWin contains "IMwin9" & QUOTE then set UserToSendTo = IMWindow9
    if wWin contains "IMwin10" & QUOTE then set UserToSendTo = IMWindow10

    set WhichWin = 0
    if IMWindow1 = UserToSendTo then set WhichWin = 1
    if IMWindow2 = UserToSendTo then set WhichWin = 2
    if IMWindow3 = UserToSendTo then set WhichWin = 3
    if IMWindow4 = UserToSendTo then set WhichWin = 4
    if IMWindow5 = UserToSendTo then set WhichWin = 5
    if IMWindow6 = UserToSendTo then set WhichWin = 6
    if IMWindow7 = UserToSendTo then set WhichWin = 7
    if IMWindow8 = UserToSendTo then set WhichWin = 8
    if IMWindow9 = UserToSendTo then set WhichWin = 9
    if IMWindow10 = UserToSendTo then set WhichWin = 10

    if WhichWin <> 0 then

        set MyIMWindow = "IMwin" & WhichWin

        if the platform contains "Mac" then set Demm = ":"
        if the platform contains "Win" then set Demm = "/"

        set MyIMWindow = the ApplicationPath & "DAT" & Demm & MyIMWindow

        tell window MyIMWindow
            put "" into field (member "Send")
            set OldD = field (member "Receive")
            set OldD = OldD & MyName & ": " & CurIMSendDat & RETURN
            put OldD into field (member "Receive")
        end tell

```

```
end tell
```

```
end if
```

```
set TheGoods = "MG@ " & CurIMSendDat
```

```
errCode = SendNetMessage(gConnect, UserToSendTo, "Chatmsg", TheGoods)
```

```
---- errCode = sendNetMessage(gConnect, TheUser, "Chatmsg", TheGoods )
```

```
end
```

OpenYourGameNameHerePage_SetColors_EndProgramNow (Internal)

```

Global MyChatColor, EnX, EnY, CharMap, gConnect, MyMusicObject

on SetColor8
    set MyChatColor = 1
    setpref "CCOLOR", string(MyChatColor)
end

on SetColor7
    set MyChatColor = 2
    setpref "CCOLOR", string(MyChatColor)
end

on SetColor6
    set MyChatColor = 4
    setpref "CCOLOR", string(MyChatColor)
end

on SetColor5
    set MyChatColor = 5
    setpref "CCOLOR", string(MyChatColor)
end

on SetColor4
    set MyChatColor = 32
    setpref "CCOLOR", string(MyChatColor)
end

on SetColor3
    set MyChatColor = 6
    setpref "CCOLOR", string(MyChatColor)
end

on SetColor2
    set MyChatColor = 3
    setpref "CCOLOR", string(MyChatColor)
end

on SetColor1
    set MyChatColor = 0
    setpref "CCOLOR", string(MyChatColor)
end

on EndGameNow
    Global MovX, Rendchar

    if CharMap <> "" then

        if the frame < 180 then

            if the frame > 45 then

                if gConnect <> 0 then

                    SaveCharacter
                end if
            end if
        end if
    end if

    if gConnect <> 0 then SendChatMsg("##! " & EnX & "-" & EnY)

    if gConnect <> 0 then gConnect = 0

    clearglobals
    set the actorlist = []
    set MovX = "333"
    starttimer
    repeat while the timer < 30
    end repeat

    play frame 1
end

on OpenYourGameNameHerePage
    gotonetpage "http://www.YourCompanyNameHere.com", " New"
    alert "YourGameNameHere is attempting to open your browser. If no window opens, then point your browser to
http://www.YourCompanyNameHere.com"
end

on EndProgramNow

    if CharMap <> "" then

```

```

if CharMap <> "" then
    if the frame < 180 then
        if the frame > 45 then
            if gConnect <> 0 then
                SaveCharacter
            end if
        end if
    end if
end if

if gConnect <> 0 then SendChatMsg("##! " & EnX & "-" & EnY)

if gConnect <> 0 then gConnect = 0

clearglobals
set the actorlist = []

starttimer
repeat while the timer < 30
end repeat

Quit
end

```

FileEditNow (Internal)

```

global gConnect, CharMap, EnX, EnY, M1Que, M2Que, M3Que, M4Que, IAmImmortal, FileWindow

```

```

on FileEditNow

```

```

    if IAmImmortal <> TRUE then exit

    if the platform contains "Mac" then set Demm = ":"
    if the platform contains "Win" then set Demm = "/"

    window(the ApplicationPath & "DAT" & Demm & "Fileedit").open()
    window(the ApplicationPath & "DAT" & Demm & "Fileedit").title = "Fileedit"

    set FileWindow = the ApplicationPath & "DAT" & Demm & "Fileedit"
    window(FileWindow).windowtype = 4

```

```

end

```

```

on BeginAssassinsGame

```

```

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"STARTASSGAME",#content:"X"])
end

```

```

on BeginLightningAssassinsGame

```

```

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"StartLightningAssGame",#content:"X"])
end

```

```

on EndAssassinsGame

```

```

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ENDASSGAME",#content:"X"])
end

```

BUDDY LIST (Internal)

Global CurBuddyIP, BuddyList, gConnect, FriendsWindow, MP3Player

on OpenMP3Player

```

    if the platform contains "Mac" then set Demm = ":"
    if the platform contains "Win" then set Demm = "/"

    window(the ApplicationPath & "DAT" & Demm & "MP3Player").open()
    window(the ApplicationPath & "DAT" & Demm & "MP3Player").title = "MP3 Player"

    set MP3Player = the ApplicationPath & "DAT" & Demm & "MP3Player"
    window(MP3Player).windowtype = 4
end

```

on OpenFriendsList

```

    if the platform contains "Mac" then set Demm = ":"
    if the platform contains "Win" then set Demm = "/"

    window(the ApplicationPath & "DAT" & Demm & "Friendsgui").open()
    window(the ApplicationPath & "DAT" & Demm & "Friendsgui").title = "Friends"

    set FriendsWindow = the ApplicationPath & "DAT" & Demm & "Friendsgui"
    window(FriendsWindow).windowtype = 4
end

```

on ILoggedOff UserName

```

    if FriendsWindow = VOID then exit

    set SrchString = ":" & UserName & ":"

    if BuddyList contains SrchString then
        tell window FriendsWindow
            set TempBuddies = field (member "BuddyList")

            repeat with x = 1 to 100
                if line x of TempBuddies = UserName then delete line x of TempBuddies
            end repeat

            put TempBuddies into field (member "BuddyList")
        end tell
    end if
end

```

on ILoggedOn UserName

```

    set SrchString = ":" & UserName & ":"

    if FriendsWindow = VOID then exit

    if BuddyList contains SrchString then
        tell window FriendsWindow
            set TempBuddies = field (member "BuddyList")
            if TempBuddies contains UserName & RETURN then exit
            set TempBuddies = TempBuddies & UserName & RETURN
            put TempBuddies into field (member "BuddyList")
        end tell
    end if
end

```

on YesImOnline UserName

```

    if FriendsWindow = VOID then exit

    tell window FriendsWindow
        set TempBuddies = field (member "BuddyList")
        set TempBuddies = TempBuddies & UserName & RETURN
        put TempBuddies into field (member "BuddyList")
    end tell
end

```

on GetBuddies TheDat

```

    set Users = string(TheDat)

    set the itemdelimiter = "["
    set users = item 3 of users

```

```
set users = item 3 of users
```

```
repeat with mook = 1 to 5
```

```
    repeat with x = 1 to 800
```

```
        if char x of Users = QUOTE then delete char x of Users
    end repeat
```

```
    repeat with x = 1 to 800
```

```
        if char x of Users = "]" then delete char x of Users
    end repeat
end repeat
```

```
set the itemdelimiter = ","
```

```
set xUsers = ""
```

```
set UserCount = 0
```

```
repeat with x = 1 to 500
```

```
    if item x of Users <> "" then
        set ThisUser = item x of Users
        if char 1 of ThisUser = " " then delete char 1 of ThisUser
        set xUsers = xUsers & ThisUser & RETURN
        set UserCount = UserCount + 1
    end if
end repeat
```

```
repeat with x = 1 to 200
```

```
    set SrchString = ":" & line x of xUsers & ":"
```

```
    if BuddyList contains SrchString then
```

```
        tell window FriendsWindow
            set TempBuddies = field (member "BuddyList")
            set TempBuddies = TempBuddies & line x of xUsers & RETURN
            put TempBuddies into field (member "BuddyList")
        end tell
```

```
    end if
```

```
end repeat
```

```
end
```

```
on AddBuddy UserName
```

```
    set SrchString = ":" & UserName & ":"
```

```
    if BuddyList contains SrchString then
```

```
        set TheText = "*** " & UserName & " is already on your friend's list!"
        AddToChat(TheText)
        exit
    end if
```

```
    set BuddyList = BuddyList & UserName & ":"
    setpref CurBuddyIP, BuddyList
```

```
    set TheText = "*** " & UserName & " was added to your friend's list."
    AddToChat(TheText)
```

```
    errCode = sendNetMessage(gConnect, UserName, "AreYouOnline", "x")
```

```
end
```

```
on RemoveBuddy UserName
```

```
    set the itemdelimiter = ":"
```

```
    repeat with x = 1 to 200
```

```
        if item x of BuddyList = UserName then
```

```
            exit repeat
        end if
```

```
end repeat
```

```
if x > 190 then
```

```
    set TheText = "*** " & UserName & " is not on your friend's list!"
    AddToChat(TheText)
    exit
end if
```

```
set TempB = ":"

repeat with beh = 1 to 200
    if item beh of BuddyList <> "" then
        if beh <> x then
            set TempB = TempB & item beh of BuddyList & ":"
        end if
    end if
end repeat

set BuddyList = TempB
setpref CurBuddyIP, BuddyList

set TheText = "*** " & UserName & " was removed from your friend's list."
AddToChat(TheText)

tell window FriendsWindow
    set TempBuddies = field (member "BuddyList")

    repeat with x = 1 to 100
        if line x of TempBuddies = UserName then delete line x of TempBuddies
    end repeat

    put TempBuddies into field (member "BuddyList")
end tell

end
```

ChatWindows (Internal)

Global ChatWindow, gConnect, IamImmortal, ChatGrouper, MyName

on WeLeftTheChatYox

```

    if gConnect = 0 then exit
    if ChatGrouper = VOID then exit
    if ChatWindow = VOID then exit

```

```

    gConnect.sendNetMessage( ChatGrouper, "unListMex", "x" )
    err = gConnect.SendNetMessage( "System", "LeaveGroup", ChatGrouper )
    set ChatGrouper = VOID
end

```

on xILoggedOn UserName

```

    if ChatGrouper = VOID then exit
    if ChatWindow = VOID then exit

```

```

    tell window ChatWindow
        set Lst = field (member "UserList")
        set Lst = Lst & UserName & RETURN
        put Lst into field (member "UserList")
    end tell

```

end

on xILoggedOff UserName

```

    if ChatGrouper = VOID then exit
    if ChatWindow = VOID then exit

```

```

    tell window ChatWindow
        set Lst = field (member "UserList")

        repeat with x = 1 to 70
            if line x of Lst = UserName then delete line x of Lst
        end repeat

        put Lst into field (member "UserList")
    end tell

```

end

on xSendSomeChatYo UserName, Dttt

```

    if gConnect = 0 then exit
    if ChatGrouper = VOID then exit
    if ChatWindow = VOID then exit

```

```

    tell window ChatWindow
        set Chat = member "Chat"
        set NewCT = UserName & ": " & Dttt
        set Chat = Chat & NewCT & RETURN
        put Chat into member "Chat"
    end tell

```

end

on SendChatChatMsg GoChatText

```

    if gConnect = 0 then exit
    if ChatGrouper = VOID then exit
    if ChatWindow = VOID then exit

```

```

    repeat with x = 1 to 200
        if char x of GoChatText = RETURN then put "" into char x of GoChatText
    end repeat

```

```

    gConnect.sendNetMessage( ChatGrouper, "CmsgX", GoChatText )
end

```

on ChatListX Users

```

    set the itemdelimiter = "["
    set users = item 3 of users

```

```

    repeat with mook = 1 to 5

```

```

        repeat with x = 1 to 800

```

```

            if char x of Users = QUOTE then delete char x of Users
        end repeat
    end repeat

```



```
end repeat
```

```
repeat with x = 1 to 800
```

```
    if char x of Users = "]" then delete char x of Users
```

```
end repeat
```

```
end repeat
```

```
set the itemdelimiter = ","
```

```
set xUsers = ""
```

```
set UserCount = 0
```

```
repeat with x = 1 to 500
```

```
    if item x of Users <> "" then
```

```
        set ThisUser = item x of Users
```

```
        if char 1 of ThisUser = " " then delete char 1 of ThisUser
```

```
        set xUsers = xUsers & ThisUser & RETURN
```

```
        set UserCount = UserCount + 1
```

```
    end if
```

```
end repeat
```

```
tell window ChatWindow
```

```
    put xUsers into field member "UserList"
```

```
end tell
```

```
end
```

```
on xxGuildChat
```

```
    if gConnect = 0 then exit
```

```
    if ChatGrouper <> VOID then
```

```
        gConnect.sendNetMessage( ChatGrouper, "unListMex", "x" )
```

```
        err = gConnect.SendNetMessage( "System", "LeaveGroup", ChatGrouper )
```

```
    end if
```

```
set Guild = field (member "Guild" of castlib "TempSave")
```

```
if Guild = "" then
```

```
    set TheText = "You don't belong to a guild!"
```

```
    AddToChat(TheText)
```

```
    exit
```

```
end if
```

```
if the platform contains "Mac" then set Demm = ":"
```

```
if the platform contains "Win" then set Demm = "/"
```

```
window(the ApplicationPath & "DAT" & Demm & "ChatWindow").open()
```

```
window(the ApplicationPath & "DAT" & Demm & "ChatWindow").title = "Chat"
```

```
set ChatWindow = the ApplicationPath & "DAT" & Demm & "ChatWindow"
```

```
window(ChatWindow).windowtype = 4
```

```
set ChatGrouper = "@" & "x" & Guild
```

```
tell window ChatWindow
```

```
    put "Chat for the " & Guild & " Guild." into field (member "Title")
```

```
    put MyName & RETURN into field (member "UserList")
```

```
    put "" into field (member "SendChat")
```

```
    set OldText = member "Chat"
```

```
    set OldText = OldText & RETURN & "          *** Entering Chat for the " & Guild & " Guild.          ***" & RETURN & RETURN
```

```
    put OldText into member "Chat"
```

```
end tell
```

```
err = gConnect.SendNetMessage( "System", "JoinGroup", ChatGrouper )
```

```
errCode = gConnect.SendNetMessage("system.group.getusers", "ChatListx", ChatGrouper)
```

```
gConnect.sendNetMessage( ChatGrouper, "ListMex", "x" )
```

```
end
```

```
on TradingPostChat
```

```
    if gConnect = 0 then exit
```

```
    if ChatGrouper <> VOID then
```

```
        gConnect.sendNetMessage( ChatGrouper, "unListMex", "x" )
```

```
        err = gConnect.SendNetMessage( "System", "LeaveGroup", ChatGrouper )
```

```
    end if
```

```
if the platform contains "Mac" then set Demm = ":"
```

```
if the platform contains "Win" then set Demm = "/"
```

```
window(the ApplicationPath & "DAT" & Demm & "ChatWindow").open()
```

```
window(the ApplicationPath & "DAT" & Demm & "ChatWindow").title = "Chat"
```

```
set ChatWindow = the ApplicationPath & "DAT" & Demm & "ChatWindow"
```

```
window(ChatWindow).windowtype = 4
```

```
window(ChatWindow).windowtype = 4
```

```
set ChatGrouper = "@TradingPostChat"
```

```
tell window ChatWindow
  put "You are in: Trading Post Chat" into field (member "Title")
  put MyName & RETURN into field (member "UserList")
  put "" into field (member "SendChat")
  set OldText = member "Chat"
  set OldText = OldText & RETURN & "      *** Entering Trading Post Chat      ***" & RETURN & RETURN
  put OldText into member "Chat"
end tell
```

```
err = gConnect.SendNetMessage( "System", "JoinGroup", ChatGrouper )
errCode = gConnect.SendNetMessage("system.group.getusers", "ChatListx", ChatGrouper)
gConnect.sendNetMessage( ChatGrouper, "ListMex", "x" )
```

```
end
```

```
on NewPlayerChat
```

```
  if gConnect = 0 then exit
  if ChatGrouper <> VOID then
    gConnect.sendNetMessage( ChatGrouper, "unListMex", "x" )
    err = gConnect.SendNetMessage( "System", "LeaveGroup", ChatGrouper )
  end if
```

```
  if the platform contains "Mac" then set Demm = ":"
  if the platform contains "Win" then set Demm = "/"
```

```
  window(the ApplicationPath & "DAT" & Demm & "ChatWindow").open()
  window(the ApplicationPath & "DAT" & Demm & "ChatWindow").title = "Chat"
```

```
  set ChatWindow = the ApplicationPath & "DAT" & Demm & "ChatWindow"
  window(ChatWindow).windowtype = 4
```

```
  set ChatGrouper = "@NewPlayer"
```

```
tell window ChatWindow
  put "You are in: New Player Chat" into field (member "Title")
  put MyName & RETURN into field (member "UserList")
  put "" into field (member "SendChat")
  set OldText = member "Chat"
  set OldText = OldText & RETURN & "      *** Entering New Player Chat      ***" & RETURN & RETURN
  put OldText into member "Chat"
end tell
```

```
err = gConnect.SendNetMessage( "System", "JoinGroup", ChatGrouper )
errCode = gConnect.SendNetMessage("system.group.getusers", "ChatListx", ChatGrouper)
gConnect.sendNetMessage( ChatGrouper, "ListMex", "x" )
```

```
end
```

```
on EnterGeneralChat
```

```
  if gConnect = 0 then exit
  if ChatGrouper <> VOID then
    gConnect.sendNetMessage( ChatGrouper, "unListMex", "x" )
    err = gConnect.SendNetMessage( "System", "LeaveGroup", ChatGrouper )
  end if
```

```
  if the platform contains "Mac" then set Demm = ":"
  if the platform contains "Win" then set Demm = "/"
```

```
  window(the ApplicationPath & "DAT" & Demm & "ChatWindow").open()
  window(the ApplicationPath & "DAT" & Demm & "ChatWindow").title = "Chat"
```

```
  set ChatWindow = the ApplicationPath & "DAT" & Demm & "ChatWindow"
  window(ChatWindow).windowtype = 4
```

```
  set ChatGrouper = "@GeneralChat"
```

```
tell window ChatWindow
  put "You are in: General Chat" into field (member "Title")
  put MyName & RETURN into field (member "UserList")
  put "" into field (member "SendChat")
  set OldText = member "Chat"
  set OldText = OldText & RETURN & "      *** Entering General Chat      ***" & RETURN & RETURN
  put OldText into member "Chat"
end tell
```

```
err = gConnect.SendNetMessage( "System", "JoinGroup", ChatGrouper )
errCode = gConnect.SendNetMessage("system.group.getusers", "ChatListx", ChatGrouper)
gConnect.sendNetMessage( ChatGrouper, "ListMex", "x" )
```

```
end
```

```
on EnterAdminChat
```

```
  if gConnect = 0 then exit
```

```
if ChatGrouper <> VOID then
    gConnect.sendNetMessage( ChatGrouper, "unListMex", "x" )
    err = gConnect.SendNetMessage( "System", "LeaveGroup", ChatGrouper )
end if

if IamImmortal <> TRUE then
    set gconnect = 0
    play frame 1
    exit
end if

if the platform contains "Mac" then set Demm = ":"
if the platform contains "Win" then set Demm = "/"

window(the ApplicationPath & "DAT" & Demm & "ChatWindow").open()
window(the ApplicationPath & "DAT" & Demm & "ChatWindow").title = "Chat"

set ChatWindow = the ApplicationPath & "DAT" & Demm & "ChatWindow"
window(ChatWindow).windowtype = 4

set ChatGrouper = "@Adminss"

tell window ChatWindow
    put "You are in: Admin Chat" into field (member "Title")
    put MyName & RETURN into field (member "UserList")
    put "" into field (member "SendChat")
    set OldText = member "Chat"
    set OldText = OldText & RETURN & "      *** Entering Admin Chat      ***" & RETURN & RETURN
    put OldText into member "Chat"
end tell

err = gConnect.SendNetMessage( "System", "JoinGroup", ChatGrouper )
errCode = gConnect.SendNetMessage("system.group.getusers", "ChatListx", ChatGrouper)
gConnect.sendNetMessage( ChatGrouper, "ListMex", "x" )

end
```

IM GET (Internal)

```

on SecondTradeBack(TheDatToSort)
    Global TradeInProgress, TradeName, TradeWindow, MyName, FatTradeList, FatTradeList2

    set SndxList = TheDatToSort
    set FatTradeList2 = SndxList

    repeat with x = 1 to 300
        if char x of TheDatToSort = "<" then put "a" into char x of SndxList
        if char x of TheDatToSort = ">" then put "e" into char x of SndxList
        if char x of TheDatToSort = "[" then put "i" into char x of SndxList
        if char x of TheDatToSort = "]" then put "o" into char x of SndxList
        if char x of TheDatToSort = "=" then put "u" into char x of SndxList
    end repeat

    set TradeInProgress = TRUE

    if the platform contains "Mac" then set Demm = ":"
    if the platform contains "Win" then set Demm = "/"

    window(the ApplicationPath & "DAT" & Demm & "TradeWindow").open()
    window(the ApplicationPath & "DAT" & Demm & "TradeWindow").title = "Make a Trade"

    set TradeWindow = the ApplicationPath & "DAT" & Demm & "TradeWindow"
    window(TradeWindow).windowtype = 3

    set EQList = field (member "Inventory" of castlib 2)

    tell window TradeWindow

        set the visible of sprite 3 = TRUE
        put TradeName into field (member "Trader2")
        put MyName into field (member "Trader1")

        repeat with x = 9 to 40
            set the visible of sprite x = TRUE
        end repeat

        put "" into field (member "P2ItemAmount1")
        put "" into field (member "P2ItemAmount2")
        put "" into field (member "P2ItemAmount3")
        put "" into field (member "P2ItemAmount4")
        put "" into field (member "P2ItemAmount5")
        put "" into field (member "P2ItemAmount6")
        put "" into field (member "P2ItemAmount7")
        put "" into field (member "P2ItemAmount8")
        put "" into field (member "P2ItemAmount9")
        put "" into field (member "P2ItemAmount10")
        put "" into field (member "P2ItemAmount11")
        put "" into field (member "P2ItemAmount12")
        put "" into field (member "P2ItemAmount13")
        put "" into field (member "P2ItemAmount14")
        put "" into field (member "P2ItemAmount15")
        put "" into field (member "P2ItemAmount16")

        put "" into field (member "P2Item1")
        put "" into field (member "P2Item2")
        put "" into field (member "P2Item3")
        put "" into field (member "P2Item4")
        put "" into field (member "P2Item5")
        put "" into field (member "P2Item6")
        put "" into field (member "P2Item7")
        put "" into field (member "P2Item8")
        put "" into field (member "P2Item9")
        put "" into field (member "P2Item10")
        put "" into field (member "P2Item11")
        put "" into field (member "P2Item12")
        put "" into field (member "P2Item13")
        put "" into field (member "P2Item14")
        put "" into field (member "P2Item15")
        put "" into field (member "P2Item16")

    end tell

    updatestage

    repeat with x = 41 to 72
        set the visible of sprite x = TRUE
    end repeat

    repeat with x = 1 to 16

        set the itemdelimiter = "|"
        set CurItem = item x of SndxList

        if CurItem <> "" then
            set the itemdelimiter = ":"
        end if
    end repeat

```

```

        set the itemdelimiter = ":"
        set ItemName = item 1 of CurItem
        set ItemAmount = item 2 of CurItem
        set ItemNameMember = "P2Item" & x
        set ItemAmountMember = "P2ItemAmount" & x
        put ItemName into field (member ItemNameMember)
        put ItemAmount into field (member ItemAmountMember)
    end if

    set the ItemDelimiter = "|"
end repeat

end tell

end

on FirstTradeBack(TheDatToSort)
    Global TradeInProgress, TradeName, TradeWindow, MyName

    set SndxList = TheDatToSort

    repeat with x = 1 to 300
        if char x of TheDatToSort = "<" then put "a" into char x of SndxList
        if char x of TheDatToSort = ">" then put "e" into char x of SndxList
        if char x of TheDatToSort = "[" then put "i" into char x of SndxList
        if char x of TheDatToSort = "]" then put "o" into char x of SndxList
        if char x of TheDatToSort = "=" then put "u" into char x of SndxList
    end repeat

    put SndxList
    --if TradeInProgress = TRUE then

    --exit
    --end if

    set TradeInProgress = TRUE

    if the platform contains "Mac" then set Demm = ":"
    if the platform contains "Win" then set Demm = "/"

    window(the ApplicationPath & "DAT" & Demm & "TradeWindow").open()
    window(the ApplicationPath & "DAT" & Demm & "TradeWindow").title = "Make a Trade"

    set TradeWindow = the ApplicationPath & "DAT" & Demm & "TradeWindow"
    window(TradeWindow).windowtype = 3

    set EQList = field (member "Inventory" of castlib 2)

    tell window TradeWindow

        put TradeName into field (member "Trader1")
        put MyName into field (member "Trader2")

        set the visible of sprite 2 = FALSE
        set the visible of sprite 4 = FALSE
        set the visible of sprite 3 = FALSE
        set the visible of sprite 5 = TRUE
        set the visible of sprite 6 = TRUE

        repeat with x = 9 to 40
            set the visible of sprite x = TRUE
        end repeat

        put "" into field (member "P1ItemAmount1")
        put "" into field (member "P1ItemAmount2")
        put "" into field (member "P1ItemAmount3")
        put "" into field (member "P1ItemAmount4")
        put "" into field (member "P1ItemAmount5")
        put "" into field (member "P1ItemAmount6")
        put "" into field (member "P1ItemAmount7")
        put "" into field (member "P1ItemAmount8")
        put "" into field (member "P1ItemAmount9")
        put "" into field (member "P1ItemAmount10")
        put "" into field (member "P1ItemAmount11")
        put "" into field (member "P1ItemAmount12")
        put "" into field (member "P1ItemAmount13")
        put "" into field (member "P1ItemAmount14")
        put "" into field (member "P1ItemAmount15")
        put "" into field (member "P1ItemAmount16")

        put "" into field (member "P1Item1")
        put "" into field (member "P1Item2")
        put "" into field (member "P1Item3")
        put "" into field (member "P1Item4")
        put "" into field (member "P1Item5")
        put "" into field (member "P1Item6")
        put "" into field (member "P1Item7")
        put "" into field (member "P1Item8")
    end tell
end FirstTradeBack

```

```

put "" into field (member "P1Item8")
put "" into field (member "P1Item9")
put "" into field (member "P1Item10")
put "" into field (member "P1Item11")
put "" into field (member "P1Item12")
put "" into field (member "P1Item13")
put "" into field (member "P1Item14")
put "" into field (member "P1Item15")
put "" into field (member "P1Item16")

```

```

repeat with x = 1 to 16

```

```

    set the itemdelimiter = "|"
    set CurItem = item x of SndxList

```

```

    if CurItem <> "" then
        set the itemdelimiter = ":"
        set ItemName = item 1 of CurItem
        set ItemAmount = item 2 of CurItem
        set ItemNameMember = "P1Item" & x
        set ItemAmountMember = "P1ItemAmount" & x
        put ItemName into field (member ItemNameMember)
        put ItemAmount into field (member ItemAmountMember)
    end if

```

```

    set the ItemDelimiter = "|"
end repeat

```

```

put "0" into field (member "P2ItemAmount1")
put "0" into field (member "P2ItemAmount2")
put "0" into field (member "P2ItemAmount3")
put "0" into field (member "P2ItemAmount4")
put "0" into field (member "P2ItemAmount5")
put "0" into field (member "P2ItemAmount6")
put "0" into field (member "P2ItemAmount7")
put "0" into field (member "P2ItemAmount8")
put "0" into field (member "P2ItemAmount9")
put "0" into field (member "P2ItemAmount10")
put "0" into field (member "P2ItemAmount11")
put "0" into field (member "P2ItemAmount12")
put "0" into field (member "P2ItemAmount13")
put "0" into field (member "P2ItemAmount14")
put "0" into field (member "P2ItemAmount15")
put "0" into field (member "P2ItemAmount16")

```

```

set the itemdelimiter = "-"

```

```

put "Gold" into field (member "P2Item1")
put item 1 of line 1 of EQList into field (member "P2Item2")
put item 1 of line 2 of EQList into field (member "P2Item3")
put item 1 of line 3 of EQList into field (member "P2Item4")
put item 1 of line 4 of EQList into field (member "P2Item5")
put item 1 of line 5 of EQList into field (member "P2Item6")
put item 1 of line 6 of EQList into field (member "P2Item7")
put item 1 of line 7 of EQList into field (member "P2Item8")
put item 1 of line 8 of EQList into field (member "P2Item9")
put item 1 of line 9 of EQList into field (member "P2Item10")
put item 1 of line 10 of EQList into field (member "P2Item11")
put item 1 of line 11 of EQList into field (member "P2Item12")
put item 1 of line 12 of EQList into field (member "P2Item13")
put item 1 of line 13 of EQList into field (member "P2Item14")
put item 1 of line 14 of EQList into field (member "P2Item15")
put item 1 of line 15 of EQList into field (member "P2Item16")

```

```

member("P2ItemAmount1").editable = TRUE
member("P2ItemAmount2").editable = TRUE
member("P2ItemAmount3").editable = TRUE
member("P2ItemAmount4").editable = TRUE
member("P2ItemAmount5").editable = TRUE
member("P2ItemAmount6").editable = TRUE
member("P2ItemAmount7").editable = TRUE
member("P2ItemAmount8").editable = TRUE
member("P2ItemAmount9").editable = TRUE
member("P2ItemAmount10").editable = TRUE
member("P2ItemAmount11").editable = TRUE
member("P2ItemAmount12").editable = TRUE
member("P2ItemAmount13").editable = TRUE
member("P2ItemAmount14").editable = TRUE
member("P2ItemAmount15").editable = TRUE
member("P2ItemAmount16").editable = TRUE

```

```

member("P1ItemAmount1").editable = FALSE
member("P1ItemAmount2").editable = FALSE
member("P1ItemAmount3").editable = FALSE
member("P1ItemAmount4").editable = FALSE
member("P1ItemAmount5").editable = FALSE
member("P1ItemAmount6").editable = FALSE
member("P1ItemAmount7").editable = FALSE
member("P1ItemAmount8").editable = FALSE
member("P1ItemAmount9").editable = FALSE
member("P1ItemAmount10").editable = FALSE
member("P1ItemAmount11").editable = FALSE

```

```

member("P1ItemAmount11").editable = FALSE
member("P1ItemAmount12").editable = FALSE
member("P1ItemAmount13").editable = FALSE
member("P1ItemAmount14").editable = FALSE
member("P1ItemAmount15").editable = FALSE
member("P1ItemAmount16").editable = FALSE

repeat with x = 41 to 72
    set the visible of sprite x = TRUE
end repeat

end tell

window(TradeWindow).visible = TRUE
window(TradeWindow).visible = TRUE

end

on OpenTradeWindow
    Global TradeWindow, TradeName, TradeInProgress, MyName

    if TradeInProgress = TRUE then exit

    if the platform contains "Mac" then set Demm = ":"
    if the platform contains "Win" then set Demm = "/"

    window(the ApplicationPath & "DAT" & Demm & "TradeWindow").open()
    window(the ApplicationPath & "DAT" & Demm & "TradeWindow").title = "Make a Trade"

    set TradeWindow = the ApplicationPath & "DAT" & Demm & "TradeWindow"
    window(TradeWindow).windowtype = 3

    set EQList = field (member "Inventory" of castlib 2)

    tell window TradeWindow

        put TradeName into field (member "Trader2")
        put MyName into field (member "Trader1")

        set the visible of sprite 2 = TRUE
        set the visible of sprite 4 = TRUE
        set the visible of sprite 3 = FALSE
        set the visible of sprite 5 = FALSE
        set the visible of sprite 6 = FALSE

        repeat with x = 41 to 72
            set the visible of sprite x = FALSE
        end repeat

        put "0" into field (member "P1ItemAmount1")
        put "0" into field (member "P1ItemAmount2")
        put "0" into field (member "P1ItemAmount3")
        put "0" into field (member "P1ItemAmount4")
        put "0" into field (member "P1ItemAmount5")
        put "0" into field (member "P1ItemAmount6")
        put "0" into field (member "P1ItemAmount7")
        put "0" into field (member "P1ItemAmount8")
        put "0" into field (member "P1ItemAmount9")
        put "0" into field (member "P1ItemAmount10")
        put "0" into field (member "P1ItemAmount11")
        put "0" into field (member "P1ItemAmount12")
        put "0" into field (member "P1ItemAmount13")
        put "0" into field (member "P1ItemAmount14")
        put "0" into field (member "P1ItemAmount15")
        put "0" into field (member "P1ItemAmount16")

        set the itemdelimiter = "-"

        put "Gold" into field (member "P1Item1")
        put item 1 of line 1 of EQList into field (member "P1Item2")
        put item 1 of line 2 of EQList into field (member "P1Item3")
        put item 1 of line 3 of EQList into field (member "P1Item4")
        put item 1 of line 4 of EQList into field (member "P1Item5")
        put item 1 of line 5 of EQList into field (member "P1Item6")
        put item 1 of line 6 of EQList into field (member "P1Item7")
        put item 1 of line 7 of EQList into field (member "P1Item8")
        put item 1 of line 8 of EQList into field (member "P1Item9")
        put item 1 of line 9 of EQList into field (member "P1Item10")
        put item 1 of line 10 of EQList into field (member "P1Item11")
        put item 1 of line 11 of EQList into field (member "P1Item12")
        put item 1 of line 12 of EQList into field (member "P1Item13")
        put item 1 of line 13 of EQList into field (member "P1Item14")
        put item 1 of line 14 of EQList into field (member "P1Item15")
        put item 1 of line 15 of EQList into field (member "P1Item16")

        member("P1ItemAmount1").editable = TRUE
        member("P1ItemAmount2").editable = TRUE
        member("P1ItemAmount3").editable = TRUE
        member("P1ItemAmount4").editable = TRUE
        member("P1ItemAmount5").editable = TRUE
        member("P1ItemAmount6").editable = TRUE
        member("P1ItemAmount7").editable = TRUE

```

```

member("P1ItemAmount7").editable = TRUE
member("P1ItemAmount8").editable = TRUE
member("P1ItemAmount9").editable = TRUE
member("P1ItemAmount10").editable = TRUE
member("P1ItemAmount11").editable = TRUE
member("P1ItemAmount12").editable = TRUE
member("P1ItemAmount13").editable = TRUE
member("P1ItemAmount14").editable = TRUE
member("P1ItemAmount15").editable = TRUE
member("P1ItemAmount16").editable = TRUE

member("P2ItemAmount1").editable = FALSE
member("P2ItemAmount2").editable = FALSE
member("P2ItemAmount3").editable = FALSE
member("P2ItemAmount4").editable = FALSE
member("P2ItemAmount5").editable = FALSE
member("P2ItemAmount6").editable = FALSE
member("P2ItemAmount7").editable = FALSE
member("P2ItemAmount8").editable = FALSE
member("P2ItemAmount9").editable = FALSE
member("P2ItemAmount10").editable = FALSE
member("P2ItemAmount11").editable = FALSE
member("P2ItemAmount12").editable = FALSE
member("P2ItemAmount13").editable = FALSE
member("P2ItemAmount14").editable = FALSE
member("P2ItemAmount15").editable = FALSE
member("P2ItemAmount16").editable = FALSE

repeat with x = 9 to 40
  set the visible of sprite x = TRUE
end repeat

end tell

window(TradeWindow).visible = TRUE
window(TradeWindow).visible = TRUE

set TradeInProgress = TRUE
end

on SortIM UserName, TextToSort
  Global IMWindow1, IMWindow2, IMWindow3, IMWindow4, IMWindow5, IMWindow6, IMWindow7, IMWindow8, IMWindow9, IMWindow10
  Global MyIMWindow, AwayMessage, AwayMessageWindow, gConnect, MyName

  if AwayMessage = VOID then set AwayMessage = "OFF"

  if AwayMessage <> "OFF" then

    if AwayMessageWindow <> VOID then

      tell window AwayMessageWindow

        set Msgs = field (member "Messages")
        set Msgs = Msgs & UserName & ": " & TextToSort & RETURN
        put Msgs into field (member "Messages")

        if UserName <> MyName then
          set TheGoods = "MG@ " & AwayMessage
          errCode = SendNetMessage(gConnect, UserName, "Chatmsg", TheGoods)
        end if

      end tell

      exit
    end if

  end if

  set WhichWin = 0
  if IMWindow1 = UserName then set WhichWin = 1
  if IMWindow2 = UserName then set WhichWin = 2
  if IMWindow3 = UserName then set WhichWin = 3
  if IMWindow4 = UserName then set WhichWin = 4
  if IMWindow5 = UserName then set WhichWin = 5
  if IMWindow6 = UserName then set WhichWin = 6
  if IMWindow7 = UserName then set WhichWin = 7
  if IMWindow8 = UserName then set WhichWin = 8
  if IMWindow9 = UserName then set WhichWin = 9
  if IMWindow10 = UserName then set WhichWin = 10

  if WhichWin = 0 then
    set OpeningNew = TRUE
    if IMWindow10 = VOID then set WhichWin = 10
    if IMWindow9 = VOID then set WhichWin = 9
    if IMWindow8 = VOID then set WhichWin = 8
    if IMWindow7 = VOID then set WhichWin = 7

```



```
    if IMWindow7 = VOID then set WhichWin = 7
    if IMWindow6 = VOID then set WhichWin = 6
    if IMWindow5 = VOID then set WhichWin = 5
    if IMWindow4 = VOID then set WhichWin = 4
    if IMWindow3 = VOID then set WhichWin = 3
    if IMWindow2 = VOID then set WhichWin = 2
    if IMWindow1 = VOID then set WhichWin = 1

    if WhichWin = 0 then set WhichWin = random(10)
end if

if WhichWin = 1 then set IMWindow1 = UsersName
if WhichWin = 2 then set IMWindow2 = UsersName
if WhichWin = 3 then set IMWindow3 = UsersName
if WhichWin = 4 then set IMWindow4 = UsersName
if WhichWin = 5 then set IMWindow5 = UsersName
if WhichWin = 6 then set IMWindow6 = UsersName
if WhichWin = 7 then set IMWindow7 = UsersName
if WhichWin = 8 then set IMWindow8 = UsersName
if WhichWin = 9 then set IMWindow9 = UsersName
if WhichWin = 10 then set IMWindow10 = UsersName

set MyIMWindow = "IMWin" & WhichWin

if the platform contains "Mac" then set Demm = ":"
if the platform contains "Win" then set Demm = "/"

if OpeningNew = TRUE then
    window(the ApplicationPath & "DAT" & Demm & MyIMWindow).open()
end if

window(the ApplicationPath & "DAT" & Demm & MyIMWindow).title = "IM from " & UsersName

set MyIMWindow = the ApplicationPath & "DAT" & Demm & MyIMWindow
window(MyIMWindow).windowtype = 4
window(MyIMWindow).visible = TRUE
updatestage
window(MyIMWindow).visible = TRUE

if OpeningNew = TRUE then
    tell window MyIMWindow
        put "" into field (member "Send")
        put "" into field (member "Receive")
    end tell
end if

tell window MyIMWindow
    set OldD = field (member "Receive")
    set OldD = OldD & UsersName & ": " & TextToSort & RETURN
    put OldD into field (member "Receive")
end tell

end
```

Read_EditNewsPaper (Internal)

```

on EditNewsPaper
  Global NewsPaperGUIWindow, NewsPaper, P1Returned, P2Returned, P3Returned, gConnect

  if the platform contains "Mac" then set Demm = ":"
  if the platform contains "Win" then set Demm = "/"

  window(the ApplicationPath & "DAT" & Demm & "NewsPaperGUI").open()
  window(the ApplicationPath & "DAT" & Demm & "NewsPaperGUI").title = " "

  set NewsPaperGUIWindow = the ApplicationPath & "DAT" & Demm & "NewsPaperGUI"
  window(NewsPaperGUIWindow).windowtype = 4

  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ReadNewspaperGUI", #content:"x"])
end

on ReadNewsPaperNowGUI(NewsPaper)
  Global NewsPaperWindow, NewsPaper, P1Returned, P2Returned, P3Returned

  put NewsPaper

  if the platform contains "Mac" then set Demm = ":"
  if the platform contains "Win" then set Demm = "/"

  window(the ApplicationPath & "DAT" & Demm & "NewsPaperGUI").open()
  window(the ApplicationPath & "DAT" & Demm & "NewsPaperGUI").title = " "

  set NewsPaperGUIWindow = the ApplicationPath & "DAT" & Demm & "NewsPaperGUI"
  window(NewsPaperGUIWindow).windowtype = 4

  set the itemdelimiter = "`"

  tell window NewsPaperGUIWindow

    put item 1 of NewsPaper into field (member "Photo1Name")
    put item 2 of NewsPaper into field (member "Photo2Name")
    put item 3 of NewsPaper into field (member "Photo3Name")

    put item 4 of NewsPaper into field (member "Newspaper1")
    put item 5 of NewsPaper into field (member "Newspaper2")
    put item 6 of NewsPaper into field (member "Newspaper3")
    put item 7 of NewsPaper into field (member "Newspaper4")
    put item 8 of NewsPaper into field (member "Newspaper5")
    put item 9 of NewsPaper into field (member "Newspaper6")

  end tell

end

on ReadNewsPaperNow(NewsPaper)
  Global NewsPaperWindow, NewsPaper, P1Returned, P2Returned, P3Returned

  if the platform contains "Mac" then set Demm = ":"
  if the platform contains "Win" then set Demm = "/"

  window(the ApplicationPath & "DAT" & Demm & "NewsPaper").open()
  window(the ApplicationPath & "DAT" & Demm & "NewsPaper").title = " "

  set NewsPaperWindow = the ApplicationPath & "DAT" & Demm & "NewsPaper"
  window(NewsPaperWindow).windowtype = 4

  set the itemdelimiter = "`"

  tell window NewsPaperWindow

    put item 4 of NewsPaper into field (member "Newspaper1")
    put item 5 of NewsPaper into field (member "Newspaper2")
    put item 6 of NewsPaper into field (member "Newspaper3")
    put item 7 of NewsPaper into field (member "Newspaper4")
    put item 8 of NewsPaper into field (member "Newspaper5")
    put item 9 of NewsPaper into field (member "Newspaper6")

    if P1Returned <> TRUE then set the visible of sprite 2 = FALSE
    if P2Returned <> TRUE then set the visible of sprite 3 = FALSE
    if P3Returned <> TRUE then set the visible of sprite 4 = FALSE

    if P1Returned = TRUE then set the visible of sprite 2 = TRUE
    if P2Returned = TRUE then set the visible of sprite 3 = TRUE
    if P3Returned = TRUE then set the visible of sprite 4 = TRUE
  end tell

end

on Photo1Send(PhotoOne)
  Global NewsPaperWindow, PhotoOne, P1Returned

```

```
member(494).media = PhotoOne
PhotoOne = member(494).image
```

```
if NewsPaperWindow = VOID then exit
```

```
tell window NewsPaperWindow
  member("Photo1").image.copyPixels(PhotoOne, member("Photo1").rect, PhotoOne.rect)
  set the visible of sprite 2 = TRUE
  set P1Returned = TRUE
  set the visible of sprite 2 = TRUE
  updatestage
  set the visible of sprite 2 = TRUE
  set the visible of sprite 2 = TRUE
end tell
end
```

```
on Photo2Send(PhotoTwo)
  Global NewsPaperWindow, PhotoTwo, P2Returned
```

```
member(495).media = PhotoTwo
PhotoTwo = member(495).image
```

```
if NewsPaperWindow = VOID then exit
```

```
tell window NewsPaperWindow
  member("Photo2").image.copyPixels(PhotoTwo, member("Photo2").rect, PhotoTwo.rect)
  set the visible of sprite 3 = TRUE
  set P2Returned = TRUE
  set the visible of sprite 3 = TRUE
  updatestage
  set the visible of sprite 3 = TRUE
end tell
end
```

```
on Photo3Send(PhotoThree)
  Global NewsPaperWindow, PhotoThree, P3Returned
```

```
member(496).media = PhotoThree
PhotoThree = member(496).image
```

```
if NewsPaperWindow = VOID then exit
```

```
tell window NewsPaperWindow
  member("Photo3").image.copyPixels(PhotoThree, member("Photo3").rect, PhotoThree.rect)
  set the visible of sprite 4 = TRUE
  set P3Returned = TRUE
  set the visible of sprite 4 = TRUE
  set the visible of sprite 4 = TRUE
  updatestage
  set the visible of sprite 4 = TRUE
end tell
end
```

```
on ViewNewsPaper(NWpaper)
```

```
end
```

```
on CheckHackNameNowYo
  Global YourHackName, MyName
```

```
set xxxxx = YourHackName
```

```
repeat with x = 1 to 30
  if char x of YourHackName = "0" then put "a" into char x of xxxxx
  if char x of YourHackName = "1" then put "e" into char x of xxxxx
  if char x of YourHackName = "2" then put "i" into char x of xxxxx
  if char x of YourHackName = "3" then put "o" into char x of xxxxx
  if char x of YourHackName = "4" then put "u" into char x of xxxxx
  if char x of YourHackName = "5" then put "b" into char x of xxxxx
  if char x of YourHackName = "6" then put "r" into char x of xxxxx
  if char x of YourHackName = "7" then put "s" into char x of xxxxx
  if char x of YourHackName = "8" then put "t" into char x of xxxxx
  if char x of YourHackName = "9" then put "m" into char x of xxxxx
end repeat
```

```
if xxxxx <> MyName then
  alert "Stop hacking your name"
  gConnect = 0
  play frame 1
end if
```

```
end
```

```
on SoundPlay SoundDat
  Global SFX
```

```
set the itemdelimiter = ":"
```

```

set the itemdelimiter = ":"
set SoundName = item 1 of SoundDat
set SoundChan = integer(item 2 of SoundDat)
set SoundVol = integer(item 3 of SoundDat)

```

```

sound(SoundChan).volume = SoundVol
if SFX <> "OFF" then puppetsound SoundChan, SoundName

```

```

end

```

```

on takeAPicture
  Global WereTakingPicture

```

```

  if the locH of sprite 200 > 72 then
    if the locH of sprite 200 < 533 then
      if the locV of sprite 200 > 67 then
        if the locV of sprite 200 < 377 then

          set the visible of sprite 200 = FALSE
          updatestage
          set stageImage = (the stage).image
          set spriteImage = stageImage.crop(sprite(200).rect)
          member("Painting").image = spriteImage
          updatestage
          set the member of sprite 200 = (member "L1n")
          set the locV of sprite 200 = -500

```

```

          set WereTakingPicture = FALSE
          SavePhoto
          exit
        end if
      end if
    end if
  end if

```

```

  set TheText = "You can't take a picture here!"
  AddToChat(TheText)

```

```

end

```

```

on EndOnHigh
  global gConnect
  put "..... .."

```

```

  MassBanMe
  set gConnect = 0
  play frame 1
  exit

```

```

end

```

```

on xRunProSend
  put "... .."
  Global gConnect

```

```

  gConnect = 0
  quit

```

```

end

```

511 (Internal)

512 (Internal)

1 (DBAdmin)

```
on exitFrame me
  go the frame
end
```

UserList (DBAdmin)

```
on mouseUp
  Global CharSelected, CharNumSelected

  hilite line (the lineCount of (member "UserList" of castlib 2) + 1) of field (member "UserList" of castlib 2)
  set opponent = 0
  set name = line the mouseLine of field (member "UserList" of castlib 2)

  set CharSelected to name
  set CharNumSelected = the mouseLine
  hilite line CharNumSelected of field (member "UserList" of castlib 2)

  if CharSelected = "" then set CharNumSelected = 0

end
```

MonsterList (DBAdmin)

```
on mouseUp
  Global MonsterSelected, MonsterNumSelected

  hilite line (the lineCount of (member "MonsterList" of castlib 2) + 1) of field (member "MonsterList" of castlib 2)
  set opponent = 0
  set name = line the mouseLine of field (member "MonsterList" of castlib 2)

  set MonsterSelected to name
  set MonsterNumSelected = the mouseLine
  hilite line MonsterNumSelected of field (member "MonsterList" of castlib 2)

  if MonsterSelected = "" then set MonsterNumSelected = 0

end
```

ItemList (DBAdmin)

```
on mouseUp
  Global ItemSelected, ItemNumSelected

  hilite line (the lineCount of (member "ItemList" of castlib 2) + 1) of field (member "ItemList" of castlib 2)
  set opponent = 0
  set name = line the mouseLine of field (member "ItemList" of castlib 2)

  set ItemSelected to name
  set ItemNumSelected = the mouseLine
  hilite line ItemNumSelected of field (member "ItemList" of castlib 2)

  if ItemSelected = "" then set ItemNumSelected = 0

end
```

MyClassName (DBAdmin)

```
on mouseUp
  Global FctCnt

end
```

Inventory (DBAdmin)

```
on mouseUp
    Global SelInventory, InvenNumSel
    Global SFX

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"

    hilite line (the lineCount of (member "Inventory" of castlib 2) + 1) of field (member "Inventory" of castlib 2)
    set opponent = 0
    set name = line the mouseLine of field (member "Inventory" of castlib 2)

    set SelInventory to name
    set InvenNumSel = the mouseLine
    hilite line InvenNumSel of field (member "Inventory" of castlib 2)

    if SelInventory = "" then set InvenNumSel = 0
end
```

Spellbook (DBAdmin)

```
on mouseUp
    Global SpellSelected, SpellNumSelected
    Global SFX

    loadspells

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"

    hilite line (the lineCount of (member "spellbook" of castlib 2) + 1) of field (member "spellbook" of castlib 2)
    set opponent = 0
    set name = line the mouseLine of field (member "spellbook" of castlib 2)

    set SpellSelected to name
    set SpellNumSelected = the mouseLine
    hilite line SpellNumSelected of field (member "spellbook" of castlib 2)

    if SpellSelected = "" then set SpellNumSelected = 0
end
```

areatext (DBAdmin)

```
on mouseUp
    global CharMap, SPMax, SP

    -- alert "" & CharMap

end
```

44 (DBAdmin)

```
on mouseUp
    Global DownloadRotate, GameDownload
    set DownloadRotate = 1

    set GameDownload = downloadNetThing("http://NotUsedAnymore.com", the applicationpath&"NotUsedAnymore.exe")

end
```

49 (DBAdmin)

```
on mouseUp
    set the actorlist = []
    quit
end
```

50 (DBAdmin)

```
on exitFrame me
  global gConnect, TileSelected, ClickType, DoIGetTheNews, CharMap
  Global xLayer, TileSetNum
  Global PaintBrush
  Global TileSetNum

  put "" into field (member "WEChat")

  set PaintBrush = 1
  set TileSetNum = 1
  set xLayer = 1

  set ClickType = "tile"

  set TileSelected = "G1"

  set TheTileList = field (member "BlockedListX" of castlib "MapGFX")

  if TheTileList contains TileSelected then
    set the member of sprite 142 = (member "NAY" of castlib "WorldEdit")
  else
    set the member of sprite 142 = (member "YAY" of castlib "WorldEdit")
  end if

  repeat with x = 1 to 300
    set the visible of sprite x = TRUE
  end repeat

  repeat with x = 1 to 300
    set the locZ of sprite x = x
  end repeat

  set the blend of sprite 297 = 100
  set the blend of sprite 298 = 100

  set the visible of sprite 275 = FALSE
  set the visible of sprite 276 = FALSE
  set the visible of sprite 277 = FALSE
  set the visible of sprite 278 = FALSE
  set the visible of sprite 279 = FALSE
  set the visible of sprite 280 = FALSE

  set the visible of sprite 290 = FALSE
  set the visible of sprite 291 = FALSE
  set the visible of sprite 292 = FALSE
  set the visible of sprite 293 = FALSE
  set the visible of sprite 294 = FALSE
  set the visible of sprite 295 = FALSE

  set the locZ of sprite 290 = 8900
  set the locZ of sprite 291 = 8901
  set the locZ of sprite 292 = 8902
  set the locZ of sprite 293 = 8903
  set the locZ of sprite 294 = 8904
  set the locZ of sprite 295 = 8905

  set the locZ of sprite 275 = 8910
  set the locZ of sprite 276 = 8911
  set the locZ of sprite 277 = 8912
  set the locZ of sprite 278 = 8913
  set the locZ of sprite 279 = 8914
  set the locZ of sprite 280 = 8915

  set the visible of sprite 286 = FALSE
  set the visible of sprite 287 = FALSE
  set the visible of sprite 288 = FALSE

  set the locZ of sprite 100 = 2
  set the locZ of sprite 101 = 3
  set the locZ of sprite 1 = 1

  set TheMap = CharMap

  set the itemdelimiter = "y"

  set AnY = item 2 of TheMap
  set AnX = item 1 of TheMap
  if char 1 of AnX = "x" then delete char 1 of AnX

  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMapX",#content:TheMap & ".txt"])

  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadItemsX",#content:TheMap & "i.txt"])
```

```
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadItemsX",#content:TheMap & "i.txt"])
```

```
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMobsX",#content:TheMap & ".txt"])
```

```
set DoIGetTheNews = FALSE
```

```
put AnX into field (member "X" of castlib "WorldEdit")
put AnY into field (member "Y" of castlib "WorldEdit")
```

```
put "" into field (member "MonsterList" of castlib "WorldEdit")
```

```
set the locZ of sprite 1 = 1
set the locZ of sprite 100 = 3
set the locZ of sprite 102 = 2
set the locZ of sprite 101 = 4
```

```
set the locZ of sprite 356 = 9998
set the locZ of sprite 362 = 9999
```

```
--if TileSetNum = VOID then set TileSetNum = 0
set TileSetNum = TileSetNum + 1
```

```
NextStart = 1
```

```
--if TileSetNum = 1 then set NextStart = 1
--if TileSetNum = 2 then set NextStart = 61
--if TileSetNum = 3 then set NextStart = 121
--if TileSetNum = 4 then set NextStart = 181
--if TileSetNum = 5 then set NextStart = 241
--if TileSetNum = 6 then set NextStart = 301
--if TileSetNum = 7 then set NextStart = 361
--if TileSetNum = 8 then set NextStart = 421
--if TileSetNum = 9 then set NextStart = 481
--if TileSetNum = 10 then set NextStart = 541
```

```
repeat with x = 5 to 64
```

```
    --if NextStart > 600 then exit
    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
end repeat
```

```
end
```

SetAttribute (DBUser)

```
global gConnect
```

```
on mouseUp
    whichUserID = member("DBUser_SetAttribute_userID").text
    whichAttribute = symbol(member("DBUser_SetAttribute_attribute").text)
    whichValue = member("DBUser_SetAttribute_value").text
```

```
contents = [ : ]
attributeContents = [ : ]
```

```
addProp attributeContents, whichAttribute, whichValue
```

```
addProp contents, #userID, whichUserID
addProp contents, #attribute, attributeContents
```

```
-----
--System.DBUser.SetAttribute
-----
```

```
errCode = gConnect.sendNetMessage("System.DBUser.SetAttribute", "SetAttribute", contents)
```

```
if errCode <> 0 then
    put "Error with System.DBUser.SetAttribute command : " & gConnect.getNetErrorString(errCode)&RETURN after member
"message"
end if
```

```
end
```

GetAttribute (DBUser)

```

global gConnect

on mouseUp
    whichUserID = member("DBUser_GetAttribute_userID").text
    whichAttribute = symbol(member("DBUser_GetAttribute_attribute").text)

    -----
    --System.DBUser.GetAttribute
    -----

    errCode = gConnect.sendNetMessage("System.DBUser.GetAttribute", "GetAttribute", [#userID: whichUserID, #attribute:
whichAttribute ])

    if errCode <> 0 then
        put "Error with System.DBUser.GetAttribute command : " & gConnect.getNetErrorString(errCode)&RETURN after member
"message"
    end if
end
end

```

GetAttributeNames (DBUser)

```

global gConnect

on mouseUp
    whichUserID = symbol(member("DBUser_GetAttributeNames_userID").text)

    -----
    --System.DBUser.GetAttributeNames
    -----

    errCode = gConnect.sendNetMessage("System.DBUser.GetAttributeNames", "GetAttributeNames", [#userID: whichUserID])

    if errCode <> 0 then
        put "Error with System.DBUser.GetAttributeNames command : " & gConnect.getNetErrorString(errCode)&RETURN after member
"message"
    end if
end
end

```

DeleteAttribute (DBUser)

```

global gConnect

on mouseUp
    whichUserID = member("DBUser_DeleteAttribute_userID").text
    whichAttribute = symbol(member("DBUser_DeleteAttribute_attribute").text)
    -----
    --System.DBUser.DeleteAttribute
    -----

    errCode = gConnect.sendNetMessage("System.DBUser.DeleteAttribute", "DeleteAttribute", [#userID: whichUserID, #attribute :
whichAttribute])

    if errCode <> 0 then
        put "Error with System.DBUser.DeleteAttribute command : " & gConnect.getNetErrorString(errCode)&RETURN after member
"message"
    end if
end
end

```

12 (Names)

```

on exitFrame me

end

```


24 (Names)

```

Global TheDatToSort, CharMap, CharXY, CharHead, CharBody, MyName, gConnect, TheMap, ItClickBlock, IAmImmortal
Global Char1CurH, Char1CurV, Char1MoveLR, Char1MoveUD, Char1anime, Char1Moving, Spritel12Anim, GiveBlocker
Global Char1GoH, Char1GoV, NewMapToLoad, NewMapH, NewMapV, NewMapGo, Char1Heading, DropOutNow, JailTime, LeftHandE
Global KeyLockOut, ClickTick, Spritel12AtkAnim, HP, ImDead, DrawNow, M1Pause, M2Pause, M3Pause, M4Pause, M5Pause, Player1,
Player2
Global HPMax, SPMax, Level, SP, DefenseBonus, DefenseCounter, FiveMinCountdown, SpeedHackProt, CharEditProt,
DoorLockCountdown
Global AttackBonus, AttackCounter, HoldCounter, MyCharacterIsAnAdmin, DontLetHimMove, MusicGO, AtDelay, MorphCounter,
NPCSpellBlock
Global NextFood, FoodCounter, NextPotion, PotionCounter, MyVehicle, ChatCountDown, CarpentryCounter, NextBuild, WhichBAmI
Global NextSmith, SmithCounter, BreakCount, MapSaveLockOut, MonDropCntttt, DeathPauseCouunter, ItemActionPause, ComplexFX,
MyH, MyV
Global Vehicle, SlotCounter, GameResetCounter, GameGroup, DeathStopRespawnTimer, FctCnt, CanMdfy, Hunger, CameraFollow,
RPGName
Global FireSwordCounter, SpellSelected, MagicDefCounter, AnimatedTileCount, AnimatedTileCountx, WeCanDrawYay, ExtraAnimation
Global LoopAnimCount, CurTune, MusicTempo, Curnote, MusicCounter, PiggieCountdown, MyLocXY, iiMapDat, PowerUpBar,
SmokeBombTick, JoinedBJ
Global WhichIns, MusicDat, xTempo, xInstrument, xMusicDat, xTicker, CurTicker, xWhichNote, MyMusicObject, MusicTickTock,
RendChar
Global CharSaveBlock, SizzleCount, Cheatdat, MyIPAddress, WereTakingPicture, Regged, RegCountDown, fyi95, CanIAttack

```

```

on exitFrame

```

```

    set Regged = TRUE

```

```

    if fyi95 > 0 then
        set fyi95 = fyi95 - 1
        if fyi95 = 0 then set gConnect = 0
        if fyi95 = 0 then play frame 1
    end if

```

```

    if random(60) = 1 then CheckHackNameNowYo
    if random(60) = 1 then SortTheServerEQAgain

```

```

    if WereTakingPicture = TRUE then
        set the locH of sprite 200 = the mouseH
        set the locV of sprite 200 = the mouseV
    end if

```

```

    if SizzleCount > 0 then
        set SizzleCount = SizzleCount - 1
    end if

```

```

    if CharSaveBlock > 0 then set CharSaveBlock = CharSaveBlock - 1
    if NPCSpellBlock > 0 then set NPCSpellBlock = NPCSpellBlock - 1

```

```

    if JoinedBJ = 3 then
        set JoinedBJ = 0
        set the member of sprite 333 = (member "5gSM" of castlib "Casino")
        set SLMTH = 5429
        set the member of sprite 334 = (member "clrrr" of castlib "Casino")
        set the member of sprite 335 = (member "clrrr" of castlib "Casino")
        set the member of sprite 336 = (member "clrrr" of castlib "Casino")

```

```

        repeat with x = 333 to 336
            set the visible of sprite x = TRUE
        end repeat

```

```

        set KeyLockOut = TRUE
    end if

```

```

    if JoinedBJ = 1 then
        set JoinedBJ = 0
        updatestage
        ResetBlackJackGame
        updatestage
        set the member of sprite 333 = (member "BlackjackTable" of castlib "Casino")
        updatestage
        set the visible of sprite 333 = TRUE
        repeat with x = 338 to 354
            set the visible of sprite x = TRUE
        end repeat
        set the editable of (member "P1Bid" of castlib "Casino") = TRUE
        set the editable of (member "P2Bid" of castlib "Casino") = FALSE
        put RPGName into field (member "P1name" of castlib "Casino")
        put 0 into field (member "P1Bid" of castlib "Casino")
        put "" into field (member "P2name" of castlib "Casino")
        put 0 into field (member "P2Bid" of castlib "Casino")
        set KeyLockOut = TRUE
        set Player2 = FALSE
        set Player1 = TRUE
        JoinGame(MyH, MyV)
    end if

```

```

    if JoinedBJ = 2 then
        set JoinedBJ = 0

```

```

    set JoinedBJ = 0
    updatestage
    ResetBlackJackGame
    updatestage
    set the member of sprite 333 = (member "BlackjackTable" of castlib "Casino")
    updatestage
    set the visible of sprite 333 = TRUE
    repeat with x = 338 to 354
        set the visible of sprite x = TRUE
    end repeat
    set the editable of (member "P2Bid" of castlib "Casino") = TRUE
    set the editable of (member "P1Bid" of castlib "Casino") = FALSE
    put RPGName into field (member "P2name" of castlib "Casino")
    put 0 into field (member "P2Bid" of castlib "Casino")
    put "" into field (member "P1name" of castlib "Casino")
    put 0 into field (member "P1Bid" of castlib "Casino")
    set KeyLockOut = TRUE
    set Player2 = TRUE
    set Player1 = FALSE
    JoinGame(MyH, MyV)
end if

if PiggieCountdown > 0 then set PiggieCountdown = PiggieCountdown - 1

set LoopAnimCount = LoopAnimCount + 1
if LoopAnimCount = 4 then set LoopAnimCount = 1

DefaultMessageHandler

if random(1200) = 1 then BuildCharEgo

if SmokeBombTick > 0 then
    set SmokeBombTick = SmokeBombTick - 1
    if SmokeBombTick = 0 then
        set Dtt = MyName & ":" & "xSmokeoBomb" & ":" & the locH of sprite 112 & ":" & the locV of sprite 112 + 15
        set Dtt = Dtt & ":" & the locH of sprite 112 & ":" & the locV of sprite 112 + 15 & ":" & 1
        gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
    end if

    if MyVehicle = "" then
        if SmokeBombTick = 0 then gConnect.sendNetMessage( "@" & CharMap, "BodyRevert", myName & ":" & WhichBAmI)
        if SmokeBombTick = 0 then gConnect.sendNetMessage( "@" & CharMap, "BodyRevert", myName & ":" & WhichBAmI)
    end if
end if

if DoorLockCountdown > 0 then
    set DoorLockCountdown = DoorLockCountdown - 1
    if DoorLockCountdown = 0 then CloseAllDoors
end if

set AnimatedTileCount = AnimatedTileCount - 1
if AnimatedTileCount = 0 then set AnimatedTileCount = 40
set AnimatedTileCountx = AnimatedTileCountx - 1
if AnimatedTileCountx < 1 then set AnimatedTileCountx = 13

if the frame = 67 then
    if the member of sprite 44 = (member 205 of castlib 1) then
        if SpellSelected = "Portal" then
            set the locH of sprite 5 = the mouseH
            set the locV of sprite 5 = the mouseV
        end if
    end if
end if

if ImDead <> TRUE then
    if sprite 260 intersects sprite 112 then set SPHit = 1
    if sprite 261 intersects sprite 112 then set SPHit = 1
    if sprite 262 intersects sprite 112 then set SPHit = 1
    if sprite 263 intersects sprite 112 then set SPHit = 1
    if sprite 264 intersects sprite 112 then set SPHit = 1
    if sprite 265 intersects sprite 112 then set SPHit = 1
    if sprite 266 intersects sprite 112 then set SPHit = 1
    if sprite 267 intersects sprite 112 then set SPHit = 1
    if sprite 268 intersects sprite 112 then set SPHit = 1
    if sprite 269 intersects sprite 112 then set SPHit = 1
    if sprite 270 intersects sprite 112 then set SPHit = 1
    if SPHit = 1 then SpellCollision
end if

if DeathStopRespawnTimer > 0 then set DeathStopRespawnTimer = DeathStopRespawnTimer - 1
if FctCnt > 0 then RunFactionDrop

if GameResetCounter > 0 then
    set GameResetCounter = GameResetCounter - 1
    if GameResetCounter < 1 then
        if GameGroup <> VOID then gConnect.sendNetMessage( "@" & GameGroup, "ResetGameNow", "x" )
        ResetBlackJackGame
    end if
end if

```

```
if IAmImmortal = FALSE then

    if random(3) = 1 then
        if Hunger > 0 then set Hunger = Hunger - 1
        end if

    if Hunger < 2000 then CheckHunger
    end if

if MorphCounter > 0 then
    set MorphCounter = MorphCounter - 1
    if MorphCounter = 0 then
        set MyBody = field (member "Body" of castlib "TempSave")
        if field (member "Vehicle" of castlib "TempSave") = "" then gConnect.sendNetMessage( "@" & CharMap, "BodyRevert",
myName & ":" & MyBody)
        end if
    end if
end if

if SlotCounter > 0 then SlotRotate
if DeathPauseCouunter > 0 then set DeathPauseCouunter = DeathPauseCouunter - 1

if ItemActionPause > 0 then
    set ItemActionPause = ItemActionPause - 1
    if ItemActionPause = 0 then set CanMdfy = TRUE
end if

if FiveMinCountdown > 0 then
    set FiveMinCountdown = FiveMinCountdown - 1
    if FiveMinCountdown = 0 then LetsGetTime
end if

if MonDropCntttt > 0 then set MonDropCntttt = MonDropCntttt - 1

if GiveBlocker > 0 then set GiveBlocker = GiveBlocker - 1

if SmithCounter > 0 then
    if Random(30) = 1 then PlaySmithAnim
    if SmithCounter = 1 then SmithDone(NextSmith)
    set SmithCounter = SmithCounter - 1
end if

if FoodCounter > 0 then
    if FoodCounter = 1 then FoodCooked(NextFood)
    set FoodCounter = FoodCounter - 1
end if

if CarpentryCounter > 0 then
    if CarpentryCounter = 1 then ItemBuilt(NextBuild)
    set CarpentryCounter = CarpentryCounter - 1
end if

if PotionCounter > 0 then
    if PotionCounter = 1 then PotionMixed(NextPotion)
    set PotionCounter = PotionCounter - 1
end if

if AtDelay = 0 then
    set CanIAttack = TRUE
    if PowerUpBar < 100 then

        if PowerUpBar > 50 then
            set the locH of sprite 63 = the locH of sprite 63 - 2
            if AttackCounter > 0 then set the locH of sprite 63 = the locH of sprite 63 - 2
            end if

        if PowerUpBar < 51 then
            set the locH of sprite 63 = the locH of sprite 63 - 1
            if AttackCounter > 0 then set the locH of sprite 63 = the locH of sprite 63 - 1
            end if

        if AttackCounter > 0 then set PowerUpBar = PowerUpBar + 1
        set PowerUpBar = PowerUpBar + 1
        if PowerUpBar = 0 then set the member of sprite 63 = (member 473)
        if PowerUpBar = 1 then set the member of sprite 63 = (member 473)
        if PowerUpBar = 2 then set the member of sprite 63 = (member 473)
        if PowerUpBar = 3 then set the member of sprite 63 = (member 473)
        if PowerUpBar = 25 then set the member of sprite 63 = (member 472)
        if PowerUpBar = 26 then set the member of sprite 63 = (member 472)
        if PowerUpBar = 27 then set the member of sprite 63 = (member 472)
        if PowerUpBar = 28 then set the member of sprite 63 = (member 472)
        if PowerUpBar = 50 then set the member of sprite 63 = (member 474)
        if PowerUpBar = 51 then set the member of sprite 63 = (member 474)
        if PowerUpBar = 52 then set the member of sprite 63 = (member 474)
        if PowerUpBar = 53 then set the member of sprite 63 = (member 474)
        if PowerUpBar = 75 then set the member of sprite 63 = (member 475)
        if PowerUpBar = 76 then set the member of sprite 63 = (member 475)
        if PowerUpBar = 77 then set the member of sprite 63 = (member 475)
        if PowerUpBar = 78 then set the member of sprite 63 = (member 475)
        end if
    end if
end if
```

```
if AtDelay > 0 then set AtDelay = AtDelay - 1

if MapSaveLockOut = FALSE then
    set FinddddImm = random(600)
    if FinddddImm < 2 then CheckForNekkid
    if FinddddImm < 6 then FindMeImmortal2
    if FinddddImm < 6 then CheckTrees
    if FinddddImm < 6 then CheckRock
    if FinddddImm < 6 then CheckFarm
    if FinddddImm < 3 then CheckIce
    if FinddddImm < 3 then CheckFire
    if FinddddImm < 30 then CheckHoles
    if FinddddImm < 3 then CheckVeg
    if FinddddImm < 10 then DoVeg
end if

if CharMap contains "H" then
    set RaiseRaise = random(10)
    if RaiseRaise = 1 then HouseStrength
end if

if (the Controldown) then

    if ClickTick = 0 then

        set ClickTick = 10
        PickupObj
    end if
end if

if HoldCounter > 0 then set HoldCounter = HoldCounter - 1

if DefenseCounter > 0 then
    set DefenseCounter = DefenseCounter - 1
    if DefenseCounter = 0 then
        set TheText = "Your skin has turned back to normal."
        AddTochat(TheText)
        set DefenseBonus = 0
    end if
end if

if AttackCounter > 0 then
    set AttackCounter = AttackCounter - 1
    if AttackCounter = 0 then
        set TheText = "You no longer feel the power of Argon helping you in battle."
        AddTochat(TheText)
        set AttackBonus = 0
    end if
end if

if FireSwordCounter > 0 then
    set FireSwordCounter = FireSwordCounter - 1
    if FireSwordCounter = 0 then
        set TheText = "The fire from your sword has died down."
        AddTochat(TheText)
        set FireSwordCounter = 0
    end if
end if

if MagicDefCounter > 0 then
    set MagicDefCounter = MagicDefCounter - 1
    if MagicDefCounter = 0 then
        set TheText = "The magic barrier that protects you has died down."
        AddTochat(TheText)
        set MagicDefCounter = 0
    end if
end if

if HP > HPMax + 10 then set Hacker = 1
if SP > SpMax + 10 then set Hacker = 1
set iLevel = Level + 20

if iLevel < HPMax then set Hacker = 1

if Hacker = 1 then
    set Baaah = "ATTENTION: Your character has been hacked either by yourself or by an admin of this server."
    set Baaah = Baaah & " Until the problem has been sorted out, your character is now BANNED by this server."
    alert "" & Baaah
    set CheatDat = MyIPAddress & ":" & "Hacking Level, HP, SP"
    BanMe
    set gConnect = 0
    play frame 1
end if

if JailTime > 0 then
    set JailTime = JailTime - 1
```

```
    set JailTime = JailTime - 1
    if JailTime = 0 then
        if CharMap = "x0y0" then set TheText = "!!! !!! x1000y992 5 5"
        if CharMap = "x0y0" then errCode = sendNetMessage(gConnect, MyName, "Warp", TheText )
    end if
end if

if random(10) = 1 then CheckForBadSprites

if ItClickBlock > 0 then set ItClickBlock = ItClickBlock - 1

if M1Pause > 0 then set M1Pause = M1Pause - 1
if M2Pause > 0 then set M2Pause = M2Pause - 1
if M3Pause > 0 then set M3Pause = M3Pause - 1
if M4Pause > 0 then set M4Pause = M4Pause - 1
if M5Pause > 0 then set M5Pause = M5Pause - 1

if HP < 1 then
    RunDeathScript
    go the frame
end if

if DrawNow = TRUE then

    if the frame = 63 then
        DrawInventory
        set DrawNow = FALSE
    end if
end if

if ClickTick > 0 then set ClickTick = ClickTick - 1

if DontLetHimMove = TRUE then
    go the frame
end if

if KeyLockOut <> TRUE then

    global CanIAttack, CanFightYN

    if KeyPressed(48) then

        if CanIAttack <> FALSE then
            if CanFightYN <> "O" then WorkAttack
            end if

            if CanFightYN = "O" then
                set WeCanAttHere = 0
                set the itemdelimiter = "-"
                set iMyX = integer(item 1 of MyLocXY)
                set iMyY = integer(item 2 of MyLocXY)
                set the itemdelimiter = "#"
                if word iMyX of item iMyY of iiMapDat = "6P" then set WeCanAttHere = 1

                if WeCanAttHere = 1 then WorkAttack

                if WeCanAttHere <> 1 then
                    set TheText = "You cannot fight here!"
                    AddToChat(TheText)
                end if

            end if
        end if

    if Sprite112Anim < 1 then

        LookForExit

        if KeyPressed(123) then set the visible of sprite 106 = FALSE
        if KeyPressed(124) then set the visible of sprite 106 = FALSE
        if KeyPressed(126) then set the visible of sprite 106 = FALSE
        if KeyPressed(125) then set the visible of sprite 106 = FALSE

        if the visible of sprite 110 = TRUE then

            if Sprite112AtkAnim = 0 then

                set OneKeyy = 0

                if the visible of sprite 110 = TRUE then

                    if HoldCounter < 1 then

                        if DropOutNow = 0 then

                            if OneKeyy = 0 then
                                if KeyPressed(123) then MoveLeft
                                if KeyPressed(123) then set OneKeyy = 1
```

```
        if KeyPressed(123) then set OneKeyy = 1
    end if

    if OneKeyy = 0 then
        if KeyPressed(124) then MoveRight
        if KeyPressed(124) then set OneKeyy = 1
    end if

    if OneKeyy = 0 then
        if KeyPressed(126) then MoveUp
        if KeyPressed(126) then set OneKeyy = 1
    end if

    if OneKeyy = 0 then
        if KeyPressed(125) then MoveDown
    end if
    else
        set DropOutNow = 0
    end if
```

```
    end if
end if

end if
end if
```

```
end if
```

```
if the visible of sprite 110 = TRUE then
```

```
    if KeyPressed(123) then set ArrowKey = TRUE
    if KeyPressed(124) then set ArrowKey = TRUE
    if KeyPressed(126) then set ArrowKey = TRUE
    if KeyPressed(125) then set ArrowKey = TRUE
end if
```

```
if ArrowKey <> TRUE then
```

```
    if the visible of sprite 106 = FALSE then set the visible of sprite 106 = TRUE
    end if
end if
```

```
set CharSavv = random(350)
if CharSaveBlock = 0 then
    if CharSavv = 1 then SaveCharacter
end if
```

```
    puppettempo 20
    go the frame
end
```

1 (NPCs)

```
on exitFrame me
    play frame 1
end
```

2 (NPCs)

```
on exitFrame me
    go the frame
end
```

3 (NPCs)

```
on exitFrame me
    go the frame
end
```

4 (NPCs)

```
on exitFrame me

  repeat with x = 1 to 50
    set the visible of sprite x = TRUE
    set the locZ of sprite x = x
  end repeat

end
```

5 (NPCs)

```
on exitFrame me
  Global TileSelected, PaintBrush

  set TileSelected = "1"
  set PaintBrush = 1

  repeat with x = 1 to 80
    set the visible of sprite x = TRUE
    set the locZ of sprite x = x
  end repeat

  set CurMiniMap = ""

  repeat with blah = 1 to 45
    set CurLine = ""

    repeat with thex = 1 to 60
      set CurLine = CurLine & "1"
    end repeat

    set CurMiniMap = CurMiniMap & CurLine & "#"
  end repeat

  put CurMiniMap into field (member "MiniMapDat" of castlib "WorldMapEdit")
  RenderMiniMap
end
```

6 (NPCs)

```
on mouseUp
  play the frame + 1
end
```

NPC1 (NPCs)

```

global NPC1

on beginsprite me

    add the actorlist, me
end

on stepframe

    if the locV of sprite 175 < 0 then exit

    if NPC1 <> VOID then

        set RNDLIST = ""
        set RNDCNT = 0

        if line 1 of NPC1 contains "RND|" then set RNDLIST = RNDLIST & line 1 of NPC1 & RETURN
        if line 2 of NPC1 contains "RND|" then set RNDLIST = RNDLIST & line 2 of NPC1 & RETURN
        if line 3 of NPC1 contains "RND|" then set RNDLIST = RNDLIST & line 3 of NPC1 & RETURN
        if line 4 of NPC1 contains "RND|" then set RNDLIST = RNDLIST & line 4 of NPC1 & RETURN
        if line 5 of NPC1 contains "RND|" then set RNDLIST = RNDLIST & line 5 of NPC1 & RETURN
        if line 6 of NPC1 contains "RND|" then set RNDLIST = RNDLIST & line 6 of NPC1 & RETURN
        if line 7 of NPC1 contains "RND|" then set RNDLIST = RNDLIST & line 7 of NPC1 & RETURN
        if line 8 of NPC1 contains "RND|" then set RNDLIST = RNDLIST & line 8 of NPC1 & RETURN
        if line 9 of NPC1 contains "RND|" then set RNDLIST = RNDLIST & line 9 of NPC1 & RETURN
        if line 10 of NPC1 contains "RND|" then set RNDLIST = RNDLIST & line 10 of NPC1 & RETURN

        if line 1 of NPC1 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 2 of NPC1 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 3 of NPC1 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 4 of NPC1 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 5 of NPC1 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 6 of NPC1 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 7 of NPC1 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 8 of NPC1 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 9 of NPC1 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 10 of NPC1 contains "RND|" then set RNDCNT = RNDCNT + 1

        if RNDLIST <> "" then

            set randomchat = random(900000)
            if line 8 of field member "UserList" = "" then set randomchat = random(900000)
            if line 7 of field member "UserList" = "" then set randomchat = random(80000)
            if line 6 of field member "UserList" = "" then set randomchat = random(54000)
            if line 5 of field member "UserList" = "" then set randomchat = random(19000)
            if line 4 of field member "UserList" = "" then set randomchat = random(14000)
            if line 3 of field member "UserList" = "" then set randomchat = random(9000)
            if line 2 of field member "UserList" = "" then set randomchat = random(2200)

            if randomchat = 1 then

                set WhichLNE = random(RNDCNT)

                set TheRndTxt = line WhichLNE of RNDLIST
                set the itemdelimiter = "|"
                set TheRndTxt = item 2 of TheRndTxt
                set NPCname = member(the member of sprite 175).name
                set TheText = NPCname & " says " & QUOTE & TheRndTxt & QUOTE
                sendTypicalNPCChatMsg(TheText)
            end if
        end if

        -----

    end if

end

```

NPC2 (NPCs)

```

global NPC2

on beginsprite me

    add the actorlist, me
end

on stepframe

    if the locV of sprite 176 < 0 then exit
    if NPC2 <> VOID then
        if random(15) = 1 then
            set RNDLIST = ""
            set RNCNT = 0
            if line 1 of NPC2 contains "RND|" then set RNDLIST = RNDLIST & line 1 of NPC2 & RETURN
            if line 2 of NPC2 contains "RND|" then set RNDLIST = RNDLIST & line 2 of NPC2 & RETURN
            if line 3 of NPC2 contains "RND|" then set RNDLIST = RNDLIST & line 3 of NPC2 & RETURN
            if line 4 of NPC2 contains "RND|" then set RNDLIST = RNDLIST & line 4 of NPC2 & RETURN
            if line 5 of NPC2 contains "RND|" then set RNDLIST = RNDLIST & line 5 of NPC2 & RETURN
            if line 6 of NPC2 contains "RND|" then set RNDLIST = RNDLIST & line 6 of NPC2 & RETURN
            if line 7 of NPC2 contains "RND|" then set RNDLIST = RNDLIST & line 7 of NPC2 & RETURN
            if line 8 of NPC2 contains "RND|" then set RNDLIST = RNDLIST & line 8 of NPC2 & RETURN
            if line 9 of NPC2 contains "RND|" then set RNDLIST = RNDLIST & line 9 of NPC2 & RETURN
            if line 10 of NPC2 contains "RND|" then set RNDLIST = RNDLIST & line 10 of NPC2 & RETURN
            if line 1 of NPC2 contains "RND|" then set RNCNT = RNCNT + 1
            if line 2 of NPC2 contains "RND|" then set RNCNT = RNCNT + 1
            if line 3 of NPC2 contains "RND|" then set RNCNT = RNCNT + 1
            if line 4 of NPC2 contains "RND|" then set RNCNT = RNCNT + 1
            if line 5 of NPC2 contains "RND|" then set RNCNT = RNCNT + 1
            if line 6 of NPC2 contains "RND|" then set RNCNT = RNCNT + 1
            if line 7 of NPC2 contains "RND|" then set RNCNT = RNCNT + 1
            if line 8 of NPC2 contains "RND|" then set RNCNT = RNCNT + 1
            if line 9 of NPC2 contains "RND|" then set RNCNT = RNCNT + 1
            if line 10 of NPC2 contains "RND|" then set RNCNT = RNCNT + 1
            if RNDLIST <> "" then
                set randomchat = random(7000)
                if line 8 of field member "UserList" = "" then set randomchat = random(7000)
                if line 7 of field member "UserList" = "" then set randomchat = random(6000)
                if line 6 of field member "UserList" = "" then set randomchat = random(4000)
                if line 5 of field member "UserList" = "" then set randomchat = random(2000)
                if line 4 of field member "UserList" = "" then set randomchat = random(1000)
                if line 3 of field member "UserList" = "" then set randomchat = random(800)
                if line 2 of field member "UserList" = "" then set randomchat = random(200)
                if randomchat = 1 then
                    set WhichLNE = random(RNCNT)
                    set TheRndTxt = line WhichLNE of RNDLIST
                    set the itemdelimiter = "|"
                    set TheRndTxt = item 2 of TheRndTxt
                    set NPCName = member(the member of sprite 176).name
                    set TheText = NPCName & " says " & QUOTE & TheRndTxt & QUOTE
                    sendTypicalNPCChatMsg(TheText)
                end if
            end if
        end if
    end if
end if

end

```

NPC3 (NPCs)

```

global NPC3

on beginsprite me

    add the actorlist, me
end

on stepframe

    if the locV of sprite 177 < 0 then exit

    if NPC3 <> VOID then

        set RNDLIST = ""
        set RNDCNT = 0

        if line 1 of NPC3 contains "RND|" then set RNDLIST = RNDLIST & line 1 of NPC3 & RETURN
        if line 2 of NPC3 contains "RND|" then set RNDLIST = RNDLIST & line 2 of NPC3 & RETURN
        if line 3 of NPC3 contains "RND|" then set RNDLIST = RNDLIST & line 3 of NPC3 & RETURN
        if line 4 of NPC3 contains "RND|" then set RNDLIST = RNDLIST & line 4 of NPC3 & RETURN
        if line 5 of NPC3 contains "RND|" then set RNDLIST = RNDLIST & line 5 of NPC3 & RETURN
        if line 6 of NPC3 contains "RND|" then set RNDLIST = RNDLIST & line 6 of NPC3 & RETURN
        if line 7 of NPC3 contains "RND|" then set RNDLIST = RNDLIST & line 7 of NPC3 & RETURN
        if line 8 of NPC3 contains "RND|" then set RNDLIST = RNDLIST & line 8 of NPC3 & RETURN
        if line 9 of NPC3 contains "RND|" then set RNDLIST = RNDLIST & line 9 of NPC3 & RETURN
        if line 10 of NPC3 contains "RND|" then set RNDLIST = RNDLIST & line 10 of NPC3 & RETURN

        if line 1 of NPC3 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 2 of NPC3 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 3 of NPC3 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 4 of NPC3 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 5 of NPC3 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 6 of NPC3 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 7 of NPC3 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 8 of NPC3 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 9 of NPC3 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 10 of NPC3 contains "RND|" then set RNDCNT = RNDCNT + 1

        if RNDLIST <> "" then

            set randomchat = random(40000)
            if line 8 of field member "UserList" = "" then set randomchat = random(40000)
            if line 7 of field member "UserList" = "" then set randomchat = random(20000)
            if line 6 of field member "UserList" = "" then set randomchat = random(14000)
            if line 5 of field member "UserList" = "" then set randomchat = random(9000)
            if line 4 of field member "UserList" = "" then set randomchat = random(5000)
            if line 3 of field member "UserList" = "" then set randomchat = random(3000)
            if line 2 of field member "UserList" = "" then set randomchat = random(1200)

            if randomchat = 1 then

                set WhichLNE = random(RNDCNT)

                set TheRndTxt = line WhichLNE of RNDLIST
                set the itemdelimiter = "|"
                set TheRndTxt = item 2 of TheRndTxt
                set NPCname = member(the member of sprite 177).name
                set TheText = NPCname & " says " & QUOTE & TheRndTxt & QUOTE
                sendTypicalNPCChatMsg(TheText)
            end if
        end if

        -----

    end if

end

```

NPC4 (NPCs)

```

global NPC4

on beginsprite me

    add the actorlist, me
end

on stepframe

    if the locV of sprite 178 < 0 then exit

    if NPC4 <> VOID then

        set RNDLIST = ""
        set RNDCNT = 0

        if line 1 of NPC4 contains "RND|" then set RNDLIST = RNDLIST & line 1 of NPC4 & RETURN
        if line 2 of NPC4 contains "RND|" then set RNDLIST = RNDLIST & line 2 of NPC4 & RETURN
        if line 3 of NPC4 contains "RND|" then set RNDLIST = RNDLIST & line 3 of NPC4 & RETURN
        if line 4 of NPC4 contains "RND|" then set RNDLIST = RNDLIST & line 4 of NPC4 & RETURN
        if line 5 of NPC4 contains "RND|" then set RNDLIST = RNDLIST & line 5 of NPC4 & RETURN
        if line 6 of NPC4 contains "RND|" then set RNDLIST = RNDLIST & line 6 of NPC4 & RETURN
        if line 7 of NPC4 contains "RND|" then set RNDLIST = RNDLIST & line 7 of NPC4 & RETURN
        if line 8 of NPC4 contains "RND|" then set RNDLIST = RNDLIST & line 8 of NPC4 & RETURN
        if line 9 of NPC4 contains "RND|" then set RNDLIST = RNDLIST & line 9 of NPC4 & RETURN
        if line 10 of NPC4 contains "RND|" then set RNDLIST = RNDLIST & line 10 of NPC4 & RETURN

        if line 1 of NPC4 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 2 of NPC4 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 3 of NPC4 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 4 of NPC4 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 5 of NPC4 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 6 of NPC4 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 7 of NPC4 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 8 of NPC4 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 9 of NPC4 contains "RND|" then set RNDCNT = RNDCNT + 1
        if line 10 of NPC4 contains "RND|" then set RNDCNT = RNDCNT + 1

        if RNDLIST <> "" then

            set randomchat = random(40000)
            if line 8 of field member "UserList" = "" then set randomchat = random(40000)
            if line 7 of field member "UserList" = "" then set randomchat = random(20000)
            if line 6 of field member "UserList" = "" then set randomchat = random(14000)
            if line 5 of field member "UserList" = "" then set randomchat = random(9000)
            if line 4 of field member "UserList" = "" then set randomchat = random(5000)
            if line 3 of field member "UserList" = "" then set randomchat = random(3000)
            if line 2 of field member "UserList" = "" then set randomchat = random(1200)

            if randomchat = 1 then

                set WhichLNE = random(RNDCNT)

                set TheRndTxt = line WhichLNE of RNDLIST
                set the itemdelimiter = "|"
                set TheRndTxt = item 2 of TheRndTxt
                set NPCname = member(the member of sprite 178).name
                set TheText = NPCname & " says " & QUOTE & TheRndTxt & QUOTE
                sendTypicalNPCChatMsg(TheText)
            end if
        end if

        -----

    end if

end

```

NPC1Click (NPCs)

on mouseUp me

```

global NPC1, AnimCntNPC1, KeyLockOut, NPCSelected
if KeyLockOut = TRUE then exit

if NPC1 = "" then exit
if NPC1 = VOID then exit
set NPCSelected = 1

set NPCName = member(the member of sprite 175).name

set the locZ of sprite 205 = 9998
set the locZ of sprite 206 = 9999
set the locZ of sprite 208 = 9999

set the member of sprite 207 = (member NPCName of castlib "NPCs")

if the frame = 67 then
    if the member of sprite 44 = (member 205 of castlib 1) then exit
end if

set KeyLockOut = TRUE

set Bio = ""

repeat with x = 1 to 100
    set the itemdelimiter = "|"
    if line x of NPC1 contains "BIO|" then
        set LineToAdd = item 2 of line x of NPC1
        set Bio = Bio & LineToAdd & RETURN
    end if
end repeat

put Bio into field (member "charbio" of castlib 2)

set prof = ""

repeat with x = 1 to 100
    set the itemdelimiter = "|"
    if line x of NPC1 contains "PRO|" then
        set LineToAdd = item 2 of line x of NPC1
        set prof = prof & LineToAdd & RETURN
    end if
end repeat

put prof into field (member "CharProf" of castlib 2)

if NPC1 contains "SEL|" then set the visible of sprite 205 = TRUE
if NPC1 contains "BUY|" then set the visible of sprite 206 = TRUE
if NPC1 contains "TRN|" then set the visible of sprite 208 = TRUE

set the visible of sprite 200 = TRUE
set the visible of sprite 201 = TRUE
set the visible of sprite 202 = TRUE
set the visible of sprite 203 = TRUE
set the visible of sprite 207 = TRUE

```

end

NPC2Click (NPCs)

```

global NPC2, AnimCntNPC1, KeyLockOut, NPCSelected

on mouseUp me

    if KeyLockOut = TRUE then exit

    if NPC2 = "" then exit
    if NPC2 = VOID then exit

    set NPCSelected = 2

    set NPCName = member(the member of sprite 176).name

    set the locZ of sprite 205 = 9998
    set the locZ of sprite 206 = 9999
    set the locZ of sprite 208 = 9999

    set the member of sprite 207 = (member NPCName of castlib "NPCs")

    if the frame = 67 then
        if the member of sprite 44 = (member 205 of castlib 1) then exit
    end if

    set KeyLockOut = TRUE

    set Bio = ""

    repeat with x = 1 to 100

        set the itemdelimiter = "|"
        if line x of NPC2 contains "BIO|" then
            set LineToAdd = item 2 of line x of NPC2
            set Bio = Bio & LineToAdd & RETURN
        end if
    end repeat

    put Bio into field (member "charbio" of castlib 2)

    set prof = ""

    repeat with x = 1 to 100

        set the itemdelimiter = "|"
        if line x of NPC2 contains "PRO|" then
            set LineToAdd = item 2 of line x of NPC2
            set prof = prof & LineToAdd & RETURN
        end if
    end repeat

    put prof into field (member "CharProf" of castlib 2)

    if NPC2 contains "SEL|" then set the visible of sprite 205 = TRUE
    if NPC2 contains "BUY|" then set the visible of sprite 206 = TRUE
    if NPC2 contains "TRN|" then set the visible of sprite 208 = TRUE

    set the visible of sprite 200 = TRUE
    set the visible of sprite 201 = TRUE
    set the visible of sprite 202 = TRUE
    set the visible of sprite 203 = TRUE
    set the visible of sprite 207 = TRUE

end

```

NPC3Click (NPCs)

```

global NPC3, AnimCntNPC1, KeyLockOut, NPCSelected

on mouseUp me

    if KeyLockOut = TRUE then exit

    if NPC3 = "" then exit
    if NPC3 = VOID then exit

    set NPCSelected = 3

    set NPCName = member(the member of sprite 177).name

    set the locZ of sprite 205 = 9998
    set the locZ of sprite 206 = 9999
    set the locZ of sprite 208 = 9999

    set the member of sprite 207 = (member NPCName of castlib "NPCs")

    if the frame = 67 then
        if the member of sprite 44 = (member 205 of castlib 1) then exit
    end if

    set KeyLockOut = TRUE

    set Bio = ""

    repeat with x = 1 to 100

        set the itemdelimiter = "|"
        if line x of NPC3 contains "BIO|" then
            set LineToAdd = item 2 of line x of NPC3
            set Bio = Bio & LineToAdd & RETURN
        end if
    end repeat

    put Bio into field (member "charbio" of castlib 2)

    set prof = ""

    repeat with x = 1 to 100

        set the itemdelimiter = "|"
        if line x of NPC3 contains "PRO|" then
            set LineToAdd = item 2 of line x of NPC3
            set prof = prof & LineToAdd & RETURN
        end if
    end repeat

    put prof into field (member "CharProf" of castlib 2)

    if NPC3 contains "SEL|" then set the visible of sprite 205 = TRUE
    if NPC3 contains "BUY|" then set the visible of sprite 206 = TRUE
    if NPC3 contains "BUY|" then set the visible of sprite 208 = TRUE

    set the visible of sprite 200 = TRUE
    set the visible of sprite 201 = TRUE
    set the visible of sprite 202 = TRUE
    set the visible of sprite 203 = TRUE
    set the visible of sprite 207 = TRUE

end

```


NPC4Click (NPCs)

```

global NPC4, AnimCntNPC1, KeyLockOut, NPCSelected

on mouseUp me

    if KeyLockOut = TRUE then exit

    if NPC4 = "" then exit
    if NPC4 = VOID then exit

    set NPCSelected = 4

    set NPCName = member(the member of sprite 178).name

    set the locZ of sprite 205 = 9998
    set the locZ of sprite 206 = 9999
    set the locZ of sprite 208 = 9999

    set the member of sprite 207 = (member NPCName of castlib "NPCs")

    if the frame = 67 then
        if the member of sprite 44 = (member 205 of castlib 1) then exit
    end if

    set KeyLockOut = TRUE

    set Bio = ""

    repeat with x = 1 to 100

        set the itemdelimiter = "|"
        if line x of NPC4 contains "BIO|" then
            set LineToAdd = item 2 of line x of NPC4
            set Bio = Bio & LineToAdd & RETURN
        end if
    end repeat

    put Bio into field (member "charbio" of castlib 2)

    set prof = ""

    repeat with x = 1 to 100

        set the itemdelimiter = "|"
        if line x of NPC4 contains "PRO|" then
            set LineToAdd = item 2 of line x of NPC4
            set prof = prof & LineToAdd & RETURN
        end if
    end repeat

    put prof into field (member "CharProf" of castlib 2)

    if NPC4 contains "SEL|" then set the visible of sprite 205 = TRUE
    if NPC4 contains "BUY|" then set the visible of sprite 206 = TRUE
    if NPC4 contains "BUY|" then set the visible of sprite 208 = TRUE

    set the visible of sprite 200 = TRUE
    set the visible of sprite 201 = TRUE
    set the visible of sprite 202 = TRUE
    set the visible of sprite 203 = TRUE
    set the visible of sprite 207 = TRUE

end

```

ItemClick (Inventory)

```

property mySprite

on mouseup me
    global Facing, ClickTick, ItemSelected, ClickType, CanPickUp, WhichSign, ItClickBlock, ItemPauseClick, CharMap, MyH, MyV
    global gConnect, BoardSelected, Strength, CanMdfy, ItemActionPause, CameraFollow, MyLocXY, SelInventory, KeyLockout
    global DoNotDropThis

    if KeyLockOut = TRUE then exit

    if CameraFollow = TRUE then
        set CameraFollow = FALSE
        TakePicture
        exit
    end if

    if ItemActionPause > 0 then exit
    if CanMdfy = FALSE then exit

    pMySprite = sprite(1)
    pMyMember = pMySprite.member

    thisLoc = the mouseLoc - point (pMySprite.rect.left, pMySprite.rect.top)

    thisX = (thisLoc.locH / 32) + 1
    thisY = (thisLoc.locV / 32) + 1

    if the frame = 67 then
        if the member of sprite 44 = (member 205 of castlib 1) then exit
    end if

    set ZmyName = member(the member of sprite mySprite).name
    HeadDrop

    if the frame > 200 then

        set mySprite to the spriteNum of me
        set myName = member(the member of sprite mySprite).name
        set ZmyName = member(the member of sprite mySprite).name

        if ClickType = "Item" then
            if ItemSelected = "Delete" then
                set the locV of sprite mySprite = -50
                exit
            end if
        end if

        if myName = "Sign 1" then
            set the locZ of sprite 286 = 9995
            set the locZ of sprite 287 = 9996
            set the locZ of sprite 288 = 9997
            set the visible of sprite 286 = TRUE
            set the visible of sprite 287 = TRUE
            set the visible of sprite 288 = TRUE
            set WhichSign = 1
            set TheTxt = field (member "Sign 1 Text" of castlib "WorldEdit")
            put TheTxt into field (member "SignText" of castlib "WorldEdit")
            exit
        end if

        if myName = "Sign 2" then
            set the locZ of sprite 286 = 9995
            set the locZ of sprite 287 = 9996
            set the locZ of sprite 288 = 9997
            set the visible of sprite 286 = TRUE
            set the visible of sprite 287 = TRUE
            set the visible of sprite 288 = TRUE
            set WhichSign = 2
            set TheTxt = field (member "Sign 2 Text" of castlib "WorldEdit")
            put TheTxt into field (member "SignText" of castlib "WorldEdit")
            exit
        end if

        if myName = "Sign 3" then
            set the locZ of sprite 286 = 9995
            set the locZ of sprite 287 = 9996
            set the locZ of sprite 288 = 9997
            set the visible of sprite 286 = TRUE
            set the visible of sprite 287 = TRUE
            set the visible of sprite 288 = TRUE
            set WhichSign = 3
            set TheTxt = field (member "Sign 3 Text" of castlib "WorldEdit")
            put TheTxt into field (member "SignText" of castlib "WorldEdit")
            exit
        end if

        if myName = "Exit" then

```

```

set the visible of sprite 290 = TRUE
set the visible of sprite 291 = TRUE
set the visible of sprite 292 = TRUE
set the visible of sprite 293 = TRUE
set the visible of sprite 294 = TRUE
set the visible of sprite 295 = TRUE

if ClickType = "item" then
    repeat with xx = 158 to 177
        if the locV of sprite xx < 0 then
            set the member of sprite xx = (member ItemSelected of castlib "Inventory")
            set the locH of sprite xx = thisX * 32
            set the locH of sprite xx = the locH of sprite xx
            set the locV of sprite xx = thisY * 32
            set the locV of sprite xx = the locV of sprite xx - 2
            set the locZ of sprite xx = the locV of sprite xx + 150
            exit repeat
        end if
    end repeat
end if
end if

if myName = "Exit2" then
    set the visible of sprite 275 = TRUE
    set the visible of sprite 276 = TRUE
    set the visible of sprite 277 = TRUE
    set the visible of sprite 278 = TRUE
    set the visible of sprite 279 = TRUE
    set the visible of sprite 280 = TRUE

    if ClickType = "item" then
        repeat with xx = 158 to 177
            if the locV of sprite xx < 0 then
                set the member of sprite xx = (member ItemSelected of castlib "Inventory")
                set the locH of sprite xx = thisX * 32
                set the locH of sprite xx = the locH of sprite xx
                set the locV of sprite xx = thisY * 32
                set the locV of sprite xx = the locV of sprite xx - 2
                set the locZ of sprite xx = the locV of sprite xx + 150
                exit repeat
            end if
        end repeat
    end if
    exit
end if

exit
end if

if ClickTick > 0 then exit
if ClickTick = 0 then set ClickTick = 10

set ZmyName = member(the member of sprite mySprite).name

set mySprite to the spriteNum of me
set myName = member(the member of sprite mySprite).name
set xName = MyName

if xName contains "#" then
    set the itemdelimiter = "#"
    set xName = item 1 of xName
end if

if xName contains "'s Newspaper" then
    Global P1Returned, P2Returned, P3Returned
    set P1Returned = FALSE
    set P2Returned = FALSE
    set P3Returned = FALSE
    set the itemdelimiter = ""
    set HisNews = item 1 of xName
    set TheText = "You view the newspaper"
    AddToChat(TheText)
    set ItClickBlock = 0
    set ItemActionPause = 20
    set CanMdFy = TRUE
    set NWpaper = xName
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ReadNewspaper", #content:HisNews])
    exit
end if

if xName contains "Painting" then
    set SelInventory = myName

```

```

    set SelInventory = myName
    ViewPainting
    set SelInventory = ""
    set KeyLockout = TRUE
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdFy = TRUE
    exit
end if

if xName contains "Photo" then
    set SelInventory = myName
    ViewPhoto
    set SelInventory = ""
    set KeyLockout = TRUE
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdFy = TRUE
    exit
end if

if myName contains " Ray" then exit
if myName contains "door" then exit
if myName contains "exit" then exit

if myName = "Sign 1" then
    set the member of sprite 292 = (member 10 of castlib 1)
    set TTXt = field (member "Sign 1 Text" of castlib "WorldEdit")
    put TTXt into field (member "SignTextb" of castlib "WorldEdit")
    set the visible of sprite 292 = TRUE
    set the visible of sprite 293 = TRUE
    set the visible of sprite 294 = TRUE
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdFy = TRUE
    exit
end if

if myName = "Sign 2" then
    set the member of sprite 292 = (member 10 of castlib 1)
    set TTXt = field (member "Sign 2 Text" of castlib "WorldEdit")
    put TTXt into field (member "SignTextb" of castlib "WorldEdit")
    set the visible of sprite 292 = TRUE
    set the visible of sprite 293 = TRUE
    set the visible of sprite 294 = TRUE
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdFy = TRUE
    exit
end if

if myName = "Sign 3" then
    set the member of sprite 292 = (member 10 of castlib 1)
    set TTXt = field (member "Sign 3 Text" of castlib "WorldEdit")
    put TTXt into field (member "SignTextb" of castlib "WorldEdit")
    set the visible of sprite 292 = TRUE
    set the visible of sprite 293 = TRUE
    set the visible of sprite 294 = TRUE
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdFy = TRUE
    exit
end if

if myName = "Message Boards" then
    LoadBoard1
    set TheText = "You view the message board"
    AddToChat(theText)
    exit
end if

set ItemActionPause = 40
set CanMdFy = FALSE

set MyH = the locH of sprite mySprite
set MyV = the locV of sprite mySprite

if myName contains "'s Board" then

    set MyLocXY = MyLocXY
    set the itemdelimiter = "-"
    set MyX = integer(item 1 of MyLocXY)
    set MyY = integer(item 2 of MyLocXY)

    if MyY > 7 then set TheText = "You have to enter the building to view this board."
    if MyY > 7 then AddToChat(TheText)
    if MyY > 7 then exit

    set BoardSelected = myName

    set Bah = BoardSelected & ".txt"

```

```
set Bah = BoardSelected & ".txt"
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadBoard1",#content:Bah])

set TheText = "You view the message board"
AddToChat(theText)

exit
end if

if myName contains " Chest" then

    ChestClick(myName, MyH, MyV)
    exit
end if

if myName contains "Universal Mail" then
    xMailBoxClick(myName, MyH, MyV)
    exit
end if

if myName contains "'s Mailbox" then
    MailBoxClick(myName, MyH, MyV)
    exit
end if

if myName contains "House Vault" then

    ChestClick(myName, MyH, MyV)
    exit
end if

if myName contains "'s Boat" then
    BoatClick(myName, MyH, MyV)
    exit
end if

if myName = "High Score Statue" then
    set TheText = "You read the high score list..."
    AddToChat(TheText)
    set ItClickBlock = 0
    set ItemActionPause = 20
    set CanMdFy = TRUE
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ShowScores",#content:"x"])
    exit
end if

if myName = "Assassin Statue" then
    set TheText = "You view the top Assassins of YourGameNameHere..."
    AddToChat(TheText)
    set ItClickBlock = 0
    set ItemActionPause = 20
    set CanMdFy = TRUE
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ShowAssScores",#content:"x"])
    exit
end if

if myName contains "'s Airship" then
    AirshipClick(myName, MyH, MyV, mySprite)
    exit
end if

if myName contains "'s Battleship" then
    BoatClick(myName, MyH, MyV)
    exit
end if

if MyName contains "Lair" then
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdFy = TRUE
    exit
end if

if myName contains "Cauldron" then
    set TheText = "This is WAY too heavy for anyone to pick up!"
    AddToChat(TheText)
    set ItClickBlock = 0
    set CanMdFy = TRUE
    exit
end if

if myName contains "Crate" then
    if Strength < 15 then
        set TheText = "You're not strong enough to pick this up!"
        AddToChat(TheText)
        set ItClickBlock = 0
        set CanMdFy = TRUE
        exit
    end if
end if
```

```
if myName contains "Cabinet" then
  if Strength < 19 then
    set TheText = "You're not strong enough to pick this up!"
    AddToChat(TheText)
    set ItClickBlock = 0
    set CanMdFy = TRUE
    exit
  end if
end if

if myName contains "Guild Vault" then

  ChestClick(myName, MyH, MyV)
  exit
end if

if myName = "Slash Master Platform" then
  set TheText = "This is a slash master's platform, only a master of slash can pass through this."
  AddToChat(TheText)
  exit
end if

if myName = "Experience Platform" then
  set TheText = "You must be over 30 hit points to pass this platform."
  AddToChat(TheText)
  exit
end if

if myName = "Wall Torch" then
  set TheText = "This is a brightly lit torch."
  AddToChat(TheText)
  exit
end if

if myName = "Windmill" then
  set TheText = "This is a windmill."
  AddToChat(TheText)
  exit
end if

if myName = "Holy Water" then
  set TheText = "This is Holy Water."
  AddToChat(TheText)
  exit
end if

if myName = "Fire Pot" then
  set TheText = "I bet that's hot"
  AddToChat(TheText)
  exit
end if

if myName = "Chimney" then
  exit
end if

if myName = "Cloud" then
  exit
end if

if myName = "Fountain" then
  set TheText = "This is a fountain."
  AddToChat(TheText)
  exit
end if

if myName = "Mage Master Platform" then
  set TheText = "This is a mage master's platform, only a master of magery can pass through this."
  AddToChat(TheText)
  exit
end if

if myName = "Ninja Master Platform" then
  set TheText = "This is a ninja master's platform, only a master of martial arts can pass through this."
  AddToChat(TheText)
  exit
end if

if myName contains "Clock" then
  set TheText = "This is a clock."
  AddToChat(TheText)
  exit
end if

if myName = "Street Lamp" then

  set TheText = "This is a street lamp."
  AddToChat(TheText)
  exit
end if
```

```

if DoNotDropThis = TRUE then
  if myName = "Stove" then
    set TheText = "This is a stove, used for cooking food."
    AddToChat(TheText)
    exit
  end if
end if

if DoNotDropThis = TRUE then
  if myName = "Anvil" then
    set TheText = "This is an anvil, used for blacksmithing."
    AddToChat(TheText)
    exit
  end if
end if

if DoNotDropThis = TRUE then
  if myName = "Alchemy Lab" then
    set TheText = "This is an alchemy lab, used for mixing potions."
    AddToChat(TheText)
    exit
  end if
end if

if myName contains "ON Switch" then
  set ItClickBlock = 0
  set ItemActionPause = 0
  set CanMdFy = TRUE
  TheOnSwitchClick(MyH, MyV)
  exit
end if

if myName contains "OFF Switch" then
  set ItClickBlock = 0
  set ItemActionPause = 0
  set CanMdFy = TRUE
  TheOFFSwitchClick(MyH, MyV)
  exit
end if

if myName = "Vault" then
  VaultClick (MyH, MyV)
  exit
end if

if myName = "Guild Center" then
  GuildCenterClick (MyH, MyV)
  exit
end if

if DoNotDropThis = TRUE then
  if myName contains "Slot Machine" then
    SlotMachineClick (myName, MyH, MyV)
    exit
  end if
end if

if DoNotDropThis = TRUE then
  if myName contains "Blackjack" then
    BlackjackTableClick (myName, MyH, MyV)
    exit
  end if
end if

if DoNotDropThis = TRUE then
  if myName contains "Checkers" then
    CheckersTableClick (myName, MyH, MyV)
    exit
  end if
end if

if myName contains "Platform" then exit

set Inventories = field (member "Inventory" of castlib 2)

set MaxedInvenNotMatter = 2
if myName contains " gold" then set MaxedInvenNotMatter = 1

set SearchName = myName & "-"
if myName contains "red cry" then set SearchName = "red Crystals-"
if myName contains "blue cry" then set SearchName = "blue Crystals-"
if myName contains "green cry" then set SearchName = "green Crystals-"
if myName contains "yellow cry" then set SearchName = "yellow Crystals-"
if myName contains "purple cry" then set SearchName = "purple Crystals-"
if myName contains "white cry" then set SearchName = "white Crystals-"

if MaxedInvenNotMatter = 2 then

  set InvNum = 0

```

```

set InvNum = 0
if line 1 of Inventories <> "" then set InvNum = InvNum + 1
if line 2 of Inventories <> "" then set InvNum = InvNum + 1
if line 3 of Inventories <> "" then set InvNum = InvNum + 1
if line 4 of Inventories <> "" then set InvNum = InvNum + 1
if line 5 of Inventories <> "" then set InvNum = InvNum + 1
if line 6 of Inventories <> "" then set InvNum = InvNum + 1
if line 7 of Inventories <> "" then set InvNum = InvNum + 1
if line 8 of Inventories <> "" then set InvNum = InvNum + 1
if line 9 of Inventories <> "" then set InvNum = InvNum + 1
if line 10 of Inventories <> "" then set InvNum = InvNum + 1
if line 11 of Inventories <> "" then set InvNum = InvNum + 1
if line 12 of Inventories <> "" then set InvNum = InvNum + 1
if line 13 of Inventories <> "" then set InvNum = InvNum + 1
if line 14 of Inventories <> "" then set InvNum = InvNum + 1
if line 15 of Inventories <> "" then set InvNum = InvNum + 1

set Pickup = MyName & "-"
if Inventories contains Pickup then set Inventories = 1

if InvNum > 14 then
    if Inventories contains Pickup then

    else

        if ZmyName contains "Painting" then
            set SelInventory = ZmyName
            ViewPainting
            set SelInventory = ""
            set KeyLockout = TRUE
            set ItClickBlock = 0
            set ItemActionPause = 0
            set CanMdFy = TRUE
            exit
        end if

        if ZmyName contains "Photo" then
            set SelInventory = ZmyName
            ViewPhoto
            set SelInventory = ""
            set KeyLockout = TRUE
            set ItClickBlock = 0
            set ItemActionPause = 0
            set CanMdFy = TRUE
            exit
        end if

        set TheText = "You see the " & xName & ", but you are carrying too much to pick it up!"
        AddToChat(TheText)
        set ItClickBlock = 0
        set ItemActionPause = 0
        set CanMdFy = TRUE
        exit
    end if
end if
end if

-----

if MyH = the locH of sprite 112 then

    if MyV = the locV of sprite 112 + 32 then

        if myName = "" then
            set ItClickBlock = 0
            set ItemActionPause = 0
            set CanMdFy = TRUE
            exit
        end if

        set FocusH = the locH of sprite 112
        set FocusV = the locV of sprite 112 + 32
        set TheMapi = CharMap & "i.txt" & "`" & myName & ":" & FocusH & "-" & FocusV
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GrabItems",#content:TheMapi])

        set ItClickBlock = 210
        exit
    end if
end if

if MyH = the locH of sprite 112 then

    if MyV = the locV of sprite 112 - 32 then

        if myName = "" then
            set ItClickBlock = 0
            set ItemActionPause = 0
            set CanMdFy = TRUE
            exit
        end if

        set FocusH = the locH of sprite 112

```



```

    set FocusH = the locH of sprite 112
    set FocusV = the locV of sprite 112 - 32
    set TheMapi = CharMap & "i.txt" & "`" & myName & ":" & FocusH & "-" & FocusV
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GrabItems",#content:TheMapi])

    set ItClickBlock = 210
    exit
  end if
end if

if MyH = the locH of sprite 112 + 32 then

  if MyV = the locV of sprite 112 then

    if myName = "" then
      set ItClickBlock = 0
      set ItemActionPause = 0
      set CanMdFy = TRUE
      exit
    end if

    set FocusH = the locH of sprite 112 + 32
    set FocusV = the locV of sprite 112
    set TheMapi = CharMap & "i.txt" & "`" & myName & ":" & FocusH & "-" & FocusV
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GrabItems",#content:TheMapi])
    set ItClickBlock = 210
    exit
  end if
end if

if MyH = the locH of sprite 112 - 32 then

  if MyV = the locV of sprite 112 then

    if myName = "" then
      set ItClickBlock = 0
      set ItemActionPause = 0
      set CanMdFy = TRUE
      exit
    end if

    set FocusH = the locH of sprite 112 - 32
    set FocusV = the locV of sprite 112
    set TheMapi = CharMap & "i.txt" & "`" & myName & ":" & FocusH & "-" & FocusV
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GrabItems",#content:TheMapi])

    set ItClickBlock = 210
    exit
  end if
end if

set TheText = "You see the " & xName & ", but you must be standing in front of it to pick it up!"
addtochat(TheText)
set ItClickBlock = 0
set ItemActionPause = 0
set CanMdFy = TRUE
end

```

statsclose (Inventory)

```

on mouseup
  global myname, gConnect

  set the visible of sprite 60 = FALSE
  set the visible of sprite 61 = FALSE
  set the visible of sprite 62 = FALSE
  set the visible of sprite 63 = FALSE

  contents = [ : ]
  attributeContents = [ : ]

  addProp attributeContents, symbol("Profile"), field (member "prof2" of castlib 1)

  addProp contents, #userID, MyName
  addProp contents, #attribute, attributeContents

  errCode = gConnect.sendNetMessage("System.DBUser.f", "f", contents)

end

```

inventoryclose (Inventory)

on mouseup

set the locH of sprite 54 to 1200

set the locH of sprite 55 to 1200
set the locH of sprite 56 to 1200
set the locH of sprite 57 to 1200
set the locH of sprite 58 to 1200
set the locH of sprite 59 to 1200

set the visible of sprite 70 = FALSE
set the visible of sprite 71 = FALSE
set the visible of sprite 72 = FALSE
set the visible of sprite 73 = FALSE
set the visible of sprite 74 = FALSE
set the visible of sprite 75 = FALSE
set the visible of sprite 76 = FALSE
set the visible of sprite 77 = FALSE
set the visible of sprite 78 = FALSE
set the visible of sprite 79 = FALSE
set the visible of sprite 80 = FALSE
set the visible of sprite 81 = FALSE
set the visible of sprite 82 = FALSE
set the visible of sprite 83 = FALSE

end

closeit (Inventory)

on mouseleave

set the locH of sprite 54 to 1200

set the locH of sprite 55 to 1200
set the locH of sprite 56 to 1200
set the locH of sprite 57 to 1200
set the locH of sprite 58 to 1200
set the locH of sprite 59 to 1200

end

InvClick (Inventory)

```

property pMySprite

on beginSprite me
    pMySprite = sprite(me.spriteNum)
end

on mouseup me
    Global SelInventory, InvenNumSel, CurHouse, HouseMode, KeyLockOut, ItemActionPause, CameraFollow, WereTakingPicture

    if WereTakingPicture = TRUE then
        set WereTakingPicture = FALSE
        set the locV of sprite 200 = -500
        set the member of sprite 200 = (member "L1n")
    end if

    SortTheServerEQYetAgain
    updatestage

    if KeyLockOut = TRUE then exit
    set the locZ of sprite 109 = 1
    if the visible of sprite 370 = TRUE then exit

    set HouseMode = FALSE
    set CameraFollow = FALSE
    set the locV of sprite 400 = -5000

    -- [member 22 of castlib "Inventory"]: MixButton
    -- [member 25 of castlib "Inventory"]: Cook Button
    -- [member 51 of castlib "Inventory"]: Use Button
    -- [member 52 of castlib "Inventory"]: Equip Button
    -- [member 53 of castlib "Inventory"]: Drop Button
    -- [member 54 of castlib "Inventory"]: Give Button
    -- [member 55 of castlib "Inventory"]: BuildButton
    -- [member 138 of castlib "Inventory"]: BSMith
    -- [member 70 of castlib "Inventory"]: StorageButton

    set button1 = "Info Button"
    set button2 = "Equip Button"
    set button3 = "Drop Button"
    set button4 = "Give Button"

    set SelInventory = member(the member of sprite pMySprite).name

    if SelInventory = "NOTHING" then exit

    set the itemdelimiter = ":"

    ----- Set Button Sprites -----

    if SelInventory contains "#" then set the member of sprite 98 = "Use Button"
    if SelInventory contains "Key" then set the member of sprite 98 = "Use Button"
    if SelInventory contains "Film" then set the member of sprite 98 = "Use Button"
    if SelInventory contains "Painting" then set the member of sprite 98 = "Use Button"
    if SelInventory contains "Photo" then set the member of sprite 98 = "Use Button"
    if SelInventory contains "Map" then set the member of sprite 98 = "Use Button"
    if SelInventory contains "Book" then set the member of sprite 98 = "Use Button"
    if SelInventory contains "Seeds" then set the member of sprite 98 = "Use Button"
    if SelInventory contains "Potion" then set the member of sprite 98 = "Use Button"
    if SelInventory contains "Deed" then set the member of sprite 98 = "Use Button"

    set x = 1
    set butType = field(member "selButton1" of castlib "invGUI")

    repeat while line x of butType <>""
        if item 1 of line x of butType = SelInventory then set button1 = item 2 of line x of butType
        x = x + 1
    end repeat

    if SelInventory contains "Meat" then set button2 = "Cook Button"
    if SelInventory contains "Damaged" then set button2 = "BSmith"
    if SelInventory contains "cabinet" then set button2 = "StorageButton"
    if SelInventory contains "crate" then set button2 = "StorageButton"
    if SelInventory contains "chest" then set button2 = "StorageButton"
    if SelInventory contains "cauldron" then set button2 = "StorageButton"

    set x = 1
    set butType = field(member "selButton2" of castlib "invGUI")

    repeat while line x of butType <>""

```

```
repeat while line x of butType <>""
```

```
    if item 1 of line x of butType = SelInventory then set button2 = item 2 of line x of butType
    x = x + 1
end repeat
```

```
-- if SelInventory = "Raw Fish" then set the member of sprite 97 = (member 25 of castlib "Inventory")
-- if SelInventory = "Trout" then set the member of sprite 97 = (member 25 of castlib "Inventory")
-- if SelInventory = "Swordfish" then set the member of sprite 97 = (member 25 of castlib "Inventory")
-- if SelInventory = "Squid" then set the member of sprite 97 = (member 25 of castlib "Inventory")
-- if SelInventory = "Pig" then set the member of sprite 97 = (member 25 of castlib "Inventory")
-- if SelInventory = "Catfish" then set the member of sprite 97 = (member 25 of castlib "Inventory")
-- if SelInventory = "Potion Bottle" then set the member of sprite 97 = (member "MixButton" of castlib "Inventory")
-- if SelInventory = "Logs" then set the member of sprite 97 = (member "BuildButton" of castlib "Inventory")
--
```

```
----- End of Set Button Sprites -----
```

```
InvenNumSel = me.spriteNum - 44
-- if sprite(me.spriteNum) = sprite 45 then set InvenNumSel = 1
-- if sprite(me.spriteNum) = sprite 46 then set InvenNumSel = 2
-- if sprite(me.spriteNum) = sprite 47 then set InvenNumSel = 3
-- if sprite(me.spriteNum) = sprite 48 then set InvenNumSel = 4
-- if sprite(me.spriteNum) = sprite 49 then set InvenNumSel = 5
-- if sprite(me.spriteNum) = sprite 50 then set InvenNumSel = 6
-- if sprite(me.spriteNum) = sprite 51 then set InvenNumSel = 7
-- if sprite(me.spriteNum) = sprite 52 then set InvenNumSel = 8
-- if sprite(me.spriteNum) = sprite 53 then set InvenNumSel = 9
-- if sprite(me.spriteNum) = sprite 54 then set InvenNumSel = 10
-- if sprite(me.spriteNum) = sprite 55 then set InvenNumSel = 11
-- if sprite(me.spriteNum) = sprite 56 then set InvenNumSel = 12
-- if sprite(me.spriteNum) = sprite 57 then set InvenNumSel = 13
-- if sprite(me.spriteNum) = sprite 58 then set InvenNumSel = 14
-- if sprite(me.spriteNum) = sprite 59 then set InvenNumSel = 15
```

```
if SelInventory contains "#" then
    set SinV = SelInventory
    set the itemdelimiter = "#"
    set SinV = item 1 of SinV
    put SinV into field (member "SelTitle" of castlib "invGUI")
else
    put SelInventory into field (member "SelTitle" of castlib "invGUI")
end if
```

```
set the member of sprite 98 = (member button1 of castlib "invGUI")
set the member of sprite 97 = (member button2 of castlib "invGUI")
set the member of sprite 100 = (member button3 of castlib "invGUI")
set the member of sprite 99 = (member button4 of castlib "invGUI")
```

```
-- sprite 95: Box [member 50 of castlib "Inventory"]
-- Sprite 96: Item description ["SelTitle" of castlib "Inventory"]
-- Sprite 97 - 100: Buttons
```

```
set the locH of sprite 95 = the mouseH - 90
set the locV of sprite 95 = the mouseV - 15
```

```
set the locH of sprite 96 = the locH of sprite 95 - 78
set the locV of sprite 96 = the locV of sprite 95 - 18
```

```
set the locH of sprite 98 = the locH of sprite 95
set the locV of sprite 98 = the locV of sprite 95
```

```
set the locH of sprite 97 = the locH of sprite 95
set the locV of sprite 97 = the locV of sprite 95
```

```
set the locH of sprite 100 = the locH of sprite 95
set the locV of sprite 100 = the locV of sprite 95
```

```
set the locH of sprite 99 = the locH of sprite 95
set the locV of sprite 99 = the locV of sprite 95
```

```
set the locZ of sprite 95 = 7000
set the locZ of sprite 96 = 7001
set the locZ of sprite 97 = 7002
set the locZ of sprite 98 = 7003
set the locZ of sprite 99 = 7004
set the locZ of sprite 100 = 7005
```

```
end
```

mLeave (Inventory)

```
on mouseleave me

    set the locV of sprite 95 = - 5000
    set the locV of sprite 96 = - 5000
    set the locV of sprite 97 = - 5000
    set the locV of sprite 98 = - 5000
    set the locV of sprite 99 = - 5000
    set the locV of sprite 100 = - 5000
end
```

info (Inventory)

```
on mouseenter
    Global TypeOfSwitch

    if TypeOfSwitch = "Inventory" then

        set the member of sprite 55 = (member 101 of castlib 1)

        set the member of sprite 56 = (member 92 of castlib 1)
        set the member of sprite 57 = (member 93 of castlib 1)
        set the member of sprite 58 = (member 94 of castlib 1)
        set the member of sprite 59 = (member 95 of castlib 1)
    end if

    if TypeOfSwitch = "Dropped Object" then

        set the member of sprite 55 = (member 117 of castlib 1)

        set the member of sprite 56 = (member 116 of castlib 1)

    end if
end
```

info (Inventory)

```
on mouseenter
    Global TypeOfSwitch

    if TypeOfSwitch = "Inventory" then

        set the member of sprite 56 = (member 102 of castlib 1)

        set the member of sprite 55 = (member 91 of castlib 1)
        set the member of sprite 57 = (member 93 of castlib 1)
        set the member of sprite 58 = (member 94 of castlib 1)
        set the member of sprite 59 = (member 95 of castlib 1)
    end if

    if TypeOfSwitch = "Dropped Object" then

        set the member of sprite 55 = (member 115 of castlib 1)

        set the member of sprite 56 = (member 118 of castlib 1)

    end if
end
```

info (Inventory)

```
on mouseenter
  Global TypeOfSwitch

  if TypeOfSwitch = "Inventory" then

    set the member of sprite 57 = (member 103 of castlib 1)

    set the member of sprite 56 = (member 92 of castlib 1)
    set the member of sprite 55 = (member 91 of castlib 1)
    set the member of sprite 58 = (member 94 of castlib 1)
    set the member of sprite 59 = (member 95 of castlib 1)
  end if
end
```

info (Inventory)

```
on mouseenter
  Global TypeOfSwitch

  if TypeOfSwitch = "Inventory" then

    set the member of sprite 58 = (member 104 of castlib 1)

    set the member of sprite 56 = (member 92 of castlib 1)
    set the member of sprite 57 = (member 93 of castlib 1)
    set the member of sprite 55 = (member 91 of castlib 1)
    set the member of sprite 59 = (member 95 of castlib 1)
  end if
end
```

info (Inventory)

```
on mouseenter
  Global TypeOfSwitch

  if TypeOfSwitch = "Inventory" then

    set the member of sprite 59 = (member 105 of castlib 1)

    set the member of sprite 56 = (member 92 of castlib 1)
    set the member of sprite 57 = (member 93 of castlib 1)
    set the member of sprite 58 = (member 94 of castlib 1)
    set the member of sprite 55 = (member 91 of castlib 1)
  end if
end
```

50 (Inventory)

72 (Inventory)

```

Global SelInventory, gConnect

on SortGive TheDatToSort, User

    LoadMyEquipment
    LoadMyEQQ

    set Inventories = field (member "Inventory" of castlib 2)

    set CanGetNoMatterWhat = 0
    if TheDatToSort contains " Gold" then set CanGetNoMatterWhat = 1
    if TheDatToSort contains " Red Crystal" then set CanGetNoMatterWhat = 1
    if TheDatToSort contains " White Crystal" then set CanGetNoMatterWhat = 1
    if TheDatToSort contains " Blue Crystal" then set CanGetNoMatterWhat = 1
    if TheDatToSort contains " Yellow Crystal" then set CanGetNoMatterWhat = 1
    if TheDatToSort contains " Green Crystal" then set CanGetNoMatterWhat = 1
    if TheDatToSort contains " Purple Crystal" then set CanGetNoMatterWhat = 1

    if CanGetNoMatterWhat = 0 then

        if line 15 of Inventories <> "" then

            errCode = sendNetMessage(gConnect, User, "AllFull", SelInventory )
            exit
        end if
    end if

    errCode = sendNetMessage(gConnect, User, "Take", TheDatToSort )
end

on Allfull

    set TheText = "*** Unable to give the " & SelInventory & ", because of full inventory."
    addtochat(TheText)
end

on SortTake TheDatToSort, User
Global Gold, RedC, BlueC, YellowC, WhiteC, PurpleC, GreenC, Gold
LoadMyEquipment
LoadMyEQQ

loadgold
loadcrystals

set the itemdelimiter = " "

if TheDatToSort contains " Gold" then
    set GoldToSub = integer(item 1 of TheDatToSort)
    set Gold = Gold - GoldToSub
    savegold
    errCode = sendNetMessage(gConnect, User, "AllYours", TheDatToSort )
    savecharacter
    exit
end if

if TheDatToSort contains " Red Crystal" then
    set GoldToSub = integer(item 1 of TheDatToSort)
    set RedC = RedC - GoldToSub
    savecrystals
    loadcrystals
    errCode = sendNetMessage(gConnect, User, "AllYours", TheDatToSort )
    savecharacter
    exit
end if

if TheDatToSort contains " Blue Crystal" then
    set GoldToSub = integer(item 1 of TheDatToSort)
    set BlueC = BlueC - GoldToSub
    savecrystals
    loadcrystals
    errCode = sendNetMessage(gConnect, User, "AllYours", TheDatToSort )
    savecharacter
    exit
end if

if TheDatToSort contains " Yellow Crystal" then
    set GoldToSub = integer(item 1 of TheDatToSort)
    set YellowC = YellowC - GoldToSub
    savecrystals
    loadcrystals
    errCode = sendNetMessage(gConnect, User, "AllYours", TheDatToSort )
    savecharacter
    exit
end if

if TheDatToSort contains " Green Crystal" then

```

```

if TheDatToSort contains " Green Crystal" then
  set GoldToSub = integer(item 1 of TheDatToSort)
  set GreenC = GreenC - GoldToSub
  savecrystals
  loadcrystals
  errCode = sendNetMessage(gConnect, User, "AllYours", TheDatToSort )
  savecharacter
  exit
end if

if TheDatToSort contains " Purple Crystal" then
  set GoldToSub = integer(item 1 of TheDatToSort)
  set PurpleC = PurpleC - GoldToSub
  savecrystals
  loadcrystals
  errCode = sendNetMessage(gConnect, User, "AllYours", TheDatToSort )
  savecharacter
  exit
end if

if TheDatToSort contains " White Crystal" then
  set GoldToSub = integer(item 1 of TheDatToSort)
  set WhiteC = WhiteC - GoldToSub
  savecrystals
  loadcrystals
  errCode = sendNetMessage(gConnect, User, "AllYours", TheDatToSort )
  savecharacter
  exit
end if

set Inventories = field (member "Inventory" of castlib 2)

repeat with Lnum = 1 to 20

  if line Lnum of Inventories = TheDatToSort then

    delete line Lnum of Inventories
    put Inventories into field (member 18 of castlib 2)
    errCode = sendNetMessage(gConnect, User, "AllYours", TheDatToSort )
    Saveequipment
    SaveCharacter
    exit
  end if
end repeat

```

end

```

on AllYours TheDatTosort, User
  Global Gold, BlueC, RedC, PurpleC, YellowC, WhiteC, GreenC
  LoadMyEquipment
  LoadMyEQQ

  -----
  loadgold
  loadcrystals

  set the itemdelimiter = " "

  if TheDatToSort contains " Gold" then
    set GoldToSub = integer(item 1 of TheDatToSort)
    set Gold = Gold + GoldToSub
    savegold
    savecharacter
    set TheText = "*** " & User & " just gave you " & TheDatToSort
    addtochat(TheText)
    exit
  end if

  if TheDatToSort contains " Red Crystal" then
    set GoldToSub = integer(item 1 of TheDatToSort)
    set RedC = RedC + GoldToSub
    savecrystals
    loadcrystals
    savecharacter
    set TheText = "*** " & User & " just gave you " & TheDatToSort
    addtochat(TheText)
    exit
  end if

  if TheDatToSort contains " Blue Crystal" then
    set GoldToSub = integer(item 1 of TheDatToSort)
    set BlueC = BlueC + GoldToSub
    savecrystals
    loadcrystals
    savecharacter
    set TheText = "*** " & User & " just gave you " & TheDatToSort
    addtochat(TheText)
    exit
  end if

```



```

    exit
end if

if TheDatToSort contains " Yellow Crystal" then
    set GoldToSub = integer(item 1 of TheDatToSort)
    set YellowC = YellowC + GoldToSub
    savecrystals
    loadcrystals
    savecharacter
    set TheText = "*** " & User & " just gave you " & TheDatToSort
    addtochat(TheText)
    exit
end if

if TheDatToSort contains " Green Crystal" then
    set GoldToSub = integer(item 1 of TheDatToSort)
    set GreenC = GreenC + GoldToSub
    savecrystals
    loadcrystals
    savecharacter
    set TheText = "*** " & User & " just gave you " & TheDatToSort
    addtochat(TheText)
    exit
end if

if TheDatToSort contains " Purple Crystal" then
    set GoldToSub = integer(item 1 of TheDatToSort)
    set PurpleC = PurpleC + GoldToSub
    savecrystals
    loadcrystals
    savecharacter
    set TheText = "*** " & User & " just gave you " & TheDatToSort
    addtochat(TheText)
    exit
end if

if TheDatToSort contains " White Crystal" then
    set GoldToSub = integer(item 1 of TheDatToSort)
    set WhiteC = WhiteC + GoldToSub
    savecrystals
    loadcrystals
    savecharacter
    set TheText = "*** " & User & " just gave you " & TheDatToSort
    addtochat(TheText)
    exit
end if
-----
set Inventories = field (member "Inventory" of castlib 2)
set TheSelItem = TheDatToSort
AddItemToInventory (TheSelItem)

set TheText = "*** " & User & " just gave you a " & TheDatToSort
addtochat(TheText)

saveequipment
SaveCharacter
end

```

89 (Inventory)

```

on GiveNPC TheNPCName, SelInventory, InvenNumSel
    Global QuestList, gConnect, Gold, MyName

    if field (member "MONSTER" of castlib "WorldEdit") contains TheNPCName then exit
    set NPCDat = TheNPCName & ":" & SelInventory & ":" & InvenNumSel

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"QuestGive",#content:NPCDat])

end

```

90 (Inventory)

```

on RunCompletedQuest NPCName, SelInventory
  Global QuestList

  -----
  repeat with x = 1 to 100

    if line x of QuestList contains "-" & NPCName & "|" then

      -----
      set the itemdelimiter = "|"
      set TheStuff = item 2 of line x of QuestList
      set the itemdelimiter = ":"
      set TradeItem = item 1 of TheStuff
      set GivenItem = item 2 of TheStuff

      set TheLinnn = "-" & NPCName & "|" & TradeItem

      if TradeItem = SelInventory then

        set MadeATrade = 1

        LoadMyEquipment
        LoadMyEQQ

        set Inventories = field (member "Inventory" of castlib 2)

        repeat with Lnum = 1 to 20

          if line Lnum of Inventories = SelInventory then

            delete line Lnum of Inventories
            put Inventories into field (member 18 of castlib 2)
            Saveequipment
          end if
        end repeat

        LoadMyEquipment
        LoadMyEQQ

        set Inventories = field (member "Inventory" of castlib 2)
        set TheSelItem = GivenItem
        AddItemToInventory (TheSelItem)
        saveequipment

        set ReplyText = random(5)
        if ReplyText = 1 then set ReplyText = "Thanks. Here take this is a reward"
        if ReplyText = 2 then set ReplyText = "Just what I've been looking for. Take this " & GivenItem & " for your
trouble."
        if ReplyText = 3 then set ReplyText = "What took you so long? Here, take this " & GivenItem & "."
        if ReplyText = 4 then set ReplyText = "Good work, please accept this " & GivenItem & " as a reward."
        if ReplyText = 5 then set ReplyText = "Excellent! Please accept a small reward."
        set TheText = NPCName & " says " & QUOTE & ReplyText & QUOTE
        AddToChat(TheText)
        NewQuest(TheLinnn)
      end if
    end if
  end repeat
  -----
end

on NewQuest(TheLinnn)
  Global QuestList, gConnect

  repeat with x = 1 to 50

    if line x of QuestList contains TheLinnn then delete line x of QuestList
  end repeat

  repeat with x = 1 to 50

    if line x of QuestList = RETURN then delete line x of QuestList
  end repeat

  repeat with x = 1 to 50

    if line x of QuestList = "" then delete line x of QuestList
  end repeat

  set NPCForQuest = random(30)

  if NPCForQuest = 1 then set NPCForQuest = "Cril"
  if NPCForQuest = 2 then set NPCForQuest = "Akadius"
  if NPCForQuest = 3 then set NPCForQuest = "Galor"
  if NPCForQuest = 4 then set NPCForQuest = "Qieros"
  if NPCForQuest = 5 then set NPCForQuest = "Ratmas"

```

```
if NPCForQuest = 5 then set NPCForQuest = "Ratmas"
if NPCForQuest = 6 then set NPCForQuest = "Wenslas"
if NPCForQuest = 7 then set NPCForQuest = "Krista"
if NPCForQuest = 8 then set NPCForQuest = "Roulan"
if NPCForQuest = 9 then set NPCForQuest = "Amber"
if NPCForQuest = 10 then set NPCForQuest = "Teral"
if NPCForQuest = 11 then set NPCForQuest = "Vin"
if NPCForQuest = 12 then set NPCForQuest = "Helum"
if NPCForQuest = 13 then set NPCForQuest = "Lir"
if NPCForQuest = 14 then set NPCForQuest = "Prestin"
if NPCForQuest = 15 then set NPCForQuest = "Miga"
if NPCForQuest = 16 then set NPCForQuest = "Dantan"
if NPCForQuest = 17 then set NPCForQuest = "Tela"
if NPCForQuest = 18 then set NPCForQuest = "Wrel"
if NPCForQuest = 19 then set NPCForQuest = "Andero"
if NPCForQuest = 20 then set NPCForQuest = "Teli"
if NPCForQuest = 21 then set NPCForQuest = "Crushto"
if NPCForQuest = 22 then set NPCForQuest = "Alex"
if NPCForQuest = 23 then set NPCForQuest = "Kin"
if NPCForQuest = 24 then set NPCForQuest = "Barnum"
if NPCForQuest = 25 then set NPCForQuest = "Beldros"
if NPCForQuest = 26 then set NPCForQuest = "Katks"
if NPCForQuest = 27 then set NPCForQuest = "Divela"
if NPCForQuest = 28 then set NPCForQuest = "Stephie"
if NPCForQuest = 29 then set NPCForQuest = "Plone"
if NPCForQuest = 30 then set NPCForQuest = "Agavar"
if NPCForQuest = 31 then set NPCForQuest = "Jim"
if NPCForQuest = 32 then set NPCForQuest = "Krist"
if NPCForQuest = 33 then set NPCForQuest = "Benolio"
if NPCForQuest = 34 then set NPCForQuest = "Trixin"
if NPCForQuest = 35 then set NPCForQuest = "Missie"
if NPCForQuest = 36 then set NPCForQuest = "Kanta"
if NPCForQuest = 37 then set NPCForQuest = "Smithy"
if NPCForQuest = 38 then set NPCForQuest = "Ruxton"
if NPCForQuest = 39 then set NPCForQuest = "Akiro"
if NPCForQuest = 40 then set NPCForQuest = "Trimble"
if NPCForQuest = 41 then set NPCForQuest = "Acrostia"

set QuestStuff = random(50)

if QuestStuff = 1 then set QuestStuff = "Dagger:40 Gold"
if QuestStuff = 2 then set QuestStuff = "Mirror:130 Gold"
if QuestStuff = 3 then set QuestStuff = "Dagger:Gold Key"
if QuestStuff = 4 then set QuestStuff = "Leather Cap:Steel Key"
if QuestStuff = 5 then set QuestStuff = "Ocarina:Silver Token"
if QuestStuff = 6 then set QuestStuff = "Silver Token:Rune Helm"
if QuestStuff = 7 then set QuestStuff = "Herb:350 Gold"
if QuestStuff = 8 then set QuestStuff = "Knife:Dragon Wing"
if QuestStuff = 9 then set QuestStuff = "Dragon Wing:Mirror"
if QuestStuff = 10 then set QuestStuff = "Mirror:Fire Key"
if QuestStuff = 11 then set QuestStuff = "Fire Key:Wizard's Robe"
if QuestStuff = 12 then set QuestStuff = "Scroll:White Tiara"
if QuestStuff = 13 then set QuestStuff = "Scroll:Magical Shield"
if QuestStuff = 14 then set QuestStuff = "Scroll:Fishle"
if QuestStuff = 15 then set QuestStuff = "Fishle:600 Gold"
if QuestStuff = 16 then set QuestStuff = "Fishle:Emerald Key"
if QuestStuff = 17 then set QuestStuff = "Dagger:40 Gold"
if QuestStuff = 18 then set QuestStuff = "Dragon Wing:Lord's Staff"
if QuestStuff = 19 then set QuestStuff = "Flask:Fire Key"
if QuestStuff = 20 then set QuestStuff = "Argon's Medal:Knight's Sword"

if QuestStuff = 21 then set QuestStuff = "Fishle:Leather Armor"
if QuestStuff = 22 then set QuestStuff = "Mirror:130 Gold"
if QuestStuff = 23 then set QuestStuff = "Dagger:Gold Key"
if QuestStuff = 24 then set QuestStuff = "Leather Cap:Steel Key"
if QuestStuff = 25 then set QuestStuff = "Ocarina:Silver Token"
if QuestStuff = 26 then set QuestStuff = "Silver Token:Rune Helm"
if QuestStuff = 27 then set QuestStuff = "Herb:90 Gold"
if QuestStuff = 28 then set QuestStuff = "White Robe:Dragon Wing"
if QuestStuff = 29 then set QuestStuff = "Dragon Wing:Mirror"
if QuestStuff = 30 then set QuestStuff = "Mirror:Fire Key"
if QuestStuff = 31 then set QuestStuff = "Katana:Wizard's Robe"
if QuestStuff = 32 then set QuestStuff = "Scroll:White Tiara"
if QuestStuff = 33 then set QuestStuff = "Scroll:Steel Shield"
if QuestStuff = 34 then set QuestStuff = "Scroll:Fishle"
if QuestStuff = 35 then set QuestStuff = "Fishle:150 Gold"
if QuestStuff = 36 then set QuestStuff = "Earth Orb:Plate Armor"
if QuestStuff = 37 then set QuestStuff = "Dagger:40 Gold"
if QuestStuff = 38 then set QuestStuff = "Dragon Wing:Lord's Staff"
if QuestStuff = 39 then set QuestStuff = "Flask:Fire Key"
if QuestStuff = 40 then set QuestStuff = "Argon's Medal:Dark Sword"

if QuestStuff = 41 then set QuestStuff = "Pie:49 Gold"
if QuestStuff = 42 then set QuestStuff = "Apple:29 Gold"
if QuestStuff = 43 then set QuestStuff = "Necatar:639 Gold"
if QuestStuff = 44 then set QuestStuff = "Fish:34 Gold"
if QuestStuff = 45 then set QuestStuff = "Corn:65 Gold"
if QuestStuff = 46 then set QuestStuff = "Ale:24 Gold"
if QuestStuff = 47 then set QuestStuff = "Fish:150 Gold"
if QuestStuff = 48 then set QuestStuff = "Ale:150 Gold"
if QuestStuff = 49 then set QuestStuff = "Pie:150 Gold"

if QuestStuff = 50 then set QuestStuff = "Pie:49 Gold"
```

```
if QuestStuff = 50 then set QuestStuff = "Pie:49 Gold"
if QuestStuff = 51 then set QuestStuff = "Apple:29 Gold"
if QuestStuff = 52 then set QuestStuff = "Necatar:639 Gold"
if QuestStuff = 53 then set QuestStuff = "Fish:34 Gold"
if QuestStuff = 54 then set QuestStuff = "Corn:65 Gold"
if QuestStuff = 55 then set QuestStuff = "Ale:24 Gold"
if QuestStuff = 56 then set QuestStuff = "Fish:150 Gold"
if QuestStuff = 57 then set QuestStuff = "Ale:150 Gold"
if QuestStuff = 58 then set QuestStuff = "Pie:6 Gold"
if QuestStuff = 59 then set QuestStuff = "Pie:80 Gold"
if QuestStuff = 60 then set QuestStuff = "Pie:300 Gold"
```

```
set QuestLine = "-" & NPCForQuest & "|" & QuestStuff
set QuestList = QuestList & RETURN & QuestLine
```

```
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"QuestComplete",#content:QuestList])
gConnect.sendNetMessage( "@AllUsers", "GetQuests", "X" )
```

end

```
on AddAQuestImm TheText
global QuestList, gConnect
```

```
if word 1 of TheText = "/addquest" then delete word 1 of TheText
if char 1 of TheText = " " then delete char 1 of TheText
if word 1 of TheText = "/addquest" then delete word 1 of TheText
if char 1 of TheText = " " then delete char 1 of TheText
if word 1 of TheText = "/addquest" then delete word 1 of TheText
if char 1 of TheText = " " then delete char 1 of TheText
```

```
if char 1 of TheText = "-" then
```

```
else
    set TheText = "-" & TheText
end if
```

```
set QuestList = QuestList & RETURN & TheText
```

```
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"QuestComplete",#content:QuestList])
gConnect.sendNetMessage( "@AllUsers", "GetQuests", "X" )
```

```
set TheText = "*** Adding your quest to the list."
AddToChat(TheText)
```

end

103 (Inventory)

Global QuestList, NPC1Name, NPC2Name, NPC3Name, NPC4Name, gConnect

on SaidQuest

```
set Name1 = ""
set Name2 = ""
set Name3 = ""
set Name4 = ""
```

```
if the locV of sprite 180 > 0 then set Name1 = the monstername of sprite 180
if the locV of sprite 181 > 0 then set Name2 = the monstername of sprite 181
if the locV of sprite 182 > 0 then set Name3 = the monstername of sprite 182
if the locV of sprite 183 > 0 then set Name4 = the monstername of sprite 183
```

```
set MList = field (member "MONSTER" of castlib "WorldEdit")
```

```
if MList contains Name1 then set Name1 = ""
if MList contains Name2 then set Name2 = ""
if MList contains Name3 then set Name3 = ""
if MList contains Name4 then set Name4 = ""
```

```
if Name1 = "Pig" then set Name1 = ""
if Name2 = "Pig" then set Name2 = ""
if Name3 = "Pig" then set Name3 = ""
if Name4 = "Pig" then set Name4 = ""
```

```
if Name1 = "Cow" then set Name1 = ""
if Name2 = "Cow" then set Name2 = ""
if Name3 = "Cow" then set Name3 = ""
if Name4 = "Cow" then set Name4 = ""
```

```
set TheDatt = Name1 & ":" & Name2 & ":" & Name3 & ":" & Name4
```

```
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SayQuest",#content:TheDatt])
end
```

on SaidTreasure

```
set Name1 = ""
set Name2 = ""
set Name3 = ""
set Name4 = ""
```

```
if the locV of sprite 180 > 0 then set Name1 = the monstername of sprite 180
if the locV of sprite 181 > 0 then set Name2 = the monstername of sprite 181
if the locV of sprite 182 > 0 then set Name3 = the monstername of sprite 182
if the locV of sprite 183 > 0 then set Name4 = the monstername of sprite 183
```

```
set MList = field (member "MONSTER" of castlib "WorldEdit")
```

```
if MList contains Name1 then set Name1 = ""
if MList contains Name2 then set Name2 = ""
if MList contains Name3 then set Name3 = ""
if MList contains Name4 then set Name4 = ""
```

```
set TheDatt = Name1 & ":" & Name2 & ":" & Name3 & ":" & Name4
put TheDatt
```

```
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SayTreasure",#content:TheDatt])
end
```

on SaidEgo(EgoQuery)

```
repeat with WhichWord = 1 to 20
  set NextWord = WhichWord + 1
  if word WhichWord of EgoQuery = "about" then set TheName = word NextWord of EgoQuery
end repeat
```

```
set ItsAGO = FALSE
if the locV of sprite 180 > 0 then set ItsAGO = TRUE
if the locV of sprite 181 > 0 then set ItsAGO = TRUE
if the locV of sprite 182 > 0 then set ItsAGO = TRUE
if the locV of sprite 183 > 0 then set ItsAGO = TRUE
if ItsAGO = FALSE then exit
```

```
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SaidEgo",#content:TheName])
end
```

on SaidFaction

```
set Name1 = ""
set Name2 = ""
set Name3 = ""
set Name4 = ""
```

```
if the locV of sprite 180 > 0 then set Name1 = the monstername of sprite 180
if the locV of sprite 181 > 0 then set Name2 = the monstername of sprite 181
if the locV of sprite 182 > 0 then set Name3 = the monstername of sprite 182
if the locV of sprite 183 > 0 then set Name4 = the monstername of sprite 183
```

```
set D = ""
if Name1 = "Angela" then set D = Name1
if Name2 = "Angela" then set D = Name2
if Name3 = "Angela" then set D = Name3
if Name4 = "Angela" then set D = Name4
```

```
if D <> "" then errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SayFaction",#content:D])
```

```
set D = ""
if Name1 = "Trianus" then set D = Name1
if Name2 = "Trianus" then set D = Name2
if Name3 = "Trianus" then set D = Name3
if Name4 = "Trianus" then set D = Name4
```

```
if D <> "" then errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SayFaction",#content:D])
```

```
set D = ""
if Name1 = "Corin" then set D = Name1
if Name2 = "Corin" then set D = Name2
if Name3 = "Corin" then set D = Name3
if Name4 = "Corin" then set D = Name4
```

```
if D <> "" then errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SayFaction",#content:D])
```

```
end
```

104 (Inventory)

```

Global SaveToFile

on runGoldChestDrop

    set SaveToFile = "Gold Chest.txt"
    RunChestDrop
end

on runwaterChestDrop

    set SaveToFile = "Water Chest.txt"
    RunChestDrop
end

on runEmeraldChestDrop

    set SaveToFile = "Emerald Chest.txt"
    RunChestDrop
end

on RunStorageUnitDrop VaultxName
    set SaveToFile = VaultxName & ".txt"
    RunChestDrop
end

on runDarkChestDrop

    set SaveToFile = "Dark Chest.txt"
    RunChestDrop
end

on runSteelChestDrop

    set SaveToFile = "Steel Chest.txt"
    RunChestDrop
end

on RunVaultDrop
    Global MyName

    set SaveToFile = MyName & ".txt"
    RunChestDrop
end

on RunHouseVaultDrop VaultxName
    set SaveToFile = VaultxName & ".txt"
    RunChestDrop
end

on RunGuildVaultDrop VaultxName
    set SaveToFile = VaultxName & ".txt"
    RunChestDrop
end

on RunChestDrop
    Global InvenNumSel, SelInventory, gConnect, LastItemFromChar, DepositBlock

    if SelInventory = "" then exit
    if SelInventory contains "Cabinet" then set Nooo = 1
    if SelInventory contains "Crate" then set Nooo = 1
    if SelInventory contains "Cauldron" then set Nooo = 1

    if Nooo = 1 then
        set TheText = "You cannot store a container!"
        AddToChat(TheText)
        set ItemActionPause = 425
        set CanMdfy = FALSE
        exit
    end if

    set SaveToFile = SaveToFile & "`" & SelInventory & "`" & InvenNumSel

    set TheText = "You drop a " & SelInventory & " into the container."
    AddToChat(TheText)

    set InvenNumSel = 0
    set SelInventory = ""

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropInVault", #content:SaveToFile])
end

on MailBoxClick myName, MyH, MyV
    Global Facing, KeyLockOut, LastChest, gConnect, RPGName

```

```

set the itemdelimiter = ""
set BoxName = item 1 of MyName

if Facing = "E" then set MyH = MyH - 32
if Facing = "W" then set MyH = MyH + 32
if Facing = "S" then set MyV = MyV - 32
if Facing = "N" then set MyV = MyV + 32

if MyH = the locH of sprite 112 then

    if MyV = the locV of sprite 112 then

        if BoxName = RPGName then

            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMail",#content:RPGName & ".txt"])
            set KeyLockOut = TRUE
            set TheText = "You check your mail..."
            AddToChat(TheText)
            exit
        else
            set TheText = "You can't check mail that's not yours!"
            AddToChat(TheText)
            exit
        end if
    end if
end if

set TheText = "You see the mailbox, but you must be standing in front of it to check it."
AddToChat(TheText)
end

```

```

on xMailBoxClick myName, MyH, MyV
    Global Facing, KeyLockOut, LastChest, gConnect, RPGName

    set the itemdelimiter = ""
    set BoxName = item 1 of MyName

    if Facing = "E" then set MyH = MyH - 32
    if Facing = "W" then set MyH = MyH + 32
    if Facing = "S" then set MyV = MyV - 32
    if Facing = "N" then set MyV = MyV + 32

    if MyH = the locH of sprite 112 then
        if MyV = the locV of sprite 112 then
            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMail",#content:RPGName & ".txt"])
            set KeyLockOut = TRUE
            set TheText = "You check your mail..."
            AddToChat(TheText)
            exit
        end if
    end if

    set TheText = "You see the mailbox, but you must be standing in front of it to check it."
    AddToChat(TheText)
end

```

```

on ChestClick myName, MyH, MyV
    Global Facing, KeyLockOut, LastChest, gConnect

    if Facing = "E" then set MyH = MyH - 32
    if Facing = "W" then set MyH = MyH + 32
    if Facing = "S" then set MyV = MyV - 32
    if Facing = "N" then set MyV = MyV + 32

    if MyH = the locH of sprite 112 then

        if MyV = the locV of sprite 112 then

            set LastChest = myName
            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GetChest",#content:myName & ".txt"])
            set KeyLockOut = TRUE

            set xLastChest = LastChest
            set the itemdelimiter = "#"
            if xLastChest contains "#" then set xLastChest = item 1 of xLastChest
            set TheText = "You open the " & xLastChest & " to see what's inside..."
            if LastChest contains "House" then set TheText = "You open " & LastChest & " to see what's inside..."
            AddToChat(TheText)
            exit
        end if
    end if

    set TheText = "You see the " & myName & ", but you must be standing in front of it to use it."
    if myName contains "House" then set TheText = "You see " & myName & ", but you must be standing in front of it to use it."
    AddToChat(TheText)
end

```

```

-----
on TheOnSwitchClick MyH, MyV
    Global Facing, KeyLockOut, LastChest, gConnect, MyName, ItemActionPause, CanMdfy, CharMap, DoorLockCountdown

```


Global Facing, KeyLockOut, LastChest, gConnect, MyName, ItemActionPause, CanMdfy, CharMap, DoorLockCountdown

```

set DoorLockCountdown = 100
set MyHh = MyH
set Myvv = MyV
if Facing = "E" then set MyH = MyH - 32
if Facing = "W" then set MyH = MyH + 32
if Facing = "S" then set MyV = MyV - 32
if Facing = "N" then set MyV = MyV + 32

if MyH = the locH of sprite 112 then
    if MyV = the locV of sprite 112 then
        set TheDr = "ON Switch"
        set NewDr = "OFF Switch"
        set DropItt = "!`( " & TheDr & ":"
        set DropItt = DropItt & NewDr & ":" & MyHh & ":" & MyVv
        SendChatMsg(DropItt)
        set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
        set ItemActionPause = 100
        CloseDoorsNow
        exit
    end if
end if

```

```

set TheText = "You see the switch, but you must be standing in front of it to use it."
AddToChat(TheText)
end

```

on TheOffSwitchClick MyH, MyV
Global Facing, KeyLockOut, LastChest, gConnect, MyName, ItemActionPause, CanMdfy, CharMap, DoorLockCountdown

```

set DoorLockCountdown = 100
set MyHh = MyH
set Myvv = MyV
if Facing = "E" then set MyH = MyH - 32
if Facing = "W" then set MyH = MyH + 32
if Facing = "S" then set MyV = MyV - 32
if Facing = "N" then set MyV = MyV + 32

if MyH = the locH of sprite 112 then
    if MyV = the locV of sprite 112 then
        set TheDr = "OFF Switch"
        set NewDr = "ON Switch"
        set DropItt = "!`( " & TheDr & ":"
        set DropItt = DropItt & NewDr & ":" & MyHh & ":" & MyVv
        SendChatMsg(DropItt)
        set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
        set ItemActionPause = 100
        OpenDoorsNow
        exit
    end if
end if

```

```

set TheText = "You see the switch, but you must be standing in front of it to use it."
AddToChat(TheText)
end

```

on VaultClick MyH, MyV
Global Facing, KeyLockOut, LastChest, gConnect, MyName

```

if Facing = "E" then set MyH = MyH - 32
if Facing = "W" then set MyH = MyH + 32
if Facing = "S" then set MyV = MyV - 32
if Facing = "N" then set MyV = MyV + 32

if MyH = the locH of sprite 112 then
    if MyV = the locV of sprite 112 then

        set LastChest = myName
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GetChest",#content:myName & ".txt"])
        set KeyLockOut = TRUE
        set TheText = "You open your vault to see what's inside..."
        AddToChat(TheText)
        exit
    end if
end if

```

```

set TheText = "You see your vault, but you must be standing in front of it to use it."
AddToChat(TheText)
end

```

on GuildCenterClick MyH, MyV
Global Facing, KeyLockOut, LastChest, gConnect, MyName

```

if Facing = "E" then set MyH = MyH - 32
if Facing = "W" then set MyH = MyH + 32
if Facing = "S" then set MyV = MyV - 32
if Facing = "N" then set MyV = MyV + 32

```

```
if Facing = "N" then set MyV = MyV + 32
```

```
if MyH = the locH of sprite 112 then
```

```
    if MyV = the locV of sprite 112 then
```

```
        gConnect.sendMessage([#recipients:"system.script", #subject:"GetGList",#content:"x"])
```

```
        set KeyLockOut = TRUE
```

```
        GuildCenter
```

```
        exit
```

```
    end if
```

```
end if
```

```
set TheText = "You see the guild center, but you must be standing in front of it to use it."
```

```
AddToChat(TheText)
```

```
end
```

```
on RenderVault VaultDat
```

```
    set the itemdelimiter = RETURN
```

```
    set NewVault = ""
```

```
    if VaultDat <> "" then
```

```
        if VaultDat <> VOID then
```

```
            repeat with x = 1 to 200
```

```
                if item x of VaultDat <> "" then set NewVault = NewVault & item x of VaultDat & RETURN
```

```
            end repeat
```

```
        end if
```

```
    end if
```

```
    put NewVault into field (member "VaultList" of castlib "Shop")
```

```
set the visible of sprite 200 = FALSE
```

```
set the visible of sprite 201 = FALSE
```

```
set the visible of sprite 202 = FALSE
```

```
set the visible of sprite 203 = FALSE
```

```
set the visible of sprite 204 = FALSE
```

```
set the visible of sprite 205 = FALSE
```

```
set the visible of sprite 206 = FALSE
```

```
set the visible of sprite 207 = FALSE
```

```
set the visible of sprite 208 = FALSE
```

```
set the visible of sprite 217 = FALSE
```

```
set the visible of sprite 210 = TRUE
```

```
set the visible of sprite 211 = TRUE
```

```
set the visible of sprite 215 = TRUE
```

```
set the visible of sprite 219 = TRUE
```

```
set the visible of sprite 218 = FALSE
```

```
end
```

```
on SortItemGetFromVault TheDatToSort
```

```
    LoadMyEquipment
```

```
    LoadMyEQQ
```

```
    set Inventories = field (member "Inventory" of castlib 2)
```

```
    set TheSelItem = TheDatToSort
```

```
    AddItemToInventory (TheSelItem)
```

```
    saveequipment
```

```
    set TheText = "You get a " & TheSelItem & " out of the chest."
```

```
end
```

106 (Inventory)

```

Global SaveToFile

on runGoldChestDrop

    set SaveToFile = "Gold Chest.txt"
    RunChestDrop
end

on runwaterChestDrop

    set SaveToFile = "Water Chest.txt"
    RunChestDrop
end

on runEmeraldChestDrop

    set SaveToFile = "Emerald Chest.txt"
    RunChestDrop
end

on RunStorageUnitDrop VaultxName
    set SaveToFile = VaultxName & ".txt"
    RunChestDrop
end

on runDarkChestDrop

    set SaveToFile = "Dark Chest.txt"
    RunChestDrop
end

on runSteelChestDrop

    set SaveToFile = "Steel Chest.txt"
    RunChestDrop
end

on RunVaultDrop
    Global MyName

    set SaveToFile = MyName & ".txt"
    RunChestDrop
end

on RunHouseVaultDrop VaultxName
    set SaveToFile = VaultxName & ".txt"
    RunChestDrop
end

on RunGuildVaultDrop VaultxName
    set SaveToFile = VaultxName & ".txt"
    RunChestDrop
end

on RunChestDrop
    Global InvenNumSel, SelInventory, gConnect, LastItemFromChar, DepositBlock

    if SelInventory = "" then exit
    if SelInventory contains "Cabinet" then set Nooo = 1
    if SelInventory contains "Crate" then set Nooo = 1
    if SelInventory contains "Cauldron" then set Nooo = 1

    if Nooo = 1 then
        set TheText = "You cannot store a container!"
        AddToChat(TheText)
        set ItemActionPause = 425
        set CanMdfy = FALSE
        exit
    end if

    set SaveToFile = SaveToFile & "`" & SelInventory & "`" & InvenNumSel

    set TheText = "You drop a " & SelInventory & " into the container."
    AddToChat(TheText)

    set InvenNumSel = 0
    set SelInventory = ""

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropInVault", #content:SaveToFile])
end

on MailBoxClick myName, MyH, MyV
    Global Facing, KeyLockOut, LastChest, gConnect, RPGName

```

```

set the itemdelimiter = ""
set BoxName = item 1 of MyName

if Facing = "E" then set MyH = MyH - 32
if Facing = "W" then set MyH = MyH + 32
if Facing = "S" then set MyV = MyV - 32
if Facing = "N" then set MyV = MyV + 32

if MyH = the locH of sprite 112 then

    if MyV = the locV of sprite 112 then

        if BoxName = RPGName then

            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMail",#content:RPGName & ".txt"])
            set KeyLockOut = TRUE
            set TheText = "You check your mail..."
            AddToChat(TheText)
            exit
        else
            set TheText = "You can't check mail that's not yours!"
            AddToChat(TheText)
            exit
        end if
    end if
end if

set TheText = "You see the mailbox, but you must be standing in front of it to check it."
AddToChat(TheText)
end

```

```

on ChestClick myName, MyH, MyV
    Global Facing, KeyLockOut, LastChest, gConnect

    if Facing = "E" then set MyH = MyH - 32
    if Facing = "W" then set MyH = MyH + 32
    if Facing = "S" then set MyV = MyV - 32
    if Facing = "N" then set MyV = MyV + 32

    if MyH = the locH of sprite 112 then

        if MyV = the locV of sprite 112 then

            set LastChest = myName
            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GetChest",#content:myName & ".txt"])
            set KeyLockOut = TRUE

            set xLastChest = LastChest
            set the itemdelimiter = "#"
            if xLastChest contains "#" then set xLastChest = item 1 of xLastChest
            set TheText = "You open the " & xLastChest & " to see what's inside..."
            if LastChest contains "House" then set TheText = "You open " & LastChest & " to see what's inside..."
            AddToChat(TheText)
            exit
        end if
    end if

    set TheText = "You see the " & myName & ", but you must be standing in front of it to use it."
    if myName contains "House" then set TheText = "You see " & myName & ", but you must be standing in front of it to use it."
    AddToChat(TheText)
end

```

```

on TheOnSwitchClick MyH, MyV
    Global Facing, KeyLockOut, LastChest, gConnect, MyName, ItemActionPause, CanMdfy, CharMap

    set NewDr = "OFF Switch"
    set TheDr = "ON Switch"
    set DropItt = "!^( " & TheDr & ":"
    set DropItt = DropItt & NewDr & ":" & MyH & ":" & MyV
    SendChatMsg(DropItt)
    set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])

    set ItemActionPause = 125
end

```

```

on TheOffSwitchClick MyH, MyV
    Global Facing, KeyLockOut, LastChest, gConnect, MyName, ItemActionPause, CanMdfy, CharMap

    set NewDr = "ON Switch"
    set TheDr = "OFF Switch"
    set DropItt = "!^( " & TheDr & ":"
    set DropItt = DropItt & NewDr & ":" & MyH & ":" & MyV
    SendChatMsg(DropItt)
    set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])

```

```
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
```

```
    set ItemActionPause = 125
end
```

```
on VaultClick MyH, MyV
    Global Facing, KeyLockOut, LastChest, gConnect, MyName

    if Facing = "E" then set MyH = MyH - 32
    if Facing = "W" then set MyH = MyH + 32
    if Facing = "S" then set MyV = MyV - 32
    if Facing = "N" then set MyV = MyV + 32

    if MyH = the locH of sprite 112 then

        if MyV = the locV of sprite 112 then

            set LastChest = myName
            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GetChest",#content:myName & ".txt"])
            set KeyLockOut = TRUE
            set TheText = "You open your vault to see what's inside..."
            AddToChat(TheText)
            exit
        end if
    end if

    set TheText = "You see your vault, but you must be standing in front of it to use it."
    AddToChat(TheText)
end
```

```
on GuildCenterClick MyH, MyV
    Global Facing, KeyLockOut, LastChest, gConnect, MyName

    if Facing = "E" then set MyH = MyH - 32
    if Facing = "W" then set MyH = MyH + 32
    if Facing = "S" then set MyV = MyV - 32
    if Facing = "N" then set MyV = MyV + 32

    if MyH = the locH of sprite 112 then

        if MyV = the locV of sprite 112 then

            gConnect.sendNetMessage([#recipients:"system.script", #subject:"GetGList",#content:"x"])
            set KeyLockOut = TRUE
            GuildCenter
            exit
        end if
    end if

    set TheText = "You see the guild center, but you must be standing in front of it to use it."
    AddToChat(TheText)
end
```

```
on RenderVault VaultDat

    set the itemdelimiter = RETURN
    set NewVault = ""

    if VaultDat <> "" then

        if VaultDat <> VOID then

            repeat with x = 1 to 200

                if item x of VaultDat <> "" then set NewVault = NewVault & item x of VaultDat & RETURN
            end repeat
        end if
    end if

    put NewVault into field (member "VaultList" of castlib "Shop")

    set the visible of sprite 200 = FALSE
    set the visible of sprite 201 = FALSE
    set the visible of sprite 202 = FALSE
    set the visible of sprite 203 = FALSE
    set the visible of sprite 204 = FALSE
    set the visible of sprite 205 = FALSE
    set the visible of sprite 206 = FALSE
    set the visible of sprite 207 = FALSE
    set the visible of sprite 208 = FALSE
    set the visible of sprite 217 = FALSE

    set the visible of sprite 210 = TRUE
    set the visible of sprite 211 = TRUE
    set the visible of sprite 215 = TRUE
    set the visible of sprite 219 = TRUE
    set the visible of sprite 218 = FALSE

end
```

```
on SortItemGetFromVault TheDatToSort

    LoadMyEquipment
    LoadMyEQQ

    set Inventories = field (member "Inventory" of castlib 2)
    set TheSelItem = TheDatToSort
    AddItemToInventory (TheSelItem)
    saveequipment

    set TheText = "You get a " & TheSelItem & " out of the chest."

end
```

clickd1 (Inventory)

```
on mouseup

    global d1, d2, d3, d4, d5, d6, d7, d8, d9, d10, d11, d12, dH, dV
    global CurItem, CurItemNum
    global itmm

    Global TypeOfSwitch
    set TypeOfSwitch = "Dropped Object"

    set d1 to 1
    set dH = the locH of sprite 95
    set dV = the locV of sprite 95
    set CurSprite = 95

    GetItemsName CurSprite

    set the member of sprite 54 = member 114

    set the member of sprite 55 = member 115
    set the member of sprite 56 = member 116

    set the locH of sprite 55 to the mouseH + 20
    set the locV of sprite 55 to the mouseV + 35

    set the locH of sprite 54 to the locH of sprite 55
    set the locV of sprite 54 to the locV of sprite 55

    set the locH of sprite 56 to the locH of sprite 55
    set the locV of sprite 56 to the locV of sprite 55
    set the locH of sprite 57 to 955
    set the locV of sprite 57 to 955
    set the locH of sprite 58 to 955
    set the locV of sprite 58 to 955
    set the locH of sprite 59 to 955
    set the locV of sprite 59 to 955

    set the locZ of sprite 54 to 1499
    set the locZ of sprite 55 to 1500
    set the locZ of sprite 56 to 1500
    set the locZ of sprite 57 to 1500
    set the locZ of sprite 58 to 1500
    set the locZ of sprite 59 to 1500

end
```

clickd2 (Inventory)

on mouseup

```
global d1, d2, d3, d4, d5, d6, d7, d8, d9, d10, d11, d12, dH, dV
global CurItem, CurItemNum
global itmm
```

```
Global TypeOfSwitch
set TypeOfSwitch = "Dropped Object"
```

```
set d1 to 2
set dH = the locH of sprite 96
set dV = the locV of sprite 96
set CurSprite = 96
```

```
GetItemsName CurSprite
```

```
set the member of sprite 54 = member 114
```

```
set the member of sprite 55 = member 115
set the member of sprite 56 = member 116
```

```
set the locH of sprite 55 to the mouseH + 20
set the locV of sprite 55 to the mouseV + 35
```

```
set the locH of sprite 54 to the locH of sprite 55
set the locV of sprite 54 to the locV of sprite 55
```

```
set the locH of sprite 56 to the locH of sprite 55
set the locV of sprite 56 to the locV of sprite 55
set the locH of sprite 57 to 955
set the locV of sprite 57 to 955
set the locH of sprite 58 to 955
set the locV of sprite 58 to 955
set the locH of sprite 59 to 955
set the locV of sprite 59 to 955
```

```
set the locZ of sprite 54 to 1499
set the locZ of sprite 55 to 1500
set the locZ of sprite 56 to 1500
set the locZ of sprite 57 to 1500
set the locZ of sprite 58 to 1500
set the locZ of sprite 59 to 1500
```

end

clickd3 (Inventory)

on mouseup

```
global d1, d2, d3, d4, d5, d6, d7, d8, d9, d10, d11, d12, dH, dV
global CurItem, CurItemNum
global itmm
```

```
Global TypeOfSwitch
set TypeOfSwitch = "Dropped Object"
```

```
set d1 to 3
set dH = the locH of sprite 97
set dV = the locV of sprite 97
set CurSprite = 97
```

```
GetItemsName CurSprite
```

```
set the member of sprite 54 = member 114
```

```
set the member of sprite 55 = member 115
set the member of sprite 56 = member 116
```

```
set the locH of sprite 55 to the mouseH + 20
set the locV of sprite 55 to the mouseV + 35
```

```
set the locH of sprite 54 to the locH of sprite 55
set the locV of sprite 54 to the locV of sprite 55
```

```
set the locH of sprite 56 to the locH of sprite 55
set the locV of sprite 56 to the locV of sprite 55
set the locH of sprite 57 to 955
set the locV of sprite 57 to 955
set the locH of sprite 58 to 955
set the locV of sprite 58 to 955
set the locH of sprite 59 to 955
set the locV of sprite 59 to 955
```

```
set the locZ of sprite 54 to 1499
set the locZ of sprite 55 to 1500
set the locZ of sprite 56 to 1500
set the locZ of sprite 57 to 1500
set the locZ of sprite 58 to 1500
set the locZ of sprite 59 to 1500
```

end

clickd4 (Inventory)

on mouseup

```
global d1, d2, d3, d4, d5, d6, d7, d8, d9, d10, d11, d12, dH, dV
global CurItem, CurItemNum
global itmm
```

```
Global TypeOfSwitch
set TypeOfSwitch = "Dropped Object"
```

```
set d1 to 4
set dH = the locH of sprite 98
set dV = the locV of sprite 98
set CurSprite = 98
```

```
GetItemsName CurSprite
```

```
set the member of sprite 54 = member 114
```

```
set the member of sprite 55 = member 115
set the member of sprite 56 = member 116
```

```
set the locH of sprite 55 to the mouseH + 20
set the locV of sprite 55 to the mouseV + 35
```

```
set the locH of sprite 54 to the locH of sprite 55
set the locV of sprite 54 to the locV of sprite 55
```

```
set the locH of sprite 56 to the locH of sprite 55
set the locV of sprite 56 to the locV of sprite 55
set the locH of sprite 57 to 955
set the locV of sprite 57 to 955
set the locH of sprite 58 to 955
set the locV of sprite 58 to 955
set the locH of sprite 59 to 955
set the locV of sprite 59 to 955
```

```
set the locZ of sprite 54 to 1499
set the locZ of sprite 55 to 1500
set the locZ of sprite 56 to 1500
set the locZ of sprite 57 to 1500
set the locZ of sprite 58 to 1500
set the locZ of sprite 59 to 1500
```

end

clickd5 (Inventory)

on mouseup

```
global d1, d2, d3, d4, d5, d6, d7, d8, d9, d10, d11, d12, dH, dV
global CurItem, CurItemNum
global itmm
```

```
Global TypeOfSwitch
set TypeOfSwitch = "Dropped Object"
```

```
set d1 to 5
set dH = the locH of sprite 99
set dV = the locV of sprite 99
set CurSprite = 99
```

```
GetItemsName CurSprite
```

```
set the member of sprite 54 = member 114
```

```
set the member of sprite 55 = member 115
set the member of sprite 56 = member 116
```

```
set the locH of sprite 55 to the mouseH + 20
set the locV of sprite 55 to the mouseV + 35
```

```
set the locH of sprite 54 to the locH of sprite 55
set the locV of sprite 54 to the locV of sprite 55
```

```
set the locH of sprite 56 to the locH of sprite 55
set the locV of sprite 56 to the locV of sprite 55
set the locH of sprite 57 to 955
set the locV of sprite 57 to 955
set the locH of sprite 58 to 955
set the locV of sprite 58 to 955
set the locH of sprite 59 to 955
set the locV of sprite 59 to 955
```

```
set the locZ of sprite 54 to 1499
set the locZ of sprite 55 to 1500
set the locZ of sprite 56 to 1500
set the locZ of sprite 57 to 1500
set the locZ of sprite 58 to 1500
set the locZ of sprite 59 to 1500
```

end

119 (Inventory)

```

on ClearSomething TheText
  Global gConnect
  if word 1 of TheText = "/clear" then delete word 1 of TheText
  if char 1 of TheText = " " then delete char 1 of TheText
  if word 1 of TheText = "/clear" then delete word 1 of TheText
  if char 1 of TheText = " " then delete char 1 of TheText
  if word 1 of TheText = "/clear" then delete word 1 of TheText
  if char 1 of TheText = " " then delete char 1 of TheText

  if TheText contains " Chest" then

    if TheText contains ".txt" then

      else
        set SelChest = TheText & ".txt"
      end if

      errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ClearChest",#content:SelChest])
    end if

    set TheText = "**** Cleaning out the chest..."
    AddToChat(TheText)
  end

on Bank TheText
  Global gConnect, Gold, MyName, NPC1, NPC2, NPC3, NPC4, LastItemFromChar, DepositBlock

  if NPC1 contains "BNK|" then set CanBank = 1
  if NPC2 contains "BNK|" then set CanBank = 1
  if NPC3 contains "BNK|" then set CanBank = 1
  if NPC4 contains "BNK|" then set CanBank = 1

  if CanBank <> 1 then

    set TheText = "You cannot bank here!"
    AddToChat(TheText)
    exit
  end if

  set NameToSend = MyName & ".txt"

  if word 1 of TheText = "/balance" then
    set NameToSend = MyName & ";" & NameToSend
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GetBalance",#content:NameToSend])
    exit
  end if

  if word 1 of TheText = "/deposit" then
    delete word 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    set GoldAmount = integer(TheText)
    if GoldAmount < 0 then exit
    set GoldAmount = MyName & ".txt`" & GoldAmount
    set GoldAmount = MyName & ";" & GoldAmount
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"Deposit",#content:GoldAmount])
    exit
  end if

  if word 1 of TheText = "/withdraw" then

    delete word 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

    set GoldAmount = integer(TheText)

    if GoldAmount < 0 then exit

    set DToSend = NameToSend & "`" & GoldAmount
    set DToSend = MyName & ";" & DToSend
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"withdraw",#content:DToSend])
    exit
  end if

```

bio (Inventory)

```
on mouseUp

    Global LastDOODSelected, gConnect

    if LastDOODSelected = VOID then exit

    errCode = sendNetMessage(gConnect, LastDOODSelected, "Chatmsg", "$*+" )

    set the locV of sprite 302 = -1000
    set the locV of sprite 303 = -1000
    set the locV of sprite 304 = -1000

    set TheText = "You view the bio..."
    AddToChat(TheText)
end
```

trade (Inventory)

```
on mouseUp
    Global LastDOODSelected, HackTradeName, TradeName, MyName

    if LastDOODSelected = VOID then exit

    if LastDOODSelected = MyName then
        set TheText = "You can't trade with yourself!"
        AddToChat(TheText)
        exit
    end if

    set TheName = LastDOODSelected
    set TradeName = TheName
    set HackTradeName = TradeName

    repeat with x = 1 to 30
        if char x of HackTradeName = "a" then put "1" into char x of HackTradeName
        if char x of HackTradeName = "e" then put "2" into char x of HackTradeName
        if char x of HackTradeName = "i" then put "3" into char x of HackTradeName
        if char x of HackTradeName = "o" then put "4" into char x of HackTradeName
        if char x of HackTradeName = "u" then put "5" into char x of HackTradeName
    end repeat

    OpenTradeWindow

    set the locV of sprite 302 = -1000
    set the locV of sprite 303 = -1000
    set the locV of sprite 304 = -1000

    exit
end
```

New Behavior (Inventory)

```
on mouseleave me

    set the locV of sprite 302 = - 5000
    set the locV of sprite 303 = - 5000
    set the locV of sprite 304 = - 5000

end
```

214 (Inventory)

```
on exitFrame me

end
```

220 (Inventory)

BlueCrystal (Inventory)

```
on mouseUp
    global SP, SPMax, HP, HPMax

    put "How Many Blue Crystals Do You Want To Drop?" into field (member "GoldDrop2" of castlib 1)
    set the visible of sprite 88 = TRUE
    set the visible of sprite 89 = TRUE
    set the visible of sprite 90 = TRUE
    set the visible of sprite 91 = TRUE
    set the visible of sprite 92 = TRUE

    set the locZ of sprite 88 = 8800
    set the locZ of sprite 89 = 8900
    set the locZ of sprite 90 = 9000
    set the locZ of sprite 91 = 9100
    set the locZ of sprite 92 = 9200

    set the visible of sprite 93 = FALSE

end
```

RedCrystal (Inventory)

```
on mouseUp
    global SP, SPMax, HP, HPMax

    put "How Many Red Crystals Do You Want To Drop?" into field (member "GoldDrop2" of castlib 1)
    set the visible of sprite 88 = TRUE
    set the visible of sprite 89 = TRUE
    set the visible of sprite 90 = TRUE
    set the visible of sprite 91 = TRUE
    set the visible of sprite 92 = TRUE

    set the locZ of sprite 88 = 8800
    set the locZ of sprite 89 = 8900
    set the locZ of sprite 90 = 9000
    set the locZ of sprite 91 = 9100
    set the locZ of sprite 92 = 9200

    set the visible of sprite 93 = FALSE

end
```

YellowCrystal (Inventory)

```
on mouseUp
    global SP, SPMax, HP, HPMax

    put "How Many Yellow Crystals Do You Want To Drop?" into field (member "GoldDrop2" of castlib 1)
    set the visible of sprite 88 = TRUE
    set the visible of sprite 89 = TRUE
    set the visible of sprite 90 = TRUE
    set the visible of sprite 91 = TRUE
    set the visible of sprite 92 = TRUE

    set the locZ of sprite 88 = 8800
    set the locZ of sprite 89 = 8900
    set the locZ of sprite 90 = 9000
    set the locZ of sprite 91 = 9100
    set the locZ of sprite 92 = 9200

    set the visible of sprite 93 = FALSE
```

GreenCrystal (Inventory)

```
on mouseUp
  global SP, SPMax, HP, HPMax

  put "How Many Green Crystals Do You Want To Drop?" into field (member "GoldDrop2" of castlib 1)
  set the visible of sprite 88 = TRUE
  set the visible of sprite 89 = TRUE
  set the visible of sprite 90 = TRUE
  set the visible of sprite 91 = TRUE
  set the visible of sprite 92 = TRUE

  set the locZ of sprite 88 = 8800
  set the locZ of sprite 89 = 8900
  set the locZ of sprite 90 = 9000
  set the locZ of sprite 91 = 9100
  set the locZ of sprite 92 = 9200

  set the visible of sprite 93 = FALSE

end
```

PurpleCrystal (Inventory)

```
on mouseUp
  global SP, SPMax, HP, HPMax

  put "How Many Purple Crystals Do You Want To Drop?" into field (member "GoldDrop2" of castlib 1)
  set the visible of sprite 88 = TRUE
  set the visible of sprite 89 = TRUE
  set the visible of sprite 90 = TRUE
  set the visible of sprite 91 = TRUE
  set the visible of sprite 92 = TRUE

  set the locZ of sprite 88 = 8800
  set the locZ of sprite 89 = 8900
  set the locZ of sprite 90 = 9000
  set the locZ of sprite 91 = 9100
  set the locZ of sprite 92 = 9200

  set the visible of sprite 93 = FALSE

end
```

WhiteCrystal (Inventory)

```
on mouseUp
  global SP, SPMax, HP, HPMax

  put "How Many White Crystals Do You Want To Drop?" into field (member "GoldDrop2" of castlib 1)

  set the visible of sprite 88 = TRUE
  set the visible of sprite 89 = TRUE
  set the visible of sprite 90 = TRUE
  set the visible of sprite 91 = TRUE
  set the visible of sprite 92 = TRUE

  set the locZ of sprite 88 = 8800
  set the locZ of sprite 89 = 8900
  set the locZ of sprite 90 = 9000
  set the locZ of sprite 91 = 9100
  set the locZ of sprite 92 = 9200

  set the visible of sprite 93 = FALSE

end
```

639 (Inventory)

```
on DrawAnimSpriteThing(ItemName, CurItemmm, X, Y)

    updatestage
    set CurItemmmX = CurItemmm + 217

    if ItemName = "Campfire" then set Framelx = "CF-1"
    if ItemName = "Guild Center" then set Framelx = "GC-1"
    if ItemName contains "Crystal" then set Framelx = "CC-1"
    if ItemName = "Alchemy Lab" then set Framelx = "AL-1"
    if ItemName = "Wall Torch" then set Framelx = "TW-1"
    if ItemName = "Windmill" then set Framelx = "WM-1"
    if ItemName = "Fountain" then set Framelx = "FT-1"
    if ItemName = "Fire Pot" then set Framelx = "FP-1"
    if ItemName = "Chimney" then set Framelx = "CM-1"

    if Framelx = VOID then exit

    sprite(CurItemmmX).blend = 100

    set the member of sprite CurItemmmX = (member Framelx of castlib "Inventory")

    set the locH of sprite CurItemmmX = the locH of sprite CurItemmm
    set the locV of sprite CurItemmmX = the locV of sprite CurItemmm
    set the locZ of sprite CurItemmmX = the locZ of sprite 110 + 12
    if ItemName = "Windmill" then set the locZ of sprite CurItemmmX = the locZ of sprite 112 + 400
    if ItemName = "Fountain" then set the locZ of sprite CurItemmmX = the locZ of sprite 112 + 400
    if ItemName = "Fire Pot" then set the locZ of sprite CurItemmmX = the locZ of sprite 112 + 400

    if ItemName = "Chimney" then set the locZ of sprite CurItemmmX = the locZ of sprite 108 + 1

    --108
    if ItemName = "Guild Center" then sprite(CurItemmmX).blend = 50
end
```

Candle Shimmer (Scripts)

```

property mySprite
property myCounter

on beginsprite me

    set mySprite to the spriteNum of me
    set myCounter = 1
    add the actorlist, me
end

on stepframe

    -- 74, 76 - 54, 47 - 34, 27

if the visible of sprite mysprite = TRUE then

    if myCounter < 10 then set the width of sprite mySprite = the width of sprite mySprite + 1
    if myCounter < 10 then set the height of sprite MySprite = the height of sprite mySprite + 1

    if myCounter > 9 then set the width of sprite mySprite = the width of sprite mySprite - 1
    if myCounter > 9 then set the height of sprite MySprite = the height of sprite mySprite - 1

    if myCounter = 18 then

        if mySprite = sprite 221 then set the width of sprite mySprite = 63
        if mySprite = sprite 221 then set the height of sprite mySprite = 52
        if mySprite = sprite 222 then set the width of sprite mySprite = 63
        if mySprite = sprite 222 then set the height of sprite mySprite = 52
        if mySprite = sprite 223 then set the width of sprite mySprite = 63
        if mySprite = sprite 223 then set the height of sprite mySprite = 52

        if mySprite = sprite 224 then set the width of sprite mySprite = 54
        if mySprite = sprite 224 then set the height of sprite mySprite = 47
        if mySprite = sprite 225 then set the width of sprite mySprite = 54
        if mySprite = sprite 225 then set the height of sprite mySprite = 47
        if mySprite = sprite 226 then set the width of sprite mySprite = 54
        if mySprite = sprite 226 then set the height of sprite mySprite = 47

        if mySprite = sprite 227 then set the width of sprite mySprite = 34
        if mySprite = sprite 227 then set the height of sprite mySprite = 27
        if mySprite = sprite 228 then set the width of sprite mySprite = 34
        if mySprite = sprite 228 then set the height of sprite mySprite = 27
        if mySprite = sprite 229 then set the width of sprite mySprite = 34
        if mySprite = sprite 229 then set the height of sprite mySprite = 27
        myCounter = 0
    end if

    if myCounter > 18 then set myCounter = 0

    set myCounter = myCounter + 1
end if

```

SortNews (Scripts)

```

end

on SortNews TheDatToSort
    Global KeyLockOut, oDialog

    set OldNews = GetPref("GNEWS.txt")

    if TheDatToSort <> OldNews then

        set TheText = TheDatToSort
        AddToChat(TheText)

        set KeyLockOut = TRUE
        setpref "GNEWS", TheDatToSort
    end if

end

```

SendNPC (Scripts)

```
on SendNPC1 NPCery
  Global NPC1, NPC1Name

  set the itemdelimiter = "*"
  set NPC1Name = item 1 of NPCery
  set NPC1 = item 2 of NPCery
  put NPC1 into field (member "NPCOne" of castlib "NPCs")
  set the itemdelimiter = "^"
end

on SendNPC2 NPCery
  Global NPC2, NPC2Name

  set the itemdelimiter = "*"
  set NPC2Name = item 1 of NPCery
  set NPC2 = item 2 of NPCery
  put NPC2 into field (member "NPCTwo" of castlib "NPCs")
  set the itemdelimiter = "^"
end

on SendNPC3 NPCery
  Global NPC3, NPC3Name
  put "3"
  set the itemdelimiter = "*"
  set NPC3Name = item 1 of NPCery
  set NPC3 = item 2 of NPCery
  put NPC3 into field (member "NPCThree" of castlib "NPCs")
  set the itemdelimiter = "^"
end

on SendNPC4 NPCery
  Global NPC4, NPC4Name

  set the itemdelimiter = "*"
  set NPC4Name = item 1 of NPCery
  set NPC4 = item 2 of NPCery
  put NPC4 into field (member "NPCFour" of castlib "NPCs")
  set the itemdelimiter = "^"
end
```

LoadCrystals (Scripts)

Global BlueC, RedC, GreenC, YellowC, PurpleC, WhiteC

Global BlueCrySlot, RedCrySlot, GreenCrySlot, YellowCrySlot, PurpleCrySlot, WhiteCrySlot

on LoadCrystals

```

set TheCurValue = field (member "Inventory" of castlib 2)
set BlueC = 0
set RedC = 0
set GreenC = 0
set YellowC = 0
set PurpleC = 0
set whiteC = 0

```

```

repeat with x = 1 to 16
  if line x of TheCurValue contains "Blue Cry" then
    set ThisDat = line x of TheCurValue
    set BlueCrySlot = x
    set the itemdelimiter = "-"
    set BlueC = integer(item 2 of ThisDat)
  end if
end repeat

```

```

repeat with x = 1 to 16
  if line x of TheCurValue contains "Red Cry" then
    set ThisDat = line x of TheCurValue
    set RedCrySlot = x
    set the itemdelimiter = "-"
    set RedC = integer(item 2 of ThisDat)
  end if
end repeat

```

```

repeat with x = 1 to 16
  if line x of TheCurValue contains "Green Cry" then
    set ThisDat = line x of TheCurValue
    set GreenCrySlot = x
    set the itemdelimiter = "-"
    set GreenC = integer(item 2 of ThisDat)
  end if
end repeat

```

```

repeat with x = 1 to 16
  if line x of TheCurValue contains "Yellow Cry" then
    set ThisDat = line x of TheCurValue
    set YellowCrySlot = x
    set the itemdelimiter = "-"
    set YellowC = integer(item 2 of ThisDat)
  end if
end repeat

```

```

repeat with x = 1 to 16
  if line x of TheCurValue contains "Purple Cry" then
    set PurpleCrySlot = x
    set ThisDat = line x of TheCurValue
    set the itemdelimiter = "-"
    set PurpleC = integer(item 2 of ThisDat)
  end if
end repeat

```

```

repeat with x = 1 to 16
  if line x of TheCurValue contains "White Cry" then
    set ThisDat = line x of TheCurValue
    set WhiteCrySlot = x
    set the itemdelimiter = "-"
    set WhiteC = integer(item 2 of ThisDat)
  end if
end repeat

```

end

on AddCrystal TheSelItem

end

on SaveCrystals

skillincreases (Scripts)

on FactorWSkillIncrease WeaponUsed, MonName

Global Slash, Thrust, Parry, HeavyArms, AxeFighting, Swordsmanship, Fencing, Magery
 Global MagicResistance, Archery, Meditation, Blessing, Assassination, Musicianship, HammerWielding
 Global TerrainNavigating, StaffFighting, ItemIdentification, Alchemy, WarResistance, Stamina
 Global Punch, Block, MartialArts, UnholyCombat, Archery, FctNme, F1Bonus, F2Bonus, F3Bonus, Intelligence, Wisdom

```

if WeaponUsed = "NOTHING" then set oSkills = "Punch, Martial Arts"
if WeaponUsed = "Dagger" then set oSkills = "Slash, Thrust"
if WeaponUsed contains "Bow" then set oSkills = "Archery"
if WeaponUsed = "Knife" then set oSkills = "Slash, Thrust"
if WeaponUsed contains "Axe" then set oSkills = "Slash, Thrust, Heavy Arms, Axe Fighting"
if WeaponUsed contains "Short Sword" then set oSkills = "Slash, Thrust, Swordsmanship, Fencing"
if WeaponUsed = "Dark Sword" then set oSkills = "Unholy Combat, Slash, Thrust, Swordsmanship, Fencing, Heavy Arms"
if WeaponUsed = "Dark Scimitar" then set oSkills = "Unholy Combat, Slash, Thrust, Swordsmanship, Fencing"
if WeaponUsed = "Unholy Lance" then set oSkills = "Unholy Combat, Slash, Thrust, Swordsmanship, Fencing, Heavy Arms"
if WeaponUsed contains "Broad Sword" then set oSkills = "Slash, Thrust, Swordsmanship, Heavy Arms"
if WeaponUsed = "Knight's Sword" then set oSkills = "Slash, Thrust, Swordsmanship, Heavy Arms"
if WeaponUsed = "Scimitar" then set oSkills = "Slash, Thrust, Swordsmanship, Fencing"
if WeaponUsed contains "Long Sword" then set oSkills = "Slash, Thrust, Swordsmanship, Fencing, Heavy Arms"
if WeaponUsed contains "Gold Sword" then set oSkills = "Slash, Thrust, Swordsmanship, Fencing"
if WeaponUsed contains "Laser Sword" then set oSkills = "Slash, Thrust, Swordsmanship, Fencing"
if WeaponUsed contains "Sword of Hope" then set oSkills = "Slash, Thrust, Swordsmanship, Fencing, Heavy Arms"
if WeaponUsed = "Rune Sword" then set oSkills = "Slash, Thrust, Swordsmanship, Fencing, Heavy Arms"
if WeaponUsed contains "Star Sword" then set oSkills = "Slash, Thrust, Swordsmanship, Fencing"
if WeaponUsed contains "Pharaoh Sword" then set oSkills = "Slash, Thrust, Swordsmanship, Fencing"
if WeaponUsed = "Ice Sword" then set oSkills = "Slash, Thrust, Swordsmanship, Fencing, Heavy Arms"
if WeaponUsed = "Fire Sword" then set oSkills = "Slash, Thrust, Swordsmanship, Fencing, Heavy Arms"
if WeaponUsed = "Wooden Staff" then set oSkills = "Staff Fighting"
if WeaponUsed = "Steel Staff" then set oSkills = "Staff Fighting"
if WeaponUsed = "Lord's Staff" then set oSkills = "Staff Fighting"
if WeaponUsed = "Gold Staff" then set oSkills = "Staff Fighting"
if WeaponUsed = "Dark Staff" then set oSkills = "Staff Fighting"
if WeaponUsed = "Hammer" then set oSkills = "Hammer Wielding, Thrust, Slash, Heavy Arms"
if WeaponUsed contains "Thor's Hammer" then set oSkills = "Hammer Wielding, Thrust, Slash, Heavy Arms"
if WeaponUsed = "Katana" then set oSkills = "Martial Arts, Thrust, Swordsmanship, Fencing, Slash"
if WeaponUsed = "Scimitar" then set oSkills = "Martial Arts, Thrust, Swordsmanship, Fencing, Slash"
if WeaponUsed = "Bo" then set oSkills = "Martial Arts, Thrust, Swordsmanship, Fencing, Slash"
if WeaponUsed = "Mining Hammer" then set oSkills = "Hammer Wielding, Heavy Arms"
if WeaponUsed = "Ice Hammer" then set oSkills = "Hammer Wielding, Heavy Arms"
if WeaponUsed = "Fire Hammer" then set oSkills = "Hammer Wielding, Heavy Arms"
if WeaponUsed = "Blacksmith Hammer" then set oSkills = "Hammer Wielding, Heavy Arms"
if WeaponUsed contains "Crossbow" then set oSkills = "Martial Arts, Archery"
set MaxSkillValue = 50
set MaxMageSkillValue = 30

```

```

if FctNme = 1 then
  if F1Bonus < 1 then set MaxMageSkillValue = 50
  if F1Bonus = 1 then set MaxMageSkillValue = 60
  if F1Bonus = 2 then set MaxMageSkillValue = 70
  if F1Bonus = 3 then set MaxMageSkillValue = 80
  if F1Bonus > 3 then set MaxMageSkillValue = 100
end if

```

```

if FctNme = 2 then
  if F2Bonus < 1 then set MaxSkillValue = 55
  if F2Bonus = 1 then set MaxSkillValue = 60
  if F2Bonus = 2 then set MaxSkillValue = 70
  if F2Bonus = 3 then set MaxSkillValue = 80
  if F2Bonus = 4 then set MaxSkillValue = 90
  if F2Bonus > 4 then set MaxSkillValue = 100
end if

```

```

if FctNme = 3 then
  if F3Bonus < 1 then set MaxSkillValue = 55
  if F3Bonus = 1 then set MaxSkillValue = 60
  if F3Bonus = 2 then set MaxSkillValue = 65
  if F3Bonus = 3 then set MaxSkillValue = 70
  if F3Bonus = 4 then set MaxSkillValue = 75
  if F3Bonus > 4 then set MaxSkillValue = 80
end if

```

```

set SkillCap = 85
if MonName = "30" then set SkillCap = 30
if MonName = "32" then set SkillCap = 35
if MonName = "31" then set SkillCap = 45
if MonName = "35" then set SkillCap = 50
if MonName = "61" then set SkillCap = 70
if MonName = "50" then set SkillCap = 62
if MonName = "60" then set SkillCap = 70
if MonName = "34" then set SkillCap = 55
if MonName = "33" then set SkillCap = 65
if MonName = "37" then set SkillCap = 65
if MonName = "38" then set SkillCap = 70
if MonName = "40" then set SkillCap = 75
if MonName = "41" then set SkillCap = 80
if MonName = "42" then set SkillCap = 85
if MonName = "36" then set SkillCap = 85

```

```
if MonName = "36" then set SkillCap = 85
if MonName = "90" then set SkillCap = 10
if MonName = "91" then set SkillCap = 10
if MonName = "92" then set SkillCap = 10
if MonName = "1" then set SkillCap = 10
if MonName = "2" then set SkillCap = 10
if MonName = "3" then set SkillCap = 10
if MonName = "4" then set SkillCap = 10
if MonName = "5" then set SkillCap = 10
if MonName = "6" then set SkillCap = 10
```

```
sortMyskills
if Intelligence > 5 then set SkillCap = SkillCap + 3
if Intelligence > 10 then set SkillCap = SkillCap + 5
if Intelligence > 15 then set SkillCap = SkillCap + 5
if Intelligence > 20 then set SkillCap = SkillCap + 5
if Intelligence > 22 then set SkillCap = SkillCap + 5
```

```
set WisAdd = 30
if Wisdom > 5 then set WisAdd = WisAdd - 5
if Wisdom > 10 then set WisAdd = WisAdd - 7
if Wisdom > 15 then set WisAdd = WisAdd - 8
if Wisdom > 20 then set WisAdd = WisAdd - 5
if Wisdom > 22 then set WisAdd = WisAdd - 2
if Wisdom > 23 then set WisAdd = WisAdd - 3
```

```
if oSkills contains "Hammer Wielding" then
```

```
    if HammerWielding > 0 then

        if HammerWielding < MaxSkillValue then

            set DoesSlashUpgrade = 40 - Stamina
            set DoesSlashUpgrade = DoesSlashUpgrade + HammerWielding + WisAdd
            set DoesSlashUpgrade = random(DoesSlashUpgrade)

            if HammerWielding < SkillCap then

                if DoesSlashUpgrade = 1 then

                    set TheText = "You have advanced in the art of Hammer Wielding!"
                    AddToChat(TheText)
                    SortMySkills
                    set HammerWielding = HammerWielding + 1
                    saveskills
                end if
            end if
        end if
    end if
end if
```

```
if oSkills contains "Axe Fighting" then
```

```
    if AxeFighting > 0 then

        if AxeFighting < MaxSkillValue then

            set DSS = AxeFighting + WisAdd
            set DoesSlashUpgrade = random(DSS)

            if AxeFighting < SkillCap then

                if DoesSlashUpgrade = 1 then

                    set TheText = "You have advanced in the art of Axe Fighting!"
                    AddToChat(TheText)
                    SortMySkills
                    set AxeFighting = AxeFighting + 1
                    saveskills
                end if
            end if
        end if
    end if
end if
```

```
if oSkills contains "Punch" then
```

```
    if Punch > 0 then

        if Punch < MaxSkillValue then

            set DSS = Punch + WisAdd
            set DoesSlashUpgrade = random(DSS)

            if Punch < SkillCap then

                if DoesSlashUpgrade = 1 then

                    set TheText = "You have advanced in the art of Punch!"
                    AddToChat(TheText)
```

```
        AddToChat(TheText)
        SortMySkills
        set Punch = Punch + 1
        saveskills
    end if
end if
end if
end if
end if
end if

if oSkills contains "Archery" then

    if Archery > 0 then

        if Archery < MaxSkillValue then

            set DSS = Archery + WisAdd
            set DoesSlashUpgrade = random(DSS)

            if Archery < SkillCap then

                if DoesSlashUpgrade = 1 then

                    set TheText = "You have advanced in the art of Archery!"
                    AddToChat(TheText)
                    SortMySkills
                    set Archery = Archery + 1
                    saveskills
                end if
            end if
        end if
    end if
end if

if oSkills contains "Martial Arts" then

    if MartialArts > 0 then

        if MartialArts < MaxSkillValue then

            set DSS = MartialArts + WisAdd
            set DoesSlashUpgrade = random(DSS)

            if MartialArts < SkillCap then

                if DoesSlashUpgrade = 1 then

                    set TheText = "You have advanced in the art of Martial Arts!"
                    AddToChat(TheText)
                    SortMySkills
                    set MartialArts = MartialArts + 1
                    saveskills
                end if
            end if
        end if
    end if
end if

if oSkills contains "Unholy Combat" then

    if UnholyCombat > 0 then

        if UnholyCombat < MaxMageSkillValue then

            set DoesSlashUpgrade = random(UnholyCombat)

            if UnholyCombat < SkillCap then

                if DoesSlashUpgrade = 1 then

                    set TheText = "You have advanced in the art of Unholy Combat!"
                    AddToChat(TheText)
                    SortMySkills
                    set UnholyCombat = UnholyCombat + 1
                    saveskills
                end if
            end if
        end if
    end if
end if

if oSkills contains "Thrust" then

    if Thrust > 0 then

        if Thrust < MaxSkillValue then
```

```
    set DoesSlashUpgrade = 40 - Stamina
    set DoesSlashUpgrade = DoesSlashUpgrade + Thrust + WisAdd
    set DoesSlashUpgrade = random(DoesSlashUpgrade)

    if Thrust < SkillCap then

        if DoesSlashUpgrade = 1 then
            if Slash > 30 then
                set TheText = "You have advanced in the art of Thrust!"
                AddToChat(TheText)
                SortMySkills
                set Thrust = Thrust + 1
                saveskills
            end if
        end if
    end if
end if
```

```
if oSkills contains "Staff Fighting" then
```

```
    if StaffFighting > 0 then

        if StaffFighting < MaxMageSkillValue then

            set DSS = stafffighting + WisAdd
            set DoesSlashUpgrade = random(DSS)

            if StaffFighting < SkillCap then

                if DoesSlashUpgrade = 1 then

                    set TheText = "You have advanced in the art of Staff Fighting!"
                    AddToChat(TheText)
                    SortMySkills
                    set StaffFighting = StaffFighting + 1
                    saveskills
                end if
            end if
        end if
    end if
end if
```

```
if oSkills contains "Slash" then
```

```
    if Slash > 0 then

        if Slash < MaxSkillValue then

            set DSS = slash + WisAdd
            set DoesSlashUpgrade = random(DSS)

            if Slash < SkillCap then
                if DoesSlashUpgrade = 1 then

                    set TheText = "You have advanced in the art of Slash!"
                    AddToChat(TheText)
                    SortMySkills
                    set Slash = Slash + 1
                    saveskills
                end if
            end if
        end if
    end if
end if
```

```
if oSkills contains "Heavy Arms" then
```

```
    if HeavyArms > 0 then

        if HeavyArms < MaxSkillValue then

            set DSS = HeavyArms + WisAdd
            set DoesSlashUpgrade = random(DSS)

            if HeavyArms < SkillCap then

                if DoesSlashUpgrade = 1 then
```

```
    if DoesSlashUpgrade = 1 then
        if Thrust > 60 then
            set TheText = "You have advanced in the art of Heavy Arms!"
            AddToChat(TheText)
            SortMySkills
            set HeavyArms = HeavyArms + 1
            saveskills
        end if
    end if
end if
end if
end if
end if
end if

if oSkills contains "Swordsmanship" then

    if Swordsmanship > 0 then

        if Swordsmanship < MaxSkillValue then

            set DoesSlashUpgrade = 25 - Stamina
            set DoesSlashUpgrade = DoesSlashUpgrade + Swordsmanship + WisAdd
            set DoesSlashUpgrade = random(DoesSlashUpgrade)

            if Swordsmanship < SkillCap then
                if DoesSlashUpgrade = 1 then

                    if Slash > 50 then
                        set TheText = "You have advanced in the art of Swordsmanship!"
                        AddToChat(TheText)
                        SortMySkills
                        set Swordsmanship = Swordsmanship + 1
                        saveskills
                    end if
                end if
            end if
        end if
    end if
end if
end if

if oSkills contains "Fencing" then

    if Fencing > 0 then

        if Fencing < MaxSkillValue then

            set DoesSlashUpgrade = 25 - Stamina
            set DoesSlashUpgrade = DoesSlashUpgrade + Fencing + WisAdd
            set DoesSlashUpgrade = random(DoesSlashUpgrade)
            if Fencing < SkillCap then
                if DoesSlashUpgrade = 1 then
                    if Swordsmanship > 20 then
                        set TheText = "You have advanced in the art of Fencing!"
                        AddToChat(TheText)
                        SortMySkills
                        set Fencing = Fencing + 1
                        saveskills
                    end if
                end if
            end if
        end if
    end if
end if
end if
end if
end if
end
```

draw inv (Scripts)

```
on DrawInventory
  Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, TheItem

  if the frame <> 63 then exit

  repeat with x = 220 to 235
    set the visible of sprite x = TRUE
  end repeat

  repeat with x = 220 to 235
    set the locZ of sprite x = 300 + x
  end repeat

  repeat with x = 355 to 359
    set the locZ of sprite x = 300 + x
  end repeat

  repeat with x = 355 to 359
    set the visible of sprite x = TRUE
  end repeat

  set TmpInv = field (member "Inventory" of castlib 2)

  LoadCrystals

  repeat with x = 1 to 15

    set CurSprite = x + 44

    if line x of TmpInv = "" then

      set the member of sprite CurSprite = (member "NOTHING" of castlib "Inventory")
      set txtmem = "invslot" & x
      put "" into field (member txtmem of castlib "Inventory")
    else

      set CurImg = line x of TmpInv
      set the itemdelimiter = "-"
      set ItemNum = integer(item 2 of CurImg)
      set CurImg = item 1 of CurImg
      set DontDrawMe = FALSE

      if CurImg contains "cabinet" then

        if CurImg contains "Wind" then

          else

            if x = 1 then member(member 590 of castlib "Inventory").name = CurImg
            if x = 2 then member(member 591 of castlib "Inventory").name = CurImg
            if x = 3 then member(member 592 of castlib "Inventory").name = CurImg
            if x = 4 then member(member 593 of castlib "Inventory").name = CurImg
            if x = 5 then member(member 594 of castlib "Inventory").name = CurImg
            if x = 6 then member(member 595 of castlib "Inventory").name = CurImg
            if x = 7 then member(member 596 of castlib "Inventory").name = CurImg
            if x = 8 then member(member 597 of castlib "Inventory").name = CurImg
            if x = 9 then member(member 598 of castlib "Inventory").name = CurImg
            if x = 10 then member(member 599 of castlib "Inventory").name = CurImg
            if x = 11 then member(member 600 of castlib "Inventory").name = CurImg
            if x = 12 then member(member 601 of castlib "Inventory").name = CurImg
            if x = 13 then member(member 602 of castlib "Inventory").name = CurImg
            if x = 14 then member(member 603 of castlib "Inventory").name = CurImg
            if x = 15 then member(member 604 of castlib "Inventory").name = CurImg
            set CurSltt = x + 589
            set the member of sprite CurSprite = (member CurSltt of castlib "Inventory")
            set DontDrawMe = TRUE
          end if
        end if

      if CurImg contains "wind cabinet" then

        if x = 1 then member(member 660 of castlib "Inventory").name = CurImg
        if x = 2 then member(member 661 of castlib "Inventory").name = CurImg
        if x = 3 then member(member 662 of castlib "Inventory").name = CurImg
        if x = 4 then member(member 663 of castlib "Inventory").name = CurImg
        if x = 5 then member(member 664 of castlib "Inventory").name = CurImg
        if x = 6 then member(member 665 of castlib "Inventory").name = CurImg
        if x = 7 then member(member 666 of castlib "Inventory").name = CurImg
        if x = 8 then member(member 667 of castlib "Inventory").name = CurImg
        if x = 9 then member(member 668 of castlib "Inventory").name = CurImg
        if x = 10 then member(member 669 of castlib "Inventory").name = CurImg
        if x = 11 then member(member 670 of castlib "Inventory").name = CurImg
        if x = 12 then member(member 671 of castlib "Inventory").name = CurImg
        if x = 13 then member(member 672 of castlib "Inventory").name = CurImg
        if x = 14 then member(member 673 of castlib "Inventory").name = CurImg
```



```
if DontDrawMe = FALSE then set the member of sprite CurSprite = (member CurImg of castlib "Inventory")
```

```
    if DontDrawMe = FALSE then set the member of sprite CurSprite = (member CurImg of castlib "Inventory")
    set txtmem = "invslot" & x
    if ItemNum > 1 then put ItemNum into field (member txtmem of castlib "Inventory")
    if ItemNum < 2 then put "" into field (member txtmem of castlib "Inventory")
  end if
end repeat
```

```
set the member of sprite 75 = (member HeadE of castlib "Inventory")
set the member of sprite 76 = (member LeftHandE of castlib "Inventory")
set the member of sprite 77 = (member FeetE of castlib "Inventory")
set the member of sprite 78 = (member BodyE of castlib "Inventory")
set the member of sprite 79 = (member RightHandE of castlib "Inventory")
set the member of sprite 80 = (member RingE of castlib "Inventory")
set the member of sprite 74 = (member NeckE of castlib "Inventory")
set the member of sprite 81 = (member BeltE of castlib "Inventory")
```

end

Add To Chat (Scripts)

Global CharMap

```

on RunDeathText DeathTxt
    put RETURN & DeathTxt after member "chat"
    set NumOfLines = member("chat").line.count
    member("chat").line[NumOfLines].forecolor = 8
--    set the forecolor of line NumOfLines of member "chat" = 8
end

on DebugA TheText
    alert (" [Debug] " & TheText)
end

on DebugB TheText
    AddToChat (" [Debug] " & TheText)
end

on AddToChat TheText
    Global CVL

    set CVL = 0

    if TheText contains "{" then

        set the itemdelimiter = "{"
        set MyNewText = item 2 of TheText

        set NameText = item 1 of TheText

        set the itemdelimiter = ":"
        set CVL = item 2 of NameText
        if char 1 of CVL = " then delete char 1 of CVL
        set CVL = integer(CVL)
        set TheCharsName = item 1 of NameText

        set TheText = TheCharsName & ": " & MyNewText
    end if

    put RETURN & TheText after member "chat"
    put RETURN & TheText after field member "WEChat"
    set NumOfLines = member("chat").line.count
    member("chat").line[NumOfLines].forecolor = CVL
--    set the forecolor of line NumOfLines of member "chat" = CVL
end

on StandardChat TheText
    Global MyLocXY

    set MYXY = MyLocXY
    set the itemdelimiter = "-"
    set MyyX = item 1 of MYXY
    set MyyY = item 2 of MYXY

    if TheText contains QUOTE then
        if MyyY > 10 then
            if CharMap contains "H" then
                set TheText = "You hear a muffled voice."
                AddToChat(TheText)
                exit
            end if
        end if
    end if

    put RETURN & TheText after member "chat"
    put RETURN & TheText after field member "WEChat"

    set NumOfLines = (member "chat").line.count

--    set NumOfLines = number(member("chat"))

    member("chat").line[NumOfLines].forecolor = 0
--    set the forecolor of line NumOfLines of member "chat" = 0
end

on AddBroadcast TheText
    put RETURN & TheText after member "chat"
    put RETURN & TheText after field member "WEChat"
    set NumOfLines = member("chat").line.count
    member("chat").line[NumOfLines].forecolor = 4
--    set the forecolor of line NumOfLines of member "chat" = 4
end

```

```

on AddGuildCast TheText
  Global GuildNameColor

  put RETURN & TheText after member "chat"
  put RETURN & TheText after field member "WEChat"
  set NumOfLines = member("chat").line.count

  member("chat").line[NumOfLines].forecolor = integer(GuildNameColor)
--  set the forecolor of line NumOfLines of member "chat" = integer(GuildNameColor)
end

on AddToEvents TheText

  set CurChat = field member "Events"
  set CurChat = CurChat & RETURN
  set CurChat = CurChat & TheText
  put CurChat into field member "Events"

end

on AddItemToInventory TheSelItem
  Global Gold, BlueC, RedC, GreenC, YellowC, PurpleC, WhiteC

  if TheSelItem contains " Crystal" then
    LoadCrystals
    set the itemdelimiter = " "
    set TheAmmnt = integer(item 1 of TheSelItem)
    if TheSelItem contains "Blue" then set BlueC = BlueC + TheAmmnt
    if TheSelItem contains "Red" then set RedC = RedC + TheAmmnt
    if TheSelItem contains "Yellow" then set YellowC = YellowC + TheAmmnt
    if TheSelItem contains "Green" then set GreenC = GreenC + TheAmmnt
    if TheSelItem contains "Purple" then set PurpleC = PurpleC + TheAmmnt
    if TheSelItem contains "White" then set WhiteC = WhiteC + TheAmmnt
    SaveCrystals
    LoadCrystals
    exit
  end if

  if TheSelItem contains " Gold" then
    LoadGold
    set the itemdelimiter = " "
    set TheAmmnt = integer(item 1 of TheSelItem)
    set Gold = Gold + TheAmmnt
    savegold
    exit
  end if

  set Inventory = field (member "Inventory" of castlib 2)
  set Inventory = Inventory & TheSelItem
  set Inventory = Inventory & RETURN
  put Inventory into field (member "Inventory" of castlib 2)

end

on AddItemToSpells TheSelItem
  Global Cc1, Gold, ShopItemPrice, SFX
  Global Slash, Thrust, Parry, HeavyArms, AxeFighting, Swordsmanship, Fencing, Magery, HammerWielding
  Global MagicResistance, Archery, Meditation, Blessing, Assassination, Musicianship, Illusion, Punch, Fire, Wind
  Global TerrainNavigating, StaffFighting, ItemIdentification, Alchemy, WarResistance, Water, Earth, MartialArts
  Global Wrath, Wizardry, Block, UnholyCombat, BlackArts, Sorcery

  set NPCName = member(the member of sprite 207).name
  loadspells
  set Spl = field (member "Spellbook" of castlib 2)

  repeat with x = 1 to 100
    if line x of Spl = TheSelItem then set Noo = 1
  end repeat

  if noo = 1 then

    set Cc1 = TRUE
    set TheText = "You already know this spell."
    addtochat(TheText)
    exit
  end if

  set Spl = Spl & TheSelItem
  set Spl = Spl & RETURN
  put Spl into field (member "Spellbook" of castlib 2)
  if SFX <> "OFF" then puppetsound 4, "Cash"
  set TheText = NPCName & " says " & QUOTE & "Thanks for the business." & QUOTE
  AddToChat(TheText)

```

```
savespells
savecharacter
end
```

parryimps (Scripts)

```
on ImpParry
  Global Parry

  set DoesParryUpgrade = random(Parry)

  if DoesParryUpgrade = 1 then

    if Parry < 100 then

      if Parry > 0 then
        SortMySkills
        set TheText = "You have advanced in the art of Parry!"
        AddToChat(TheText)
        set Parry = Parry + 1
        saveskills
      end if
    end if
  end if
end

on ImpBlock
  Global Block, Parry

  set DoesParryUpgrade = random(Block)

  if DoesParryUpgrade = 1 then

    if Block < 100 then

      if Block > 0 then

        if Parry > 50 then
          SortMySkills
          set TheText = "You have advanced in the art of Block!"
          AddToChat(TheText)
          set Block = Block + 1
          saveskills
        end if
      end if
    end if
  end if
end
```

ChangeBody (Scripts)

```

on ChangeBody CurVal
    Global MyBody, MorphCounter, CurBodyObj, WhichBAMi, DoNOTAnimate

    set the itemdelimiter = ":"
    set HisName = item 1 of CurVal
    set HisBody = item 2 of CurVal
    set BddyChk = integer(item 2 of CurVal)

    if HisName = field (member "SP112" of castlib "Chars") then

        if the locV of sprite 112 > 0 then

            set TheSPName = member(the member of sprite 112).name
            set the itemdelimiter = "-"
            set HisFrame = item 2 of TheSPName
            set HisDir = item 3 of TheSPName
            set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
            set the member of sprite 112 = (member NewBdy of castlib "Chars")
            set MyBody = HisBody

            if integer(HisBody) < 29 then set WhichBAMi = "SP112"
            if integer(HisBody) > 29 then set WhichBAMi = HisBody

            if BddyChk < 300 then set MorphCounter = 1300
            if BddyChk > 300 then set MorphCounter = 10000000000

            if WhichBAMi = "57" then set DoNOTAnimate = TRUE

        end if
    end if

    if HisName = field (member "SP115" of castlib "Chars") then

        if the locV of sprite 115 > 0 then

            set TheSPName = member(the member of sprite 115).name
            set the itemdelimiter = "-"
            set HisFrame = item 2 of TheSPName
            set HisDir = item 3 of TheSPName
            set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
            set the member of sprite 115 = (member NewBdy of castlib "Chars")
            if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 115 = "SP115"
            if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 115 = HisBody
            if HisBody = string("100") then set the visible of sprite 115 = FALSE
        end if
    end if

    if HisName = field (member "SP118" of castlib "Chars") then

        if the locV of sprite 118 > 0 then

            set TheSPName = member(the member of sprite 118).name
            set the itemdelimiter = "-"
            set HisFrame = item 2 of TheSPName
            set HisDir = item 3 of TheSPName
            set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
            set the member of sprite 118 = (member NewBdy of castlib "Chars")
            if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 118 = "SP118"
            if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 118 = HisBody

            if HisBody = string("100") then set the visible of sprite 118 = FALSE
        end if
    end if

    if HisName = field (member "SP121" of castlib "Chars") then

        if the locV of sprite 121 > 0 then

            set TheSPName = member(the member of sprite 121).name
            set the itemdelimiter = "-"
            set HisFrame = item 2 of TheSPName
            set HisDir = item 3 of TheSPName
            set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
            set the member of sprite 121 = (member NewBdy of castlib "Chars")
            if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 121 = "SP121"
            if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 121 = HisBody

            if HisBody = string("100") then set the visible of sprite 121 = FALSE
        end if
    end if

    if HisName = field (member "SP124" of castlib "Chars") then

        if the locV of sprite 124 > 0 then

            set TheSPName = member(the member of sprite 124).name

```

```
set TheSPName = member(the member of sprite 124).name
set the itemdelimiter = "-"
set HisFrame = item 2 of TheSPName
set HisDir = item 3 of TheSPName
set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
set the member of sprite 124 = (member NewBdy of castlib "Chars")
if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 124 = "SP124"
if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 124 = HisBody

    if HisBody = string("100") then set the visible of sprite 124 = FALSE
end if
end if

if HisName = field (member "SP127" of castlib "Chars") then

    if the locV of sprite 127 > 0 then

        set TheSPName = member(the member of sprite 127).name
        set the itemdelimiter = "-"
        set HisFrame = item 2 of TheSPName
        set HisDir = item 3 of TheSPName
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
        set the member of sprite 127 = (member NewBdy of castlib "Chars")
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 127 = "SP127"
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 127 = HisBody

            if HisBody = string("100") then set the visible of sprite 127 = FALSE
        end if
    end if
end if

if HisName = field (member "SP130" of castlib "Chars") then

    if the locV of sprite 130 > 0 then

        set TheSPName = member(the member of sprite 130).name
        set the itemdelimiter = "-"
        set HisFrame = item 2 of TheSPName
        set HisDir = item 3 of TheSPName
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
        set the member of sprite 130 = (member NewBdy of castlib "Chars")
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 130 = "SP130"
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 130 = HisBody

            if HisBody = string("100") then set the visible of sprite 130 = FALSE
        end if
    end if
end if

if HisName = field (member "SP133" of castlib "Chars") then

    if the locV of sprite 133 > 0 then

        set TheSPName = member(the member of sprite 133).name
        set the itemdelimiter = "-"
        set HisFrame = item 2 of TheSPName
        set HisDir = item 3 of TheSPName
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
        set the member of sprite 133 = (member NewBdy of castlib "Chars")
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 133 = "SP133"
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 133 = HisBody

            if HisBody = string("100") then set the visible of sprite 133 = FALSE
        end if
    end if
end if

if HisName = field (member "SP136" of castlib "Chars") then

    if the locV of sprite 136 > 0 then

        set TheSPName = member(the member of sprite 136).name
        set the itemdelimiter = "-"
        set HisFrame = item 2 of TheSPName
        set HisDir = item 3 of TheSPName
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
        set the member of sprite 136 = (member NewBdy of castlib "Chars")
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 136 = "SP136"
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 136 = HisBody

            if HisBody = string("100") then set the visible of sprite 136 = FALSE
        end if
    end if
end if

if HisName = field (member "SP139" of castlib "Chars") then

    if the locV of sprite 139 > 0 then

        set TheSPName = member(the member of sprite 139).name
        set the itemdelimiter = "-"
        set HisFrame = item 2 of TheSPName
        set HisDir = item 3 of TheSPName
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
        set the member of sprite 139 = (member NewBdy of castlib "Chars")
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 139 = "SP139"
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 139 = HisBody
```

```
    if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 139 = HisBody

    if HisBody = string("100") then set the visible of sprite 139 = FALSE
  end if
end if

if HisName = field (member "SP142" of castlib "Chars") then

  if the locV of sprite 142 > 0 then

    set TheSPName = member(the member of sprite 142).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of TheSPName
    set HisDir = item 3 of TheSPName
    set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
    set the member of sprite 142 = (member NewBdy of castlib "Chars")
    if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 142 = "SP142"
    if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 142 = HisBody

    if HisBody = string("100") then set the visible of sprite 142 = FALSE
  end if
end if

if HisName = field (member "SP145" of castlib "Chars") then

  if the locV of sprite 145 > 0 then

    set TheSPName = member(the member of sprite 145).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of TheSPName
    set HisDir = item 3 of TheSPName
    set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
    set the member of sprite 145 = (member NewBdy of castlib "Chars")
    if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 145 = "SP145"
    if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 145 = HisBody

    if HisBody = string("100") then set the visible of sprite 145 = FALSE
  end if
end if

if HisName = field (member "SP148" of castlib "Chars") then

  if the locV of sprite 148 > 0 then

    set TheSPName = member(the member of sprite 148).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of TheSPName
    set HisDir = item 3 of TheSPName
    set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
    set the member of sprite 148 = (member NewBdy of castlib "Chars")
    if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 148 = "SP148"
    if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 148 = HisBody

    if HisBody = string("100") then set the visible of sprite 148 = FALSE
  end if
end if

if HisName = field (member "SP151" of castlib "Chars") then

  if the locV of sprite 151 > 0 then

    set TheSPName = member(the member of sprite 151).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of TheSPName
    set HisDir = item 3 of TheSPName
    set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
    set the member of sprite 151 = (member NewBdy of castlib "Chars")
    if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 151 = "SP151"
    if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 151 = HisBody

    if HisBody = string("100") then set the visible of sprite 151 = FALSE
  end if
end if

if HisName = field (member "SP154" of castlib "Chars") then

  if the locV of sprite 154 > 0 then

    set TheSPName = member(the member of sprite 154).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of TheSPName
    set HisDir = item 3 of TheSPName
    set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
    set the member of sprite 154 = (member NewBdy of castlib "Chars")
    if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 154 = "SP154"
    if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 154 = HisBody

    if HisBody = string("100") then set the visible of sprite 154 = FALSE
  end if
end if
```



```
    updatestage  
end
```

```
on ChangeNameColor CurVal
```

```
    set HisColor = 0  
    set the itemdelimiter = ":"  
    set HisName = item 1 of CurVal  
    set HisColor = integer(item 2 of CurVal)
```

```
    if HisColor = VOID then set HisColor = 0
```

```
    if HisName = field (member "SP112" of castlib "Chars") then
```

```
        set the forecolor of field (member "SP112" of castlib "Chars") = HisColor  
    end if
```

```
    if HisName = field (member "SP115" of castlib "Chars") then
```

```
        set the forecolor of field (member "SP115" of castlib "Chars") = HisColor  
    end if
```

```
    if HisName = field (member "SP118" of castlib "Chars") then
```

```
        set the forecolor of field (member "SP118" of castlib "Chars") = HisColor  
    end if
```

```
    if HisName = field (member "SP121" of castlib "Chars") then
```

```
        set the forecolor of field (member "SP121" of castlib "Chars") = HisColor  
    end if
```

```
    if HisName = field (member "SP124" of castlib "Chars") then
```

```
        set the forecolor of field (member "SP124" of castlib "Chars") = HisColor  
    end if
```

```
    if HisName = field (member "SP127" of castlib "Chars") then
```

```
        set the forecolor of field (member "SP127" of castlib "Chars") = HisColor  
    end if
```

```
    if HisName = field (member "SP130" of castlib "Chars") then
```

```
        set the forecolor of field (member "SP130" of castlib "Chars") = HisColor  
    end if
```

```
    if HisName = field (member "SP133" of castlib "Chars") then
```

```
        set the forecolor of field (member "SP133" of castlib "Chars") = HisColor  
    end if
```

```
    if HisName = field (member "SP136" of castlib "Chars") then
```

```
        set the forecolor of field (member "SP136" of castlib "Chars") = HisColor  
    end if
```

```
    if HisName = field (member "SP139" of castlib "Chars") then
```

```
        set the forecolor of field (member "SP139" of castlib "Chars") = HisColor  
    end if
```

```
    if HisName = field (member "SP142" of castlib "Chars") then
```

```
        set the forecolor of field (member "SP142" of castlib "Chars") = HisColor  
    end if
```

```
    if HisName = field (member "SP145" of castlib "Chars") then
```

```
        set the forecolor of field (member "SP145" of castlib "Chars") = HisColor  
    end if
```

```
    if HisName = field (member "SP148" of castlib "Chars") then
```

```
        set the forecolor of field (member "SP148" of castlib "Chars") = HisColor  
    end if
```

```
    if HisName = field (member "SP151" of castlib "Chars") then
```

```
        set the forecolor of field (member "SP151" of castlib "Chars") = HisColor  
    end if
```

```
    if HisName = field (member "SP154" of castlib "Chars") then
```

```
        set the forecolor of field (member "SP154" of castlib "Chars") = HisColor  
    end if
```

```
end if
```

```
if HisName = field (member "SP157" of castlib "Chars") then
```

```
    set the forecolor of field (member "SP157" of castlib "Chars") = HisColor
end if
```

```
end
```

```
on ChangeBody2 CurVal
```

```
    Global MyBody, MorphCounter, CurBodyObj, DoNOTAnimate
```

```
    set the itemdelimiter = ":"
```

```
    set HisName = item 1 of CurVal
```

```
    set HisBody = item 2 of CurVal
```

```
    set BddyChk = integer(item 2 of CurVal)
```

```
if HisName = field (member "SP112" of castlib "Chars") then
```

```
    if the locV of sprite 112 > 0 then
```

```
        set TheSPName = member(the member of sprite 112).name
```

```
        set the itemdelimiter = "-"
```

```
        set HisFrame = item 2 of TheSPName
```

```
        set HisDir = item 3 of TheSPName
```

```
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
```

```
        set the member of sprite 112 = (member NewBdy of castlib "Chars")
```

```
        set MyBody = HisBody
```

```
        if integer(HisBody) < 29 then set WhichBAmI = "SP112"
```

```
        if integer(HisBody) > 29 then set WhichBAmI = HisBody
```

```
        if WhichBAmI = "57" then set DoNOTAnimate = TRUE
```

```
    end if
```

```
end if
```

```
if HisName = field (member "SP115" of castlib "Chars") then
```

```
    if the locV of sprite 115 > 0 then
```

```
        set TheSPName = member(the member of sprite 115).name
```

```
        set the itemdelimiter = "-"
```

```
        set HisFrame = item 2 of TheSPName
```

```
        set HisDir = item 3 of TheSPName
```

```
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
```

```
        set the member of sprite 115 = (member NewBdy of castlib "Chars")
```

```
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 115 = "SP115"
```

```
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 115 = HisBody
```

```
    end if
```

```
end if
```

```
if HisName = field (member "SP118" of castlib "Chars") then
```

```
    if the locV of sprite 118 > 0 then
```

```
        set TheSPName = member(the member of sprite 118).name
```

```
        set the itemdelimiter = "-"
```

```
        set HisFrame = item 2 of TheSPName
```

```
        set HisDir = item 3 of TheSPName
```

```
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
```

```
        set the member of sprite 118 = (member NewBdy of castlib "Chars")
```

```
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 118 = "SP118"
```

```
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 118 = HisBody
```

```
    end if
```

```
end if
```

```
if HisName = field (member "SP121" of castlib "Chars") then
```

```
    if the locV of sprite 121 > 0 then
```

```
        set TheSPName = member(the member of sprite 121).name
```

```
        set the itemdelimiter = "-"
```

```
        set HisFrame = item 2 of TheSPName
```

```
        set HisDir = item 3 of TheSPName
```

```
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
```

```
        set the member of sprite 121 = (member NewBdy of castlib "Chars")
```

```
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 121 = "SP121"
```

```
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 121 = HisBody
```

```
    if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 121 = HisBody

    end if
end if

if HisName = field (member "SP124" of castlib "Chars") then

    if the locV of sprite 124 > 0 then

        set TheSPName = member(the member of sprite 124).name
        set the itemdelimiter = "-"
        set HisFrame = item 2 of TheSPName
        set HisDir = item 3 of TheSPName
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
        set the member of sprite 124 = (member NewBdy of castlib "Chars")
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 124 = "SP124"
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 124 = HisBody

    end if
end if

if HisName = field (member "SP127" of castlib "Chars") then

    if the locV of sprite 127 > 0 then

        set TheSPName = member(the member of sprite 127).name
        set the itemdelimiter = "-"
        set HisFrame = item 2 of TheSPName
        set HisDir = item 3 of TheSPName
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
        set the member of sprite 127 = (member NewBdy of castlib "Chars")
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 127 = "SP127"
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 127 = HisBody

    end if
end if

if HisName = field (member "SP130" of castlib "Chars") then

    if the locV of sprite 130 > 0 then

        set TheSPName = member(the member of sprite 130).name
        set the itemdelimiter = "-"
        set HisFrame = item 2 of TheSPName
        set HisDir = item 3 of TheSPName
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
        set the member of sprite 130 = (member NewBdy of castlib "Chars")
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 130 = "SP130"
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 130 = HisBody

    end if
end if

if HisName = field (member "SP133" of castlib "Chars") then

    if the locV of sprite 133 > 0 then

        set TheSPName = member(the member of sprite 133).name
        set the itemdelimiter = "-"
        set HisFrame = item 2 of TheSPName
        set HisDir = item 3 of TheSPName
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
        set the member of sprite 133 = (member NewBdy of castlib "Chars")
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 133 = "SP133"
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 133 = HisBody

    end if
end if

if HisName = field (member "SP136" of castlib "Chars") then

    if the locV of sprite 136 > 0 then

        set TheSPName = member(the member of sprite 136).name
        set the itemdelimiter = "-"
        set HisFrame = item 2 of TheSPName
        set HisDir = item 3 of TheSPName
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
        set the member of sprite 136 = (member NewBdy of castlib "Chars")
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 136 = "SP136"
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 136 = HisBody

    end if
end if

if HisName = field (member "SP139" of castlib "Chars") then

    if the locV of sprite 139 > 0 then

        set TheSPName = member(the member of sprite 139).name
        set the itemdelimiter = "-"
        set HisFrame = item 2 of TheSPName
        set HisDir = item 3 of TheSPName
```

```

    set HisDir = item 3 of TheSPName
    set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
    set the member of sprite 139 = (member NewBdy of castlib "Chars")
    if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 139 = "SP139"
    if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 139 = HisBody

end if
end if

if HisName = field (member "SP142" of castlib "Chars") then

    if the locV of sprite 142 > 0 then

        set TheSPName = member(the member of sprite 142).name
        set the itemdelimiter = "-"
        set HisFrame = item 2 of TheSPName
        set HisDir = item 3 of TheSPName
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
        set the member of sprite 142 = (member NewBdy of castlib "Chars")
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 142 = "SP142"
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 142 = HisBody

    end if
end if

if HisName = field (member "SP145" of castlib "Chars") then

    if the locV of sprite 145 > 0 then

        set TheSPName = member(the member of sprite 145).name
        set the itemdelimiter = "-"
        set HisFrame = item 2 of TheSPName
        set HisDir = item 3 of TheSPName
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
        set the member of sprite 145 = (member NewBdy of castlib "Chars")
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 145 = "SP145"
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 145 = HisBody

    end if
end if

if HisName = field (member "SP148" of castlib "Chars") then

    if the locV of sprite 148 > 0 then

        set TheSPName = member(the member of sprite 148).name
        set the itemdelimiter = "-"
        set HisFrame = item 2 of TheSPName
        set HisDir = item 3 of TheSPName
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
        set the member of sprite 148 = (member NewBdy of castlib "Chars")
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 148 = "SP148"
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 148 = HisBody

    end if
end if

if HisName = field (member "SP151" of castlib "Chars") then

    if the locV of sprite 151 > 0 then

        set TheSPName = member(the member of sprite 151).name
        set the itemdelimiter = "-"
        set HisFrame = item 2 of TheSPName
        set HisDir = item 3 of TheSPName
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
        set the member of sprite 151 = (member NewBdy of castlib "Chars")
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 151 = "SP151"
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 151 = HisBody

    end if
end if

if HisName = field (member "SP154" of castlib "Chars") then

    if the locV of sprite 154 > 0 then

        set TheSPName = member(the member of sprite 154).name
        set the itemdelimiter = "-"
        set HisFrame = item 2 of TheSPName
        set HisDir = item 3 of TheSPName
        set NewBdy = HisBody & "-" & HisFrame & "-" & HisDir
        set the member of sprite 154 = (member NewBdy of castlib "Chars")
        if integer(HisBody) < 29 then set the SpriteCurBodyObj of sprite 154 = "SP154"
        if integer(HisBody) > 29 then set the SpriteCurBodyObj of sprite 154 = HisBody

    end if
end if

updatestage
end

```

ChangeStats (Scripts)

```
on ChangeStats
  Global Strength, Agility, Stamina, Agility, Dexterity, Intelligence, Wisdom, Speed, Aim

  set Yah = Strength & ":" & Stamina & ":" & Agility & ":" & Dexterity
  set Yah = Yah & ":" & Intelligence & ":" & Wisdom & ":" & Speed & ":" & Aim
  put Yah into field (member "Stats" of castlib "TempSave")

  set haa = Strength & RETURN & Stamina & RETURN & Agility & RETURN & Dexterity & RETURN
  set haa = haa & Intelligence & RETURN & Wisdom & RETURN & Speed & RETURN & Aim & RETURN
  put haa into field (member "Stats" of castlib 2)

  set waah = Strength & RETURN & RETURN & Stamina & RETURN & RETURN & Intelligence & RETURN & RETURN & Wisdom & RETURN &
RETURN & Dexterity
  put waah into field (member "MyStats1" of castlib 2)
  set waah = Intelligence & RETURN & Wisdom & RETURN & Speed & RETURN & Aim
  put waah into field (member "MyStats2" of castlib 2)

end
```

Map Header (Scripts)

```
on CheckHeader
  Global HeaderHide

end
```

ELMBONUS (Scripts)

```
on LoadElemetals ElmDt
  Global MyClass, ElementBonus, ElementalStats, WBonus, FBonus, EBonus, DBonus

  set ElementalStats = ElmDt

  set WBonus = line 1 of ElmDT
  set FBonus = line 2 of ElmDT
  set EBonus = line 3 of ElmDT
  set DBonus = line 4 of ElmDT

  set the itemdelimiter = ":"

  set WBonus = integer(item 2 of WBonus)
  set FBonus = integer(item 2 of FBonus)
  set EBonus = integer(item 2 of EBonus)
  set DBonus = integer(item 2 of DBonus)

  if MyClass = "Water Mage" then set ElementBonus = WBonus
  if MyClass = "Fire Mage" then set ElementBonus = FBonus
  if MyClass = "Earth Mage" then set ElementBonus = EBonus
  if MyClass = "Wind Mage" then set ElementBonus = DBonus

end
```

ORB DROP (Scripts)

Global SelInventory, ElementalStats, Facing, WBonus, FBonus, EBonus, DBonus, gConnect, OrbLockedInPlace, InvenNumSel
Global FireWeak, WaterWeak, EarthWeak, WindWeak

on RunOrbScript

```
set FireWeak = 0
set WaterWeak = 0
set EarthWeak = 0
set WindWeak = 0
```

```
set PosOfSpriteH = the locH of sprite 112
set PosOfSpriteV = the locV of sprite 112
```

```
if Facing = "N" then set PosOfSpriteV = PosOfSpriteV - 32
if Facing = "S" then set PosOfSpriteV = PosOfSpriteV + 32
if Facing = "W" then set PosOfSpriteH = PosOfSpriteH - 32
if Facing = "E" then set PosOfSpriteH = PosOfSpriteH + 32
```

```
repeat with x = 158 to 177
```

```
if the member of sprite x = (member "Fire Orb Platform" of castlib "Inventory") then
```

```
if the locH of sprite x = PosOfSpriteH then
```

```
if the locV of sprite x = PosOfSpriteV then
```

```
if SelInventory = "Fire Orb" then
set TheText = "Dropping a fire orb will do no good here."
AddToChat(TheText)
set OrbLockedInPlace = TRUE
exit
end if
```

```
if SelInventory = "Water Orb" then
```

```
if WBonus = 0 then
```

```
set TheText = "You get the sense that the water mages are already weakened enough."
AddToChat(TheText)
set OrbLockedInPlace = TRUE
exit
```

```
else
```

```
set TheText = "You drop the water orb onto the fire platform...you sense something powerful has just happened."
```

```
AddToChat(TheText)
set WBonus = WBonus - 1
set FBonus = FBonus + 1
set WaterWeak = 1
SaveElementalStatus
set OrbLockedInPlace = TRUE
DropTheOrbNow
exit
end if
```

```
if SelInventory = "Earth Orb" then
```

```
if EBonus = 0 then
```

```
set TheText = "You get the sense that the earth mages are already weakened enough."
AddToChat(TheText)
set OrbLockedInPlace = TRUE
exit
```

```
else
```

```
set TheText = "You drop the earth orb onto the fire platform...you sense something powerful has just happened."
```

```
AddToChat(TheText)
set EBonus = EBonus - 1
set FBonus = FBonus + 1
set EarthWeak = 1
SaveElementalStatus
set OrbLockedInPlace = TRUE
DropTheOrbNow
exit
end if
```

```
if SelInventory = "Wind Orb" then
```

```
if DBonus = 0 then
```

```
set TheText = "You get the sense that the wind mages are already weakened enough."
AddToChat(TheText)
set OrbLockedInPlace = TRUE
```

```

        set OrbLockedInPlace = TRUE
        exit
    else
        set TheText = "You drop the wind orb onto the fire platform...you sense something powerful has just happened."
        AddToChat(TheText)
        set DBonus = DBonus - 1
        set FBonus = FBonus + 1
        set WindWeak = 1
        SaveElementalStatus
        set OrbLockedInPlace = TRUE
        DropTheOrbNow
        exit
    end if
end if
end if
end if
end if
end if

```

```

if the member of sprite x = (member "Water Orb Platform" of castlib "Inventory") then

```

```

    if the locH of sprite x = PosOfSpriteH then

```

```

        if the locV of sprite x = PosOfSpriteV then

```

```

            if SelInventory = "Water Orb" then
                set TheText = "Dropping a water orb will do no good here."
                AddToChat(TheText)
                set OrbLockedInPlace = TRUE
                exit
            end if

```

```

            if SelInventory = "Fire Orb" then

```

```

                if FBonus = 0 then

```

```

                    set TheText = "You get the sense that the fire mages are already weakened enough."
                    AddToChat(TheText)
                    set OrbLockedInPlace = TRUE
                    exit

```

```

                else
                    set TheText = "You drop the fire orb onto the water platform...you sense something powerful has just
happened."

```

```

                    AddToChat(TheText)
                    set FBonus = FBonus - 1
                    set WBonus = WBonus + 1
                    set FireWeak = 1
                    SaveElementalStatus
                    set OrbLockedInPlace = TRUE
                    DropTheOrbNow
                    exit

```

```

                end if
            end if

```

```

            if SelInventory = "Earth Orb" then

```

```

                if EBonus = 0 then

```

```

                    set TheText = "You get the sense that the earth mages are already weakened enough."
                    AddToChat(TheText)
                    set OrbLockedInPlace = TRUE
                    exit

```

```

                else
                    set TheText = "You drop the earth orb onto the water platform...you sense something powerful has just
happened."

```

```

                    AddToChat(TheText)
                    set EBonus = EBonus - 1
                    set WBonus = WBonus + 1
                    set EarthWeak = 1
                    SaveElementalStatus
                    set OrbLockedInPlace = TRUE
                    DropTheOrbNow
                    exit

```

```

                end if
            end if

```

```

            if SelInventory = "Wind Orb" then

```

```

                if DBonus = 0 then

```

```

                    set TheText = "You get the sense that the wind mages are already weakened enough."
                    AddToChat(TheText)
                    set OrbLockedInPlace = TRUE
                    exit

```

```

                else
                    set TheText = "You drop the wind orb onto the water platform...you sense something powerful has just
happened."

```

```

                    AddToChat(TheText)
                    set DBonus = DBonus - 1
                    set WBonus = WBonus + 1
                    set WindWeak = 1

```

```

        set WindWeak = 1
        SaveElementalStatus
        set OrbLockedInPlace = TRUE
        DropTheOrbNow
        exit
    end if
end if
end if
end if
end if
end if

if the member of sprite x = (member "Earth Orb Platform" of castlib "Inventory") then

    if the locH of sprite x = PosOfSpriteH then

        if the locV of sprite x = PosOfSpriteV then

            if SelInventory = "Earth Orb" then
                set TheText = "Dropping a earth orb will do no good here."
                AddToChat(TheText)
                set OrbLockedInPlace = TRUE
                exit
            end if

            if SelInventory = "Fire Orb" then

                if FBonus = 0 then

                    set TheText = "You get the sense that the fire mages are already weakened enough."
                    AddToChat(TheText)
                    set OrbLockedInPlace = TRUE
                    exit
                else
                    set TheText = "You drop the fire orb onto the water platform...you sense something powerful has just
happened."
                    AddToChat(TheText)
                    set FBonus = FBonus - 1
                    set EBonus = EBonus + 1
                    set FireWeak = 1
                    SaveElementalStatus
                    set OrbLockedInPlace = TRUE
                    DropTheOrbNow
                    exit
                end if
            end if

            if SelInventory = "Water Orb" then

                if WBonus = 0 then

                    set TheText = "You get the sense that the water mages are already weakened enough."
                    AddToChat(TheText)
                    set OrbLockedInPlace = TRUE
                    exit
                else
                    set TheText = "You drop the water orb onto the earth platform...you sense something powerful has just
happened."
                    AddToChat(TheText)
                    set WBonus = WBonus - 1
                    set EBonus = EBonus + 1
                    set WaterWeak = 1
                    SaveElementalStatus
                    set OrbLockedInPlace = TRUE
                    DropTheOrbNow
                    exit
                end if
            end if

            if SelInventory = "Wind Orb" then

                if DBonus = 0 then

                    set TheText = "You get the sense that the wind mages are already weakened enough."
                    AddToChat(TheText)
                    set OrbLockedInPlace = TRUE
                    exit
                else
                    set TheText = "You drop the wind orb onto the earth platform...you sense something powerful has just
happened."
                    AddToChat(TheText)
                    set DBonus = DBonus - 1
                    set EBonus = EBonus + 1
                    set WindWeak = 1
                    SaveElementalStatus
                    set OrbLockedInPlace = TRUE
                    DropTheOrbNow
                    exit
                end if
            end if
        end if
    end if
end if
end if

```



```

end if
end if

```

```

if the member of sprite x = (member "Wind Orb Platform" of castlib "Inventory") then

```

```

    if the locH of sprite x = PosOfSpriteH then

```

```

        if the locV of sprite x = PosOfSpriteV then

```

```

            if SelInventory = "Wind Orb" then
                set TheText = "Dropping a wind orb will do no good here."
                AddToChat(TheText)
                set OrbLockedInPlace = TRUE
                exit
            end if

```

```

            if SelInventory = "Fire Orb" then

```

```

                if FBonus = 0 then

```

```

                    set TheText = "You get the sense that the fire mages are already weakened enough."
                    AddToChat(TheText)
                    set OrbLockedInPlace = TRUE
                    exit

```

```

                else
                    set TheText = "You drop the fire orb onto the wind platform...you sense something powerful has just happened."
                    AddToChat(TheText)
                    set FBonus = FBonus - 1
                    set DBonus = DBonus + 1
                    set FireWeak = 1
                    SaveElementalStatus
                    set OrbLockedInPlace = TRUE
                    DropTheOrbNow
                    exit
                end if
            end if

```

```

            if SelInventory = "Water Orb" then

```

```

                if WBonus = 0 then

```

```

                    set TheText = "You get the sense that the water mages are already weakened enough."
                    AddToChat(TheText)
                    set OrbLockedInPlace = TRUE
                    exit

```

```

                else
                    set TheText = "You drop the water orb onto the wind platform...you sense something powerful has just
happened."
                    AddToChat(TheText)
                    set WBonus = WBonus - 1
                    set DBonus = DBonus + 1
                    set WaterWeak = 1
                    SaveElementalStatus
                    set OrbLockedInPlace = TRUE
                    DropTheOrbNow
                    exit
                end if
            end if

```

```

            if SelInventory = "Earth Orb" then

```

```

                if EBonus = 0 then

```

```

                    set TheText = "You get the sense that the earth mages are already weakened enough."
                    AddToChat(TheText)
                    set OrbLockedInPlace = TRUE
                    exit

```

```

                else
                    set TheText = "You drop the earth orb onto the wind platform...you sense something powerful has just
happened."
                    AddToChat(TheText)
                    set EBonus = EBonus - 1
                    set DBonus = DBonus + 1
                    set EarthWeak = 1
                    SaveElementalStatus
                    set OrbLockedInPlace = TRUE
                    DropTheOrbNow
                    exit
                end if
            end if
        end if
    end if
end if

```

```

end repeat

```

```

end

```

```

on SaveElementalStatus

```

on SaveElementalStatus

```
set EStatus = "WATER:" & WBonus & RETURN
set EStatus = EStatus & "FIRE:" & FBonus & RETURN
set EStatus = EStatus & "EARTH:" & EBonus & RETURN
set EStatus = EStatus & "WIND:" & DBonus & RETURN
```

```
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SaveElementals",#content:EStatus])
```

```
if FireWeak = 1 then gConnect.sendNetMessage( "@AllUsers", "FireWeak", "X" )
if EarthWeak = 1 then gConnect.sendNetMessage( "@AllUsers", "EarthWeak", "X" )
if WaterWeak = 1 then gConnect.sendNetMessage( "@AllUsers", "WaterWeak", "X" )
if WindWeak = 1 then gConnect.sendNetMessage( "@AllUsers", "WindWeak", "X" )
```

end

on DropTheOrbNow

```
LoadMyEquipment
set TempItm = field (member 18 of castlib 2)
```

```
delete line InvenNumSel of TempItm
```

```
put TempItm into field (member 18 of castlib 2)
```

```
set InvenNumSel = 0
set SelInventory = ""
saveequipment
```

end

Build (Scripts)

```

on BuildNewUser MyName
    Global TempSkills, CharFile

    set CharFile = MyName

    set CharFile = CharFile & ":" & field (member 4 of castlib 2)

    if the member of sprite 18 = (member 1 of castlib "Characters") then set BDY = 1
    if the member of sprite 18 = (member 2 of castlib "Characters") then set BDY = 2
    if the member of sprite 18 = (member 3 of castlib "Characters") then set BDY = 3
    if the member of sprite 18 = (member 4 of castlib "Characters") then set BDY = 4
    if the member of sprite 18 = (member 5 of castlib "Characters") then set BDY = 5
    if the member of sprite 18 = (member 6 of castlib "Characters") then set BDY = 6
    if the member of sprite 18 = (member 7 of castlib "Characters") then set BDY = 7
    if the member of sprite 18 = (member 8 of castlib "Characters") then set BDY = 8
    if the member of sprite 18 = (member 9 of castlib "Characters") then set BDY = 9
    if the member of sprite 18 = (member 10 of castlib "Characters") then set BDY = 10

    set CharFile = CharFile & ":" & BDY
    set CharFile = CharFile & ":" & field (member 6 of castlib 2)
    set CharFile = CharFile & ":" & "x1000y992:6-4"

    global HP, HPmax, SP, SPmax, Exp, ExpNeeded, Level, Class, Sex, TempSkills

    set SP = 15
    set SPMax = 15

    if Class = "1" then set SP = 0
    if Class = "1" then set SPMax = 0
    set Vit = Class & ":" & Level & ":" & 15 & ":" & 15 & ":" & SP & ":" & SPMax
    set Vit = Vit & ":" & Exp & ":" & ExpNeeded & ":" & Sex

    set CharFile = CharFile & "/" & Vit

    Global xStrength, xStamina, xAgility, xDexterity, xIntelligence, xWisdom, xSpeed, xAim

    set RolledStats = xStrength & ":" & xStamina & ":" & xAgility & ":" & xDexterity
    set RolledStats = RolledStats & ":" & xIntelligence & ":" & xWisdom & ":"
    set RolledStats = RolledStats & xSpeed & ":" & xAim

    -----
    set CharFile = CharFile & "/" & RolledStats

    set CharFile = CharFile & "/100"

    set CharFile = CharFile & "/" & "0:0"

    set CharFile = CharFile & "/" & "I have not edited my profile yet"

    set CharFile = CharFile & "/"

    set CharFile = CharFile & "/" & "0"

    set CharFile = CharFile & "/" & TempSkills

    set CharFile = CharFile & "/" & ""

    set CharFile = CharFile & "/50000"

    set CharFile = CharFile & "/"

    set CharFile = CharFile & "/"
    set CharFile = CharFile & "/100"

```

end

Load (Scripts)

```
on LoadCharacterData TheCurValue
```

```
Global Gold, MyName, LastName
Global Inventory, TheItem
Global Sex, MyClass, Profile, CompareGold
Global ClassCode, Level, HP, HPMax, SP, SPMax, Exp, ExpNeeded, body, FctNme, FctCnt
Global Strength, Stamina, Dexterity, Intelligence, Wisdom, Speed, Aim, Agility, gnL
Global Skill1, Skill2, Skill3, Skill4, Skill5, Skill6, Skill7, Skill8, Skill9, Skill10, WhichBAmI
Global Skill1v, Skill2v, ff3v, Skill4v, Skill5v, Skill6v, Skill7v, Skill8v, Skill9v, Skill10v
Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, MyBody, gConnect, BreakCount, MyLocXY
Global CharMap, TheGoods, BlueC, RedC, GreenC, YellowC, PurpleC, WhiteC, MyVehicle, Hunger, DoNOTAnimate
```

```
if TheCurValue contains "BANNED!!!!!!" then
```

```
    alert "YOU ARE BANNED FROM PLAYING HERE ON THIS ACCOUNT!!"
    set gConnect = 0
    play frame 1
    exit
end if
```

```
if Char 1 of TheCurValue = "!" then delete char 1 of TheCurValue
if Char 1 of TheCurValue = "!" then delete char 1 of TheCurValue
if Char 1 of TheCurValue = "!" then delete char 1 of TheCurValue
if Char 1 of TheCurValue = "!" then delete char 1 of TheCurValue
```

```
set TheGoods = TheCurValue
```

```
set the itemdelimiter = "/"
set Factions = item 5 of TheGoods
put Factions into field (member "Faction" of castlib "TempSave")
set the itemdelimiter = ":"
if Factions = VOID then set Factions = "0:0"
if Factions = "" then set Factions = "0:0"

set FctNme = integer(item 1 of Factions)
set FctCnt = integer(item 2 of Factions)
if FctNme > 0 then err = gConnect.SendNetMessage( "System", "JoinGroup", "@Faction" )
```

```
set the itemdelimiter = "/"
set Gold = item 4 of TheGoods
put Gold into field (member "Gold" of castlib 2)
```

```
SaveGold
LoadTheBars
```

```
set Medals = item 10 of TheGoods
put Medals into field (member "Medals" of castlib "TempSave")
```

```
-----

set the itemdelimiter = "/"
set LastName = item 1 of TheGoods
set the itemdelimiter = ":"
set LastName = item 4 of LastName
put LastName into field (member "LastName" of castlib "TempSave")
-----
```

```
set the itemdelimiter = "/"
set Profile = item 6 of TheGoods
put Profile into field (member "Profile" of castlib "TempSave")
-----
set the itemdelimiter = "/"
set body = item 1 of TheGoods
set the itemdelimiter = ":"
set body = item 3 of body
set MyBody = Body
if integer(MyBody) > 29 then set MyBody = "5"
set Body = MyBody
put Body into field (member "Body" of castlib "TempSave")
-----
```

```
-----

set the itemdelimiter = "/"
set TheCurValue = item 2 of TheGoods
put TheCurValue into field (member "LSV" of castlib "TempSave")
set the itemdelimiter = ":"
```

```
set ClassCode = item 1 of TheCurValue
set Level = integer(item 2 of TheCurValue)
set HP = integer(item 3 of TheCurValue)
set HPMax = integer(item 4 of TheCurValue)
set SP = integer(item 5 of TheCurValue)
set SPMax = integer(item 6 of TheCurValue)
set Exp = integer(item 7 of TheCurValue)
set ExpNeeded = integer(item 8 of TheCurValue)
```

```
set ExpNeeded = integer(item 8 of TheCurValue)
set Sex = item 9 of TheCurValue
```

```
set Vitt = ""
```

```
set Vitt = Vitt & HP & " / " & HPMax
set Vitt = Vitt & RETURN
set Vitt = Vitt & SP & " / " & SPMax
```

```
put Vitt into field (member "TheVitals" of castlib 2)
```

```
if ClassCode = 1 then set MyClass = "Fighter"
if ClassCode = 2 then set MyClass = "Mage"
if ClassCode = 3 then set MyClass = "Ranger"
if ClassCode = 4 then set MyClass = "GrunT"
if ClassCode = 5 then set MyClass = "Swordsman"
if ClassCode = 5 then set MyClass = "Swordsman"
if ClassCode = 6 then set MyClass = "Brawler"
if ClassCode = 7 then set MyClass = "Illusionist"
if ClassCode = 8 then set MyClass = "Wizard"
if ClassCode = 9 then set MyClass = "Sorcerer"
if ClassCode = 10 then set MyClass = "Paladin"
if ClassCode = 11 then set MyClass = "Druid"
if ClassCode = 12 then set MyClass = "Ninja"
if ClassCode = 13 then set MyClass = "Warlock"
if ClassCode = 14 then set MyClass = "Dagoon"
if ClassCode = 15 then set MyClass = "Priest"
if ClassCode = 16 then set MyClass = "Necromancer"
if ClassCode = 17 then set MyClass = "Death Knight"
if ClassCode = 18 then set MyClass = "Immortal"
if ClassCode = 19 then set MyClass = "Bard"
if ClassCode = 20 then set MyClass = "Barbarian"
if ClassCode = 21 then set MyClass = "Fire Mage"
if ClassCode = 22 then set MyClass = "Water Mage"
if ClassCode = 23 then set MyClass = "Wind Mage"
if ClassCode = 24 then set MyClass = "Earth Mage"
if ClassCode = 25 then set MyClass = "Gladiator"
if ClassCode = 26 then set MyClass = "Archer"
set sssg = MyName & " " & LastName
put sssg into field (member "MyClassName" of castlib 2)
```

```
savevitals
sortvitals
```

```
-----
set the itemdelimiter = "/"
set TheCurValue = item 3 of TheGoods
put TheCurValue into field (member "Stats" of castlib "TempSave")
set the itemdelimiter = ":"
```

```
set Strength = integer(item 1 of TheCurValue)
set Stamina = integer(item 2 of TheCurValue)
set Agility = integer(item 3 of TheCurValue)
set Dexterity = integer(item 4 of TheCurValue)
set Intelligence = integer(item 5 of TheCurValue)
set Wisdom = integer(item 6 of TheCurValue)
set Speed = integer(item 7 of TheCurValue)
set Aim = integer(item 8 of TheCurValue)
```

```
set StatTotal = Strength + Stamina + Agility + Dexterity + Wisdom + Speed + Aim + Intelligence
```

```
set haa = Strength & RETURN & Stamina & RETURN & Agility & Dexterity
set haa = haa & Intelligence & RETURN & Wisdom & RETURN & Speed & RETURN & Aim & RETURN
put haa into field (member "Stats" of castlib 2)
```

```
set waah = Strength & RETURN & RETURN & Stamina & RETURN & RETURN & Intelligence & RETURN & RETURN & Wisdom & RETURN &
RETURN & Dexterity
put waah into field (member "MyStats1" of castlib 2)
```

```
sortstats
savestats
sortstats
```

```
-----
set the itemdelimiter = "/"
set TheCurValue = item 9 of TheGoods
```

```
repeat with x = 1 to 200
  if char x of TheCurValue = "0" then put "q" into char x of TheCurValue
  if char x of TheCurValue = "1" then put "w" into char x of TheCurValue
  if char x of TheCurValue = "2" then put "e" into char x of TheCurValue
  if char x of TheCurValue = "3" then put "r" into char x of TheCurValue
  if char x of TheCurValue = "4" then put "t" into char x of TheCurValue
  if char x of TheCurValue = "5" then put "y" into char x of TheCurValue
  if char x of TheCurValue = "6" then put "u" into char x of TheCurValue
  if char x of TheCurValue = "7" then put "i" into char x of TheCurValue
  if char x of TheCurValue = "8" then put "o" into char x of TheCurValue
  if char x of TheCurValue = "9" then put "p" into char x of TheCurValue
end repeat
```

```
put TheCurValue into field (member "Skills" of castlib "TempSave")
```

```
SortMySkills
```

```

-----
set the itemdelimiter = "/"
set gnL = item 8 of TheGoods
if gnL = VOID then set gnL = 0
if gnL = "" then set gnL = 0
if gnL = "0" then set gnL = 0
if gnL = "1" then set gnL = 1
if GnL contains ":" then set GnL = 0

set TheCurValue = item 7 of TheGoods
put TheCurValue into field (member "Spells" of castlib "TempSave")

set the itemdelimiter = ":"

if TheCurValue = "" then

    put "" into field (member "SpellBook" of castlib 2)
    set xxoo = 1
end if

if xxoo <> 1 then

    set xoo = 1
    set Spells = ""
    repeat while xoo < 50

        if item xoo of TheCurValue = "1" then set Spells = Spells & "Minor Heal" & RETURN
        if item xoo of TheCurValue = "30" then set Spells = Spells & "Morph" & RETURN
        if item xoo of TheCurValue = "21" then set Spells = Spells & "Meteor" & RETURN
        if item xoo of TheCurValue = "2" then set Spells = Spells & "Radar" & RETURN
        if item xoo of TheCurValue = "3" then set Spells = Spells & "Portal" & RETURN
        if item xoo of TheCurValue = "4" then set Spells = Spells & "Fireball" & RETURN
        if item xoo of TheCurValue = "20" then set Spells = Spells & "Wind Wave" & RETURN
        if item xoo of TheCurValue = "5" then set Spells = Spells & "Firebolt" & RETURN
        if item xoo of TheCurValue = "6" then set Spells = Spells & "Poison Dart" & RETURN
        if item xoo of TheCurValue = "7" then set Spells = Spells & "Weaken" & RETURN
        if item xoo of TheCurValue = "8" then set Spells = Spells & "Bless" & RETURN
        if item xoo of TheCurValue = "9" then set Spells = Spells & "Haste" & RETURN
        if item xoo of TheCurValue = "10" then set Spells = Spells & "Major Heal" & RETURN
        if item xoo of TheCurValue = "11" then set Spells = Spells & "Replenish" & RETURN
        if item xoo of TheCurValue = "12" then set Spells = Spells & "Bolt" & RETURN
        if item xoo of TheCurValue = "40" then set Spells = Spells & "Splash" & RETURN
        if item xoo of TheCurValue = "41" then set Spells = Spells & "Nature Shift" & RETURN
        if item xoo of TheCurValue = "42" then set Spells = Spells & "Holy Weapon" & RETURN
        if item xoo of TheCurValue = "43" then set Spells = Spells & "Illusionary Spikes" & RETURN
        if item xoo of TheCurValue = "44" then set Spells = Spells & "Argon's Fist" & RETURN
        if item xoo of TheCurValue = "45" then set Spells = Spells & "Magic Shield" & RETURN
        if item xoo of TheCurValue = "60" then set Spells = Spells & "Stone Skin" & RETURN
        if item xoo of TheCurValue = "61" then set Spells = Spells & "Crush" & RETURN
        if item xoo of TheCurValue = "62" then set Spells = Spells & "Whirlwind" & RETURN
        if item xoo of TheCurValue = "70" then set Spells = Spells & "Create Food" & RETURN
        if item xoo of TheCurValue = "71" then set Spells = Spells & "Dispel Illusions" & RETURN
        if item xoo of TheCurValue = "72" then set Spells = Spells & "Summon Creature" & RETURN
        if item xoo of TheCurValue = "73" then set Spells = Spells & "Hold" & RETURN
        if item xoo of TheCurValue = "88" then set Spells = Spells & "Raise Dead" & RETURN
        if item xoo of TheCurValue = "75" then set Spells = Spells & "Web" & RETURN
        if item xoo of TheCurValue = "50" then set Spells = Spells & "Firesword" & RETURN
        if item xoo of TheCurValue = "31" then set Spells = Spells & "Diminish Hunger" & RETURN
        if item xoo of TheCurValue = "32" then set Spells = Spells & "Smoke Bomb" & RETURN
        if item xoo of TheCurValue = "23" then set Spells = Spells & "Inxition" & RETURN
        if item xoo of TheCurValue = "52" then set Spells = Spells & "Holy Shield" & RETURN
        set xoo = xoo + 1

    end repeat

    put Spells into field (member "SpellBook" of castlib 2)
end if
-----
-- set the itemdelimiter = "/"
-- set TheCurValue = item 8 of TheGoods
-- put TheCurValue into field (member "Equipped" of castlib "TempSave")
-- set the itemdelimiter = ":"
--
-- if item 1 of TheCurValue = "0" then set HeadE = "NOTHING"
-- if item 2 of TheCurValue = "0" then set BodyE = "NOTHING"
-- if item 3 of TheCurValue = "0" then set LeftHandE = "NOTHING"
-- if item 4 of TheCurValue = "0" then set RightHandE = "NOTHING"
-- if item 5 of TheCurValue = "0" then set RingE = "NOTHING"
-- if item 6 of TheCurValue = "0" then set FeetE = "NOTHING"
--
--
-- set HeadE = "NOTHING"
-- set BodyE = "NOTHING"
-- set LeftHandE = "NOTHING"
-- set RightHandE = "NOTHING"
-- set RingE = "NOTHING"
-- set FeetE = "NOTHING"
--
--
-- set EquippedText = HeadE & RETURN

```

```

-- set EquippedText = HeadE & RETURN
-- set EquippedText = EquippedText & BodyE
-- set EquippedText = EquippedText & RETURN
-- set EquippedText = EquippedText & LeftHandE & RETURN & RightHandE & RETURN
-- set EquippedText = EquippedText & RingE & RETURN & FeetE
-- put EquippedText into field (member "Gear" of castlib 2)
--
-----
set the itemdelimiter = "/"
set TheCurValue = item 11 of TheGoods
set Hunger = integer(item 11 of TheGoods)

set the itemdelimiter = "/"
set MyGuild = item 12 of TheGoods
set Medals = item 10 of TheGoods
if Medals contains "NONE" then set Medals = ""
if Medals contains "E" then set Medals = ""
if Medals contains "N" then set Medals = ""
put Medals into field (member "Medals" of castlib "TempSave")
put MyGuild into field (member "Guild" of castlib "TempSave")
set MyVehicle = item 13 of TheGoods
put MyVehicle into field (member "Vehicle" of castlib "TempSave")
set BreakCount = integer(item 14 of TheGoods)
if BreakCount < 1 then set BreakCount = 100

set WhichBAmI = "SP112"
if MyVehicle = "Boat" then set MyBody = "55"
if MyVehicle = "Boat" then set Body = "55"
if MyVehicle = "Battleship" then set MyBody = "56"
if MyVehicle = "Battleship" then set Body = "56"
if MyVehicle = "Airship" then set MyBody = "57"
if MyVehicle = "Airship" then set Body = "57"
if MyVehicle = "Boat" then set WhichBAmI = "55"
if MyVehicle = "Battleship" then set WhichBAmI = "56"
if MyVehicle = "Airship" then set WhichBAmI = "57"

if MyGuild <> "" then
    set MyGuild = MyName & ";" & MyGuild
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMyGuild",#content:MyGuild])
end if

-----
set the itemdelimiter = "/"
set TheCurValue = item 1 of TheGoods
set the itemdelimiter = ":"
set CharMap = item 5 of TheCurValue
put CharMap into field (member "CharMap" of castlib "TempSave")

-----
set the itemdelimiter = "/"
set TheCurValue = item 1 of TheGoods
set the itemdelimiter = ":"
set MyLocXY = item 6 of TheCurValue
put MyLocXY into field (member "MyLocXY" of castlib "TempSave")
-----

set TempName = "3" & MyName
put TempName into field (member "HackNameee" of castlib "TempSave")
play the frame + 1

if WhichBAmI = "57" then set DoNOTAnimate = TRUE

if the visible of sprite 113 = TRUE then
    if WhichBAmI contains "SP" then

        else
            set the visible of sprite 113 = FALSE
        end if
    end if

if the visible of sprite 113 = FALSE then
    if WhichBAmI contains "SP" then set the visible of sprite 113 = TRUE
end if

end

```

SaveCharacter (Scripts)

```

on SaveCharacter
    global gConnect, MyName
    Global TempSkills, CharFile, BlueC, RedC, GreenC, YellowC, PurpleC, WhiteC, BreakCount, LastSaveddd
    Global ChrSaveCount, Fctnme, Fctcnt, gnL, Hunger, MyLocXY, CharSaveBlock

    set CharSaveBlock = 400

    SortMySkills

    set TempName = field (member "HackNamee" of castlib "TempSave")
    delete char 1 of TempName

    if MyName <> TempName then exit

    set CharFile = MyName

    set CharFile = CharFile & ":" & field (member 4 of castlib 2)

    set CharFile = CharFile & ":" & field (member "Body" of castlib "TempSave")
    set CharFile = CharFile & ":" & field (member "LastName" of castlib "TempSave")
    set CharFile = CharFile & ":" & field (member "CharMap" of castlib "TempSave")
    set CharFile = CharFile & ":" & MyLocXY

    set TheCurValue = field (member "LSV" of castlib "TempSave")

    repeat with x = 1 to 100
        if char x of TheCurValue = "z" then put "0" into char x of TheCurValue
        if char x of TheCurValue = "a" then put "1" into char x of TheCurValue
        if char x of TheCurValue = "s" then put "2" into char x of TheCurValue
        if char x of TheCurValue = "g" then put "3" into char x of TheCurValue
        if char x of TheCurValue = "u" then put "4" into char x of TheCurValue
        if char x of TheCurValue = "t" then put "5" into char x of TheCurValue
        if char x of TheCurValue = "r" then put "6" into char x of TheCurValue
        if char x of TheCurValue = "e" then put "7" into char x of TheCurValue
        if char x of TheCurValue = "w" then put "8" into char x of TheCurValue
        if char x of TheCurValue = "q" then put "9" into char x of TheCurValue
    end repeat

    set CharFile = CharFile & "/" & TheCurValue

    set CurVVV = field (member "Stats" of castlib "TempSave")

    repeat with x = 1 to 100
        if char x of CurVVV = "z" then put "0" into char x of CurVVV
        if char x of CurVVV = "a" then put "1" into char x of CurVVV
        if char x of CurVVV = "s" then put "2" into char x of CurVVV
        if char x of CurVVV = "g" then put "3" into char x of CurVVV
        if char x of CurVVV = "u" then put "4" into char x of CurVVV
        if char x of CurVVV = "t" then put "5" into char x of CurVVV
        if char x of CurVVV = "r" then put "6" into char x of CurVVV
        if char x of CurVVV = "e" then put "7" into char x of CurVVV
        if char x of CurVVV = "w" then put "8" into char x of CurVVV
        if char x of CurVVV = "q" then put "9" into char x of CurVVV
    end repeat

    set CharFile = CharFile & "/" & CurVVV

    set TheGold = field (member "Gold" of castlib "TempSave")

    repeat with x = 1 to 20
        if char x of TheGold = "z" then put "0" into char x of TheGold
        if char x of TheGold = "a" then put "1" into char x of TheGold
        if char x of TheGold = "s" then put "2" into char x of TheGold
        if char x of TheGold = "g" then put "3" into char x of TheGold
        if char x of TheGold = "u" then put "4" into char x of TheGold
        if char x of TheGold = "t" then put "5" into char x of TheGold
        if char x of TheGold = "r" then put "6" into char x of TheGold
        if char x of TheGold = "e" then put "7" into char x of TheGold
        if char x of TheGold = "w" then put "8" into char x of TheGold
        if char x of TheGold = "q" then put "9" into char x of TheGold
    end repeat

    set CharFile = CharFile & "/" & TheGold

    set CharFile = CharFile & "/" & FctNme & ":" & Fctcnt

    if field (member "Profile" of castlib "TempSave") contains ":" then
        set OldPro = field (member "Profile" of castlib "TempSave")
        repeat with x = 1 to 700
            if char x of OldPro = ":" then put "" into char x of OldPro
        end repeat
    end if

```



```

if field (member "Profile" of castlib "TempSave") contains "/" then
  set OldPro = field (member "Profile" of castlib "TempSave")
  repeat with x = 1 to 700
    if char x of OldPro = "/" then put "" into char x of OldPro
  end repeat
end if

set CharFile = CharFile & "/" & field (member "Profile" of castlib "TempSave")

set CharFile = CharFile & "/" & field (member "Spells" of castlib "TempSave")

set CharFile = CharFile & "/" & gnL

set MySkills = field (member "Skills" of castlib "TempSave")

repeat with x = 1 to 200
  if char x of MySkills = "q" then put "0" into char x of MySkills
  if char x of MySkills = "w" then put "1" into char x of MySkills
  if char x of MySkills = "e" then put "2" into char x of MySkills
  if char x of MySkills = "r" then put "3" into char x of MySkills
  if char x of MySkills = "t" then put "4" into char x of MySkills
  if char x of MySkills = "y" then put "5" into char x of MySkills
  if char x of MySkills = "u" then put "6" into char x of MySkills
  if char x of MySkills = "i" then put "7" into char x of MySkills
  if char x of MySkills = "o" then put "8" into char x of MySkills
  if char x of MySkills = "p" then put "9" into char x of MySkills
end repeat

if mySkills contains ":0:" then
  put "badskills!!!!"
  exit
end if

set CharFile = CharFile & "/" & MySkills

set CharFile = CharFile & "/" & field (member "Medals" of castlib "TempSave")

set TheCurValue = string(Hunger)

repeat with x = 1 to 100
  if char x of TheCurValue = "z" then put "0" into char x of TheCurValue
  if char x of TheCurValue = "a" then put "1" into char x of TheCurValue
  if char x of TheCurValue = "s" then put "2" into char x of TheCurValue
  if char x of TheCurValue = "g" then put "3" into char x of TheCurValue
  if char x of TheCurValue = "u" then put "4" into char x of TheCurValue
  if char x of TheCurValue = "t" then put "5" into char x of TheCurValue
  if char x of TheCurValue = "r" then put "6" into char x of TheCurValue
  if char x of TheCurValue = "e" then put "7" into char x of TheCurValue
  if char x of TheCurValue = "w" then put "8" into char x of TheCurValue
  if char x of TheCurValue = "q" then put "9" into char x of TheCurValue
end repeat

set CharFile = CharFile & "/" & TheCurValue

set CharFile = CharFile & "/" & field (member "Guild" of castlib "TempSave")

set CharFile = CharFile & "/" & field (member "Vehicle" of castlib "TempSave")
set CharFile = CharFile & "/" & BreakCount

set CharDt = MyName & ".txt`" & CharFile
set ChrSaveCount = ChrSaveCount + 1
set LastSaveddd = CharDt

errCode = gConnect.sendMessage([#recipients:"system.script", #subject:"cql",#content:CharDt])

if random(3) = 1 then SendScore

end

on BanMe
  global gConnect, MyName, YesIAmBanned, CheatDat
  Global TempSkills, CharFile, BlueC, RedC, GreenC, YellowC, PurpleC, WhiteC, MyLocXY

  set CharFile = "BANNED!!!!!!" & MyName

  set CharFile = CharFile & ":" & field (member 4 of castlib 2)

  set YesIAmBanned = 1

  set CharFile = CharFile & ":" & field (member "Body" of castlib "TempSave")
  set CharFile = CharFile & ":" & field (member "LastName" of castlib "TempSave")
  set CharFile = CharFile & ":" & field (member "CharMap" of castlib "TempSave")
  set CharFile = CharFile & ":" & MyLocXY

  set CharFile = CharFile & "/" & field (member "LSV" of castlib "TempSave")

```

```

set CharFile = CharFile & "/" & field (member "Stats" of castlib "TempSave")

set CharFile = CharFile & "/"

set CharFile = CharFile & "/" & field (member "Equipment" of castlib "TempSave")

set CharFile = CharFile & "/" & field (member "Profile" of castlib "TempSave")
set CharFile = CharFile & "/" & field (member "Spells" of castlib "TempSave")

set CharFile = CharFile & "/" & field (member "Equipped" of castlib "TempSave")
set CharFile = CharFile & "/" & field (member "Skills" of castlib "TempSave")
set CharFile = CharFile & "/" & "NONE"
set CharFile = CharFile & "/0:0:0:0:0:0"

set CharFile = CharFile & "/"

set CharFile = CharFile & "/"
set CharFile = CharFile & "/"

set CharDt = CharFile
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"cq1",#content:CharDt])
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"AddMeToCheaters",#content:CheatDat])
gConnect = 0

play frame 1

```

end

Ring Check (Scripts)

on GetNewRing RingE

Global Strength, Stamina, Dexterity, Intelligence, Wisdom, Speed, Aim, Agility

SortStats

```

if RingE = "Ruby Ring" then set Strength = Strength + 1
if RingE = "Ring of Quickness" then set Speed = Speed + 3
if RingE = "Argon's Ring" then set Stamina = Stamina + 4
if RingE = "Angel Wings" then set Speed = Speed + 8
if RingE = "Admin Wings" then set Speed = Speed + 8

```

SaveStats

end

on RemoveRing TheSelItem

Global Strength, Stamina, Dexterity, Intelligence, Wisdom, Speed, Aim, Agility

SortStats

```

if TheSelItem = "Ruby Ring" then set Strength = Strength - 1
if TheSelItem = "Ring of Quickness" then set Speed = Speed - 3
if TheSelItem = "Argon's Ring" then set Stamina = Stamina - 4
if TheSelItem = "Angel Wings" then set Speed = Speed - 8
if TheSelItem = "Admin Wings" then set Speed = Speed - 8

```

SaveStats

end

Create (Scripts)

```

on BuildCharFile
    global gConnect, MyName
    Global TempSkills, CharFile

    set CharFile = myName

    set CharFile = CharFile & ":" & field (member 4 of castlib 2)

    if the member of sprite 18 = (member "Head1-F2-S" of castlib "Characters") then set BDY = 1
    if the member of sprite 18 = (member "Head2-F2-S" of castlib "Characters") then set BDY = 2
    if the member of sprite 18 = (member "Head3-F2-S" of castlib "Characters") then set BDY = 3
    if the member of sprite 18 = (member "Head4-F2-S" of castlib "Characters") then set BDY = 4
    if the member of sprite 18 = (member "Head5-F2-S" of castlib "Characters") then set BDY = 5
    if the member of sprite 18 = (member "Head6-F2-S" of castlib "Characters") then set BDY = 6
    if the member of sprite 18 = (member "Head7-F2-S" of castlib "Characters") then set BDY = 7
    if the member of sprite 18 = (member "Head8-F2-S" of castlib "Characters") then set BDY = 8
    if the member of sprite 18 = (member "Head9-F2-S" of castlib "Characters") then set BDY = 9
    if the member of sprite 18 = (member "Head10-F2-S" of castlib "Characters") then set BDY = 10
    if the member of sprite 18 = (member "Head11-F2-S" of castlib "Characters") then set BDY = 11
    if the member of sprite 18 = (member "Head12-F2-S" of castlib "Characters") then set BDY = 12
    if the member of sprite 18 = (member "Head13-F2-S" of castlib "Characters") then set BDY = 13
    if the member of sprite 18 = (member "Head14-F2-S" of castlib "Characters") then set BDY = 14
    if the member of sprite 18 = (member "Head15-F2-S" of castlib "Characters") then set BDY = 15
    if the member of sprite 18 = (member "Head16-F2-S" of castlib "Characters") then set BDY = 16
    if the member of sprite 18 = (member "Head17-F2-S" of castlib "Characters") then set BDY = 17

    set CharFile = CharFile & ":" & BDY
    set CharFile = CharFile & ":" & field (member 6 of castlib 2)
    set CharFile = CharFile & ":" & "x1000y992:6-4"

    global HP, HPmax, SP, SPmax, Exp, ExpNeeded, Level, Class, Sex, TempSkills

    set SP = 20
    set SPMax = 20

    if Class = "1" then set SP = 0
    if Class = "1" then set SPMax = 0
    set Vit = Class & ":" & Level & ":" & 20 & ":" & 20 & ":" & 20 & ":" & 20
    set Vit = Vit & ":" & Exp & ":" & ExpNeeded & ":" & Sex

    set CharFile = CharFile & "/" & Vit

    Global xStrength, xStamina, xAgility, xDexterity, xIntelligence, xWisdom, xSpeed, xAim

    set RolledStats = xStrength & ":" & xStamina & ":" & xAgility & ":" & xDexterity
    set RolledStats = RolledStats & ":" & xIntelligence & ":" & xWisdom & ":"
    set RolledStats = RolledStats & xSpeed & ":" & xAim

    -----
    set Stats1 = field (member "stats1" of castlib 2)
    set Stats2 = field (member "stats2" of castlib 2)

    put "character creation"

    set RolledStats = xStrength & ":" & xStamina & ":" & xAgility & ":" & xDexterity
    set RolledStats = RolledStats & ":" & xIntelligence & ":" & xWisdom & ":"
    set RolledStats = RolledStats & xSpeed & ":" & xAim

    set CharFile = CharFile & "/" & RolledStats

    set CharFile = CharFile & "/0"

    set CharFile = CharFile & "/" & "0:0"

    set CharFile = CharFile & "/" & "I have not edited my profile yet"

    set CharFile = CharFile & "/"

    set CharFile = CharFile & "/" & "0:0:0:0:0:0"

    set CharFile = CharFile & "/" & TempSkills

    set CharFile = CharFile & "/" & ""

    set CharFile = CharFile & "/50000"

    set CharFile = CharFile & "/"

```

```
set CharFile = CharFile & "/"  
  
set CharFile = CharFile & "/"  
set CharFile = CharFile & "/100"
```

```
end
```

IsNameTaken (Scripts)

```
on IsNameTaken TheCurValue, gConnect
```

```
    set the itemdelimiter = ":"
```

```
    set PW = item 2 of TheCurValue
```

```
    set PWW = field (member 4 of castlib 2)
```

```
    if PW <> PWW then
```

```
        alert "You have entered an invalid password for this user."  
        gConnect = 0  
        play frame 1  
        exit  
    end if
```

```
    if PW = PWW then
```

```
        LoadCharacterdata(TheCurValue)
```

```
    end if
```

```
end
```

CreateUser (Scripts)

on mouseUp me

```
global gConnect, whichName, MyName, class, HP, HPmax, SP, SPmax, Exp, ExpNeeded, Level
global xstrength, xstamina, xdexterity, xintelligence, xwisdom, xspeed, xaim
global TempSkills, CheckForEmptySlot, CharFile
```

```
whichUserID = member("DBAdmin_CreateUser_userID").text
whichPass = member("DBAdmin_CreateUser_password").text
set lName = field (member 6 of castlib 2)
whichLevel = 100
```

```
MyName = WhichUserID
```

```
repeat with x = 1 to 20
```

```
    set ItsAnOKLetter = FALSE
    if char x of MyName = "" then set ItsAnOKLetter = TRUE
    if char x of MyName = "a" then set ItsAnOKLetter = TRUE
    if char x of MyName = "b" then set ItsAnOKLetter = TRUE
    if char x of MyName = "c" then set ItsAnOKLetter = TRUE
    if char x of MyName = "d" then set ItsAnOKLetter = TRUE
    if char x of MyName = "e" then set ItsAnOKLetter = TRUE
    if char x of MyName = "f" then set ItsAnOKLetter = TRUE
    if char x of MyName = "g" then set ItsAnOKLetter = TRUE
    if char x of MyName = "h" then set ItsAnOKLetter = TRUE
    if char x of MyName = "i" then set ItsAnOKLetter = TRUE
    if char x of MyName = "j" then set ItsAnOKLetter = TRUE
    if char x of MyName = "k" then set ItsAnOKLetter = TRUE
    if char x of MyName = "l" then set ItsAnOKLetter = TRUE
    if char x of MyName = "m" then set ItsAnOKLetter = TRUE
    if char x of MyName = "n" then set ItsAnOKLetter = TRUE
    if char x of MyName = "o" then set ItsAnOKLetter = TRUE
    if char x of MyName = "p" then set ItsAnOKLetter = TRUE
    if char x of MyName = "q" then set ItsAnOKLetter = TRUE
    if char x of MyName = "r" then set ItsAnOKLetter = TRUE
    if char x of MyName = "s" then set ItsAnOKLetter = TRUE
    if char x of MyName = "t" then set ItsAnOKLetter = TRUE
    if char x of MyName = "u" then set ItsAnOKLetter = TRUE
    if char x of MyName = "v" then set ItsAnOKLetter = TRUE
    if char x of MyName = "w" then set ItsAnOKLetter = TRUE
    if char x of MyName = "x" then set ItsAnOKLetter = TRUE
    if char x of MyName = "y" then set ItsAnOKLetter = TRUE
    if char x of MyName = "z" then set ItsAnOKLetter = TRUE

    if ItsAnOKLetter = FALSE then
        alert "You can ONLY have letters in your user name!"
        exit
    end if
end repeat
```

```
if MyName contains "_" then set HellNo = 1
if MyName contains "-" then set HellNo = 1
if MyName contains " " then set HellNo = 1
if MyName contains "]" then set HellNo = 1
if MyName contains "}" then set HellNo = 1
if MyName contains "[" then set HellNo = 1
if MyName contains "{" then set HellNo = 1
if MyName contains "\" then set HellNo = 1
if MyName contains "|" then set HellNo = 1
if MyName contains "+" then set HellNo = 1
if MyName contains "=" then set HellNo = 1
if MyName contains ")" then set HellNo = 1
if MyName contains "(" then set HellNo = 1
if MyName contains " " then set HellNo = 1
if MyName contains "/" then set HellNo = 1
if MyName contains "?" then set HellNo = 1
if MyName contains "'" then set HellNo = 1
if MyName contains "\"" then set HellNo = 1
if MyName contains "*" then set HellNo = 1
if MyName contains "&" then set HellNo = 1
if MyName contains "^" then set HellNo = 1
if MyName contains "%" then set HellNo = 1
if MyName contains "$" then set HellNo = 1
if MyName contains "#" then set HellNo = 1
if MyName contains "~" then set HellNo = 1
if MyName contains "`" then set HellNo = 1
if MyName contains "@" then set HellNo = 1
if MyName contains "!" then set HellNo = 1
if MyName contains "," then set HellNo = 1
if MyName contains "." then set HellNo = 1
if MyName contains ";" then set HellNo = 1
if MyName contains "_" then set HellNo = 1

if MyName contains "0" then set HellNoNo = 1
```

```
if MyName contains "0" then set HellNoNo = 1
if MyName contains "1" then set HellNoNo = 1
if MyName contains "2" then set HellNoNo = 1
if MyName contains "3" then set HellNoNo = 1
if MyName contains "4" then set HellNoNo = 1
if MyName contains "5" then set HellNoNo = 1
if MyName contains "6" then set HellNoNo = 1
if MyName contains "7" then set HellNoNo = 1
if MyName contains "8" then set HellNoNo = 1
if MyName contains "9" then set HellNoNo = 1
```

```
if HellNoNo = 1 then
```

```
    alert "Your name can only consist of letters, no numbers please!"
    exit
end if
```

```
if HellNo = 1 then
```

```
    alert "Your name can only consist of letters!"
    exit
end if
```

```
if MyName contains " " then
```

```
    alert "You cannot have spaces in your name!"
    exit
end if
```

```
if MyName contains QUOTE then
```

```
    alert "You cannot have quotes in your name!"
    exit
end if
```

```
if lName contains QUOTE then
```

```
    alert "You cannot have quotes in your name!"
    exit
end if
```

```
if MyName contains ":" then
```

```
    alert "You cannot have a colon in your name!"
    exit
end if
```

```
if lName contains ":" then
```

```
    alert "You cannot have a colon in your name!"
    exit
end if
```

```
if lName contains " " then
```

```
    alert "You cannot have spaces in your name!"
    exit
end if
```

```
set NPCLists = field (member "mlists" of castlib "monsters")
```

```
if NPCLists contains MyName then
```

```
    -- alert "This name is unavailable"
    -- exit
end if
```

```
if MyName contains "[" then set xxx = 1
if lName contains "]" then set xxx = 1
if MyName contains "]" then set xxx = 1
if lName contains "[" then set xxx = 1
```

```
if MyName contains "Admin" then set xxxx = 1
if lName contains "Admin" then set xxxx = 1
```

```
if MyName contains "Guide" then set xxxx = 1
if lName contains "Guide" then set xxxx = 1
```

```
if MyName contains "Guardian" then set xxxx = 1
if lName contains "Guardian" then set xxxx = 1
```

```
if xxx = 1 then
```

```
    alert "Your name cannot have a [ or ] symbol!"
    exit
end if
```

```
if xxxx = 1 then
```

```
if the member of sprite 18 = (member "Head1-F2-S" of castlib "Characters") then set BDY = 1
```

```

if the member of sprite 18 = (member "Head1-F2-S" of castlib "Characters") then set BDY = 1
if the member of sprite 18 = (member "Head2-F2-S" of castlib "Characters") then set BDY = 2
if the member of sprite 18 = (member "Head3-F2-S" of castlib "Characters") then set BDY = 3
if the member of sprite 18 = (member "Head4-F2-S" of castlib "Characters") then set BDY = 4
if the member of sprite 18 = (member "Head5-F2-S" of castlib "Characters") then set BDY = 5
if the member of sprite 18 = (member "Head6-F2-S" of castlib "Characters") then set BDY = 6
if the member of sprite 18 = (member "Head7-F2-S" of castlib "Characters") then set BDY = 7
if the member of sprite 18 = (member "Head8-F2-S" of castlib "Characters") then set BDY = 8
if the member of sprite 18 = (member "Head9-F2-S" of castlib "Characters") then set BDY = 9
if the member of sprite 18 = (member "Head10-F2-S" of castlib "Characters") then set BDY = 10
if the member of sprite 18 = (member "Head11-F2-S" of castlib "Characters") then set BDY = 11
if the member of sprite 18 = (member "Head12-F2-S" of castlib "Characters") then set BDY = 12
if the member of sprite 18 = (member "Head13-F2-S" of castlib "Characters") then set BDY = 13
if the member of sprite 18 = (member "Head14-F2-S" of castlib "Characters") then set BDY = 14
if the member of sprite 18 = (member "Head15-F2-S" of castlib "Characters") then set BDY = 15
if the member of sprite 18 = (member "Head16-F2-S" of castlib "Characters") then set BDY = 16
if the member of sprite 18 = (member "Head17-F2-S" of castlib "Characters") then set BDY = 17

```

```

set CharFile = CharFile & ":" & BDY
set CharFile = CharFile & ":" & field (member 6 of castlib 2)
set CharFile = CharFile & ":" & "x1000y992:6-4"

```

```

global HP, HPmax, SP, SPmax, Exp, ExpNeeded, Level, Class, Sex, TempSkills

```

```

set SP = 20
set SPMax = 20

```

```

if Class = "1" then set SP = 0
if Class = "1" then set SPMax = 0
set Vit = Class & ":" & Level & ":" & 20 & ":" & 20 & ":" & 20 & ":" & 20
set Vit = Vit & ":" & Exp & ":" & ExpNeeded & ":" & Sex

```

```

set CharFile = CharFile & "/" & Vit

```

```

Global xStrength, xStamina, xAgility, xDexterity, xIntelligence, xWisdom, xSpeed, xAim

```

```

set RolledStats = xStrength & ":" & xStamina & ":" & xAgility & ":" & xDexterity
set RolledStats = RolledStats & ":" & xIntelligence & ":" & xWisdom & ":"
set RolledStats = RolledStats & xSpeed & ":" & xAim

```

```

-----
set Stats1 = field (member "stats1" of castlib 2)
set Stats2 = field (member "stats2" of castlib 2)

```

```

put "character creation"

```

```

set RolledStats = xStrength & ":" & xStamina & ":" & xAgility & ":" & xDexterity
set RolledStats = RolledStats & ":" & xIntelligence & ":" & xWisdom & ":"
set RolledStats = RolledStats & xSpeed & ":" & xAim

```

```

set CharFile = CharFile & "/" & RolledStats

```

```

set CharFile = CharFile & "/" & "0"

```

```

set CharFile = CharFile & "/" & "0:0"

```

```

set CharFile = CharFile & "/" & "I have not edited my profile yet"

```

```

set CharFile = CharFile & "/"

```

```

set CharFile = CharFile & "/" & "0:0:0:0:0:0"

```

```

set CharFile = CharFile & "/" & TempSkills

```

```

set CharFile = CharFile & "/" & ""

```

```

set CharFile = CharFile & "/50000"

```

```

set CharFile = CharFile & "/"

```

```

set CharFile = CharFile & "/"
set CharFile = CharFile & "/100"

```

```

-----
set CharLimitCode = field (member "MyRegCode")

```

```

repeat with x = 1 to 100
  if char x of CharLimitCode = "-" then put "" into char x of CharLimitCode
end repeat

```

```

if char 3 of CharLimitCode = "" then exit

```



```
if char 3 of CharLimitCode = "" then exit
```

```
set CharFile = field(member "MyRegCode") & "`" & CharFile
```

```
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"QueryCreate",#content:CharFile])  
put CharFile
```

```
end
```

SetCrystalCount (Scripts)

```
on SetCrystalCount SpellSelected
  Global CrySet, BlueC, RedC, GreenC, YellowC, PurpleC, WhiteC, ItemActionPause, CanMdfy, gConnect
  Global BlueCrySlot, RedCrySlot, GreenCrySlot, PurpleCrySlot, YellowCrySlot, WhiteCrySlot

  loadCrystals

  set CrySet = "GO"

  if SpellSelected = "Splash" then
    if BlueC < 5 then set CrySet = "NO"

    if BlueC >= 5 then
      set CanMdfy = FALSE
      set ItemActionPause = 40
      set TheDatt = "Blue Crystals:" & 5 & ":" & BlueCrySlot
      errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
  end if

  if SpellSelected = "Whirlwind" then
    if PurpleC < 2 then set CrySet = "NO"

    if PurpleC >= 2 then
      set CanMdfy = FALSE
      set ItemActionPause = 40
      set TheDatt = "Purple Crystals:" & 2 & ":" & PurpleCrySlot
      errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
  end if

  if SpellSelected = "Stone Skin" then
    if PurpleC < 3 then set CrySet = "NO"

    if PurpleC >= 3 then
      set CanMdfy = FALSE
      set ItemActionPause = 40
      set TheDatt = "Purple Crystals:" & 3 & ":" & PurpleCrySlot
      errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
  end if

  if SpellSelected = "Crush" then
    if WhiteC < 2 then set CrySet = "NO"

    if WhiteC >= 2 then
      set CanMdfy = FALSE
      set ItemActionPause = 40
      set TheDatt = "White Crystals:" & 2 & ":" & WhiteCrySlot
      errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
  end if

  if SpellSelected = "Nature Shift" then
    if PurpleC < 1 then set CrySet = "NO"

    if PurpleC >= 1 then
      set CanMdfy = FALSE
      set ItemActionPause = 40
      set TheDatt = "Purple Crystals:" & 1 & ":" & PurpleCrySlot
      errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
  end if

  if SpellSelected = "Illusionary Spikes" then
    if RedC < 3 then set CrySet = "NO"

    if RedC >= 3 then
      set CanMdfy = FALSE
      set ItemActionPause = 40
      set TheDatt = "Red Crystals:" & 3 & ":" & RedCrySlot
      errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
  end if

  if SpellSelected = "Web" then
    if WhiteC < 3 then set CrySet = "NO"
```

```
    if WhiteC < 3 then set CrySet = "NO"

    if WhiteC >= 3 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "White Crystals:" & 3 & ":" & WhiteCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Inxition" then

    if YellowC < 1 then set CrySet = "NO"

    if YellowC >= 1 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Yellow Crystals:" & 1 & ":" & YellowCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Argon's Fist" then

    if YellowC < 1 then set CrySet = "NO"

    if YellowC >= 1 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Yellow Crystals:" & 1 & ":" & YellowCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Bless" then
    if BlueC < 4 then set CrySet = "NO"
    if BlueC >= 4 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Blue Crystals:" & 4 & ":" & BlueCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Create Food" then
    if BlueC < 1 then set CrySet = "NO"

    if BlueC >= 1 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Blue Crystals:" & 1 & ":" & BlueCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Dispel Illusions" then

    if GreenC < 2 then set CrySet = "NO"

    if GreenC >= 2 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Green Crystals:" & 2 & ":" & GreenCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Portal" then
    if WhiteC < 10 then set CrySet = "NO"
    if WhiteC >= 10 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "White Crystals:" & 10 & ":" & WhiteCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Diminish Hunger" then
    if BlueC < 3 then set CrySet = "NO"
    if BlueC >= 3 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Blue Crystals:" & 3 & ":" & BlueCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if
```

```
end if
end if

if SpellSelected = "Weaken" then
    if WhiteC < 5 then set CrySet = "NO"
    if WhiteC >= 5 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "White Crystals:" & 5 & ":" & WhiteCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Summon Creature" then
    if WhiteC < 2 then set CrySet = "NO"

    if WhiteC >= 2 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "White Crystals:" & 2 & ":" & WhiteCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Holy Shield" then
    if WhiteC < 9 then set CrySet = "NO"

    if WhiteC >= 9 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "White Crystals:" & 9 & ":" & WhiteCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Hold" then
    if PurpleC < 5 then set CrySet = "NO"

    if PurpleC >= 5 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Purple Crystals:" & 5 & ":" & PurpleCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Raise Dead" then
    if PurpleC < 9 then set CrySet = "NO"

    if PurpleC >= 9 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Purple Crystals:" & 9 & ":" & PurpleCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Smoke Bomb" then

    if WhiteC < 5 then set CrySet = "NO"

    if WhiteC >= 5 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "White Crystals:" & 5 & ":" & WhiteCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Minor Heal" then

    if BlueC < 3 then set CrySet = "NO"

    if BlueC >= 3 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Blue Crystals:" & 3 & ":" & BlueCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Major Heal" then

    if BlueC < 7 then set CrySet = "NO"

    if BlueC >= 7 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Blue Crystals:" & 7 & ":" & BlueCrySlot
```

```
    set TheDatt = "Blue Crystals:" & 7 & ":" & BlueCrySlot
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
end if
end if

if SpellSelected = "Morph" then

    if YellowC < 2 then set CrySet = "NO"

    if YellowC >= 2 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Yellow Crystals:" & 2 & ":" & YellowCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Fireball" then

    if RedC < 2 then set CrySet = "NO"

    if RedC >= 2 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Red Crystals:" & 2 & ":" & RedCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Firebolt" then

    if RedC < 5 then set CrySet = "NO"

    if RedC >= 5 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Red Crystals:" & 5 & ":" & RedCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Wind Wave" then
    if GreenC < 3 then set CrySet = "NO"
    if GreenC >= 3 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Green Crystals:" & 3 & ":" & GreenCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Bolt" then
    if GreenC < 9 then set CrySet = "NO"
    if GreenC >= 9 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Green Crystals:" & 9 & ":" & GreenCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Haste" then
    if YellowC < 3 then set CrySet = "NO"
    if YellowC >= 3 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Yellow Crystals:" & 3 & ":" & YellowCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Magic Shield" then
    if YellowC < 1 then set CrySet = "NO"
    if YellowC >= 1 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Yellow Crystals:" & 1 & ":" & YellowCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Radar" then
    if YellowC < 1 then set CrySet = "NO"
    if YellowC >= 1 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
```

```
    set ItemActionPause = 40
    set TheDatt = "Yellow Crystals:" & 1 & ":" & YellowCrySlot
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
end if
end if

if SpellSelected = "Firesword" then

    if RedC < 10 then set CrySet = "NO"

    if RedC >= 10 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Red Crystals:" & 10 & ":" & RedCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

if SpellSelected = "Meteor" then
    if GreenC < 5 then set CrySet = "NO"
    if GreenC >= 5 then
        set CanMdfy = FALSE
        set ItemActionPause = 40
        set TheDatt = "Green Crystals:" & 5 & ":" & GreenCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    end if
end if

end
```

spell1 (Scripts)

```

on SpellCast
  global SpellSelected, SP, gConnect, CharMap, MyName, SPower, ActionDelay, MyVehicle, Facing, MyLocXY, iiMapDat, BodyE

  if MyVehicle = "Boat" then exit
  if MyVehicle = "Battleship" then exit
  if MyVehicle = "Airship" then exit

  if field (member "SpellBook") contains SpellSelected then

  else
    exit
  end if

  if the frame = 67 then
    if the member of sprite 44 = (member 205 of castlib 1) then

      if the mouseH > 8 then

        if the mouseV > 5 then

          if the mouseH < 580 then

            if the mouseV < 420 then

              if ActionDelay > 0 then exit
              set ActionDelay = 20

              if the visible of sprite 110 = FALSE then exit

              global CanFightYN

              if SpellSelected = "fireball" then set Harmful = 1
              if SpellSelected = "wind wave" then set Harmful = 1
              if SpellSelected = "meteor" then set Harmful = 1
              if SpellSelected = "splash" then set Harmful = 1
              if SpellSelected = "firebolt" then set Harmful = 1
              if SpellSelected = "crush" then set Harmful = 1
              if SpellSelected = "whirlwind" then set Harmful = 1
              if SpellSelected = "illusionary spikes" then set Harmful = 1
              if SpellSelected = "web" then set Harmful = 1
              if SpellSelected = "bolt" then set Harmful = 1
              if SpellSelected = "Holy Shield" then set Harmful = 1

              set WeCanAttHere = 0
              set the itemdelimiter = "-"
              set iMyX = integer(item 1 of MyLocXY)
              set iMyY = integer(item 2 of MyLocXY)
              set the itemdelimiter = "#"
              if word iMyX of item iMyY of iiMapDat = "6P" then set WeCanAttHere = 1

              if WeCanAttHere = 0 then
                if Harmful = 1 then
                  if CanFightYN = "O" then
                    set TheText = "You cannot cast harmful spells here!"
                    AddToChat(TheText)
                    exit
                  end if
                end if
              end if
            end if

            if SpellSelected = "" then exit
            if SpellSelected = "minor heal" then set SPRequired = 5
            if SpellSelected = "morph" then set SPRequired = 8
            if SpellSelected = "Firesword" then set SPRequired = 24
            if SpellSelected = "meteor" then set SPRequired = 34
            if SpellSelected = "Radar" then set SPRequired = 6
            if SpellSelected = "Diminish Hunger" then set SPRequired = 9
            if SpellSelected = "portal" then set SPRequired = 32
            if SpellSelected = "fireball" then set SPRequired = 12
            if SpellSelected = "wind wave" then set SPRequired = 17
            if SpellSelected = "firebolt" then set SPRequired = 40
            if SpellSelected = "poison dart" then set SPRequired = 25
            if SpellSelected = "weaken" then set SPRequired = 30
            if SpellSelected = "bless" then set SPRequired = 12
            if SpellSelected = "haste" then set SPRequired = 20
            if SpellSelected = "major heal" then set SPRequired = 20
            if SpellSelected = "replenish" then set SPRequired = 22
            if SpellSelected = "bolt" then set SPRequired = 45
            if SpellSelected = "splash" then set SPRequired = 20
            if SpellSelected = "nature shift" then set SPRequired = 11
            if SpellSelected = "holy weapon" then set SPRequired = 10
            if SpellSelected = "illusionary spikes" then set SPRequired = 6
            if SpellSelected = "argon's fist" then set SPRequired = 8
            if SpellSelected = "magic shield" then set SPRequired = 20
            if SpellSelected = "Stone Skin" then set SPRequired = 9
            if SpellSelected = "Crush" then set SPRequired = 25
            if SpellSelected = "Whirlwind" then set SPRequired = 13

```

```
if SpellSelected = "Whirlwind" then set SPRequired = 13
if SpellSelected = "Create Food" then set SPRequired = 8
if SpellSelected = "Dispel Illusions" then set SPRequired = 15
if SpellSelected = "Summon Creature" then set SPRequired = 13
if SpellSelected = "Hold" then set SPRequired = 12
if SpellSelected = "Raise Dead" then set SPRequired = 22
if SpellSelected = "Web" then set SPRequired = 21
if SpellSelected = "Firesword" then set SPRequired = 22
if SpellSelected = "Inxition" then set SPRequired = 4
if SpellSelected = "Holy Shield" then set SPRequired = 50

if SpellSelected = "Smoke Bomb" then
  if BodyE <> "Ninja" then set SPRequired = 25
  if BodyE = "Ninja Outfit" then set SPRequired = 17
  if BodyE = "Royal Ninja Uniform" then set SPRequired = 13
end if

if SPRequired = 0 then exit

if SPRequired > SP then

  set TheText = "You need " & SPRequired & " spell points to cast this!"
  AddToChat(TheText)
  exit
end if

Global CrySet
set CrySet = "GO"
SetCrystalCount(SpellSelected)

if CrySet = "NO" then

  set TheText = "You don't have the required crystals to cast " & SpellSelected & "!"
  AddToChat(TheText)
  exit
end if

sortvitals
set SP = SP - SPRequired
loadthebars
savevitals

if SpellSelected = "Fireball" then GetFireBallDir
if SpellSelected = "Wind Wave" then GetIceWaveDir

set SPower = 1
GetThePower(SPower)

if SpellSelected = "Minor Heal" then GetBlessing(SPower)
if SpellSelected = "Smoke Bomb" then GetMartialArts(SPower)

if SpellSelected = "Major Heal" then GetBlessing(SPower)
if SpellSelected = "Bless" then GetBlessing(SPower)
if SpellSelected = "Haste" then GetBlessing(SPower)
if SpellSelected = "Diminish Hunger" then GetBlessing(SPower)

if SpellSelected = "Meteor" then GetWrath(SPower)
if SpellSelected = "Radar" then GetWrath(SPower)
if SpellSelected = "Bolt" then GetWrath(SPower)
if SpellSelected = "Magic Shield" then GetWrath(SPower)

if SpellSelected = "Morph" then GetIllusion(SPower)
if SpellSelected = "Illusionary Spikes" then GetIllusion(SPower)

if SpellSelected = "Splash" then GetWater(SPower)
if SpellSelected = "Crush" then GetEarth(SPower)
if SpellSelected = "Stone Skin" then GetEarth(SPower)
if SpellSelected = "Fireball" then GetFire(SPower)
if SpellSelected = "Firesword" then GetFire(SPower)
if SpellSelected = "Firebolt" then GetFire(SPower)
if SpellSelected = "Whirlwind" then GetWind(SPower)
if SpellSelected = "wind wave" then GetWind(SPower)

if SpellSelected = "Hold" then GetBlackArts(SPower)
if SpellSelected = "Raise Dead" then GetBlackArts(SPower)
if SpellSelected = "Weaken" then GetBlackArts(SPower)

if SpellSelected = "Fireball" then GetFireBallDir
if SpellSelected = "Wind Wave" then GetIceWaveDir

if SpellSelected = "Bolt" then
  if Facing = "E" then set SpellSelected = "BoltR"
  if Facing = "W" then set SpellSelected = "BoltL"
  if Facing = "N" then set SpellSelected = "BoltU"
  if Facing = "S" then set SpellSelected = "BoltD"
end if

if SpellSelected = "Portal" then
  repeat with x = 112 to 157
    if sprite 5 intersects sprite x then
      set TheText = "You cannot cast this close to another person."
      AddToChat(TheText)
```



```
AddToChat(TheText)
exit
end if
end repeat
end if
```

```
set Dtt = MyName & ":" & SpellSelected & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
set Dtt = Dtt & ":" & the mouseH & ":" & the mouseV & ":" & SPower
gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
```

```
set pMySprite = sprite 110
thisLoc = the mouseLoc - point (pMySprite.rect.left, pMySprite.rect.top)
Global TryOutX, TryOutY
TryOutX = (thisLoc.locH / 32) + 1
TryOutY = (thisLoc.locV / 32) + 1
```

```
if SpellSelected = "Illusionary Spikes" then DropSpikes
if SpellSelected = "Web" then DropWeb
if SpellSelected = "Summon Creature" then SummonCreature
if SpellSelected = "Raise Dead" then RaiseDead
if SpellSelected = "Holy Shield" then SummonHolyShield
```

```
if SpellSelected = "FireballL" then set SpellSelected = "Fireball"
if SpellSelected = "FireballR" then set SpellSelected = "Fireball"
if SpellSelected = "FireballU" then set SpellSelected = "Fireball"
if SpellSelected = "FireballD" then set SpellSelected = "Fireball"
if SpellSelected = "Wind WaveL" then set SpellSelected = "Wind Wave"
if SpellSelected = "Wind WaveR" then set SpellSelected = "Wind Wave"
if SpellSelected = "Wind WaveU" then set SpellSelected = "Wind Wave"
if SpellSelected = "Wind WaveD" then set SpellSelected = "Wind Wave"
if SpellSelected = "BoltL" then set SpellSelected = "Bolt"
if SpellSelected = "BoltR" then set SpellSelected = "Bolt"
if SpellSelected = "BoltU" then set SpellSelected = "Bolt"
if SpellSelected = "BoltD" then set SpellSelected = "Bolt"
```

```
end if
```

```
end if
```

```
end if
```

```
end if
```

```
end if
```

```
end if
```

```
end
```

spell2 (Scripts)

Global SPower, ElementBonus, MyClass, Water, Magery, Blessing, Illusion, Earth, Fire, Wind, Wrath, BlackArts
Global BodyE, HeadE, FctNme, F1Bonus, F2Bonus, F3Bonus, RingE, MartialArts

on GetThePower SPower

```
if Magery > 10 then set SPower = SPower + 1
if Magery > 20 then set SPower = SPower + 1
if Magery > 30 then set SPower = SPower + 1
if Magery > 40 then set SPower = SPower + 1
if Magery > 50 then set SPower = SPower + 1
if Magery > 60 then set SPower = SPower + 1
if Magery > 70 then set SPower = SPower + 1
if Magery > 80 then set SPower = SPower + 1
if Magery > 90 then set SPower = SPower + 1
```

```
if FctNme = 1 then
    set SPower = SPower + F1Bonus
end if
```

```
if BodyE = "White Robe" then set SPower = SPower + 2
if BodyE = "Wizard's Robe" then set SPower = SPower + 5
if HeadE = "White Tiara" then set SPower = SPower + 1
    if BodyE = "Ceramic Armor" then set SPower = SPower + 5
if RingE = "Mage's Ring" then set SPower = SPower + 3
```

end

on GetWrath SPower

```
if Wrath > 0 then set SPower = SPower + 2
if Wrath > 10 then set SPower = SPower + 1
if Wrath > 20 then set SPower = SPower + 1
if Wrath > 30 then set SPower = SPower + 1
if Wrath > 50 then set SPower = SPower + 1
if Wrath > 70 then set SPower = SPower + 1
if Wrath > 80 then set SPower = SPower + 1
if Wrath > 90 then set SPower = SPower + 1
if Wrath > 97 then set SPower = SPower + 1
```

end

on GetBlackArts SPower

```
if BlackArts > 10 then set SPower = SPower + 1
if BlackArts > 20 then set SPower = SPower + 1
if BlackArts > 30 then set SPower = SPower + 1
if BlackArts > 70 then set SPower = SPower + 1
if BlackArts > 90 then set SPower = SPower + 1
    if BodyE = "Necromancer's Robe" then set SPower = SPower + 5
```

end

on GetBlessing SPower

```
if Blessing > 0 then set SPower = SPower + 2
if Blessing > 10 then set SPower = SPower + 1
if Blessing > 20 then set SPower = SPower + 1
if Blessing > 30 then set SPower = SPower + 1
if Blessing > 50 then set SPower = SPower + 1
if Blessing > 70 then set SPower = SPower + 1
if Blessing > 80 then set SPower = SPower + 1
if Blessing > 90 then set SPower = SPower + 1
if Blessing > 97 then set SPower = SPower + 1
```

end

on GetIllusion SPower

```
if Illusion > 0 then set SPower = SPower + 2
if Illusion > 10 then set SPower = SPower + 1
if Illusion > 20 then set SPower = SPower + 1
if Illusion > 30 then set SPower = SPower + 1
if Illusion > 50 then set SPower = SPower + 1
if Illusion > 70 then set SPower = SPower + 1
if Illusion > 80 then set SPower = SPower + 1
if Illusion > 90 then set SPower = SPower + 1
if Illusion > 97 then set SPower = SPower + 1
```

end

on GetWater SPower

```
if MyClass = "Water Mage" then
```

```
    if ElementBonus > 10 then set SPower = SPower + 1
    if ElementBonus > 20 then set SPower = SPower + 1
    if ElementBonus > 30 then set SPower = SPower + 1
    if ElementBonus > 40 then set SPower = SPower + 1
    if ElementBonus > 50 then set SPower = SPower + 1
    if ElementBonus > 60 then set SPower = SPower + 1
    if ElementBonus > 70 then set SPower = SPower + 1
```

```
    if ElementBonus > 70 then set SPower = SPower + 1
    if ElementBonus > 80 then set SPower = SPower + 1
    if ElementBonus > 90 then set SPower = SPower + 1
    if ElementBonus > 100 then set SPower = SPower + 1
    if ElementBonus > 110 then set SPower = SPower + 1
    if ElementBonus > 140 then set SPower = SPower + 1
    if ElementBonus > 160 then set SPower = SPower + 1
    if ElementBonus > 190 then set SPower = SPower + 1
end if
```

```
    if Water > 0 then set SPower = SPower + 2
    if Water > 10 then set SPower = SPower + 1
    if Water > 20 then set SPower = SPower + 1
    if Water > 30 then set SPower = SPower + 1
    if Water > 50 then set SPower = SPower + 1
    if Water > 70 then set SPower = SPower + 1
    if Water > 80 then set SPower = SPower + 2
    if Water > 97 then set SPower = SPower + 4
end
```

on GetEarth SPower

```
    if MyClass = "Earth Mage" then

        if ElementBonus > 10 then set SPower = SPower + 1
        if ElementBonus > 20 then set SPower = SPower + 1
        if ElementBonus > 30 then set SPower = SPower + 1
        if ElementBonus > 40 then set SPower = SPower + 1
        if ElementBonus > 50 then set SPower = SPower + 1
        if ElementBonus > 60 then set SPower = SPower + 1
        if ElementBonus > 70 then set SPower = SPower + 1
        if ElementBonus > 80 then set SPower = SPower + 1
        if ElementBonus > 90 then set SPower = SPower + 1
        if ElementBonus > 100 then set SPower = SPower + 1
        if ElementBonus > 110 then set SPower = SPower + 1
        if ElementBonus > 140 then set SPower = SPower + 1
        if ElementBonus > 160 then set SPower = SPower + 1
        if ElementBonus > 190 then set SPower = SPower + 1
    end if
```

```
    if Earth > 0 then set SPower = SPower + 2
    if Earth > 10 then set SPower = SPower + 1
    if Earth > 20 then set SPower = SPower + 1
    if Earth > 30 then set SPower = SPower + 1
    if Earth > 50 then set SPower = SPower + 1
    if Earth > 70 then set SPower = SPower + 1
    if Earth > 80 then set SPower = SPower + 2
    if Earth > 97 then set SPower = SPower + 4
end
```

on GetFire SPower

```
    if MyClass = "Fire Mage" then

        if ElementBonus > 10 then set SPower = SPower + 1
        if ElementBonus > 20 then set SPower = SPower + 1
        if ElementBonus > 30 then set SPower = SPower + 1
        if ElementBonus > 40 then set SPower = SPower + 1
        if ElementBonus > 50 then set SPower = SPower + 1
        if ElementBonus > 60 then set SPower = SPower + 1
        if ElementBonus > 70 then set SPower = SPower + 1
        if ElementBonus > 80 then set SPower = SPower + 1
        if ElementBonus > 90 then set SPower = SPower + 1
        if ElementBonus > 100 then set SPower = SPower + 1
        if ElementBonus > 110 then set SPower = SPower + 1
        if ElementBonus > 140 then set SPower = SPower + 1
        if ElementBonus > 160 then set SPower = SPower + 1
        if ElementBonus > 190 then set SPower = SPower + 1
    end if
```

```
    if Fire > 0 then set SPower = SPower + 2
    if Fire > 10 then set SPower = SPower + 1
    if Fire > 20 then set SPower = SPower + 1
    if Fire > 30 then set SPower = SPower + 1
    if Fire > 50 then set SPower = SPower + 1
    if Fire > 70 then set SPower = SPower + 1
    if Fire > 80 then set SPower = SPower + 2
    if Fire > 97 then set SPower = SPower + 4
end
```

on GetWind SPower

```
    if MyClass = "Wind Mage" then

        if ElementBonus > 10 then set SPower = SPower + 1
        if ElementBonus > 20 then set SPower = SPower + 1
        if ElementBonus > 30 then set SPower = SPower + 1
        if ElementBonus > 40 then set SPower = SPower + 1
        if ElementBonus > 50 then set SPower = SPower + 1
        if ElementBonus > 60 then set SPower = SPower + 1
        if ElementBonus > 70 then set SPower = SPower + 1
    end if
```

```
    if ElementBonus > 70 then set SPower = SPower + 1
    if ElementBonus > 80 then set SPower = SPower + 1
    if ElementBonus > 90 then set SPower = SPower + 1
    if ElementBonus > 100 then set SPower = SPower + 1
    if ElementBonus > 110 then set SPower = SPower + 1
    if ElementBonus > 140 then set SPower = SPower + 1
    if ElementBonus > 160 then set SPower = SPower + 1
    if ElementBonus > 190 then set SPower = SPower + 1
end if
```

```
    if Wind > 0 then set SPower = SPower + 2
    if Wind > 10 then set SPower = SPower + 1
    if Wind > 20 then set SPower = SPower + 1
    if Wind > 30 then set SPower = SPower + 1
    if Wind > 50 then set SPower = SPower + 1
    if Wind > 70 then set SPower = SPower + 1
    if Wind > 80 then set SPower = SPower + 2
    if Wind > 97 then set SPower = SPower + 4
end
```

on GetMartialArts SPower

```
    if MartialArts < 101 then set SPower = 500
    if MartialArts < 90 then set SPower = 350
    if MartialArts < 80 then set SPower = 200
    if MartialArts < 70 then set SPower = 100
    if MartialArts < 60 then set SPower = 70
    if MartialArts < 50 then set SPower = 60
    if MartialArts < 40 then set SPower = 55
    if MartialArts < 30 then set SPower = 45
    if MartialArts < 20 then set SPower = 35
    if MartialArts < 10 then set SPower = 25
```

```
    if BodyE = "Ninja Outfit" then set SPower = SPower + 60
    if BodyE = "Royal Ninja Uniform" then set SPower = SPower + 80
end
```

spell3 (Scripts)

```
on CastSpell SpellDat
    global SFX, Sprite112SpellAnim, MyName, SpellName, NPCSpellBlock

    global Spell1Power, Spell2Power, Spell3Power, Spell4Power, Spell5Power, Spell6Power, Spell7Power
    global Spell8Power, Spell9Power, Spell10Power, Spell11Power

    global Spell1Owner, Spell2Owner, Spell3Owner, Spell4Owner, Spell5Owner, Spell6Owner, Spell6Owner, Spell7Owner
    global Spell8Owner, Spell9Owner, Spell10Owner, Spell11Owner

    set the itemdelimiter = ":"

    if SpellDat = VOID then exit
    if SpellDat = "" then exit
    if SpellDat = "0" then exit
    if SpellDat = 0 then exit

    set CasterName = item 1 of SpellDat
    set SpellName = item 2 of SpellDat
    set CasterH = integer(item 3 of SpellDat)
    set CasterV = integer(item 4 of SpellDat)
    set SpellH = integer(item 5 of SpellDat)
    set SpellV = integer(item 6 of SpellDat)
    set SpellPower = integer(item 7 of SpellDat)

    if CasterName contains "18" then
        set the MyAttackAnim of sprite integer(CasterName) = 8
        set NPCSpellBlock = 30
    end if

    if CasterH > 0 then

        if CasterV > 0 then

            if CasterName = MyName then SpellImp(SpellName)
            end if
        end if

    set SPToUse = 260

    if the locV of sprite 270 < 0 then set SPToUse = 270
    if the locV of sprite 269 < 0 then set SPToUse = 269
    if the locV of sprite 268 < 0 then set SPToUse = 268
    if the locV of sprite 267 < 0 then set SPToUse = 267
    if the locV of sprite 266 < 0 then set SPToUse = 266
    if the locV of sprite 265 < 0 then set SPToUse = 265
    if the locV of sprite 264 < 0 then set SPToUse = 264
    if the locV of sprite 263 < 0 then set SPToUse = 263
    if the locV of sprite 262 < 0 then set SPToUse = 262
    if the locV of sprite 261 < 0 then set SPToUse = 261
    if the locV of sprite 260 < 0 then set SPToUse = 260

    if SPToUse = 260 then set Spell1Power = SpellPower
    if SPToUse = 261 then set Spell2Power = SpellPower
    if SPToUse = 262 then set Spell3Power = SpellPower
    if SPToUse = 263 then set Spell4Power = SpellPower
    if SPToUse = 264 then set Spell5Power = SpellPower
    if SPToUse = 265 then set Spell6Power = SpellPower
    if SPToUse = 266 then set Spell7Power = SpellPower
    if SPToUse = 267 then set Spell8Power = SpellPower
    if SPToUse = 268 then set Spell9Power = SpellPower
    if SPToUse = 269 then set Spell10Power = SpellPower
    if SPToUse = 270 then set Spell11Power = SpellPower

    if SPToUse = 260 then set Spell1Owner = CasterName
    if SPToUse = 261 then set Spell2Owner = CasterName
    if SPToUse = 262 then set Spell3Owner = CasterName
    if SPToUse = 263 then set Spell4Owner = CasterName
    if SPToUse = 264 then set Spell5Owner = CasterName
    if SPToUse = 265 then set Spell6Owner = CasterName
    if SPToUse = 266 then set Spell7Owner = CasterName
    if SPToUse = 267 then set Spell8Owner = CasterName
    if SPToUse = 268 then set Spell9Owner = CasterName
    if SPToUse = 269 then set Spell10Owner = CasterName
    if SPToUse = 270 then set Spell11Owner = CasterName

    if SpellName = VOID then exit
    if SpellName = "" then exit

    set ThisSprite = SpellName & "-1"
    set the member of sprite SPToUse = (member ThisSprite of castlib "FX")

    if SpellName = "BSmith" then set the locH of sprite SPToUse = SpellH
    if SpellName = "BSmith" then set the locV of sprite SPToUse = SpellV

    if SpellName = "Smoke Bomb" then set the locH of sprite SPToUse = SpellH
    if SpellName = "Smoke Bomb" then set the locV of sprite SPToUse = SpellV
```

```
if SpellName = "Smoke Bomb" then set the locV of sprite SPtoUse = SpellV

if SpellName = "xSmokeoBomb" then set the locH of sprite SPtoUse = SpellH
if SpellName = "xSmokeoBomb" then set the locV of sprite SPtoUse = SpellV

if SpellName = "minor heal" then set the locH of sprite SPtoUse = SpellH
if SpellName = "minor heal" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Portal" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Portal" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Diminish Hunger" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Diminish Hunger" then set the locV of sprite SPtoUse = SpellV

if SpellName = "major heal" then set the locH of sprite SPtoUse = SpellH
if SpellName = "major heal" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Fishing" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Fishing" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Illusionary Spikes" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Illusionary Spikes" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Web" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Web" then set the locV of sprite SPtoUse = SpellV

if SpellName = "morph" then set the locH of sprite SPtoUse = SpellH
if SpellName = "morph" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Raise Dead" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Raise Dead" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Summon Creature" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Summon Creature" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Holy Shield" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Holy Shield" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Firesword" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Firesword" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Hold" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Hold" then set the locV of sprite SPtoUse = SpellV

if SpellName contains "ArrowsL" then set the locH of sprite SPtoUse = SpellH - 32
if SpellName contains "ArrowsL" then set the locV of sprite SPtoUse = SpellV

if SpellName contains "ArrowsR" then set the locH of sprite SPtoUse = SpellH + 32
if SpellName contains "ArrowsR" then set the locV of sprite SPtoUse = SpellV

if SpellName contains "ArrowsU" then set the locH of sprite SPtoUse = SpellH
if SpellName contains "ArrowsU" then set the locV of sprite SPtoUse = SpellV - 32

if SpellName contains "ArrowsD" then set the locH of sprite SPtoUse = SpellH
if SpellName contains "ArrowsD" then set the locV of sprite SPtoUse = SpellV + 32

if SpellName = "Argon's Fist" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Argon's Fist" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Inxition" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Inxition" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Create Food" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Create Food" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Dispel Illusions" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Dispel Illusions" then set the locV of sprite SPtoUse = SpellV

if SpellName = "meteor" then set the locH of sprite SPtoUse = SpellH
if SpellName = "meteor" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Radar" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Radar" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Crush" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Crush" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Firesword" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Firesword" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Nature Shift" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Nature Shift" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Stone Skin" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Stone Skin" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Whirlwind" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Whirlwind" then set the locV of sprite SPtoUse = SpellV

if SpellName = "sprinkle" then set the locH of sprite SPtoUse = SpellH
if SpellName = "sprinkle" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Firebolt" then set the locH of sprite SPtoUse = SpellH
```

```

if SpellName = "Firebolt" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Firebolt" then set the locV of sprite SPtoUse = SpellV

if SpellName = "Magic Shield" then set the locH of sprite SPtoUse = SpellH
if SpellName = "Magic Shield" then set the locV of sprite SPtoUse = SpellV

if SpellName = "splash" then set the locH of sprite SPtoUse = SpellH
if SpellName = "splash" then set the locV of sprite SPtoUse = SpellV - 32

if SpellName = "Slot Machine" then set the locH of sprite SPtoUse = CasterH
if SpellName = "Slot Machine" then set the locV of sprite SPtoUse = CasterV - 32

if SpellName = "Music" then set the locH of sprite SPtoUse = CasterH
if SpellName = "Music" then set the locV of sprite SPtoUse = CasterV - 7

if SpellName = "fireballL" then set the locH of sprite SPtoUse = CasterH - 32
if SpellName = "fireballL" then set the locV of sprite SPtoUse = CasterV

if SpellName = "fireballR" then set the locH of sprite SPtoUse = CasterH + 32
if SpellName = "fireballR" then set the locV of sprite SPtoUse = CasterV

if SpellName = "fireballU" then set the locH of sprite SPtoUse = CasterH
if SpellName = "fireballU" then set the locV of sprite SPtoUse = CasterV - 32

if SpellName = "fireballD" then set the locH of sprite SPtoUse = CasterH
if SpellName = "fireballD" then set the locV of sprite SPtoUse = CasterV + 32

if SpellName = "CannonballL" then set the locH of sprite SPtoUse = CasterH - 48
if SpellName = "CannonballL" then set the locV of sprite SPtoUse = CasterV

if SpellName = "CannonballR" then set the locH of sprite SPtoUse = CasterH + 48
if SpellName = "CannonballR" then set the locV of sprite SPtoUse = CasterV

if SpellName = "CannonballU" then set the locH of sprite SPtoUse = CasterH
if SpellName = "CannonballU" then set the locV of sprite SPtoUse = CasterV - 48

if SpellName = "CannonballD" then set the locH of sprite SPtoUse = CasterH
if SpellName = "CannonballD" then set the locV of sprite SPtoUse = CasterV + 48

if SpellName = "BoltL" then set the locH of sprite SPtoUse = CasterH - 48
if SpellName = "BoltL" then set the locV of sprite SPtoUse = CasterV - 5

if SpellName = "BoltR" then set the locH of sprite SPtoUse = CasterH + 30
if SpellName = "BoltR" then set the locV of sprite SPtoUse = CasterV - 5

if SpellName = "BoltU" then set the locH of sprite SPtoUse = CasterH - 8
if SpellName = "BoltU" then set the locV of sprite SPtoUse = CasterV - 48

if SpellName = "BoltD" then set the locH of sprite SPtoUse = CasterH - 7
if SpellName = "BoltD" then set the locV of sprite SPtoUse = CasterV + 40

if SpellName = "Battleship CannonballL" then set the locH of sprite SPtoUse = CasterH - 48
if SpellName = "Battleship CannonballL" then set the locV of sprite SPtoUse = CasterV

if SpellName = "Battleship CannonballR" then set the locH of sprite SPtoUse = CasterH + 48
if SpellName = "Battleship CannonballR" then set the locV of sprite SPtoUse = CasterV

if SpellName = "Battleship CannonballU" then set the locH of sprite SPtoUse = CasterH
if SpellName = "Battleship CannonballU" then set the locV of sprite SPtoUse = CasterV - 48

if SpellName = "Battleship CannonballD" then set the locH of sprite SPtoUse = CasterH
if SpellName = "Battleship CannonballD" then set the locV of sprite SPtoUse = CasterV + 48

if SpellName = "Wind waveL" then set the locH of sprite SPtoUse = CasterH - 33
if SpellName = "Wind waveL" then set the locV of sprite SPtoUse = CasterV

if SpellName = "Wind waveR" then set the locH of sprite SPtoUse = CasterH + 33
if SpellName = "Wind waveR" then set the locV of sprite SPtoUse = CasterV

if SpellName = "Wind waveU" then set the locH of sprite SPtoUse = CasterH
if SpellName = "Wind waveU" then set the locV of sprite SPtoUse = CasterV - 33

if SpellName = "Wind waved" then set the locH of sprite SPtoUse = CasterH
if SpellName = "Wind waved" then set the locV of sprite SPtoUse = CasterV + 33

if Spellname contains "Cannonball" then
    set the member of sprite 283 = (member "kill1" of castlib "FX")
    set the locH of sprite 283 = the locH of sprite SPtoUse
    set the locV of sprite 283 = the locV of sprite SPtoUse
    set the locZ of sprite 283 = the locZ of sprite SPtoUse
end if

set the locZ of sprite SPtoUse = the locV of sprite SPtoUse + 200
SendFXSprite(SPtoUse, SpellName)

if SFX <> "OFF" then
    if SpellName contains "Smoke Bomb" then puppetsound 4, "fireballs"
    if SpellName contains "Cannonball" then puppetsound 4, "cannonball"
    if SpellName = "Argon's Fist" then puppetsound 4, "fx2"
    if SpellName = "Radar" then puppetsound 4, "fx2"
    if SpellName = "Inxition" then puppetsound 4, "fx2"
    if SpellName = "Portal" then puppetsound 4, "heal2"
    if SpellName = "Diminish Hunger" then puppetsound 4, "heal1"

```

```
if SpellName = "Diminish Hunger" then puppetsound 4, "heal1"
if SpellName = "Portal" then puppetsound 3, "heal1"
if SpellName = "minor heal" then puppetsound 4, "fx2"
if SpellName = "magic shield" then puppetsound 4, "fx2"
if SpellName = "major heal" then puppetsound 4, "fx2"
if SpellName = "Morph" then puppetsound 4, "clear2"
if SpellName = "Illusionary Spikes" then puppetsound 4, "bad"
if SpellName = "Web" then puppetsound 4, "bad"
if SpellName = "Raise Dead" then puppetsound 4, "bad"
if SpellName = "meteor" then puppetsound 4, "monsterdeath"
if SpellName = "BoltD" then puppetsound 4, "lightning"
if SpellName = "BoltU" then puppetsound 4, "lightning"
if SpellName = "BoltL" then puppetsound 4, "lightning"
if SpellName = "BoltR" then puppetsound 4, "lightning"
if SpellName = "fireballU" then puppetsound 4, "fireballs"
if SpellName = "fireballD" then puppetsound 4, "fireballs"
if SpellName = "fireballL" then puppetsound 4, "fireballs"
if SpellName = "fireballR" then puppetsound 4, "fireballs"
if SpellName = "whirlwind" then puppetsound 4, "whirlwind"
if SpellName = "stone skin" then puppetsound 4, "stone skin"
if SpellName = "splash" then puppetsound 4, "splash"
if SpellName = "Fishing" then puppetsound 4, "splash"
if SpellName = "firebolt" then puppetsound 4, "firebolt"
if SpellName = "crush" then puppetsound 4, "crush"
if SpellName = "Nature Shift" then puppetsound 4, "clear2"
if SpellName = "Firesword" then puppetsound 4, "clear2"
if SpellName = "Hold" then puppetsound 4, "land"
if SpellName = "Dispel Illusions" then puppetsound 4, "heal1"
if SpellName = "Create Food" then puppetsound 4, "fx"
if SpellName = "summon creature" then puppetsound 4, "clear"
if SpellName = "Slot Machine" then puppetsound random(4), "SlotMachine"
if SpellName = "Holy Shield" then puppetsound 4, "clear"

if random(2) = 1 then

    if SpellName = "BSmith" then puppetsound 4, "Swordhit2"

else
    if SpellName = "BSmith" then puppetsound 4, "Swordhit1"

end if

if SpellName = "Wind waveU" then puppetsound 4, "fx3"
if SpellName = "Wind waveD" then puppetsound 4, "fx3"
if SpellName = "Wind waveL" then puppetsound 4, "fx3"
if SpellName = "Wind waveR" then puppetsound 4, "fx3"

end if

if CasterH > 0 then

    if CasterV > 0 then

        if field (member "Sp112" of castlib "Chars") = CasterName then set Sprite112SpellAnim = 5
        if field (member "Sp115" of castlib "Chars") = CasterName then set the MySpellAnim of sprite 115 = 5
        if field (member "Sp118" of castlib "Chars") = CasterName then set the MySpellAnim of sprite 118 = 5
        if field (member "Sp121" of castlib "Chars") = CasterName then set the MySpellAnim of sprite 121 = 5
        if field (member "Sp124" of castlib "Chars") = CasterName then set the MySpellAnim of sprite 124 = 5
        if field (member "Sp127" of castlib "Chars") = CasterName then set the MySpellAnim of sprite 127 = 5
        if field (member "Sp130" of castlib "Chars") = CasterName then set the MySpellAnim of sprite 130 = 5
        if field (member "Sp133" of castlib "Chars") = CasterName then set the MySpellAnim of sprite 133 = 5
        if field (member "Sp136" of castlib "Chars") = CasterName then set the MySpellAnim of sprite 136 = 5
        if field (member "Sp139" of castlib "Chars") = CasterName then set the MySpellAnim of sprite 139 = 5
        if field (member "Sp142" of castlib "Chars") = CasterName then set the MySpellAnim of sprite 142 = 5
        if field (member "Sp145" of castlib "Chars") = CasterName then set the MySpellAnim of sprite 145 = 5
        if field (member "Sp148" of castlib "Chars") = CasterName then set the MySpellAnim of sprite 148 = 5
        if field (member "Sp151" of castlib "Chars") = CasterName then set the MySpellAnim of sprite 151 = 5
        if field (member "Sp154" of castlib "Chars") = CasterName then set the MySpellAnim of sprite 154 = 5
        if field (member "Sp157" of castlib "Chars") = CasterName then set the MySpellAnim of sprite 157 = 5
    end if
end if

end
```

spell4 (Scripts)

```
on GetFireBallDir
    global SpellSelected

    set DirLR = "LEFT"
    set DirUD = "UP"

    if the mouseH < the locH of sprite 112 then set DirLR = "LEFT"
    if the mouseH > the locH of sprite 112 then set DirLR = "RIGHT"

    if the mouseV < the locV of sprite 112 then set DirUD = "UP"
    if the mouseV > the locV of sprite 112 then set DirUD = "DOWN"

    if DirLR = "LEFT" then set FormulaLR = the locH of sprite 112 - the mouseH
    if DirLR = "RIGHT" then set FormulaLR = the mouseH - the locH of sprite 112

    if DirUD = "UP" then set FormulaUD = the locV of sprite 112 - the mouseV
    if DirUD = "DOWN" then set FormulaUD = the mouseV - the locV of sprite 112

    if FormulaLR > FormulaUD then

        if DirLR = "LEFT" then set SpellSelected = "FireballL"
        if DirLR = "RIGHT" then set SpellSelected = "FireballR"
    end if

    if FormulaLR < FormulaUD then

        if DirUD = "UP" then set SpellSelected = "FireballU"
        if DirUD = "DOWN" then set SpellSelected = "FireballD"
    end if

    if SpellSelected = "Fireball" then set SpellSelected = "FireballR"

end
```

```
on GetIceWaveDir
    global SpellSelected

    set DirLR = "LEFT"
    set DirUD = "UP"

    if the mouseH < the locH of sprite 112 then set DirLR = "LEFT"
    if the mouseH > the locH of sprite 112 then set DirLR = "RIGHT"

    if the mouseV < the locV of sprite 112 then set DirUD = "UP"
    if the mouseV > the locV of sprite 112 then set DirUD = "DOWN"

    if DirLR = "LEFT" then set FormulaLR = the locH of sprite 112 - the mouseH
    if DirLR = "RIGHT" then set FormulaLR = the mouseH - the locH of sprite 112

    if DirUD = "UP" then set FormulaUD = the locV of sprite 112 - the mouseV
    if DirUD = "DOWN" then set FormulaUD = the mouseV - the locV of sprite 112

    if FormulaLR > FormulaUD then

        if DirLR = "LEFT" then set SpellSelected = "Wind waveL"
        if DirLR = "RIGHT" then set SpellSelected = "Wind waveR"
    end if

    if FormulaLR < FormulaUD then

        if DirUD = "UP" then set SpellSelected = "Wind waveU"
        if DirUD = "DOWN" then set SpellSelected = "Wind waveD"
    end if

    if SpellSelected = "Wind wave" then set SpellSelected = "Wind waveR"

end
```

sp-imp (Scripts)

```

on SpellImp SpellName
    global SpellName, Magery, Illusion, Blessing, Fire, Water, Wind, Earth, Wrath
    global BlackArts, Wizardry, Sorcery, FctNme, FlBonus, MartialArts, Musicianship

    if SpellName contains "Cannon" then exit
    if SpellName contains "Arrow" then exit
    if SpellName contains "Fishing" then exit
    if SpellName contains "sprinkle" then exit
    if SpellName contains "Machine" then exit
    if SpellName contains "slot" then exit
    if SpellName contains "Blackjack" then exit
    if SpellName contains "cards" then exit
    if SpellName contains "xSmoke" then exit
    if SpellName contains "BSmith" then exit
    if SpellName contains "Smith" then exit

    if SPellName contains "Music" then

        if Musicianship > 0 then
            if Musicianship < 100 then
                set DoUpgrade = random(Musicianship)
                if DoUpgrade = 1 then
                    set TheText = "You have advanced in the art of Musicianship!"
                    AddToChat(TheText)
                    SortMySkills
                    set Musicianship = Musicianship + 1
                    saveskills
                end if
            end if
        end if
        exit
    end if

    set MaxMageSkill = 30

    if FctNme = 1 then
        if FlBonus < 1 then set MaxMageSkill = 50
        if FlBonus = 1 then set MaxMageSkill = 60
        if FlBonus = 2 then set MaxMageSkill = 70
        if FlBonus = 3 then set MaxMageSkill = 90
        if FlBonus > 3 then set MaxMageSkill = 100
    end if

    if Magery > 0 then
        if Magery < MaxMageSkill then
            set DoUpgrade = random(Magery)
            if DoUpgrade = 1 then
                set TheText = "You have advanced in the art of magery!"
                AddToChat(TheText)
                SortMySkills
                set Magery = Magery + 1
                saveskills
            end if
        end if
    end if

    if SpellName = "Minor Heal" then set Bless = 1
    if SpellName = "Major Heal" then set Bless = 1
    if SpellName = "Replenish" then set Bless = 1
    if SpellName = "Diminish Hunger" then set Bless = 1

    if Bless = 1 then

        if Blessing > 0 then

            if Blessing < MaxMageSkill then

                set DoUpgrade = random(Blessing)
                if DoUpgrade = 1 then

                    set TheText = "You have advanced in the art of blessing!"
                    AddToChat(TheText)
                    SortMySkills
                    set Blessing = Blessing + 1
                    saveskills
                end if
            end if
        end if
    end if

    if SpellName = "Smoke Bomb" then
        if MartialArts > 0 then
            if MartialArts < 100 then
                set DoUpgrade = random(MartialArts)
                if DoUpgrade = 1 then
                    set TheText = "You have advanced in the art of Martial Arts!"

```

```
        set TheText = "You have advanced in the art of Martial Arts!"
        AddToChat(TheText)
        SortMySkills
        set MartialArts = MartialArts + 1
        saveskills
    end if
end if
end if
end if
```

```
if SpellName = "Radar" then
```

```
    if Wrath > 0 then

        if Wrath < MaxMageSkill then

            set DoUpgrade = random(Wrath)

            if DoUpgrade = 1 then

                set TheText = "You have advanced in the art of Wrath!"
                AddToChat(TheText)
                SortMySkills
                set Wrath = Wrath + 1
                saveskills
            end if
        end if
    end if
end if
```

```
if SpellName = "Meteor" then
```

```
    if Wrath > 0 then

        if Wrath < MaxMageSkill then

            set DoUpgrade = random(Wrath)

            if DoUpgrade = 1 then

                set TheText = "You have advanced in the art of Wrath!"
                AddToChat(TheText)
                SortMySkills
                set Wrath = Wrath + 1
                saveskills
            end if
        end if
    end if
end if
```

```
if SpellName = "Magic Shield" then
```

```
    if Wrath > 0 then
        if Wrath < MaxMageSkill then
            set DoUpgrade = random(Wrath)
            if DoUpgrade = 1 then
                set TheText = "You have advanced in the art of Wrath!"
                AddToChat(TheText)
                SortMySkills
                set Wrath = Wrath + 1
                saveskills
            end if
        end if
    end if
end if
```

```
if SpellName = "Bolt" then
```

```
    if Wrath > 0 then
        if Wrath < MaxMageSkill then
            set DoUpgrade = random(Wrath)
            if DoUpgrade = 1 then
                set TheText = "You have advanced in the art of Wrath!"
                AddToChat(TheText)
                SortMySkills
                set Wrath = Wrath + 1
                saveskills
            end if
        end if
    end if
end if
```

```
if SpellName = "Morph" then
```

```
    if Illusion > 0 then

        if Illusion < MaxMageSkill then

            set DoUpgrade = random(Illusion)

            if DoUpgrade = 1 then
```

```
        if DoUpgrade = 1 then

            set TheText = "You have advanced in the art of illusion!"
            AddToChat(TheText)
            SortMySkills
            set Illusion = Illusion + 1
            saveskills
        end if
    end if
end if

if SpellName = "Web" then

    if Wizardry > 0 then

        if Wizardry < MaxMageSkill then

            set DoUpgrade = random(Wizardry)

            if DoUpgrade = 1 then

                set TheText = "You have advanced in the art of Wizardry!"
                AddToChat(TheText)
                SortMySkills
                set Wizardry = Wizardry + 1
                saveskills
            end if
        end if
    end if
end if

if SpellName = "Illusionary Spikes" then

    if Illusion > 0 then

        if Illusion < MaxMageSkill then

            set DoUpgrade = random(Illusion)

            if DoUpgrade = 1 then

                set TheText = "You have advanced in the art of illusion!"
                AddToChat(TheText)
                SortMySkills
                set Illusion = Illusion + 1
                saveskills
            end if
        end if
    end if
end if

if SpellName contains "Firesword" then
    if Fire > 0 then
        if Fire < MaxMageSkill then
            set DoUpgrade = random(Fire)
            if DoUpgrade = 1 then

                set TheText = "You have advanced in the art of Fire!"
                AddToChat(TheText)
                SortMySkills
                set Fire = Fire + 1
                saveskills
            end if
        end if
    end if
end if

if SpellName contains "Fireball" then

    if Fire > 0 then

        if Fire < MaxMageSkill then

            set DoUpgrade = random(Fire)

            if DoUpgrade = 1 then

                set TheText = "You have advanced in the art of Fire!"
                AddToChat(TheText)
                SortMySkills
                set Fire = Fire + 1
                saveskills
            end if
        end if
    end if
end if
```

```
if SpellName = "Firebolt" then

    if Fire > 0 then

        if Fire < MaxMageSkill then

            set DoUpgrade = random(Fire)

            if DoUpgrade = 1 then

                set TheText = "You have advanced in the art of Fire!"
                AddToChat(TheText)
                SortMySkills
                set Fire = Fire + 1
                saveskills
            end if
        end if
    end if
end if

if SpellName = "Splash" then

    if Water > 0 then

        if Water < MaxMageSkill then

            set DoUpgrade = random(Water)

            if DoUpgrade = 1 then

                set TheText = "You have advanced in the art of Water!"
                AddToChat(TheText)
                SortMySkills
                set Water = Water + 1
                saveskills
            end if
        end if
    end if
end if

if SpellName = "Earth Shift" then

    if Earth > 0 then

        if Earth < MaxMageSkill then

            set DoUpgrade = random(Earth)

            if DoUpgrade = 1 then

                set TheText = "You have advanced in the art of Earth!"
                AddToChat(TheText)
                SortMySkills
                set Earth = Earth + 1
                saveskills
            end if
        end if
    end if
end if

if SpellName = "Raise Dead" then

    if BlackArts > 0 then

        if BlackArts < MaxMageSkill then

            set DoUpgrade = random(BlackArts)

            if DoUpgrade = 1 then

                set TheText = "You have advanced in the Black Arts!"
                AddToChat(TheText)
                SortMySkills
                set BlackArts = BlackArts + 1
                saveskills
            end if
        end if
    end if
end if

if SpellName = "Hold" then

    if BlackArts > 0 then

        if BlackArts < MaxMageSkill then

            set DoUpgrade = random(BlackArts)
```

```
        if DoUpgrade = 1 then
            set TheText = "You have advanced in the Black Arts!"
            AddToChat(TheText)
            SortMySkills
            set BlackArts = BlackArts + 1
            saveskills
        end if
    end if
end if

if SpellName = "Summon Creature" then

    if Sorcery > 0 then

        if Sorcery < MaxMageSkill then

            set DoUpgrade = random(Sorcery)

            if DoUpgrade = 1 then

                set TheText = "You have advanced in the art of Sorcery!"
                AddToChat(TheText)
                SortMySkills
                set Sorcery = Sorcery + 1
                saveskills
            end if
        end if
    end if
end if

if SpellName = "Holy Shield" then

    if Blessing > 0 then

        if Blessing < MaxMageSkill then

            set DoUpgrade = random(Blessing)

            if DoUpgrade = 1 then

                set TheText = "You have advanced in the art of Blessing!"
                AddToChat(TheText)
                SortMySkills
                set Blessing = Blessing + 1
                saveskills
            end if
        end if
    end if
end if

if SpellName = "Dispel Illusions" then

    if Wizardry > 0 then

        if Wizardry < MaxMageSkill then

            set DoUpgrade = random(Wizardry)

            if DoUpgrade = 1 then

                set TheText = "You have advanced in the art of Wizardry!"
                AddToChat(TheText)
                SortMySkills
                set Wizardry = Wizardry + 1
                saveskills
            end if
        end if
    end if
end if

if SpellName = "Stone Skin" then

    if Earth > 0 then

        if Earth < MaxMageSkill then

            set DoUpgrade = random(Earth)

            if DoUpgrade = 1 then

                set TheText = "You have advanced in the art of Earth!"
                AddToChat(TheText)
                SortMySkills
```

```
SortMySkills
set Earth = Earth + 1
saveskills
end if
end if
end if
end if

if SpellName = "Crush" then

    if Earth > 0 then

        if Earth < MaxMageSkill then

            set DoUpgrade = random(Earth)

            if DoUpgrade = 1 then

                set TheText = "You have advanced in the art of Earth!"
                AddToChat(TheText)
                SortMySkills
                set Earth = Earth + 1
                saveskills
            end if
        end if
    end if
end if

if SpellName = "Wind Wave" then

    if Wind > 0 then

        if Wind < MaxMageSkill then

            set DoUpgrade = random(Wind)

            if DoUpgrade = 1 then

                set TheText = "You have advanced in the art of Wind!"
                AddToChat(TheText)
                SortMySkills
                set Wind = Wind + 1
                saveskills
            end if
        end if
    end if
end if

if SpellName = "Whirlwind" then

    if Wind > 0 then

        if Wind < MaxMageSkill then

            set DoUpgrade = random(Wind)

            if DoUpgrade = 1 then

                set TheText = "You have advanced in the art of Wind!"
                AddToChat(TheText)
                SortMySkills
                set Wind = Wind + 1
                saveskills
            end if
        end if
    end if
end if

end
```

COLLIDE (Scripts)

```

on SpellCollision
    global CharMap, gConnect, HP, HPMax, MyName, MyClass, RPGName, LeftHandE, FireSwordCounter
    global Spell1Power, Spell2Power, Spell3Power, Spell4Power, Spell5Power, Spell6Power, Spell7Power
    global Spell8Power, Spell9Power, Spell10Power, Spell11Power, FlickerCounter, HealNum, MagicDefCounter
    global DefenseBonus, DefenseCounter, SP, SPMax, MorphCounter, HoldCounter, CanPeeVeePee, Hunger
    global IAmImmortal, AdminProtect, AttackBonus, AttackCounter, BossSetup, MyVehicle, KeyLockOut, SmokeBombTick
    global Spell1Owner, Spell2Owner, Spell3Owner, Spell4Owner, Spell5Owner, Spell6Owner, Spell7Owner, Spell10Owner
    global Spell8Owner, Spell9Owner, Spell10Owner, Spell11Owner, SurSpellOwner, LastToHitMe, MyVehicle, MyLocXY, iiMapDat

    set TempPVP = CanPeeVeePee
    set the itemdelimiter = "-"
    set MineX = integer(item 1 of MyLocXY)
    set MineY = integer(item 2 of MyLocXY)
    set the itemdelimiter = "#"
    if word MineX of item MineY of iiMapDat = "6P" then set TempPVP = "X"

    if FlickerCounter < 1 then
        repeat with x = 260 to 270

            if x = 260 then set CurSpellPower = Spell1Power
            if x = 261 then set CurSpellPower = Spell2Power
            if x = 262 then set CurSpellPower = Spell3Power
            if x = 263 then set CurSpellPower = Spell4Power
            if x = 264 then set CurSpellPower = Spell5Power
            if x = 265 then set CurSpellPower = Spell6Power
            if x = 266 then set CurSpellPower = Spell7Power
            if x = 267 then set CurSpellPower = Spell8Power
            if x = 268 then set CurSpellPower = Spell9Power
            if x = 269 then set CurSpellPower = Spell10Power
            if x = 270 then set CurSpellPower = Spell11Power

            if x = 260 then set CurSpellOwner = Spell1Owner
            if x = 261 then set CurSpellOwner = Spell2Owner
            if x = 262 then set CurSpellOwner = Spell3Owner
            if x = 263 then set CurSpellOwner = Spell4Owner
            if x = 264 then set CurSpellOwner = Spell5Owner
            if x = 265 then set CurSpellOwner = Spell6Owner
            if x = 266 then set CurSpellOwner = Spell7Owner
            if x = 267 then set CurSpellOwner = Spell8Owner
            if x = 268 then set CurSpellOwner = Spell9Owner
            if x = 269 then set CurSpellOwner = Spell10Owner
            if x = 270 then set CurSpellOwner = Spell11Owner

            if sprite x intersects sprite 112 then

                set SppName = member(the member of sprite x).name
                sortvitals

                if KeyLockOut = FALSE then
                    if SppName contains "Portal-3" then
                        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"PrtlExt",#content:"x"])
                        set KeyLockOut = TRUE
                    end if
                end if

                if SppName contains "Radar" then
                    RunRadar
                end if

                -----
                if SppName contains "Cannonball" then
                    if CurSpellOwner = MyName then exit
                    if TempPVP = "0" then exit
                    set HealNum = 9 + CurSpellPower + random(3)
                    if HP <= HealNum then set HP = 0
                    if HP > HealNum then set HP = HP - HealNum
                    set LastToHitMe = CurSpellOwner
                    BeginHitFlicker
                    set DToSend = "6:" & HealNum & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
                    gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
                end if

                if SppName contains "Arrows" then
                    if CurSpellOwner = MyName then exit
                    if TempPVP = "0" then exit
                    set HealNum = CurSpellPower + random(2)
                    GetSpellDef(HealNum)
                    if HP <= HealNum then set HP = 0
                    if HP > HealNum then set HP = HP - HealNum
                    set LastToHitMe = CurSpellOwner
                    BeginHitFlicker
                    set DToSend = "6:" & HealNum & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
                    gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
                end if
            end if
        end repeat
    end if

```



```
end if
```

```
if SppName contains "Whirlwind" then
  if CurSpellOwner = MyName then exit
  if TempPVP = "0" then exit
  if SP > 0 then
    set SP = SP - 1
  end if
end if

if SPPName contains "Firesword-3" then
  if LeftHandE contains "Sword" then
    set FireSwordCounter = CurSpellPower * 40
    set TheText = "Your sword burns with a fiery fury."
  else
    set TheText = "You feel a warmth you haven't felt before, but feel it has not assisted you."
  end if
  AddToChat(TheText)
end if
```

```
if SPPName contains "Magic Shield-3" then
  set MagicDefCounter = MagicDefCounter + CurSpellPower * 70
  set TheText = "The magic shield pulses through your body, keeping harmful spells out."
  AddToChat(TheText)
end if
```

```
if SPPName contains "Diminish Hunger-3" then
  if Hunger < 35000 then
    set Hunger = Hunger + 3000
    set TheText = "Your hunger has diminished."
    AddToChat(TheText)
  end if
end if
```

```
if SPPName contains "Stone Skin-9" then
  set DefenseBonus = DefenseBonus + 1
  set DefenseCounter = DefenseCounter + CurSpellPower * 30
  set TheText = "You suddenly feel much stronger."
  AddToChat(TheText)
end if
```

```
if SPPName contains "Dispel Illusions-3" then
  set MyBody = field (member "Body" of castlib "TempSave")
  if field (member "Vehicle" of castlib "TempSave") = "" then gConnect.sendNetMessage( "@" & CharMap, "BodyRevert",
RPGName & ":" & MyBody)
end if
```

```
if SPPName contains "Argon's Fist-3" then
  set AttackBonus = 1
  set AttackCounter = AttackCounter + 400
  set TheText = "The power of argon flows through your body."
  AddToChat(TheText)
end if
```

```
if SPPName contains "Inxition-3" then
  RunInxition
end if
```

```
if SPPName contains "Create Food-3" then
  CreateFood
end if
```

```
if SPPName contains "major heal-3" then
  set HealNum = 15 + CurSpellPower + random(5)
  set HP = HP + HealNum
  if HP > HPMax then set HP = HPMax
  set DToSend = "5:" & HealNum & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
  gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
end if
```

```
if SPPName contains "minor heal-3" then
  set HealNum = 2 + CurSpellPower + random(2)
  set HP = HP + HealNum
  if HP > HPMax then set HP = HPMax
  set DToSend = "5:" & HealNum & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
  gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
end if
```

```
if SPPName contains "morph-3" then
  if MyVehicle <> "" then exit
  if BossSetup = TRUE then exit
  set HealNum = 3 + CurSpellPower + random(5)
  if HealNum > 0 then set NewBody = 30
  if HealNum > 10 then set NewBody = 32
  if HealNum > 13 then set NewBody = 31
```

```
    if HealNum > 13 then set NewBody = 31
    if HealNum > 16 then set NewBody = 33
    if HealNum > 19 then set NewBody = 37
    if HealNum > 21 then set NewBody = 34
    if HealNum > 23 then set NewBody = 41
    if HealNum > 24 then set NewBody = 40
    set DToSend = MyName & ":" & NewBody
    gConnect.sendNetMessage( "@" & CharMap, "BodyChange", DToSend)
end if

if SPPName contains "Nature Shift-3" then
    if MyVehicle <> "" then exit
    if BossSetup = TRUE then exit
    set NewBody = 80
    set DToSend = MyName & ":" & NewBody
    gConnect.sendNetMessage( "@" & CharMap, "BodyChange", DToSend)
end if

if SPPName contains "Smoke Bomb-3" then
    if MyVehicle <> "" then exit
    if BossSetup = TRUE then exit
    set NewBody = 100
    set SmokeBombTick = CurSpellPower
    set DToSend = MyName & ":" & NewBody
    gConnect.sendNetMessage( "@" & CharMap, "BodyChange", DToSend)
end if

if SPPName contains "Hold-3" then
    if MyVehicle <> "" then exit
    if CurSpellOwner = MyName then exit
    set HoldCounter = CurSpellPower * 8
    set TheText = "Your feet become heavy, you are unable to move!"
    AddToChat(TheText)
end if

if SPPName contains "crush" then
    if CurSpellOwner = MyName then exit
    if TempPVP = "0" then exit
    set HealNum = 6 + CurSpellPower + random(3)
    GetSpellDef(HealNum)
    if HP <= HealNum then set HP = 0
    if HP > HealNum then set HP = HP - HealNum
    set LastToHitMe = CurSpellOwner
    set DToSend = "6:" & HealNum & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
    BeginHitFlicker
    gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
end if

if SPPName contains "firebolt" then
    if CurSpellOwner = MyName then exit
    if TempPVP = "0" then exit
    set HealNum = 8 + CurSpellPower + random(3)
    if HP <= HealNum then set HP = 0
    if HP > HealNum then set HP = HP - HealNum
    set LastToHitMe = CurSpellOwner
    set DToSend = "6:" & HealNum & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
    BeginHitFlicker
    gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
end if

if SPPName contains "Splash" then
    if CurSpellOwner = MyName then exit
    if TempPVP = "0" then exit
    set HealNum = 20 + CurSpellPower + random(3)
    if HP <= HealNum then set HP = 0
    if HP > HealNum then set HP = HP - HealNum
    set LastToHitMe = CurSpellOwner
    set DToSend = "6:" & HealNum & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
    BeginHitFlicker
    gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
end if

if SPPName contains "meteor" then
    if CurSpellOwner = MyName then exit
    if TempPVP = "0" then exit
    set HealNum = 15 + CurSpellPower + random(3)
    GetSpellDef(HealNum)
    if HP <= HealNum then set HP = 0
    if HP > HealNum then set HP = HP - HealNum
    set LastToHitMe = CurSpellOwner
    BeginHitFlicker
    set DToSend = "6:" & HealNum & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
    gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
end if

if SPPName contains "Fireball" then
    if CurSpellOwner = MyName then exit
```

```
    if CurSpellOwner = MyName then exit
    if TempPVP = "0" then exit
    set HealNum = 9 + CurSpellPower + random(3)
    GetSpellDef(HealNum)
    if HP <= HealNum then set HP = 0
    if HP > HealNum then set HP = HP - HealNum
    set LastToHitMe = CurSpellOwner
    BeginHitFlicker
    set DToSend = "6:" & HealNum & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
    gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
end if

if SPPName contains "Bolt" then
    if SPPName contains "fire" then
        else
            if CurSpellOwner = MyName then exit
            if TempPVP = "0" then exit
            set HealNum = 18 + CurSpellPower + random(8)
            GetSpellDef(HealNum)
            if HP <= HealNum then set HP = 0
            if HP > HealNum then set HP = HP - HealNum
            set LastToHitMe = CurSpellOwner
            BeginHitFlicker
            set DToSend = "6:" & HealNum & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
            gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
        end if
    end if
end if

if SPPName contains "wind wave" then
    if CurSpellOwner = MyName then exit
    if TempPVP = "0" then exit
    sortvitals
    set HealNum = 2 + CurSpellPower + random(5)
    GetSpellDef(HealNum)
    if HP <= HealNum then set HP = 0
    if HP > HealNum then set HP = HP - HealNum
    set LastToHitMe = CurSpellOwner
    BeginHitFlicker
    set DToSend = "6:" & HealNum & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
    gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
end if

    loadthebars
    savevitals

end if
end repeat

end if

end
```

FloatieText (Scripts)

```

on FloatieText TheDatToSort
    global SP1TAnim, SP2TAnim, SP3TAnim, SP4TAnim, SP5TAnim, SP6TAnim, SP7TAnim

    set SoundToPlay = ""
    set the itemdelimiter = ":"
    set MonSprite = 0
    set FColor = integer(item 1 of TheDatToSort)
    set TNum = item 2 of TheDatToSort
    set TheH = integer(item 3 of TheDatToSort)
    set TheV = integer(item 4 of TheDatToSort)
    if item 5 of TheDatToSort <> "" then set MonSprite = integer(item 5 of TheDatToSort)
    if item 6 of TheDatToSort <> "" then set SoundToPlay = item 6 of TheDatToSort

    if MonSprite > 0 then
        set the MyAttackAnim of sprite MonSprite = 8
    end if

    if SoundToPlay = "hitsound" then

        set SplatSprite = 280
        if the locV of sprite 282 < 0 then set SplatSprite = 282
        if the locV of sprite 281 < 0 then set SplatSprite = 281

        set the locH of sprite SplatSprite = TheH
        set the locV of sprite SplatSprite = TheV
        set the locZ of sprite SplatSprite = the locV of sprite SplatSprite + 1000
        set the member of sprite SplatSprite = (member "S1h" of castlib "FX")
        puppetsound 5, "hitsound"
    end if

    if the locV of sprite 272 < 0 then

        set the forecolor of field (member "Txt1" of castlib "FX") = FColor
        put TNum into field (member "Txt1" of castlib "FX")
        set the locH of sprite 272 = TheH
        set the locV of sprite 272 = TheV
        set the locZ of sprite 272 = the locV of sprite 272 + 160
        set SP1TAnim = 30
        exit
    end if

    if the locV of sprite 273 < 0 then

        set the forecolor of field (member "Txt2" of castlib "FX") = FColor
        put TNum into field (member "Txt2" of castlib "FX")
        set the locH of sprite 273 = TheH
        set the locV of sprite 273 = TheV
        set the locZ of sprite 273 = the locV of sprite 273 + 160
        set SP2TAnim = 30
        exit
    end if

    if the locV of sprite 274 < 0 then

        set the forecolor of field (member "Txt3" of castlib "FX") = FColor
        put TNum into field (member "Txt3" of castlib "FX")
        set the locH of sprite 274 = TheH
        set the locV of sprite 274 = TheV
        set the locZ of sprite 274 = the locV of sprite 274 + 160
        set SP3TAnim = 30
        exit
    end if

    if the locV of sprite 275 < 0 then

        set the forecolor of field (member "Txt4" of castlib "FX") = FColor
        put TNum into field (member "Txt4" of castlib "FX")
        set the locH of sprite 275 = TheH
        set the locV of sprite 275 = TheV
        set the locZ of sprite 275 = the locV of sprite 275 + 160
        set SP4TAnim = 30
        exit
    end if

    if the locV of sprite 276 < 0 then

        set the forecolor of field (member "Txt5" of castlib "FX") = FColor
        put TNum into field (member "Txt5" of castlib "FX")
        set the locH of sprite 276 = TheH
        set the locV of sprite 276 = TheV
        set the locZ of sprite 276 = the locV of sprite 276 + 160
        set SP5TAnim = 30
        exit
    end if

```

```
    exit
end if
```

```
if the locV of sprite 277 < 0 then
```

```
    set the forecolor of field (member "Txt6" of castlib "FX") = FColor
    put TNum into field (member "Txt6" of castlib "FX")
    set the locH of sprite 277 = TheH
    set the locV of sprite 277 = TheV
    set the locZ of sprite 277 = the locV of sprite 277 + 160
    set SP6TAnim = 30
    exit
end if
```

```
if the locV of sprite 278 < 0 then
```

```
    set the forecolor of field (member "Txt7" of castlib "FX") = FColor
    put TNum into field (member "Txt7" of castlib "FX")
    set the locH of sprite 278 = TheH
    set the locV of sprite 278 = TheV
    set the locZ of sprite 278 = the locV of sprite 278 + 160
    set SP7TAnim = 30
    exit
end if
```

```
set the forecolor of field (member "Txt1" of castlib "FX") = FColor
put TNum into field (member "Txt1" of castlib "FX")
set the locH of sprite 272 = TheH
set the locV of sprite 272 = TheV
set the locZ of sprite 272 = the locV of sprite 272 + 160
set SP1TAnim = 30
```

```
end
```

CLASSCHANG (Scripts)

```
Global ShopItem, ShopItemPrice, Gold, MyClass, ClassCode, HPMax, SPMax, LastName, MyName
Global SFX, NPCName
Global Slash, Thrust, Parry, HeavyArms, AxeFighting, Swordsmanship, Fencing, Magery, HammerWielding
Global MagicResistance, Archery, Meditation, Blessing, Assassination, Musicianship, Illusion, Punch, Fire, Wind
Global TerrainNavigating, StaffFighting, ItemIdentification, Alchemy, WarResistance, Water, Earth, MartialArts
Global Wrath, Wizardry, Block, Sorcery, UnholyCombat, BlackArts
Global Strength, Agility, Stamina, Dexterity, Intelligence, Wisdom, Speed, Aim
```

```
on NewClassBuy ShopItem,ShopItemPrice
```

```
    set NPCName = member(the member of sprite 207).name
```

```
    if MyClass = ShopItem then
```

```
        set TheText = NPCName & ": You have learned all there is to the art of the " & ShopItem & "."
        AddToChat(TheText)
        exit
    end if
```

```
    -----
    if ShopItem = "Fire Mage" then
```

```
        if MyClass = "Paladin" then set WeCanProgress = 1
        if MyClass = "Sorcerer" then set WeCanProgress = 1
        if MyClass = "Death Knight" then set WeCanProgress = 1
```

```
        if WeCanProgress <> 1 then CantDoIt
        if WeCanProgress <> 1 then Exit
```

```
        if Magery < 70 then IAmFocused
        if Magery < 70 then exit
```

```
        if ShopItemPrice > Gold then NotEnoughGold
        if ShopItemPrice > Gold then exit
```

```
        set MyClass = "Fire Mage"
        set ClassCode = 21
```

```
        NewClassGo
```

```
        if SFX <> "OFF" then puppetsound 3, "heal2"
```

```
        set MySkillListies = field (member "MyStats" of castlib 2)
        set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
        set Fire = random(10)
        set MySkillListies = MySkillListies & "Fire" & RETURN
        set MySkillListies = MySkillListies & Fire & RETURN
        put MySkillListies into field (member "MyStats" of castlib 2)
        put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)
```

```
        UpdateCharz
        exit
    end if
```

```
    -----
    if ShopItem = "Water Mage" then
```

```
        if MyClass = "Paladin" then set WeCanProgress = 1
        if MyClass = "Sorcerer" then set WeCanProgress = 1
        if MyClass = "Death Knight" then set WeCanProgress = 1
```

```
        if WeCanProgress <> 1 then CantDoIt
        if WeCanProgress <> 1 then Exit
```

```
        if Magery < 70 then IAmFocused
        if Magery < 70 then exit
```

```
        if ShopItemPrice > Gold then NotEnoughGold
        if ShopItemPrice > Gold then exit
```

```
        set MyClass = "Water Mage"
        set ClassCode = 22
```

```
        NewClassGo
```

```
        if SFX <> "OFF" then puppetsound 3, "heal2"
```

```
        set MySkillListies = field (member "MyStats" of castlib 2)
        set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
        set Water = random(10)
        set MySkillListies = MySkillListies & "Water" & RETURN
        set MySkillListies = MySkillListies & Water & RETURN
        put MySkillListies into field (member "MyStats" of castlib 2)
        put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)
```

```
        UpdateCharz
        exit
    end if
```

```
    -----
```

```
-----
if ShopItem = "Wind Mage" then

    if MyClass = "Paladin" then set WeCanProgress = 1
    if MyClass = "Sorcerer" then set WeCanProgress = 1
    if MyClass = "Death Knight" then set WeCanProgress = 1

    if WeCanProgress <> 1 then CantDoIt
    if WeCanProgress <> 1 then Exit

    if Magery < 70 then IAmFocused
    if Magery < 70 then exit

    if ShopItemPrice > Gold then NotEnoughGold
    if ShopItemPrice > Gold then exit

    set MyClass = "Wind Mage"
    set ClassCode = 23

    NewClassGo

    if SFX <> "OFF" then puppetsound 3, "heal2"

    set MySkillListies = field (member "MyStats" of castlib 2)
    set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
    set Wind = random(10)
    set MySkillListies = MySkillListies & "Wind" & RETURN
    set MySkillListies = MySkillListies & Wind & RETURN
    put MySkillListies into field (member "MyStats" of castlib 2)
    put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)

    UpdateCharz
    exit
end if
-----
if ShopItem = "Earth Mage" then

    if MyClass = "Paladin" then set WeCanProgress = 1
    if MyClass = "Sorcerer" then set WeCanProgress = 1
    if MyClass = "Death Knight" then set WeCanProgress = 1

    if WeCanProgress <> 1 then CantDoIt
    if WeCanProgress <> 1 then Exit

    if Magery < 70 then IAmFocused
    if Magery < 70 then exit

    if ShopItemPrice > Gold then NotEnoughGold
    if ShopItemPrice > Gold then exit

    set MyClass = "Earth Mage"
    set ClassCode = 24

    NewClassGo

    if SFX <> "OFF" then puppetsound 3, "heal2"

    set MySkillListies = field (member "MyStats" of castlib 2)
    set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
    set Earth = random(10)
    set MySkillListies = MySkillListies & "Earth" & RETURN
    set MySkillListies = MySkillListies & Earth & RETURN
    put MySkillListies into field (member "MyStats" of castlib 2)
    put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)

    UpdateCharz
    exit
end if
-----
if ShopItem = "Illusionist" then

    if MyClass = "Mage" then set WeCanProgress = 1

    if WeCanProgress <> 1 then CantDoIt
    if WeCanProgress <> 1 then Exit

    if Magery < 30 then IAmFocused
    if Magery < 30 then exit

    if ShopItemPrice > Gold then NotEnoughGold
    if ShopItemPrice > Gold then exit

    set MyClass = "Illusionist"
    set ClassCode = 7

    NewClassGo

    if SFX <> "OFF" then puppetsound 3, "heal2"

    set MySkillListies = field (member "MyStats" of castlib 2)
    set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
    set Illusion = random(10)
```

```

    set Illusion = random(10)
    set MySkillListies = MySkillListies & "Illusion" & RETURN
    set MySkillListies = MySkillListies & Illusion & RETURN
    put MySkillListies into field (member "MyStats" of castlib 2)
    put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)

    UpdateCharz
    exit
end if
-----
if ShopItem = "Priest" then

    if MyClass = "Mage" then set WeCanProgress = 1
    if MyClass = "Ranger" then set WeCanProgress = 1

    if WeCanProgress <> 1 then CantDoIt
    if WeCanProgress <> 1 then Exit

    if Magery < 30 then IAmFocused
    if Magery < 30 then exit

    if ShopItemPrice > Gold then NotEnoughGold
    if ShopItemPrice > Gold then exit

    set MyClass = "Priest"
    set ClassCode = 15

    NewClassGo

    if SFX <> "OFF" then puppetsound 3, "heal2"

    set MySkillListies = field (member "MyStats" of castlib 2)
    set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
    set Blessing = random(10)
    set MySkillListies = MySkillListies & "Blessing" & RETURN
    set MySkillListies = MySkillListies & Blessing & RETURN
    put MySkillListies into field (member "MyStats" of castlib 2)
    put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)

    UpdateCharz
    exit
end if
-----

if ShopItem = "Grunt" then

    if MyClass = "Fighter" then set WeCanProgress = 1

    if WeCanProgress <> 1 then CantDoIt
    if WeCanProgress <> 1 then Exit

    if Slash < 30 then IAmFocused
    if Slash < 30 then exit

    if ShopItemPrice > Gold then NotEnoughGold
    if ShopItemPrice > Gold then exit

    set MyClass = "Grunt"
    set ClassCode = 4

    NewClassGo

    if SFX <> "OFF" then puppetsound 3, "heal2"

    set MySkillListies = field (member "MyStats" of castlib 2)
    set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
    set Thrust = random(10)
    set MySkillListies = MySkillListies & "Thrust" & RETURN
    set MySkillListies = MySkillListies & Thrust & RETURN
    put MySkillListies into field (member "MyStats" of castlib 2)
    put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)

    UpdateCharz
    exit
end if

if ShopItem = "Paladin" then

    if MyClass = "Ninja" then set WeCanProgress = 1

    if WeCanProgress <> 1 then CantDoIt
    if WeCanProgress <> 1 then Exit

    if MartialArts < 35 then IAmFocused
    if MartialArts < 35 then exit

    if ShopItemPrice > Gold then NotEnoughGold
    if ShopItemPrice > Gold then exit

    set MyClass = "Paladin"
    set ClassCode = 10

```



```
set ClassCode = 10

NewClassGo

if SFX <> "OFF" then puppetsound 3, "heal2"

set MySkillListies = field (member "MyStats" of castlib 2)
set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
set Fencing = random(10)
set MySkillListies = MySkillListies & "Fencing" & RETURN
set MySkillListies = MySkillListies & Fencing & RETURN
put MySkillListies into field (member "MyStats" of castlib 2)
put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)

if Magery < 1 then
    set MySkillListies = field (member "MyStats" of castlib 2)
    set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
    set Magery = random(10)
    set MySkillListies = MySkillListies & "Magery" & RETURN
    set MySkillListies = MySkillListies & Magery & RETURN
    put MySkillListies into field (member "MyStats" of castlib 2)
    put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)
end if

if SPMax < 1 then set SPMax = 1
savevitals
UpdateCharz
exit
end if

-----
if ShopItem = "Barbarian" then

    if MyClass = "Grunt" then set WeCanProgress = 1
    if MyClass = "Brawler" then set WeCanProgress = 1

    if WeCanProgress <> 1 then CantDoIt
    if WeCanProgress <> 1 then Exit

    if Slash < 60 then IAmFocused
    if Slash < 60 then exit

    if ShopItemPrice > Gold then NotEnoughGold
    if ShopItemPrice > Gold then exit

    set MyClass = "Barbarian"
    set ClassCode = 20

NewClassGo

if SFX <> "OFF" then puppetsound 3, "heal2"

set MySkillListies = field (member "MyStats" of castlib 2)
set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
set HammerWielding = random(10)
set MySkillListies = MySkillListies & "Hammer Wielding" & RETURN
set MySkillListies = MySkillListies & HammerWielding & RETURN
put MySkillListies into field (member "MyStats" of castlib 2)
put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)
set Strength = Strength + 1
changestats
UpdateCharz
exit
end if

if ShopItem = "Wizard" then

    if MyClass = "Priest" then set WeCanProgress = 1

    if WeCanProgress <> 1 then CantDoIt
    if WeCanProgress <> 1 then Exit

    if Blessing < 30 then IAmFocused
    if Blessing < 30 then exit

    if ShopItemPrice > Gold then NotEnoughGold
    if ShopItemPrice > Gold then exit

    set MyClass = "Wizard"
    set ClassCode = 8

NewClassGo

if SFX <> "OFF" then puppetsound 3, "heal2"

set MySkillListies = field (member "MyStats" of castlib 2)
set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
set Wizardry = random(10)
set MySkillListies = MySkillListies & "Wizardry" & RETURN
set MySkillListies = MySkillListies & Wizardry & RETURN
put MySkillListies into field (member "MyStats" of castlib 2)
put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)
```

```
    put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)
    changestats
    UpdateCharz
    exit
end if
```

```
if ShopItem = "Sorcerer" then

    if MyClass = "Ninja" then set WeCanProgress = 1
    if MyClass = "Necromancer" then set WeCanProgress = 1

    if WeCanProgress <> 1 then CantDoIt
    if WeCanProgress <> 1 then Exit

    if HPMax < 59 then IAmFocused
    if HPMax < 59 then exit

    if ShopItemPrice > Gold then NotEnoughGold
    if ShopItemPrice > Gold then exit

    set MyClass = "Sorcerer"
    set ClassCode = 9

    NewClassGo

    if SFX <> "OFF" then puppetsound 3, "heal2"

    set MySkillListies = field (member "MyStats" of castlib 2)
    set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
    set Sorcery = random(10)
    set MySkillListies = MySkillListies & "Sorcery" & RETURN
    set MySkillListies = MySkillListies & Sorcery & RETURN
    put MySkillListies into field (member "MyStats" of castlib 2)
    put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)
    changestats
    UpdateCharz
    exit
end if
```

```
if ShopItem = "Necromancer" then

    if MyClass = "Warlock" then set WeCanProgress = 1

    if WeCanProgress <> 1 then CantDoIt
    if WeCanProgress <> 1 then Exit

    if SPMax < 50 then IAmFocused
    if SPMax < 50 then exit

    if ShopItemPrice > Gold then NotEnoughGold
    if ShopItemPrice > Gold then exit

    set MyClass = "Necromancer"
    set ClassCode = 16

    NewClassGo

    if SFX <> "OFF" then puppetsound 3, "heal2"

    set MySkillListies = field (member "MyStats" of castlib 2)
    set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
    set BlackArts = random(10)
    set MySkillListies = MySkillListies & "Black Arts" & RETURN
    set MySkillListies = MySkillListies & BlackArts & RETURN
    put MySkillListies into field (member "MyStats" of castlib 2)
    put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)
    changestats
    UpdateCharz
    exit
end if
```

```
if ShopItem = "Archer" then

    if MyClass = "Ranger" then set WeCanProgress = 1

    if WeCanProgress <> 1 then CantDoIt
    if WeCanProgress <> 1 then Exit

    if HPMax < 40 then IAmFocused
    if HPMax < 40 then exit

    if ShopItemPrice > Gold then NotEnoughGold
    if ShopItemPrice > Gold then exit

    set MyClass = "Archer"
    set ClassCode = 26

    NewClassGo
```

```

    if SFX <> "OFF" then puppetsound 3, "heal2"

    set MySkillListies = field (member "MyStats" of castlib 2)
    set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
    set Archery = random(10)
    set MySkillListies = MySkillListies & "Archery" & RETURN
    set MySkillListies = MySkillListies & Archery & RETURN
    put MySkillListies into field (member "MyStats" of castlib 2)
    put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)
    UpdateCharz
    exit
end if

```

```

if ShopItem = "Bard" then

    if MyClass = "Swordsman" then set WeCanProgress = 1
    if MyClass = "Priest" then set WeCanProgress = 1
    if MyClass = "Archer" then set WeCanProgress = 1

    if WeCanProgress <> 1 then CantDoIt
    if WeCanProgress <> 1 then Exit

    if HPMax < 35 then IAmFocused
    if HPMax < 35 then exit

    if ShopItemPrice > Gold then NotEnoughGold
    if ShopItemPrice > Gold then exit

    set MyClass = "Bard"
    set ClassCode = 19

    NewClassGo
    set Wisdom = Wisdom + 1
    changestats
    if SFX <> "OFF" then puppetsound 3, "heal2"

    set MySkillListies = field (member "MyStats" of castlib 2)
    set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
    set Musicianship = random(10)
    set MySkillListies = MySkillListies & "Musicianship" & RETURN
    set MySkillListies = MySkillListies & Musicianship & RETURN
    put MySkillListies into field (member "MyStats" of castlib 2)
    put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)
    UpdateCharz
    exit
end if

```

```

if ShopItem = "Druid" then

    if MyClass = "Illusionist" then set WeCanProgress = 1

    if WeCanProgress <> 1 then CantDoIt
    if WeCanProgress <> 1 then Exit

    if SPMax < 30 then IAmFocused
    if SPMax < 30 then exit

    if ShopItemPrice > Gold then NotEnoughGold
    if ShopItemPrice > Gold then exit

    set MyClass = "Druid"
    set ClassCode = 11

    NewClassGo
    set Dexterity = Dexterity + 3
    set Wisdom = Wisdom + 3
    set Intelligence = Intelligence + 3
    changestats
    if SFX <> "OFF" then puppetsound 3, "heal2"

    UpdateCharz
    exit
end if

```

```

-----
if ShopItem = "Dragoon" then

    if MyClass = "Swordsman" then set WeCanProgress = 1

    if WeCanProgress <> 1 then CantDoIt
    if WeCanProgress <> 1 then Exit

    if Swordsmanship < 40 then IAmFocused
    if Swordsmanship < 40 then exit

    if ShopItemPrice > Gold then NotEnoughGold
    if ShopItemPrice > Gold then exit

    set MyClass = "Dragoon"
    set ClassCode = 14

```

```
set ClassCode = 14
```

```
NewClassGo
```

```
if SFX <> "OFF" then puppetsound 3, "heal2"
```

```
set MySkillListies = field (member "MyStats" of castlib 2)
set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
set Block = random(10)
set MySkillListies = MySkillListies & "Block" & RETURN
set MySkillListies = MySkillListies & Block & RETURN
put MySkillListies into field (member "MyStats" of castlib 2)
put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)
set MySkillListies = field (member "MyStats" of castlib 2)
set MySkillListiesv = field (member "MyStatAmounts" of castlib 2)
set Fencing = random(10)
set MySkillListies = MySkillListies & "Fencing" & RETURN
set MySkillListies = MySkillListies & Fencing & RETURN
put MySkillListies into field (member "MyStats" of castlib 2)
put MySkillListiesv into field (member "MyStatAmounts" of castlib 2)
```

```
UpdateCharz
```

```
exit
```

```
end if
```

```
end
```

```
on CantDoIt
```

```
set TheText = NPCName & ": It is impossible for a " & MyClass & " to learn this."
```

```
AddToChat(TheText)
```

```
end
```

```
on IAMFocused
```

```
set TheText = NPCName & ": You are focused properly, but still need more experience as a " & MyClass & "."
```

```
AddToChat(TheText)
```

```
end
```

```
on NotEnoughGold
```

```
set TheText = NPCName & ": You are ready, but lack the proper funds."
```

```
AddToChat(TheText)
```

```
end
```

```
on UpdateCharz
```

```
SortMySkills
```

```
savevitals
```

```
saveskills
```

```
set sssg = MyName & " " & LastName & " the " & MyClass
```

```
put sssg into field (member "MyClassName" of castlib 2)
```

```
savecharacter
```

```
end
```

```
on NewClassGo
```

```
LoadGold
```

```
set Gold = Gold - ShopItemPrice
```

```
SaveGold
```

```
set TheText = NPCName & ": Congratulations, you are now a " & MyClass & "!"
```

```
AddToChat(TheText)
```

```
end
```

30 (Scripts)

```
global gImageList, TileSelected, AnimateTiles, TileSelected2
```

```
on BuildBlankImage
```

```
end
```

LoadMyMap (Scripts)

on LoadMyMap

```

    Global CharMap, MyName, gConnect, ItemonsterGrab, TheMap, FirstToReply, Facing, OldMap, TheOldMap, EnX, EnY
    Global BlockedTiles, MyBody, SystemJail, GuildNameColor, LeftHandE, RightHandE, BodyE, HeadE, FeetE, RingE, NeckE, BeltE,
MyLocXY
    Global CanPickUp, JailTime, MonDropCntttt, IgnoreSpells, M1Que, M2Que, M3Que, M4Que, DrawDir, TheOldenXY, MobSaveLockXX
    Global NPC1, NPC2, NPC3, NPC4

    set MobSaveLockXX = TRUE

    set M1Que = ""
    set M2Que = ""
    set M3Que = ""
    set M4Que = ""
    set NPC1 = ""
    set NPC2 = ""
    set NPC3 = ""
    set NPC4 = ""

    if field (member "Vehicle") = "Boat" then set MyBody = "55"
    if field (member "Vehicle") = "Battleship" then set MyBody = "56"
    if field (member "Vehicle") = "Airship" then set MyBody = "57"

    set the locV of sprite 295 = -200
    set the locV of sprite 296 = -200
    set the locV of sprite 297 = -200
    set the locV of sprite 298 = -200
    Global ClickParmm
    set ClickParmm = "X"
    set MonDropCntttt = 45

    if CharMap = "x0y0" then

        set JailTime = SystemJail
    end if

    set TheOldenXY = "88:88"

    set the visible of sprite 108 = FALSE
    set the visible of sprite 109 = FALSE
    set the visible of sprite 110 = FALSE
    set the visible of sprite 111 = FALSE

    repeat with x = 112 to 183
        set the visible of sprite x = FALSE
    end repeat
    repeat with x = 260 to 269
        set the visible of sprite x = FALSE
    end repeat
    repeat with x = 272 to 283
        set the visible of sprite x = FALSE
    end repeat
    repeat with x = 375 to 394
        set the visible of sprite x = FALSE
    end repeat
    updatestage

    set M1Que = ""
    set M2Que = ""
    set M3Que = ""
    set M4Que = ""
    set M5Que = ""

    set the visible of sprite 297 = FALSE
    set the visible of sprite 298 = FALSE

    set the visible of sprite 292 = FALSE
    set the visible of sprite 293 = FALSE
    set the visible of sprite 294 = FALSE

    set CanPickUp = TRUE

    if TheOldMap <> VOID then

        gConnect.sendNetMessage( "@" & TheOldMap, "chatMsg", "##! " & EnX & "-" & EnY)
        err = gConnect.SendMessage( "System", "LeaveGroup", "@" & TheOldMap )
    end if

    repeat with x = 115 to 185
        if DrawDir = 0 then set the locV of sprite 112 = -1000
        set the locV of sprite x = -1000
    end repeat

    repeat with x = 260 to 270

```

```

repeat with x = 260 to 270
  set the locV of sprite x = -1950
end repeat

repeat with x = 375 to 394
  set the locV of sprite x = -1950
end repeat

set IgnoreSpells = TRUE

starttimer
repeat while the timer < 6
end repeat

repeat with x = 113 to 185

  set the visible of sprite x = FALSE
end repeat

if DrawDir = 0 then
  set the visible of sprite 107 = FALSE
  set the visible of sprite 108 = FALSE
  set the visible of sprite 110 = FALSE
  set the visible of sprite 257 = TRUE
  set the visible of sprite 258 = TRUE
end if

set BlockedTiles = ""

err = gConnect.SendNetMessage( "System", "JoinGroup", "@" & CharMap )

errCode = gConnect.sendMessage([#recipients:"system.script", #subject:"LoadMap",#content:CharMap & ".txt"])

set Boddd = member(the member of sprite 112).name

if Boddd contains "SP" then
  set BodToSend = "1"
else
  set the itemdelimiter = "-"
  set BodToSend = item 1 of Boddd
end if

set xxo = MyName
set xxo = xxo & RETURN

put xxo into field (member "UserList" of castlib 2)
set EntryTxt = "^@ " & MyLocXY
set EntryTxt = EntryTxt & ":" & BodToSend
set EntryTxt = EntryTxt & ":" & Facing
set EntryTxt = EntryTxt & ":" & GuildNameColor
set EntryTxt = EntryTxt & ":" & CharMap
set EntryTxt = EntryTxt & ":" & BodyE
set EntryTxt = EntryTxt & ":" & HeadE
set EntryTxt = EntryTxt & ":" & FeetE
set EntryTxt = EntryTxt & ":" & LeftHandE
set EntryTxt = EntryTxt & ":" & RightHandE
set EntryTxt = EntryTxt & ":" & RingE
set EntryTxt = EntryTxt & ":" & NeckE
set EntryTxt = EntryTxt & ":" & BeltE

set EntryTxt = EntryTxt & ":" & field (member "Body" of castlib "TempSave")
sendChatMsg(EntryTxt)

set ItemonsterGrab = 1
set FirstToReply = 0

put "" into field (member 10 of castlib 2)
put "" into field (member 11 of castlib 2)

put "" into field (member "SP115" of castlib "Chars")
put "" into field (member "SP118" of castlib "Chars")
put "" into field (member "SP121" of castlib "Chars")
put "" into field (member "SP124" of castlib "Chars")
put "" into field (member "SP127" of castlib "Chars")
put "" into field (member "SP130" of castlib "Chars")
put "" into field (member "SP133" of castlib "Chars")
put "" into field (member "SP136" of castlib "Chars")
put "" into field (member "SP139" of castlib "Chars")
put "" into field (member "SP142" of castlib "Chars")
put "" into field (member "SP145" of castlib "Chars")

put CharMap into field (member "CharMap" of castlib "TempSave")

loadmap CharMap
set the visible of sprite 111 = FALSE
updatestage

```

loadmap (Scripts)

```
on loadmap CharMap
  global NPC1, NPC2, NPC3, NPC4, NPC5, CurObjInfo, VisTheNPC, BlockedTiles, MyName, Body, Facing, MyBody, DrawDir
  Global ClickParmm, M1Que, M2Que, M3Que, M4Que, DoorLockCountdown, DontHitMeAgain, MyLocXY, WhichBAMi

  set DoorLockCountdown = 150

  set M1Que = ""
  set M2Que = ""
  set M3Que = ""
  set M4Que = ""

  set ClickParmm = "X"
  set DontHitMeAgainOK = FALSE
  set the MyAnim of sprite 180 = 0
  set the MyAnim of sprite 181 = 0
  set the MyAnim of sprite 182 = 0
  set the MyAnim of sprite 183 = 0

  if field (member "Vehicle") = "Boat" then set MyBody = "55"
  if field (member "Vehicle") = "Battleship" then set MyBody = "56"
  if field (member "Vehicle") = "Airship" then set MyBody = "57"

  set MyPos = MyLocXY
  set Body = MyBody

  set the itemdelimiter = "-"

  set MyX = integer(item 1 of MyPos)
  set MyY = integer(item 2 of MyPos)

  put MyName into field (member "SP112" of castlib "Chars")

  set CurSprite = WhichBAMi & "-F2-" & Facing
  if integer(body) < 29 then set CurSprite = "SP112-F2-" & Facing
  if integer(Body) < 29 then set CurSprite = "SP112-F2-" & Facing

  set the member of sprite 112 = (member CurSprite of castlib "Chars")

  if DrawDir = 0 then
    set the locH of sprite 112 = MyX * 32
    set the locH of sprite 112 = the locH of sprite 112 + 14
    set the locV of sprite 112 = MyY * 32
    set the locV of sprite 112 = the locV of sprite 112 - 3
  end if

  set the locZ of sprite 112 = the locV of sprite 112 + 150

  set the locH of sprite 113 = the locH of sprite 112 - 60
  set the locV of sprite 113 = the locV of sprite 112 - 26
  set the locZ of sprite 113 = the locV of sprite 113 + 300

  updatestage
end
```

GuildCenter (Scripts)

```

on AddGuildMember UserName -- msg sent from new guildmember to guild leader to add.. therefore only the leader saves
    global GuildData, gConnect

    set GuildData = GuildData & UserName & RETURN
    set TheGuildNmme = field (member "Guild" of castlib "TempSave")

    set SendData = field (member "Guild" of castlib "TempSave") & ".txt`" & GuildData
    gConnect.sendNetMessage([#recipients:"system.script", #subject:"SaveGuild",#content:SendData])

    set msgText = "*** " & UserName & " has joined the " & field (member "Guild" of castlib "TempSave") & "."
    gConnect.sendNetMessage( "@" & TheGuildNmme, "Guildcast", msgText )

    errCode = sendNetMessage(gConnect, UserName, "WelcomeToGuild", TheGuildNmme)
end

on RejectGuild
    Global gConnect, GLEader, GLEName
    errCode = sendNetMessage(gConnect, GLEader, "GuildReject", "x")
    set TheText = "*** You have rejected the offer."
    AddToChat(TheText)
    set GLEader = ""
    set GLEName = ""
end

on AcceptGuild
    Global gConnect, GLEader, GLEName
    errCode = sendNetMessage(gConnect, GLEader, "GuildAccept", "x")
    set TheText = "*** You have accepted the offer."
    AddToChat(TheText)
    set GLEader = ""
    set GLEName = ""
end

on InviteMe UserName, TheText
    Global gConnect, GLEader, GLEName

    set TheGuild = field (member "Guild" of castlib "TempSave")

    if TheGuild <> "" then errCode = sendNetMessage(gConnect, UserName, "GuildDeny", "x")
    if TheGuild <> "" then exit

    set TheText = "*** " & UserName & " has invited you to join the " & TheText & "."
    set TheText = TheText & " If you would like to join type ACCEPT, to deny the invitation type REJECT."
    AddToChat(TheText)

    set GLEName = TheText
    set GLEader = UserName
end

on CheckGuildInvite TheText
    Global GuildData, MyName, gConnect

    set TheLeader = line 1 of GuildData
    set LeaderName = "" & MyName & ""

    if TheLeader contains LeaderName then

        set TheGuild = field (member "Guild" of castlib "TempSave")
        errCode = sendNetMessage(gConnect, TheText, "GuildInvitation", TheGuild)
        set TheText = "*** Sending an invitation to " & TheText & "."
        AddToChat(TheText)
        exit
    else
        set TheText = "*** You are not the leader of a guild."
        AddToChat(TheText)
        exit
    end if
end

on Guildlist Guildlist

    set the itemdelimiter = ":"
    set TotalGuilds = ""
    if GuildList = VOID then exit

    repeat with x = 1 to 200
        if item x of GuildList <> "" then
            set TotalGuilds = TotalGuilds & item x of GuildList & RETURN
        end if
    end repeat

    put TotalGuilds into field (member "TheCurrentGuilds" of castlib 1)
end

on GuildCenter

```


on GuildCenter

Global GuildData, MyName, ICanAdminGuild, OldFrame, gConnect

set OldFrame = 55

set MyGuild = field (member "Guild" of castlib "TempSave")

if MyGuild = "" then

```

    set the visible of sprite 310 = TRUE
    set the visible of sprite 311 = TRUE
    set the visible of sprite 312 = TRUE
    set the visible of sprite 313 = TRUE
    set the visible of sprite 314 = TRUE
    set the visible of sprite 315 = TRUE
    set the visible of sprite 316 = TRUE
    set the visible of sprite 317 = TRUE
    play frame 71
    exit
end if

```

```

set Leader = line 1 of GuildData
set the itemdelimiter = "*"
set Leader = item 2 of Leader

```

```

set GuildAlignment = line 1 of GuildData
set the itemdelimiter = "-"
set Alignment = item 1 of GuildAlignment

```

```

if Alignment contains "G" then
    set the member of sprite 322 = (member 279 of castlib 1)
    set the member of sprite 323 = (member 277 of castlib 1)
    set the member of sprite 324 = (member 278 of castlib 1)
end if

```

```

if Alignment contains "N" then
    set the member of sprite 322 = (member 276 of castlib 1)
    set the member of sprite 323 = (member 280 of castlib 1)
    set the member of sprite 324 = (member 278 of castlib 1)
end if

```

```

if Alignment contains "E" then
    set the member of sprite 322 = (member 276 of castlib 1)
    set the member of sprite 323 = (member 277 of castlib 1)
    set the member of sprite 324 = (member 281 of castlib 1)
end if

```

```

put field (member "Guild" of castlib "TempSave") into field (member "GuildNameB" of castlib 1)
put Leader into field (member "GuildLeader" of castlib 1)

```

set MemberList = ""

repeat with x = 2 to 100

```

    if line x of GuildData <> "" then set MemberList = MemberList & line x of GuildData & RETURN
end repeat

```

put MemberList into field (member "GuildMembers" of castlib 1)

set ICanAdminGuild = FALSE

if Leader = MyName then

```

    set ICanAdminGuild = TRUE
    set the visible of sprite 320 = TRUE
    set the visible of sprite 321 = TRUE
    set the visible of sprite 322 = TRUE
    set the visible of sprite 323 = TRUE
    set the visible of sprite 324 = TRUE
    set the visible of sprite 325 = TRUE
    set the visible of sprite 326 = TRUE
    set the visible of sprite 327 = TRUE
    set the visible of sprite 329 = TRUE
    set the visible of sprite 330 = TRUE
    set the visible of sprite 331 = TRUE
    play frame 71
    exit
end if

```

```

set the visible of sprite 320 = TRUE
set the visible of sprite 321 = TRUE
set the visible of sprite 322 = TRUE
set the visible of sprite 323 = TRUE
set the visible of sprite 324 = TRUE
set the visible of sprite 325 = TRUE
set the visible of sprite 326 = TRUE
set the visible of sprite 327 = TRUE
set the visible of sprite 328 = TRUE
play frame 71
end

```

```

-----
on ViewAGuild TGuildDT
  Global SelGuild

  set Leader = line 1 of TGuildDT
  set the itemdelimiter = "*"
  set Leader = item 2 of Leader

  set GuildAlignment = line 1 of TGuildDT
  set the itemdelimiter = "-"
  set Alignment = item 1 of GuildAlignment

  if Alignment contains "G" then
    set the member of sprite 322 = (member 279 of castlib 1)
    set the member of sprite 323 = (member 277 of castlib 1)
    set the member of sprite 324 = (member 278 of castlib 1)
  end if

  if Alignment contains "N" then
    set the member of sprite 322 = (member 276 of castlib 1)
    set the member of sprite 323 = (member 280 of castlib 1)
    set the member of sprite 324 = (member 278 of castlib 1)
  end if

  if Alignment contains "E" then
    set the member of sprite 322 = (member 276 of castlib 1)
    set the member of sprite 323 = (member 277 of castlib 1)
    set the member of sprite 324 = (member 281 of castlib 1)
  end if

  put SelGuild into field (member "GuildNameB" of castlib 1)
  put Leader into field (member "GuildLeader" of castlib 1)

  set MemberList = ""

  repeat with x = 2 to 100
    if line x of TGuildDT <> "" then set MemberList = MemberList & line x of TGuildDT & RETURN
  end repeat

  put MemberList into field (member "GuildMembers" of castlib 1)

end
-----

on LoadGuild GuildDt
  global gConnect, myName, GuildData, GuildNameColor, CharMap

  set GuildData = GuildDt

  set MyGuild = field (member "Guild" of castlib "TempSave")
  set MyGuild = "@" & MyGuild

  set GuildName = "*" & MyName & "*"

  if GuildDt = "" then
    put "" into field (member "Guild" of castlib "TempSave")
    exit
  end if

  if GuildDt = VOID then
    put "" into field (member "Guild" of castlib "TempSave")
    exit
  end if

  if GuildDt = "DISBAND!" then
    if char 1 of MyGuild = "@" then delete char 1 of MyGuild
    set TheText = "The " & MyGuild & " has been disband!"
    AddTochat(TheText)
    put "" into field (member "Guild" of castlib "TempSave")
    err = gConnect.SendNetMessage( "System", "LeaveGroup", MyGuild )
    set GuildNameColor = 0
    set GuildNameColorb = MyName & ":" & GuildNameColor
    set the foreground of field (member "SP112" of castlib "Chars") = GuildNameColor
    gConnect.sendNetMessage( "@" & CharMap, "NameColorChange", string(GuildNameColorb))
    exit
  end if

  set NewGuildData = ""
  set NewGuildDataa = ""

  repeat with x = 1 to 100

```

```
repeat with x = 1 to 100
```

```

    set ItsOK = 0

    if char 1 of line x of GuildData = "a" then set ItsOK = 1
    if char 1 of line x of GuildData = "b" then set ItsOK = 1
    if char 1 of line x of GuildData = "c" then set ItsOK = 1
    if char 1 of line x of GuildData = "d" then set ItsOK = 1
    if char 1 of line x of GuildData = "e" then set ItsOK = 1
    if char 1 of line x of GuildData = "f" then set ItsOK = 1
    if char 1 of line x of GuildData = "g" then set ItsOK = 1
    if char 1 of line x of GuildData = "h" then set ItsOK = 1
    if char 1 of line x of GuildData = "u" then set ItsOK = 1
    if char 1 of line x of GuildData = "i" then set ItsOK = 1
    if char 1 of line x of GuildData = "j" then set ItsOK = 1
    if char 1 of line x of GuildData = "k" then set ItsOK = 1
    if char 1 of line x of GuildData = "l" then set ItsOK = 1
    if char 1 of line x of GuildData = "m" then set ItsOK = 1
    if char 1 of line x of GuildData = "n" then set ItsOK = 1
    if char 1 of line x of GuildData = "o" then set ItsOK = 1
    if char 1 of line x of GuildData = "p" then set ItsOK = 1
    if char 1 of line x of GuildData = "q" then set ItsOK = 1
    if char 1 of line x of GuildData = "r" then set ItsOK = 1
    if char 1 of line x of GuildData = "s" then set ItsOK = 1
    if char 1 of line x of GuildData = "t" then set ItsOK = 1
    if char 1 of line x of GuildData = "u" then set ItsOK = 1
    if char 1 of line x of GuildData = "v" then set ItsOK = 1
    if char 1 of line x of GuildData = "w" then set ItsOK = 1
    if char 1 of line x of GuildData = "x" then set ItsOK = 1
    if char 1 of line x of GuildData = "y" then set ItsOK = 1
    if char 1 of line x of GuildData = "z" then set ItsOK = 1

    if line x of GuildData <> "" then

        if ItsOK <> 1 then delete char 1 of line x of GuildData
        end if

        if line x of GuildData <> "" then set NewGuildData = NewGuildData & line x of GuildData & RETURN
        if line x of GuildData <> "" then set NewGuildDataaa = NewGuildDataaa & "*" & line x of GuildData & "*" & RETURN
        end repeat

    set GuildData = NewGuildData

if NewGuildDataaa contains GuildName then

    err = gConnect.SendNetMessage( "System", "JoinGroup", MyGuild )

    set msgText = "Hail your guildmate " & MyName & "!"
    gConnect.sendMessage( MyGuild, "Guildcast", msgText )
else
    if char 1 of MyGuild = "@" then delete char 1 of MyGuild
    set TheText = "You have been kicked out of the " & MyGuild
    AddTochat(TheText)
    put "" into field (member "Guild" of castlib "TempSave")
    set GuildNameColor = "0"
    set GuildNameColorb = myname & ":" & GuildNameColor
    set the forecolor of field (member "SP112" of castlib "Chars") = GuildNameColor
    gConnect.sendMessage( "@" & CharMap, "NameColorChange", string(GuildNameColorb))
end if

set TheDat = line 1 of GuildData
set the itemdelimiter = "-"
set GuildNameColor = integer(item 2 of TheDat)
set GuildNameColorb = myname & ":" & GuildNameColor
set the forecolor of field (member "SP112" of castlib "Chars") = GuildNameColor
gConnect.sendMessage( "@" & CharMap, "NameColorChange", string(GuildNameColorb))

end

on LoadGuild2 GuildDt
    global gConnect, myName, GuildData, GuildNameColor, CharMap, JustLeft

    if JustLeft = TRUE then

        set JustLeft = FALSE
        exit
    end if

    set GuildData = GuildDt

    set MyGuild = field (member "Guild" of castlib "TempSave")
    set MyGuild = "@" & MyGuild

    set GuildName = "*" & MyName & "*"

```

```

if GuildDt = "" then

    put "" into field (member "Guild" of castlib "TempSave")
    exit
end if

if GuildDt = VOID then

    put "" into field (member "Guild" of castlib "TempSave")
    exit
end if

if GuildDt = "DISBAND!" then

    if char 1 of MyGuild = "@" then delete char 1 of MyGuild
    set TheText = "The " & MyGuild & " has been disband!"
    AddTochat(TheText)
    put "" into field (member "Guild" of castlib "TempSave")
    err = gConnect.SendNetMessage( "System", "LeaveGroup", MyGuild )
    set GuildNameColor = 0
    set GuildNameColorb = MyName & ":" & GuildNameColor
    set the forecolor of field (member "SP112" of castlib "Chars") = GuildNameColor
    gConnect.sendNetMessage( "@" & CharMap, "NameColorChange", string(GuildNameColorb))
    exit
end if

set NewGuildData = ""
set NewGuildDataa = ""

repeat with x = 1 to 100

    set ItsOK = 0

    if char 1 of line x of GuildData = "a" then set ItsOK = 1
    if char 1 of line x of GuildData = "b" then set ItsOK = 1
    if char 1 of line x of GuildData = "c" then set ItsOK = 1
    if char 1 of line x of GuildData = "d" then set ItsOK = 1
    if char 1 of line x of GuildData = "e" then set ItsOK = 1
    if char 1 of line x of GuildData = "f" then set ItsOK = 1
    if char 1 of line x of GuildData = "g" then set ItsOK = 1
    if char 1 of line x of GuildData = "h" then set ItsOK = 1
    if char 1 of line x of GuildData = "u" then set ItsOK = 1
    if char 1 of line x of GuildData = "i" then set ItsOK = 1
    if char 1 of line x of GuildData = "j" then set ItsOK = 1
    if char 1 of line x of GuildData = "k" then set ItsOK = 1
    if char 1 of line x of GuildData = "l" then set ItsOK = 1
    if char 1 of line x of GuildData = "m" then set ItsOK = 1
    if char 1 of line x of GuildData = "n" then set ItsOK = 1
    if char 1 of line x of GuildData = "o" then set ItsOK = 1
    if char 1 of line x of GuildData = "p" then set ItsOK = 1
    if char 1 of line x of GuildData = "q" then set ItsOK = 1
    if char 1 of line x of GuildData = "r" then set ItsOK = 1
    if char 1 of line x of GuildData = "s" then set ItsOK = 1
    if char 1 of line x of GuildData = "t" then set ItsOK = 1
    if char 1 of line x of GuildData = "u" then set ItsOK = 1
    if char 1 of line x of GuildData = "v" then set ItsOK = 1
    if char 1 of line x of GuildData = "w" then set ItsOK = 1
    if char 1 of line x of GuildData = "x" then set ItsOK = 1
    if char 1 of line x of GuildData = "y" then set ItsOK = 1
    if char 1 of line x of GuildData = "z" then set ItsOK = 1

    if line x of GuildData <> "" then

        if ItsOK <> 1 then delete char 1 of line x of GuildData
        end if

        if line x of GuildData <> "" then set NewGuildData = NewGuildData & line x of GuildData & RETURN
        if line x of GuildData <> "" then set NewGuildDataa = NewGuildDataa & "*" & line x of GuildData & "*" & RETURN
    end repeat

set GuildData = NewGuildData

if NewGuildDataa contains GuildName then

else
    if char 1 of MyGuild = "@" then delete char 1 of MyGuild
    set TheText = "You have been kicked out of the " & MyGuild
    AddTochat(TheText)
    put "" into field (member "Guild" of castlib "TempSave")
    err = gConnect.SendNetMessage( "System", "LeaveGroup", MyGuild )
    set GuildNameColor = "0"
    set GuildNameColorb = myname & ":" & GuildNameColor
    set the forecolor of field (member "SP112" of castlib "Chars") = GuildNameColor
    gConnect.sendNetMessage( "@" & CharMap, "NameColorChange", string(GuildNameColorb))
end if

```

```
set TheDat = line 1 of GuildData
set the itemdelimiter = "-"
set GuildNameColor = integer(item 2 of TheDat)
set GuildNameColorb = myname & "." & GuildNameColor
set the forecolor of field (member "SP112" of castlib "Chars") = GuildNameColor
gConnect.sendNetMessage( "@" & CharMap, "NameColorChange", string(GuildNameColorb))
```

end

MoveLeft (Scripts)

```

-----
Global Dirr, BlockedTiles, Facing, Spritel2Anim, CharMap, TheOldMap, EnX, EnY, KeyLockOut, ItemBlock, MyBody, MyLocXY,
MyName
Global ImChangingMaps, gConnect, Body, MapSaveLockOut, BlockedByPC, DrawDir, AntiMacroCount, TheOldenXY, MyVehicle,
WhichBAmI

```

```

on MoveLeft

```

```

    if the visible of sprite 110 = FALSE then exit
    PlaceMeNow

    if MyVehicle = "Airship" then set DontBlockAnything = TRUE

    if (the optiondown) then
        if Spritel2Anim > 0 then exit
        set Facing = "W"
        set MyChhr = WhichBAmI & "-" & "F2" & "-" & Facing
        -- if integer(WhichBAmI) < 29 then set MyChhr = "SP112-F2-" & Facing
        set the member of sprite 112 = (member MyChhr of castlib "Chars")
        exit
    end if

    set BlockedByPC = FALSE
    if DontBlockAnything = FALSE then CheckForPCBlockL

    if BlockedByPC = TRUE then
        if Spritel2Anim > 0 then exit
        set Facing = "W"
        set MyChhr = WhichBAmI & "-" & "F2" & "-" & Facing
        -- if integer(WhichBAmI) < 29 then set MyChhr = "SP112-F2-" & Facing
        set the member of sprite 112 = (member MyChhr of castlib "Chars")
        exit
    end if

    set ItemBlock = FALSE
    if DontBlockAnything = FALSE then CheckItemBlockLeft

    if ItemBlock = TRUE then
        set Facing = "W"
        set MyChhr = WhichBAmI & "-" & "F2" & "-" & Facing
        -- if integer(WhichBAmI) < 29 then set MyChhr = "SP112-F2-" & Facing
        set the member of sprite 112 = (member MyChhr of castlib "Chars")
        exit
    end if

    if Spritel2Anim > 0 then exit
    if Facing <> "Left" then set AntiMacroCount = 5
    set Dirr = "left"
    GetXY
end

```

```

-----
on MoveRight

```

```

    if the visible of sprite 110 = FALSE then exit
    if MyVehicle = "Airship" then set DontBlockAnything = TRUE
    PlaceMeNow

    if (the optiondown) then
        if Spritel2Anim > 0 then exit
        set Facing = "E"
        set MyChhr = WhichBAmI & "-" & "F2" & "-" & Facing
        -- if integer(WhichBAmI) < 29 then set MyChhr = "SP112-F2-" & Facing
        set the member of sprite 112 = (member MyChhr of castlib "Chars")
        exit
    end if

    set BlockedByPC = FALSE
    if DontBlockAnything = FALSE then CheckForPCBlockR

    if BlockedByPC = TRUE then
        if Spritel2Anim > 0 then exit
        set Facing = "E"
        set MyChhr = WhichBAmI & "-" & "F2" & "-" & Facing
        -- if integer(WhichBAmI) < 29 then set MyChhr = "SP112-F2-" & Facing
        set the member of sprite 112 = (member MyChhr of castlib "Chars")
        exit
    end if

    set ItemBlock = FALSE
    if DontBlockAnything = FALSE then CheckItemBlockRight

    if ItemBlock = TRUE then
        set Facing = "E"
        set MyChhr = WhichBAmI & "-" & "F2" & "-" & Facing

```

```

    set MyChhr = WhichBAmI & "-" & "F2" & "-" & Facing
    -- if integer(WhichBAmI) < 29 then set MyChhr = "SP112-F2-" & Facing
    set the member of sprite 112 = (member MyChhr of castlib "Chars")
    exit
end if

```

```

if Spritel2Anim > 0 then exit
if Facing <> "Right" then set AntiMacroCount = 5
set Dirr = "right"
GetXY
end

```

on MoveUp

```

if the visible of sprite 110 = FALSE then exit
if MyVehicle = "Airship" then set DontBlockAnything = TRUE
PlaceMeNow

```

```

if (the optiondown) then
    if Spritel2Anim > 0 then exit
    set Facing = "N"
    set MyChhr = WhichBAmI & "-" & "F2" & "-" & Facing
    -- if integer(WhichBAmI) < 29 then set MyChhr = "SP112-F2-" & Facing
    set the member of sprite 112 = (member MyChhr of castlib "Chars")
    exit
end if

```

```

set BlockedByPC = FALSE
if DontBlockAnything = FALSE then CheckForPCBlockU

```

```

if BlockedByPC = TRUE then
    if Spritel2Anim > 0 then exit
    set Facing = "N"
    set MyChhr = WhichBAmI & "-" & "F2" & "-" & Facing
    -- if integer(WhichBAmI) < 29 then set MyChhr = "SP112-F2-" & Facing
    set the member of sprite 112 = (member MyChhr of castlib "Chars")
    exit
end if

```

```

set ItemBlock = FALSE
if DontBlockAnything = FALSE then CheckItemBlockUp

```

```

if ItemBlock = TRUE then
    set Facing = "N"
    set MyChhr = WhichBAmI & "-" & "F2" & "-" & Facing
    -- if integer(WhichBAmI) < 29 then set MyChhr = "SP112-F2-" & Facing
    set the member of sprite 112 = (member MyChhr of castlib "Chars")
    exit
end if

```

```

if Spritel2Anim > 0 then exit
if Facing <> "Up" then set AntiMacroCount = 5
set Dirr = "up"
GetXY
end

```

on MoveDown

```

if the visible of sprite 110 = FALSE then exit
if MyVehicle = "Airship" then set DontBlockAnything = TRUE
PlaceMeNow

```

```

if (the optiondown) then
    if Spritel2Anim > 0 then exit
    set Facing = "S"
    set MyChhr = WhichBAmI & "-" & "F2" & "-" & Facing
    -- if integer(WhichBAmI) < 29 then set MyChhr = "SP112-F2-" & Facing
    set the member of sprite 112 = (member MyChhr of castlib "Chars")
    exit
end if

```

```

set BlockedByPC = FALSE
if DontBlockAnything = FALSE then CheckForPCBlockD

```

```

if BlockedByPC = TRUE then
    if Spritel2Anim > 0 then exit
    set Facing = "S"
    set MyChhr = WhichBAmI & "-" & "F2" & "-" & Facing
    -- if integer(WhichBAmI) < 29 then set MyChhr = "SP112-F2-" & Facing
    set the member of sprite 112 = (member MyChhr of castlib "Chars")
    exit
end if

```

```

set ItemBlock = FALSE
if DontBlockAnything = FALSE then CheckItemBlockDown

```

```

if ItemBlock = TRUE then

```

```

if ItemBlock = TRUE then
  set Facing = "S"
  set MyChhr = WhichBAmI & "-" & "F2" & "-" & Facing
  -- if integer(WhichBAmI) < 29 then set MyChhr = "SP112-F2-" & Facing
  set the member of sprite 112 = (member MyChhr of castlib "Chars")
  exit
end if

if Spritel2Anim > 0 then exit
if Facing <> "Down" then set AntiMacroCount = 5
set Dirr = "down"
GetXY
end

-----

on GetXY

  if MyVehicle = "" then
    repeat with xxx = 180 to 184

      if the locV of sprite xxx > 0 then

        set HisSprite = member(the member of sprite xxx).name

        if HisSprite contains "92-" then

          if the locH of sprite 112 = the locH of sprite xxx then

            if the locV of sprite 112 = the locV of sprite xxx then

              set TheText = "Your feet are stuck in the web, you cannot move!"
              AddToChat(TheText)
              exit
            end if
          end if
        end if
      end if
    end repeat
  end if

  if the visible of sprite 110 = FALSE then exit

  set MyPos = MyLocXY

  set Body = MyBody

  set the itemdelimiter = "-"

  set MyX = integer(item 1 of MyPos)
  set MyY = integer(item 2 of MyPos)
  set TheOldenXY = MyX & ":" & MyY

  set MyOldPos = "x" & MyX & "y" & MyY

  set the locH of sprite 112 = MyX * 32
  set the locH of sprite 112 = the locH of sprite 112 + 14
  set the locV of sprite 112 = MyY * 32
  set the locV of sprite 112 = the locV of sprite 112 - 3

  set the locH of sprite 113 = the locH of sprite 112 - 60
  set the locV of sprite 113 = the locV of sprite 112 - 26
  set the locZ of sprite 113 = the locV of sprite 113 + 300

  set the locZ of sprite 112 = the locV of sprite 112 + 150

  set EnX = MyX
  set EnY = MyY

  if Dirr = "left" then set NewX = MyX - 1
  if Dirr = "left" then set NewY = MyY
  if Dirr = "left" then set facing = "W"

  if Dirr = "right" then set NewX = MyX + 1
  if Dirr = "right" then set NewY = MyY
  if Dirr = "right" then set facing = "E"

  if Dirr = "up" then set NewX = MyX
  if Dirr = "up" then set NewY = MyY - 1
  if Dirr = "up" then set facing = "N"

  if Dirr = "down" then set NewX = MyX
  if Dirr = "down" then set NewY = MyY + 1
  if Dirr = "down" then set facing = "S"

  if NewX = 18 then

    set JoinNewMap = TRUE
    set NewX = 1
  end if

  if NewX = 0 then

```



```
if NewX = 0 then
```

```
    set JoinNewMap = TRUE
    set NewX = 17
end if
```

```
if NewY = 13 then
```

```
    set JoinNewMap = TRUE
    set NewY = 1
end if
```

```
if NewY = 0 then
```

```
    set JoinNewMap = TRUE
    set NewY = 12
end if
```

```
if JoinNewMap <> TRUE then
```

```
    -----
    if BlockedTiles contains "x" & NewX & "y" & NewY & "*" then
```

```
        if Dirr = "right" then set Facing = "E"
        if Dirr = "left" then set Facing = "W"
        if Dirr = "down" then set Facing = "S"
        if Dirr = "up" then set Facing = "N"
```

```
        set MyChhr = WhichBAmI & "-" & "F2" & "-" & Facing
        -- if integer(MyBody) < 29 then set MyChhr = "SP112-F2-" & Facing
        set the member of sprite 112 = (member MyChhr of castlib "Chars")
        set TheOldenXY = "88:88"
        exit
    end if
    -----
```

```
    set PCCount = 0
    if the locV of sprite 115 > 0 then set PCCount = PCCount + 1
    if the locV of sprite 118 > 0 then set PCCount = PCCount + 1
    if the locV of sprite 121 > 0 then set PCCount = PCCount + 1
    if the locV of sprite 124 > 0 then set PCCount = PCCount + 1
    if the locV of sprite 127 > 0 then set PCCount = PCCount + 1
    if the locV of sprite 130 > 0 then set PCCount = PCCount + 1
    if the locV of sprite 133 > 0 then set PCCount = PCCount + 1
    if the locV of sprite 136 > 0 then set PCCount = PCCount + 1
    if the locV of sprite 139 > 0 then set PCCount = PCCount + 1
    if the locV of sprite 142 > 0 then set PCCount = PCCount + 1
    if the locV of sprite 145 > 0 then set PCCount = PCCount + 1
    if the locV of sprite 148 > 0 then set PCCount = PCCount + 1
    if the locV of sprite 151 > 0 then set PCCount = PCCount + 1
    if the locV of sprite 154 > 0 then set PCCount = PCCount + 1
```

```
    set EntryTxt = ""
```

```
    if PCCount > 1 then set EntryTxt = EntryTxt & "@" & CharMap & ":" & MyName & ":" & "Move" & ":"
```

```
    set EntryTxt = EntryTxt & MyLocXY
    set EntryTxt = EntryTxt & ":" & MyBody
    set EntryTxt = EntryTxt & ":" & Facing
    set EntryTxt = EntryTxt & ":" & NewX & "-" & NewY
```

```
    if PCCount > 0 then
        if PCCount < 2 then gConnect.sendNetMessage( "@" & CharMap, "V", EntryTxt)
        if PCCount > 1 then errCode = gConnect.sendNetMessage([#recipients:"system.script",
#subject:"AddtoQueue",#content:EntryTxt])
    end if
```

```
    set Sprite12Anim = 16
    if MyVehicle = "AirShip" then set Sprite12Anim = 8
```

```
    set MyNewPos = NewX & "-" & NewY
    set MyLocXY = MyNewPos
    exit
end if
```

```
set KeyLockOut = TRUE
updatestage
```

```
set MyLocXY = NewX & "-" & NewY
set TheOldMap = CharMap
```

```
set the itemdelimiter = "y"
set MyMapX = item 1 of CharMap
if char 1 of MyMapX = "x" then delete char 1 of MyMapX
set MyMapY = item 2 of CharMap
if char 1 of MyMapY = "y" then delete char 1 of MyMapY
```

```
if Dirr = "left" then set MyMapX = integer(MyMapX - 1)
if Dirr = "right" then set MyMapX = integer(MyMapX + 1)
if Dirr = "up" then set MyMapY = integer(MyMapY - 1)
```

```
if Dirr = "up" then set MyMapY = integer(MyMapY - 1)
if Dirr = "down" then set MyMapY = integer(MyMapY + 1)
```

```
if Dirr = "left" then set DrawDir = "W"
if Dirr = "right" then set DrawDir = "E"
if Dirr = "up" then set DrawDir = "N"
if Dirr = "down" then set DrawDir = "S"
```

```
set KeyLockOut = TRUE
set MapSaveLockOut = TRUE
set CharMap = "x" & MyMapX & "y" & MyMapY
loadthebars
LoadMyMap
openuserlist
```

```
end
```

```
on PlaceMeNow
```

```
if Spritel2Anim > 0 then exit
set the itemdelimiter = "-"
```

```
set MyX = integer(item 1 of MyLocXY)
set MyY = integer(item 2 of MyLocXY)
```

```
set the locH of sprite 112 = MyX * 32
set the locH of sprite 112 = the locH of sprite 112 + 14
set the locV of sprite 112 = MyY * 32
set the locV of sprite 112 = the locV of sprite 112 - 3
```

```
set the locH of sprite 113 = the locH of sprite 112 - 60
set the locV of sprite 113 = the locV of sprite 112 - 26
```

```
set the locZ of sprite 112 = the locV of sprite 112 + 150
set the locZ of sprite 113 = the locV of sprite 112 + 300
```

```
end
```

DEATH (Scripts)

```

on RunDeathScript
  global CharMap, EnX, EnY, gConnect, ImDead, KeyLockOut, DeathPenalty, Gold, SaveMyItemDrop, DropOnDeath
  global RPGName, MyBody, BossSetup, Sprite12Anim, MyVehicle, BodyE, DeathPauseCouunter, LastDDrop
  Global DeathMap, DeathMapX, DeathMapY, DontLetHimMove, LastToHitMe, DeathStopRespawnTimer, IgnoreSpells
  global DoIGetTheNews, ExpExpNeeded, Gold, HPMax, HP, SP, SPMax, Level, gnL, DontHitMeAgainOK, Hunger, iiMapDat
  global MyName, Facing, IAmImmortal, FctNme, FctCnt, F1Bonus, F2Bonus, F3Bonus, MyLocXY, MyCombatRating

  if DontHitMeAgainOK = TRUE then exit
  set MyCombatRating = 0

  sortvitals
  set DeathStopRespawnTimer = 400

  if HP > 0 then exit
  set Gold = integer(field (member "Gold" of castlib 2))

  set the itemdelimiter = "-"
  set MyX = integer(item 1 of myLocXY)
  set MyY = integer(item 2 of MyLocXY)
  set the itemdelimiter = "#"

  if word MyX of item MyY of iiMapDat = "6P" then
    set DontHitMeAgainOK = TRUE
    set HP = 1
    set SP = 1
    savevitals
    loadthebars
    ArenaDeathGo
    exit
  end if

  set IgnoreSpells = TRUE

  repeat with x = 158 to 177
    set the locV of sprite x = -5000
  end repeat

  repeat with x = 375 to 394
    set the locV of sprite x = -5000
  end repeat

  if MyVehicle = "Airship" then set DontDropAnything = 1
  if MyVehicle = "Boat" then set DontDropAnything = 1
  if MyVehicle = "Battleship" then set DontDropAnything = 1
  put "" into field (member "Vehicle" of castlib "TempSave")
  set MyVehicle = ""

  set KeyLockOut = TRUE
  set DontHitMeAgainOK = TRUE

  set Sprite12Anim = 0

  if IAmImmortal = TRUE then set DropOnDeath = "ON"

  set BossSetup = FALSE
  set TooMany = 0

  set the visible of sprite 110 = FALSE
  set the visible of sprite 107 = FALSE
  set the visible of sprite 108 = FALSE

  repeat with muwha = 158 to 177
    if the locV of sprite muwha > 0 then set TooMany = TooMany + 1
  end repeat

  if BodyE contains "costume" then
    nothing
  else
    set MyBody = field (member "Body" of castlib "TempSave")
  end if

  sortvitals
  set Facing = "S"

  set TheH = the locH of sprite 112
  set TheV = the locV of sprite 112

  set the itemdelimiter = "-"

  set MyX = integer(item 1 of MyLocXY)
  set MyY = integer(item 2 of MyLocXY)

  set TheH = MyX * 32

```

```

set TheH = MyX * 32
set TheH = TheH + 14
set TheV = MyY * 32
set TheV = TheV - 3

```

```

set Rnddom = 1
if Gold > 0 then set Rnddom = 2

if Rnddom = 1 then set DropItem = 1
if Rnddom = 2 then set Blaaah = random(2)

if Blaaah = 1 then set DropItem = 2
if Blaaah = 2 then set DropItem = 1

```

```

-----

base = image(544, 384, 32)
targetMember = new (#bitmap, member 300)
tile = member("XB").image
sourceRect = tile.rect
set the itemdelimiter = "#"

repeat with row = 1 to 12

    repeat with column = 1 to 17

        set DontLetHimMove = TRUE
        set tile = member("XB").image
        top = (row - 1) * 32
        left = (column - 1) * 32

        targetRect = rect(left, top, left + 32, top + 32)
        base.copyPixels(tile, targetRect, sourceRect)

    end repeat

end repeat

targetMember.image = base

```

```

-----

if TooMany < 30 then

    if FctNme = 0 then set TheHead = "X"
    if FctNme = 1 then set TheHead = "Mage's Head"
    if FctNme = 2 then set TheHead = "Warrior's Head"
    if FctNme = 3 then set TheHead = "Adventurer's Head"

    if FctNme > 0 then
        if DeathPenalty = "X" then
            set TheDatt = CharMap & "i.txt`" & TheHead & ":" & TheH & "-" & TheV & ":"
            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItem", #content:TheDatt])
            set DropItt = "!( " & TheHead & ":"
            set DropItt = DropItt & TheH & ":" & TheV
            SendChatMsg(DropItt)
        end if
    end if

    if DropOnDeath = "ON" then
        if DropItem = 1 then
            set Inv = field (member "Inventory" of castlib 2)
            set InvItm = 0
            if line 1 of Inv <> "" then set InvItm = InvItm + 1
            if line 2 of Inv <> "" then set InvItm = InvItm + 1
            if line 3 of Inv <> "" then set InvItm = InvItm + 1
            if line 4 of Inv <> "" then set InvItm = InvItm + 1
            if line 5 of Inv <> "" then set InvItm = InvItm + 1
            if line 6 of Inv <> "" then set InvItm = InvItm + 1
            if line 7 of Inv <> "" then set InvItm = InvItm + 1
            if line 8 of Inv <> "" then set InvItm = InvItm + 1

            if InvItm > 0 then set WhichItem = random(InvItm)

            if InvItm > 0 then

                set SelInventory = line WhichItem of Inv
                set the itemdelimiter = "-"
                set SelInventory = item 1 of SelInventory
                if SelInventory contains "Crystal" then set DontDropAnything = 1

                if DontDropAnything <> 1 then
                    if SelInventory <> "" then set TheDatt = CharMap & "i.txt`" & SelInventory & ":" & TheH & "-" & TheV & ":" &
WhichItem
                    if SelInventory <> "" then set LastDDrop = TheDatt
                    if SelInventory <> "" then errCode = gConnect.sendNetMessage([#recipients:"system.script",
#subject:"DropAnItemX", #content:TheDatt])
                    if SelInventory <> "" then set DropItt = "!( " & SelInventory & ":"
                    if SelInventory <> "" then set DropItt = DropItt & TheH & ":" & TheV

```

```

        if SelInventory <> "" then set DropItt = DropItt & TheH & ":" & TheV
        if SelInventory <> "" then SendChatMsg(DropItt)
    end if
end if
end if

if DropItem = 2 then
    if Gold > 0 then
        if DontDropAnything <> 1 then
            set Gold = integer(field (member "Gold" of castlib 2))
            set GoldDrop = random(Gold)
            if GoldDrop > 200 then set GoldDrop = random(200)
            if gnL = 1 then set GoldDrop = random(Gold)
            set SelInventory = GoldDrop & " Gold"
            set TheDatt = CharMap & "i.txt`" & SelInventory & ":" & TheH & "-" & TheV & ":"
            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropSomeGold",#content:TheDatt])
            set DropItt = "!((" & SelInventory & ":"
            set DropItt = DropItt & TheH & ":" & TheV
            SendChatMsg(DropItt)
        end if
    end if
end if
end if
end if
end if

set DeathPenalty = "X"

if DeathPenalty = "X" then
    set TheRndNess = 5
    if gnL = 1 then set TheRndNess = 1

    if random(TheRndNess) = 1 then
        if HPMax > 2 then set HPMax = HPMax - 1
        if SPMax > 2 then set SPMax = SPMax - 1

        set TheText = "*** Your downfall in battle has caused you to become weakened."
        AddToChat(TheText)
    end if

    if FctNme = 1 then
        if HPMax < 50 then
            set FctNme = 0
            set FctCnt = 0
            set F1Bonus = 0
            set F2Bonus = 0
            set F3Bonus = 0
            set TheText = "*** You have been exiled from the Mage faction due to your downfalls in battle."
            AddToChat(TheText)
            savecharacter
        end if
    end if

    if FctNme = 2 then
        if HPMax < 60 then
            set FctNme = 0
            set FctCnt = 0
            set F1Bonus = 0
            set F2Bonus = 0
            set F3Bonus = 0
            set TheText = "*** You have been exiled from the Warrior's faction due to your downfalls in battle."
            AddToChat(TheText)
            savecharacter
        end if
    end if

    if FctNme = 3 then
        if HPMax < 40 then
            set FctNme = 0
            set FctCnt = 0
            set F1Bonus = 0
            set F2Bonus = 0
            set F3Bonus = 0
            set TheText = "*** You have been exiled from the Adventurer's faction due to your downfalls in battle."
            AddToChat(TheText)
            savecharacter
        end if
    end if
end if

set HP = 1
if SPMax > 0 then set SP = 1
savevitals
loadthebars

set KeyLockOut = TRUE

set the visible of sprite 290 = TRUE

set the blend of sprite 290 = 100

```

```
set the blend of sprite 290 = 100
```

```
set the locZ of sprite 290 = 9999
updatestage
```

```
starttimer
repeat while the timer < 80
end repeat
```

```
set SaveMyItemDrop = 0
set DontSend = 0
```

```
set SeddText = "*** " & MyName & " was just killed by " & LastToHitMe & "."
if LastToHitMe = "" then set SeddText = MyName & " was just killed."
if LastToHitMe = VOID then set SeddText = MyName & " was just killed."
```

```
if gnL = 0 then
  if LastToHitMe <> MyName then
    set NPCLists = field (member "mlists" of castlib "monsters")

    repeat with CurM = 1 to 60
      if line CurM of NPCLists = LastToHitMe then set DontSend = 1
    end repeat

    if DontSend <> 1 then errCode = sendNetMessage(gConnect, LastToHitMe, "IWMD", "x" )
  end if
end if

set DontSend = 0
```

```
-----
if LastToHitMe <> MyName then
  set NPCLists = field (member "mlists" of castlib "monsters")

  repeat with CurM = 1 to 60
    if line CurM of NPCLists = LastToHitMe then set DontSend = 1
  end repeat

  if DontSend <> 1 then
    GetMyCombatRating
    errCode = sendNetMessage(gConnect, LastToHitMe, "ASSSORT", MyCombatRating )
  end if
end if
-----
```

```
gConnect.sendNetMessage( "@AllUsers", "DeathTxt", SeddText )
```

```
set KeyLockOut = TRUE
set Hunger = 40000
```

```
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DeathMapGo",#content:"x"])
```

```
SaveCharacter
```

```
repeat with x = 158 to 177
  set the locV of sprite x = -5000
end repeat
```

```
repeat with x = 375 to 394
  set the locV of sprite x = -5000
end repeat
```

```
base = image(544, 384, 32)
targetMember = new (#bitmap, member 331)
sourceRect = tile.rect
```

```
repeat with row = 1 to 12
  repeat with column = 1 to 17
    set tile = "XB"
    set tile = member(tile).image
    top = (row - 1) * 32
    left = (column - 1) * 32
    targetRect = rect(left, top, left + 32, top + 32)
    base.copyPixels(tile, targetRect, sourceRect)
  end repeat
end repeat
```

```
targetMember.image = base
```

```
base = image(544, 384, 32)
targetMember = new (#bitmap, member 332)
sourceRect = tile.rect
```

```
repeat with row = 1 to 12
  repeat with column = 1 to 17
    set tile = "XB"
    set tile = member(tile).image
    top = (row - 1) * 32
```

```

    top = (row - 1) * 32
    left = (column - 1) * 32
    targetRect = rect(left, top, left + 32, top + 32)
    base.copyPixels(tile, targetRect, sourceRect)
  end repeat
end repeat

```

```
targetMember.image = base
```

```

set LastToHitMe = ""
set DeathPauseCouunter = 90
updatestage

```

```
end
```

```
on RunDeathScript2
```

```

global CharMap, EnX, EnY, gConnect, ImDead, KeyLockOut, DeathPenalty, Gold, SaveMyItemDrop, DropOnDeath
global RPGName, MyBody, BossSetup, Spritel2Anim, MyVehicle, BodyE, DeathPauseCouunter, LastDDrop
Global DeathMap, DeathMapX, DeathMapY, DontLetHimMove, LastToHitMe, DeathStopRespawnTimer, IgnoreSpells
global DoIGetTheNews, ExpExpNeeded, Gold, HPMMax, HP, SP, SPMax, Level, gnL, DontHitMeAgainOK, Hunger, iiMapDat
global MyName, Facing, IAmImmortal, FctNme, FctCnt, F1Bonus, F2Bonus, F3Bonus, MyLocXY, MyCombatRating

```

```

if DontHitMeAgainOK = TRUE then exit
set MyCombatRating = 0

```

```

sortvitals
set DeathStopRespawnTimer = 400

```

```
set Gold = integer(field (member "Gold" of castlib 2))
```

```

set the itemdelimiter = "-"
set MyX = integer(item 1 of myLocXY)
set MyY = integer(item 2 of MyLocXY)
set the itemdelimiter = "#"

```

```

if word MyX of item MyY of iiMapDat = "6P" then
  set DontHitMeAgainOK = TRUE
  set HP = 1
  set SP = 1
  savevitals
  loadthebars
  ArenaDeathGo
  exit
end if

```

```
set IgnoreSpells = TRUE
```

```

repeat with x = 158 to 177
  set the locV of sprite x = -5000
end repeat

```

```

repeat with x = 375 to 394
  set the locV of sprite x = -5000
end repeat

```

```

set DontDropAnything = 1
put "" into field (member "Vehicle" of castlib "TempSave")
set MyVehicle = ""

```

```

set KeyLockOut = TRUE
set DontHitMeAgainOK = TRUE

```

```
set Spritel2Anim = 0
```

```
if IAmImmortal = TRUE then set DropOnDeath = "ON"
```

```

set BossSetup = FALSE
set TooMany = 0

```

```

set the visible of sprite 110 = FALSE
set the visible of sprite 107 = FALSE
set the visible of sprite 108 = FALSE

```

```

repeat with muwha = 158 to 177
  if the locV of sprite muwha > 0 then set TooMany = TooMany + 1
end repeat

```

```

if BodyE contains "costume" then
  nothing
else
  set MyBody = field (member "Body" of castlib "TempSave")
end if

```

```

sortvitals
set Facing = "S"

```

```
set Facing = "S"
```

```
set TheH = the locH of sprite 112
set TheV = the locV of sprite 112
```

```
set the itemdelimiter = "-"
```

```
set MyX = integer(item 1 of MyLocXY)
set MyY = integer(item 2 of MyLocXY)
```

```
set TheH = MyX * 32
set TheH = TheH + 14
set TheV = MyY * 32
set TheV = TheV - 3
```

```
set Rnddom = 1
if Gold > 0 then set Rnddom = 2

if Rnddom = 1 then set DropItem = 1
if Rnddom = 2 then set Blaaaah = random(2)

if Blaaaah = 1 then set DropItem = 2
if Blaaaah = 2 then set DropItem = 1
```

```
-----

base = image(544, 384, 32)
targetMember = new (#bitmap, member 300)
tile = member("XB").image
sourceRect = tile.rect
set the itemdelimiter = "#"

repeat with row = 1 to 12

    repeat with column = 1 to 17

        set DontLetHimMove = TRUE
        set tile = member("XB").image
        top = (row - 1) * 32
        left = (column - 1) * 32

        targetRect = rect(left, top, left + 32, top + 32)
        base.copyPixels(tile, targetRect, sourceRect)

    end repeat

end repeat

targetMember.image = base
```

```
-----

set DeathPenalty = "X"
```

```
set HP = 1
if SPMax > 0 then set SP = 1
savevitals
loadthebars

set KeyLockOut = TRUE

set the visible of sprite 290 = TRUE

set the blend of sprite 290 = 100

set the locZ of sprite 290 = 9999
updatestage

starttimer
repeat while the timer < 80
end repeat
```

```
set SaveMyItemDrop = 0
set DontSend = 0
```

```
set SeddText = "*** " & MyName & " was just killed by " & LastToHitMe & "."
if LastToHitMe = "" then set SeddText = MyName & " was just killed."
if LastToHitMe = VOID then set SeddText = MyName & " was just killed."

if gnL = 0 then
    if LastToHitMe <> MyName then
```



```

if LastToHitMe <> MyName then
    set NPCLists = field (member "mlists" of castlib "monsters")

    repeat with CurM = 1 to 60
        if line CurM of NPCLists = LastToHitMe then set DontSend = 1
    end repeat

    if DontSend <> 1 then errCode = sendNetMessage(gConnect, LastToHitMe, "IWMD", "x" )
end if

set DontSend = 0

-----
if LastToHitMe <> MyName then
    set NPCLists = field (member "mlists" of castlib "monsters")

    repeat with CurM = 1 to 60
        if line CurM of NPCLists = LastToHitMe then set DontSend = 1
    end repeat

    if DontSend <> 1 then
        GetMyCombatRating
        errCode = sendNetMessage(gConnect, LastToHitMe, "ASSORT", MyCombatRating )
    end if
end if
-----

gConnect.sendNetMessage( "@AllUsers", "DeathTxt", SeddText )

set KeyLockOut = TRUE
set Hunger = 40000

errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DeathMapGo",#content:"x"])

SaveCharacter

repeat with x = 158 to 177
    set the locV of sprite x = -5000
end repeat

repeat with x = 375 to 394
    set the locV of sprite x = -5000
end repeat

base = image(544, 384, 32)
targetMember = new (#bitmap, member 331)
sourceRect = tile.rect

repeat with row = 1 to 12
    repeat with column = 1 to 17
        set tile = "XB"
        set tile = member(tile).image
        top = (row - 1) * 32
        left = (column - 1) * 32
        targetRect = rect(left, top, left + 32, top + 32)
        base.copyPixels(tile, targetRect, sourceRect)
    end repeat
end repeat

targetMember.image = base

base = image(544, 384, 32)
targetMember = new (#bitmap, member 332)
sourceRect = tile.rect

repeat with row = 1 to 12
    repeat with column = 1 to 17
        set tile = "XB"
        set tile = member(tile).image
        top = (row - 1) * 32
        left = (column - 1) * 32
        targetRect = rect(left, top, left + 32, top + 32)
        base.copyPixels(tile, targetRect, sourceRect)
    end repeat
end repeat

targetMember.image = base

set LastToHitMe = ""
set DeathPauseCouunter = 90
updatestage

```

end

RunKeyScript (Scripts)

```

on RunKeyScript
    Global SelInventory, Facing, gConnect
    Global InvenNumSel, MyName, CharMap, ItemActionPause, CanMdfy

    if Facing = "E" then
        set TheItemX = the locH of sprite 112 + 32
        set TheItemY = the locV of sprite 112
    end if

    if Facing = "W" then
        set TheItemX = the locH of sprite 112 - 32
        set TheItemY = the locV of sprite 112
    end if

    if Facing = "S" then
        set TheItemX = the locH of sprite 112
        set TheItemY = the locV of sprite 112 + 32
    end if

    if Facing = "N" then
        set TheItemX = the locH of sprite 112
        set TheItemY = the locV of sprite 112 - 32
    end if

    set TheDr = ""

    repeat with x = 158 to 177

        if the locH of sprite x = TheItemX then

            if the locV of sprite x = TheItemY then

                if member(the member of sprite x).name = "Steel Door" then set TheDr = member(the member of sprite x).name
                if member(the member of sprite x).name = "Open Steel Door" then set TheDr = member(the member of sprite x).name

                if member(the member of sprite x).name = "Wooden Door" then set TheDr = member(the member of sprite x).name
                if member(the member of sprite x).name = "Open Wooden Door" then set TheDr = member(the member of sprite x).name

                if member(the member of sprite x).name = "Emerald Door" then set TheDr = member(the member of sprite x).name
                if member(the member of sprite x).name = "Open Emerald Door" then set TheDr = member(the member of sprite x).name

                if member(the member of sprite x).name = "Fire Door" then set TheDr = member(the member of sprite x).name
                if member(the member of sprite x).name = "Open Fire Door" then set TheDr = member(the member of sprite x).name

                if member(the member of sprite x).name = "Gold Door" then set TheDr = member(the member of sprite x).name
                if member(the member of sprite x).name = "Open Gold Door" then set TheDr = member(the member of sprite x).name

                set DoorNamee = member(the member of sprite x).name
                if DoorNamee contains "Door" then set TheDr = DoorNamee

            end if
        end if
    end repeat

    set MyGuild = "The " & field (member "Guild" of castlib "TempSave")

    if TheDr = "" then exit

    if TheDr contains "'s Door" then

        if SelInventory = "House Key" then

            set the itemdelimiter = ""
            set PersonName = item 1 of TheDr

            if PersonName = MyName then

                set NewDr = PersonName & "'s Opened Door"
                set DropItt = "!`( " & TheDr & ":"
                set DropItt = DropItt & NewDr & ":" & TheItemX & ":" & TheItemY
                SendChatMsg(DropItt)
                set DrDat = CharMap & ".i.txt|" & TheDr & "|" & NewDr
                errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch", #content:DrDat])
            else
                set TheText = "Your key doesn't fit this lock!"
                AddToChat(TheText)
            end if
        end if

        if SelInventory = "Guild Key" then

            if word 1 of TheDr = "The" then

                set the itemdelimiter = ""
                set PersonName = item 1 of TheDr
            end if
        end if
    end if
end if

```

```

    if PersonName = MyGuild then

        set NewDr = PersonName & "'s Opened Door"
        set DropItt = "!`( " & TheDr & ":"
        set DropItt = DropItt & NewDr & ":" & TheItemX & ":" & TheItemY
        SendChatMsg(DropItt)
        set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
    else
        set TheText = "Your key doesn't fit this lock!"
        AddToChat(TheText)
    end if
end if
end if
end if

if TheDr contains "'s Opened Door" then

    if SelInventory = "House Key" then

        set the itemdelimiter = ""
        set PersonName = item 1 of TheDr

        if PersonName = MyName then

            set NewDr = PersonName & "'s Door"
            set DropItt = "!`( " & TheDr & ":"
            set DropItt = DropItt & NewDr & ":" & TheItemX & ":" & TheItemY
            SendChatMsg(DropItt)
            set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
        else
            set TheText = "Your key doesn't fit this lock!"
            AddToChat(TheText)
        end if
    end if
end if

    if SelInventory = "Guild Key" then

        if word 1 of TheDr = "The" then

            set the itemdelimiter = ""
            set PersonName = item 1 of TheDr

            if PersonName = MyGuild then

                set NewDr = PersonName & "'s Door"
                set DropItt = "!`( " & TheDr & ":"
                set DropItt = DropItt & NewDr & ":" & TheItemX & ":" & TheItemY
                SendChatMsg(DropItt)
                set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
                errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
            else
                set TheText = "Your key doesn't fit this lock!"
                AddToChat(TheText)
            end if
        end if
    end if
end if

-----
if TheDr = "Steel Door" then

    if SelInventory = "Steel Key" then

        set NewDr = "Open Steel Door"
        set DropItt = "!`( " & TheDr & ":"
        set DropItt = DropItt & NewDr & ":" & TheItemX & ":" & TheItemY
        SendChatMsg(DropItt)
        set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
        set LastItemUsed = SelInventory & ":" & InvenNumSel
        set TheDatt = SelInventory & ":" & InvenNumSel
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"KeyUsage",#content:TheDatt])
        set ItemActionPause = 425
        set CanMdfy = FALSE
    end if
end if

if TheDr = "Open Steel Door" then

    if SelInventory = "Steel Key" then

        set NewDr = "Steel Door"
        set DropItt = "!`( " & TheDr & ":"
        set DropItt = DropItt & NewDr & ":" & TheItemX & ":" & TheItemY
        SendChatMsg(DropItt)
        set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
    end if
end if

```

```
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
    set LastItemUsed = SelInventory & ":" & InvenNumSel
    set TheDatt = SelInventory & ":" & InvenNumSel
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"KeyUsage",#content:TheDatt])
    set ItemActionPause = 425
    set CanMdfy = FALSE
  end if
end if
-----
if TheDr = "Emerald Door" then

  if SelInventory = "Emerald Key" then

    set NewDr = "Open Emerald Door"
    set DropItt = "!`( " & TheDr & ":"
    set DropItt = DropItt & NewDr & ":" & TheItemX & ":" & TheItemY
    SendChatMsg(DropItt)
    set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
    set LastItemUsed = SelInventory & ":" & InvenNumSel
    set TheDatt = SelInventory & ":" & InvenNumSel
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"KeyUsage",#content:TheDatt])
    set ItemActionPause = 425
    set CanMdfy = FALSE
  end if
end if

if TheDr = "Open Emerald Door" then

  if SelInventory = "Emerald Key" then

    set NewDr = "Emerald Door"
    set DropItt = "!`( " & TheDr & ":"
    set DropItt = DropItt & NewDr & ":" & TheItemX & ":" & TheItemY
    SendChatMsg(DropItt)
    set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
    set LastItemUsed = SelInventory & ":" & InvenNumSel
    set TheDatt = SelInventory & ":" & InvenNumSel
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"KeyUsage",#content:TheDatt])
    set ItemActionPause = 425
    set CanMdfy = FALSE
  end if
end if
-----
if TheDr = "Fire Door" then

  if SelInventory = "Fire Key" then

    set NewDr = "Open Fire Door"
    set DropItt = "!`( " & TheDr & ":"
    set DropItt = DropItt & NewDr & ":" & TheItemX & ":" & TheItemY
    SendChatMsg(DropItt)
    set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
    set LastItemUsed = SelInventory & ":" & InvenNumSel
    set TheDatt = SelInventory & ":" & InvenNumSel
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"KeyUsage",#content:TheDatt])
    set ItemActionPause = 425
    set CanMdfy = FALSE
  end if
end if

if TheDr = "Open Fire Door" then

  if SelInventory = "Fire Key" then

    set NewDr = "Fire Door"
    set DropItt = "!`( " & TheDr & ":"
    set DropItt = DropItt & NewDr & ":" & TheItemX & ":" & TheItemY
    SendChatMsg(DropItt)
    set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
    set LastItemUsed = SelInventory & ":" & InvenNumSel
    set TheDatt = SelInventory & ":" & InvenNumSel
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"KeyUsage",#content:TheDatt])
    set ItemActionPause = 425
    set CanMdfy = FALSE
  end if
end if
-----
if TheDr = "Gold Door" then

  if SelInventory = "Gold Key" then

    set NewDr = "Open Gold Door"
    set DropItt = "!`( " & TheDr & ":"
    set DropItt = DropItt & NewDr & ":" & TheItemX & ":" & TheItemY
    SendChatMsg(DropItt)
    set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
    set LastItemUsed = SelInventory & ":" & InvenNumSel
    set TheDatt = SelInventory & ":" & InvenNumSel
```

```

    set TheDatt = SelInventory & ":" & InvenNumSel
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"KeyUsage",#content:TheDatt])
    set ItemActionPause = 425
    set CanMdfy = FALSE
end if
end if

if TheDr = "Open Gold Door" then

    if SelInventory = "Gold Key" then

        set NewDr = "Gold Door"
        set DropItt = "!`( " & TheDr & ":"
        set DropItt = DropItt & NewDr & ":" & TheItemX & ":" & TheItemY
        SendChatMsg(DropItt)
        set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
        set LastItemUsed = SelInventory & ":" & InvenNumSel
        set TheDatt = SelInventory & ":" & InvenNumSel
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"KeyUsage",#content:TheDatt])
        set ItemActionPause = 425
        set CanMdfy = FALSE
    end if
end if
-----
if TheDr = "Wooden Door" then

    if SelInventory = "Wooden Key" then

        set NewDr = "Open Wooden Door"
        set DropItt = "!`( " & TheDr & ":"
        set DropItt = DropItt & NewDr & ":" & TheItemX & ":" & TheItemY
        SendChatMsg(DropItt)
        set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
        set LastItemUsed = SelInventory & ":" & InvenNumSel
        set TheDatt = SelInventory & ":" & InvenNumSel
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"KeyUsage",#content:TheDatt])
        set ItemActionPause = 425
        set CanMdfy = FALSE
    end if
end if

if TheDr = "Open Wooden Door" then

    if SelInventory = "Wooden Key" then

        set NewDr = "Wooden Door"
        set DropItt = "!`( " & TheDr & ":"
        set DropItt = DropItt & NewDr & ":" & TheItemX & ":" & TheItemY
        SendChatMsg(DropItt)
        set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
        set LastItemUsed = SelInventory & ":" & InvenNumSel
        set TheDatt = SelInventory & ":" & InvenNumSel
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"KeyUsage",#content:TheDatt])
        set ItemActionPause = 425
        set CanMdfy = FALSE
    end if
end if
-----
end

```

```

on SortDoorChange TextToSort
    Global DoorLockCountDown

```

```

    set the itemdelimiter = ":"
    if Char 1 of TextToSort = " " then delet char 1 of TextToSort
    set DoorLockCountDown = 200
    set OldDoor = item 1 of TextToSort
    set NewDoor = item 2 of TextToSort
    set DoorH = integer(item 3 of TextToSort)
    set DoorV = integer(item 4 of TextToSort)

```

```

repeat with x = 158 to 177

```

```

    if the locH of sprite x = DoorH then

```

```

        if the locV of sprite x = DoorV then

```

```

            if the member of sprite x = (member OldDoor of castlib "Inventory") then

```

```

                if x = 158 then set CurMember = 460
                if x = 159 then set CurMember = 461
                if x = 160 then set CurMember = 462
                if x = 161 then set CurMember = 463
                if x = 162 then set CurMember = 464
                if x = 163 then set CurMember = 465
                if x = 164 then set CurMember = 466
            end if
        end if
    end if
end repeat

```

```
if x = 164 then set CurMember = 466
if x = 165 then set CurMember = 467
if x = 166 then set CurMember = 468
if x = 167 then set CurMember = 469
if x = 168 then set CurMember = 470
if x = 169 then set CurMember = 471
if x = 170 then set CurMember = 472
if x = 171 then set CurMember = 473
if x = 172 then set CurMember = 474
if x = 173 then set CurMember = 475
if x = 174 then set CurMember = 476
if x = 175 then set CurMember = 477
if x = 176 then set CurMember = 478
if x = 177 then set CurMember = 479

if NewDoor contains "'s Door" then
  baseImage = member(member CurMember of castlib "Inventory").image
  set tileName = "DoorPic"
  tile = member(tileName).image
  destRect = rect(1, 1, 1 + 32, 1 + 32)
  baseImage.copyPixels (tile, destRect, tile.rect)
  member(member CurMember of castlib "Inventory").name = NewDoor
end if

if NewDoor contains "'s Opened Door" then
  baseImage = member(member CurMember of castlib "Inventory").image
  set tileName = "OpenDoorPic"
  tile = member(tileName).image
  destRect = rect(1, 1, 1 + 32, 1 + 32)
  baseImage.copyPixels (tile, destRect, tile.rect)
  member(member CurMember of castlib "Inventory").name = NewDoor
end if

  set the member of sprite x = (member NewDoor of castlib "Inventory")
end if
end if
end if
end repeat
```

end

MoveChar (Scripts)

```

on MoveCharacter TextToSort, UsersName
    global BlockedTiles,

    if the frame > 190 then exit

    if word 1 of TextToSort = "MV$" then delete word 1 of TextToSort
    if char 1 of TextToSort = " " then delete char 1 of TextToSort

    set the itemdelimiter = ":"

    set OldXY = item 1 of TextToSort
    set Boddy = item 2 of TextToSort
    set MyDirection = item 3 of TextToSort
    set NewXY = item 4 of TextToSort

    set the itemdelimiter = "-"

    set OldX = integer(item 1 of OldXY)
    set OldY = integer(item 2 of OldXY)

    set MyX = integer(item 1 of NewXY)
    set MyY = integer(item 2 of NewXY)

    set MyOldPos = "x" & string(OldX) & "y" & string(OldY)

    if the frame > 190 then exit

    if field (member "SP115" of castlib "Chars") = UsersName then
        if MyDirection = "" then exit
        if MyDirection = VOID then exit
        set the MySpriteDir of sprite 115 = MyDirection
        set the MyAnim of sprite 115 = 16
        set MyFrame = member(the member of sprite 115).name
        if MyFrame contains "57-" then set the MyAnim of sprite 115 = 8
        set the locH of sprite 115 = OldX * 32
        set the locH of sprite 115 = the locH of sprite 115 + 14
        set the locV of sprite 115 = OldY * 32
        set the locV of sprite 115 = the locV of sprite 115 - 3
        set the locH of sprite 116 = the locH of sprite 115 - 60
        set the locV of sprite 116 = the locV of sprite 115 - 36
    end if

    if field (member "SP118" of castlib "Chars") = UsersName then
        if MyDirection = "" then exit
        if MyDirection = VOID then exit
        set the MySpriteDir of sprite 118 = MyDirection
        set the MyAnim of sprite 118 = 16
        set MyFrame = member(the member of sprite 118).name
        if MyFrame contains "57-" then set the MyAnim of sprite 118 = 8
        set the locH of sprite 118 = OldX * 32
        set the locH of sprite 118 = the locH of sprite 118 + 14
        set the locV of sprite 118 = OldY * 32
        set the locV of sprite 118 = the locV of sprite 118 - 3
        set the locH of sprite 119 = the locH of sprite 118 - 60
        set the locV of sprite 119 = the locV of sprite 118 - 36
    end if

    if field (member "SP121" of castlib "Chars") = UsersName then
        if MyDirection = "" then exit
        if MyDirection = VOID then exit
        set the MySpriteDir of sprite 121 = MyDirection
        set the MyAnim of sprite 121 = 16
        set MyFrame = member(the member of sprite 121).name
        if MyFrame contains "57-" then set the MyAnim of sprite 121 = 8
        set the locH of sprite 121 = OldX * 32
        set the locH of sprite 121 = the locH of sprite 121 + 14
        set the locV of sprite 121 = OldY * 32
        set the locV of sprite 121 = the locV of sprite 121 - 3
        set the locH of sprite 122 = the locH of sprite 121 - 60
        set the locV of sprite 122 = the locV of sprite 121 - 36
    end if

    if field (member "SP124" of castlib "Chars") = UsersName then
        set the MySpriteDir of sprite 124 = MyDirection
        set the MyAnim of sprite 124 = 16
        set MyFrame = member(the member of sprite 124).name
        if MyFrame contains "57-" then set the MyAnim of sprite 124 = 8
        set TheSprite = 124
        set TheTSprite = TheSprite + 1
        set the locH of sprite TheSprite = OldX * 32
        set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
        set the locV of sprite TheSprite = OldY * 32
        set the locV of sprite TheSprite = the locV of sprite TheSprite - 3
    end if

```

```
set the locV of sprite TheSprite = the locV of sprite TheSprite - 3
set the locH of sprite TheTSprite = the locH of sprite TheSprite - 60
set the locV of sprite TheTSprite = the locV of sprite TheSprite - 36
end if
```

```
if field (member "SP127" of castlib "Chars") = UsersName then
set the MySpriteDir of sprite 127 = MyDirection
set the MyAnim of sprite 127 = 16
set TheSprite = 127
set TheTSprite = TheSprite + 1
set the locH of sprite TheSprite = OldX * 32
set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
set the locV of sprite TheSprite = OldY * 32
set the locV of sprite TheSprite = the locV of sprite TheSprite - 3
set the locH of sprite TheTSprite = the locH of sprite TheSprite - 60
set the locV of sprite TheTSprite = the locV of sprite TheSprite - 36
set MyFrame = member(the member of sprite 127).name
if MyFrame contains "57-" then set the MyAnim of sprite 127 = 8
end if
```

```
if field (member "SP130" of castlib "Chars") = UsersName then
set the MySpriteDir of sprite 130 = MyDirection
set the MyAnim of sprite 130 = 16
set TheSprite = 130
set TheTSprite = TheSprite + 1
set the locH of sprite TheSprite = OldX * 32
set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
set the locV of sprite TheSprite = OldY * 32
set the locV of sprite TheSprite = the locV of sprite TheSprite - 3
set the locH of sprite TheTSprite = the locH of sprite TheSprite - 60
set the locV of sprite TheTSprite = the locV of sprite TheSprite - 36
set MyFrame = member(the member of sprite 130).name
if MyFrame contains "57-" then set the MyAnim of sprite 130 = 8
end if
```

```
if field (member "SP133" of castlib "Chars") = UsersName then
set the MySpriteDir of sprite 133 = MyDirection
set the MyAnim of sprite 133 = 16
set TheSprite = 133
set TheTSprite = TheSprite + 1
set the locH of sprite TheSprite = OldX * 32
set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
set the locV of sprite TheSprite = OldY * 32
set the locV of sprite TheSprite = the locV of sprite TheSprite - 3
set the locH of sprite TheTSprite = the locH of sprite TheSprite - 60
set the locV of sprite TheTSprite = the locV of sprite TheSprite - 36
set MyFrame = member(the member of sprite 133).name
if MyFrame contains "57-" then set the MyAnim of sprite 133 = 8
end if
```

```
if field (member "SP136" of castlib "Chars") = UsersName then
set the MySpriteDir of sprite 136 = MyDirection
set the MyAnim of sprite 136 = 16
set TheSprite = 136
set TheTSprite = TheSprite + 1
set the locH of sprite TheSprite = OldX * 32
set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
set the locV of sprite TheSprite = OldY * 32
set the locV of sprite TheSprite = the locV of sprite TheSprite - 3
set the locH of sprite TheTSprite = the locH of sprite TheSprite - 60
set the locV of sprite TheTSprite = the locV of sprite TheSprite - 36
set MyFrame = member(the member of sprite 136).name
if MyFrame contains "57-" then set the MyAnim of sprite 136 = 8
end if
```

```
if field (member "SP139" of castlib "Chars") = UsersName then
set the MySpriteDir of sprite 139 = MyDirection
set the MyAnim of sprite 139 = 16
set TheSprite = 139
set TheTSprite = TheSprite + 1
set the locH of sprite TheSprite = OldX * 32
set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
set the locV of sprite TheSprite = OldY * 32
set the locV of sprite TheSprite = the locV of sprite TheSprite - 3
set the locH of sprite TheTSprite = the locH of sprite TheSprite - 60
set the locV of sprite TheTSprite = the locV of sprite TheSprite - 36
set MyFrame = member(the member of sprite 139).name
if MyFrame contains "57-" then set the MyAnim of sprite 139 = 8
end if
```

```
if field (member "SP142" of castlib "Chars") = UsersName then
set the MySpriteDir of sprite 142 = MyDirection
set the MyAnim of sprite 142 = 16
set TheSprite = 142
set TheTSprite = TheSprite + 1
set the locH of sprite TheSprite = OldX * 32
set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
set the locV of sprite TheSprite = OldY * 32
set the locV of sprite TheSprite = the locV of sprite TheSprite - 3
set the locH of sprite TheTSprite = the locH of sprite TheSprite - 60
set the locV of sprite TheTSprite = the locV of sprite TheSprite - 36
set MyFrame = member(the member of sprite 142).name
if MyFrame contains "57-" then set the MyAnim of sprite 142 = 8
```



```

    if MyFrame contains "57-" then set the MyAnim of sprite 142 = 8
end if

if field (member "SP145" of castlib "Chars") = UserName then
    set the MySpriteDir of sprite 145 = MyDirection
    set the MyAnim of sprite 145 = 16
    set TheSprite = 145
    set TheTSprite = TheSprite + 1
    set the locH of sprite TheSprite = OldX * 32
    set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
    set the locV of sprite TheSprite = OldY * 32
    set the locV of sprite TheSprite = the locV of sprite TheSprite - 3
    set the locH of sprite TheTSprite = the locH of sprite TheSprite - 60
    set the locV of sprite TheTSprite = the locV of sprite TheSprite - 36
    set MyFrame = member(the member of sprite 145).name
    if MyFrame contains "57-" then set the MyAnim of sprite 145 = 8
end if

if field (member "SP148" of castlib "Chars") = UserName then
    set the MySpriteDir of sprite 148 = MyDirection
    set the MyAnim of sprite 148 = 16
    set TheSprite = 148
    set TheTSprite = TheSprite + 1
    set the locH of sprite TheSprite = OldX * 32
    set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
    set the locV of sprite TheSprite = OldY * 32
    set the locV of sprite TheSprite = the locV of sprite TheSprite - 3
    set the locH of sprite TheTSprite = the locH of sprite TheSprite - 60
    set the locV of sprite TheTSprite = the locV of sprite TheSprite - 36
    set MyFrame = member(the member of sprite 148).name
    if MyFrame contains "57-" then set the MyAnim of sprite 148 = 8
end if

if field (member "SP151" of castlib "Chars") = UserName then
    set the MySpriteDir of sprite 151 = MyDirection
    set the MyAnim of sprite 151 = 16
    set TheSprite = 151
    set TheTSprite = TheSprite + 1
    set the locH of sprite TheSprite = OldX * 32
    set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
    set the locV of sprite TheSprite = OldY * 32
    set the locV of sprite TheSprite = the locV of sprite TheSprite - 3
    set the locH of sprite TheTSprite = the locH of sprite TheSprite - 60
    set the locV of sprite TheTSprite = the locV of sprite TheSprite - 36
    set MyFrame = member(the member of sprite 151).name
    if MyFrame contains "57-" then set the MyAnim of sprite 151 = 8
end if

if field (member "SP154" of castlib "Chars") = UserName then
    set the MySpriteDir of sprite 154 = MyDirection
    set the MyAnim of sprite 154 = 16
    set TheSprite = 154
    set TheTSprite = TheSprite + 1
    set the locH of sprite TheSprite = OldX * 32
    set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
    set the locV of sprite TheSprite = OldY * 32
    set the locV of sprite TheSprite = the locV of sprite TheSprite - 3
    set the locH of sprite TheTSprite = the locH of sprite TheSprite - 60
    set the locV of sprite TheTSprite = the locV of sprite TheSprite - 36
    set MyFrame = member(the member of sprite 154).name
    if MyFrame contains "57-" then set the MyAnim of sprite 154 = 8
end if
end

```

```

on PlaceCharacter TextToSort, UserName
    global BlockedTiles,

```

```

    if the frame > 190 then exit

    if word 1 of TextToSort = "MV$" then delete word 1 of TextToSort
    if char 1 of TextToSort = " " then delete char 1 of TextToSort

    set the itemdelimiter = ":"

    set NewX = integer(item 1 of TextToSort)
    set NewY = integer(item 2 of TextToSort)

    if the frame > 190 then exit

    if field (member "SP115" of castlib "Chars") = UserName then
        set the locH of sprite 115 = NewX * 32
        set the locH of sprite 115 = the locH of sprite 115 + 14
        set the locV of sprite 115 = NewY * 32
        set the locV of sprite 115 = the locV of sprite 115 - 3
        updatestage
        set the locH of sprite 116 = the locH of sprite 115 - 60
        set the locZ of sprite 116 = the locV of sprite 115 - 26
        set the locZ of sprite 116 = the locV of sprite 116 + 300
        set the PlaceagainSoon of sprite 115 = TRUE
    end if

```

```
    set the PlaceagainSoon of sprite 115 = TRUE
end if
```

```
if field (member "SP118" of castlib "Chars") = UserName then
    set the locH of sprite 118 = NewX * 32
    set the locH of sprite 118 = the locH of sprite 118 + 14
    set the locV of sprite 118 = NewY * 32
    set the locV of sprite 118 = the locV of sprite 118 - 3
    updatestage
    set the locH of sprite 119 = the locH of sprite 118 - 60
    set the locZ of sprite 119 = the locV of sprite 118 - 26
    set the locZ of sprite 119 = the locV of sprite 119 + 300
    set the PlaceagainSoon of sprite 118 = TRUE
end if
```

```
if field (member "SP121" of castlib "Chars") = UserName then
    set the locH of sprite 121 = NewX * 32
    set the locH of sprite 121 = the locH of sprite 121 + 14
    set the locV of sprite 121 = NewY * 32
    set the locV of sprite 121 = the locV of sprite 121 - 3
    updatestage
    set the locH of sprite 122 = the locH of sprite 121 - 60
    set the locZ of sprite 122 = the locV of sprite 121 - 26
    set the locZ of sprite 122 = the locV of sprite 122 + 300
    set the PlaceagainSoon of sprite 121 = TRUE
end if
```

```
if field (member "SP124" of castlib "Chars") = UserName then
    set the locH of sprite 124 = NewX * 32
    set the locH of sprite 124 = the locH of sprite 124 + 14
    set the locV of sprite 124 = NewY * 32
    set the locV of sprite 124 = the locV of sprite 124 - 3
    updatestage
    set the locH of sprite 125 = the locH of sprite 124 - 60
    set the locZ of sprite 125 = the locV of sprite 124 - 26
    set the locZ of sprite 125 = the locV of sprite 125 + 300
    set the PlaceagainSoon of sprite 124 = TRUE
end if
```

```
if field (member "SP127" of castlib "Chars") = UserName then
    set the locH of sprite 127 = NewX * 32
    set the locH of sprite 127 = the locH of sprite 127 + 14
    set the locV of sprite 127 = NewY * 32
    set the locV of sprite 127 = the locV of sprite 127 - 3
    updatestage
    set the locH of sprite 128 = the locH of sprite 127 - 60
    set the locZ of sprite 128 = the locV of sprite 127 - 26
    set the locZ of sprite 128 = the locV of sprite 128 + 300
    set the PlaceagainSoon of sprite 127 = TRUE
end if
```

```
if field (member "SP130" of castlib "Chars") = UserName then
    set the locH of sprite 130 = NewX * 32
    set the locH of sprite 130 = the locH of sprite 130 + 14
    set the locV of sprite 130 = NewY * 32
    set the locV of sprite 130 = the locV of sprite 130 - 3
    updatestage
    set the locH of sprite 131 = the locH of sprite 130 - 60
    set the locZ of sprite 131 = the locV of sprite 130 - 26
    set the locZ of sprite 131 = the locV of sprite 131 + 300
    set the PlaceagainSoon of sprite 130 = TRUE
end if
```

```
if field (member "SP133" of castlib "Chars") = UserName then
    set the locH of sprite 133 = NewX * 32
    set the locH of sprite 133 = the locH of sprite 133 + 14
    set the locV of sprite 133 = NewY * 32
    set the locV of sprite 133 = the locV of sprite 133 - 3
    updatestage
    set the locH of sprite 134 = the locH of sprite 133 - 60
    set the locZ of sprite 134 = the locV of sprite 133 - 26
    set the locZ of sprite 134 = the locV of sprite 134 + 300
    set the PlaceagainSoon of sprite 133 = TRUE
end if
```

```
if field (member "SP136" of castlib "Chars") = UserName then
    set the locH of sprite 136 = NewX * 32
    set the locH of sprite 136 = the locH of sprite 136 + 14
    set the locV of sprite 136 = NewY * 32
    set the locV of sprite 136 = the locV of sprite 136 - 3
    updatestage
    set the locH of sprite 137 = the locH of sprite 136 - 60
    set the locZ of sprite 137 = the locV of sprite 136 - 26
    set the locZ of sprite 137 = the locV of sprite 137 + 300
    set the PlaceagainSoon of sprite 136 = TRUE
end if
```

```
if field (member "SP139" of castlib "Chars") = UserName then
    set the locH of sprite 139 = NewX * 32
    set the locH of sprite 139 = the locH of sprite 139 + 14
    set the locV of sprite 139 = NewY * 32
    set the locV of sprite 139 = the locV of sprite 139 - 3
    updatestage
```

```
updatestage
set the locH of sprite 140 = the locH of sprite 139 - 60
set the locZ of sprite 140 = the locV of sprite 139 - 26
set the locZ of sprite 140 = the locV of sprite 140 + 300
set the PlaceagainSoon of sprite 139 = TRUE
end if

if field (member "SP142" of castlib "Chars") = UserName then
set the locH of sprite 142 = NewX * 32
set the locH of sprite 142 = the locH of sprite 142 + 14
set the locV of sprite 142 = NewY * 32
set the locV of sprite 142 = the locV of sprite 142 - 3
updatestage
set the locH of sprite 143 = the locH of sprite 142 - 60
set the locZ of sprite 143 = the locV of sprite 142 - 26
set the locZ of sprite 143 = the locV of sprite 143 + 300
set the PlaceagainSoon of sprite 142 = TRUE
end if

if field (member "SP145" of castlib "Chars") = UserName then
set the locH of sprite 145 = NewX * 32
set the locH of sprite 145 = the locH of sprite 145 + 14
set the locV of sprite 145 = NewY * 32
set the locV of sprite 145 = the locV of sprite 145 - 3
updatestage
set the locH of sprite 146 = the locH of sprite 145 - 60
set the locZ of sprite 146 = the locV of sprite 145 - 26
set the locZ of sprite 146 = the locV of sprite 146 + 300
set the PlaceagainSoon of sprite 145 = TRUE
end if

if field (member "SP148" of castlib "Chars") = UserName then
set the locH of sprite 148 = NewX * 32
set the locH of sprite 148 = the locH of sprite 148 + 14
set the locV of sprite 148 = NewY * 32
set the locV of sprite 148 = the locV of sprite 148 - 3
updatestage
set the locH of sprite 149 = the locH of sprite 148 - 60
set the locZ of sprite 149 = the locV of sprite 148 - 26
set the locZ of sprite 149 = the locV of sprite 149 + 300
set the PlaceagainSoon of sprite 148 = TRUE
end if

if field (member "SP151" of castlib "Chars") = UserName then
set the locH of sprite 151 = NewX * 32
set the locH of sprite 151 = the locH of sprite 151 + 14
set the locV of sprite 151 = NewY * 32
set the locV of sprite 151 = the locV of sprite 151 - 3
updatestage
set the locH of sprite 152 = the locH of sprite 151 - 60
set the locZ of sprite 152 = the locV of sprite 151 - 26
set the locZ of sprite 152 = the locV of sprite 152 + 300
set the PlaceagainSoon of sprite 151 = TRUE
end if

if field (member "SP154" of castlib "Chars") = UserName then
set the locH of sprite 154 = NewX * 32
set the locH of sprite 154 = the locH of sprite 154 + 14
set the locV of sprite 154 = NewY * 32
set the locV of sprite 154 = the locV of sprite 154 - 3
updatestage
set the locH of sprite 155 = the locH of sprite 154 - 60
set the locZ of sprite 155 = the locV of sprite 154 - 26
set the locZ of sprite 155 = the locV of sprite 155 + 300
set the PlaceagainSoon of sprite 154 = TRUE
end if

end
```

DrawCharacter (Scripts)

```
on DrawCharacter TextToSort
    Global NewCharName, BlockedTiles, MyLocXY
```

```
    set WeGotOne = 0
```

```
    if the locV of sprite 115 < 0 then
```

```
        set SpriteToUse = 115
        set WeGotOne = 1
    end if
```

```
    if WeGotOne <> 1 then
```

```
        if the locV of sprite 118 < 0 then
            set SpriteToUse = 118
            set WeGotOne = 1
        end if
    end if
```

```
    if WeGotOne <> 1 then
```

```
        if the locV of sprite 121 < 0 then
            set SpriteToUse = 121
            set WeGotOne = 1
        end if
    end if
```

```
    if WeGotOne <> 1 then
```

```
        if the locV of sprite 124 < 0 then
            set SpriteToUse = 124
            set WeGotOne = 1
        end if
    end if
```

```
    if WeGotOne <> 1 then
```

```
        if the locV of sprite 127 < 0 then
            set SpriteToUse = 127
            set WeGotOne = 1
        end if
    end if
```

```
    if WeGotOne <> 1 then
```

```
        if the locV of sprite 130 < 0 then
            set SpriteToUse = 130
            set WeGotOne = 1
        end if
    end if
```

```
    if WeGotOne <> 1 then
```

```
        if the locV of sprite 133 < 0 then
            set SpriteToUse = 133
            set WeGotOne = 1
        end if
    end if
```

```
    if WeGotOne <> 1 then
```

```
        if the locV of sprite 136 < 0 then
            set SpriteToUse = 136
            set WeGotOne = 1
        end if
    end if
```

```
    if WeGotOne <> 1 then
```

```
        if the locV of sprite 139 < 0 then
            set SpriteToUse = 139
            set WeGotOne = 1
        end if
    end if
```

```
    if WeGotOne <> 1 then
```

```
        if the locV of sprite 142 < 0 then
```

```

        set SpriteToUse = 142
        set WeGotOne = 1
    end if
end if

if WeGotOne <> 1 then

    if the locV of sprite 145 < 0 then

        set SpriteToUse = 145
        set WeGotOne = 1
    end if
end if

if WeGotOne <> 1 then

    if the locV of sprite 148 < 0 then

        set SpriteToUse = 148
        set WeGotOne = 1
    end if
end if

if WeGotOne <> 1 then

    if the locV of sprite 151 < 0 then

        set SpriteToUse = 151
        set WeGotOne = 1
    end if
end if

if WeGotOne <> 1 then

    if the locV of sprite 154 < 0 then

        set SpriteToUse = 154
        set WeGotOne = 1
    end if
end if

if WeGotOne <> 1 then

    if the locV of sprite 157 < 0 then

        set SpriteToUse = 157
        set WeGotOne = 1
    end if
end if

if SpriteToUse <> 0 then

    set MonsterData = ""

    set the itemdelimiter = "*"

    if TextToSort contains "*" then
        set TextToSort = item 1 of TextToSort
    end if

    set the itemdelimiter = ":"

    if word 1 of TextToSort = "^@" then delete word 1 of TextToSort
    if word 1 of TextToSort = "^(" then delete word 1 of TextToSort
    if char 1 of TextToSort = " " then delete char 1 of TextToSort

    set iMyLocXY = item 1 of TextToSort
    set MyBody = item 2 of TextToSort
    set MyFacing = item 3 of TextToSort
    set MyBodyColor = integer(item 4 of TextToSort)

    set RenderDat = item 14 of TextToSort & ":"
    set RenderDat = RenderDat & item 6 of TextToSort & ":"
    set RenderDat = RenderDat & item 7 of TextToSort & ":"
    set RenderDat = RenderDat & item 8 of TextToSort & ":"
    set RenderDat = RenderDat & item 9 of TextToSort & ":"
    set RenderDat = RenderDat & item 10 of TextToSort & ":"
    set RenderDat = RenderDat & item 11 of TextToSort
    set RenderSprite = SpriteToUse

    RenderChar(RenderSprite, RenderDat)

    set TheSprite = MyBody & "-F2-" & MyFacing
    set the MySpriteDir of sprite SpriteToUse = MyFacing
    set the MyAnim of sprite SpriteToUse = 0

    if integer(MyBody) < 29 then

        set TheSprite = "SP" & SpriteToUse & "-F2-" & MyFacing
        set the SpriteCurBodyObj of sprite SpriteToUse = "SP" & SpriteToUse

```

```

    set the SpriteCurBodyObj of sprite SpriteToUse = "SP" & SpriteToUse
else
    set TheSprite = MyBody & "-F2-" & MyFacing
    set the SpriteCurBodyObj of sprite SpriteToUse = MyBody
end if

set the member of sprite SpriteToUse = (member TheSprite of castlib "Chars")

updatestage

set TextSprite = SpriteToUse + 1

if SpriteToUse = 115 then put NewCharName into field (member "SP115" of castlib "Chars")
if SpriteToUse = 118 then put NewCharName into field (member "SP118" of castlib "Chars")
if SpriteToUse = 121 then put NewCharName into field (member "SP121" of castlib "Chars")
if SpriteToUse = 124 then put NewCharName into field (member "SP124" of castlib "Chars")
if SpriteToUse = 127 then put NewCharName into field (member "SP127" of castlib "Chars")
if SpriteToUse = 130 then put NewCharName into field (member "SP130" of castlib "Chars")
if SpriteToUse = 133 then put NewCharName into field (member "SP133" of castlib "Chars")
if SpriteToUse = 136 then put NewCharName into field (member "SP136" of castlib "Chars")
if SpriteToUse = 139 then put NewCharName into field (member "SP139" of castlib "Chars")
if SpriteToUse = 142 then put NewCharName into field (member "SP142" of castlib "Chars")
if SpriteToUse = 145 then put NewCharName into field (member "SP145" of castlib "Chars")
if SpriteToUse = 148 then put NewCharName into field (member "SP148" of castlib "Chars")
if SpriteToUse = 151 then put NewCharName into field (member "SP151" of castlib "Chars")
if SpriteToUse = 154 then put NewCharName into field (member "SP154" of castlib "Chars")
if SpriteToUse = 157 then put NewCharName into field (member "SP157" of castlib "Chars")

if SpriteToUse = 115 then set the forecolor of field (member "SP115" of castlib "Chars") = MyBodyColor
if SpriteToUse = 118 then set the forecolor of field (member "SP118" of castlib "Chars") = MyBodyColor
if SpriteToUse = 121 then set the forecolor of field (member "SP121" of castlib "Chars") = MyBodyColor
if SpriteToUse = 124 then set the forecolor of field (member "SP124" of castlib "Chars") = MyBodyColor
if SpriteToUse = 127 then set the forecolor of field (member "SP127" of castlib "Chars") = MyBodyColor
if SpriteToUse = 130 then set the forecolor of field (member "SP130" of castlib "Chars") = MyBodyColor
if SpriteToUse = 133 then set the forecolor of field (member "SP133" of castlib "Chars") = MyBodyColor
if SpriteToUse = 136 then set the forecolor of field (member "SP136" of castlib "Chars") = MyBodyColor
if SpriteToUse = 139 then set the forecolor of field (member "SP139" of castlib "Chars") = MyBodyColor
if SpriteToUse = 142 then set the forecolor of field (member "SP142" of castlib "Chars") = MyBodyColor
if SpriteToUse = 145 then set the forecolor of field (member "SP145" of castlib "Chars") = MyBodyColor
if SpriteToUse = 148 then set the forecolor of field (member "SP148" of castlib "Chars") = MyBodyColor
if SpriteToUse = 151 then set the forecolor of field (member "SP151" of castlib "Chars") = MyBodyColor
if SpriteToUse = 154 then set the forecolor of field (member "SP154" of castlib "Chars") = MyBodyColor
if SpriteToUse = 157 then set the forecolor of field (member "SP157" of castlib "Chars") = MyBodyColor

set the itemdelimiter = "-"
set TextSprite = SpriteToUse + 1

set MyX = integer(item 1 of iMyLocXY)
set MyY = integer(item 2 of iMyLocXY)

set the locH of sprite SpriteToUse = MyX * 32
set the locH of sprite SpriteToUse = the locH of sprite SpriteToUse + 14
set the locV of sprite SpriteToUse = MyY * 32
set the locV of sprite SpriteToUse = the locV of sprite SpriteToUse - 3

set the locZ of sprite SpriteToUse = the locV of sprite SpriteToUse + 150

set the visible of sprite SpriteToUse = TRUE
if TheSprite contains "100-F" then set the visible of sprite SpriteToUse = FALSE

updatestage
end if
end

```

Sprite112Anim (Scripts)

```
global Sprite12Anim, Facing, Sprite112SpellAnim, ActionDelay, Sprite112AtkAnim, MyBody, LeftHandE, MyVehicle, LoopAnimCount
global FlickerCounter, MorphCounter, MyName, gConnect, CharMap, HeaderHide, BodyE, Vehicle, TheOldenXY, WhichBAmI,
DoNOTAnimate
```

```
on beginsprite me
```

```
    add the actorlist, me
end
```

```
on mouseleave
    set the locV of sprite 156 = -500
end
```

```
on mouseenter
    set CurName = "SP112"
    set CurName = field (member CurName of castlib "Chars")
    put CurName into field (member "FloatChars" of castlib "Chars")
    set the locH of sprite 156 = the mouseH - 50
    set the locV of sprite 156 = the mouseV - 15
    set the locZ of sprite 156 = the locZ of sprite 112 + 100
end
```

```
on stepframe
    set DontAnimate = FALSE
    set the itemdelimiter = "-"

    set the locZ of sprite 112 = the locV of sprite 112 + 150

    if DoNOTAnimate = TRUE then
        set the locZ of sprite 112 = the locZ of sprite 108 + 10

        if LoopAnimCount = 1 then set NFrame = "F2"
        if LoopAnimCount = 2 then set NFrame = "F3"
        if LoopAnimCount = 3 then set NFrame = "F1"
        if NFrame = VOID then set NFrame = "F2"
        set TheNewFrame = WhichBAmI & "-" & NFrame & "-" & Facing
        set the member of sprite 112 = TheNewFrame
    end if
```

```
if random(50) = 1 then

    if WhichBAmI = "55" then
        if field(member "Vehicle" of castlib "TempSave") = "" then
            gConnect.sendNetMessage( "@" & CharMap, "BodyRevert", myName & ":" & MyBody)
        end if
    end if

    if WhichBAmI = "56" then
        if field(member "Vehicle" of castlib "TempSave") = "" then
            gConnect.sendNetMessage( "@" & CharMap, "BodyRevert", myName & ":" & MyBody)
        end if
    end if

    if WhichBAmI = "57" then
        if field(member "Vehicle" of castlib "TempSave") = "" then
            gConnect.sendNetMessage( "@" & CharMap, "BodyRevert", myName & ":" & MyBody)
        end if
    end if

end if
```

```
if HeaderHide > 0 then

    if the frame < 200 then

        set HeaderHide = HeaderHide - 1
        if HeaderHide < 8 then set the blend of sprite 297 = the blend of sprite 297 - 10
        if HeaderHide < 8 then set the blend of sprite 298 = the blend of sprite 298 - 10
        if HeaderHide = 0 then set the visible of sprite 297 = FALSE
        if HeaderHide = 0 then set the visible of sprite 298 = FALSE
    end if
end if
```

```
if the frame < 200 then

    if the visible of sprite 290 = TRUE then

        if the blend of sprite 290 > 10 then

            set the blend of sprite 290 = the blend of sprite 290 - 10
            set the visible of sprite 110 = FALSE
```

```

        set the visible of sprite 110 = FALSE
        set the visible of sprite 107 = FALSE
        set the visible of sprite 108 = FALSE
        DrawInventory
    else
        set the visible of sprite 290 = FALSE
        set the visible of sprite 110 = TRUE
        set the visible of sprite 107 = TRUE
        set the visible of sprite 108 = TRUE

        DrawInventory
    end if
end if
end if

if FlickerCounter > 0 then

    if the visible of sprite 112 = TRUE then

        set the visible of sprite 112 = FALSE
    else
        set the visible of sprite 112 = TRUE
    end if

    set FlickerCounter = FlickerCounter - 1
    if FlickerCounter = 0 then set the visible of sprite 112 = TRUE
end if

if ActionDelay > 0 then

    set ActionDelay = ActionDelay - 1
end if

if Sprite12Anim > 0 then

    if Sprite12Anim = 16 then set CurFrm = "F1"
    if Sprite12Anim = 15 then set DontDraw = TRUE
    if Sprite12Anim = 14 then set CurFrm = "F2"
    if Sprite12Anim = 13 then set DontDraw = TRUE
    if Sprite12Anim = 12 then set CurFrm = "F3"
    if Sprite12Anim = 11 then set DontDraw = TRUE
    if Sprite12Anim = 10 then set CurFrm = "F2"
    if Sprite12Anim = 9 then set DontDraw = TRUE
    if Sprite12Anim = 8 then set CurFrm = "F1"
    if Sprite12Anim = 7 then set DontDraw = TRUE
    if Sprite12Anim = 6 then set CurFrm = "F2"
    if Sprite12Anim = 5 then set DontDraw = TRUE
    if Sprite12Anim = 4 then set CurFrm = "F3"
    if Sprite12Anim = 3 then set DontDraw = TRUE
    if Sprite12Anim = 2 then set CurFrm = "F2"
    if Sprite12Anim = 1 then set DontDraw = TRUE

    if Facing = "N" then set the locV of sprite 112 = the locV of sprite 112 - 2
    if Facing = "S" then set the locV of sprite 112 = the locV of sprite 112 + 2
    if Facing = "W" then set the locH of sprite 112 = the locH of sprite 112 - 2
    if Facing = "E" then set the locH of sprite 112 = the locH of sprite 112 + 2

    if MyVehicle = "Airship" then
        if Facing = "N" then set the locV of sprite 112 = the locV of sprite 112 - 2
        if Facing = "S" then set the locV of sprite 112 = the locV of sprite 112 + 2
        if Facing = "W" then set the locH of sprite 112 = the locH of sprite 112 - 2
        if Facing = "E" then set the locH of sprite 112 = the locH of sprite 112 + 2
    end if

    if DontDraw = FALSE then
        set MyChhr = WhichBAmI & "-" & CurFrm & "-" & Facing

        if DoNOTAnimate = FALSE then set the member of sprite 112 = (member MyChhr of castlib "Chars")

        if DoNOTAnimate = TRUE then
            set MyChhr = WhichBAmI & "-" & nFrame & "-" & Facing
            set the member of sprite 112 = (member MyChhr of castlib "Chars")
        end if
    end if

    set Sprite12Anim = Sprite12Anim - 1
    if Sprite12Anim = 0 then set TheOldenXY = "88:88"

end if

if Sprite112SpellAnim > 0 then

    set MyChhr = WhichBAmI & "-F4-" & Facing
    if Facing = "S" then set MyChhr = WhichBAmI & "-F3-" & Facing

    set nCastNum = the number of member MyChhr of castlib "Chars"

```



```
set nCastNum = the number of member MyChhr of castlib "Chars"

if (nCastNum = -1) or (nCastNum=999) then

else
set the member of sprite 112 = (member MyChhr of castlib "Chars")
end if

set Sprite112SpellAnim = Sprite112SpellAnim - 1

if Sprite112SpellAnim = 0 then

set MyChhr = WhichBAmI & "-F2-" & Facing
if integer(MyBody) < 29 then set MyChhr = "SP112-F2-" & Facing
set the member of sprite 112 = (member MyChhr of castlib "Chars")
end if
end if

if Sprite112AtkAnim > 0 then

set MyChhr = WhichBAmI & "-F4-" & Facing
if Facing = "S" then set MyChhr = WhichBAmI & "-F3-" & Facing

set the member of sprite 112 = (member MyChhr of castlib "Chars")

set Sprite112AtkAnim = Sprite112AtkAnim - 1

if Sprite112AtkAnim = 0 then

set MyChhr = WhichBAmI & "-F2-" & Facing
if integer(MyBody) < 29 then set MyChhr = "SP112-F2-" & Facing
set the member of sprite 112 = (member MyChhr of castlib "Chars")
end if
end if

end
```

CharScript (Scripts)

```

property MyAnim
property thisSprite
property MySpriteDir
property WeaponSprite
property MySpellAnim
property MyAttackAnim
property ThisTextSprite
property MyWeapon
property MyBody
property SpriteCurBodyObj
property PlaceAgainSoon
property myQue
property DoNotText

global gConnect, LoopAnimCount, HackTradeName, TradeName, WereTakingPicture, LastDOODSelected

property mysprite

on mouseup me

    if WereTakingPicture = TRUE then
        TakeAPicture
        exit
    end if

    if the frame = 67 then
        if the member of sprite 44 = (member 205 of castlib 1) then exit
    end if

    set mySprite to the spriteNum of me

    if mySprite = 112 then set TheName = field (member "SP112" of castlib "Chars")
    if mySprite = 115 then set TheName = field (member "SP115" of castlib "Chars")
    if mySprite = 118 then set TheName = field (member "SP118" of castlib "Chars")
    if mySprite = 121 then set TheName = field (member "SP121" of castlib "Chars")
    if mySprite = 124 then set TheName = field (member "SP124" of castlib "Chars")
    if mySprite = 127 then set TheName = field (member "SP127" of castlib "Chars")
    if mySprite = 130 then set TheName = field (member "SP130" of castlib "Chars")
    if mySprite = 133 then set TheName = field (member "SP133" of castlib "Chars")
    if mySprite = 116 then set TheName = field (member "SP136" of castlib "Chars")
    if mySprite = 119 then set TheName = field (member "SP139" of castlib "Chars")
    if mySprite = 142 then set TheName = field (member "SP142" of castlib "Chars")
    if mySprite = 145 then set TheName = field (member "SP145" of castlib "Chars")
    if mySprite = 148 then set TheName = field (member "SP148" of castlib "Chars")
    if mySprite = 151 then set TheName = field (member "SP151" of castlib "Chars")
    if mySprite = 154 then set TheName = field (member "SP154" of castlib "Chars")
    if mySprite = 157 then set TheName = field (member "SP157" of castlib "Chars")

    set LastDOODSelected = TheName
--    debugg(LastDOODSelected)
    set the visible of sprite 302 = TRUE
    set the locZ of sprite 302 = 9993
    set the visible of sprite 303 = TRUE
    set the locZ of sprite 303 = 9996
    set the visible of sprite 304 = TRUE
    set the locZ of sprite 304 = 9997

    set the locH of sprite 302 = the mouseH
    set the locV of sprite 302 = the mouseV

    set the locH of sprite 303 = the mouseH
    set the locV of sprite 303 = the mouseV - 8

    set the locH of sprite 304 = the mouseH
    set the locV of sprite 304 = the mouseV + 8

    exit

    set TradeName = TheName
    set HackTradeName = TradeName

    repeat with x = 1 to 30
        if char x of HackTradeName = "a" then put "1" into char x of HackTradeName
        if char x of HackTradeName = "e" then put "2" into char x of HackTradeName
        if char x of HackTradeName = "i" then put "3" into char x of HackTradeName
        if char x of HackTradeName = "o" then put "4" into char x of HackTradeName
        if char x of HackTradeName = "u" then put "5" into char x of HackTradeName
    end repeat

    OpenTradeWindow
    exit

    errCode = sendNetMessage(gConnect, TheName, "Chatmsg", "$*+" )
end

on beginsprite me

```

```
on beginsprite me
```

```
    set thisSprite to the spriteNum of me
    set SpriteCurBodyObj = "SP" & thisSprite
    set ThisTextSprite = ThisSprite + 1
    set WeaponSprite = ThisSprite + 2
    add the actorlist, me
end
```

```
on mouseleave
    set the locV of sprite 156 = -500
end
```

```
on mouseenter
    set CurName = "SP" & ThisSprite
    set CurName = field (member CurName of castlib "Chars")
    put CurName into field (member "FloatChars" of castlib "Chars")
    if DoNotText = TRUE then put "???" into field (member "FloatChars" of castlib "Chars")
    set the locH of sprite 156 = the mouseH - 50
    set the locV of sprite 156 = the mouseV - 15
    set the locZ of sprite 156 = the locZ of sprite ThisSprite + 100
end
```

```
on stepframe
```

```
    if the locV of sprite thisSprite < 0 then exit
```

```
if SpriteCurBodyObj = "57" then set DontAnimate = TRUE
set the locZ of sprite thisSprite = the locV of sprite thisSprite + 150
```

```
if DontAnimate = TRUE then
    set the locZ of sprite thisSprite = the locZ of sprite 108 + 10
    if LoopAnimCount = 1 then set NFrame = "F2"
    if LoopAnimCount = 2 then set NFrame = "F3"
    if LoopAnimCount = 3 then set NFrame = "F1"
    if NFrame = VOID then set NFrame = "F2"
    set TheNewFrame = SpriteCurBodyObj & "-" & NFrame & "-" & MySpriteDir
    set the member of sprite thisSprite = TheNewFrame
end if
```

```
if MyAnim > 0 then
    if MyAnim = 16 then set CurFrm = "F1"
    if MyAnim = 15 then set DontDraw = TRUE
    if MyAnim = 14 then set CurFrm = "F2"
    if MyAnim = 13 then set DontDraw = TRUE
    if MyAnim = 12 then set CurFrm = "F3"
    if MyAnim = 11 then set DontDraw = TRUE
    if MyAnim = 10 then set CurFrm = "F2"
    if MyAnim = 9 then set DontDraw = TRUE
    if MyAnim = 8 then set CurFrm = "F1"
    if MyAnim = 7 then set DontDraw = TRUE
    if MyAnim = 6 then set CurFrm = "F2"
    if MyAnim = 5 then set DontDraw = TRUE
    if MyAnim = 4 then set CurFrm = "F3"
    if MyAnim = 3 then set DontDraw = TRUE
    if MyAnim = 2 then set CurFrm = "F2"
    if MyAnim = 1 then set DontDraw = TRUE
    if MySpriteDir = "N" then set the locV of sprite thisSprite = the locV of sprite thisSprite - 2
    if MySpriteDir = "S" then set the locV of sprite thisSprite = the locV of sprite thisSprite + 2
    if MySpriteDir = "W" then set the locH of sprite thisSprite = the locH of sprite thisSprite - 2
    if MySpriteDir = "E" then set the locH of sprite ThisSprite = the locH of sprite ThisSprite + 2
```

```
if SpriteCurBodyObj = "57" then
    if MySpriteDir = "N" then set the locV of sprite thisSprite = the locV of sprite thisSprite - 2
    if MySpriteDir = "S" then set the locV of sprite thisSprite = the locV of sprite thisSprite + 2
    if MySpriteDir = "W" then set the locH of sprite thisSprite = the locH of sprite thisSprite - 2
    if MySpriteDir = "E" then set the locH of sprite ThisSprite = the locH of sprite ThisSprite + 2
end if
```

```
if DontDraw = FALSE then
    set MyChhr = SpriteCurBodyObj & "-" & CurFrm & "-" & MySpriteDir

    if DontAnimate = FALSE then set the member of sprite ThisSprite = (member MyChhr of castlib "Chars")

    if DontAnimate = TRUE then
        set MyChhr = SpriteCurBodyObj & "-" & nFrame & "-" & MySpriteDir
        set the member of sprite ThisSprite = (member MyChhr of castlib "Chars")
    end if
end if
```

```
    set MyAnim = MyAnim - 1
```

```
end if
```

```
if MySpellAnim > 0 then

    set MyChhr = SpriteCurBodyObj & "-F4-" & MySpriteDir
    if MySpriteDir = "S" then set MyChhr = SpriteCurBodyObj & "-F3-" & MySpriteDir

    set the member of sprite ThisSprite = (member MyChhr of castlib "Chars")

    set MySpellAnim = MySpellAnim - 1

    if MySpellAnim = 0 then

        set MyChhr = SpriteCurBodyObj & "-F2-" & MySpriteDir

        set nCastNum = the number of member MyChhr of castlib "Chars"

        if (nCastNum = -1) or (nCastNum=999) then
            exit
        end if

        set the member of sprite ThisSprite = (member MyChhr of castlib "Chars")
    end if
end if

if MyAttackAnim > 0 then

    set TheSprite = WeaponSprite
    set TheBody = MyBody
    set TheFacing = MySpriteDir

    set MyChhr = SpriteCurBodyObj & "-F4-" & TheFacing
    if MySpriteDir = "S" then set MyChhr = SpriteCurBodyObj & "-F3-" & MySpriteDir

    set the member of sprite ThisSprite = (member MyChhr of castlib "Chars")

    set MyAttackAnim = MyAttackAnim - 1

    if MyAttackAnim = 0 then

        set MyChhr = SpriteCurBodyObj & "-F2-" & TheFacing

        set the member of sprite ThisSprite = (member MyChhr of castlib "Chars")
    end if
end if

end
```

ChatGooo (Scripts)

```
on LetsMakeChat

    Global Gold, TheoH, TheoV, TheoZ, Facing, Slash, MyChatColor, Lastname, MyName, CharMap, gConnect
    Global CharSelected, IAmImmortal, AdminProtect, Sprite12Anim, BlockedTiles, RPGName, MyName
    Global Level, HP, HPMax, SP, SPMax, Gold, IAmGuide, GLeader, IgnoreList, ChatCountDown, MyLocXY
    -----
    -----

    if RPGName = "" then set RPGName = MyName
    if RPGName = VOID then set RPGName = MyName

    -----
    -----

end
```

forall (Scripts)

```

global gConnect, CameraFollow, TradeName, HackTradeName, LastDOODSelected, WeretakingPicture

property mysprite

on mouseup me

    if WereTakingPicture = TRUE then
        TakeAPicture
        exit
    end if

    if CameraFollow = TRUE then
        set CameraFollow = FALSE
        TakePicture
        exit
    end if

    if the frame = 67 then
        if the member of sprite 44 = (member 205 of castlib 1) then exit
    end if

    set mySprite to the spriteNum of me
    if mySprite = 112 then set TheName = field (member "SP112" of castlib "Chars")
    if mySprite = 115 then set TheName = field (member "SP115" of castlib "Chars")
    if mySprite = 118 then set TheName = field (member "SP118" of castlib "Chars")
    if mySprite = 121 then set TheName = field (member "SP121" of castlib "Chars")
    if mySprite = 124 then set TheName = field (member "SP124" of castlib "Chars")
    if mySprite = 127 then set TheName = field (member "SP127" of castlib "Chars")
    if mySprite = 130 then set TheName = field (member "SP130" of castlib "Chars")
    if mySprite = 133 then set TheName = field (member "SP133" of castlib "Chars")
    if mySprite = 116 then set TheName = field (member "SP136" of castlib "Chars")
    if mySprite = 119 then set TheName = field (member "SP139" of castlib "Chars")
    if mySprite = 142 then set TheName = field (member "SP142" of castlib "Chars")
    if mySprite = 145 then set TheName = field (member "SP145" of castlib "Chars")
    if mySprite = 148 then set TheName = field (member "SP148" of castlib "Chars")
    if mySprite = 151 then set TheName = field (member "SP151" of castlib "Chars")
    if mySprite = 154 then set TheName = field (member "SP154" of castlib "Chars")
    if mySprite = 157 then set TheName = field (member "SP157" of castlib "Chars")
    set LastDOODSelected = TheName

    set the visible of sprite 302 = TRUE
    set the locZ of sprite 302 = 9993
    set the visible of sprite 303 = TRUE
    set the locZ of sprite 303 = 9996
    set the visible of sprite 304 = TRUE
    set the locZ of sprite 304 = 9997

    set the locH of sprite 302 = the mouseH
    set the locV of sprite 302 = the mouseV

    set the locH of sprite 303 = the mouseH
    set the locV of sprite 303 = the mouseV - 8

    set the locH of sprite 304 = the mouseH
    set the locV of sprite 304 = the mouseV + 8

    exit
    -----
    set TradeName = TheName
    set HackTradeName = TradeName

    repeat with x = 1 to 30
        if char x of HackTradeName = "a" then put "1" into char x of HackTradeName
        if char x of HackTradeName = "e" then put "2" into char x of HackTradeName
        if char x of HackTradeName = "i" then put "3" into char x of HackTradeName
        if char x of HackTradeName = "o" then put "4" into char x of HackTradeName
        if char x of HackTradeName = "u" then put "5" into char x of HackTradeName
    end repeat

    OpenTradeWindow
    exit
    -----

    errCode = sendNetMessage(gConnect, TheName, "Chatmsg", "$*+" )
end

```

RemoveBlock (Scripts)

```
on RemoveBlock(TextToSort)

    Global BlockedTiles

    if word 1 of TextToSort = "##!" then delete word 1 of TextToSort
    if char 1 of TextToSort = " " then delete char 1 of TextToSort

    set the itemdelimiter = "-"

    set ThisX = integer(item 1 of TextToSort)
    set ThisY = integer(item 2 of TextToSort)

    set MyOldPos = "x" & string(ThisX) & "y" & ThisY

end
```

FXhittext (Scripts)

```
global SP1TAnim, SP2TAnim, SP3TAnim, SP4TAnim, SP5TAnim, SP6TAnim, SP7TAnim

on beginsprite me

    add the actorlist, me
end

on stepframe

    if the locV of sprite 280 > 0 then

        if the member of sprite 280 = (member "S3h" of castlib "FX") then

            set the locV of sprite 280 = -5000
        end if

        if the member of sprite 280 = (member "S2h" of castlib "FX") then

            set the member of sprite 280 = (member "S3h" of castlib "FX")
        end if

        if the member of sprite 280 = (member "S1h" of castlib "FX") then

            set the member of sprite 280 = (member "S2h" of castlib "FX")
        end if
    end if

    if the locV of sprite 281 > 0 then

        if the member of sprite 281 = (member "S3h" of castlib "FX") then

            set the locV of sprite 281 = -5000
        end if

        if the member of sprite 281 = (member "S2h" of castlib "FX") then

            set the member of sprite 281 = (member "S3h" of castlib "FX")
        end if

        if the member of sprite 281 = (member "S1h" of castlib "FX") then

            set the member of sprite 281 = (member "S2h" of castlib "FX")
        end if
    end if

    -----
    if the locV of sprite 282 > 0 then

        if the member of sprite 282 = (member "S3h" of castlib "FX") then

            set the locV of sprite 282 = -5000
        end if

        if the member of sprite 282 = (member "S2h" of castlib "FX") then

            set the member of sprite 282 = (member "S3h" of castlib "FX")
        end if

        if the member of sprite 282 = (member "S1h" of castlib "FX") then

            set the member of sprite 282 = (member "S2h" of castlib "FX")
        end if
    end if
    -----

    if SP1TAnim > 0 then

        if SP1TAnim > 20 then set the locV of sprite 272 = the locV of sprite 272 + 2
        if SP1TAnim > 28 then set the locV of sprite 272 = the locV of sprite 272 - 4

        if SP1TAnim = 1 then set the locV of sprite 272 = -5000
        set SP1TAnim = SP1TAnim - 1
    end if

    if SP2TAnim > 0 then

        if SP2TAnim > 20 then set the locV of sprite 273 = the locV of sprite 273 + 2
        if SP2TAnim > 28 then set the locV of sprite 273 = the locV of sprite 273 - 4

        if SP2TAnim = 1 then set the locV of sprite 273 = -5000
        set SP2TAnim = SP2TAnim - 1
    end if

    if SP3TAnim > 0 then
```

```
if SP3TAnim > 0 then

    if SP3TAnim > 20 then set the locV of sprite 274 = the locV of sprite 274 + 2
    if SP3TAnim > 28 then set the locV of sprite 274 = the locV of sprite 274 - 4

    if SP3TAnim = 1 then set the locV of sprite 274 = -5000
    set SP3TAnim = SP3TAnim - 1
end if

if SP4TAnim > 0 then

    if SP4TAnim > 20 then set the locV of sprite 275 = the locV of sprite 275 + 2
    if SP4TAnim > 28 then set the locV of sprite 275 = the locV of sprite 275 - 4

    if SP4TAnim = 1 then set the locV of sprite 275 = -5000
    set SP4TAnim = SP4TAnim - 1
end if

if SP5TAnim > 0 then

    if SP5TAnim > 20 then set the locV of sprite 276 = the locV of sprite 276 + 2
    if SP5TAnim > 28 then set the locV of sprite 276 = the locV of sprite 276 - 4

    if SP5TAnim = 1 then set the locV of sprite 276 = -5000
    set SP5TAnim = SP5TAnim - 1
end if

if SP6TAnim > 0 then

    if SP6TAnim > 20 then set the locV of sprite 277 = the locV of sprite 277 + 2
    if SP6TAnim > 28 then set the locV of sprite 277 = the locV of sprite 277 - 4

    if SP6TAnim = 1 then set the locV of sprite 277 = -5000
    set SP6TAnim = SP6TAnim - 1
end if

if SP7TAnim > 0 then

    if SP7TAnim > 20 then set the locV of sprite 278 = the locV of sprite 278 + 2
    if SP7TAnim > 28 then set the locV of sprite 278 = the locV of sprite 278 - 4

    if SP7TAnim = 1 then set the locV of sprite 278 = -5000
    set SP7TAnim = SP7TAnim - 1
end if

end
```

AdjustWeaponLoc (Scripts)

on AdjustWeaponLoc TheSprite, TheBody, TheFacing

```
set TheBody = integer(TheBody)

if TheBody = 1 then exit

if TheBody = 2 then

    if TheFacing = "S" then set the locV of sprite TheSprite = the locV of sprite TheSprite
    if TheFacing = "E" then set the locV of sprite TheSprite = the locV of sprite TheSprite + 2
    if TheFacing = "E" then set the locH of sprite TheSprite = the locH of sprite TheSprite - 7
    if TheFacing = "W" then set the locV of sprite TheSprite = the locV of sprite TheSprite + 2
    if TheFacing = "W" then set the locH of sprite TheSprite = the locH of sprite TheSprite + 10
    if TheFacing = "N" then set the locV of sprite TheSprite = the locV of sprite TheSprite
end if

if TheBody = 7 then

    if TheFacing = "S" then set the locV of sprite TheSprite = the locV of sprite TheSprite
    if TheFacing = "E" then set the locV of sprite TheSprite = the locV of sprite TheSprite + 2
    if TheFacing = "E" then set the locH of sprite TheSprite = the locH of sprite TheSprite - 7
    if TheFacing = "W" then set the locV of sprite TheSprite = the locV of sprite TheSprite + 2
    if TheFacing = "W" then set the locH of sprite TheSprite = the locH of sprite TheSprite + 10
    if TheFacing = "N" then set the locV of sprite TheSprite = the locV of sprite TheSprite
end if

if TheBody = 8 then

    if TheFacing = "S" then set the locV of sprite TheSprite = the locV of sprite TheSprite
    if TheFacing = "E" then set the locV of sprite TheSprite = the locV of sprite TheSprite + 2
    if TheFacing = "E" then set the locH of sprite TheSprite = the locH of sprite TheSprite - 7
    if TheFacing = "W" then set the locV of sprite TheSprite = the locV of sprite TheSprite + 2
    if TheFacing = "W" then set the locH of sprite TheSprite = the locH of sprite TheSprite + 10
    if TheFacing = "N" then set the locV of sprite TheSprite = the locV of sprite TheSprite
end if
```

CheckItemBlock (Scripts)

Global ItemBlock, TheItemX, TheItemY, Slash, Magery, MartialArts, Level, MyVehicle

on CheckItemBlockLeft

```
    set TheItemX = the locH of sprite 112 - 32
    set TheItemY = the locV of sprite 112
    CheckBlock
end
```

on CheckItemBlockRight

```
    set TheItemX = the locH of sprite 112 + 32
    set TheItemY = the locV of sprite 112
    CheckBlock
end
```

on CheckItemBlockUp

```
    set TheItemX = the locH of sprite 112
    set TheItemY = the locV of sprite 112 - 32
    CheckBlock
end
```

on CheckItemBlockDown

```
    set TheItemX = the locH of sprite 112
    set TheItemY = the locV of sprite 112 + 32
    CheckBlock
end
```

on CheckBlock

```
    repeat with x = 158 to 177

        if the locH of sprite x = TheItemX then
            if the locV of sprite x = TheItemY then

                set CurItem = member(the member of sprite x).name

                if MyVehicle <> "Airship" then
                    if CurItem = "Fire Pot" then set ItemBlock = TRUE
                    if CurItem = "Chimney" then set ItemBlock = TRUE
                    if CurItem = "Windmill" then set ItemBlock = TRUE
                    if CurItem = "Holy Water" then set ItemBlock = TRUE
                    if CurItem contains "'s Newspaper" then set ItemBlock = TRUE
                    if CurItem = "Fountain" then set ItemBlock = TRUE
                    if CurItem = "Piano" then set ItemBlock = TRUE
                    if CurItem contains "Statue" then set ItemBlock = TRUE
                    if CurItem contains "Universal" then set ItemBlock = TRUE
                    if CurItem = "Steel Door" then set ItemBlock = TRUE
                    if CurItem = "Wooden Door" then set ItemBlock = TRUE
                    if CurItem = "Emerald Door" then set ItemBlock = TRUE
                    if CurItem = "Fire Door" then set ItemBlock = TRUE
                    if CurItem = "Gold Door" then set ItemBlock = TRUE
                    if CurItem = "Large Rock" then set ItemBlock = TRUE
                    if CurItem = "Sign 1" then set ItemBlock = TRUE
                    if CurItem = "Sign 2" then set ItemBlock = TRUE
                    if CurItem = "Sign 3" then set ItemBlock = TRUE
                    if CurItem contains " Chest" then set ItemBlock = TRUE
                    if CurItem contains "Vault" then set ItemBlock = TRUE
                    if CurItem = "Guild Center" then set ItemBlock = TRUE
                    if CurItem contains "'s Door" then set ItemBlock = TRUE
                    if CurItem = "Stove" then set ItemBlock = TRUE
                    if CurItem = "Alchemy Lab" then set ItemBlock = TRUE
                    if CurItem = "Anvil" then set ItemBlock = TRUE
                    if CurItem = "Table" then set ItemBlock = TRUE
                    if CurItem contains "Crate" then set ItemBlock = TRUE
                    if CurItem contains "Cauldron" then set ItemBlock = TRUE
                    if CurItem contains "Painting" then set ItemBlock = TRUE
                    if CurItem contains "Cabinet" then set ItemBlock = TRUE
                    if CurItem = "Campfire" then set ItemBlock = TRUE
                    if CurItem contains "'s Airship" then set ItemBlock = TRUE
                    if CurItem = "Street Lamp" then set ItemBlock = TRUE
                    if CurItem = "Blackjack Table" then set ItemBlock = TRUE
                    if CurItem = "Checkers Table" then set ItemBlock = TRUE
                    if CurItem contains "slot machine" then set ItemBlock = TRUE
                    if CurItem = "Copy Machine" then set ItemBlock = TRUE
                    if CurItem = "Switch Door" then set ItemBlock = TRUE
                    if CurItem = "OFF Switch" then set ItemBlock = TRUE
                    if CurItem = "ON Switch" then set ItemBlock = TRUE
                    if CurItem = "Cauldron" then set ItemBlock = TRUE
                end if

                if CurItem = "Slash Master Platform" then
                    if Slash < 90 then set ItemBlock = TRUE
                end if
                if CurItem = "Mage Master Platform" then
                    if Magery < 90 then set ItemBlock = TRUE
                end if
            end if
        end if
    end repeat
```

```
    if Magery < 90 then set ItemBlock = TRUE
  end if
  if CurItem = "Ninja Master Platform" then
    if MartialArts < 90 then set ItemBlock = TRUE
  end if
  if CurItem = "Experience Platform" then
    sortvitals
    if Level < 21 then set ItemBlock = TRUE
  end if

  end if
end if

end repeat
```

end

RenderMap (Scripts)

```

on RenderMap MapDT
    global gImageList, TileSelected, AnimateTiles, TileSelected2, DontLetHimMove, MyVehicle, DrawDir, OnlyRender, tile,
    ObjTile, tilex
    global ComplexFX, ExtraAnimation, DontHitMeAgainOK, MobSaveLockXX, DontHitMeAgainOK, iiMapDat, Layer1Dataa, NewMinute,
    tile1, tile2, tile3
    global CharMap

    repeat with x = 158 to 177
        if the member of sprite x = (member "Exit" of castlib "Inventory") then set the visible of sprite x = FALSE
        if the member of sprite x = (member "Exit2" of castlib "Inventory") then set the visible of sprite x = FALSE

        if the member of sprite x = (member "Chimney" of castlib "Inventory") then set the locZ of sprite x = the locZ of sprite
108 + 1
    end repeat

    updatestage

    set DontHitMeAgainOK = FALSE

    set the member of sprite 110 = (member 300 of castlib 1)
    set DontHitMeAgainOK = FALSE

    put MapDT into field (member "MyCurMapDat" of castlib 1)
    set iiMapDat = MapDT

    if MapDT = "" then set Badd = 1
    if MapDT = VOID then set Badd = 1

    if Badd = 1 then
        set WarpDat = "!!! !!! x1000y992 5 5"
        WarpMe WarpDat
        exit
    end if

    Global BlockedTiles, NPCBlockedTiles

    set MapStyle = "None"
    if CharMap = "x999y999" then set MapStyle = "Church"
    -- if CharMap = "x9999y9999" then set MapStyle = "MurkyDungeon"

    set ExtraAnimation = FALSE
    if MapDT contains "D2 " then set ExtraAnimation = TRUE
    if MapDT contains "I2 " then set ExtraAnimation = TRUE
    if MapDT contains "W1 " then set ExtraAnimation = TRUE
    if MapDT contains "N1 " then set ExtraAnimation = TRUE
    if MapDT contains "V2 " then set ExtraAnimation = TRUE

    set BlockedTiles = ""
    set NPCBlockedTiles = ""

    set TheTileList = field (member "BlockedListX" of castlib "MapGFX")

    put MapDT into field (member "Mapdata" of castlib 1)
    set TheGameDat = field (member "Mapdata" of castlib 1)
    set TheGameDatXXX = TheGameDat

    set the itemdelimiter = "#"

    set TheGameDatXXX = ""
    set TheGameDatXXX = TheGameDatXXX & item 1 of MapDT & RETURN
    set TheGameDatXXX = TheGameDatXXX & item 2 of MapDT & RETURN
    set TheGameDatXXX = TheGameDatXXX & item 3 of MapDT & RETURN
    set TheGameDatXXX = TheGameDatXXX & item 4 of MapDT & RETURN
    set TheGameDatXXX = TheGameDatXXX & item 5 of MapDT & RETURN
    set TheGameDatXXX = TheGameDatXXX & item 6 of MapDT & RETURN
    set TheGameDatXXX = TheGameDatXXX & item 7 of MapDT & RETURN
    set TheGameDatXXX = TheGameDatXXX & item 8 of MapDT & RETURN
    set TheGameDatXXX = TheGameDatXXX & item 9 of MapDT & RETURN
    set TheGameDatXXX = TheGameDatXXX & item 46 of MapDT & RETURN
    set TheGameDatXXX = TheGameDatXXX & item 47 of MapDT & RETURN
    set TheGameDatXXX = TheGameDatXXX & item 48 of MapDT & RETURN
    put TheGameDatXXX into field (member "Layer1" of castlib 1)

    set TheMDat2 = ""
    set TheMDat2 = TheMDat2 & item 19 of MapDT & RETURN
    set TheMDat2 = TheMDat2 & item 20 of MapDT & RETURN
    set TheMDat2 = TheMDat2 & item 21 of MapDT & RETURN
    set TheMDat2 = TheMDat2 & item 22 of MapDT & RETURN
    set TheMDat2 = TheMDat2 & item 23 of MapDT & RETURN
    set TheMDat2 = TheMDat2 & item 24 of MapDT & RETURN
    set TheMDat2 = TheMDat2 & item 25 of MapDT & RETURN
    set TheMDat2 = TheMDat2 & item 26 of MapDT & RETURN
    set TheMDat2 = TheMDat2 & item 27 of MapDT & RETURN
    set TheMDat2 = TheMDat2 & item 49 of MapDT & RETURN
    set TheMDat2 = TheMDat2 & item 50 of MapDT & RETURN
    set TheMDat2 = TheMDat2 & item 51 of MapDT & RETURN

    if word 3 of TheMDat2 = "" then

```

```
if word 3 of TheMDat2 = "" then
  set TheMDat2 = "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
  set TheMDat2 = TheMDat2 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
  set TheMDat2 = TheMDat2 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
  set TheMDat2 = TheMDat2 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
  set TheMDat2 = TheMDat2 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
  set TheMDat2 = TheMDat2 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
  set TheMDat2 = TheMDat2 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
end if

put TheMDat2 into field (member "Layer2" of castlib 1)

set TheMDat3 = ""
set TheMDat3 = TheMDat3 & item 28 of MapDT & RETURN
set TheMDat3 = TheMDat3 & item 29 of MapDT & RETURN
set TheMDat3 = TheMDat3 & item 30 of MapDT & RETURN
set TheMDat3 = TheMDat3 & item 31 of MapDT & RETURN
set TheMDat3 = TheMDat3 & item 32 of MapDT & RETURN
set TheMDat3 = TheMDat3 & item 33 of MapDT & RETURN
set TheMDat3 = TheMDat3 & item 34 of MapDT & RETURN
set TheMDat3 = TheMDat3 & item 35 of MapDT & RETURN
set TheMDat3 = TheMDat3 & item 36 of MapDT & RETURN
set TheMDat3 = TheMDat3 & item 52 of MapDT & RETURN
set TheMDat3 = TheMDat3 & item 53 of MapDT & RETURN
set TheMDat3 = TheMDat3 & item 54 of MapDT & RETURN

if word 3 of TheMDat3 = "" then
  set TheMDat3 = "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
  set TheMDat3 = TheMDat3 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
  set TheMDat3 = TheMDat3 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
  set TheMDat3 = TheMDat3 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
  set TheMDat3 = TheMDat3 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
  set TheMDat3 = TheMDat3 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
  set TheMDat3 = TheMDat3 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
  set TheMDat3 = TheMDat3 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
end if

put TheMDat3 into field (member "Layer3" of castlib 1)

set TheMDat4 = ""
set TheMDat4 = TheMDat4 & item 37 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 38 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 39 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 40 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 41 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 42 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 43 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 44 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 45 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 55 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 56 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 57 of MapDT & RETURN

if word 3 of TheMDat4 = "" then
  set TheMDat4 = "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
  set TheMDat4 = TheMDat4 & "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
  set TheMDat4 = TheMDat4 & "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
  set TheMDat4 = TheMDat4 & "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
  set TheMDat4 = TheMDat4 & "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
  set TheMDat4 = TheMDat4 & "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
  set TheMDat4 = TheMDat4 & "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
  set TheMDat4 = TheMDat4 & "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
end if

set ObjLayer = field (member "Layer2")

ElBlocko = image(544, 384, 32)
ElBlocko1 = new (#bitmap, member 340)
tile = member("G1").image
ElBlockoRect = tile.rect

set BlockoTile = member("BTileX").image

put TheMDat4 into field (member "Layer4" of castlib 1)

set ThisMem = 300
base = image(544, 384, 32)
targetMember = new (#bitmap, member ThisMem)
tile = member("G1").image
sourceRect = tile.rect
set the itemdelimiter = "#"

repeat with row = 1 to 12
  repeat with column = 1 to 17
```

```
repeat with column = 1 to 17
```

```
set CurObjLine = line row of ObjLayer
set ObjTile = word column of CurObjLine
set CurLine = line row of TheGameDatXXX
set tile = word column of CurLine
set tile1 = word column of CurLine
set tile2 = word column of CurLine
set tile3 = word column of CurLine
set tilex = tile
```

```
if NewMinute > 20 then
  if NewMinute < 30 then
    if tile = "9C" then set tile = "Sk11"
    if tile = "9D" then set tile = "Sk12"
    if tile = "9E" then set tile = "Sk13"
    if tile = "9F" then set tile = "Sk14"
  end if
end if
```

```
if NewMinute > 29 then
  if NewMinute < 50 then
    if tile = "9C" then set tile = "Sk21"
    if tile = "9D" then set tile = "Sk22"
    if tile = "9E" then set tile = "Sk23"
    if tile = "9F" then set tile = "Sk24"
  end if
end if
```

```
if MyVehicle = "" then
```

```
  if TheTileList contains tile then
  else
    set BlockedTiles = BlockedTiles & "x" & column & "y" & row & "*" & RETURN
    -----
    set WeWillNotBlock = FALSE
    if tile = "W1" then set WeWillnotBlock = TRUE
    if tile = "D2" then set WeWillnotBlock = TRUE
    if tile = "I2" then set WeWillNotblock = TRUE
    if tile = "N1" then set WeWillNotblock = TRUE
    if tile = "V2" then set WeWillNotblock = TRUE
```

```
    if WeWillnotBlock = FALSE then
      top = (row - 1) * 32
      left = (column - 1) * 32
      targetRect = rect(left, top, left + 32, top + 32)
      ElBlocko.copyPixels(BlockoTile, targetRect, ElBlockoRect)
    end if
```

```
    -----
  end if
end if
```

```
if TheTileList contains tile then
else
  set NPCBlockedTiles = NPCBlockedTiles & "x" & column & "y" & row & "*" & RETURN
end if
```

```
set tile = member(tilex).image
set tile1 = member(tile1).image
set tile2 = member(tile2).image
set tile3 = member(tile3).image
```

```
top = (row - 1) * 32
left = (column - 1) * 32
targetRect = rect(left, top, left + 32, top + 32)
base.copyPixels(tile, targetRect, sourceRect)
```

```
end repeat
end repeat
```

```
targetMember.image = base
```

```
if ExtraAnimation = TRUE then
```

```
end if
```

```
set WaterStuff = FALSE
set AirStuff = FALSE
if MyVehicle = "Boat" then set WaterStuff = TRUE
if MyVehicle = "Battleship" then set WaterStuff = TRUE
if MyVehicle = "Airship" then set AirStuff = TRUE
```

```
base = image(544, 384, 32)
targetMember = new (#bitmap, member 331)
tile = member("K1").image
sourceRect = tile.rect
```

sourceRect = tile.rect

```

repeat with row = 1 to 12
  repeat with column = 1 to 17
    set CurLine = line row of theMDat2
    set tile = word column of CurLine
    set CurLine2 = line row of TheGameDatXXX
    set tile2 = word column of CurLine2

    ----- Air Vehicle
    if AirStuff = TRUE then
      set ItsHereBlocked = FALSE
      if Tile = "D8" then set ItsHereBlocked = TRUE
      if Tile = "I8" then set ItsHereBlocked = TRUE
      if Tile = "E8" then set ItsHereBlocked = TRUE
      if Tile = "J8" then set ItsHereBlocked = TRUE
      if Tile = "K8" then set ItsHereBlocked = TRUE
      if Tile = "L8" then set ItsHereBlocked = TRUE

      if ItsHereBlocked = TRUE then
        set BlockedTiles = BlockedTiles & "x" & column & "y" & row & "*" & RETURN
        top = (row - 1) * 32
        left = (column - 1) * 32
        targetRect = rect(left, top, left + 32, top + 32)
        ElBlocko.copyPixels(BlockoTile, targetRect, ElBlockoRect)
      end if

      if TheTileList contains tile then
      else
        set NPCBlockedTiles = NPCBlockedTiles & "x" & column & "y" & row & "*" & RETURN
      end if
    end if

    ----- no vehicle
    if WaterStuff = FALSE then
      if AirStuff = FALSE then
        set WeDoNotBlock = FALSE
        if tile = "M5" then set WeDoNotBlock = TRUE
        if tile = "Q5" then set WeDoNotBlock = TRUE
        if tile = "R5" then set WeDoNotBlock = TRUE
        if tile = "U5" then set WeDoNotBlock = TRUE
        if tile = "V5" then set WeDoNotBlock = TRUE
        if tile = "X5" then set WeDoNotBlock = TRUE
        if tile = "G6" then set WeDoNotBlock = TRUE
        if tile = "H6" then set WeDoNotBlock = TRUE
        if tile = "O6" then set WeDoNotBlock = TRUE
        if tile = "B6" then set WeDoNotBlock = TRUE
        if tile = "F6" then set WeDoNotBlock = TRUE
        if tile = "T6" then set WeDoNotBlock = TRUE
        if tile = "P6" then set WeDoNotBlock = TRUE
        if tile = "S6" then set WeDoNotBlock = TRUE
        if tile = "W6" then set WeDoNotBlock = TRUE
        if tile = "N6" then set WeDoNotBlock = TRUE
        if tile = "A6" then set WeDoNotBlock = TRUE
        if tile = "C6" then set WeDoNotBlock = TRUE
        if tile = "D6" then set WeDoNotBlock = TRUE
        if tile = "I6" then set WeDoNotBlock = TRUE
        if tile = "E6" then set WeDoNotBlock = TRUE
        if tile = "J6" then set WeDoNotBlock = TRUE
        if tile = "K6" then set WeDoNotBlock = TRUE
        if tile = "L6" then set WeDoNotBlock = TRUE
        if tile = "G7" then set WeDoNotBlock = TRUE
        if tile = "H7" then set WeDoNotBlock = TRUE
        if tile = "O7" then set WeDoNotBlock = TRUE
        if tile = "B7" then set WeDoNotBlock = TRUE
        if tile = "F7" then set WeDoNotBlock = TRUE
        if tile = "T7" then set WeDoNotBlock = TRUE
        if tile = "P7" then set WeDoNotBlock = TRUE
        if tile = "S7" then set WeDoNotBlock = TRUE
        if tile = "W7" then set WeDoNotBlock = TRUE
        if tile = "N7" then set WeDoNotBlock = TRUE
        if tile = "A7" then set WeDoNotBlock = TRUE
        if tile = "C7" then set WeDoNotBlock = TRUE
        if tile = "D7" then set WeDoNotBlock = TRUE
        if tile = "I7" then set WeDoNotBlock = TRUE
        if tile = "E7" then set WeDoNotBlock = TRUE
        if tile = "J7" then set WeDoNotBlock = TRUE
        if tile = "K7" then set WeDoNotBlock = TRUE
        if tile = "L7" then set WeDoNotBlock = TRUE
        if tile = "M7" then set WeDoNotBlock = TRUE
        if tile = "Q7" then set WeDoNotBlock = TRUE

        if WeDoNotBlock = TRUE then
          if TheTileList contains tile then
          else
            set BlockedTiles = BlockedTiles & "x" & column & "y" & row & "*" & RETURN
            set NPCBlockedTiles = NPCBlockedTiles & "x" & column & "y" & row & "*" & RETURN
          end if
        end if
      end if
    end if
  end repeat
end repeat

```

```

if WeDoNotBlock = FALSE then
  if TheTileList contains tile then
    else
      set BlockedTiles = BlockedTiles & "x" & column & "y" & row & "*" & RETURN
      set NPCBlockedTiles = NPCBlockedTiles & "x" & column & "y" & row & "*" & RETURN
      top = (row - 1) * 32
      left = (column - 1) * 32
      targetRect = rect(left, top, left + 32, top + 32)
      ElBlocko.copyPixels(BlockoTile, targetRect, ElBlockoRect)
    end if
  end if
end if

```

```

end if
end if

```

```

set tile = member(tile).image
top = (row - 1) * 32
left = (column - 1) * 32
targetRect = rect(left, top, left + 32, top + 32)
base.copyPixels(tile, targetRect, sourceRect)
end repeat
end repeat

```

```

targetMember.image = base
ElBlocko1.image = ElBlocko

```

```

set ThisMem = 332

```

```

sprite(108).blend = 100
base = image(544, 384, 32)
targetMember = new (#bitmap, member ThisMem)
tile = member("K1").image
sourceRect = tile.rect

```

```

repeat with row = 1 to 12
  repeat with column = 1 to 17
    set CurLine = line row of TheMDat3
    set tile = word column of CurLine
    set tile = member(tile).image
    top = (row - 1) * 32
    left = (column - 1) * 32
    targetRect = rect(left, top, left + 32, top + 32)
    base.copyPixels(tile, targetRect, sourceRect)
  end repeat
end repeat

```

```

targetMember.image = base

```

```

-----

```

```

base = image(544, 384, 32)
targetMember = new (#bitmap, member 298)
tile = member("K1").image
sourceRect = tile.rect

```

```

repeat with row = 1 to 12
  repeat with column = 1 to 17
    set CurLine = line row of TheMDat4
    set tile = word column of CurLine
    set tile = member(tile).image
    top = (row - 1) * 32
    left = (column - 1) * 32
    targetRect = rect(left, top, left + 32, top + 32)
    base.copyPixels(tile, targetRect, sourceRect)
  end repeat
end repeat

```

```

targetMember.image = base

```

```

if MapStyle <> "None" then
  member(member 300).image.copyPixels(member(member MapStyle).image, member(member MapStyle).rect, member(member MapStyle).rect)
end if

```

```

set ThisMem = 300

```

```

member(member ThisMem).image.copyPixels(member(member 298).image, member(member 298).rect, member(member 298).rect, [#ink:
36, #blendLevel: 70, #bgcolor: color(#rgb, 0, 255, 0), #color: 255])
member(member ThisMem).image.copyPixels(member(member 331).image, member(member 331).rect, member(member 331).rect, [#ink:
36, #blendLevel: 255, #bgcolor: color(#rgb, 0, 255, 0), #color: 255])

```

```
DrawTime  
DrawNPCs (MapDT)
```

```
set DontLetHimMove = TRUE
```

```
updatestage
```

```
repeat with x = 158 to 177  
  set the visible of sprite x = FALSE  
end repeat
```

```
updatestage  
set MobSaveLockXX = FALSE
```

```
set Layer1Dataa = field (member "Layer1")
```

```
end
```


DrwNPC (Scripts)

```

on DrawNPCs MapDT
    global BlockedTiles, NPC1, NPC2, NPC3, NPC4, NPC5, IsIndoors, MonsterMap, EMapX, EMapY, ELocX, ELocY, DrawDir, CurMap,
    CharMap, MyLocXY
    global E2MapX, E2MapY, E2LocX, E2LocY, MapSaveLockOut, NPCAttackFlag, CanPeeVeePee, IgnoreSpells, FctSpwn, ComplexFX,
    gConnect
    global CanFightYN, DeathPenalty, FogTex, BlendLevel, RFog, GFog, BFog, TempHeader, ThisMusic, MusicOnOff
    global Weather

    set NPCAttackFlag = FALSE

    set Weather = "None"

    set NPC1 = ""
    set NPC2 = ""
    set NPC3 = ""
    set NPC4 = ""
    set NPC5 = ""

    set the itemdelimiter = "#"
    set NPCs = item 10 of MapDT
    set OtherDat = item 12 of MapDT
    set MonsterMap = item 11 of MapDT

    set Sign1 = item 14 of MapDT
    set Sign2 = item 15 of MapDT
    set Sign3 = item 16 of MapDT
    put Sign1 into field (member "Sign 1 Text" of castlib "WorldEdit")
    put Sign2 into field (member "Sign 2 Text" of castlib "WorldEdit")
    put Sign3 into field (member "Sign 3 Text" of castlib "WorldEdit")

    set MHead = item 17 of MapDT
    set OldHeader = field (member "MapHeader" of castlib "WorldEdit")
    put OldHeader into field (member "OldMapHeader" of castlib "WorldEdit")
    put MHead into field (member "InGameMapHeader" of castlib "WorldEdit")
    put MHead into field (member "MapHeader" of castlib "WorldEdit")
    CheckHeader
    EncodeHeader(MHead)
    set EList = item 13 of MapDT
    set E2List = item 18 of MapDT

    set the itemdelimiter = ":"

    if EList <> "" then

        set EMapX = item 1 of EList
        set EMapY = item 2 of EList
        set ELocX = item 3 of EList
        set ELocY = item 4 of EList
    end if

    if E2List <> "" then

        set E2MapX = item 1 of E2List
        set E2MapY = item 2 of E2List
        set E2LocX = item 3 of E2List
        set E2LocY = item 4 of E2List
    end if

    set the itemdelimiter = "~"

    if item 1 of NPCs <> "" then

        set ThisNPC = item 1 of NPCs

        set the itemdelimiter = ":"
        set NPCName = item 1 of ThisNPC
        set NPCLoc = item 2 of ThisNPC
        set the itemdelimiter = "-"
        set NPCX = integer(item 1 of NPCLoc)
        set NPCY = integer(item 2 of NPCLoc)
        set the member of sprite 180 = (member NPCName of castlib "NPCs")

        if the frame < 200 then

            set the locH of sprite 180 = NPCX * 32
            set the locH of sprite 180 = the locH of sprite 180 + 14
            set the locV of sprite 180 = NPCY * 32
            set the locV of sprite 180 = the locV of sprite 180 - 3
            set the locZ of sprite 180 = the locV of sprite 180 + 150
        else
            set the locH of sprite 180 = NPCX * 32
            set the locH of sprite 180 = the locH of sprite 175
            set the locV of sprite 180 = NPCY * 32
            set the locV of sprite 180 = the locV of sprite 175 - 2
            set the locZ of sprite 180 = the locV of sprite 175 + 150
        end if

        set BlockedTiles = BlockedTiles & "x" & string(NPCX) & "y" & string(NPCY) & "*" & RETURN
    end if

```

```
    set BlockedTiles = BlockedTiles & "x" & string(NPCX) & "y" & string(NPCY) & "*" & RETURN
end if

set the itemdelimiter = "~"

if item 2 of NPCs <> "" then

    set ThisNPC = item 2 of NPCs

    set the itemdelimiter = ":"
    set NPCName = item 1 of ThisNPC
    set NPCLoc = item 2 of ThisNPC
    set the itemdelimiter = "-"
    set NPCX = integer(item 1 of NPCLoc)
    set NPCY = integer(item 2 of NPCLoc)
    set the member of sprite 176 = (member NPCName of castlib "NPCs")

    if the frame < 200 then

        set the locH of sprite 176 = NPCX * 32
        set the locH of sprite 176 = the locH of sprite 176 + 14
        set the locV of sprite 176 = NPCY * 32
        set the locV of sprite 176 = the locV of sprite 176 - 3
        set the locZ of sprite 176 = the locV of sprite 176 + 150
    else
        set the locH of sprite 176 = NPCX * 32
        set the locH of sprite 176 = the locH of sprite 176
        set the locV of sprite 176 = NPCY * 32
        set the locV of sprite 176 = the locV of sprite 176 - 2
        set the locZ of sprite 176 = the locV of sprite 176 + 150
    end if

    set BlockedTiles = BlockedTiles & "x" & string(NPCX) & "y" & string(NPCY) & "*" & RETURN
end if

set the itemdelimiter = "~"

if item 3 of NPCs <> "" then

    set ThisNPC = item 3 of NPCs

    set the itemdelimiter = ":"
    set NPCName = item 1 of ThisNPC
    set NPCLoc = item 2 of ThisNPC
    set the itemdelimiter = "-"
    set NPCX = integer(item 1 of NPCLoc)
    set NPCY = integer(item 2 of NPCLoc)
    set the member of sprite 177 = (member NPCName of castlib "NPCs")

    if the frame < 200 then

        set the locH of sprite 177 = NPCX * 32
        set the locH of sprite 177 = the locH of sprite 177 + 14
        set the locV of sprite 177 = NPCY * 32
        set the locV of sprite 177 = the locV of sprite 177 - 3
        set the locZ of sprite 177 = the locV of sprite 177 + 150
    else
        set the locH of sprite 177 = NPCX * 32
        set the locH of sprite 177 = the locH of sprite 177
        set the locV of sprite 177 = NPCY * 32
        set the locV of sprite 177 = the locV of sprite 177 - 2
        set the locZ of sprite 177 = the locV of sprite 177 + 150
    end if

    set BlockedTiles = BlockedTiles & "x" & string(NPCX) & "y" & string(NPCY) & "*" & RETURN
end if

set the itemdelimiter = "~"

if item 4 of NPCs <> "" then

    set ThisNPC = item 4 of NPCs

    set the itemdelimiter = ":"
    set NPCName = item 1 of ThisNPC
    set NPCLoc = item 2 of ThisNPC
    set the itemdelimiter = "-"
    set NPCX = integer(item 1 of NPCLoc)
    set NPCY = integer(item 2 of NPCLoc)
    set the member of sprite 178 = (member NPCName of castlib "NPCs")

    if the frame < 200 then

        set the locH of sprite 178 = NPCX * 32
        set the locH of sprite 178 = the locH of sprite 178 + 14
        set the locV of sprite 178 = NPCY * 32
        set the locV of sprite 178 = the locV of sprite 178 - 3
        set the locZ of sprite 178 = the locV of sprite 178 + 150
    else
        set the locH of sprite 178 = NPCX * 32
        set the locH of sprite 178 = the locH of sprite 178
        set the locV of sprite 178 = NPCY * 32
        set the locV of sprite 178 = the locV of sprite 178 - 2
```

```
    set the locV of sprite 178 = the locV of sprite 178 - 2
    set the locZ of sprite 178 = the locV of sprite 178 + 150
end if

    set BlockedTiles = BlockedTiles & "x" & string(NPCX) & "y" & string(NPCY) & "*" & RETURN
end if

set the itemdelimiter = ":"

set CanFightYN = item 1 of OtherDat
set IsIndoors = item 3 of OtherDat
set OldMusic = ThisMusic

set Weather = item 4 of OtherDat

set FctSpwn = item 2 of OtherDat
set CanPeeVeePee = item 5 of OtherDat

set FogTex = "NoTex"
set BLENLEVEL = 0

if the frame > 200 then
    set the member of sprite 105 = (member "NoTex" of castlib 1)
end if

if item 6 of OtherDat <> "" then
    set FOGTEX = item 6 of OtherDat
    set BLENLEVEL = integer(item 7 of OtherDat)
    set RFog = integer(item 8 of OtherDat)
    set GFog = integer(item 9 of OtherDat)
    set BFog = integer(item 10 of OtherDat)
end if

set Beh = CanFightYN & "-" & IsIndoors & "-" & CanPeeVeePee

if Beh contains "O-O-O" then
    set MapStuff = CharMap & ":" & MyLocXY
    errCode = gConnect.sendMessage([#recipients:"system.script", #subject:"WriteDeathMap",#content:MapStuff])
end if

set DeathPenalty = "O"

if CanPeeVeePee = "X" then
    set DeathPenalty = "X"
end if

set MapSaveLockOut = FALSE
DrawTime
set IgnoreSpells = FALSE

set the locZ of sprite 110 = -9999
set the locZ of sprite 108 = -9998
set the locZ of sprite 29 = -9997

set the locZ of sprite 257 = -9999
set the locZ of sprite 258 = -9998
set the locZ of sprite 259 = -9997

updatestage

updatestage

set the locZ of sprite 110 = 2
set the locZ of sprite 108 = 902
set the locZ of sprite 111 = 903
set the locZ of sprite 29 = 6900

set the locZ of sprite 257 = 2
set the locZ of sprite 258 = 602
set the locZ of sprite 259 = 6900

set DrawDir = 0

set MyPos = MyLocXY

set the itemdelimiter = "-"

set MyX = integer(item 1 of MyPos)
set MyY = integer(item 2 of MyPos)

set the locH of sprite 112 = MyX * 32
```

```
set the locH of sprite 112 = MyX * 32
set the locH of sprite 112 = the locH of sprite 112 + 14
set the locV of sprite 112 = MyY * 32
set the locV of sprite 112 = the locV of sprite 112 - 3

set the locH of sprite 113 = the locH of sprite 112 - 60
set the locV of sprite 113 = the locV of sprite 112 - 26
set the locZ of sprite 113 = the locV of sprite 113 + 300

set the locZ of sprite 112 = the locV of sprite 112 + 150
```

end

on RunMusic

end

on SetInss

end

AnimObj (Scripts)

```
global Sprite12Anim, Facing, Sprite112SpellAnim, ActionDelay, Sprite112AtkAnim, MyBody, LeftHandE, WeCanDrawYay
global FlickerCounter, MorphCounter, MyName, gConnect, CharMap, HeaderHide, BodyE, Vehicle, AnimatedTileCountx
property thisSprite
```

```
on beginsprite me
    set thisSprite to the spriteNum of me
    add the actorlist, me
end
```

```
on stepframe
```

```
    if the locV of sprite thisSprite > 0 then
```

```
        set WeProceed = 0
        if AnimatedTileCountx = 12 then set WeProceed = 1
        if AnimatedTileCountx = 9 then set WeProceed = 1
        if AnimatedTileCountx = 6 then set WeProceed = 1
        if AnimatedTileCountx = 3 then set WeProceed = 1
```

```
    if WeProceed = 0 then exit
```

```
    set MyFrame = member(the member of sprite thisSprite).name
```

```
    if MyFrame contains "CF" then
        if AnimatedTileCountx = 12 then set the member of sprite thisSprite = (member "CF-1" of castlib 9)
        if AnimatedTileCountx = 9 then set the member of sprite thisSprite = (member "CF-2" of castlib 9)
        if AnimatedTileCountx = 6 then set the member of sprite thisSprite = (member "CF-3" of castlib 9)
        if AnimatedTileCountx = 3 then set the member of sprite thisSprite = (member "CF-4" of castlib 9)
    end if
```

```
    if MyFrame contains "GC" then
        if AnimatedTileCountx = 12 then set the member of sprite thisSprite = (member "GC-1" of castlib 9)
        if AnimatedTileCountx = 9 then set the member of sprite thisSprite = (member "GC-2" of castlib 9)
        if AnimatedTileCountx = 6 then set the member of sprite thisSprite = (member "GC-3" of castlib 9)
        if AnimatedTileCountx = 3 then set the member of sprite thisSprite = (member "GC-4" of castlib 9)
    end if
```

```
    if MyFrame contains "FP" then
        if AnimatedTileCountx = 12 then set the member of sprite thisSprite = (member "FP-1" of castlib 9)
        if AnimatedTileCountx = 9 then set the member of sprite thisSprite = (member "FP-2" of castlib 9)
        if AnimatedTileCountx = 6 then set the member of sprite thisSprite = (member "FP-3" of castlib 9)
        if AnimatedTileCountx = 3 then set the member of sprite thisSprite = (member "FP-4" of castlib 9)
    end if
```

```
    if MyFrame contains "CC" then
        if AnimatedTileCountx = 12 then set the member of sprite thisSprite = (member "CC-1" of castlib 9)
        if AnimatedTileCountx = 9 then set the member of sprite thisSprite = (member "CC-2" of castlib 9)
        if AnimatedTileCountx = 6 then set the member of sprite thisSprite = (member "CC-3" of castlib 9)
        if AnimatedTileCountx = 3 then set the member of sprite thisSprite = (member "CC-4" of castlib 9)
    end if
```

```
    if MyFrame contains "AL" then
        if AnimatedTileCountx = 12 then set the member of sprite thisSprite = (member "AL-1" of castlib 9)
        if AnimatedTileCountx = 9 then set the member of sprite thisSprite = (member "AL-2" of castlib 9)
        if AnimatedTileCountx = 6 then set the member of sprite thisSprite = (member "AL-3" of castlib 9)
        if AnimatedTileCountx = 3 then set the member of sprite thisSprite = (member "AL-4" of castlib 9)
    end if
```

```
    if MyFrame contains "TW" then
        if AnimatedTileCountx = 12 then set the member of sprite thisSprite = (member "TW-1" of castlib 9)
        if AnimatedTileCountx = 9 then set the member of sprite thisSprite = (member "TW-2" of castlib 9)
        if AnimatedTileCountx = 6 then set the member of sprite thisSprite = (member "TW-3" of castlib 9)
        if AnimatedTileCountx = 3 then set the member of sprite thisSprite = (member "TW-4" of castlib 9)
    end if
```

```
    if MyFrame contains "WM" then
        if AnimatedTileCountx = 12 then set the member of sprite thisSprite = (member "WM-1" of castlib 9)
        if AnimatedTileCountx = 9 then set the member of sprite thisSprite = (member "WM-2" of castlib 9)
        if AnimatedTileCountx = 6 then set the member of sprite thisSprite = (member "WM-3" of castlib 9)
        if AnimatedTileCountx = 3 then set the member of sprite thisSprite = (member "WM-4" of castlib 9)
    end if
```

```
    if MyFrame contains "CM" then
        if AnimatedTileCountx = 12 then set the member of sprite thisSprite = (member "CM-1" of castlib 9)
        if AnimatedTileCountx = 9 then set the member of sprite thisSprite = (member "CM-2" of castlib 9)
        if AnimatedTileCountx = 6 then set the member of sprite thisSprite = (member "CM-3" of castlib 9)
        if AnimatedTileCountx = 3 then set the member of sprite thisSprite = (member "CM-4" of castlib 9)
    end if
```

```
    if MyFrame contains "FT" then
        if AnimatedTileCountx = 12 then set the member of sprite thisSprite = (member "FT-1" of castlib 9)
        if AnimatedTileCountx = 9 then set the member of sprite thisSprite = (member "FT-2" of castlib 9)
        if AnimatedTileCountx = 6 then set the member of sprite thisSprite = (member "FT-3" of castlib 9)
        if AnimatedTileCountx = 3 then set the member of sprite thisSprite = (member "FT-4" of castlib 9)
    end if
```

```
end if
```

```
end if
```

```
end
```

RemoveChar (Scripts)

```
on RemoveChar UsersName, TextToSort
```

```
    if TextToSort contains "-DEAD" then
```

```
        set TheText = UsersName & " has just died!"
        addtochat(TheText)
    end if
```

```
    if UsersName = field (member "SP115" of castlib "Chars") then set TheSp = 115
    if UsersName = field (member "SP118" of castlib "Chars") then set TheSp = 118
    if UsersName = field (member "SP121" of castlib "Chars") then set TheSp = 121
    if UsersName = field (member "SP124" of castlib "Chars") then set TheSp = 124
    if UsersName = field (member "SP127" of castlib "Chars") then set TheSp = 127
    if UsersName = field (member "SP130" of castlib "Chars") then set TheSp = 130
    if UsersName = field (member "SP133" of castlib "Chars") then set TheSp = 133
    if UsersName = field (member "SP136" of castlib "Chars") then set TheSp = 136
    if UsersName = field (member "SP139" of castlib "Chars") then set TheSp = 139
    if UsersName = field (member "SP142" of castlib "Chars") then set TheSp = 142
    if UsersName = field (member "SP145" of castlib "Chars") then set TheSp = 145
    if UsersName = field (member "SP148" of castlib "Chars") then set TheSp = 148
    if UsersName = field (member "SP151" of castlib "Chars") then set TheSp = 151
    if UsersName = field (member "SP154" of castlib "Chars") then set TheSp = 154
    if UsersName = field (member "SP157" of castlib "Chars") then set TheSp = 157
```

```
    if UsersName = field (member "SP115" of castlib "Chars") then put "" into field (member "SP115" of castlib "Chars")
    if UsersName = field (member "SP118" of castlib "Chars") then put "" into field (member "SP118" of castlib "Chars")
    if UsersName = field (member "SP121" of castlib "Chars") then put "" into field (member "SP121" of castlib "Chars")
    if UsersName = field (member "SP124" of castlib "Chars") then put "" into field (member "SP124" of castlib "Chars")
    if UsersName = field (member "SP127" of castlib "Chars") then put "" into field (member "SP127" of castlib "Chars")
    if UsersName = field (member "SP130" of castlib "Chars") then put "" into field (member "SP130" of castlib "Chars")
    if UsersName = field (member "SP133" of castlib "Chars") then put "" into field (member "SP133" of castlib "Chars")
    if UsersName = field (member "SP136" of castlib "Chars") then put "" into field (member "SP136" of castlib "Chars")
    if UsersName = field (member "SP139" of castlib "Chars") then put "" into field (member "SP139" of castlib "Chars")
    if UsersName = field (member "SP142" of castlib "Chars") then put "" into field (member "SP142" of castlib "Chars")
    if UsersName = field (member "SP145" of castlib "Chars") then put "" into field (member "SP145" of castlib "Chars")
    if UsersName = field (member "SP148" of castlib "Chars") then put "" into field (member "SP148" of castlib "Chars")
    if UsersName = field (member "SP151" of castlib "Chars") then put "" into field (member "SP151" of castlib "Chars")
    if UsersName = field (member "SP154" of castlib "Chars") then put "" into field (member "SP154" of castlib "Chars")
    if UsersName = field (member "SP157" of castlib "Chars") then put "" into field (member "SP157" of castlib "Chars")
```

```
    if TheSp > 0 then
```

```
        set the locV of sprite TheSp = -9100
        set the locV of sprite TheSp + 1 = -9100
    end if
```

```
end
```

FindNewTileNOW (Scripts)

Global tile, ObjTile, tile1, tile2, tile3, ExtraAnimation, tilex, ComplexFX

on FindNewTileNOW(tile, ObjTile)

```
    if ObjTile = "N6" then
        set tile1 = "xW1F1"
        set tile2 = "xW1F2"
        set tile3 = "xW1F3"
        if ComplexFX = "OFF" then set tilex = "xW1F2"
    end if
```

```
    if ObjTile = "P2" then
        set tile1 = "Wxx1"
        set tile2 = "Wxx2"
        set tile3 = "Wxx3"
        if ComplexFX = "OFF" then set tilex = "Wxx1"
    end if
```

```
    if ObjTile = "P6" then
        set tile1 = "oW1F1"
        set tile2 = "oW1F2"
        set tile3 = "oW1F3"
        if ComplexFX = "OFF" then set tilex = "oW1F2"
    end if
```

```
    if ObjTile = "W6" then
        set tile1 = "pW1F1"
        set tile2 = "pW1F2"
        set tile3 = "pW1F3"
        if ComplexFX = "OFF" then set tilex = "pW1F2"
    end if
```

```
    if ObjTile = "S6" then
        set tile1 = "yW1F1"
        set tile2 = "yW1F2"
        set tile3 = "yW1F3"
        if ComplexFX = "OFF" then set tilex = "yW1F2"
    end if
```

```
    if ObjTile = "A6" then
        set tile1 = "aW1F1"
        set tile2 = "aW1F2"
        set tile3 = "aW1F3"
        if ComplexFX = "OFF" then set tilex = "aW1F2"
    end if
```

```
    if ObjTile = "C6" then
        set tile1 = "sW1F1"
        set tile2 = "sW1F2"
        set tile3 = "sW1F3"
        if ComplexFX = "OFF" then set tilex = "sW1F2"
    end if
```

```
    if ObjTile = "I6" then
        set tile1 = "dW1F1"
        set tile2 = "dW1F2"
        set tile3 = "dW1F3"
        if ComplexFX = "OFF" then set tilex = "dW1F2"
    end if
```

```
    if ObjTile = "D6" then
        set tile1 = "fW1F1"
        set tile2 = "fW1F2"
        set tile3 = "fW1F3"
        if ComplexFX = "OFF" then set tilex = "fW1F2"
    end if
```

end

GetItems (Scripts)

```
on GetItems TheItems
```

```
    global KeyLockOut, Shadows, WhichBAmI, BlendLevel, FogTex, NewMinute
```

```
    if TheItems = "" then
```

```
        repeat with x = 110 to 185
            if x <> 113 then set the visible of sprite x = TRUE
        end repeat
```

```
        drawfog
        CheckForHiddenChars
```

```
        if WhichBAmI contains "SP" then
            set the visible of sprite 113 = TRUE
        else
            set the visible of sprite 113 = FALSE
        end if
```

```
        set the visible of sprite 107 = TRUE
        set the visible of sprite 108 = TRUE
```

```
        set the visible of sprite 110 = TRUE
        set the visible of sprite 108 = TRUE
        set the visible of sprite 29 = TRUE
```

```
        set the visible of sprite 257 = TRUE
        set the visible of sprite 258 = TRUE
        set the visible of sprite 259 = TRUE
```

```
        set KeyLockOut = FALSE
```

```
        updatestage
```

```
        RevealHidden
        exit
    end if
```

```
    if TheItems = VOID then
```

```
        repeat with x = 110 to 185
            if x <> 113 then set the visible of sprite x = TRUE
        end repeat
```

```
        drawfog
        CheckForHiddenChars
```

```
        if WhichBAmI contains "SP" then
            set the visible of sprite 113 = TRUE
        else
            set the visible of sprite 113 = FALSE
        end if
```

```
        set the visible of sprite 107 = TRUE
        set the visible of sprite 108 = TRUE
```

```
        set the visible of sprite 110 = TRUE
        set the visible of sprite 108 = TRUE
        set the visible of sprite 29 = TRUE
```

```
        set the visible of sprite 257 = TRUE
        set the visible of sprite 258 = TRUE
        set the visible of sprite 259 = TRUE
```

```
        set KeyLockOut = FALSE
```

```
        updatestage
        RevealHidden
        exit
    end if
```

```
    repeat with x = 158 to 177
        set the locV of sprite x = -2500
    end repeat
```

```
    repeat with x = 375 to 394
        set the locV of sprite x = -2500
    end repeat
```

```
    set the itemdelimiter = "|"
```

```
    ----- *****
```

```
    repeat with CurItemmm = 158 to 177
```

```
        set the itemdelimiter = "|"
        set CustomGFX = FALSE
```



```
set CustomGFX = FALSE
```

```
if CurItemmm = 158 then set CurItem = 1
if CurItemmm = 159 then set CurItem = 2
if CurItemmm = 160 then set CurItem = 3
if CurItemmm = 161 then set CurItem = 4
if CurItemmm = 162 then set CurItem = 5
if CurItemmm = 163 then set CurItem = 6
if CurItemmm = 164 then set CurItem = 7
if CurItemmm = 165 then set CurItem = 8
if CurItemmm = 166 then set CurItem = 9
if CurItemmm = 167 then set CurItem = 10
if CurItemmm = 168 then set CurItem = 11
if CurItemmm = 169 then set CurItem = 12
if CurItemmm = 170 then set CurItem = 13
if CurItemmm = 171 then set CurItem = 14
if CurItemmm = 172 then set CurItem = 15
if CurItemmm = 173 then set CurItem = 16
if CurItemmm = 174 then set CurItem = 17
if CurItemmm = 175 then set CurItem = 18
if CurItemmm = 176 then set CurItem = 19
if CurItemmm = 177 then set CurItem = 20
```

```
if item CurItem of TheItems <> "" then
```

```
    set ThisItem = item CurItem of TheItems
    set the itemdelimiter = ":"
    set ItemName = item 1 of ThisItem
```

```
    if CurItemmm = 158 then set CurMember = 460
    if CurItemmm = 159 then set CurMember = 461
    if CurItemmm = 160 then set CurMember = 462
    if CurItemmm = 161 then set CurMember = 463
    if CurItemmm = 162 then set CurMember = 464
    if CurItemmm = 163 then set CurMember = 465
    if CurItemmm = 164 then set CurMember = 466
    if CurItemmm = 165 then set CurMember = 467
    if CurItemmm = 166 then set CurMember = 468
    if CurItemmm = 167 then set CurMember = 469
    if CurItemmm = 168 then set CurMember = 470
    if CurItemmm = 169 then set CurMember = 471
    if CurItemmm = 170 then set CurMember = 472
    if CurItemmm = 171 then set CurMember = 473
    if CurItemmm = 172 then set CurMember = 474
    if CurItemmm = 173 then set CurMember = 475
    if CurItemmm = 174 then set CurMember = 476
    if CurItemmm = 175 then set CurMember = 477
    if CurItemmm = 176 then set CurMember = 478
    if CurItemmm = 177 then set CurMember = 479
```

```
    set ItsGold = 0
```

```
    if Itemname contains " gold" then
        set the itemdelimiter = " "
        set GoldAmnt = integer(item 1 of Itemname)
        if GoldAmnt > 0 then set TheItIcon = 1
        if GoldAmnt > 49 then set TheItIcon = 2
        if GoldAmnt > 99 then set TheItIcon = 3
        set ItsGold = 1
    end if
```

```
    if ItsGold = 1 then
        if TheItIcon = 1 then
            baseImage = member(member CurMember of castlib "Inventory").image
            set tileName = "SmallGold"
            tile = member(tileName).image
            destRect = rect(1, 1, 1 + 32, 1 + 32)
            baseImage.copyPixels (tile, destRect, tile.rect)
            member(member CurMember of castlib "Inventory").name = Itemname
            set CustomGFX = TRUE
        end if
        if TheItIcon = 2 then
            baseImage = member(member CurMember of castlib "Inventory").image
            set tileName = "MediumGold"
            tile = member(tileName).image
            destRect = rect(1, 1, 1 + 32, 1 + 32)
            baseImage.copyPixels (tile, destRect, tile.rect)
            member(member CurMember of castlib "Inventory").name = Itemname
            set CustomGFX = TRUE
        end if
        if TheItIcon = 3 then
            baseImage = member(member CurMember of castlib "Inventory").image
            set tileName = "LargeGold"
            tile = member(tileName).image
            destRect = rect(1, 1, 1 + 32, 1 + 32)
            baseImage.copyPixels (tile, destRect, tile.rect)
            member(member CurMember of castlib "Inventory").name = Itemname
            set CustomGFX = TRUE
        end if
    end if
```

```
    if Itemname contains "Map" then
        baseImage = member(member CurMember of castlib "Inventory").image
```

```
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "MapPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Newspaper" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "NewspaperPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "Cabinet#" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "CabinetPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "Wind Cabinet#" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "WindCabinetPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "Crate#" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "CratePic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "Cauldron#" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "CauldronPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "Painting#" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "PaintingPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "Photo#" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "PhotoPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Mailbox" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "MailBoxPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Door" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "DoorPic"
tile = member(tileName).image
```

```
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Opened Door" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "OpenDoorPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s House Vault" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "HouseVaultPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Guild Vault" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "GuildVaultPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Board" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "MessageBoardPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Boat" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "BoatPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Airship" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "AirshipPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Battleship" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "BattleshipPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains " Crystal" then
baseImage = member(member CurMember of castlib "Inventory").image
if Itemname contains "Blue" then set tileName = "BlueCrystal"
if Itemname contains "Red" then set tileName = "RedCrystal"
if Itemname contains "Green" then set tileName = "GreenCrystal"
if Itemname contains "Yellow" then set tileName = "YellowCrystal"
if Itemname contains "Purple" then set tileName = "PurpleCrystal"
if Itemname contains "White" then set tileName = "WhiteCrystal"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if
```

```

    set the itemdelimiter = ":"
    set the member of sprite CurItemm = (member ItemName of castlib "Inventory")
    if CustomGFX = TRUE then set the member of sprite CurItemm = (member CurMember of castlib "Inventory")
    set XY = item 2 of ThisItem
    set the itemdelimiter = "-"
    set X = integer(item 1 of XY)
    set Y = integer(item 2 of XY)
    set the locH of sprite CurItemm = X
    set the locV of sprite CurItemm = Y
    if the frame > 200 then set the locH of sprite CurItemm = the locH of sprite CurItemm + 7
    if the frame > 200 then set the locV of sprite CurItemm = the locV of sprite CurItemm + 23
    set the locZ of sprite CurItemm = the locZ of sprite 110 + 10
    if ItemName = "Exit" then set the locZ of sprite CurItemm = -100
    if ItemName = "Exit2" then set the locZ of sprite CurItemm = -100
    if ItemName = "Chimney" then set the locZ of sprite CurItemm = the locZ of sprite 108 + 1
    if ItemName contains " Ray" then set the locZ of sprite CurItemm = the locZ of sprite CurItemm + 800
    if ItemName contains "Dragon Rock" then set the locZ of sprite CurItemm = the locZ of sprite CurItemm + 800
    if ItemName = "DungeonAlpha" then set the locZ of sprite CurItemm = the locZ of sprite CurItemm + 800
    DrawAnimSpriteThing(ItemName, CurItemm, X, Y)

end if

end repeat

----- *****
drawfog
updatestage
updatestage

set the visible of sprite 107 = TRUE
set the visible of sprite 108 = TRUE

repeat with x = 110 to 185
    set the visible of sprite x = TRUE
end repeat

CheckForHiddenChars

set the visible of sprite 110 = TRUE
set the visible of sprite 108 = TRUE
set the visible of sprite 29 = TRUE
set the visible of sprite 257 = TRUE
set the visible of sprite 258 = TRUE
set the visible of sprite 259 = TRUE

updatestage

set KeyLockOut = FALSE
RevealHidden

if WhichBAmI contains "SP" then
    set the visible of sprite 113 = TRUE
else
    set the visible of sprite 113 = FALSE
end if

repeat with x = 157 to 177
    set Clocko = member(the member of sprite x).name
    if Clocko contains "Clock" then
        if NewMinute = 0 then set the member of sprite x = (member "Clock12")
        if NewMinute = 1 then set the member of sprite x = (member "Clock12")
        if NewMinute = 2 then set the member of sprite x = (member "Clock12")
        if NewMinute = 3 then set the member of sprite x = (member "Clock1")
        if NewMinute = 4 then set the member of sprite x = (member "Clock1")
        if NewMinute = 5 then set the member of sprite x = (member "Clock1")
        if NewMinute = 6 then set the member of sprite x = (member "Clock2")
        if NewMinute = 7 then set the member of sprite x = (member "Clock2")
        if NewMinute = 8 then set the member of sprite x = (member "Clock2")
        if NewMinute = 9 then set the member of sprite x = (member "Clock3")
        if NewMinute = 10 then set the member of sprite x = (member "Clock3")
        if NewMinute = 11 then set the member of sprite x = (member "Clock3")
        if NewMinute = 12 then set the member of sprite x = (member "Clock4")
        if NewMinute = 13 then set the member of sprite x = (member "Clock4")
        if NewMinute = 14 then set the member of sprite x = (member "Clock4")
        if NewMinute = 15 then set the member of sprite x = (member "Clock5")
        if NewMinute = 16 then set the member of sprite x = (member "Clock5")
        if NewMinute = 17 then set the member of sprite x = (member "Clock5")
        if NewMinute = 18 then set the member of sprite x = (member "Clock6")
        if NewMinute = 19 then set the member of sprite x = (member "Clock6")
        if NewMinute = 20 then set the member of sprite x = (member "Clock6")
        if NewMinute = 21 then set the member of sprite x = (member "Clock7")
        if NewMinute = 22 then set the member of sprite x = (member "Clock7")
        if NewMinute = 23 then set the member of sprite x = (member "Clock7")
        if NewMinute = 24 then set the member of sprite x = (member "Clock8")
        if NewMinute = 25 then set the member of sprite x = (member "Clock8")
        if NewMinute = 26 then set the member of sprite x = (member "Clock8")
        if NewMinute = 27 then set the member of sprite x = (member "Clock9")
        if NewMinute = 28 then set the member of sprite x = (member "Clock9")
        if NewMinute = 29 then set the member of sprite x = (member "Clock9")
    
```

```

    if NewMinute = 29 then set the member of sprite x = (member "Clock9")
    if NewMinute = 30 then set the member of sprite x = (member "Clock10")
    if NewMinute = 31 then set the member of sprite x = (member "Clock10")
    if NewMinute = 32 then set the member of sprite x = (member "Clock10")
    if NewMinute = 33 then set the member of sprite x = (member "Clock11")
    if NewMinute = 34 then set the member of sprite x = (member "Clock11")
    if NewMinute = 35 then set the member of sprite x = (member "Clock11")
    if NewMinute = 36 then set the member of sprite x = (member "Clock12")
    if NewMinute = 37 then set the member of sprite x = (member "Clock12")
    if NewMinute = 38 then set the member of sprite x = (member "Clock1")
    if NewMinute = 39 then set the member of sprite x = (member "Clock1")
    if NewMinute = 40 then set the member of sprite x = (member "Clock2")
    if NewMinute = 41 then set the member of sprite x = (member "Clock2")
    if NewMinute = 42 then set the member of sprite x = (member "Clock3")
    if NewMinute = 43 then set the member of sprite x = (member "Clock3")
    if NewMinute = 44 then set the member of sprite x = (member "Clock4")
    if NewMinute = 45 then set the member of sprite x = (member "Clock4")
    if NewMinute = 46 then set the member of sprite x = (member "Clock5")
    if NewMinute = 47 then set the member of sprite x = (member "Clock5")
    if NewMinute = 48 then set the member of sprite x = (member "Clock6")
    if NewMinute = 49 then set the member of sprite x = (member "Clock6")
    if NewMinute = 50 then set the member of sprite x = (member "Clock7")
    if NewMinute = 51 then set the member of sprite x = (member "Clock7")
    if NewMinute = 52 then set the member of sprite x = (member "Clock8")
    if NewMinute = 53 then set the member of sprite x = (member "Clock8")
    if NewMinute = 54 then set the member of sprite x = (member "Clock9")
    if NewMinute = 55 then set the member of sprite x = (member "Clock9")
    if NewMinute = 56 then set the member of sprite x = (member "Clock10")
    if NewMinute = 57 then set the member of sprite x = (member "Clock10")
    if NewMinute = 58 then set the member of sprite x = (member "Clock11")
    if NewMinute = 59 then set the member of sprite x = (member "Clock11")
  end if
end repeat

end

on RevealHidden
  Global BlendLevel

  updatetage

  set the visible of sprite 108 = TRUE
  set the visible of sprite 109 = TRUE
  set the visible of sprite 110 = TRUE

  repeat with x = 112 to 183
    if x <> 113 then set the visible of sprite x = TRUE
  end repeat
  repeat with x = 260 to 269
    set the visible of sprite x = TRUE
  end repeat
  repeat with x = 272 to 283
    set the visible of sprite x = TRUE
  end repeat
  repeat with x = 375 to 394
    set the visible of sprite x = TRUE
  end repeat
  updatetage

  set the visible of sprite 110 = TRUE
  set the visible of sprite 108 = TRUE
  set the visible of sprite 29 = TRUE

  if BlendLevel <> VOID then sprite(111).blendlevel = BLENDLEVEL
  set the visible of sprite 257 = TRUE
  set the visible of sprite 258 = TRUE
  set the visible of sprite 259 = TRUE

  CheckForHiddenChars
end

on CheckForHiddenChars
  Global DoNOTAnimate

  set ThisSP = member(the member of sprite 112).name

  if ThisSP contains "SP" then
    set the visible of sprite 113 = TRUE
  else
    set the visible of sprite 113 = FALSE
  end if

  if ThisSP contains "57-F" then set DoNOTAnimate = TRUE
  if ThisSP contains "57-F" then set the visible of sprite 113 = FALSE
  if ThisSP contains "56-F" then set the visible of sprite 113 = FALSE
  if ThisSP contains "55-F" then set the visible of sprite 113 = FALSE

  set ThisSP = member(the member of sprite 115).name
  if ThisSP contains "100-F" then set the visible of sprite 115 = FALSE

```

```
if ThisSP contains "100-F" then set the visible of sprite 115 = FALSE

set ThisSP = member(the member of sprite 118).name
if ThisSP contains "100-F" then set the visible of sprite 118 = FALSE

set ThisSP = member(the member of sprite 121).name
if ThisSP contains "100-F" then set the visible of sprite 121 = FALSE

set ThisSP = member(the member of sprite 124).name
if ThisSP contains "100-F" then set the visible of sprite 124 = FALSE

set ThisSP = member(the member of sprite 127).name
if ThisSP contains "100-F" then set the visible of sprite 127 = FALSE

set ThisSP = member(the member of sprite 130).name
if ThisSP contains "100-F" then set the visible of sprite 130 = FALSE

set ThisSP = member(the member of sprite 133).name
if ThisSP contains "100-F" then set the visible of sprite 133 = FALSE

set ThisSP = member(the member of sprite 136).name
if ThisSP contains "100-F" then set the visible of sprite 136 = FALSE

set ThisSP = member(the member of sprite 139).name
if ThisSP contains "100-F" then set the visible of sprite 139 = FALSE

set ThisSP = member(the member of sprite 142).name
if ThisSP contains "100-F" then set the visible of sprite 142 = FALSE

set ThisSP = member(the member of sprite 145).name
if ThisSP contains "100-F" then set the visible of sprite 145 = FALSE

set ThisSP = member(the member of sprite 148).name
if ThisSP contains "100-F" then set the visible of sprite 148 = FALSE

set ThisSP = member(the member of sprite 151).name
if ThisSP contains "100-F" then set the visible of sprite 151 = FALSE

set ThisSP = member(the member of sprite 154).name
if ThisSP contains "100-F" then set the visible of sprite 154 = FALSE

end
```

CheckHunger (Scripts)

```
on CheckHunger
    Global Hunger

    if Hunger = 1500 then set TheText = "You are very hungry."
    if Hunger = 1000 then set TheText = "You are extremely hungry, you need to eat."
    if Hunger = 500 then set TheText = "You are starving!"

    if TheText <> VOID then AddToChat(TheText)
end
```

SortItemDrop (Scripts)

on SortItemDrop TextToSort

```

set ItemDat = TextToSort

set the itemdelimiter = ":"

set Itemname = item 1 of ItemDat

set ItemH = integer(item 2 of ItemDat)
set ItemV = integer(item 3 of ItemDat)

----- *****
repeat with CurItemmm = 158 to 177

    if the locV of sprite CurItemmm < 0 then

        set the itemdelimiter = "|"
        set CustomGFX = FALSE

        if CurItemmm = 158 then set CurMember = 460
        if CurItemmm = 159 then set CurMember = 461
        if CurItemmm = 160 then set CurMember = 462
        if CurItemmm = 161 then set CurMember = 463
        if CurItemmm = 162 then set CurMember = 464
        if CurItemmm = 163 then set CurMember = 465
        if CurItemmm = 164 then set CurMember = 466
        if CurItemmm = 165 then set CurMember = 467
        if CurItemmm = 166 then set CurMember = 468
        if CurItemmm = 167 then set CurMember = 469
        if CurItemmm = 168 then set CurMember = 470
        if CurItemmm = 169 then set CurMember = 471
        if CurItemmm = 170 then set CurMember = 472
        if CurItemmm = 171 then set CurMember = 473
        if CurItemmm = 172 then set CurMember = 474
        if CurItemmm = 173 then set CurMember = 475
        if CurItemmm = 174 then set CurMember = 476
        if CurItemmm = 175 then set CurMember = 477
        if CurItemmm = 176 then set CurMember = 478
        if CurItemmm = 177 then set CurMember = 479

        set ItsGold = 0

        if Itemname contains " gold" then
            set the itemdelimiter = " "
            set GoldAmnt = integer(item 1 of Itemname)
            if GoldAmnt > 0 then set TheItIcon = 1
            if GoldAmnt > 49 then set TheItIcon = 2
            if GoldAmnt > 99 then set TheItIcon = 3
            set ItsGold = 1
        end if

        if ItsGold = 1 then
            if TheItIcon = 1 then
                baseImage = member(member CurMember of castlib "Inventory").image
                set tileName = "SmallGold"
                tile = member(tileName).image
                destRect = rect(1, 1, 1 + 32, 1 + 32)
                baseImage.copyPixels (tile, destRect, tile.rect)
                member(member CurMember of castlib "Inventory").name = Itemname
                set CustomGFX = TRUE
            end if
            if TheItIcon = 2 then
                baseImage = member(member CurMember of castlib "Inventory").image
                set tileName = "MediumGold"
                tile = member(tileName).image
                destRect = rect(1, 1, 1 + 32, 1 + 32)
                baseImage.copyPixels (tile, destRect, tile.rect)
                member(member CurMember of castlib "Inventory").name = Itemname
                set CustomGFX = TRUE
            end if
            if TheItIcon = 3 then
                baseImage = member(member CurMember of castlib "Inventory").image
                set tileName = "LargeGold"
                tile = member(tileName).image
                destRect = rect(1, 1, 1 + 32, 1 + 32)
                baseImage.copyPixels (tile, destRect, tile.rect)
                member(member CurMember of castlib "Inventory").name = Itemname
                set CustomGFX = TRUE
            end if
        end if

        if Itemname contains "Map" then
            baseImage = member(member CurMember of castlib "Inventory").image
            set tileName = "MapPic"
            tile = member(tileName).image
            destRect = rect(1, 1, 1 + 32, 1 + 32)
            baseImage.copyPixels (tile, destRect, tile.rect)

```

```
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Newspaper" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "NewspaperPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "Cabinet#" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "CabinetPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "Wind Cabinet#" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "WindCabinetPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "Crate#" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "CratePic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "Cauldron#" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "CauldronPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "Painting#" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "PaintingPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "Photo#" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "PhotoPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Mailbox" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "MailBoxPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Door" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "DoorPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
```



```

    set CustomGFX = TRUE
end if

if Itemname contains "'s Opened Door" then
    baseImage = member(member CurMember of castlib "Inventory").image
    set tileName = "OpenDoorPic"
    tile = member(tileName).image
    destRect = rect(1, 1, 1 + 32, 1 + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
    member(member CurMember of castlib "Inventory").name = Itemname
    set CustomGFX = TRUE
end if

if Itemname contains "'s House Vault" then
    baseImage = member(member CurMember of castlib "Inventory").image
    set tileName = "HouseVaultPic"
    tile = member(tileName).image
    destRect = rect(1, 1, 1 + 32, 1 + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
    member(member CurMember of castlib "Inventory").name = Itemname
    set CustomGFX = TRUE
end if

if Itemname contains "'s Guild Vault" then
    baseImage = member(member CurMember of castlib "Inventory").image
    set tileName = "GuildVaultPic"
    tile = member(tileName).image
    destRect = rect(1, 1, 1 + 32, 1 + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
    member(member CurMember of castlib "Inventory").name = Itemname
    set CustomGFX = TRUE
end if

if Itemname contains "'s Board" then
    baseImage = member(member CurMember of castlib "Inventory").image
    set tileName = "MessageBoardPic"
    tile = member(tileName).image
    destRect = rect(1, 1, 1 + 32, 1 + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
    member(member CurMember of castlib "Inventory").name = Itemname
    set CustomGFX = TRUE
end if

if Itemname contains "'s Boat" then
    baseImage = member(member CurMember of castlib "Inventory").image
    set tileName = "BoatPic"
    tile = member(tileName).image
    destRect = rect(1, 1, 1 + 32, 1 + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
    member(member CurMember of castlib "Inventory").name = Itemname
    set CustomGFX = TRUE
end if

if Itemname contains "'s Airship" then
    baseImage = member(member CurMember of castlib "Inventory").image
    set tileName = "AirshipPic"
    tile = member(tileName).image
    destRect = rect(1, 1, 1 + 32, 1 + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
    member(member CurMember of castlib "Inventory").name = Itemname
    set CustomGFX = TRUE
end if

if Itemname contains "'s Battleship" then
    baseImage = member(member CurMember of castlib "Inventory").image
    set tileName = "BattleshipPic"
    tile = member(tileName).image
    destRect = rect(1, 1, 1 + 32, 1 + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
    member(member CurMember of castlib "Inventory").name = Itemname
    set CustomGFX = TRUE
end if

if Itemname contains " Crystal" then
    baseImage = member(member CurMember of castlib "Inventory").image
    if Itemname contains "Blue" then set tileName = "BlueCrystal"
    if Itemname contains "Red" then set tileName = "RedCrystal"
    if Itemname contains "Green" then set tileName = "GreenCrystal"
    if Itemname contains "Yellow" then set tileName = "YellowCrystal"
    if Itemname contains "Purple" then set tileName = "PurpleCrystal"
    if Itemname contains "White" then set tileName = "WhiteCrystal"
    tile = member(tileName).image
    destRect = rect(1, 1, 1 + 32, 1 + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
    member(member CurMember of castlib "Inventory").name = Itemname
    set CustomGFX = TRUE
end if

set the itemdelimiter = ":"
put CurItem & " - " & ItemName
set xxxxxx = "AHHHHHHHHHHHHH"
set the member of sprite CurItem = (member ItemName of castlib "Inventory")

```

```

    set the member of sprite CurItemmm = (member ItemName of castlib "Inventory")
    if CustomGFX = TRUE then set the member of sprite CurItemmm = (member CurMember of castlib "Inventory")
    set the locH of sprite CurItemmm = ItemH
    set the locV of sprite CurItemmm = ItemV
    set the locZ of sprite CurItemmm = the locZ of sprite 110 + 10
    if ItemName = "Exit" then set the locZ of sprite CurItemmm = -100
    if ItemName = "Exit2" then set the locZ of sprite CurItemmm = -100
    set X = ItemH
    set Y = ItemV
    set WeDrawStuff = FALSE

    DrawAnimSpriteThing(ItemName, CurItemmm, X, Y)

    exit
  end if
end repeat

```

```

----- *****

```

end

```

on SaveItemList
  global CharMap, gConnect

  set TheItms = ""

  repeat with x = 158 to 177
    if the locV of sprite x > 0 then
      set TheName = member(the member of sprite x).name
      set TheH = the locH of sprite x
      set TheV = the locV of sprite x
      if the frame > 200 then set TheH = TheH + 14
      if the frame > 200 then set TheV = TheV

      if TheName = "Cauldron" then set TheName = TheName & "#" & random(999999)
      set TheItms = TheItms & TheName & ":" & TheH & "-" & TheV & "|"
    else
      set TheItms = TheItms & "|"
    end if
  end repeat

  set Itt = CharMap & "i.txt" & "\"" & TheItms
  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SaveItems",#content:Itt])

```

end

SortItemGrab (Scripts)

```

on SortItemGrab TextToSort, UserName
  global MyName

  set ItemDat = TextToSort

  set the itemdelimiter = ":"

  set Itemname = item 1 of ItemDat

  set ItemH = integer(item 2 of ItemDat)
  set ItemV = integer(item 3 of ItemDat)

  repeat with x = 158 to 177
    set TheName = member(the member of sprite x).name
    set ItH = the locH of sprite x
    set ItV = the locV of sprite x
    set xoo = x + 217
    if Itemname = TheName then
      if ItH = ItemH then
        if ItV = ItemV then
          set the locV of sprite x = -5000
          set the locV of sprite xoo = -5000
          exit
        end if
      end if
    end if
  end repeat

```

end

MUSIC! (Scripts)

Global InstPlay, TheTempo, TheMusic, MusicGO, NoteCounter, Musician, TempoCounter, SFX, MyName, Musicianship

on MusicGo UsersName, MusicDat

end

on PlaySomeMusic

end

GetSpellDef (Scripts)

on GetSpellDef HealNum

global HeadE, BodyE, RightHandE, LeftHandE, FeetE, NeckE, BeltE, MagicDefCounter

if BodyE contains "Chain Armor" then set HealNum = HealNum + 3
if BodyE contains "Leather Armor" then set HealNum = HealNum - 3
if BodyE contains "Plate Armor" then set HealNum = HealNum + 4
if BodyE contains "Argon's Plate" then set HealNum = HealNum + 7
if BodyE contains "Titanium Armor" then set HealNum = HealNum + 5
if BodyE contains "White Robe" then set HealNum = HealNum - 2
if BodyE contains "Wizard's Robe" then set HealNum = HealNum - 3
if BodyE contains "Necromancer's Robe" then set HealNum = HealNum - 4
if BodyE contains "NINja Outfit" then set HealNum = HealNum - 2
if BodyE contains "Royal NINja Uniform" then set HealNum = HealNum - 5
if BodyE contains "Ceramic Armor" then set HealNum = HealNum - 3
if BodyE contains "Lord's Armor" then set HealNum = HealNum - 5

if HeadE contains "Chain Helm" then set HealNum = HealNum - 1
if HeadE contains "leather cap" then set HealNum = HealNum - 1
if HeadE contains "plate Helm" then set HealNum = HealNum + 3
if HeadE contains "War Helm" then set HealNum = HealNum + 5
if HeadE contains "Murder Helm" then set HealNum = HealNum + 6
if HeadE contains "Pharaoh Helm" then set HealNum = HealNum - 5
if HeadE contains "Crown" then set HealNum = HealNum - 3

if RightHandE contains "Small Shield" then set HealNum = HealNum - 1
if RightHandE contains "Steel Shield" then set HealNum = HealNum + 4
if RightHandE contains "Knight Shield" then set HealNum = HealNum + 6
if RightHandE contains "Magical Shield" then set HealNum = HealNum - 3
if RightHandE contains "Murder Shield" then set HealNum = HealNum + 2
if RightHandE contains "Champions Shield" then set HealNum = HealNum - 4

if MagicDefCounter > 0 then set HealNum = HealNum - 5

if HealNum > 0 then set HealNum = HealNum + random(3)
if HealNum < 1 then set HealNum = random(3)

end

WorldEdit (Scripts)

```
on FindMeImmortal TheDatToSort

end

on FindMeImmortal2

end

on BigWorldEditNow
    global gConnect, CharMap, EnX, EnY, M1Que, M2Que, M3Que, M4Que, IamImmortal
    set M1Que = ""
    set M2Que = ""
    set M3Que = ""
    set M4Que = ""

    if IamImmortal = FALSE then exit
    gConnect.sendNetMessage( "@" & CharMap, "chatMsg", "##! " & EnX & "-" & EnY)
    err = gConnect.SendNetMessage( "System", "LeaveGroup", "@" & CharMap )
    go to "Big World Editor"
end

on WorldEditNow
    global gConnect, CharMap, EnX, EnY, M1Que, M2Que, M3Que, M4Que, IamImmortal, Regged

    if Regged = FALSE then
        alert "You must register in order to use this feature! Go to http://www.YourCompanyNameHere.com for more info!"
        exit
    end if

    set M1Que = ""
    set M2Que = ""
    set M3Que = ""
    set M4Que = ""

    if IamImmortal = FALSE then exit
    gConnect.sendNetMessage( "@" & CharMap, "chatMsg", "##! " & EnX & "-" & EnY)
    err = gConnect.SendNetMessage( "System", "LeaveGroup", "@" & CharMap )
    go to "World Editor"
end

on MapEditNow
    global gConnect, CharMap, EnX, EnY, M1Que, M2Que, M3Que, M4Que

    set M1Que = ""
    set M2Que = ""
    set M3Que = ""
    set M4Que = ""

    gConnect.sendNetMessage( "@" & CharMap, "chatMsg", "##! " & EnX & "-" & EnY)
    err = gConnect.SendNetMessage( "System", "LeaveGroup", "@" & CharMap )
    go to "mini map"
end

on MonDropEditNow
    global gConnect, CharMap, EnX, EnY, IamImmortal

    if IamImmortal = FALSE then exit
    set the actorlist = []
    set the actorlist = []
    gConnect.sendNetMessage( "@" & CharMap, "chatMsg", "##! " & EnX & "-" & EnY)
    err = gConnect.SendNetMessage( "System", "LeaveGroup", "@" & CharMap )
    go to "MONster Drop Editor"
end

on NPCEditNow
    global gConnect, CharMap, EnX, EnY, IamImmortal

    if IamImmortal = FALSE then exit
    set the actorlist = []
    set the actorlist = []
    gConnect.sendNetMessage( "@" & CharMap, "chatMsg", "##! " & EnX & "-" & EnY)
    err = gConnect.SendNetMessage( "System", "LeaveGroup", "@" & CharMap )
    go to "NPC Editor"
end

on ReturnToGame
    global CharMap
```

SCAM vault/bank (Scripts)

```
Global LastItemFromChar, DepositBlock, CheatDat, MyIPAddress

on VaultDepositReply TheDatToSort

    if LastItemFromChar = TheDatToSort then

    else
        set CheatDat = MyIPAddress & ":" & "Attempted Vault Hacking"
        BanMe
    end if

    set DepositBlock = FALSE
end

on BankDepositReply TheDatToSort

end
```

LoadMobsX (Scripts)

```

on LoadMobsX ThedatToSort
  Global MapMob1, MapMob2, MapMob3, MapMob4

  set the itemdelimiter = "|"

  if ThedatToSort = "" then exit
  if TheDatToSort = VOID then exit

  if item 1 of theDatToSort <> "" then set MOB1 = item 1 of ThedatToSort
  if item 2 of theDatToSort <> "" then set MOB2 = item 2 of ThedatToSort
  if item 3 of theDatToSort <> "" then set MOB3 = item 3 of ThedatToSort
  if item 4 of theDatToSort <> "" then set MOB4 = item 4 of ThedatToSort

  if MOB1 contains "+" then set MOB1 = VOID
  if MOB2 contains "+" then set MOB2 = VOID
  if MOB3 contains "+" then set MOB3 = VOID
  if MOB4 contains "+" then set MOB4 = VOID

  set the Itemdelimiter = ":"

  if MOB1 <> VOID then
    set MobName = item 1 of MOB1
    set MapMob1 = MobName

    set MLists = field (member "mLists" of castlib "Monsters")

    repeat with x = 1 to 130
      if MobName = line x of MLists then set WhichMMember = x
    end repeat

    if WhichMMember <> VOID then
      set Mobber = field (member WhichMMember of castlib "Monsters")
      set Mobody = line 1 of Mobber
      set Mobody = item 2 of Mobody
      set Mobody = Mobody & "-F2-S"
      set NPCX = item 3 of MOB1
      set NPCY = item 4 of MOB1
      set the member of sprite 180 = (member Mobody of castlib "Chars")
      set the locH of sprite 180 = NPCX * 32
      set the locH of sprite 180 = the locH of sprite 180
      set the locV of sprite 180 = NPCY * 32
      set the locV of sprite 180 = the locV of sprite 180 - 2
      set the locZ of sprite 180 = the locV of sprite 180 + 150
    end if
  end if

  if MOB2 <> VOID then
    set MobName = item 1 of MOB2
    set MapMob2 = MobName

    set MLists = field (member "mLists" of castlib "Monsters")

    repeat with x = 1 to 130
      if MobName = line x of MLists then set WhichMMember = x
    end repeat

    if WhichMMember <> VOID then
      set Mobber = field (member WhichMMember of castlib "Monsters")
      set Mobody = line 1 of Mobber
      set Mobody = item 2 of Mobody
      set Mobody = Mobody & "-F2-S"
      set NPCX = item 3 of MOB2
      set NPCY = item 4 of MOB2
      set the member of sprite 181 = (member Mobody of castlib "Chars")
      set the locH of sprite 181 = NPCX * 32
      set the locH of sprite 181 = the locH of sprite 181
      set the locV of sprite 181 = NPCY * 32
      set the locV of sprite 181 = the locV of sprite 181 - 2
      set the locZ of sprite 181 = the locV of sprite 181 + 150
    end if
  end if

  if MOB3 <> VOID then
    set MobName = item 1 of MOB3
    set MapMob3 = MobName

    set MLists = field (member "mLists" of castlib "Monsters")

    repeat with x = 1 to 130
      if MobName = line x of MLists then set WhichMMember = x
    end repeat

    if WhichMMember <> VOID then
      set Mobber = field (member WhichMMember of castlib "Monsters")
      set Mobody = line 1 of Mobber
      set Mobody = item 2 of Mobody
      set Mobody = Mobody & "-F2-S"
      set NPCX = item 3 of MOB3

```

```
    set NPCX = item 3 of MOB3
    set NPCY = item 4 of MOB3
    set the member of sprite 182 = (member Mobody of castlib "Chars")
    set the locH of sprite 182 = NPCX * 32
    set the locH of sprite 182 = the locH of sprite 182
    set the locV of sprite 182 = NPCY * 32
    set the locV of sprite 182 = the locV of sprite 182 - 2
    set the locZ of sprite 182 = the locV of sprite 182 + 150
end if
end if

if MOB4 <> VOID then
    set MobName = item 1 of MOB4
    set MapMob4 = MobName

    set MLists = field (member "mLists" of castlib "Monsters")

    repeat with x = 1 to 130
        if MobName = line x of MLists then set WhichMMember = x
    end repeat

    if WhichMMember <> VOID then
        set Mobber = field (member WhichMMember of castlib "Monsters")
        set Mobody = line 1 of Mobber
        set Mobody = item 2 of Mobody
        set Mobody = Mobody & "-F2-S"
        set NPCX = item 3 of MOB4
        set NPCY = item 4 of MOB4
        set the member of sprite 183 = (member Mobody of castlib "Chars")
        set the locH of sprite 183 = NPCX * 32
        set the locH of sprite 183 = the locH of sprite 183
        set the locV of sprite 183 = NPCY * 32
        set the locV of sprite 183 = the locV of sprite 183 - 2
        set the locZ of sprite 183 = the locV of sprite 183 + 150
    end if
end if

end
```

BIOS (Scripts)

```

Global BossSetup, Body, MyBody, MyName, LastName, MyClass, Sex, Level, Profile, GuildData, gConnect
Global Medals, HPMax, SPMax, BodyE, FctNme, Farming, IAmImmortal, MyCombatRating, HisAssDat
Global Slash, Thrust, Parry, HeavyArms, AxeFighting, Swordsmanship, Fencing, Magery, HammerWielding, Lumberjacking
Global MagicResistance, Archery, Meditation, Blessing, Assassination, Musicianship, Illusion, Punch, Fire, Wind, gnl
Global TerrainNavigating, StaffFighting, ItemIdentification, Alchemy, WarResistance, Water, Earth, MartialArts, Mining
Global Wrath, Wizardry, Block, UnholyCombat, BlackArts, Sorcery, Cooking, Carpentry, Fishing, Blacksmithing, Shoveling

```

```

on SendScore

```

```

    sortvitals
    set MyPoints = Slash + Thrust + Parry + HeavyArms + AxeFighting + Swordsmanship + Fencing + Magery + HammerWielding
    set MyPoints = MyPoints + Lumberjacking + Archery + Blessing + Musicianship + Illusion + Punch + Fire + Wind
    set MyPoints = MyPoints + StaffFighting + Alchemy + Water + Earth + MartialArts + Mining + Wrath + Wizardry + Block
    set MyPoints = MyPoints + UnholyCombat + BlackArts + Sorcery + Cooking + Carpentry + Fishing + Blacksmithing
    set MyPoints = MyPoints + HPMax + SPMax

    set Checkkk = string(MyPoints)

    if char 5 of Checkkk <> "" then exit

    if IAmImmortal = TRUE then exit

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"sccr",#content:MyPoints])
end

```

```

on CompareAss HisAssDat

```

```

    sortvitals

    set NewAssDat = HisAssDat

    set MyCombatRating = Slash + Thrust + Parry + HeavyArms + AxeFighting + Swordsmanship + Fencing + Magery + HammerWielding
    set MyCombatRating = MyCombatRating + Archery + Punch
    set MyCombatRating = MyCombatRating + StaffFighting + MartialArts + Wrath + Wizardry
    set MyCombatRating = MyCombatRating + UnholyCombat
    set MyCombatRating = MyCombatRating + HPMax

    if MyCombatRating > HisAssDat then

        if HisAssDat < 1800 then
            set NewAssDat = 70
        end if

        if HisAssDat < 1300 then
            set NewAssDat = 60
        end if

        if HisAssDat < 1000 then
            set NewAssDat = 50
        end if

        if HisAssDat < 800 then
            set NewAssDat = 40
        end if

        if HisAssDat < 600 then
            set NewAssDat = 30
        end if

        if HisAssDat < 400 then
            set NewAssDat = 25
        end if

        if HisAssDat < 300 then
            set NewAssDat = 15
        end if

        if HisAssDat < 150 then
            set NewAssDat = 10
        end if
    end if

    if MyCombatRating < HisAssDat then

        if MyCombatRating < 1800 then
            set NewAssDat = 100
        end if

        if MyCombatRating < 1300 then
            set NewAssDat = 90
        end if
    end if

```



```
    if MyCombatRating < 1000 then
        set NewAssDat = 80
    end if

    if MyCombatRating < 800 then
        set NewAssDat = 70
    end if

    if MyCombatRating < 600 then
        set NewAssDat = 50
    end if

    if MyCombatRating < 400 then
        set NewAssDat = 40
    end if

    if MyCombatRating < 300 then
        set NewAssDat = 30
    end if

    if MyCombatRating < 150 then
        set NewAssDat = 20
    end if
end if

set HisAssDat = NewAssDat
end

on GetMyCombatRating
    sortvitals
    set MyCombatRating = Slash + Thrust + Parry + HeavyArms + AxeFighting + Swordsmanship + Fencing + Magery + HammerWielding
    set MyCombatRating = MyCombatRating + Archery + Punch
    set MyCombatRating = MyCombatRating + StaffFighting + MartialArts + Wrath + Wizardry
    set MyCombatRating = MyCombatRating + UnholyCombat
    set MyCombatRating = MyCombatRating + HPMax
end

on GiveBio UserName

    set MyPoints = Slash + Thrust + Parry + HeavyArms + AxeFighting + Swordsmanship + Fencing + Magery + HammerWielding
    set MyPoints = MyPoints + Lumberjacking + Archery + Blessing + Musicianship + Illusion + Punch + Fire + Wind
    set MyPoints = MyPoints + StaffFighting + Alchemy + Water + Earth + MartialArts + Mining + Wrath + Wizardry + Block
    set MyPoints = MyPoints + UnholyCombat + BlackArts + Sorcery + Cooking + Carpentry + Fishing + Blacksmithing
    set MyPoints = MyPoints + HPMax + SPMax

    if BossSetup = TRUE then exit

    set Body = MyBody

    set NewClass = "Adventurer"

    if Cooking > 10 then set NewClass = "Apprentice Cook"
    if Lumberjacking > 10 then set NewClass = "Apprentice Lumberjack"
    if Mining > 10 then set NewClass = "Apprentice Miner"
    if Carpentry > 10 then set NewClass = "Apprentice Carpenter"
    if Fishing > 10 then set NewClass = "Apprentice Fisherman"
    if MartialArts > 10 then set NewClass = "Apprentice Ninja"
    if Slash > 25 then set NewClass = "Fighter"
    if Parry > 25 then set NewClass = "Fighter"
    if Magery > 20 then set NewClass = "Apprentice Mage"
    if Punch > 25 then set NewClass = "Brawler"
    if Alchemy > 25 then set NewClass = "Apprentice Alchemist"

    if HammerWielding > 30 then set NewClass = "Hammer Wielder"

    if Cooking > 40 then set NewClass = "Novice Cook"
    if Lumberjacking > 40 then set NewClass = "Novice Lumberjack"
    if Mining > 40 then set NewClass = "Novice Miner"
    if Carpentry > 40 then set NewClass = "Novice Carpenter"
    if Fishing > 40 then set NewClass = "Novice Fisherman"
    if MartialArts > 40 then set NewClass = "Novice Ninja"
    if Magery > 40 then set NewClass = "Novice Mage"
    if Punch > 45 then set NewClass = "Boxer"
    if Alchemy > 45 then set NewClass = "Novice Alchemist"
    if Slash > 45 then set NewClass = "Grunt"
    if Parry > 45 then set NewClass = "Grunt"

    if Archery > 30 then set NewClass = "Apprentice Archer"

    if Cooking > 90 then set NewClass = "Master Chef"
    if Lumberjacking > 90 then set NewClass = "Master Lumberjack"
    if Mining > 90 then set NewClass = "Master Miner"
    if Carpentry > 90 then set NewClass = "Master Carpenter"
    if Fishing > 90 then set NewClass = "Master Baiter"
    if MartialArts > 90 then set NewClass = "Master Ninja"
    if Magery > 90 then set NewClass = "Master Mage"
    if Alchemy > 90 then set NewClass = "Master Alchemist"
```

```
if Alchemy > 90 then set NewClass = "Master Alchemist"
```

```
if Slash > 60 then
    if Swordsmanship > 50 then set NewClass = "Swordsman"
    if Thrust > 50 then set NewClass = "Jouster"
end if
```

```
if HammerWielding > 90 then set NewClass = "Hammer Master"
```

```
if Fencing > 80 then
    if Slash > 80 then
        if Swordsmanship > 90 then set NewClass = "Master Swordsman"
    end if
end if
```

```
if HeavyArms > 70 then
    if Thrust > 60 then set NewClass = "Gladiator"
end if
```

```
if Magery > 80 then
    if Sorcery > 60 then set NewClass = "Sorcerer"
    if Wizardry > 60 then set NewClass = "Wizard"
    if BlackArts > 60 then set NewClass = "Necromancer"
    if UnholyCombat > 60 then set NewClass = "Death Knight"
end if
```

```
if Archery > 95 then set NewClass = "Master Archer"
```

```
set MyBddyy = member(the member of sprite 112).name
set Medals = field (member "Medals" of castlib "TempSave")
```

```
set Profile = field (member "Profile" of castlib "TempSave")
```

```
set TheGoods = "*@* " & MyName & " " & LastName & ":" & NewClass
set TheGoods = TheGoods & ":" & Sex & ":" & Level & ":" & Profile & ":" & Body & ":" & Medals & ":" & MyPoints
```

```
if field (member "Guild" of castlib "TempSave") <> "" then
```

```
    set Baah = "*" & MyName & "*"
    if GuildData contains Baah then

        set TheGoods = TheGoods & ":" & "Leader of the " & field (member "Guild" of castlib "TempSave")
    else
        set TheGoods = TheGoods & ":" & "Member of the " & field (member "Guild" of castlib "TempSave")
    end if
else
    set TheGoods = TheGoods & ":" & ""
end if
```

```
if FctNme = 0 then set TheGoods = TheGoods & ":"
if FctNme = 1 then set TheGoods = TheGoods & ":Loyal to the Mages"
if FctNme = 2 then set TheGoods = TheGoods & ":Loyal to the Warriors"
if FctNme = 3 then set TheGoods = TheGoods & ":Loyal to the Adventurers"
```

```
if gnL = 0 then set TheGoods = TheGoods & ":"
if gnL = 1 then set TheGoods = TheGoods & ":Vile Murderer"
```

```
if MyBddyy contains "80-" then set TheGoods = "*@* A Tree:::::80"
```

```
if field (member "Vehicle") = "" then
    if BodyE = "Robe of Invisibility" then set TheGoods = "*@* ?????:~::~:"
end if
```

```
errCode = sendNetMessage(gConnect, UsersName, "Chatmsg", TheGoods )
end
```

```
on ItemProfile InventoryItem
    Global BioWindow
```

```
if the platform contains "Mac" then set Demm = ":"
if the platform contains "Win" then set Demm = "/"
```

```
window(the ApplicationPath & "DAT" & Demm & "BioWindow").open()
window(the ApplicationPath & "DAT" & Demm & "BioWindow").title = "BioWindow"
```

```
set BioWindow = the ApplicationPath & "DAT" & Demm & "BioWindow"
```

```
tell window BioWindow
    set the visible of sprite 2 = FALSE
    set the visible of sprite 3 = FALSE
    updatestage
end tell
```

```
set nCastNum = the number of member InventoryItem of castlib "invinfo"
```

```
if (nCastNum = -1) or (nCastNum=999) then
    set itemInfo = "This is a " & InventoryItem
else
```

```
    set itemInfo = member InventoryItem of castlib "invinfo"
end if
```

```
end if
```

```
window(BioWindow).windowtype = 4
window(BioWindow).visible = TRUE
window(BioWindow).title = InventoryItem --item 1 of TextToSort
```

```
tell window BioWindow
  put InventoryItem into field (member "Charbio")
  put itemInfo into field (member "CharPro")
  --put Item 5 of TextToSort into field (member "MyCharPro")

  set the visible of sprite 5 = FALSE
  set the visible of sprite 6 = FALSE
  set the visible of sprite 7 = FALSE

  --   if word 1 of item 1 of TextToSort <> MyName then set the visible of sprite 5 = TRUE
  --   if word 1 of item 1 of TextToSort = MyName then set the visible of sprite 6 = TRUE

  set the visible of sprite 2 = FALSE
  set the visible of sprite 3 = FALSE

end tell
end
```

```
on DrawProfile TextToSort
  Global BioWindow
```

```
delete word 1 of TextToSort
if char 1 of TextToSort = " " then delete char 1 of TextToSort
set the itemdelimiter = ":"
```

```
if the platform contains "Mac" then set Demm = ":"
if the platform contains "Win" then set Demm = "/"
```

```
window(the ApplicationPath & "DAT" & Demm & "BioWindow").open()
window(the ApplicationPath & "DAT" & Demm & "BioWindow").title = "BioWindow"
```

```
set BioWindow = the ApplicationPath & "DAT" & Demm & "BioWindow"
```

```
tell window BioWindow
  set the visible of sprite 2 = FALSE
  set the visible of sprite 3 = FALSE
  updatestage
end tell
```

```
window(BioWindow).windowtype = 4
window(BioWindow).visible = TRUE
window(BioWindow).visible = TRUE
window(BioWindow).title = item 1 of TextToSort
```

```
set HisMedals = item 7 of TextToSort
```

```
set ThisSpName = item 1 of TextToSort
set the itemdelimiter = " "
set ThisSPName = item 1 of ThisSPName
```

```
set the itemdelimiter = ":"
```

```
set Bio = "Name: " & item 1 of TextToSort & RETURN
set Bio = Bio & "Class: " & item 2 of TextToSort & RETURN
if Item 3 of TextToSort = 1 then set sexxx = "Male"
if item 3 of TextToSort = 2 then set sexxx = "Female"
set Bio = Bio & "Sex: " & sexxx & RETURN
set Bio = Bio & "Score: " & item 8 of TextToSort
if item 9 of TextToSort <> "" then set Bio = Bio & RETURN & item 9 of TextToSort
if item 10 of TextToSort <> "" then set Bio = Bio & RETURN & item 10 of TextToSort
if item 11 of TextToSort <> "" then set Bio = Bio & RETURN & item 11 of TextToSort
set HisMedals = item 7 of TextToSort
```

```
tell window BioWindow
  put Bio into field (member "Charbio")
  put Item 5 of TextToSort into field (member "CharPro")
  put Item 5 of TextToSort into field (member "MyCharPro")
```

```
set the visible of sprite 5 = FALSE
set the visible of sprite 6 = FALSE
set the visible of sprite 7 = TRUE
```

```
if word 1 of item 1 of TextToSort <> MyName then set the visible of sprite 5 = TRUE
if word 1 of item 1 of TextToSort = MyName then set the visible of sprite 6 = TRUE
```

```
set the visible of sprite 2 = FALSE
set the visible of sprite 3 = FALSE
```

```
-----
set StartPixl = 0
repeat with x = 1 to 10
  baseImage = member("DrawMedal").image
  tile = member("Medal00").image
  top = 1
```

```

    top = 1
    left = (StartPixl) * 16
    destRect = rect(left, 1, left + 16, 16)
    baseImage.copyPixels (tile, destRect, tile.rect)
    set StartPixl = StartPixl + 1
end repeat

if HisMedals <> "" then
    set StartPixl = 0
    repeat with x = 1 to 20
        set the itemdelimiter = "-"

        if item x of HisMedals <> "" then

            set ThisMedal = "Medal" & item x of HisMedals
            baseImage = member("DrawMedal").image
            tile = member(ThisMedal).image
            top = 1
            left = (StartPixl) * 16
            destRect = rect(left, 1, left + 16, 16)
            baseImage.copyPixels (tile, destRect, tile.rect)
            set StartPixl = StartPixl + 1
        end if
    end repeat
end if

end tell

-----

end

on SkillUpp TheText
    SortMySkills
    set the itemdelimiter = ":"
    if char 1 of TheText = " " then delete char 1 of TheText
    if word 1 of TheText = "/Skill" then delete word 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    set SkillName = item 1 of TheText
    set SkillPoint = item 2 of TheText

    if SkillPoint > 100 then exit

    if SkillName = "Slash" then set Slash = integer(SkillPoint)
    if SkillName = "Thrust" then set Thrust = integer(SkillPoint)
    if SkillName = "Parry" then set Parry = integer(SkillPoint)
    if SkillName = "Heavy Arms" then set HeavyArms = integer(SkillPoint)
    if SkillName = "Axe Fighting" then set AxeFighting = integer(SkillPoint)
    if SkillName = "Swordsmanship" then set Swordsmanship = integer(SkillPoint)
    if SkillName = "Fencing" then set Fencing = integer(SkillPoint)
    if SkillName = "Magery" then set Magery = integer(SkillPoint)
    if SkillName = "Hammer Wielding" then set HammerWielding = integer(SkillPoint)
    if SkillName = "Lumberjacking" then set Lumberjacking = integer(SkillPoint)
    if SkillName = "Archery" then set Archery = integer(SkillPoint)
    if SkillName = "Blessing" then set Blessing = integer(SkillPoint)
    if SkillName = "Musicianship" then set Musicianship = integer(SkillPoint)
    if SkillName = "Illusion" then set Illusion = integer(SkillPoint)
    if SkillName = "Punch" then set Punch = integer(SkillPoint)
    if SkillName = "Fire" then set Fire = integer(SkillPoint)
    if SkillName = "Wind" then set Wind = integer(SkillPoint)
    if SkillName = "Staff Fighting" then set StaffFighting = integer(SkillPoint)
    if SkillName = "Alchemy" then set Alchemy = integer(SkillPoint)
    if SkillName = "Water" then set Water = integer(SkillPoint)
    if SkillName = "Earth" then set Earth = integer(SkillPoint)
    if SkillName = "Martial Arts" then set MartialArts = integer(SkillPoint)
    if SkillName = "Mining" then set Mining = integer(SkillPoint)
    if SkillName = "Wrath" then set Wrath = integer(SkillPoint)
    if SkillName = "Wizardry" then set Wizardry = integer(SkillPoint)
    if SkillName = "Block" then set Block = integer(SkillPoint)
    if SkillName = "Unholy Combat" then set UnholyCombat = integer(SkillPoint)
    if SkillName = "Black Arts" then set BlackArts = integer(SkillPoint)
    if SkillName = "Sorcery" then set Sorcery = integer(SkillPoint)
    if SkillName = "Cooking" then set Cooking = integer(SkillPoint)
    if SkillName = "Carpentry" then set Carpentry = integer(SkillPoint)
    if SkillName = "Fishing" then set Fishing = integer(SkillPoint)
    if SkillName = "Blacksmithing" then set Blacksmithing = integer(SkillPoint)
    if SkillName = "Shoveling" then set Shoveling = integer(SkillPoint)
    if SkillName = "Farming" then set Farming = integer(SkillPoint)
    saveskills
end

```

YouGotItem (Scripts)

```

on YouGotItem MapDt
    Global MyVehicle

    set the itemdelimiter = ":"
    set Itemname = item 1 of MapDt
    set TheRest = item 2 of MapDt
    set the itemdelimiter = "-"
    set ItemH = item 1 of TheRest
    set ItemV = item 2 of TheRest
    set TheSelItem = Itemname

    set msgText = "(** " & Itemname & ":" & ItemH & ":" & ItemV
    sendchatmsg(msgText)

    repeat with xxx = 158 to 177

        set xxoo = xxx + 217

        if the member of sprite xxx = (member ItemName of castlib "Inventory") then

            if the locH of sprite xxx = ItemH then

                if the locV of sprite xxx = ItemV then set WeCanTakeIt = 1
                if the locV of sprite xxx = ItemV then set the locV of sprite xxoo = -5000
                if the locV of sprite xxx = ItemV then set the locV of sprite xxx = -5000
            end if
        end if
    end repeat

    if MyVehicle <> "" then

        if ItemName contains "'s Boat" then exit
        if ItemName contains "'s Battleship" then exit
        if ItemName contains "'s Airship" then exit

    else

        if ItemName contains "'s Boat" then set ItemName = "Boat Deed"
        if ItemName contains "'s Battleship" then set ItemName = "Battleship Deed"
        if ItemName contains "'s Airship" then set ItemName = "Airship Deed"

    end if

    if Itemname contains " Crystal" then
        AddItemToInventory TheSelItem
    end if

end

on BadItem MapDt

    set TheText = "You cannot pick this up because it's no longer there"
    AddToChat(TheText)

    set the itemdelimiter = ":"
    set Itemname = item 1 of MapDt
    set TheRest = item 2 of MapDt
    set the itemdelimiter = "-"
    set ItemH = item 1 of TheRest
    set ItemV = item 2 of TheRest

    set msgText = "(** " & Itemname & ":" & ItemH & ":" & ItemV
    sendchatmsg(msgText)

end

```

Inxition (Scripts)

on RunInxition

Global Exp, ExpNeeded, MyName, gConnect, CharMap

set zNfo = ExpNeeded - Exp

if zNfo < 10000 then set Dtt = " is extremely far from becoming more powerful."

if zNfo < 250 then set Dtt = " is far from becoming more powerful."

if zNfo < 200 then set Dtt = " still has much to learn before becoming more powerful."

if zNfo < 150 then set Dtt = " has progressed well thus far, and will become more powerful in the coming battles."

if zNfo < 100 then set Dtt = " is close to becoming more powerful."

if zNfo < 70 then set Dtt = " will become more powerful very soon."

if zNfo < 30 then set Dtt = " will become more powerful within only a few more fights."

set Dtt = MyName & Dtt

gConnect.sendNetMessage("@" & CharMap, "sqa", Dtt)

end

HEAD CHECK (Scripts)

```
on EncodeHeader MHead
  Global TempHeader

  set TempHeader = MHead

  repeat with x = 1 to 150
    if char x of MHead = "a" then put "1" into char x of TempHeader
    if char x of MHead = "e" then put "2" into char x of TempHeader
    if char x of MHead = "i" then put "3" into char x of TempHeader
    if char x of MHead = "o" then put "4" into char x of TempHeader
    if char x of MHead = "u" then put "5" into char x of TempHeader
    if char x of MHead = "y" then put "6" into char x of TempHeader
    if char x of MHead = "m" then put "7" into char x of TempHeader
    if char x of MHead = "r" then put "8" into char x of TempHeader
    if char x of MHead = "s" then put "9" into char x of TempHeader
  end repeat

end

on HeadDrop
  Global SelInventory, DoNotDropThis, TempHeader, RPGName

  repeat with x = 1 to 150
    if char x of TempHeader = "1" then put "a" into char x of TempHeader
    if char x of TempHeader = "2" then put "e" into char x of TempHeader
    if char x of TempHeader = "3" then put "i" into char x of TempHeader
    if char x of TempHeader = "4" then put "o" into char x of TempHeader
    if char x of TempHeader = "5" then put "u" into char x of TempHeader
    if char x of TempHeader = "6" then put "y" into char x of TempHeader
    if char x of TempHeader = "7" then put "m" into char x of TempHeader
    if char x of TempHeader = "8" then put "r" into char x of TempHeader
    if char x of TempHeader = "9" then put "s" into char x of TempHeader
  end repeat

  set searchName = RPGName & "'s"

  if TempHeader contains SearchName then

  else

    set DoNotDropThis = TRUE
  end if

  set SearchName = "Hall of the " & field (member "Guild" of castlib "TempSave")

  if TempHeader contains SearchName then
    set DoNotDropThis = FALSE
  end if

  repeat with x = 1 to 150
    if char x of TempHeader = "a" then put "1" into char x of TempHeader
    if char x of TempHeader = "e" then put "2" into char x of TempHeader
    if char x of TempHeader = "i" then put "3" into char x of TempHeader
    if char x of TempHeader = "o" then put "4" into char x of TempHeader
    if char x of TempHeader = "u" then put "5" into char x of TempHeader
    if char x of TempHeader = "y" then put "6" into char x of TempHeader
    if char x of TempHeader = "m" then put "7" into char x of TempHeader
    if char x of TempHeader = "r" then put "8" into char x of TempHeader
    if char x of TempHeader = "s" then put "9" into char x of TempHeader
  end repeat

end
```

LookForExit (Scripts)

```

on LookForExit
  Global EMapX, EMapY, ELocX, ELocY, DropOutNow, MyVehicle
  Global E2MapX, E2MapY, E2LocX, E2LocY, DeathStopRespawnTimer

  if MyVehicle <> "" then exit

  repeat with x = 158 to 177

    set Chk1 = member(the member of sprite x).name

    if Chk1 = "Exit" then

      if sprite 112 intersects sprite x then

        if the locH of sprite x = the locH of sprite 112 then

          if the locV of sprite x = the locV of sprite 112 then
            set DeathStopRespawnTimer = 400
            set the locV of sprite x = -5000
            updatestage
            set DropOutNow = 1
            set WarpDat = "!!! !!! "
            set WarpDat = WarpDat & "x" & EMapX & "y" & EMapY
            set WarpDat = WarpDat & " " & ELocX & " " & ELocY

            WarpMe WarpDat
          end if
        end if
      end if
    end if

    if Chk1 = "Exit2" then

      if sprite 112 intersects sprite x then

        if the locH of sprite x = the locH of sprite 112 then

          if the locV of sprite x = the locV of sprite 112 then
            set DeathStopRespawnTimer = 400
            set the locV of sprite x = -5000
            updatestage
            set DropOutNow = 1
            set WarpDat = "!!! !!! "
            set WarpDat = WarpDat & "x" & E2MapX & "y" & E2MapY
            set WarpDat = WarpDat & " " & E2LocX & " " & E2LocY
            WarpMe WarpDat
          end if
        end if
      end if
    end if

  end repeat

end

```


tile change (Scripts)

```

on TileRep TileDat
  Global BlockedTiles, ComplexFX

  set the itemdelimiter = ":"
  set OldTile = item 1 of Tiledat
  set NewTile = item 2 of TileDat
  set AttackX = integer(item 3 of TileDat)
  set AttackY = integer(item 4 of TileDat)

  set TheMap = field (member "MapData" of castlib 1)

  set the itemdelimiter = "#"

  if AttackY = 1 then set BottomFile = word AttackX of item 1 of TheMap
  if AttackY = 2 then set BottomFile = word AttackX of item 2 of TheMap
  if AttackY = 3 then set BottomFile = word AttackX of item 3 of TheMap
  if AttackY = 4 then set BottomFile = word AttackX of item 4 of TheMap
  if AttackY = 5 then set BottomFile = word AttackX of item 5 of TheMap
  if AttackY = 6 then set BottomFile = word AttackX of item 6 of TheMap
  if AttackY = 7 then set BottomFile = word AttackX of item 7 of TheMap
  if AttackY = 8 then set BottomFile = word AttackX of item 8 of TheMap
  if AttackY = 9 then set BottomFile = word AttackX of item 9 of TheMap
  if AttackY = 10 then set BottomFile = word AttackX of item 46 of TheMap
  if AttackY = 11 then set BottomFile = word AttackX of item 47 of TheMap
  if AttackY = 12 then set BottomFile = word AttackX of item 48 of TheMap

  if AttackY = 1 then
    if word AttackX of item 19 of TheMap = OldTile then put NewTile into word AttackX of item 19 of TheMap
  end if

  if AttackY = 2 then
    if word AttackX of item 20 of TheMap = OldTile then put NewTile into word AttackX of item 20 of TheMap
  end if

  if AttackY = 3 then
    if word AttackX of item 21 of TheMap = OldTile then put NewTile into word AttackX of item 21 of TheMap
  end if

  if AttackY = 4 then
    if word AttackX of item 22 of TheMap = OldTile then put NewTile into word AttackX of item 22 of TheMap
  end if

  if AttackY = 5 then
    if word AttackX of item 23 of TheMap = OldTile then put NewTile into word AttackX of item 23 of TheMap
  end if

  if AttackY = 6 then
    if word AttackX of item 24 of TheMap = OldTile then put NewTile into word AttackX of item 24 of TheMap
  end if

  if AttackY = 7 then
    if word AttackX of item 25 of TheMap = OldTile then put NewTile into word AttackX of item 25 of TheMap
  end if

  if AttackY = 8 then
    if word AttackX of item 26 of TheMap = OldTile then put NewTile into word AttackX of item 26 of TheMap
  end if

  if AttackY = 9 then
    if word AttackX of item 27 of TheMap = OldTile then put NewTile into word AttackX of item 27 of TheMap
  end if

  if AttackY = 10 then
    if word AttackX of item 49 of TheMap = OldTile then put NewTile into word AttackX of item 49 of TheMap
  end if

  if AttackY = 11 then
    if word AttackX of item 50 of TheMap = OldTile then put NewTile into word AttackX of item 50 of TheMap
  end if

  if AttackY = 12 then
    if word AttackX of item 51 of TheMap = OldTile then put NewTile into word AttackX of item 51 of TheMap
  end if

  put TheMap into field (member "MapData" of castlib 1)

  set TheMap2 = field (member "Layer2" of castlib 1)
  if AttackY = 1 then put NewTile into word AttackX of line 1 of TheMap2
  if AttackY = 2 then put NewTile into word AttackX of line 2 of TheMap2
  if AttackY = 3 then put NewTile into word AttackX of line 3 of TheMap2
  if AttackY = 4 then put NewTile into word AttackX of line 4 of TheMap2
  if AttackY = 5 then put NewTile into word AttackX of line 5 of TheMap2
  if AttackY = 6 then put NewTile into word AttackX of line 6 of TheMap2
  if AttackY = 7 then put NewTile into word AttackX of line 7 of TheMap2
  if AttackY = 8 then put NewTile into word AttackX of line 8 of TheMap2
  if AttackY = 9 then put NewTile into word AttackX of line 9 of TheMap2
  if AttackY = 10 then put NewTile into word AttackX of line 10 of TheMap2

```

```

if AttackY = 10 then put NewTile into word AttackX of line 10 of TheMap2
if AttackY = 11 then put NewTile into word AttackX of line 11 of TheMap2
if AttackY = 12 then put NewTile into word AttackX of line 12 of TheMap2

```

```

put TheMap2 into field (member "Layer2" of castlib 1)

```

```

set ShadowLayer = field (member "Layer4" of castlib 1)
if AttackY = 1 then set ShadowFile = word AttackX of line 1 of ShadowLayer
if AttackY = 2 then set ShadowFile = word AttackX of line 2 of ShadowLayer
if AttackY = 3 then set ShadowFile = word AttackX of line 3 of ShadowLayer
if AttackY = 4 then set ShadowFile = word AttackX of line 4 of ShadowLayer
if AttackY = 5 then set ShadowFile = word AttackX of line 5 of ShadowLayer
if AttackY = 6 then set ShadowFile = word AttackX of line 6 of ShadowLayer
if AttackY = 7 then set ShadowFile = word AttackX of line 7 of ShadowLayer
if AttackY = 8 then set ShadowFile = word AttackX of line 8 of ShadowLayer
if AttackY = 9 then set ShadowFile = word AttackX of line 9 of ShadowLayer
if AttackY = 10 then set ShadowFile = word AttackX of line 10 of ShadowLayer
if AttackY = 11 then set ShadowFile = word AttackX of line 11 of ShadowLayer
if AttackY = 12 then set ShadowFile = word AttackX of line 12 of ShadowLayer

```

```

baseImage = member(300).image
tile = member(BottomFile).image
top = (AttackY - 1) * 32
left = (AttackX - 1) * 32
destRect = rect(left, top, left + 32, top + 32)
baseImage.copyPixels (tile, destRect, tile.rect)

```

```

baseImage = member(300).image
tile = member(ShadowFile).image
top = (AttackY - 1) * 32
left = (AttackX - 1) * 32
destRect = rect(left, top, left + 32, top + 32)
baseImage.copyPixels (tile, destRect, tile.rect, [#ink: 36, #blendLevel: 70, #bgcolor: color(#rgb, 0, 255, 0), #color:
255])

```

```

baseImage = member(300).image
tile = member(NewTile).image
top = (AttackY - 1) * 32
left = (AttackX - 1) * 32
destRect = rect(left, top, left + 32, top + 32)
baseImage.copyPixels (tile, destRect, tile.rect, [#ink: 36, #blendlevel: 255, #bgcolor: color(#rgb, 0, 255, 0), #color:
255])

```

```

set ThisTile = "x" & AttackX & "y" & AttackY
set DeleteBlock = FALSE
if field (member "BlockedListX" of castlib "MapGFX") contains NewTile then set DeleteBlock = TRUE

```

```

if DeleteBlock = TRUE then
  repeat with x = 1 to 160
    if line x of BlockedTiles = ThisTile & "*" then delete line x of BlockedTiles
  end repeat
end if

```

```

if BlockedTiles contains ThisTile then

```

```

else
  if DeleteBlock = FALSE then set BlockedTiles = BlockedTiles & ThisTile & "*" & RETURN
end if

```

```

end

```

80 (Scripts)

```

on CheckForAnonymity

```

```

end

```

TimeSwatch (Scripts)

```

Global AdminProtect, SystemJail, SpeedHackProt, CharEditProt, SystemExp, IAmImmortal, DrawDir, CheatDat, MyIPAddress,
SpeedHackProtection

on StartTheTime Tmmm
  Global OldMinute, NewMinute, FiveMinCountdown

  set FiveMinCountdown = 1230
end

on TimeSwatch Tmmm
  Global OldMinute, NewMinute, FiveMinCountdown, IsIndoors, RightHandE, gConnect

  set FiveMinCountdown = 1230

  set OldMinute = NewMinute

  if OldMinute = VOID then set OldMinute = 400
  if OldMinute = "" then set OldMinute = 300

  set the itemdelimiter = ":"
  set NewMinute = integer(Item 2 of Tmmm)

  if NewMinute = OldMinute then
    if IAmImmortal = FALSE then
      if SpeedHackProtection <> FALSE then
        set msgText = "I'm a speed hacker and I just got kicked for it."
        SendToAdmins(msgText)
        alert "Your client is running at more than 20 frames per second. This is caused by speed hacking."
        set CheatDat = MyIPAddress & ":" & "Speed Hacking"
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"AddMeToCheaters", #content:CheatDat])
        gConnect = 0
        quit
      end if
    end if
  end if

  if the frame > 100 then exit

  repeat with x = 157 to 177
    set Clocko = member(the member of sprite x).name
    if Clocko contains "Clock" then
      if NewMinute = 0 then set the member of sprite x = (member "Clock12")
      if NewMinute = 1 then set the member of sprite x = (member "Clock12")
      if NewMinute = 2 then set the member of sprite x = (member "Clock12")
      if NewMinute = 3 then set the member of sprite x = (member "Clock1")
      if NewMinute = 4 then set the member of sprite x = (member "Clock1")
      if NewMinute = 5 then set the member of sprite x = (member "Clock1")
      if NewMinute = 6 then set the member of sprite x = (member "Clock2")
      if NewMinute = 7 then set the member of sprite x = (member "Clock2")
      if NewMinute = 8 then set the member of sprite x = (member "Clock2")
      if NewMinute = 9 then set the member of sprite x = (member "Clock3")
      if NewMinute = 10 then set the member of sprite x = (member "Clock3")
      if NewMinute = 11 then set the member of sprite x = (member "Clock3")
      if NewMinute = 12 then set the member of sprite x = (member "Clock4")
      if NewMinute = 13 then set the member of sprite x = (member "Clock4")
      if NewMinute = 14 then set the member of sprite x = (member "Clock4")
      if NewMinute = 15 then set the member of sprite x = (member "Clock5")
      if NewMinute = 16 then set the member of sprite x = (member "Clock5")
      if NewMinute = 17 then set the member of sprite x = (member "Clock5")
      if NewMinute = 18 then set the member of sprite x = (member "Clock6")
      if NewMinute = 19 then set the member of sprite x = (member "Clock6")
      if NewMinute = 20 then set the member of sprite x = (member "Clock6")
      if NewMinute = 21 then set the member of sprite x = (member "Clock7")
      if NewMinute = 22 then set the member of sprite x = (member "Clock7")
      if NewMinute = 23 then set the member of sprite x = (member "Clock7")
      if NewMinute = 24 then set the member of sprite x = (member "Clock8")
      if NewMinute = 25 then set the member of sprite x = (member "Clock8")
      if NewMinute = 26 then set the member of sprite x = (member "Clock8")
      if NewMinute = 27 then set the member of sprite x = (member "Clock9")
      if NewMinute = 28 then set the member of sprite x = (member "Clock9")
      if NewMinute = 29 then set the member of sprite x = (member "Clock9")
      if NewMinute = 30 then set the member of sprite x = (member "Clock10")
      if NewMinute = 31 then set the member of sprite x = (member "Clock10")
      if NewMinute = 32 then set the member of sprite x = (member "Clock10")
      if NewMinute = 33 then set the member of sprite x = (member "Clock11")
      if NewMinute = 34 then set the member of sprite x = (member "Clock11")
      if NewMinute = 35 then set the member of sprite x = (member "Clock11")
      if NewMinute = 36 then set the member of sprite x = (member "Clock12")
      if NewMinute = 37 then set the member of sprite x = (member "Clock12")
      if NewMinute = 38 then set the member of sprite x = (member "Clock1")
      if NewMinute = 39 then set the member of sprite x = (member "Clock1")
      if NewMinute = 40 then set the member of sprite x = (member "Clock2")
      if NewMinute = 41 then set the member of sprite x = (member "Clock2")
      if NewMinute = 42 then set the member of sprite x = (member "Clock3")
      if NewMinute = 43 then set the member of sprite x = (member "Clock3")
    end if
  end repeat
end

```

```
    if NewMinute = 43 then set the member of sprite x = (member "Clock3")
    if NewMinute = 44 then set the member of sprite x = (member "Clock4")
    if NewMinute = 45 then set the member of sprite x = (member "Clock4")
    if NewMinute = 46 then set the member of sprite x = (member "Clock5")
    if NewMinute = 47 then set the member of sprite x = (member "Clock5")
    if NewMinute = 48 then set the member of sprite x = (member "Clock6")
    if NewMinute = 49 then set the member of sprite x = (member "Clock6")
    if NewMinute = 50 then set the member of sprite x = (member "Clock7")
    if NewMinute = 51 then set the member of sprite x = (member "Clock7")
    if NewMinute = 52 then set the member of sprite x = (member "Clock8")
    if NewMinute = 53 then set the member of sprite x = (member "Clock8")
    if NewMinute = 54 then set the member of sprite x = (member "Clock9")
    if NewMinute = 55 then set the member of sprite x = (member "Clock9")
    if NewMinute = 56 then set the member of sprite x = (member "Clock10")
    if NewMinute = 57 then set the member of sprite x = (member "Clock10")
    if NewMinute = 58 then set the member of sprite x = (member "Clock11")
    if NewMinute = 59 then set the member of sprite x = (member "Clock11")
  end if
end repeat

CheckSky
end

on LetsGetTime
  Global gConnect

  errCode = gConnect.sendNetMessage("system.server.gettime", "GetTime")
end

on DrawTime
  Global NewMinute, IsIndoors, RightHandE

  if the frame > 100 then exit

  repeat with x = 157 to 177
    set Clocko = member(the member of sprite x).name
    if Clocko contains "Clock" then
      if NewMinute = 0 then set the member of sprite x = (member "Clock12")
      if NewMinute = 1 then set the member of sprite x = (member "Clock12")
      if NewMinute = 2 then set the member of sprite x = (member "Clock12")
      if NewMinute = 3 then set the member of sprite x = (member "Clock1")
      if NewMinute = 4 then set the member of sprite x = (member "Clock1")
      if NewMinute = 5 then set the member of sprite x = (member "Clock1")
      if NewMinute = 6 then set the member of sprite x = (member "Clock2")
      if NewMinute = 7 then set the member of sprite x = (member "Clock2")
      if NewMinute = 8 then set the member of sprite x = (member "Clock2")
      if NewMinute = 9 then set the member of sprite x = (member "Clock3")
      if NewMinute = 10 then set the member of sprite x = (member "Clock3")
      if NewMinute = 11 then set the member of sprite x = (member "Clock3")
      if NewMinute = 12 then set the member of sprite x = (member "Clock4")
      if NewMinute = 13 then set the member of sprite x = (member "Clock4")
      if NewMinute = 14 then set the member of sprite x = (member "Clock4")
      if NewMinute = 15 then set the member of sprite x = (member "Clock5")
      if NewMinute = 16 then set the member of sprite x = (member "Clock5")
      if NewMinute = 17 then set the member of sprite x = (member "Clock5")
      if NewMinute = 18 then set the member of sprite x = (member "Clock6")
      if NewMinute = 19 then set the member of sprite x = (member "Clock6")
      if NewMinute = 20 then set the member of sprite x = (member "Clock6")
      if NewMinute = 21 then set the member of sprite x = (member "Clock7")
      if NewMinute = 22 then set the member of sprite x = (member "Clock7")
      if NewMinute = 23 then set the member of sprite x = (member "Clock7")
      if NewMinute = 24 then set the member of sprite x = (member "Clock8")
      if NewMinute = 25 then set the member of sprite x = (member "Clock8")
      if NewMinute = 26 then set the member of sprite x = (member "Clock8")
      if NewMinute = 27 then set the member of sprite x = (member "Clock9")
      if NewMinute = 28 then set the member of sprite x = (member "Clock9")
      if NewMinute = 29 then set the member of sprite x = (member "Clock9")
      if NewMinute = 30 then set the member of sprite x = (member "Clock10")
      if NewMinute = 31 then set the member of sprite x = (member "Clock10")
      if NewMinute = 32 then set the member of sprite x = (member "Clock10")
      if NewMinute = 33 then set the member of sprite x = (member "Clock11")
      if NewMinute = 34 then set the member of sprite x = (member "Clock11")
      if NewMinute = 35 then set the member of sprite x = (member "Clock11")
      if NewMinute = 36 then set the member of sprite x = (member "Clock12")
      if NewMinute = 37 then set the member of sprite x = (member "Clock12")
      if NewMinute = 38 then set the member of sprite x = (member "Clock1")
      if NewMinute = 39 then set the member of sprite x = (member "Clock1")
      if NewMinute = 40 then set the member of sprite x = (member "Clock2")
      if NewMinute = 41 then set the member of sprite x = (member "Clock2")
      if NewMinute = 42 then set the member of sprite x = (member "Clock3")
      if NewMinute = 43 then set the member of sprite x = (member "Clock3")
      if NewMinute = 44 then set the member of sprite x = (member "Clock4")
      if NewMinute = 45 then set the member of sprite x = (member "Clock4")
      if NewMinute = 46 then set the member of sprite x = (member "Clock5")
      if NewMinute = 47 then set the member of sprite x = (member "Clock5")
      if NewMinute = 48 then set the member of sprite x = (member "Clock6")
      if NewMinute = 49 then set the member of sprite x = (member "Clock6")
      if NewMinute = 50 then set the member of sprite x = (member "Clock7")
      if NewMinute = 51 then set the member of sprite x = (member "Clock7")
      if NewMinute = 52 then set the member of sprite x = (member "Clock8")
      if NewMinute = 53 then set the member of sprite x = (member "Clock8")
```

```
    if NewMinute = 53 then set the member of sprite x = (member "Clock8")
    if NewMinute = 54 then set the member of sprite x = (member "Clock9")
    if NewMinute = 55 then set the member of sprite x = (member "Clock9")
    if NewMinute = 56 then set the member of sprite x = (member "Clock10")
    if NewMinute = 57 then set the member of sprite x = (member "Clock10")
    if NewMinute = 58 then set the member of sprite x = (member "Clock11")
    if NewMinute = 59 then set the member of sprite x = (member "Clock11")
end if
end repeat

    CheckSky
end
```

LoadSystem (Scripts)

```
on LoadSystem SysDat
    Global AdminProtect, SystemJail, SpeedHackProt, CharEditProt, SystemExp, DropOnDeath, GoldDropOnDeath
    Global DeathMap, DeathMapX, DeathMapY

    set SpeedHackProt = line 1 of SysDat
    set CharEditProt = line 2 of SysDat
    set AdminProtect = line 3 of SysDat
    set SystemExp = 500
    set SystemJail = line 5 of SysDat
    set DropOnDeath = line 6 of SysDat
    set GoldDropOnDeath = line 7 of SysDat
    set DeathMapXY = line 8 of SysDat

    set the itemdelimiter = ":"

    set SpeedHackProt = item 2 of SpeedHackProt
    set CharEditProt = item 2 of CharEditProt
    set AdminProtect = item 2 of AdminProtect
    set SystemExp = 500
    set SystemJail = item 2 of SystemJail
    set DropOnDeath = item 2 of DropOnDeath
    set GoldDropOnDeath = item 2 of GoldDropOnDeath

    set DeathMap = item 2 of DeathMapXY
    set DeathMapX = integer(item 3 of DeathMapXY)
    set DeathMapY = integer(item 4 of DeathMapXY)

    set SystemExp = 500
    set SystemJail = integer(SystemJail)

end
```

ViewChar (Scripts)

```

on ViewChar CharDt
  Global Inventory, TheItem

  Global Skill1, Skill2, Skill3, Skill4, Skill5, Skill6, Skill7, Skill8, Skill9, Skill10
  Global Skill11v, Skill12v, ff3v, Skill14v, Skill15v, Skill16v, Skill17v, Skill18v, Skill19v, Skill110v

  set ThisCharDat = ""

  set TheGoods = CharDt

  set the itemdelimiter = ":"
  set MyName = item 1 of CharDt

  set the itemdelimiter = "/"
  set Gold = item 4 of TheGoods

  -----

  set the itemdelimiter = "/"
  set LastName = item 1 of TheGoods
  set the itemdelimiter = ":"
  set LastName = item 4 of LastName

  -----

  set the itemdelimiter = "/"
  set Profile = item 6 of TheGoods

  -----

  set the itemdelimiter = "/"
  set body = item 1 of TheGoods
  set the itemdelimiter = ":"
  set body = item 3 of body
  set MyBody = Body

  -----

  set the itemdelimiter = "/"
  set TheCurValue = item 5 of TheGoods

  set Inventory = ""
  set the itemdelimiter = ":"
  set ItemList = TheCurValue
  set xf = 1
  set xr = 71
  repeat while xf < 18

    if item xf of ItemList <> "" then
      set ItemToSort = item xf of ItemList
      SortItemCode (ItemToSort)
      set Inventory = Inventory & "Carrying: " & TheItem
      set Inventory = Inventory & RETURN
    end if
    set xf = xf + 1
    set xr = xr + 1
  end repeat

  -----

  set the itemdelimiter = "/"
  set TheCurValue = item 2 of TheGoods
  set the itemdelimiter = ":"

  set ClassCode = item 1 of TheCurValue
  set Level = integer(item 2 of TheCurValue)
  set HP = integer(item 3 of TheCurValue)
  set HPMax = integer(item 4 of TheCurValue)
  set SP = integer(item 5 of TheCurValue)
  set SPMax = integer(item 6 of TheCurValue)
  set Exp = integer(item 7 of TheCurValue)
  set Expneeded = integer(item 8 of TheCurValue)
  set Sex = item 9 of TheCurValue

  set Vitt = ""
  set Vitt = Vitt & "Level: " & Level & RETURN
  set Vitt = Vitt & "HP: " & HP & " / " & HPMax
  set Vitt = Vitt & RETURN
  set Vitt = Vitt & "SP: " & SP & " / " & SPMax
  set Vitt = Vitt & RETURN
  set Vitt = Vitt & "EX: " & Exp & " / " & Expneeded

  if ClassCode = 1 then set MyClass = "Fighter"
  if ClassCode = 2 then set MyClass = "Mage"
  if ClassCode = 3 then set MyClass = "Ranger"
  if ClassCode = 4 then set MyClass = "Grunt"

```

```

if ClassCode = 4 then set MyClass = "Grunt"
if ClassCode = 5 then set MyClass = "Swordsman"
if ClassCode = 5 then set MyClass = "Swordsman"
if ClassCode = 6 then set MyClass = "Brawler"
if ClassCode = 7 then set MyClass = "Illusionist"
if ClassCode = 8 then set MyClass = "Wizard"
if ClassCode = 9 then set MyClass = "Sorcerer"
if ClassCode = 10 then set MyClass = "Paladin"
if ClassCode = 11 then set MyClass = "Druid"
if ClassCode = 12 then set MyClass = "Ninja"
if ClassCode = 13 then set MyClass = "Warlock"
if ClassCode = 14 then set MyClass = "Dragoon"
if ClassCode = 15 then set MyClass = "Priest"
if ClassCode = 16 then set MyClass = "Necromancer"
if ClassCode = 17 then set MyClass = "Death Knight"
if ClassCode = 18 then set MyClass = "Immortal"
if ClassCode = 19 then set MyClass = "Bard"
if ClassCode = 20 then set MyClass = "Barbarian"
if ClassCode = 21 then set MyClass = "Fire Mage"
if ClassCode = 22 then set MyClass = "Water Mage"
if ClassCode = 23 then set MyClass = "Wind Mage"
if ClassCode = 24 then set MyClass = "Earth Mage"
if ClassCode = 25 then set MyClass = "Gladiator"
if ClassCode = 26 then set MyClass = "Archer"
set sssg = MyName & " " & LastName & " the " & MyClass

```

```

-----
set the itemdelimiter = "/"
set TheCurValue = item 3 of TheGoods

```

```

set the itemdelimiter = ":"

```

```

set Strength = integer(item 1 of TheCurValue)
set Stamina = integer(item 2 of TheCurValue)
set Agility = integer(item 3 of TheCurValue)
set Dexterity = integer(item 4 of TheCurValue)
set Intelligence = integer(item 5 of TheCurValue)
set Wisdom = integer(item 6 of TheCurValue)
set Speed = integer(item 7 of TheCurValue)
set Aim = integer(item 8 of TheCurValue)

```

```

set haa = Strength & RETURN & Stamina & RETURN & Agility & RETURN & Dexterity & RETURN
set haa = haa & Intelligence & RETURN & Wisdom & RETURN & Speed & RETURN & Aim & RETURN

```

```

set waah = Strength & RETURN & Stamina & RETURN & Agility & RETURN & Dexterity
set waah = Intelligence & RETURN & Wisdom & RETURN & Speed & RETURN & Aim

```

```

-----
set the itemdelimiter = "/"
set TheCurValue = item 9 of TheGoods

```

```

set MySkillListies = ""
set MyfListiesv = ""

```

```

set the itemdelimiter = "|"
set SkillList = item 1 of TheCurValue
set SkillAmounts = item 2 of TheCurValue

```

```

set the itemdelimiter = ":"

```

```

set countyy = 1

```

```

repeat while countyy < 20
  if item countyy of SkillList <> "" then

```

```

    set CurSkillCode = item Countyy of SkillList

```

```

    set hah = 1

```

```

    repeat while hah < 50

```

```

      set CodeLists = field (member 1 of castlib "Codes")
      set the itemdelimiter = ":"
      if item 1 of line hah of CodeLists = CurSkillCode then
        set TheNEWSkill = item 2 of line hah of CodeLists
        set TheNewSkillv = item Countyy of SkillAmounts
        exit repeat
      end if

```

```

      set hah = hah + 1
    end repeat

```

```

    set MySkillListies = MySkillListies & TheNEWSkill & RETURN
    set MySkillListiesv = MySkillListiesv & TheNewSkillv & RETURN

```

```

  end if
  set countyy = countyy + 1
end repeat

```

```

SortSkillByName

```

```

-----
set the itemdelimiter = "/"
set TheCurValue = item 7 of TheGoods

```

```
set TheCurValue = item 7 of TheGoods
```

```
set the itemdelimiter = ":"
```

```
if TheCurValue = "" then
```

```
    set xxoo = 1
end if
```

```
if xxoo <> 1 then
```

```
    set xoo = 1
    set Spells = ""
    repeat while xoo < 30
```

```
        if item xoo of TheCurValue = "1" then set Spells = Spells & "Minor Heal" & RETURN
        if item xoo of TheCurValue = "30" then set Spells = Spells & "Morph" & RETURN
        if item xoo of TheCurValue = "21" then set Spells = Spells & "Meteor" & RETURN
        if item xoo of TheCurValue = "2" then set Spells = Spells & "Radar" & RETURN
        if item xoo of TheCurValue = "3" then set Spells = Spells & "Portal" & RETURN
        if item xoo of TheCurValue = "4" then set Spells = Spells & "Fireball" & RETURN
        if item xoo of TheCurValue = "20" then set Spells = Spells & "Wind Wave" & RETURN
        if item xoo of TheCurValue = "5" then set Spells = Spells & "Firebolt" & RETURN
        if item xoo of TheCurValue = "6" then set Spells = Spells & "Poison Dart" & RETURN
        if item xoo of TheCurValue = "7" then set Spells = Spells & "Weaken" & RETURN
        if item xoo of TheCurValue = "8" then set Spells = Spells & "Bless" & RETURN
        if item xoo of TheCurValue = "9" then set Spells = Spells & "Haste" & RETURN
        if item xoo of TheCurValue = "10" then set Spells = Spells & "Major Heal" & RETURN
        if item xoo of TheCurValue = "11" then set Spells = Spells & "Replenish" & RETURN
        if item xoo of TheCurValue = "12" then set Spells = Spells & "Bolt" & RETURN
        if item xoo of TheCurValue = "40" then set Spells = Spells & "Splash" & RETURN
        if item xoo of TheCurValue = "41" then set Spells = Spells & "Nature Shift" & RETURN
        if item xoo of TheCurValue = "42" then set Spells = Spells & "Holy Weapon" & RETURN
        if item xoo of TheCurValue = "43" then set Spells = Spells & "Illusionary Spikes" & RETURN
        if item xoo of TheCurValue = "44" then set Spells = Spells & "Argon's Fist" & RETURN
        if item xoo of TheCurValue = "45" then set Spells = Spells & "Magic Shield" & RETURN
        if item xoo of TheCurValue = "60" then set Spells = Spells & "Stone Skin" & RETURN
        if item xoo of TheCurValue = "61" then set Spells = Spells & "Crush" & RETURN
        if item xoo of TheCurValue = "62" then set Spells = Spells & "Whirlwind" & RETURN
        if item xoo of TheCurValue = "75" then set Spells = Spells & "Web" & RETURN
        if item xoo of TheCurValue = "50" then set Spells = Spells & "Firesword" & RETURN
        if item xoo of TheCurValue = "31" then set Spells = Spells & "Diminish Hunger" & RETURN
        if item xoo of TheCurValue = "32" then set Spells = Spells & "Smoke Bomb" & RETURN
        if item xoo of TheCurValue = "23" then set Spells = Spells & "Inxition" & RETURN
        set xoo = xoo + 1
```

```
    end repeat
```

```
end if
```

```
-----
-- set the itemdelimiter = "/"
-- set TheCurValue = item 8 of TheGoods
-- set the itemdelimiter = ":"
--
-- if item 1 of TheCurValue = "0" then set HeadE = "Head Equipped: NOTHING"
-- if item 2 of TheCurValue = "0" then set BodyE = "Body Equipped: NOTHING"
-- if item 3 of TheCurValue = "0" then set LeftHandE = "Left Hand Equipped: NOTHING"
-- if item 4 of TheCurValue = "0" then set RightHandE = "Right Hand Equipped: NOTHING"
-- if item 5 of TheCurValue = "0" then set RingE = "Ring Equipped: NOTHING"
-- if item 6 of TheCurValue = "0" then set FeetE = "Feet Equipped: NOTHING"
--
-- if item 1 of TheCurValue <> "0" then
--
--     set ItemToSort = item 1 of TheCurValue
--     SortItemCode (ItemToSort)
--     set HeadE = TheItem
-- end if
--
-- if item 2 of TheCurValue <> "0" then
--
--     set ItemToSort = item 2 of TheCurValue
--     SortItemCode (ItemToSort)
--     set BodyE = "Body Equipped: " & TheItem
-- end if
--
-- if item 3 of TheCurValue <> "0" then
--
--     set ItemToSort = item 3 of TheCurValue
--     SortItemCode (ItemToSort)
--     set LeftHandE = "Left Hand Equipped: " & TheItem
-- end if
--
-- if item 4 of TheCurValue <> "0" then
--
--     set ItemToSort = item 4 of TheCurValue
--     SortItemCode (ItemToSort)
--     set RightHandE = "Right Hand Equipped: " & TheItem
-- end if
--
-- if item 5 of TheCurValue <> "0" then
```



```

-- if item 5 of TheCurValue <> "0" then
--
--     set ItemToSort = item 5 of TheCurValue
--     SortItemCode (ItemToSort)
--     set RingE = "Ring Equipped: " & TheItem
-- end if
--
-- if item 6 of TheCurValue <> "0" then
--
--     set ItemToSort = item 6 of TheCurValue
--     SortItemCode (ItemToSort)
--     set FeetE = "Feet Equipped: " & TheItem
-- end if
--
-- set EquippedText = HeadE & RETURN
-- set EquippedText = EquippedText & BodyE
-- set EquippedText = EquippedText & RETURN
-- set EquippedText = EquippedText & LeftHandE & RETURN & RightHandE & RETURN
-- set EquippedText = EquippedText & RingE & RETURN & FeetE
--
-----
--
set the itemdelimiter = "/"
set TheCurValue = item 1 of TheGoods
set the itemdelimiter = ":"
set CharMap = item 5 of TheCurValue
--
-----
set the itemdelimiter = "/"
set TheCurValue = item 1 of TheGoods
set the itemdelimiter = ":"
set MyLocXY = item 6 of TheCurValue
--
-----
--
set ThisCharDat = "-----" & RETURN & sssg & RETURN
set ThisCharDat = ThisCharDat & Vitt & RETURN
set ThisCharDat = ThisCharDat & "Gold: " & Gold & RETURN
set ThisCharDat = ThisCharDat & Inventory
-- set ThisCharDat = ThisCharDat & EquippedText & RETURN
set ThisCharDat = ThisCharDat & "Map: " & CharMap & RETURN
set ThisCharDat = ThisCharDat & "XY: " & MyLocXY & RETURN & "-----"

set TheText = ThisCharDat
AddTochat(TheText)
end

```

RenderTime (Scripts)

on RenderTime Daytime

exit

if Daytime = "Afternoon" then

set the visible of sprite 285 = FALSE
set the visible of sprite 286 = FALSE
set the visible of sprite 287 = FALSE
set the visible of sprite 288 = FALSE
end if

if Daytime = "Evening" then

set the visible of sprite 285 = TRUE
set the visible of sprite 286 = FALSE
set the visible of sprite 287 = FALSE
set the visible of sprite 288 = FALSE
end if

if Daytime = "Night" then

set the visible of sprite 285 = TRUE
set the visible of sprite 286 = TRUE
set the visible of sprite 287 = TRUE
set the visible of sprite 288 = FALSE
end if

if Daytime = "Dusk" then

set the visible of sprite 285 = TRUE
set the visible of sprite 286 = TRUE
set the visible of sprite 287 = TRUE
set the visible of sprite 288 = TRUE
end if

if Daytime = "Morning" then

set the visible of sprite 285 = TRUE
set the visible of sprite 286 = TRUE
set the visible of sprite 287 = FALSE
set the visible of sprite 288 = FALSE
end if

end

RenderMapX (Scripts)

```

on RenderMapX MapDT
  global KeyLockOut

  global gImageList, TileSelected, AnimateTiles, TileSelected2

  if MapDT contains "#" then set xxxxx = 1

  if xxxxx <> 1 then

    set MapDT = field (member "BlankMapData" of castlib 1)
  end if

  set the itemdelimiter = "#"

  set EList = item 13 of MapDT
  set E2List = item 18 of MapDT

  set the itemdelimiter = ":"

  set MapStyle = "None"

  set ThisSMap = "x" & field (member "x" of castlib "WorldEdit")
  set ThisSMap = ThisSMap & "y" & field (member "y" of castlib "WorldEdit")

  if ThisSMap = "x999y999" then set MapStyle = "Church"
  -- if ThisSMap = "x9999y9999" then set MapStyle = "MurkyDungeon"

  if EList <> "" then

    set MapXX = item 1 of EList
    put MapXX into field (member "MapExitX" of castlib "WorldEdit")
    set MapYY = item 2 of EList
    put MapYY into field (member "MapExitY" of castlib "WorldEdit")
    set ExitXX = item 3 of EList
    put ExitXX into field (member "LocExitX" of castlib "WorldEdit")
    set ExitYY = item 4 of EList
    put ExitYY into field (member "LocExitY" of castlib "WorldEdit")
  end if

  if E2List <> "" then

    set MapXX = item 1 of E2List
    put MapXX into field (member "MapExit2X" of castlib "WorldEdit")
    set MapYY = item 2 of E2List
    put MapYY into field (member "MapExit2Y" of castlib "WorldEdit")
    set ExitXX = item 3 of E2List
    put ExitXX into field (member "LocExit2X" of castlib "WorldEdit")
    set ExitYY = item 4 of E2List
    put ExitYY into field (member "LocExit2Y" of castlib "WorldEdit")
  end if

  set Sign1 = item 14 of MapDT
  set Sign2 = item 15 of MapDT
  set Sign3 = item 16 of MapDT
  put Sign1 into field (member "Sign 1 Text" of castlib "WorldEdit")
  put Sign2 into field (member "Sign 2 Text" of castlib "WorldEdit")
  put Sign3 into field (member "Sign 3 Text" of castlib "WorldEdit")

  set MHead = item 17 of MapDT
  put MHead into field (member "MapHeader" of castlib "WorldEdit")

  set the itemdelimiter = "#"

  set MiscList = item 12 of MapDT

  set the itemdelimiter = ":"

  if Item 1 of MiscList = "O" then

    set the member of sprite 145 = (member "YAY" of castlib "WorldEdit")
  else
    set the member of sprite 145 = (member "NAY" of castlib "WorldEdit")
  end if

  set the member of sprite 150 = (member "NAY" of castlib "WorldEdit")
  set the member of sprite 151 = (member "NAY" of castlib "WorldEdit")
  set the member of sprite 152 = (member "NAY" of castlib "WorldEdit")

  if item 2 of MiscList = "W" then set the member of sprite 150 = (member "YAY" of castlib "WorldEdit")
  if item 2 of MiscList = "M" then set the member of sprite 151 = (member "YAY" of castlib "WorldEdit")
  if item 2 of MiscList = "A" then set the member of sprite 152 = (member "YAY" of castlib "WorldEdit")

  if Item 3 of MiscList = "O" then

    set the member of sprite 147 = (member "YAY" of castlib "WorldEdit")
  else
    set the member of sprite 147 = (member "NAY" of castlib "WorldEdit")
  end if

```

[illegible]

```

    set TheMDat3 = TheMDat3 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
    set TheMDat3 = TheMDat3 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
    set TheMDat3 = TheMDat3 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
    set TheMDat3 = TheMDat3 & "G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3 G3" & RETURN
end if

set TheMDat4 = ""
set TheMDat4 = TheMDat4 & item 37 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 38 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 39 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 40 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 41 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 42 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 43 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 44 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 45 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 55 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 56 of MapDT & RETURN
set TheMDat4 = TheMDat4 & item 57 of MapDT & RETURN

if word 3 of TheMDat4 = "" then
    set TheMDat4 = "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
    set TheMDat4 = TheMDat4 & "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
    set TheMDat4 = TheMDat4 & "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
    set TheMDat4 = TheMDat4 & "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
    set TheMDat4 = TheMDat4 & "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
    set TheMDat4 = TheMDat4 & "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
    set TheMDat4 = TheMDat4 & "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
    set TheMDat4 = TheMDat4 & "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
    set TheMDat4 = TheMDat4 & "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
    set TheMDat4 = TheMDat4 & "5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A 5A" & RETURN
end if

set MonstList = item 11 of MapDT
if MonstList <> "" then put MonstList into field (member "MonsterList" of castlib "WorldEdit")

-----
-----
put TheMDat into field (member "Mapdata" of castlib 1)
put TheMDat2 into field (member "Layer2" of castlib 1)
put TheMDat3 into field (member "Layer3" of castlib 1)
put TheMDat4 into field (member "Layer4" of castlib 1)

base = image(544, 384, 32)
targetMember = new (#bitmap, member 300)
tile = member("G1").image
sourceRect = tile.rect

repeat with row = 1 to 12
    repeat with column = 1 to 17
        set CurLine = line row of TheMDat
        set tile = word column of CurLine
        if tile = "" then set tile = "G3"
        set tile = member(tile).image
        top = (row - 1) * 32
        left = (column - 1) * 32
        targetRect = rect(left, top, left + 32, top + 32)
        base.copyPixels(tile, targetRect, sourceRect)
    end repeat
end repeat

targetMember.image = base

base = image(544, 384, 32)
targetMember = new (#bitmap, member 331)
tile = member("K1").image
sourceRect = tile.rect

repeat with row = 1 to 12
    repeat with column = 1 to 17
        set CurLine = line row of theMDat2
        set tile = word column of CurLine
        if tile = "" then set tile = "G3"
        set tile = member(tile).image
        top = (row - 1) * 32
        left = (column - 1) * 32
        targetRect = rect(left, top, left + 32, top + 32)
        base.copyPixels(tile, targetRect, sourceRect)
    end repeat
end repeat

targetMember.image = base

base = image(544, 384, 32)
targetMember = new (#bitmap, member 332)

```

```

targetMember = new (#bitmap, member 332)
tile = member("K1").image
sourceRect = tile.rect

repeat with row = 1 to 12
  repeat with column = 1 to 17
    set CurLine = line row of TheMDat3
    set tile = word column of CurLine
    if tile = "" then set tile = "G3"
    set tile = member(tile).image
    top = (row - 1) * 32
    left = (column - 1) * 32
    targetRect = rect(left, top, left + 32, top + 32)
    base.copyPixels(tile, targetRect, sourceRect)
  end repeat
end repeat

```

```
targetMember.image = base
```

```

base = image(544, 384, 32)
targetMember = new (#bitmap, member 298)
tile = member("K1").image
sourceRect = tile.rect

```

```

repeat with row = 1 to 12
  repeat with column = 1 to 17
    set CurLine = line row of TheMDat4
    set tile = word column of CurLine
    if tile = "" then set tile = "G3"
    set tile = member(tile).image
    top = (row - 1) * 32
    left = (column - 1) * 32
    targetRect = rect(left, top, left + 32, top + 32)
    base.copyPixels(tile, targetRect, sourceRect)
  end repeat
end repeat

```

```
targetMember.image = base
```

```

put "" into field (member "SP115" of castlib "Chars")
put "" into field (member "SP118" of castlib "Chars")
put "" into field (member "SP121" of castlib "Chars")
put "" into field (member "SP124" of castlib "Chars")
put "" into field (member "SP127" of castlib "Chars")
put "" into field (member "SP130" of castlib "Chars")
put "" into field (member "SP133" of castlib "Chars")
put "" into field (member "SP136" of castlib "Chars")
put "" into field (member "SP139" of castlib "Chars")
put "" into field (member "SP142" of castlib "Chars")
put "" into field (member "SP145" of castlib "Chars")

```

```

if MapStyle <> "None" then
  member(member 300).image.copyPixels(member(member MapStyle).image, member(member MapStyle).rect, member(member
MapStyle).rect)
end if

```

```
DrawNPCs (MapDT)
```

```
end
```

ItemsX (Scripts)

```

on GetItemsX TheItems
    global KeyLockOut, NewMinute

    if TheItems = "" then

        repeat with x = 110 to 185

            set the visible of sprite x = TRUE
        end repeat

        set the visible of sprite 107 = TRUE
        set the visible of sprite 108 = TRUE

        set KeyLockOut = FALSE
        exit
    end if

    if TheItems = VOID then

        repeat with x = 110 to 185

            set the visible of sprite x = TRUE
        end repeat

        set the visible of sprite 107 = TRUE
        set the visible of sprite 108 = TRUE

        set KeyLockOut = FALSE
        exit
    end if

    ----- *****

    repeat with CurItemmm = 158 to 177

        set the itemdelimiter = "|"
        set CustomGFX = FALSE

        if CurItemmm = 158 then set CurItem = 1
        if CurItemmm = 159 then set CurItem = 2
        if CurItemmm = 160 then set CurItem = 3
        if CurItemmm = 161 then set CurItem = 4
        if CurItemmm = 162 then set CurItem = 5
        if CurItemmm = 163 then set CurItem = 6
        if CurItemmm = 164 then set CurItem = 7
        if CurItemmm = 165 then set CurItem = 8
        if CurItemmm = 166 then set CurItem = 9
        if CurItemmm = 167 then set CurItem = 10
        if CurItemmm = 168 then set CurItem = 11
        if CurItemmm = 169 then set CurItem = 12
        if CurItemmm = 170 then set CurItem = 13
        if CurItemmm = 171 then set CurItem = 14
        if CurItemmm = 172 then set CurItem = 15
        if CurItemmm = 173 then set CurItem = 16
        if CurItemmm = 174 then set CurItem = 17
        if CurItemmm = 175 then set CurItem = 18
        if CurItemmm = 176 then set CurItem = 19
        if CurItemmm = 177 then set CurItem = 20

        if item CurItem of TheItems <> "" then

            set ThisItem = item CurItem of TheItems
            set the itemdelimiter = ":"
            set ItemName = item 1 of ThisItem

            if CurItemmm = 158 then set CurMember = 460
            if CurItemmm = 159 then set CurMember = 461
            if CurItemmm = 160 then set CurMember = 462
            if CurItemmm = 161 then set CurMember = 463
            if CurItemmm = 162 then set CurMember = 464
            if CurItemmm = 163 then set CurMember = 465
            if CurItemmm = 164 then set CurMember = 466
            if CurItemmm = 165 then set CurMember = 467
            if CurItemmm = 166 then set CurMember = 468
            if CurItemmm = 167 then set CurMember = 469
            if CurItemmm = 168 then set CurMember = 470
            if CurItemmm = 169 then set CurMember = 471
            if CurItemmm = 170 then set CurMember = 472
            if CurItemmm = 171 then set CurMember = 473
            if CurItemmm = 172 then set CurMember = 474
            if CurItemmm = 173 then set CurMember = 475
            if CurItemmm = 174 then set CurMember = 476
            if CurItemmm = 175 then set CurMember = 477
            if CurItemmm = 176 then set CurMember = 478
            if CurItemmm = 177 then set CurMember = 479

            set ItsGold = 0

```

```
set ItsGold = 0
```

```
if Itemname contains " gold" then
  set the itemdelimiter = " "
  set GoldAmnt = integer(item 1 of Itemname)
  if GoldAmnt > 0 then set TheItIcon = 1
  if GoldAmnt > 49 then set TheItIcon = 2
  if GoldAmnt > 99 then set TheItIcon = 3
  set ItsGold = 1
end if
```

```
if ItsGold = 1 then
  if TheItIcon = 1 then
    baseImage = member(member CurMember of castlib "Inventory").image
    set tileName = "SmallGold"
    tile = member(tileName).image
    destRect = rect(1, 1, 1 + 32, 1 + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
    member(member CurMember of castlib "Inventory").name = Itemname
    set CustomGFX = TRUE
  end if
  if TheItIcon = 2 then
    baseImage = member(member CurMember of castlib "Inventory").image
    set tileName = "MediumGold"
    tile = member(tileName).image
    destRect = rect(1, 1, 1 + 32, 1 + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
    member(member CurMember of castlib "Inventory").name = Itemname
    set CustomGFX = TRUE
  end if
  if TheItIcon = 3 then
    baseImage = member(member CurMember of castlib "Inventory").image
    set tileName = "LargeGold"
    tile = member(tileName).image
    destRect = rect(1, 1, 1 + 32, 1 + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
    member(member CurMember of castlib "Inventory").name = Itemname
    set CustomGFX = TRUE
  end if
end if
```

```
if Itemname contains "Map" then
  baseImage = member(member CurMember of castlib "Inventory").image
  set tileName = "MapPic"
  tile = member(tileName).image
  destRect = rect(1, 1, 1 + 32, 1 + 32)
  baseImage.copyPixels (tile, destRect, tile.rect)
  member(member CurMember of castlib "Inventory").name = Itemname
  set CustomGFX = TRUE
end if
```

```
if Itemname contains "'s Newspaper" then
  baseImage = member(member CurMember of castlib "Inventory").image
  set tileName = "NewspaperPic"
  tile = member(tileName).image
  destRect = rect(1, 1, 1 + 32, 1 + 32)
  baseImage.copyPixels (tile, destRect, tile.rect)
  member(member CurMember of castlib "Inventory").name = Itemname
  set CustomGFX = TRUE
end if
```

```
if Itemname contains "Cabinet#" then
  baseImage = member(member CurMember of castlib "Inventory").image
  set tileName = "CabinetPic"
  tile = member(tileName).image
  destRect = rect(1, 1, 1 + 32, 1 + 32)
  baseImage.copyPixels (tile, destRect, tile.rect)
  member(member CurMember of castlib "Inventory").name = Itemname
  set CustomGFX = TRUE
end if
```

```
if Itemname contains "Wind Cabinet#" then
  baseImage = member(member CurMember of castlib "Inventory").image
  set tileName = "WindCabinetPic"
  tile = member(tileName).image
  destRect = rect(1, 1, 1 + 32, 1 + 32)
  baseImage.copyPixels (tile, destRect, tile.rect)
  member(member CurMember of castlib "Inventory").name = Itemname
  set CustomGFX = TRUE
end if
```

```
if Itemname contains "Crate#" then
  baseImage = member(member CurMember of castlib "Inventory").image
  set tileName = "CratePic"
  tile = member(tileName).image
  destRect = rect(1, 1, 1 + 32, 1 + 32)
  baseImage.copyPixels (tile, destRect, tile.rect)
  member(member CurMember of castlib "Inventory").name = Itemname
  set CustomGFX = TRUE
end if
```

```
if Itemname contains "cauldron#" then
  baseImage = member(member CurMember of castlib "Inventory").image
```



```
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "cauldronPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "Painting#" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "PaintingPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "Photo#" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "PhotoPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Mailbox" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "MailBoxPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Door" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "DoorPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Opened Door" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "OpenDoorPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s House Vault" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "HouseVaultPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Guild Vault" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "GuildVaultPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Board" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "MessageBoardPic"
tile = member(tileName).image
destRect = rect(1, 1, 1 + 32, 1 + 32)
baseImage.copyPixels (tile, destRect, tile.rect)
member(member CurMember of castlib "Inventory").name = Itemname
set CustomGFX = TRUE
end if

if Itemname contains "'s Boat" then
baseImage = member(member CurMember of castlib "Inventory").image
set tileName = "BoatPic"
```

```

    set tileName = "BoatPic"
    tile = member(tileName).image
    destRect = rect(1, 1, 1 + 32, 1 + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
    member(member CurMember of castlib "Inventory").name = Itemname
    set CustomGFX = TRUE
end if

if Itemname contains "'s Airship" then
    baseImage = member(member CurMember of castlib "Inventory").image
    set tileName = "AirshipPic"
    tile = member(tileName).image
    destRect = rect(1, 1, 1 + 32, 1 + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
    member(member CurMember of castlib "Inventory").name = Itemname
    set CustomGFX = TRUE
end if

if Itemname contains "'s Battleship" then
    baseImage = member(member CurMember of castlib "Inventory").image
    set tileName = "BattleshipPic"
    tile = member(tileName).image
    destRect = rect(1, 1, 1 + 32, 1 + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
    member(member CurMember of castlib "Inventory").name = Itemname
    set CustomGFX = TRUE
end if

if Itemname contains " Crystal" then
    baseImage = member(member CurMember of castlib "Inventory").image
    if Itemname contains "Blue" then set tileName = "BlueCrystal"
    if Itemname contains "Red" then set tileName = "RedCrystal"
    if Itemname contains "Green" then set tileName = "GreenCrystal"
    if Itemname contains "Yellow" then set tileName = "YellowCrystal"
    if Itemname contains "Purple" then set tileName = "PurpleCrystal"
    if Itemname contains "White" then set tileName = "WhiteCrystal"
    tile = member(tileName).image
    destRect = rect(1, 1, 1 + 32, 1 + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
    member(member CurMember of castlib "Inventory").name = Itemname
    set CustomGFX = TRUE
end if

set the itemdelimiter = ":"
set the member of sprite CurItemmm = (member ItemName of castlib "Inventory")
if CustomGFX = TRUE then set the member of sprite CurItemmm = (member CurMember of castlib "Inventory")
set XY = item 2 of ThisItem
set the itemdelimiter = "-"
set X = integer(item 1 of XY)
set Y = integer(item 2 of XY)
set the locH of sprite CurItemmm = X
set the locV of sprite CurItemmm = Y
if the frame > 200 then set the locH of sprite CurItemmm = the locH of sprite CurItemmm - 14
if the frame > 200 then set the locV of sprite CurItemmm = the locV of sprite CurItemmm
set the locZ of sprite CurItemmm = the locZ of sprite 110 + 10
end if
end repeat

repeat with x = 110 to 185

    set the visible of sprite x = TRUE
end repeat

set the visible of sprite 107 = TRUE
set the visible of sprite 108 = TRUE

set KeyLockOut = FALSE

end

```

CheckMonsterHitByYou (Scripts)

```
on CheckMonHitt(Xt, AttPower, Arrowing, MyX, MyY)
  Global Facing, MyName, CharMap, gConnect, LeftHandE, AttackParam

  set MyFirstX = MyX
  set MyFirstY = MyY

  if Facing = "E" then set MyX = MyX + 1
  if Facing = "W" then set MyX = MyX - 1
  if Facing = "N" then set MyY = MyY - 1
  if Facing = "S" then set MyY = MyY + 1

  set OldX = MyX
  set OldY = MyY

  set MonDef = the defense of sprite Xt
  set AttPower = AttPower - MonDef

  if Xt = 180 then set CurMon = the monstername of sprite 180
  if Xt = 181 then set CurMon = the monstername of sprite 181
  if Xt = 182 then set CurMon = the monstername of sprite 182
  if Xt = 183 then set CurMon = the monstername of sprite 183
  if Xt = 184 then set CurMon = the monstername of sprite 184

  if LeftHandE contains "Sword" then
    if CurMon = "Assasin" then set AttPower = AttPower - 7
    if CurMon = "Lizard Warrior" then set AttPower = AttPower - 5
    if CurMon = "Elf" then set AttPower = AttPower - 3
    if CurMon = "Skeleton" then set AttPower = AttPower - 6
    if CurMon = "Officer" then set AttPower = AttPower - 8
    if CurMon = "Imp" then set AttPower = AttPower - 3
    if CurMon = "Slime" then set AttPower = AttPower + 2
    if CurMon contains "Orc" then set AttPower = AttPower + 2
    if CurMon = "Cyclops" then set AttPower = AttPower + 3
    if CurMon contains "Faction Member" then set AttPower = AttPower - 3
    if CurMon = "Gazer" then set AttPower = AttPower + 3
  end if

  if LeftHandE contains "Ice Sword" then
    if CurMon = "Yeti" then set AttPower = AttPower - 7
    if CurMon = "Snow Serpent" then set AttPower = AttPower - 13
    if CurMon = "Snow Demon" then set AttPower = AttPower - 13
    if CurMon = "Fire Demon" then set AttPower = AttPower + 9
  end if

  if LeftHandE contains "Fire Sword" then
    if CurMon = "Yeti" then set AttPower = AttPower + 7
    if CurMon = "Snow Serpent" then set AttPower = AttPower + 13
    if CurMon = "Snow Demon" then set AttPower = AttPower + 13
    if CurMon = "Fire Demon" then set AttPower = AttPower - 9
  end if

  if LeftHandE contains "Scimitar" then
    if CurMon = "Zombie" then set AttPower = AttPower + 6
    if CurMon = "Skeleton" then set AttPower = AttPower + 6
    if CurMon = "Death" then set AttPower = AttPower + 6
    if CurMon = "Demon" then set AttPower = AttPower + 6
    if CurMon = "Ghoul" then set AttPower = AttPower + 6
  end if

  if LeftHandE contains "Bo" then
    if CurMon = "Mega Slime" then set AttPower = AttPower + 7
    if CurMon = "Poison Frog" then set AttPower = AttPower + 5
  end if

  if LeftHandE contains "Dark" then
    if CurMon = "Overlord" then set AttPower = AttPower - 12
  end if

  if LeftHandE contains "Hope" then
    if CurMon = "Overlord" then set AttPower = AttPower + 14 + random(6)
    if CurMon contains "Dark" then set AttPower = AttPower + 6 + random(6)
  end if

  if LeftHandE contains "Hammer" then
    if CurMon = "Assasin" then set AttPower = AttPower + 7
    if CurMon = "Lizard Warrior" then set AttPower = AttPower + 5
    if CurMon = "Elf" then set AttPower = AttPower + 3
    if CurMon = "Skeleton" then set AttPower = AttPower + 6
    if CurMon = "Officer" then set AttPower = AttPower + 8
    if CurMon = "Imp" then set AttPower = AttPower + 3
    if CurMon = "Slime" then set AttPower = AttPower - 2
    if CurMon = "Orc" then set AttPower = AttPower - 2
    if CurMon contains "Cyclops" then set AttPower = AttPower - 3
    if CurMon contains "Faction Member" then set AttPower = AttPower + 3
    if CurMon = "Gazer" then set AttPower = AttPower - 3
  end if
```

```
if AttPower < 1 then set AttPower = random(3)

if CurMon = "Overlord" then
  set XPlus1 = TRUE
  set XPlus2 = TRUE
  set YMinus1 = TRUE
end if

if CurMon = "Mutant Worm" then
  set XPlus1 = TRUE
  set XPlus2 = TRUE
  set YMinus1 = TRUE
end if

set MonsterX = the MyLocX of sprite Xt
set MonsterY = the MyLocY of sprite Xt
set OldMonsterX = the MyLocX of sprite Xt
set OldMonsterY = the MyLocY of sprite Xt

if MonsterX = MyFirstX then
  if MonsterY = MyFirstY then
    set DToSend = "84:" & AttPower & ":" & string(Xt) & ":" & MyName
    if Arrowing = FALSE then set AttackParam = AttackParam & "`" & DToSend
    exit
  end if
end if

if MonsterX = MyX then
  if MonsterY = MyY then
    set DToSend = "84:" & AttPower & ":" & string(Xt) & ":" & MyName
    if Arrowing = FALSE then set AttackParam = AttackParam & "`" & DToSend
    exit
  end if
end if

if XPlus1 = TRUE then
  set MonsterX = OldMonsterX + 1
  set MonsterY = OldMonsterY
  if MonsterX = MyX then
    if MonsterY = MyY then
      set DToSend = "84:" & AttPower & ":" & string(Xt) & ":" & MyName
      if Arrowing = FALSE then set AttackParam = AttackParam & "`" & DToSend
      exit
    end if
  end if
end if

if XPlus2 = TRUE then
  set MonsterX = OldMonsterX + 2
  set MonsterY = OldMonsterY
  if MonsterX = MyX then
    if MonsterY = MyY then
      set DToSend = "84:" & AttPower & ":" & string(Xt) & ":" & MyName
      if Arrowing = FALSE then set AttackParam = AttackParam & "`" & DToSend
      exit
    end if
  end if
end if

if YMinus1 = TRUE then
  set MonsterX = OldMonsterX
  set MonsterY = OldMonsterY - 1
  if MonsterX = MyX then
    if MonsterY = MyY then
      set DToSend = "84:" & AttPower & ":" & string(Xt) & ":" & MyName
      if Arrowing = FALSE then set AttackParam = AttackParam & "`" & DToSend
      exit
    end if
  end if
end if

if YMinus1 = TRUE then
  if XPlus1 = TRUE then
    set MonsterX = OldMonsterX + 1
    set MonsterY = OldMonsterY - 1
    if MonsterX = MyX then
      if MonsterY = MyY then
        set DToSend = "84:" & AttPower & ":" & string(Xt) & ":" & MyName
        if Arrowing = FALSE then set AttackParam = AttackParam & "`" & DToSend
        exit
      end if
    end if
  end if
end if

if YMinus1 = TRUE then
  if XPlus2 = TRUE then
    set MonsterX = OldMonsterX + 2
```

```
set MonsterX = OldMonsterX + 2
set MonsterY = OldMonsterY - 1
if MonsterX = MyX then
  if MonsterY = MyY then
    set DToSend = "84:" & AttPower & ":" & string(Xt) & ":" & MyName
    if Arrowing = FALSE then set AttackParam = AttackParam & "`" & DToSend
    exit
  end if
end if
end if
end if
```

end

WorkAttack (Scripts)

```

on WorkAttack
    global LeftHandE, AttPower, Facing, CharMap, MyName, gConnect, ActionDelay, Sprite112AtkAnim, Sprite112SpellAnim,
    LastWeaponSeen
    global CanIAttack, Level, LeftHandE, RightHandE, GetOutCombat, Archery, AtDelay, MyVehicle, AxeFighting, MyLocXY,
    MartialArts
    global Mining, BreakCount, NPCAttackFlag, RingE, StaffFighting, CanMdfy, ItemActionPause, FireSwordCounter, PowerUpBar

    if AtDelay > 0 then exit

    if MyVehicle = "Airship" then
        set AtDelay = 15
        exit
    end if

    set XY = MyLocXY
    set the itemdelimiter = "-"
    set MyX = integer(item 1 of XY)
    set MyY = integer(item 2 of XY)

    if the frame > 76 then exit
    if the frame < 50 then exit

    if ActionDelay > 0 then exit
    if ItemActionPause > 0 then exit
    if CanMdfy = FALSE then exit
    if AtDelay > 0 then exit

    set AttBonus = 0
    if the member of sprite 63 = (member 472) then set AttBonus = 3
    if the member of sprite 63 = (member 474) then set AttBonus = 5
    if the member of sprite 63 = (member 475) then set AttBonus = 7

    set PowerUpBar = 0
    set the locH of sprite 63 = 874

    if LeftHandE = "Fire Staff" then

        if Facing = "E" then set SpellSelected = "FireballR"
        if Facing = "W" then set SpellSelected = "FireballL"
        if Facing = "N" then set SpellSelected = "FireballU"
        if Facing = "S" then set SpellSelected = "FireballD"

        set SPower = 1 + random(3)
        if StaffFighting > 20 then set SPower = SPower + 1
        if StaffFighting > 40 then set SPower = SPower + 2
        if StaffFighting > 80 then set SPower = SPower + 3
        if StaffFighting > 99 then set SPower = SPower + 5
        set AlwaysShoot = 0
        if StaffFighting = 100 then set AlwaysShoot = 2

        if random(SPower) + AlwaysShoot > 2 then
            set Dtt = MyName & ":" & SpellSelected & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
            set Dtt = Dtt & ":" & the mouseH & ":" & the mouseV & ":" & SPower
            gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
        end if
    end if

    if LeftHandE contains "sword" then
        if FireSwordCounter > 0 then
            if Facing = "E" then set SpellSelected = "FireballR"
            if Facing = "W" then set SpellSelected = "FireballL"
            if Facing = "N" then set SpellSelected = "FireballU"
            if Facing = "S" then set SpellSelected = "FireballD"
            set SPower = 4 + random(3)
            set Dtt = MyName & ":" & SpellSelected & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
            set Dtt = Dtt & ":" & the mouseH & ":" & the mouseV & ":" & SPower
            gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
        end if
    end if

    set AtDelay = 14
    set ActionDelay = 14

    -- Set Ring Speeds here

    if RingE = "Ring of Quickness" then set AtDelay = 10
    if RingE = "Ring of Quickness" then set ActionDelay = 10

    if RingE = "Angel Wings" then set AtDelay = 5
    if RingE = "Angel Wings" then set ActionDelay = 5

    if RingE = "Admin Wings" then set AtDelay = 5

```

```
if RingE = "Admin Wings" then set AtDelay = 5
```

```
if RingE = "Admin Wings" then set ActionDelay = 5
```

```
if LeftHandE contains "Axe" then
```

```
if AxeFighting < 10 then set AtDelay = 25
```

```
if AxeFighting < 20 then set AtDelay = 22
```

```
if AxeFighting < 30 then set AtDelay = 21
```

```
if AxeFighting < 40 then set AtDelay = 20
```

```
if AxeFighting < 50 then set AtDelay = 19
```

```
if AxeFighting < 60 then set AtDelay = 18
```

```
if AxeFighting < 70 then set AtDelay = 17
```

```
if AxeFighting < 80 then set AtDelay = 16
```

```
if AxeFighting < 90 then set AtDelay = 15
```

```
end if
```

```
if LeftHandE contains "Mining" then
```

```
if Mining < 10 then set AtDelay = 15
```

```
if Mining < 20 then set AtDelay = 14
```

```
if Mining < 30 then set AtDelay = 13
```

```
if Mining < 40 then set AtDelay = 12
```

```
if Mining < 50 then set AtDelay = 11
```

```
if Mining < 60 then set AtDelay = 10
```

```
if Mining < 70 then set AtDelay = 9
```

```
if Mining < 80 then set AtDelay = 8
```

```
if Mining < 90 then set AtDelay = 7
```

```
end if
```

```
if LeftHandE contains "Watering Bucket" then
```

```
if Facing = "E" then set LoccH = the locH of sprite 112 + 10
```

```
if Facing = "E" then set LoccV = the locV of sprite 112 + 25
```

```
if Facing = "W" then set LoccH = the locH of sprite 112 - 15
```

```
if Facing = "W" then set LoccV = the locV of sprite 112 + 25
```

```
if Facing = "S" then set LoccH = the locH of sprite 112 - 8
```

```
if Facing = "S" then set LoccV = the locV of sprite 112 + 35
```

```
set Dtt = MyName & ":sprinkle:" & LoccH & ":" & LoccV
```

```
set Dtt = Dtt & ":" & LoccH & ":" & LoccV & ":" & "1"
```

```
if Facing <> "N" then gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
```

```
end if
```

```
if LeftHandE contains "Fishing" then
```

```
set AtDelay = 20
```

```
set layer2 = field (member "Layer1" of castlib 1)
```

```
set AttackX = MyX
```

```
set AttackY = MyY
```

```
set FishX = the locH of sprite 112
```

```
set FishY = the locV of sprite 112
```

```
if Facing = "E" then set AttackX = MyX + 1
```

```
if Facing = "W" then set AttackX = MyX - 1
```

```
if Facing = "N" then set AttackY = MyY - 1
```

```
if Facing = "S" then set AttackY = MyY + 1
```

```
if Facing = "E" then set FishX = the locH of sprite 112 + 18
```

```
if Facing = "E" then set FishY = the locV of sprite 112 - 3
```

```
if Facing = "W" then set FishX = the locH of sprite 112 - 21
```

```
if Facing = "W" then set FishY = the locV of sprite 112 - 2
```

```
if Facing = "N" then set FishX = the locH of sprite 112 - 5
```

```
if Facing = "N" then set FishY = the locV of sprite 112 - 17
```

```
if Facing = "S" then set FishX = the locH of sprite 112 - 5
```

```
if Facing = "S" then set FishY = the locV of sprite 112 + 19
```

```
set the itemdelimiter = "#"
```

```
set TheLine = line AttackY of layer2
```

```
set TheTile = word AttackX of TheLine
```

```
if TheTile = "W1" then
```

```
set Dtt = MyName & ":Fishing:" & the locH of sprite 112 & ":" & the locV of sprite 112
```

```
set Dtt = Dtt & ":" & FishX & ":" & FishY & ":" & "1"
```

```
gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
```

```
DropFishies
```

```
end if
```

```
if TheTile = "N1" then
```

```
set Dtt = MyName & ":Fishing:" & the locH of sprite 112 & ":" & the locV of sprite 112
```

```
set Dtt = Dtt & ":" & FishX & ":" & FishY & ":" & "1"
```

```
gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
```

```
DropFishies
```

```
end if
```

```
if TheTile = "D2" then
```

```
set Dtt = MyName & ":Fishing:" & the locH of sprite 112 & ":" & the locV of sprite 112
```

```
set Dtt = Dtt & ":" & FishX & ":" & FishY & ":" & "1"
```

```
gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
```

```

gConnect.sendMessage( "@" & CharMap, "CastSpell", Dtt)
DropFishies
end if

if TheTile = "I2" then

    set Dtt = MyName & ":Fishing:" & the locH of sprite 112 & ":" & the locV of sprite 112
    set Dtt = Dtt & ":" & FishX & ":" & FishY & ":" & "1"
    gConnect.sendMessage( "@" & CharMap, "CastSpell", Dtt)
    DropFishies
end if

end if

set AttPower = 1
GetAttackPower(AttPower)
set AttPower = AttPower + AttBonus

if GetOutCombat = 1 then exit

set Dtt = MyName & ":" & LeftHandE & ":" & MyX & ":" & MyY
set Dtt = Dtt & ":" & Facing & ":" & AttPower

set Arrowing = FALSE

if LeftHandE contains "Bow" then

    if RightHandE contains "Arrows" then

        if RightHandE = "Blue Arrows" then set Dtt = Dtt & ":B"
        if RightHandE = "Red Arrows" then set Dtt = Dtt & ":R"
        if RightHandE = "Yellow Arrows" then set Dtt = Dtt & ":Y"
        if RightHandE = "Green Arrows" then set Dtt = Dtt & ":G"
        if RightHandE = "Purple Arrows" then set Dtt = Dtt & ":P"
        if RightHandE = "White Arrows" then set Dtt = Dtt & ":W"
        set Arrowing = TRUE
    end if
end if

Global AttackParam

set AttackParam = Dtt
set AttackDat = Dtt

-- gConnect.sendMessage( "@" & CharMap, "Attack", Dtt)
set BreakCount = BreakCount - 1
set CanIAttack = FALSE

RunAttack AttackDat

-----
repeat with Xt = 180 to 183
    if the locV of sprite Xt > 0 then
        CheckMonHitt(Xt, AttPower, Arrowing, MyX, MyY)
    end if
end repeat
-----

gConnect.sendMessage( "@" & CharMap, "Attack", AttackParam)

if Arrowing = TRUE then

    if Archery > 0 then
        if Archery < 100 then
            set DoUpgrade = Random(Archery)
            if DoUpgrade = 1 then SortMySkills
            if DoUpgrade = 1 then set Archery = Archery + 1
            if DoUpgrade = 1 then saveskills
            if DoUpgrade = 1 then set TheText = "You have advanced in the art of Archery!"
            if DoUpgrade = 1 then AddToChat(TheText)
        end if
    end if

    if LeftHandE contains "Crossbow" then
        if MartialArts > 0 then
            if MartialArts < 100 then
                set DoUpgrade = Random(MartialArts)
                if DoUpgrade = 1 then SortMySkills
                if DoUpgrade = 1 then set MartialArts = MartialArts + 1
                if DoUpgrade = 1 then saveskills
                if DoUpgrade = 1 then set TheText = "You have advanced in the art of Martial Arts!"
                if DoUpgrade = 1 then AddToChat(TheText)
            end if
        end if
    end if

end if

end

```


GetAttackPower (Scripts)

```
on GetAttackPower AttPower
```

```
global AttPower, Strength, Thrust, HammerWielding, Punch, HeavyArms, Swordsmanship, Fencing, MartialArts
Global Musicianship, UnholyCombat, AttackBonus, Archery, BlueC, RedC, GreenC, YellowC, PurpleC, WhiteC
global Slash, SPower, LeftHandE, StaffFighting, Level, MyClass, RightHandE, GetOutCombat
global F1Bonus, F2Bonus, F3Bonus, FctNme, RingE, CanMdfy, ItemActionPause, gConnect, Fire
Global BlueCrySlot, RedCrySlot, GreenCrySlot, YellowCrySlot, PurpleCrySlot, WhiteCrySlot, Strength
```

```
----- Set Base Damage and Range for All Weapons
```

```
if LeftHandE contains "Knife" then set AttPower = 2 + random(3)
if LeftHandE contains "Dagger" then set AttPower = 4 + random(2)
if LeftHandE contains "Short Sword" then set AttPower = 4 + random(5)
if LeftHandE contains "Axe" then set AttPower = 4 + random(2)
if LeftHandE contains "Gold Axe" then set AttPower = 6 + random(6) + random(Strength) / 2
if LeftHandE contains "War Hammer" then set AttPower = 9 + random(5)
if LeftHandE contains "Thor's Hammer" then set AttPower = 12 + random(6)
if LeftHandE contains "Long Sword" then set AttPower = 6 + random(6)
if LeftHandE contains "Gold Sword" then set AttPower = 7 + random(9)
if LeftHandE contains "Katana" then set AttPower = 3 + random(6)
if LeftHandE contains "Steel Scimitar" then set AttPower = 6 + random(4)
if LeftHandE contains "Bo" then set AttPower = 5 + random(8)
if LeftHandE contains "Fire Sword" then set AttPower = 5 + random(4)
if LeftHandE contains "Sword of Hope" then set AttPower = 8 + random(5)
if LeftHandE contains "Broad Sword" then set AttPower = 8 + random(6)
if LeftHandE contains "Knight's Sword" then set AttPower = 6 + random(8)
if LeftHandE contains "Star Sword" then set AttPower = 11 + random(7)
if LeftHandE contains "Rune Sword" then set AttPower = 10 + random(4)
if LeftHandE contains "Wooden Staff" then set AttPower = 2 + random(3)
if LeftHandE contains "Steel Staff" then set AttPower = 3 + random(4)
if LeftHandE contains "Gold Staff" then set AttPower = 4 + random(4)
if LeftHandE contains "Lord's Staff" then set AttPower = 6 + random(6)
if LeftHandE contains "Fire Staff" then set AttPower = 3 + random(4)
if LeftHandE contains "Dark Sword" then set AttPower = 5 + random(3)
if LeftHandE contains "Dark Scimitar" then set AttPower = 4 + random(9)
if LeftHandE contains "Unholy Lance" then set AttPower = 5 + random(5)
if LeftHandE contains "Minnig Hammer" then set AttPower = 2 + random(3)
if LeftHandE contains "Fishing Pole" then set AttPower = random(3)
if LeftHandE contains "Blacksmith Hammer" then set AttPower = random(3)
if LeftHandE contains "Damaged Sword" then set AttPower = random(3)
if LeftHandE contains "Ice Sword" then set AttPower = 5 + random(12)
if LeftHandE contains "Pharaoh Sword" then set AttPower = 13 + random(13)
```

```
----- Plus Attacks Added to the Base Damage for Melee Damage
```

```
set the itemdelimiter = "+"
if LeftHandE contains "+" then set AtBonus = integer(item 2 of LeftHandE)
if LeftHandE contains "+" then set AttPower = AttPower + AtBonus
```

```
if RingE = "Argon's Ring" then set AttPower = AttPower + 3
```

```
----- Base Damage for Range Weapons
```

```
if LeftHandE contains "bow" then set ItsABow = 1
if LeftHandE = "Wooden Bow" then set AttPower = 1
if LeftHandE = "Steel Bow" then set AttPower = 1 + random(3)
if LeftHandE = "Wooden Crossbow" then set AttPower = 1
if LeftHandE = "Silver Crossbow" then set AttPower = 3
```

```
set GetOutCombat = 0
```

```
if ItsABow = 1 then
```

```
----- Check for Extra Ring Damage
```

```
if RingE = "Bowmaster's Ring" then set AttPower = AttPower + 4
```

```
if RightHandE = "Blue Arrows" then set AttPower = AttPower + 1
if RightHandE = "Red Arrows" then set AttPower = AttPower + 2
if RightHandE = "Green Arrows" then set AttPower = AttPower + 3
if RightHandE = "Yellow Arrows" then set AttPower = AttPower + 4
if RightHandE = "Purple Arrows" then set AttPower = AttPower + 6
if RightHandE = "White Arrows" then set AttPower = AttPower + 7
```

```
if RightHandE = "Blue Arrows" then set WeGotArrows = 1
if RightHandE = "Red Arrows" then set WeGotArrows = 2
if RightHandE = "Green Arrows" then set WeGotArrows = 3
if RightHandE = "Yellow Arrows" then set WeGotArrows = 4
if RightHandE = "Purple Arrows" then set WeGotArrows = 5
if RightHandE = "White Arrows" then set WeGotArrows = 6
```

```
if WeGotArrows < 1 then
    set AttPower = 1
    exit
```

```

        exit
    end if

loadcrystals

if WeGotArrows = 1 then
    if BlueC < 1 then set theText = "You don't have any blue crystals left!"
    if BlueC < 1 then AddToChat(TheText)
    if BlueC < 1 then set GetOutCombat = 1
    if BlueC > 0 then set CanMdfy = FALSE
    if BlueC > 0 then set ItemActionPause = 40
    if BlueC > 0 then set TheDatt = "Blue Crystals:1:" & BlueCrySlot
    if BlueC > 0 then errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
end if

if WeGotArrows = 2 then
    if RedC < 1 then set theText = "You don't have any red crystals left!"
    if RedC < 1 then AddToChat(TheText)
    if RedC < 1 then set GetOutCombat = 1
    if RedC > 0 then set CanMdfy = FALSE
    if RedC > 0 then set ItemActionPause = 40
    if RedC > 0 then set TheDatt = "Red Crystals:1:" & RedCrySlot
    if RedC > 0 then errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
end if

if WeGotArrows = 3 then
    if GreenC < 1 then set theText = "You don't have any geen crystals left!"
    if GreenC < 1 then AddToChat(TheText)
    if GreenC < 1 then set GetOutCombat = 1
    if GreenC > 0 then set CanMdfy = FALSE
    if GreenC > 0 then set ItemActionPause = 40
    if GreenC > 0 then set TheDatt = "Green Crystals:1:" & GreenCrySlot
    if GreenC > 0 then errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
end if

if WeGotArrows = 4 then
    if YellowC < 1 then set theText = "You don't have any yellow crystals left!"
    if YellowC < 1 then AddToChat(TheText)
    if YellowC < 1 then set GetOutCombat = 1
    if YellowC > 0 then set CanMdfy = FALSE
    if YellowC > 0 then set ItemActionPause = 40
    if YellowC > 0 then set TheDatt = "Yellow Crystals:1:" & YellowCrySlot
    if YellowC > 0 then errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
end if

if WeGotArrows = 5 then
    if PurpleC < 1 then set theText = "You don't have any purple crystals left!"
    if PurpleC < 1 then AddToChat(TheText)
    if PurpleC < 1 then set GetOutCombat = 1
    if PurpleC > 0 then set CanMdfy = FALSE
    if PurpleC > 0 then set ItemActionPause = 40
    if PurpleC > 0 then set TheDatt = "Purple Crystals:1:" & PurpleCrySlot
    if PurpleC > 0 then errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
end if

if WeGotArrows = 6 then
    if WhiteC < 1 then set theText = "You don't have any white crystals left!"
    if WhiteC < 1 then AddToChat(TheText)
    if WhiteC < 1 then set GetOutCombat = 1
    if WhiteC > 0 then set CanMdfy = FALSE
    if WhiteC > 0 then set ItemActionPause = 40
    if WhiteC > 0 then set TheDatt = "White Crystals:1:" & WhiteCrySlot
    if WhiteC > 0 then errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
end if

end if

-----Add Faction Bonus Damage to Both Melee & Arrows

if FctNme = 2 then
    set AttPower = AttPower + F2Bonus
end if

----- TASKITEM :: Find out wat AttackBonus is for

if AttackBonus > 0 then set AttPower = AttPower + 1

-----

----- Strength Bonus to AttPower -----

if Strength > 5 then set AttPower = AttPower + 1
if Strength > 10 then set AttPower = AttPower + 1
if Strength > 15 then set AttPower = AttPower + 1
if Strength > 19 then set AttPower = AttPower + 1

----- AttPower < 1 for eg. using Punch -----

```

```
----- AttPower < 1 for eg. using Punch -----
```

```
if AttPower < 1 then set AttPower = random(2)
```

```
----- Archery & Martial Arts for Bow & xBow -----
```

```
if LeftHandE contains "bow" then
```

```
    if Archery > 10 then set AttPower = AttPower + 1
    if Archery > 20 then set AttPower = AttPower + 1
```

```
    if LeftHandE = "Wooden Bow" then
```

```
        -- Pentalty for using Wooden Bow when Archery < 30
        -- [NB: Bonus from Bowmaster Ring is gone]
        -- [NB: Bonus from Color of Arrow is gone]
```

```
        if Archery < 30 then set AttPower = 3 + random(4)
        if Archery < 20 then set AttPower = 2 + random(3)
        if Archery < 10 then set AttPower = 1 + random(2)
    end if
```

```
    if Archery > 30 then set AttPower = AttPower + 1
    if Archery > 40 then set AttPower = AttPower + 1
    if Archery > 50 then set AttPower = AttPower + 1
    if Archery > 60 then set AttPower = AttPower + 1
    if Archery > 70 then set AttPower = AttPower + 1
    if Archery > 80 then set AttPower = AttPower + 1
    if Archery > 90 then set AttPower = AttPower + 1
```

```
    if LeftHandE = "Steel Bow" then
        if Archery > 70 then set AttPower = AttPower + 1
        if Archery > 80 then set AttPower = AttPower + 1
        if Archery > 90 then set AttPower = AttPower + 1
    end if
```

```
    if LeftHandE = "Wooden Crossbow" then
```

```
        set AttPower = AttPower - 4 -- To reduce some dmg from archery skill
```

```
        if MartialArts > 10 then set AttPower = AttPower + 1
        if MartialArts > 20 then set AttPower = AttPower + 1
        if MartialArts > 30 then set AttPower = AttPower + 1
        if MartialArts > 40 then set AttPower = AttPower + 1
        if MartialArts > 50 then set AttPower = AttPower + 1
        if MartialArts > 60 then set AttPower = AttPower + 1
        if MartialArts > 70 then set AttPower = AttPower + 1
        if MartialArts > 80 then set AttPower = AttPower + 1
        if MartialArts > 90 then set AttPower = AttPower + 1
    end if
```

```
    if LeftHandE = "Silver Crossbow" then
```

```
        set AttPower = AttPower - 6 -- To reduce some dmg from archery skill
```

```
        if MartialArts > 10 then set AttPower = AttPower + 1
        if MartialArts > 20 then set AttPower = AttPower + 1
        if MartialArts > 30 then set AttPower = AttPower + 1
        if MartialArts > 40 then set AttPower = AttPower + 1
        if MartialArts > 50 then set AttPower = AttPower + 1
        if MartialArts > 60 then set AttPower = AttPower + 1
        if MartialArts > 70 then set AttPower = AttPower + 2
        if MartialArts > 80 then set AttPower = AttPower + 2
        if MartialArts > 90 then set AttPower = AttPower + random(4)
    end if
```

```
end if
```

```
if LeftHandE contains "nothing" then --Using Bare Fist
```

```
    if Level > 3 then set AttPower = AttPower + 1
    if Level > 5 then set AttPower = AttPower + 1
    if Level > 9 then set AttPower = AttPower + 1
    if Level > 14 then set AttPower = AttPower + 1
    if Level > 21 then set AttPower = AttPower + 1
    if Level > 50 then set AttPower = AttPower + 1
```

```
    if Punch > 5 then set AttPower = AttPower + 1
    if Punch > 10 then set AttPower = AttPower + 1
    if Punch > 30 then set AttPower = AttPower + 1
    if Punch > 40 then set AttPower = AttPower + 1
    if Punch > 60 then set AttPower = AttPower + 1
    if Punch > 70 then set AttPower = AttPower + 1
    if Punch > 90 then set AttPower = AttPower + 1
```

```
    if MartialArts > 20 then set AttPower = AttPower + 1
    if MartialArts > 40 then set AttPower = AttPower + 1
    if MartialArts > 60 then set AttPower = AttPower + 1
    if MartialArts > 70 then set AttPower = AttPower + 1
```

```
if MartialArts > 70 then set AttPower = AttPower + 1
if MartialArts > 90 then set AttPower = AttPower + 1
if MartialArts > 98 then set AttPower = AttPower + 1

end if

if LeftHandE contains "Sword" then

    if Slash > 10 then set AttPower = AttPower + 1
    if Slash > 20 then set AttPower = AttPower + 1
    if Slash > 70 then set AttPower = AttPower + 1
    if Slash > 80 then set AttPower = AttPower + 1
    if Slash > 90 then set AttPower = AttPower + 2

    if Swordsmanship > 20 then set AttPower = AttPower + 1
    if Swordsmanship > 40 then set AttPower = AttPower + 1
    if Swordsmanship > 60 then set AttPower = AttPower + 1
    if Swordsmanship > 80 then set AttPower = AttPower + 1
    if Swordsmanship > 90 then set AttPower = AttPower + 2

    if Fencing > 60 then set AttPower = AttPower + 1
    if Fencing > 80 then set AttPower = AttPower + 1
    if Fencing > 90 then set AttPower = AttPower + 2

end if

if LeftHandE contains "Axe" then
    if HeavyArms > 10 then set AttPower = AttPower + 1
    if HeavyArms > 20 then set AttPower = AttPower + 1
    if HeavyArms > 60 then set AttPower = AttPower + 1
    if HeavyArms > 70 then set AttPower = AttPower + 1
    if HeavyArms > 90 then set AttPower = AttPower + 1
    if HeavyArms > 98 then set AttPower = AttPower + 1
end if

if LeftHandE contains "Fire" then
    if Fire > 10 then set AttPower = AttPower + 1
    if Fire > 20 then set AttPower = AttPower + 1
    if Fire > 30 then set AttPower = AttPower + 1
    if Fire > 40 then set AttPower = AttPower + 1
    if Fire > 60 then set AttPower = AttPower + 2
    if Fire > 70 then set AttPower = AttPower + 2
    if Fire > 80 then set AttPower = AttPower + 2
    if Fire > 90 then set AttPower = AttPower + random(4)
end if

if LeftHandE contains "Dark " then
    if UnholyCombat > 10 then set AttPower = AttPower + 1
    if UnholyCombat > 20 then set AttPower = AttPower + 1
    if UnholyCombat > 40 then set AttPower = AttPower + 1
    if UnholyCombat > 60 then set AttPower = AttPower + 1
    if UnholyCombat > 70 then set AttPower = AttPower + 1
    if UnholyCombat > 90 then set AttPower = AttPower + 2
    if UnholyCombat > 98 then set AttPower = AttPower + 2
end if

if LeftHandE = "Long Sword" then
    if HeavyArms > 10 then set AttPower = AttPower + 1
    if HeavyArms > 20 then set AttPower = AttPower + 1
    if HeavyArms > 60 then set AttPower = AttPower + 1
    if HeavyArms > 70 then set AttPower = AttPower + 1
    if HeavyArms > 90 then set AttPower = AttPower + 1
    if HeavyArms > 98 then set AttPower = AttPower + 1
end if

if LeftHandE = "Gold Axe" then
    if HeavyArms > 10 then set AttPower = AttPower + 1
    if HeavyArms > 20 then set AttPower = AttPower + 1
    if HeavyArms > 60 then set AttPower = AttPower + 1
    if HeavyArms > 70 then set AttPower = AttPower + 1
    if HeavyArms > 90 then set AttPower = AttPower + 1
    if HeavyArms > 98 then set AttPower = AttPower + 1
end if

if LeftHandE = "Gold Sword" then
    if HeavyArms > 10 then set AttPower = AttPower + 1
    if HeavyArms > 20 then set AttPower = AttPower + 1
    if HeavyArms > 60 then set AttPower = AttPower + 1
    if HeavyArms > 70 then set AttPower = AttPower + 1
    if HeavyArms > 90 then set AttPower = AttPower + 1
    if HeavyArms > 98 then set AttPower = AttPower + 1
end if

if LeftHandE = "Sword of Hope" then
    if HeavyArms > 10 then set AttPower = AttPower + 1
    if HeavyArms > 20 then set AttPower = AttPower + 1
    if HeavyArms > 60 then set AttPower = AttPower + 1
    if HeavyArms > 70 then set AttPower = AttPower + 1
    if HeavyArms > 90 then set AttPower = AttPower + 1
    if HeavyArms > 98 then set AttPower = AttPower + 1
end if
```

```
if LeftHandE = "Katana" then
  if MartialArts > 10 then set AttPower = AttPower + 1
  if MartialArts > 20 then set AttPower = AttPower + 1
  if MartialArts > 40 then set AttPower = AttPower + 1
  if MartialArts > 60 then set AttPower = AttPower + 1
  if MartialArts > 90 then set AttPower = AttPower + 1
  if MartialArts > 98 then set AttPower = AttPower + 1
end if

if LeftHandE = "Scimitar" then
  if MartialArts > 10 then set AttPower = AttPower + 1
  if MartialArts > 20 then set AttPower = AttPower + 1
  if MartialArts > 40 then set AttPower = AttPower + 1
  if MartialArts > 70 then set AttPower = AttPower + 1
  if MartialArts > 90 then set AttPower = AttPower + 2
  if MartialArts > 98 then set AttPower = AttPower + 2
end if

if LeftHandE = "Bo" then
  if MartialArts > 10 then set AttPower = AttPower + 1
  if MartialArts > 20 then set AttPower = AttPower + 1
  if MartialArts > 40 then set AttPower = AttPower + 1
  if MartialArts > 70 then set AttPower = AttPower + 1
  if MartialArts > 90 then set AttPower = AttPower + 1
  if MartialArts > 98 then set AttPower = AttPower + 1
end if

if LeftHandE = "Unholy Lance" then
  if UnholyCombat > 10 then set AttPower = AttPower + 1
  if UnholyCombat > 20 then set AttPower = AttPower + 1
  if UnholyCombat > 40 then set AttPower = AttPower + 1
  if UnholyCombat > 60 then set AttPower = AttPower + 2
  if UnholyCombat > 90 then set AttPower = AttPower + 3
  if UnholyCombat > 98 then set AttPower = AttPower + 4
end if

if LeftHandE = "Broad Sword" then
  if HeavyArms > 10 then set AttPower = AttPower + 1
  if HeavyArms > 20 then set AttPower = AttPower + 1
  if HeavyArms > 40 then set AttPower = AttPower + 1
  if HeavyArms > 70 then set AttPower = AttPower + 1
  if HeavyArms > 90 then set AttPower = AttPower + 1
  if HeavyArms > 98 then set AttPower = AttPower + 1
end if

if LeftHandE contains "Hammer" then

  if HammerWielding > 10 then set AttPower = AttPower + 1
  if HammerWielding > 15 then set AttPower = AttPower + 1
  if HammerWielding > 20 then set AttPower = AttPower + 1
  if HammerWielding > 30 then set AttPower = AttPower + 1
  if HammerWielding > 45 then set AttPower = AttPower + 1
  if HammerWielding > 50 then set AttPower = AttPower + 1
  if HammerWielding > 60 then set AttPower = AttPower + 1
  if HammerWielding > 70 then set AttPower = AttPower + 2
  if HammerWielding > 80 then set AttPower = AttPower + 2
  if HammerWielding > 90 then set AttPower = AttPower + 2

  if HeavyArms > 10 then set AttPower = AttPower + 1
  if HeavyArms > 20 then set AttPower = AttPower + 1
  if HeavyArms > 60 then set AttPower = AttPower + 1
  if HeavyArms > 70 then set AttPower = AttPower + 1
  if HeavyArms > 90 then set AttPower = AttPower + 1
  if HeavyArms > 98 then set AttPower = AttPower + 1
end if

if LeftHandE contains "knife" then

  if Slash > 5 then set AttPower = AttPower + 1
  if Slash > 10 then set AttPower = AttPower + 1
  if Slash > 30 then set AttPower = AttPower + 1
  if Slash > 50 then set AttPower = AttPower + 1
  if Slash > 80 then set AttPower = AttPower + 1
  if Slash > 90 then set AttPower = AttPower + 2
end if

if LeftHandE contains "dagger" then

  if Slash > 5 then set AttPower = AttPower + 1
  if Slash > 10 then set AttPower = AttPower + 1
  if Slash > 30 then set AttPower = AttPower + 1
  if Slash > 50 then set AttPower = AttPower + 1
  if Slash > 80 then set AttPower = AttPower + 1
  if Slash > 90 then set AttPower = AttPower + random(5)
end if

if LeftHandE contains "Staff" then

  if StaffFighting > 5 then set AttPower = AttPower + 1
  if StaffFighting > 10 then set AttPower = AttPower + 1
```

```
    if StaffFighting > 10 then set AttPower = AttPower + 1
    if StaffFighting > 20 then set AttPower = AttPower + 1
    if StaffFighting > 40 then set AttPower = AttPower + 1
    if StaffFighting > 50 then set AttPower = AttPower + 1
    if StaffFighting > 60 then set AttPower = AttPower + 1
    if StaffFighting > 80 then set AttPower = AttPower + 1
    if StaffFighting > 90 then set AttPower = AttPower + 1
end if
```

```
if Thrust > 0 then set AttPower = AttPower + 1
if Thrust > 20 then set AttPower = AttPower + 1
if Thrust > 30 then set AttPower = AttPower + 1
if Thrust > 70 then set AttPower = AttPower + 1
if Thrust > 97 then set AttPower = AttPower + 1
```

```
end
```

mining_farm (Scripts)

PickUpObj (Scripts)

on PickUpObj

```
global Facing, ClickTick, ItemSelected, ClickType, CanPickUp, WhichSign, ItClickBlock, ItemPauseClick, CharMap, MyH, MyV
global gConnect, Facing, MyVehicle, Strength, CanMdfy, ItemActionPause, MyLocXY
```

```
if MyVehicle = "Battleship" then set BBt = TRUE
if MyVehicle = "Boat" then set BBt = TRUE
```

```
if BBt = TRUE then
    set zHLoc = the locH of sprite 112
    set zVLoc = the locV of sprite 112
    if Facing = "N" then set zVLoc = zVLoc - 32
    if Facing = "S" then set zVLoc = zVLoc + 32
    if Facing = "W" then set zHLoc = zHLoc - 32
    if Facing = "E" then set zHLoc = zHLoc + 32
```

```
    repeat with x = 158 to 177
        if the locH of sprite x = zHLoc then
            if the locV of sprite x = zVLoc then
                set DontUnboard = TRUE
            end if
        end if
    end repeat
```

```
end if
```

```
if ItemActionPause > 0 then exit
if CanMdfy = FALSE then exit
```

```
set CanMdfy = FALSE
set ItemActionPause = 40
```

```
if DontUnBoard = FALSE then
    if MyVehicle = "Boat" then
        UnboardBoat
        exit
    end if
end if
```

```
if MyVehicle = "Airship" then
    UnboardAirship
    exit
end if
```

```
if DontUnBoard = FALSE then
    if MyVehicle = "Battleship" then
        UnboardBoat
        exit
    end if
end if
```

```
-----
```

```
repeat with x = 180 to 183
```

```
    set MyFrame = member(the member of sprite x).name
```

```
    if MyFrame contains "91-" then
```

```
        if Facing = "E" then
            if the locH of sprite x = the locH of sprite 112 + 32 then
                if the locV of sprite x = the locV of sprite 112 then
                    GrabPiggie(x)
                    exit
                end if
            end if
        end if
```

```
        if Facing = "W" then
            if the locH of sprite x = the locH of sprite 112 - 32 then
                if the locV of sprite x = the locV of sprite 112 then
                    GrabPiggie(x)
                    exit
                end if
            end if
        end if
```

```
        if Facing = "N" then
            if the locH of sprite x = the locH of sprite 112 then
                if the locV of sprite x = the locV of sprite 112 - 32 then
                    GrabPiggie(x)
                    exit
                end if
            end if
        end if
```

```
        if Facing = "S" then
```



```

    if Facing = "S" then
        if the locH of sprite x = the locH of sprite 112 then
            if the locV of sprite x = the locV of sprite 112 + 32 then
                GrabPiggie(x)
            exit
        end if
    end if
end if

end repeat

-----

repeat with mySprite = 158 to 177

    thisX = the locH of sprite 112
    thisY = the locV of sprite 112

    set ItX = the locH of sprite mySprite
    set ItY = the locV of sprite mySprite

    set myName = member(the member of sprite mySprite).name

    if Facing = "E" then set ItX = ItX - 32
    if Facing = "W" then set ItX = ItX + 32
    if Facing = "N" then set ItY = ItY + 32
    if Facing = "S" then set ItY = ItY - 32

    set MyH = ItX
    set MyY = ItY

    if ItX = thisX then

        if itY = thisY then

            if myName contains "door" then exit
            if myName contains "exit" then exit

            if myName = "Sign 1" then
                set the member of sprite 292 = (member 10 of castlib 1)
                set TTXt = field (member "Sign 1 Text" of castlib "WorldEdit")
                put TTXt into field (member "SignTextb" of castlib "WorldEdit")
                set the visible of sprite 292 = TRUE
                set the visible of sprite 293 = TRUE
                set the visible of sprite 294 = TRUE
                exit
            end if

            if myName = "Sign 2" then
                set the member of sprite 292 = (member 10 of castlib 1)
                set TTXt = field (member "Sign 2 Text" of castlib "WorldEdit")
                put TTXt into field (member "SignTextb" of castlib "WorldEdit")
                set the visible of sprite 292 = TRUE
                set the visible of sprite 293 = TRUE
                set the visible of sprite 294 = TRUE
                exit
            end if

            if myName = "Sign 3" then
                set the member of sprite 292 = (member 10 of castlib 1)
                set TTXt = field (member "Sign 3 Text" of castlib "WorldEdit")
                put TTXt into field (member "SignTextb" of castlib "WorldEdit")
                set the visible of sprite 292 = TRUE
                set the visible of sprite 293 = TRUE
                set the visible of sprite 294 = TRUE
                exit
            end if

            if myName = "Message Boards" then
                LoadBoard1

                set TheText = "You view the message board"
                AddToChat(theText)

                exit
            end if

            set MyH = the locH of sprite mySprite
            set MyV = the locV of sprite mySprite

            if myName contains "'s Mailbox" then
                MailBoxClick(myName, MyH, MyV)
                exit
            end if

            if myName = "Assassin Statue" then

```

```
if myName = "Assassin Statue" then
    set TheText = "You view the top Assassins of YourGameNameHere..."
    AddToChat(TheText)
    set ItClickBlock = 0
    set ItemActionPause = 20
    set CanMdFy = TRUE
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ShowAssScores",#content:"x"])
    exit
end if

if myName = "High Score Statue" then
    set TheText = "You read the high score list..."
    addtochat(TheText)
    set ItClickBlock = 0
    set ItemActionPause = 20
    set CanMdFy = TRUE
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ShowScores",#content:"x"])
    exit
end if

if myName contains "'s Boat" then
    BoatClick(myName, MyH, MyV)
    exit
end if

if myName contains "'s Airship" then
    AirshipClick(myName, MyH, MyV, mySprite)
    exit
end if

if myName contains "'s Battleship" then
    BoatClick(myName, MyH, MyV)
    exit
end if

if myName contains "Universal Mail" then
    xMailBoxClick(myName, MyH, MyV)
    exit
end if

if myName contains "'s Newspaper" then
    Global P1Returned, P2Returned, P3Returned
    set P1Returned = FALSE
    set P2Returned = FALSE
    set P3Returned = FALSE
    set the itemdelimiter = ""
    set HisNews = item 1 of MyName
    set TheText = "You view the newspaper"
    AddToChat(TheText)
    set ItClickBlock = 0
    set ItemActionPause = 20
    set CanMdFy = TRUE
    set NWpaper = myName
    ViewNewsPaper(NWpaper)
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ReadNewspaper",#content:HisNews])
    exit
end if

if myName contains " Chest" then
    ChestClick(myName, MyH, MyV)
    exit
end if

if myName contains "Slot Machine" then
    SlotMachineClick (myName, MyH, MyV)
    exit
end if

if myName contains "Piano" then
    set TheText = "This is a piano."
    AddToChat(TheText)
    exit
end if

if myName contains "Blackjack" then
    BlackJackTableClick (myName, MyH, MyV)
    exit
end if

if myName contains "Checkers" then
    CheckersTableClick (myName, MyH, MyV)
    exit
end if

if myName = "Wall Torch" then
    set TheText = "This is a brightly lit torch."
    AddToChat(TheText)
    exit
end if

if myName = "Windmill" then
    set TheText = "This is a windmill."
    AddToChat(TheText)
```

```
AddToChat(TheText)
exit
end if

if myName = "Holy Water" then
    set TheText = "This is Holy Water."
    AddToChat(TheText)
    exit
end if

if myName = "Fire Pot" then
    set TheText = "I bet that's hot."
    AddToChat(TheText)
    exit
end if

if myName = "Chimney" then
    exit
end if

if myName = "Fountain" then
    set TheText = "This is a fountain."
    AddToChat(TheText)
    exit
end if

if myName contains "'s Board" then

    set the itemdelimiter = "-"
    set MyX = integer(item 1 of MyLocXY)
    set MyY = integer(item 2 of MyLocXY)

    if MyY > 7 then set TheText = "You have to enter the building to view this board."
    if MyY > 7 then AddToChat(TheText)
    if MyY > 7 then exit

    set BoardSelected = myName

    set Bah = BoardSelected & ".txt"
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadBoard1",#content:Bah])

    set TheText = "You view the message board"
    AddToChat(theText)

    exit
end if

if myName contains "Clock" then
    set TheText = "This is a clock."
    AddToChat(TheText)
    exit
end if

if myName contains "House Vault" then
    ChestClick(myName, MyH, MyV)
    exit
end if

if myName contains "Cabinet" then
    ChestClick(myName, MyH, MyV)
    exit
end if

if myName contains "Crate" then
    ChestClick(myName, MyH, MyV)
    exit
end if

if myName contains "Cauldron" then
    ChestClick(myName, MyH, MyV)
    exit
end if

if myName = "Experience Platform" then
    set TheText = "You must be over 30 hit points to pass this platform."
    AddToChat(TheText)
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdFy = TRUE
    exit
end if

if myName = "Slash Master Platform" then
    set TheText = "This is a slash master's platform, only a master of slash can pass through this."
    AddToChat(TheText)
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdFy = TRUE
    exit
end if

if myName = "Mage Master Platform" then
    set TheText = "This is a mage master's platform, only a master of magery can pass through this."
```

```
    set TheText = "This is a mage master's platform, only a master of magery can pass through this."
    AddToChat(TheText)
    exit
end if

if myName = "Ninja Master Platform" then
    set TheText = "This is a ninja master's platform, only a master of martial arts can pass through this."
    AddToChat(TheText)
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdFy = TRUE
    exit
end if

if myName = "Street Lamp" then
    set TheText = "This is a street lamp."
    AddToChat(TheText)
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdFy = TRUE
    exit
end if

if myName contains "Crate" then
    if Strength < 8 then
        set TheText = "You're not strong enough to pick this up!"
        AddtoChat(TheText)
        set ItClickBlock = 0
        set ItemActionPause = 0
        set CanMdFy = TRUE
        exit
    end if
end if

if MyName contains "Lair" then
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdFy = TRUE
    exit
end if

if myName contains "Cabinet" then
    if Strength < 16 then
        set TheText = "You're not strong enough to pick this up!"
        AddtoChat(TheText)
        set ItClickBlock = 0
        set ItemActionPause = 0
        set CanMdFy = TRUE
        exit
    end if
end if

if myName = "Stove" then

    set TheText = "This is a stove, used for cooking food."
    AddToChat(TheText)
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdFy = TRUE
    exit
end if

if myName = "Anvil" then

    set TheText = "This is an anvil, used for blacksmithing."
    AddToChat(TheText)
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdFy = TRUE
    exit
end if

if myName contains "ON Switch" then
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdFy = TRUE
    TheOnSwitchClick(MyH, MyV)
    exit
end if

if myName contains "OFF Switch" then
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdFy = TRUE
    TheOFFSwitchClick(MyH, MyV)
    exit
end if

if myName = "Alchemy Lab" then

    set TheText = "This is an alchemy lab, used for mixing potions."
    AddToChat(TheText)
```

```

    AddToChat(TheText)
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdFy = TRUE
    exit
end if

if myName contains "Guild Vault" then

    ChestClick(myName, MyH, MyV)
    exit
end if

if myName = "Vault" then
    VaultClick (MyH, MyV)
    exit
end if

if myName = "Guild Center" then
    GuildCenterClick (MyH, MyV)
    exit
end if

if myName contains "Platform" then exit

set Inventories = field (member "Inventory" of castlib 2)

set MaxedInvenNotMatter = 2
if myName contains " gold" then set MaxedInvenNotMatter = 1

set SearchName = myName & "-"
if myName contains "red cry" then set SearchName = "red Crystals-"
if myName contains "blue cry" then set SearchName = "blue Crystals-"
if myName contains "green cry" then set SearchName = "green Crystals-"
if myName contains "yellow cry" then set SearchName = "yellow Crystals-"
if myName contains "purple cry" then set SearchName = "purple Crystals-"
if myName contains "white cry" then set SearchName = "white Crystals-"

if MaxedInvenNotMatter = 2 then

    set InvNum = 0
    if line 1 of Inventories <> "" then set InvNum = InvNum + 1
    if line 2 of Inventories <> "" then set InvNum = InvNum + 1
    if line 3 of Inventories <> "" then set InvNum = InvNum + 1
    if line 4 of Inventories <> "" then set InvNum = InvNum + 1
    if line 5 of Inventories <> "" then set InvNum = InvNum + 1
    if line 6 of Inventories <> "" then set InvNum = InvNum + 1
    if line 7 of Inventories <> "" then set InvNum = InvNum + 1
    if line 8 of Inventories <> "" then set InvNum = InvNum + 1
    if line 9 of Inventories <> "" then set InvNum = InvNum + 1
    if line 10 of Inventories <> "" then set InvNum = InvNum + 1
    if line 11 of Inventories <> "" then set InvNum = InvNum + 1
    if line 12 of Inventories <> "" then set InvNum = InvNum + 1
    if line 13 of Inventories <> "" then set InvNum = InvNum + 1
    if line 14 of Inventories <> "" then set InvNum = InvNum + 1
    if line 15 of Inventories <> "" then set InvNum = InvNum + 1

    if InvNum > 14 then
        if Inventories contains SearchName then

            else
                set TheText = "You see the " & myName & ", but you are carrying too much to pick it up!"
                AddToChat(TheText)
                set ItClickBlock = 0
                set ItemActionPause = 0
                set CanMdFy = TRUE
                exit
            end if
        end if
    end if

    -----

    if Facing = "E" then set MyH = MyH - 32
    if Facing = "W" then set MyH = MyH + 32
    if Facing = "N" then set MyV = MyV + 32
    if Facing = "S" then set MyV = MyV - 32

    if MyH = the locH of sprite 112 then

        if MyV = the locV of sprite 112 then

            set FocusH = the locH of sprite 112
            set FocusV = the locV of sprite 112

            if Facing = "E" then set FocusH = FocusH + 32
            if Facing = "W" then set FocusH = FocusH - 32
            if Facing = "N" then set FocusV = FocusV - 32

```

```
if Facing = "N" then set FocusV = FocusV - 32
if Facing = "S" then set FocusV = FocusV + 32
```

```
if myName = "" then
  set ItClickBlock = 0
  set ItemActionPause = 0
  set CanMdFy = TRUE
  exit
end if
```

```
set TheMapi = CharMap & "i.txt" & "`" & myName & ":" & FocusH & "-" & FocusV
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GrabItems",#content:TheMapi])
```

```
set ItClickBlock = 210
exit
end if
end if
```

```
end if
end if

end repeat
```

```
end
```

cook_smith_alchemy_mining_lumber_etc (Scripts)

Global gConnect

on ItemBuilt NextBuild

Global KeylockOut, Cooking, LAction, Carpentry

```

if Carpentry < 1000 then
    set NextBuild = random(7)
    if NextBuild = 1 then set NextBuild = "Crate#" & random(100000)
    if NextBuild = 2 then set NextBuild = "Stool"
    if NextBuild = 3 then set NextBuild = "Chair"
    if NextBuild = 4 then set NextBuild = "Table"
    if NextBuild = 5 then set NextBuild = "Crate#" & random(100000)
    if NextBuild = 6 then set NextBuild = "Cabinet#" & random(100000)
    if NextBuild = 7 then set NextBuild = "Wind Cabinet#" & random(100000)
end if

```

```

if Carpentry < 80 then
    set NextBuild = random(6)
    if NextBuild = 1 then set NextBuild = "Crate#" & random(100000)
    if NextBuild = 2 then set NextBuild = "Stool"
    if NextBuild = 3 then set NextBuild = "Chair"
    if NextBuild = 4 then set NextBuild = "Table"
    if NextBuild = 5 then set NextBuild = "Stool"
    if NextBuild = 6 then set NextBuild = "Cabinet#" & random(100000)
end if

```

```

if Carpentry < 60 then
    set NextBuild = random(5)
    if NextBuild = 1 then set NextBuild = "Crate#" & random(100000)
    if NextBuild = 2 then set NextBuild = "Stool"
    if NextBuild = 3 then set NextBuild = "Chair"
    if NextBuild = 4 then set NextBuild = "Table"
    if NextBuild = 5 then set NextBuild = "Chair"
end if

```

```

if Carpentry < 50 then
    set NextBuild = random(4)
    if NextBuild = 1 then set NextBuild = "Crate#" & random(100000)
    if NextBuild = 2 then set NextBuild = "Stool"
    if NextBuild = 3 then set NextBuild = "Chair"
    if NextBuild = 4 then set NextBuild = "Table"
end if

```

```

if Carpentry < 30 then set NextBuild = "Table"
if Carpentry < 25 then set NextBuild = "Stool"
if Carpentry < 14 then set NextBuild = "Chair"

```

```

if Carpentry < 10 then set Baddd = random(3)
if Carpentry > 10 then set Baddd = random(5)
if Carpentry > 20 then set Baddd = random(7)
if Carpentry > 40 then set Baddd = random(9)
if Carpentry > 50 then set Baddd = random(11)
if Carpentry > 60 then set Baddd = random(13)
if Carpentry > 70 then set Baddd = random(15)
if Carpentry > 80 then set Baddd = random(18)
if Carpentry > 90 then set Baddd = random(100)

```

```

if Baddd = 1 then set NextBuild = "Bad Build"

```

```

if NextBuild = "Bad Build" then

```

```

    set TheText = "You built a...a...you messed it all up!! You need more practice in carpentry"
    AddToChat(TheText)
    set KeylockOut = FALSE
    exit
end if

```

```

set TheSelItem = NextBuild

```

```

if NextBuild contains "#" then
    set NBB = NextBuild
    set the itemdelimiter = "#"
    set NBB = item 1 of NBB
    set TheText = "Your built a " & NBB & "!"
else
    set TheText = "Your built a " & NextBuild & "!"
end if

```

```

AddToChat(TheText)

```

```

errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"itremovv",#content:TheSelItem])

```

```

set KeylockOut = FALSE
CarpentryImp

```

end

on FoodCooked NextFood

Global KeylockOut, Cooking, LAction, WhatIBeCookin

```
if LAction = "Cyclops Meat" then set NextFood = "Cyclops Burger"

set Waka = random(2)

if waka = 1 then

    if LAction = "Orc Meat" then set NextFood = "Orc Burger"

else
    if LAction = "Orc Meat" then set NextFood = "Orc Pot Pie"
end if

if LAction = "Raw Fish" then set NextFood = "Fish Sticks"
if LAction = "Trout" then set NextFood = "Trout Fillet"
if LAction = "Catfish" then set NextFood = "Catfish Sandwich"
if LAction = "Swordfish" then set NextFood = "Swordfish Steak"
if LAction = "Squid" then set NextFood = "Squid Platter"
if LAction = "Yeti Meat" then set NextFood = "Yeti Burger"
if LAction = "Pig" then set NextFood = "Cooked Pig"

if Cooking < 10 then set BadCook = random(3)
if Cooking > 10 then set BadCook = random(5)
if Cooking > 20 then set BadCook = random(7)
if Cooking > 40 then set BadCook = random(9)
if Cooking > 50 then set BadCook = random(11)
if Cooking > 60 then set BadCook = random(13)
if Cooking > 70 then set BadCook = random(15)
if Cooking > 80 then set BadCook = random(18)
if Cooking > 90 then set BadCook = random(100)

if BadCook = 1 then set NextFood = "Bad Food"

if NextFood = "Bad Food" then

    set TheText = "Your food is rea...wait a minute, you burned it! You need more practice!"
    AddToChat(TheText)
    set KeylockOut = FALSE
    exit
end if

set TheSelItem = NextFood
-- set TheText = "Your food is ready!"
-- AddToChat(TheText)

set Dttt = WhatIBeCookin & ":" & "" & ":"
set Dttt = Dttt & Cooking & ":C"

errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"snx38",#content:Dttt])

set KeylockOut = FALSE
-- CookImp
end

on SmithDone NextSmith
    Global KeylockOut, Blacksmithing, LAction, RightHandE, LRes

    if LAction = 1 then set SelInventory = "Chain Armor"
    if LAction = 2 then set SelInventory = "Plate Helm"
    if LAction = 3 then set SelInventory = "Plate Armor"
    if LAction = 4 then set SelInventory = "Argon's Plate"
    if LAction = 5 then set SelInventory = "Ceramic Armor"
    if LAction = 6 then set SelInventory = "Titanium Armor"
    if LAction = 7 then set SelInventory = "Ice Armor"
    if LAction = 8 then set SelInventory = "Fire Armor"
    if LAction = 9 then set SelInventory = "Small Shield"
    if LAction = 10 then set SelInventory = "War Hammer"
    if LAction = 11 then set SelInventory = "Thor's Hammer"
    if LAction = 12 then set SelInventory = "Pharaoh Shield"
    if LAction = 13 then set SelInventory = "Ice Shield"
    if LAction = 14 then set SelInventory = "Fire Shield"
    if LAction = 15 then set SelInventory = "Knight Shield"
    if LAction = 16 then set SelInventory = "Chain Helm"
    if LAction = 17 then set SelInventory = "War Helm"
    if LAction = 18 then set SelInventory = "Demon Helm"
    if LAction = 19 then set SelInventory = "Ice Helm"
    if LAction = 20 then set SelInventory = "Fire Helm"
    if LAction = 21 then set SelInventory = "Murder Helm"
    if LAction = 22 then set SelInventory = "Steel Shield"
    if LAction = 23 then set SelInventory = "Star Sword"
    if LAction = 24 then set SelInventory = "Long Sword"
    if LAction = 25 then set SelInventory = "Broad Sword"
    if LAction = 26 then set SelInventory = "Knight's Sword"
    if LAction = 27 then set SelInventory = "Sword of Hope"
    if LAction = 28 then set SelInventory = "Fire Sword"
    if LAction = 29 then set SelInventory = "Ice Sword"
    if LAction = 30 then set SelInventory = "Short Sword"

    set NextSmith = SelInventory
    set TheSelItem = NextSmith
```



```
set TheSelItem = NextSmith
```

```
set CanHappen = 500
if Blacksmithing > 50 then set CanHappen = 80
if Blacksmithing > 60 then set CanHappen = 60
if Blacksmithing > 70 then set CanHappen = 50
if Blacksmithing > 80 then set CanHappen = 40
if Blacksmithing > 90 then set CanHappen = 30
```

```
if TheSelItem = "Plate Armor" then
    set CanHappen = CanHappen * 2
    if CanHappen = 1 then set TheSelItem = TheSelItem & " +1"
    if CanHappen = 2 then set TheSelItem = TheSelItem & " +2"
end if
```

```
if TheSelItem = "Chain Helm" then
    if CanHappen = 1 then set TheSelItem = TheSelItem & " +1"
end if
```

```
if TheSelItem = "Steel Shield" then
    if CanHappen = 1 then set TheSelItem = TheSelItem & " +1"
end if
```

```
if TheSelItem = "War Helm" then
    set CanHappen = CanHappen * 3
    if CanHappen = 1 then set TheSelItem = TheSelItem & " +1"
    if CanHappen = 2 then set TheSelItem = TheSelItem & " +2"
    if CanHappen = 3 then set TheSelItem = TheSelItem & " +3"
end if
```

```
if TheSelItem = "Small Shield" then
    if CanHappen = 1 then set TheSelItem = TheSelItem & " +1"
end if
```

```
if TheSelItem = "Leather Armor" then
    if CanHappen = 1 then set TheSelItem = TheSelItem & " +1"
end if
```

```
if TheSelItem = "Ice Helm" then
    if CanHappen = 1 then set TheSelItem = TheSelItem & " +1"
end if
```

```
if TheSelItem = "Sword of Hope" then
    if CanHappen = 1 then set TheSelItem = TheSelItem & " +1"
end if
```

```
if TheSelItem = "Knight Shield" then
    set CanHappen = CanHappen * 2
    if CanHappen = 1 then set TheSelItem = TheSelItem & " +1"
    if CanHappen = 2 then set TheSelItem = TheSelItem & " +2"
end if
```

```
if TheSelItem = "Pharaoh Shield" then
    if CanHappen = 1 then set TheSelItem = TheSelItem & " +1"
end if
```

```
if TheSelItem = "Knight's Sword" then
    set CanHappen = CanHappen * 4
    if CanHappen = 1 then set TheSelItem = TheSelItem & " +1"
    if CanHappen = 2 then set TheSelItem = TheSelItem & " +2"
    if CanHappen = 3 then set TheSelItem = TheSelItem & " +3"
    if CanHappen = 4 then set TheSelItem = TheSelItem & " +4"
end if
```

```
if TheSelItem = "Star Sword" then
    set CanHappen = CanHappen * 2
    if CanHappen = 1 then set TheSelItem = TheSelItem & " +1"
    if CanHappen = 2 then set TheSelItem = TheSelItem & " +2"
end if
```

```
if TheSelItem = "Pharaoh Sword" then
    set CanHappen = CanHappen * 2
    if CanHappen = 1 then set TheSelItem = TheSelItem & " +1"
    if CanHappen = 2 then set TheSelItem = TheSelItem & " +2"
end if
```

```
Global SmithProduction, SmithProductionChunk
```

```
if SmithProduction <> "x" then
    if SmithProductionChunk <> "x" then
        set Dttt = SmithProduction & ":" & SmithProductionChunk & ":"
        set Dttt = Dttt & Blacksmithing & ":S"
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"snx38",#content:Dttt])
    end if
end if
```

```
set SmithProduction = "x"
set SmithProductionChunk = "x"
set KeylockOut = FALSE
--SmithImp
```

```
end
```

```

on PotionMixed NextPotion
  Global KeylockOut, Alchemy, LAction

  if LAction = "Red Sand" then set NextPotion = "Red Potion"
  if LAction = "Blue Sand" then set NextPotion = "Blue Potion"
  if LAction = "Yellow Sand" then set NextPotion = "Yellow Potion"
  if LAction = "Green Sand" then set NextPotion = "Green Potion"
  if LAction = "Purple Sand" then set NextPotion = "Purple Potion"
  if LAction = "White Sand" then set NextPotion = "White Potion"

  if Alchemy < 10 then set BadCook = random(3)
  if Alchemy > 10 then set BadCook = random(5)
  if Alchemy > 20 then set BadCook = random(7)
  if Alchemy > 40 then set BadCook = random(9)
  if Alchemy > 50 then set BadCook = random(11)
  if Alchemy > 60 then set BadCook = random(13)
  if Alchemy > 70 then set BadCook = random(15)
  if Alchemy > 80 then set BadCook = random(18)
  if Alchemy > 90 then set BadCook = random(100)

  if BadCook = 1 then set NextPotion = "Bad Potion"

  if NextPotion = "Bad Potion" then

    set TheText = "Your potion seems a little off...maybe you should practice more."
    AddToChat(TheText)
    set KeylockOut = FALSE
    exit
  end if

  if NextPotion contains "Potion" then
    set TheSelItem = NextPotion
    set TheText = "Your potion is ready!"
    AddToChat(TheText)

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"itremovv",#content:TheSelItem])

    set KeylockOut = FALSE
    AlchemyImp
  end if
end

on CookImp
  Global Cooking

  if Cooking > 0 then

    if Cooking < 100 then

      set CookUp = random(8)

      if Cookup = 1 then

        set TheText = "You have advanced in the art of Cooking!"
        addtochat(theText)
        SortMySkills
        set Cooking = Cooking + 1
        saveskills
      end if
    end if
  end if
end

on AlchemyImp
  Global Alchemy

  if Alchemy > 0 then

    if Alchemy < 100 then

      set AlchemyUp = random(15)

      if AlchemyUp = 1 then

        set TheText = "You have advanced in the art of Alchemy!"
        addtochat(theText)
        SortMySkills
        set Alchemy = Alchemy + 1
        saveskills
      end if
    end if
  end if
end

on SmithImp
  Global Blacksmithing

```

```
if Blacksmithing > 0 then
    if Blacksmithing < 100 then
        set BlacksmithingUp = random(9)
        if BlacksmithingUp = 1 then
            set TheText = "You have advanced in the art of Blacksmithing!"
            addtochat(theText)
            SortMySkills
            set Blacksmithing = Blacksmithing + 1
            saveskills
        end if
    end if
end if
end

on FishingImp
    Global Fishing, AntiMacroCount

    if Fishing > 0 then
        if Fishing < 100 then
            set FishingUp = random(16)
            if FishingUp = 1 then
                set TheText = "You have advanced in the art of Fishing!"
                addtochat(theText)
                SortMySkills
                set Fishing = Fishing + 1
                saveskills
                if AntiMacroCount > 0 then set AntiMacroCount = AntiMacroCount - 1
            end if
        end if
    end if
end

on FarmingImp
    Global Farming

    if Farming > 0 then
        if Farming < 100 then
            set FarmingImp = random(12)
            if FarmingImp = 1 then
                set TheText = "You have advanced in the art of Farming!"
                addtochat(theText)
                SortMySkills
                set Farming = Farming + 1
                saveskills
            end if
        end if
    end if
end

on ShovelingImp
    Global Shoveling

    if Shoveling > 0 then
        if Shoveling < 100 then
            set ShovelingUp = random(12)
            if ShovelingUp = 1 then
                SortMySkills
                set TheText = "You have advanced in the art of Shoveling!"
                addtochat(theText)
                set Shoveling = Shoveling + 1
                saveskills
            end if
        end if
    end if
end

on MiningImp
    Global Mining

    if Mining > 0 then
        if Mining < 100 then
            set MiningUp = random(22)
            if MiningUp = 1 then
```

```

        set TheText = "You have advanced in the art of Mining!"
        addtochat(theText)
        SortMySkills
        set Mining = Mining + 1
        saveskills
    end if
end if
end if
end if
end

on LumberjackImp
    Global Lumberjacking

    if Lumberjacking > 0 then

        if Lumberjacking < 100 then

            set LumberjackingUp = random(12)

            if LumberjackingUp = 1 then

                set TheText = "You have advanced in the art of Lumberjacking!"
                addtochat(theText)
                SortMySkills
                set Lumberjacking = Lumberjacking + 1
                saveskills
            end if
        end if
    end if
end

on CarpentryImp
    Global Carpentry

    if Carpentry > 0 then

        if Carpentry < 100 then

            set CarpentryUp = random(9)

            if CarpentryUp = 1 then

                set TheText = "You have advanced in the art of Carpentry!"
                addtochat(theText)
                SortMySkills
                set Carpentry = Carpentry + 1
                saveskills
            end if
        end if
    end if
end

```

LoadBoard1 (Scripts)

```

on LoadBoard1
    global KeyLockOut, gConnect, BoardSelected

    set BoardSelected = "Town Square"
    put BoardSelected into field (member "BoardTopic")

    set keyLockOut = TRUE
    set Bah = "Town Square.txt"
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadBoard1",#content:Bah])

```

```

end

```

DropFishies (Scripts)

on DropFishies

Global Facing, Fishing, Sprite12Anim, gConnect, CharMap, AntiMacroCount

```
if Fishing < 200 then set TheFish = "Squid"
if Fishing < 80 then set TheFish = "Swordfish"
if Fishing < 60 then set TheFish = "Catfish"
if Fishing < 40 then set TheFish = "Trout"
if Fishing < 15 then set TheFish = "Raw Fish"
```

```
set TheH = the locH of sprite 112
set TheV = the locV of sprite 112
```

```
if Facing = "N" then set TheV = the locV of sprite 112 - 32
if Facing = "S" then set TheV = the locV of sprite 112 + 32
if Facing = "E" then set TheH = the locH of sprite 112 + 32
if Facing = "W" then set TheH = the locH of sprite 112 - 32
```

```
set TooMany = 0
```

```
repeat with muwha = 158 to 177
  if the locV of sprite muwha > 0 then set TooMany = TooMany + 1
end repeat
```

```
if Fishing > 0 then set FishCheck = 30
if Fishing > 10 then set FishCheck = 28
if Fishing > 20 then set FishCheck = 24
if Fishing > 30 then set FishCheck = 20
if Fishing > 40 then set FishCheck = 16
if Fishing > 50 then set FishCheck = 14
if Fishing > 60 then set FishCheck = 12
if Fishing > 70 then set FishCheck = 10
if Fishing > 80 then set FishCheck = 8
if Fishing > 90 then set FishCheck = 5
```

```
set MineRandom = random(FishCheck)
```

```
if AntiMacroCount > 0 then
  if MineRandom = 1 then
    if TooMany < 20 then
      if Sprite12Anim < 1 then
        set TheDatt = CharMap & "i.txt`" & TheFish & ":" & TheH & "-" & TheV
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItem",#content:TheDatt])
        set DropItt = "!((" & TheFish & ":"
        set DropItt = DropItt & TheH & ":" & TheV
        SendChatMsg(DropItt)
        if AntiMacroCount > 0 then set AntiMacroCount = AntiMacroCount - 1
      end if
    end if
  end if
end if
```

```
if AntiMacroCount > 0 then FishingImp
```

end

Defence (Scripts)

Global FctNme, F1Bonus, F2Bonus, F3Bonus, LastToHitMe, gNL, ltass, MyName

on HitMe AttackPower

global CharMap, gConnect, HP, HPmax, Parry, Block, DefenseBonus
 global HeadE, BodyE, RightHandE, FeetE, NeckE, BeltE, FlickerCounter, BreakPoint, RingE
 global IAmImmortal, AdminProtect, BossSetup, MyVehicle, BreakCount, LastWeaponSeen

if FlickerCounter > 0 then exit

if RingE contains "Ninja Gloves" then set AttackPower = AttackPower - 1
 if RingE contains "Gauntlets" then set AttackPower = AttackPower - 3
 if RingE contains "Ruby Ring" then set AttackPower = AttackPower - 4
 if RingE contains "Angel Wings" then set AttackPower = AttackPower - 5
 if RingE contains "Admin Wings" then set AttackPower = AttackPower - 5

if HeadE contains "Chain Helm" then set AttackPower = AttackPower - 2
 if HeadE contains "White Tiara" then set AttackPower = AttackPower - 1
 if HeadE contains "Plate Helm" then set AttackPower = AttackPower - 3
 if HeadE contains "War Helm" then set AttackPower = AttackPower - 4
 if HeadE contains "Leather Cap" then set AttackPower = AttackPower - 1
 if HeadE contains "Murder Helm" then set AttackPower = AttackPower - 4
 if HeadE contains "Ice Helm" then set AttackPower = AttackPower - 2
 if HeadE contains "Fire Helm" then set AttackPower = AttackPower - 4
 if HeadE contains "Pharaoh Helm" then set AttackPower = AttackPower - 6
 if HeadE contains "Crown" then set AttackPower = AttackPower - 3

if BodyE contains "Leather Armor" then set attackpower = attackpower - 2
 if BodyE contains "Necromancer's Robe" then set attackpower = attackpower - 2
 if BodyE contains "Chain Armor" then set attackpower = attackpower - 4
 if BodyE contains "Plate Armor" then set attackpower = attackpower - 5
 if BodyE contains "Titanium Armor" then set attackpower = attackpower - 6
 if BodyE contains "Argon's Plate" then set attackpower = attackpower - 7
 if BodyE contains "Wizard's Robe" then set attackpower = attackpower - 1
 if BodyE contains "White Robe" then set attackpower = attackpower - 3
 if BodyE contains "Rune Armor" then set attackpower = attackpower - 9
 if BodyE contains "Ninja Outfit" then set attackpower = attackpower - 3
 if BodyE contains "Royal Ninja Uniform" then set attackpower = attackpower - 6
 if BodyE contains "Ice Armor" then set attackpower = attackpower - 4
 if BodyE contains "Fire Armor" then set attackpower = attackpower - 5
 if BodyE contains "Ceramic Armor" then set attackpower = attackpower - 3
 if BodyE contains "Lord's Armor" then set attackpower = attackpower - 12

if RightHandE contains "Champions Shield" then set attackpower = attackpower - 4
 if RightHandE contains "Murder Shield" then set attackpower = attackpower - 2
 if RightHandE contains "Small Shield" then set attackpower = attackpower - 1
 if RightHandE contains "Steel Shield" then set attackpower = attackpower - 2
 if RightHandE contains "Knight Shield" then set attackpower = attackpower - 3
 if RightHandE contains "Magical Shield" then set attackpower = attackpower - 2
 if RightHandE contains "Gold Shield" then set attackpower = attackpower - 4
 if RightHandE contains "Ice Shield" then set attackpower = attackpower - 2
 if RightHandE contains "Fire Shield" then set attackpower = attackpower - 1
 if RightHandE contains "Pharaoh Shield" then set attackpower = attackpower - 5

if FeetE = "Chain Boots" then set attackpower = attackpower - 1
 if FeetE = "Plate Boots" then set attackpower = attackpower - 2

set the itemdelimiter = "+"

if RightHandE contains "+" then set AtBonus = integer(item 2 of RightHandE)
 if RightHandE contains "+" then set attackpower = attackpower - AtBonus

if BodyE contains "+" then set AtBonus = integer(item 2 of BodyE)
 if BodyE contains "+" then set attackpower = attackpower - AtBonus

if HeadE contains "+" then set AtBonus = integer(item 2 of HeadE)
 if HeadE contains "+" then set attackpower = attackpower - AtBonus

if FeetE contains "+" then set AtBonus = integer(item 2 of FeetE)
 if FeetE contains "+" then set attackpower = attackpower - AtBonus

if LastWeaponSeen = "Ice Sword" then
 if BodyE = "Ice Armor" then set attackpower = attackpower - 7
 if HeadE = "Ice Helm" then set AttackPower = AttackPower - 3
 if RightHandE = "Ice Shield" then set attackpower = attackpower - 4
 if BodyE = "Fire Armor" then set attackpower = attackpower + 7
 if HeadE = "Fire Helm" then set AttackPower = AttackPower + 3
 if RightHandE = "Fire Shield" then set attackpower = attackpower + 4
end if

if LastWeaponSeen = "Fire Sword" then
 if BodyE = "Ice Armor" then set attackpower = attackpower + 7
 if HeadE = "Ice Helm" then set AttackPower = AttackPower + 3
 if RightHandE = "Ice Shield" then set attackpower = attackpower + 4
 if BodyE = "Fire Armor" then set attackpower = attackpower - 7
 if HeadE = "Fire Helm" then set AttackPower = AttackPower - 3
 if RightHandE = "Fire Shield" then set attackpower = attackpower - 4
end if

```

if FctNme = 2 then
    if F2Bonus > 0 then set AttackPower = attackPower - 1
    if F2Bonus > 4 then set AttackPower = attackPower - 1
    if F2Bonus > 8 then set AttackPower = attackPower - 1
end if

if FctNme = 3 then
    if F2Bonus > 0 then set AttackPower = attackPower - 1
    if F2Bonus > 6 then set AttackPower = attackPower - 1
end if

set attackpower = attackpower + random(3)

--if DefenseBonus > 0 then set AttackPower = AttackPower - DefenseBonus
--if DefenseBonus < 0 then set AttackPower = AttackPower + DefenseBonus

```

```
AttackPower = AttackPower - DefenseBonus
```

```
if attackpower < 2 then set attackpower = 0 + random(3)
```

```

set CanDodge = random(90)
if Parry > 0 then set CanDodge = random(90)
if Parry > 10 then set CanDodge = random(90)
if Parry > 20 then set CanDodge = random(85)
if Parry > 30 then set CanDodge = random(80)
if Parry > 40 then set CanDodge = random(70)
if Parry > 50 then set CanDodge = random(60)
if Parry > 60 then set CanDodge = random(50)
if Parry > 70 then set CanDodge = random(40)
if Parry > 80 then set CanDodge = random(35)
if Parry > 90 then set CanDodge = random(31)
if Parry > 96 then set CanDodge = random(24)

```

```

-- Giving a 4 pt chance of parrying
if FctNme = 3 then set CanDodge = CanDodge - 4

```

```

if CanDodge < 1 then set CanDodge = random(90)
if CanDodge = 1 then set AttackPower = "Parry"

```

```

if CanDodge > 1 then
    if Block > 0 then set CanDodge = random(90)
    if Block > 10 then set CanDodge = random(90)
    if Block > 20 then set CanDodge = random(85)
    if Block > 30 then set CanDodge = random(80)
    if Block > 40 then set CanDodge = random(70)
    if Block > 50 then set CanDodge = random(60)
    if Block > 60 then set CanDodge = random(50)
    if Block > 70 then set CanDodge = random(40)
    if Block > 80 then set CanDodge = random(35)
    if Block > 90 then set CanDodge = random(31)
    if Block > 96 then set CanDodge = random(24)
    if FctNme = 3 then set CanDodge = CanDodge - 10
    if CanDodge < 1 then set CanDodge = random(90)
    if CanDodge = 1 then set AttackPower = "Block"
end if

```

```

if gnL = 0 then
    repeat with xxxxx = 180 to 183
        set NPCC = member(the member of sprite xxxxx).name
        if NPCC contains "99-" then
            if the locV of sprite 112 = the locV of sprite xxxxx then
                if the locH of sprite 112 = the locH of sprite xxxxx then set AttackPower = "Shield"
            end if
        end if
    end repeat
end if

```

```

set PCCount = 0
if the locV of sprite 115 > 0 then set PCCount = PCCount + 1
if the locV of sprite 118 > 0 then set PCCount = PCCount + 1
if the locV of sprite 121 > 0 then set PCCount = PCCount + 1
if the locV of sprite 124 > 0 then set PCCount = PCCount + 1
if the locV of sprite 127 > 0 then set PCCount = PCCount + 1
if the locV of sprite 130 > 0 then set PCCount = PCCount + 1
if the locV of sprite 133 > 0 then set PCCount = PCCount + 1
if the locV of sprite 136 > 0 then set PCCount = PCCount + 1
if the locV of sprite 139 > 0 then set PCCount = PCCount + 1
if the locV of sprite 142 > 0 then set PCCount = PCCount + 1
if the locV of sprite 145 > 0 then set PCCount = PCCount + 1

```

```
set DtToSend = ""
```

```
if PCCount > 1 then set DtToSend = "@" & CharMap & ":" & MyName & ":" & "TS" & ":"
```

```

if AttackPower = "Shield" then
    BeginHitFlicker
    if HP < 0 then set HP = 0
    if PCCount > 1 then set DtToSend = DtToSend & "6:" & AttackPower & ":" & the locH of sprite 112 & ":" & the locV of sprite
112
    if PCCount < 2 then set DtToSend = "6:" & AttackPower & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
    if PCCount < 2 then gConnect.sendNetMessage( "@" & CharMap, "TS", DtToSend)

```

```

    if PCCount < 2 then gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
    if PCCount > 1 then errCode = gConnect.sendNetMessage([#recipients:"system.script",
#subject:"AddToQueue",#content:DToSend])
    ImpParry
    loadthebars
    savevitals
    exit
end if

    if AttackPower = "Parry" then
        BeginHitFlicker
        if HP < 0 then set HP = 0
        if PCCount > 1 then set DToSend = DToSend & "103:" & AttackPower & ":" & the locH of sprite 112 & ":" & the locV of
sprite 112
        if PCCount < 2 then set DToSend = "103:" & AttackPower & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
        if PCCount < 2 then gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
        if PCCount > 1 then errCode = gConnect.sendNetMessage([#recipients:"system.script",
#subject:"AddToQueue",#content:DToSend])
        ImpParry
        loadthebars
        savevitals
        exit
end if

    if AttackPower = "Block" then
        BeginHitFlicker
        if HP < 0 then set HP = 0
        if PCCount > 1 then set DToSend = DToSend & "103:" & AttackPower & ":" & the locH of sprite 112 & ":" & the locV of
sprite 112
        if PCCount < 2 then set DToSend = "103:" & AttackPower & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
        if PCCount < 2 then gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
        if PCCount > 1 then errCode = gConnect.sendNetMessage([#recipients:"system.script",
#subject:"AddToQueue",#content:DToSend])
        ImpBlock
        loadthebars
        savevitals
        exit
end if

    sortvitals

    set HP = HP - AttackPower
    set BreakCount = BreakCount - 1
    BeginHitFlicker

    if HP < 0 then set HP = 0

    if ltass = 1 then
        if HP < 1 then set HP = 1
    end if

    set EXDat = "::.hitsound:"
    if PCCount > 1 then set DToSend = DToSend & "6:" & AttackPower & ":" & the locH of sprite 112 & ":" & the locV of sprite
112 & EXDat
    if PCCount < 2 then set DToSend = "6:" & AttackPower & ":" & the locH of sprite 112 & ":" & the locV of sprite 112 & EXDat
    if PCCount < 2 then gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
    if PCCount > 1 then errCode = gConnect.sendNetMessage([#recipients:"system.script",
#subject:"AddToQueue",#content:DToSend])

    ImpParry
    ImpBlock
    loadthebars
    savevitals

    if ltass = 1 then
        RunDeathScript2
    end if

end

on HitMe2 AttackPower, ThisSprite
    global CharMap, gConnect, HP, HPmax, Parry, Block, DefenseBonus
    global HeadE, BodyE, RightHandE, FeetE, NeckE, BeltE, FlickerCounter, BreakCount
    global IAmImmortal, AdminProtect, BossSetup, MyVehicle
    Global LastToHitMe, CurSpellOwner, RingE

    if IAmImmortal = TRUE then exit
    if the frame > 80 then exit

    if gnL = 0 then
        if the monstername of sprite ThisSprite = "Holy Shield" then exit
    end if

    set LastToHitMe = "a " & the MonsterName of sprite ThisSprite

    if FlickerCounter > 0 then exit

```



```
if RingE contains "Ninja Gloves" then set AttackPower = AttackPower - 1
if RingE contains "Gauntlets" then set AttackPower = AttackPower - 3
if RingE contains "Ruby Ring" then set AttackPower = AttackPower - 4
if RingE contains "Angel Wings" then set AttackPower = AttackPower - 5
if RingE contains "Admin Wings" then set AttackPower = AttackPower - 5

if HeadE contains "chain Helm" then set AttackPower = AttackPower - 2
if HeadE contains "White Tiara" then set AttackPower = AttackPower - 1
if HeadE contains "Plate Helm" then set AttackPower = AttackPower - 3
if HeadE contains "War Helm" then set AttackPower = AttackPower - 4
if HeadE contains "leather cap" then set AttackPower = AttackPower - 1
if HeadE contains "Murder Helm" then set AttackPower = AttackPower - 4
if HeadE contains "Ice Helm" then set AttackPower = AttackPower - 2
if HeadE contains "Fire Helm" then set AttackPower = AttackPower - 3
if HeadE contains "Pharaoh Helm" then set AttackPower = AttackPower - 6
if HeadE contains "Crown" then set AttackPower = AttackPower - 3

if BodyE contains "leather armor" then set attackpower = attackpower - 2
if BodyE contains "necromancer's robe" then set attackpower = attackpower - 2
if BodyE contains "chain armor" then set attackpower = attackpower - 4
if BodyE contains "plate armor" then set attackpower = attackpower - 5
if BodyE contains "Titanium armor" then set attackpower = attackpower - 6
if BodyE contains "Argon's Plate" then set attackpower = attackpower - 7
if BodyE contains "Wizard's Robe" then set attackpower = attackpower - 1
if BodyE contains "White Robe" then set attackpower = attackpower - 3
if BodyE contains "Rune armor" then set attackpower = attackpower - 9
if BodyE contains "Ninja Outfit" then set attackpower = attackpower - 3
if BodyE contains "Royal Ninja Uniform" then set attackpower = attackpower - 6
if BodyE contains "Ice Armor" then set attackpower = attackpower - 4
if BodyE contains "Fire Armor" then set attackpower = attackpower - 6
if BodyE contains "Lord's armor" then set attackpower = attackpower - 12

if RightHandE contains "Champions Shield" then set attackpower = attackpower - 4
if RightHandE contains "Murder Shield" then set attackpower = attackpower - 2
if RightHandE contains "Small Shield" then set attackpower = attackpower - 1
if RightHandE contains "Steel Shield" then set attackpower = attackpower - 2
if RightHandE contains "Knight Shield" then set attackpower = attackpower - 3
if RightHandE contains "Magical Shield" then set attackpower = attackpower - 2
if RightHandE contains "Gold Shield" then set attackpower = attackpower - 4
if RightHandE contains "Ice Shield" then set attackpower = attackpower - 2
if RightHandE contains "Fire Shield" then set attackpower = attackpower - 1
if RightHandE contains "Pharaoh Shield" then set attackpower = attackpower - 5

if FeetE = "Chain Boots" then set attackpower = attackpower - 1
if FeetE = "Plate Boots" then set attackpower = attackpower - 2

set the itemdelimiter = "+"
if RightHandE contains "+" then set AtBonus = integer(item 2 of RightHandE)
if RightHandE contains "+" then set attackpower = attackpower - AtBonus

if BodyE contains "+" then set AtBonus = integer(item 2 of BodyE)
if BodyE contains "+" then set attackpower = attackpower - AtBonus

if HeadE contains "+" then set AtBonus = integer(item 2 of HeadE)
if HeadE contains "+" then set attackpower = attackpower - AtBonus

if FeetE contains "+" then set AtBonus = integer(item 2 of FeetE)
if FeetE contains "+" then set attackpower = attackpower - AtBonus

if FctNme = 2 then
    if F2Bonus > 0 then set AttackPower = attackPower - 1
    if F2Bonus > 4 then set AttackPower = attackPower - 1
    if F2Bonus > 8 then set AttackPower = attackPower - 1
end if

if FctNme = 3 then
    if F2Bonus > 0 then set AttackPower = attackPower - 1
    if F2Bonus > 6 then set AttackPower = attackPower - 1
end if

set attackpower = attackpower + random(3)

if DefenseBonus > 0 then set AttackPower = AttackPower - DefenseBonus
if DefenseBonus < 0 then set AttackPower = AttackPower + DefenseBonus

if attackpower < 2 then set attackpower = 0 + random(3)

set CanDodge = random(3000)
if Parry > 10 then set CanDodge = random(90)
if Parry > 20 then set CanDodge = random(85)
if Parry > 30 then set CanDodge = random(80)
if Parry > 40 then set CanDodge = random(70)
if Parry > 50 then set CanDodge = random(60)
if Parry > 60 then set CanDodge = random(50)
if Parry > 70 then set CanDodge = random(40)
if Parry > 80 then set CanDodge = random(35)
if Parry > 90 then set CanDodge = random(31)
if Parry > 96 then set CanDodge = random(24)

if FctNme = 3 then set CanDodge = CanDodge - 10
if CanDodge < 1 then set CanDodge = 1
```

```
if CanDodge = 1 then set AttackPower = "Parry"
```

```
if CanDodge > 1 then
  set Candodge = random(3000)
  if Block > 10 then set CanDodge = random(90)
  if Block > 20 then set CanDodge = random(85)
  if Block > 30 then set CanDodge = random(80)
  if Block > 40 then set CanDodge = random(70)
  if Block > 50 then set CanDodge = random(60)
  if Block > 60 then set CanDodge = random(50)
  if Block > 70 then set CanDodge = random(40)
  if Block > 80 then set CanDodge = random(35)
  if Block > 90 then set CanDodge = random(31)
  if Block > 96 then set CanDodge = random(24)

  if FctNme = 3 then set CanDodge = CanDodge - 10
  if CanDodge < 1 then set CanDodge = 1
```

```
  if CanDodge = 1 then set AttackPower = "Block"
end if
```

```
if gnL = 0 then
  repeat with xxxxx = 180 to 183
    set NPCC = member(the member of sprite xxxxx).name
    if NPCC contains "99-" then
      if the locV of sprite 112 = the locV of sprite xxxxx then
        if the locH of sprite 112 = the locH of sprite xxxxx then set AttackPower = "Shield"
      end if
    end if
  end repeat
end if
```

```
set PCCount = 0
if the locV of sprite 115 > 0 then set PCCount = PCCount + 1
if the locV of sprite 118 > 0 then set PCCount = PCCount + 1
if the locV of sprite 121 > 0 then set PCCount = PCCount + 1
if the locV of sprite 124 > 0 then set PCCount = PCCount + 1
if the locV of sprite 127 > 0 then set PCCount = PCCount + 1
if the locV of sprite 130 > 0 then set PCCount = PCCount + 1
if the locV of sprite 133 > 0 then set PCCount = PCCount + 1
if the locV of sprite 136 > 0 then set PCCount = PCCount + 1
if the locV of sprite 139 > 0 then set PCCount = PCCount + 1
if the locV of sprite 142 > 0 then set PCCount = PCCount + 1
if the locV of sprite 145 > 0 then set PCCount = PCCount + 1
```

```
if AttackPower = "Shield" then
  BeginHitFlicker
  if HP < 0 then set HP = 0
  if PCCount > 1 then set DToSend = DToSend & "6:" & AttackPower & ":" & the locH of sprite 112 & ":" & the locV of sprite
112
  if PCCount < 2 then set DToSend = "6:" & AttackPower & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
  if PCCount < 2 then gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
  if PCCount > 1 then errCode = gConnect.sendNetMessage([#recipients:"system.script",
#subject:"AddToQueue",#content:DToSend])
  ImpParry
  loadthebars
  savevitals
  exit
end if
```

```
if AttackPower = "Parry" then
  BeginHitFlicker
  if HP < 0 then set HP = 0
  if PCCount > 1 then set DToSend = DToSend & "103:" & AttackPower & ":" & the locH of sprite 112 & ":" & the locV of
sprite 112
  if PCCount < 2 then set DToSend = "103:" & AttackPower & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
  if PCCount < 2 then gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
  if PCCount > 1 then errCode = gConnect.sendNetMessage([#recipients:"system.script",
#subject:"AddToQueue",#content:DToSend])
  ImpParry
  loadthebars
  savevitals
  exit
end if
```

```
if AttackPower = "Block" then

  BeginHitFlicker
  if HP < 0 then set HP = 0
  if PCCount > 1 then set DToSend = DToSend & "103:" & AttackPower & ":" & the locH of sprite 112 & ":" & the locV of
sprite 112
  if PCCount < 2 then set DToSend = "103:" & AttackPower & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
  if PCCount < 2 then gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
  if PCCount > 1 then errCode = gConnect.sendNetMessage([#recipients:"system.script",
#subject:"AddToQueue",#content:DToSend])
  ImpBlock
  loadthebars
  savevitals
```

```

    savevitals
    exit
end if

```

```

sortvitals
set BreakCount = BreakCount - 1
set HP = HP - AttackPower
CheckForArmorBreak (LastToHitMe)

```

```

if LastToHitMe = "a Yeti" then
    if BodyE = "Ice Armor" then set attackpower = attackpower - 7
    if HeadE = "Ice Helm" then set AttackPower = AttackPower - 3
    if RightHandE = "Ice Shield" then set attackpower = attackpower - 4
    if BodyE = "Fire Armor" then set attackpower = attackpower + 7
    if HeadE = "Fire Helm" then set AttackPower = AttackPower + 3
    if RightHandE = "Fire Shield" then set attackpower = attackpower + 4
end if

```

```

if LastToHitMe = "a Snow Serpent" then
    if BodyE = "Ice Armor" then set attackpower = attackpower - 7
    if HeadE = "Ice Helm" then set AttackPower = AttackPower - 3
    if RightHandE = "Ice Shield" then set attackpower = attackpower - 4
    if BodyE = "Fire Armor" then set attackpower = attackpower + 7
    if HeadE = "Fire Helm" then set AttackPower = AttackPower + 3
    if RightHandE = "Fire Shield" then set attackpower = attackpower + 4
end if

```

```

if LastToHitMe = "a Snow Demon" then
    if BodyE = "Ice Armor" then set attackpower = attackpower - 7
    if HeadE = "Ice Helm" then set AttackPower = AttackPower - 3
    if RightHandE = "Ice Shield" then set attackpower = attackpower - 4
    if BodyE = "Fire Armor" then set attackpower = attackpower + 7
    if HeadE = "Fire Helm" then set AttackPower = AttackPower + 3
    if RightHandE = "Fire Shield" then set attackpower = attackpower + 4
end if

```

```

if LastToHitMe = "a Fire Demon" then
    if BodyE = "Ice Armor" then set attackpower = attackpower + 7
    if HeadE = "Ice Helm" then set AttackPower = AttackPower + 3
    if RightHandE = "Ice Shield" then set attackpower = attackpower + 4
    if BodyE = "Fire Armor" then set attackpower = attackpower - 7
    if HeadE = "Fire Helm" then set AttackPower = AttackPower - 3
    if RightHandE = "Fire Shield" then set attackpower = attackpower - 4
end if

```

```

if attackpower < 1 then set attackpower = random(3)

```

```

BeginHitFlicker
if HP < 0 then set HP = 0
set EXDat = ":hitsound:"

```

```

    if PCCCount > 1 then set DToSend = DToSend & "6:" & AttackPower & ":" & the locH of sprite 112 & ":" & the locV of sprite
112 & EXDat
    if PCCCount < 2 then set DToSend = "6:" & AttackPower & ":" & the locH of sprite 112 & ":" & the locV of sprite 112 & EXDat
    if PCCCount < 2 then gConnect.sendNetMessage( "@" & CharMap, "TS", DToSend)
    if PCCCount > 1 then errCode = gConnect.sendNetMessage( [#recipients:"system.script",
#subject:"AddToQueue",#content:DToSend])

```

```

    ImpParry
    ImpBlock
    loadthebars
    savevitals
end

```

create food (Scripts)

```

on CreateFood
    Global gConnect

    set FoodItem = random(5)

    if FoodItem = 1 then set FoodItem = "Apple"
    if FoodItem = 2 then set FoodItem = "Pie"
    if FoodItem = 3 then set FoodItem = "Corn"
    if FoodItem = 4 then set FoodItem = "Fish"
    if FoodItem = 5 then set FoodItem = "Ale"

    set Inventories = field (member "Inventory" of castlib 2)

    set InvNum = 0
    if line 1 of Inventories <> "" then set InvNum = InvNum + 1
    if line 2 of Inventories <> "" then set InvNum = InvNum + 1
    if line 3 of Inventories <> "" then set InvNum = InvNum + 1
    if line 4 of Inventories <> "" then set InvNum = InvNum + 1
    if line 5 of Inventories <> "" then set InvNum = InvNum + 1
    if line 6 of Inventories <> "" then set InvNum = InvNum + 1
    if line 7 of Inventories <> "" then set InvNum = InvNum + 1
    if line 8 of Inventories <> "" then set InvNum = InvNum + 1
    if line 9 of Inventories <> "" then set InvNum = InvNum + 1
    if line 10 of Inventories <> "" then set InvNum = InvNum + 1
    if line 11 of Inventories <> "" then set InvNum = InvNum + 1
    if line 12 of Inventories <> "" then set InvNum = InvNum + 1
    if line 13 of Inventories <> "" then set InvNum = InvNum + 1
    if line 14 of Inventories <> "" then set InvNum = InvNum + 1
    if line 15 of Inventories <> "" then set InvNum = InvNum + 1

    if Inventories contains FoodItem & "-" then set Inventories = 1

    if InvNum > 14 then
        set TheText = "The " & FoodItem & " appears briefly but then vanishes because you're carrying too much."
        AddToChat(TheText)
        exit
    end if

    set TheSelItem = FoodItem

    if FoodItem = "Apple" then set TheText = "Suddenly, an " & FoodItem & " appears in your inventory."
    if FoodItem <> "Apple" then set TheText = "Suddenly, " & FoodItem & " appears in your inventory."
    AddToChat(TheText)

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"itremovv",#content:TheSelItem])

```

WorkABodyChange (Scripts)

```

on WorkABodyChange TheText
    global gConnect, MyName, CharMap, BossSetup, IAmImmortal

    set NewBody = word 2 of TheText

    set BToCheck = NewBody & "-F2-W"

    set nCastNum = the number of member BToCheck of castlib "Chars"

    if (nCastNum = -1) or (nCastNum=999) then
        set TheText = "This body doesn't exist!"
        AddToChat(TheText)
        exit
    end if

    set DToSend = MyName & ":" & NewBody
    gConnect.sendNetMessage( "@" & CharMap, "BodyChange", DToSend)

    put NewBody into field (member "Body" of castlib "TempSave")

end

```

TREES (Scripts)

```

on CheckTrees
  Global gConnect, CharMap, DeathStopRespawnTimer

  set TheMap = field (member "MapData" of castlib 1)
  set the itemdelimiter = "#"

  if DeathStopRespawnTimer > 0 then exit

  set AttackX = random(17)
  set AttackY = random(12)

  set Layer2 = field (member "Layer2" of castlib 1)

  if word AttackX of line AttackY of Layer2 = "P3" then

    set TileRepDat = "P3:S3:" & AttackX & ":" & AttackY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mappppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mappppp])
  end if
end

end

on CheckRock
  Global gConnect, CharMap, DeathStopRespawnTimer

  set TheMap = field (member "MapData" of castlib 1)
  set the itemdelimiter = "#"
  if DeathStopRespawnTimer > 0 then exit

  set AttackX = random(17)
  set AttackY = random(12)

  set Layer2 = field (member "Layer2" of castlib 1)

  if word AttackX of line AttackY of Layer2 = "O8" then

    set TileRepDat = "O8:B8:" & AttackX & ":" & AttackY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mappppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mappppp])
  end if
end

end

on CheckFarm
  Global gConnect, CharMap, DeathStopRespawnTimer

  set TheMap = field (member "MapData" of castlib 1)
  set the itemdelimiter = "#"
  if DeathStopRespawnTimer > 0 then exit

  set AttackX = random(17)
  set AttackY = random(12)

  set Layer2 = field (member "Layer2" of castlib 1)

  if word AttackX of line AttackY of Layer2 = "SL" then

    set TileRepDat = "SL:TL:" & AttackX & ":" & AttackY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mappppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mappppp])
  end if
end

end

on CheckIce
  Global gConnect, CharMap, DeathStopRespawnTimer

  set TheMap = field (member "MapData" of castlib 1)
  set the itemdelimiter = "#"
  if DeathStopRespawnTimer > 0 then exit

  set AttackX = random(17)
  set AttackY = random(12)

  set Layer2 = field (member "Layer2" of castlib 1)

  if word AttackX of line AttackY of Layer2 = "OZ" then

    set TileRepDat = "OZ:1G:" & AttackX & ":" & AttackY

```

```
    set TileRepDat = "0Z:1G:" & AttackX & ":" & AttackY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mapppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])
end if
```

end

on CheckFire

Global gConnect, CharMap, DeathStopRespawnTimer

```
set TheMap = field (member "MapData" of castlib 1)
set the itemdelimiter = "#"
if DeathStopRespawnTimer > 0 then exit
```

```
set AttackX = random(17)
set AttackY = random(12)
```

set Layer2 = field (member "Layer2" of castlib 1)

if word AttackX of line AttackY of Layer2 = "6N" then

```
    set TileRepDat = "6N:6O:" & AttackX & ":" & AttackY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mapppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])
end if
```

end

on CheckHoles

Global gConnect, CharMap, DeathStopRespawnTimer

```
set TheMap = field (member "MapData" of castlib 1)
set the itemdelimiter = "#"
if DeathStopRespawnTimer > 0 then exit
```

```
set AttackX = random(17)
set AttackY = random(12)
```

set Layer2 = field (member "Layer2" of castlib 1)

if word AttackX of line AttackY of Layer2 = "1K" then

```
    set TileRepDat = "1K:G3:" & AttackX & ":" & AttackY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mapppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])
end if
```

end

on CheckVeg

Global gConnect, CharMap, DeathStopRespawnTimer

```
set TheMap = field (member "MapData" of castlib 1)
set the itemdelimiter = "#"
if DeathStopRespawnTimer > 0 then exit
```

```
set AttackX = random(17)
set AttackY = random(12)
```

set Layer2 = field (member "Layer2" of castlib 1)

if word AttackX of line AttackY of Layer2 = "XL" then

```
    set TileRepDat = "XL:UL:" & AttackX & ":" & AttackY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mapppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])
end if
```

if word AttackX of line AttackY of Layer2 = "XO" then

```
    set TileRepDat = "YL:VL:" & AttackX & ":" & AttackY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mapppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])
end if
```

if word AttackX of line AttackY of Layer2 = "XP" then

```
    set TileRepDat = "ZL:WL:" & AttackX & ":" & AttackY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mapppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])
```

```

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])
end if

if word AttackX of line AttackY of Layer2 = "CM" then
    set TileRepDat = "CM:AM:" & AttackX & ":" & AttackY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mapppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])
end if

if word AttackX of line AttackY of Layer2 = "DM" then
    set TileRepDat = "DM:BM:" & AttackX & ":" & AttackY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mapppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])
end if

---

if word AttackX of line AttackY of Layer2 = "UL" then
    set TileRepDat = "UL:SL:" & AttackX & ":" & AttackY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mapppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])
end if

if word AttackX of line AttackY of Layer2 = "VL" then
    set TileRepDat = "VL:SL:" & AttackX & ":" & AttackY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mapppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])
end if

if word AttackX of line AttackY of Layer2 = "WL" then
    set TileRepDat = "WL:SL:" & AttackX & ":" & AttackY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mapppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])
end if

if word AttackX of line AttackY of Layer2 = "AM" then
    set TileRepDat = "AM:SL:" & AttackX & ":" & AttackY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mapppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])
end if

if word AttackX of line AttackY of Layer2 = "BM" then
    set TileRepDat = "BM:SL:" & AttackX & ":" & AttackY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mapppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])
end if

end

on DoVeg

    Global gConnect, CharMap, DeathStopRespawnTimer

    set TheMap = field (member "MapData" of castlib 1)
    set the itemdelimiter = "#"

    set PosX = random(17)
    set PosY = random(12)

    set Layer2 = field (member "Layer2" of castlib 1)

    if word PosX of line PosY of Layer2 = "XL" then
        set PosX = PosX * 32
        set PosX = PosX + 14
        set PosY = PosY * 32
        set PosY = PosY - 3
        set TooMany = 0
        repeat with xxx = 158 to 177
            if the locV of sprite xxx > 0 then set TooMany = TooMany + 1
            if the locH of sprite xxx = PosX then
                if the locV of sprite xxx = PosY then exit
            end if
        end repeat
        if TooMany > 19 then exit
        set TheDatt = CharMap & "i.txt`" & "Corn" & ":" & PosX & "-" & PosY
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItem",#content:TheDatt])
        set DropItt = "!((" & "Corn" & ":"

```

```
    set DropItt = "!( ( " & "Corn" & ":"
    set DropItt = DropItt & PosX & ":" & PosY
    SendChatMsg(DropItt)
end if

if word PosX of line PosY of Layer2 = "XO" then
    set PosX = PosX * 32
    set PosX = PosX + 14
    set PosY = PosY * 32
    set PosY = PosY - 3
    set TooMany = 0
    repeat with xxx = 158 to 177
        if the locV of sprite xxx > 0 then set TooMany = TooMany + 1
        if the locH of sprite xxx = PosX then
            if the locV of sprite xxx = PosY then exit
        end if
    end repeat
    if TooMany > 19 then exit
    set TheDatt = CharMap & "i.txt`" & "Nectar" & ":" & PosX & "-" & PosY
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItem", #content:TheDatt])
    set DropItt = "!( ( " & "Nectar" & ":"
    set DropItt = DropItt & PosX & ":" & PosY
    SendChatMsg(DropItt)
end if

if word PosX of line PosY of Layer2 = "XP" then
    set PosX = PosX * 32
    set PosX = PosX + 14
    set PosY = PosY * 32
    set PosY = PosY - 3
    set TooMany = 0
    repeat with xxx = 158 to 177
        if the locV of sprite xxx > 0 then set TooMany = TooMany + 1
        if the locH of sprite xxx = PosX then
            if the locV of sprite xxx = PosY then exit
        end if
    end repeat
    if TooMany > 19 then exit
    set TheDatt = CharMap & "i.txt`" & "Watermelon" & ":" & PosX & "-" & PosY
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItem", #content:TheDatt])
    set DropItt = "!( ( " & "Watermelon" & ":"
    set DropItt = DropItt & PosX & ":" & PosY
    SendChatMsg(DropItt)
end if

if word PosX of line PosY of Layer2 = "CM" then
    set PosX = PosX * 32
    set PosX = PosX + 14
    set PosY = PosY * 32
    set PosY = PosY - 3
    set TooMany = 0
    repeat with xxx = 158 to 177
        if the locV of sprite xxx > 0 then set TooMany = TooMany + 1
        if the locH of sprite xxx = PosX then
            if the locV of sprite xxx = PosY then exit
        end if
    end repeat
    if TooMany > 19 then exit
    set TheDatt = CharMap & "i.txt`" & "Flowers" & ":" & PosX & "-" & PosY
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItem", #content:TheDatt])
    set DropItt = "!( ( " & "Flowers" & ":"
    set DropItt = DropItt & PosX & ":" & PosY
    SendChatMsg(DropItt)
end if

if word PosX of line PosY of Layer2 = "DM" then
    set PosX = PosX * 32
    set PosX = PosX + 14
    set PosY = PosY * 32
    set PosY = PosY - 3
    set TooMany = 0
    repeat with xxx = 158 to 177
        if the locV of sprite xxx > 0 then set TooMany = TooMany + 1
        if the locH of sprite xxx = PosX then
            if the locV of sprite xxx = PosY then exit
        end if
    end repeat
    if TooMany > 19 then exit
    set TheDatt = CharMap & "i.txt`" & "Roses" & ":" & PosX & "-" & PosY
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItem", #content:TheDatt])
    set DropItt = "!( ( " & "Roses" & ":"
    set DropItt = DropItt & PosX & ":" & PosY
    SendChatMsg(DropItt)
end if

end
```

BeginHitFlicker (Scripts)

```
on BeginHitFlicker
  Global FlickerCounter

  set FlickerCounter = 40

end
```

SCORESSS (Scripts)

```
on DrawHScores TheDatToSort
```

```

set the itemdelimiter = "|"
set S1 = item 1 of TheDatToSort
set S2 = item 2 of TheDatToSort
set S3 = item 3 of TheDatToSort
set S4 = item 4 of TheDatToSort
set S5 = item 5 of TheDatToSort
set S6 = item 6 of TheDatToSort
set S7 = item 7 of TheDatToSort
set S8 = item 8 of TheDatToSort
set S9 = item 9 of TheDatToSort
set S10 = item 10 of TheDatToSort

set the itemdelimiter = "-"

set TheText = RETURN & "                                Top YourGameNameHere Player Scores"
set TheText = TheText & RETURN & RETURN
set TheText = TheText & "1. " & item 1 of S1 & " - " & item 2 of S1 & " points"
set TheText = TheText & "      "
set TheText = TheText & "2. " & item 1 of S2 & " - " & item 2 of S2 & " points"
set TheText = TheText & "      "
set TheText = TheText & "3. " & item 1 of S3 & " - " & item 2 of S3 & " points"
set TheText = TheText & "      "
set TheText = TheText & "4. " & item 1 of S4 & " - " & item 2 of S4 & " points"
set TheText = TheText & RETURN
set TheText = TheText & "5. " & item 1 of S5 & " - " & item 2 of S5 & " points"
set TheText = TheText & "      "
set TheText = TheText & "6. " & item 1 of S6 & " - " & item 2 of S6 & " points"
set TheText = TheText & "      "
set TheText = TheText & "7. " & item 1 of S7 & " - " & item 2 of S7 & " points"
set TheText = TheText & "      "
set TheText = TheText & "8. " & item 1 of S8 & " - " & item 2 of S8 & " points"
set TheText = TheText & RETURN
set TheText = TheText & "9. " & item 1 of S9 & " - " & item 2 of S9 & " points"
set TheText = TheText & "      "
set TheText = TheText & "10. " & item 1 of S10 & " - " & item 2 of S10 & " points"
addtochat (theText)

```

```
end
```

```
on DrawAHScores TheDatToSort
```

```

set the itemdelimiter = "|"
set S1 = item 1 of TheDatToSort
set S2 = item 2 of TheDatToSort
set S3 = item 3 of TheDatToSort
set S4 = item 4 of TheDatToSort
set S5 = item 5 of TheDatToSort
set S6 = item 6 of TheDatToSort
set S7 = item 7 of TheDatToSort
set S8 = item 8 of TheDatToSort
set S9 = item 9 of TheDatToSort
set S10 = item 10 of TheDatToSort

set the itemdelimiter = "-"

set TheText = RETURN & "                                Current Top Assassins"
set TheText = TheText & RETURN & RETURN
set TheText = TheText & "1. " & item 1 of S1 & " - " & item 2 of S1 & " points"
set TheText = TheText & "      "
set TheText = TheText & "2. " & item 1 of S2 & " - " & item 2 of S2 & " points"
set TheText = TheText & "      "
set TheText = TheText & "3. " & item 1 of S3 & " - " & item 2 of S3 & " points"
set TheText = TheText & "      "
set TheText = TheText & "4. " & item 1 of S4 & " - " & item 2 of S4 & " points"
set TheText = TheText & RETURN
set TheText = TheText & "5. " & item 1 of S5 & " - " & item 2 of S5 & " points"
set TheText = TheText & "      "
set TheText = TheText & "6. " & item 1 of S6 & " - " & item 2 of S6 & " points"
set TheText = TheText & "      "
set TheText = TheText & "7. " & item 1 of S7 & " - " & item 2 of S7 & " points"
set TheText = TheText & "      "
set TheText = TheText & "8. " & item 1 of S8 & " - " & item 2 of S8 & " points"
set TheText = TheText & RETURN
set TheText = TheText & "9. " & item 1 of S9 & " - " & item 2 of S9 & " points"
set TheText = TheText & "      "
set TheText = TheText & "10. " & item 1 of S10 & " - " & item 2 of S10 & " points"
addtochat (theText)

```

```
end
```

```
on DrawAHScores2 TheDatToSort
```

```

set the itemdelimiter = "|"
set S1 = item 1 of TheDatToSort
set S2 = item 2 of TheDatToSort
set S3 = item 3 of TheDatToSort
set S4 = item 4 of TheDatToSort
set S5 = item 5 of TheDatToSort
set S6 = item 6 of TheDatToSort
set S7 = item 7 of TheDatToSort
set S8 = item 8 of TheDatToSort
set S9 = item 9 of TheDatToSort
set S10 = item 10 of TheDatToSort

set the itemdelimiter = "-"

set TheText = RETURN & "                                * Top All-Time Assassins *"
set TheText = TheText & RETURN & RETURN
set TheText = TheText & "1. " & item 1 of S1 & " - " & item 2 of S1 & " points"
set TheText = TheText & "      "
set TheText = TheText & "2. " & item 1 of S2 & " - " & item 2 of S2 & " points"
set TheText = TheText & "      "
set TheText = TheText & "3. " & item 1 of S3 & " - " & item 2 of S3 & " points"
set TheText = TheText & "      "
set TheText = TheText & "4. " & item 1 of S4 & " - " & item 2 of S4 & " points"
set TheText = TheText & RETURN
set TheText = TheText & "5. " & item 1 of S5 & " - " & item 2 of S5 & " points"
set TheText = TheText & "      "
set TheText = TheText & "6. " & item 1 of S6 & " - " & item 2 of S6 & " points"
set TheText = TheText & "      "
set TheText = TheText & "7. " & item 1 of S7 & " - " & item 2 of S7 & " points"
set TheText = TheText & "      "
set TheText = TheText & "8. " & item 1 of S8 & " - " & item 2 of S8 & " points"
set TheText = TheText & RETURN
set TheText = TheText & "9. " & item 1 of S9 & " - " & item 2 of S9 & " points"
set TheText = TheText & "      "
set TheText = TheText & "10. " & item 1 of S10 & " - " & item 2 of S10 & " points"
addtochat(theText)

```

end

CheckForBadSprites (Scripts)

on CheckForBadSprites

```

if the locV of sprite 115 > 0 then
    if field (member "SP115" of castlib "Chars") = "" then
        set the locV of sprite 115 = -5000
        set the locV of sprite 116 = -5000
    end if
end if

```

```

if the locV of sprite 118 > 0 then
    if field (member "SP118" of castlib "Chars") = "" then
        set the locV of sprite 118 = -5000
        set the locV of sprite 119 = -5000
    end if
end if

```

```

if the locV of sprite 121 > 0 then
    if field (member "SP121" of castlib "Chars") = "" then
        set the locV of sprite 121 = -5000
        set the locV of sprite 122 = -5000
    end if
end if

```

```

if the locV of sprite 124 > 0 then
    if field (member "SP124" of castlib "Chars") = "" then
        set the locV of sprite 124 = -5000
        set the locV of sprite 125 = -5000
    end if
end if

```

```

if the locV of sprite 127 > 0 then
    if field (member "SP127" of castlib "Chars") = "" then
        set the locV of sprite 127 = -5000
        set the locV of sprite 128 = -5000
    end if
end if

```

end

SKILL BUY (Scripts)

```
on NewSkillBuy ShopItem, ShopItemPrice
    Global Musicianship, Cooking, Alchemy, Gold, SFX, AxeFighting, Lumberjacking, Carpentry
    Global Fishing, Blacksmithing, Mining

end
```

HouseStrength (Scripts)

```
on HouseStrength
    Global HP, HPMax, SP, SPMax, MyLocXY

    set MyXY = MyLocXY
    set the itemdelimiter = "-"
    set TryOutX = item 1 of myXY
    set TryOutY = item 2 of MyXY

    if TryOutY < 11 then

        sortvitals
        set HP = HP + 1
        set SP = SP + 1
        if HP > HPMax then set HP = HPMax
        if SP > SPMax then set SP = SPMax
        loadthebars
        savevitals

    end if

end
```

IGNORE (Scripts)

```
Global IgnoreList

on Ignore TheText

    delete word 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

    set IgnoreList = IgnoreList & TheText & RETURN
    set TheText = "Added " & TheText & " to your ignore list."
    AddToChat(TheText)
end

on Unignore TheText

    delete word 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText
    if char 1 of TheText = " " then delete char 1 of TheText

    repeat with x = 1 to 100
        if line x of IgnoreList = TheText then delete line x of IgnoreList
    end repeat

    set TheText = "Removed " & TheText & " from your ignore list."
    AddToChat(TheText)
end
```

DropWeb (Scripts)

```

on DropWeb
  Global TryOutX, TryOutY, gConnect, CharMap, BlockedTiles, CanFightYN

  if CanFightYN = "0" then
    set TheText = "You cannot summon here!"
    AddToChat(TheText)
    exit
  end if

  set TileToCheck = "x" & TryOutX & "y" & TryOutY
  if BlockedTiles contains TiletoCheck & "*" then exit

  if the locV of sprite 180 < 0 then
    set MonDat = "180:" & "Web" & ":" & TryOutX & ":" & TryOutY
    gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    exit
  end if

  if the locV of sprite 181 < 0 then
    set MonDat = "181:" & "Web" & ":" & TryOutX & ":" & TryOutY
    gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    exit
  end if

  if the locV of sprite 182 < 0 then
    set MonDat = "182:" & "Web" & ":" & TryOutX & ":" & TryOutY
    gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    exit
  end if

  if the locV of sprite 183 < 0 then
    set MonDat = "183:" & "Web" & ":" & TryOutX & ":" & TryOutY
    gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    exit
  end if
end

on DropSpikes
  Global TryOutX, TryOutY, gConnect, CharMap, BlockedTiles, CanFightYN

  if CanFightYN = "0" then
    set TheText = "You cannot summon here!"
    AddToChat(TheText)
    exit
  end if

  set TileToCheck = "x" & TryOutX & "y" & TryOutY
  if BlockedTiles contains TiletoCheck & "*" then exit

  if the locV of sprite 180 < 0 then
    set MonDat = "180:" & "Illusionary Spikes" & ":" & TryOutX & ":" & TryOutY
    gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    exit
  end if

  if the locV of sprite 181 < 0 then
    set MonDat = "181:" & "Illusionary Spikes" & ":" & TryOutX & ":" & TryOutY
    gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    exit
  end if

  if the locV of sprite 182 < 0 then
    set MonDat = "182:" & "Illusionary Spikes" & ":" & TryOutX & ":" & TryOutY
    gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    exit
  end if

  if the locV of sprite 183 < 0 then
    set MonDat = "183:" & "Illusionary Spikes" & ":" & TryOutX & ":" & TryOutY
    gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    exit
  end if
end

on SummonCreature
  Global TryOutX, TryOutY, gConnect, CharMap, CanFightYN, Sorcery, NPCBlockedTiles

  set Beh = "x" & TryOutX & "y" & TryOutY

```

```

if NPCBlockedTiles contains Beh then
    exit
end if

set Animal = "Pig"
if Sorcery < 40 then set Animal = "Pig"
if Sorcery > 39 then set Animal = "Cow"

if the locV of sprite 180 < 0 then
    set MonDat = "180:" & Animal & ":" & TryOutX & ":" & TryOutY
    gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    exit
end if

if the locV of sprite 181 < 0 then
    set MonDat = "181:" & Animal & ":" & TryOutX & ":" & TryOutY
    gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    exit
end if

if the locV of sprite 182 < 0 then
    set MonDat = "182:" & Animal & ":" & TryOutX & ":" & TryOutY
    gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    exit
end if

if the locV of sprite 183 < 0 then
    set MonDat = "183:" & Animal & ":" & TryOutX & ":" & TryOutY
    gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    exit
end if
end

```

```

on SummonHolyShield
    Global TryOutX, TryOutY, gConnect, CharMap, CanFightYN, Sorcery, NPCBlockedTiles

    set Beh = "x" & TryOutX & "y" & TryOutY

    if NPCBlockedTiles contains Beh then
        exit
    end if

    if CanFightYN = "0" then
        set TheText = "You cannot summon here!"
        AddToChat(TheText)
        exit
    end if

    if the locV of sprite 180 < 0 then
        set MonDat = "180:" & "Holy Shield" & ":" & TryOutX & ":" & TryOutY
        gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
        exit
    end if

    if the locV of sprite 181 < 0 then
        set MonDat = "181:" & "Holy Shield" & ":" & TryOutX & ":" & TryOutY
        gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
        exit
    end if

    if the locV of sprite 182 < 0 then
        set MonDat = "182:" & "Holy Shield" & ":" & TryOutX & ":" & TryOutY
        gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
        exit
    end if

    if the locV of sprite 183 < 0 then
        set MonDat = "183:" & "Holy Shield" & ":" & TryOutX & ":" & TryOutY
        gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
        exit
    end if
end

```

```

on SummonCreaturePig
    Global TryOutX, TryOutY, gConnect, CharMap, CanFightYN, Sorcery, NPCBlockedTiles

    set Beh = "x" & TryOutX & "y" & TryOutY

    if NPCBlockedTiles contains Beh then
        exit
    end if

    set Animal = "Pig"

    if the locV of sprite 180 < 0 then
        set MonDat = "180:" & Animal & ":" & TryOutX & ":" & TryOutY
        gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    end if

```

```
    gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    exit
end if

if the locV of sprite 181 < 0 then
    set MonDat = "181:" & Animal & ":" & TryOutX & ":" & TryOutY
    gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    exit
end if

if the locV of sprite 182 < 0 then
    set MonDat = "182:" & Animal & ":" & TryOutX & ":" & TryOutY
    gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    exit
end if

if the locV of sprite 183 < 0 then
    set MonDat = "183:" & Animal & ":" & TryOutX & ":" & TryOutY
    gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
    exit
end if
end

on RaiseDead
    Global TryOutX, TryOutY, gConnect, CharMap, CanFightYN

    set Zfield = field (member "Layer2")
    set FindTile = word TryOutX of line TryOutY of zField

    if FindTile = "Q8" then set DropDown = TRUE
    if FindTile = "9A" then set DropDown = TRUE
    if FindTile = "9B" then set DropDown = TRUE

    if DropDown = FALSE then
        set TryOutY = TryOutY - 1
        set FindTile = word TryOutX of line TryOutY of zField
        if FindTile = "Q8" then set StayHere = TRUE
        if FindTile = "9A" then set StayHere = TRUE
        if FindTile = "9B" then set StayHere = TRUE
    end if

    if DropDown = FALSE then
        if StayHere = FALSE then exit
    end if

    set TryOutY = TryOutY + 1

    if the locV of sprite 180 < 0 then
        set MonDat = "180:" & "Zombie" & ":" & TryOutX & ":" & TryOutY
        gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
        exit
    end if

    if the locV of sprite 181 < 0 then
        set MonDat = "181:" & "Zombie" & ":" & TryOutX & ":" & TryOutY
        gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
        exit
    end if

    if the locV of sprite 182 < 0 then
        set MonDat = "182:" & "Zombie" & ":" & TryOutX & ":" & TryOutY
        gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
        exit
    end if

    if the locV of sprite 183 < 0 then
        set MonDat = "183:" & "Zombie" & ":" & TryOutX & ":" & TryOutY
        gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
        exit
    end if
end
```

runradar (Scripts)

```
on runradar
  Global Gold, HP, SP, MyName, gConnect, CharMap

  set WhichOne = random(3)

  set zGold = field (member "Gold" of castlib 2)

  if WhichOne = 1 then set msgText = "**** " & MyName & " is carrying " & zGold & " Gold."
  if WhichOne = 2 then set msgText = "**** " & MyName & " has " & HP & " Hit Points."
  if WhichOne = 3 then set msgText = "**** " & MyName & " has " & SP & " Spell Points."

  if ( gConnect <> 0 and the length of msgText > 0 ) then
    gConnect.sendNetMessage( "@" & CharMap, "sqa", msgText )
  end if

end
```

killl (Scripts)

```
on beginsprite me

  add the actorlist, me
end

on stepframe

  if the locV of sprite 283 > 0 then

    if the member of sprite 283 = (member "kill1" of castlib "FX") then

      set the member of sprite 283 = (member "kill2" of castlib "FX")
      exit
    end if

    if the member of sprite 283 = (member "kill2" of castlib "FX") then

      set the member of sprite 283 = (member "kill3" of castlib "FX")
      exit
    end if

    if the member of sprite 283 = (member "kill3" of castlib "FX") then

      set the member of sprite 283 = (member "kill4" of castlib "FX")
      exit
    end if

    if the member of sprite 283 = (member "kill4" of castlib "FX") then

      set the locV of sprite 283 = -5000
      exit
    end if

  end if

end
```


MonsterMoves (Scripts)

```
Global MonsterMap, BlockedTiles, CharMap, gConnect, M1Pause, M2Pause, M3Pause, M4Pause, M5Pause, KeyLockOut
Global MyVehicle, MapSaveLockOut
```

```
on beginsprite me
```

```
    add the actorlist, me
end
```

```
on stepframe
```

```
    if the frame > 80 then exit
```

```
    ---- if MyVehicle <> "" then exit
```

```
    if KeyLockOut = TRUE then exit
```

```
    if MapSaveLockOut = TRUE then exit
```

```
    if the locV of sprite 180 < 0 then
```

```
        if the locV of sprite 181 < 0 then
```

```
            if the locV of sprite 182 < 0 then
```

```
                if the locV of sprite 183 < 0 then
```

```
                    if the locV of sprite 184 < 0 then
```

```
                        exit
```

```
                    end if
```

```
                end if
```

```
            end if
```

```
        end if
```

```
    end if
```

```
    set Monstooooors = 0
```

```
    if the locV of sprite 180 > 0 then set Monstooooors = 1
```

```
    if the locV of sprite 181 > 0 then set Monstooooors = 1
```

```
    if the locV of sprite 182 > 0 then set Monstooooors = 1
```

```
    if the locV of sprite 183 > 0 then set Monstooooors = 1
```

```
    if the locV of sprite 184 > 0 then set Monstooooors = 1
```

```
    if Monstooooors = 1 then CheckIfSpellHitM
```

```
    if the locV of sprite 112 > 0 then set UserRnd = 30
```

```
    if the locV of sprite 115 > 0 then set UserRnd = 50
```

```
    if the locV of sprite 118 > 0 then set UserRnd = 70
```

```
    if the locV of sprite 121 > 0 then set UserRnd = 100
```

```
    if the locV of sprite 124 > 0 then set UserRnd = 200
```

```
    if the locV of sprite 127 > 0 then set UserRnd = 300
```

```
    if the locV of sprite 130 > 0 then set UserRnd = 400
```

```
    if the locV of sprite 133 > 0 then set UserRnd = 600
```

```
    if the locV of sprite 136 > 0 then set UserRnd = 50
```

```
    set SMob = UserRnd + 390
```

```
    set SaveRND = random(SMob)
```

```
    if SaveRND = 1 then SaveMobs
```

```
    set WhichMonsterToMove = random(UserRnd)
```

```
    if the locV of sprite 180 > 0 then M1Spell
```

```
    if the locV of sprite 181 > 0 then M2Spell
```

```
    if the locV of sprite 182 > 0 then M3Spell
```

```
    if the locV of sprite 183 > 0 then M4Spell
```

```
    if the locV of sprite 184 > 0 then M5Spell
```

```
    if WhichMonsterToMove = 1 then
```

```
        if the frame > 80 then exit
```

```
        set MineName = member(the member of sprite 180).name
```

```
        if MineName contains "90-" then exit
```

```
        if MineName contains "92-" then exit
```

```
        if MineName contains "99-" then exit
```

```
        if the locV of sprite 180 > 0 then
```

```
            if M1Pause = 0 then
```

```
                set WhichMonSprite = 180
```

```
                set OldX = the MyLocX of sprite WhichMonSprite
```

```
                set OldY = the MyLocY of sprite WhichMonSprite
```

```
                AuthorNPCMove(WhichMonSprite, OldX, OldY)
```

```
                set M1Pause = 30
```

```
            end if
```

```
        end if
```

```
    end if
```

```
    if WhichMonsterToMove = 2 then
```

```
if WhichMonsterToMove = 2 then
  if the frame > 80 then exit
  set MineName = member(the member of sprite 181).name
  if MineName contains "90-" then exit
  if MineName contains "92-" then exit
  if MineName contains "99-" then exit

  if the locV of sprite 181 > 0 then

    if M2Pause = 0 then
      set WhichMonSprite = 181
      set OldX = the MyLocX of sprite WhichMonSprite
      set OldY = the MyLocY of sprite WhichMonSprite
      AuthorNPCMove(WhichMonSprite, OldX, OldY)
      set M2Pause = 0
    end if

  end if
end if

if WhichMonsterToMove = 3 then
  if the frame > 80 then exit
  set MineName = member(the member of sprite 182).name
  if MineName contains "90-" then exit
  if MineName contains "92-" then exit
  if MineName contains "99-" then exit

  if the locV of sprite 182 > 0 then

    if M3Pause = 0 then
      set WhichMonSprite = 182
      set OldX = the MyLocX of sprite WhichMonSprite
      set OldY = the MyLocY of sprite WhichMonSprite
      AuthorNPCMove(WhichMonSprite, OldX, OldY)
      set M3Pause = 30
    end if

  end if
end if

if WhichMonsterToMove = 4 then
  if the frame > 80 then exit
  set MineName = member(the member of sprite 183).name
  if MineName contains "90-" then exit
  if MineName contains "92-" then exit
  if MineName contains "99-" then exit

  if the locV of sprite 183 > 0 then

    if M4Pause = 0 then
      set WhichMonSprite = 183
      set OldX = the MyLocX of sprite WhichMonSprite
      set OldY = the MyLocY of sprite WhichMonSprite
      AuthorNPCMove(WhichMonSprite, OldX, OldY)
      set M4Pause = 30
    end if
  end if
end if

if WhichMonsterToMove = 5 then
  if the frame > 80 then exit
  set MineName = member(the member of sprite 184).name
  if MineName contains "90-" then exit
  if MineName contains "92-" then exit
  if MineName contains "99-" then exit

  if the locV of sprite 184 > 0 then

    if M5Pause = 0 then
      set WhichMonSprite = 184
      set OldX = the MyLocX of sprite WhichMonSprite
      set OldY = the MyLocY of sprite WhichMonSprite
      AuthorNPCMove(WhichMonSprite, OldX, OldY)
      set M5Pause = 30
    end if

  end if
end if
end if
end
```

MonsterLoops (Scripts)

Global MonsterMap, BlockedTiles, CharMap, gConnect, KeyLockOut, NewMinute, FctSpwn

on beginsprite me

 add the actorlist, me
end

on stepframe

 Global M1Pause, M2Pause, M3Pause, M4Pause, M5Pause, MyVehicle, MapSaveLockOut, MonDropCntttt, MStatc, CantDoThisOne

 set CantDoThisOne = FALSE

 if KeyLockOut = TRUE then exit
 ----- if MyVehicle <> "" then exit
 if MonDropCntttt > 0 then exit

 if the visible of sprite 180 = FALSE then exit
 if the visible of sprite 110 = FALSE then exit
 if MapSaveLockOut = TRUE then exit

 set the itemdelimiter = ","

 set Mon1 = ""
 set Mon2 = ""
 set Mon3 = ""
 set Mon4 = ""
 set Mon5 = ""

 set the itemdelimiter = "|"
 if item 1 of MStatc <> "" then set Mon1 = item 1 of MStatc
 if item 2 of MStatc <> "" then set Mon2 = item 2 of MStatc
 if item 3 of MStatc <> "" then set Mon3 = item 3 of MStatc
 if item 4 of MStatc <> "" then set Mon4 = item 4 of MStatc
 set the itemdelimiter = ":"
 if item 1 of Mon1 <> "" then set Mon1 = item 1 of Mon1
 if item 1 of Mon2 <> "" then set Mon2 = item 1 of Mon2
 if item 1 of Mon3 <> "" then set Mon3 = item 1 of Mon3
 if item 1 of Mon4 <> "" then set Mon4 = item 1 of Mon4

 if FctSpwn = "W" then
 set MToChange = random(35)
 if MToChange = 1 then set Mon1 = "Warrior Faction Member"
 if MToChange = 2 then set Mon2 = "Warrior Faction Member"
 if MToChange = 3 then set Mon3 = "Warrior Faction Member"
 if MToChange = 4 then set Mon4 = "Warrior Faction Member"
 end if

 if FctSpwn = "M" then
 set MToChange = random(35)
 if MToChange = 1 then set Mon1 = "Mage Faction Member"
 if MToChange = 2 then set Mon2 = "Mage Faction Member"
 if MToChange = 3 then set Mon3 = "Mage Faction Member"
 if MToChange = 4 then set Mon4 = "Mage Faction Member"
 end if

 if FctSpwn = "A" then
 set MToChange = random(35)
 if MToChange = 1 then set Mon1 = "Adventurer Faction Member"
 if MToChange = 2 then set Mon2 = "Adventurer Faction Member"
 if MToChange = 3 then set Mon3 = "Adventurer Faction Member"
 if MToChange = 4 then set Mon4 = "Adventurer Faction Member"
 end if

 if Mon1 = "" then
 if Mon2 = "" then
 if Mon3 = "" then
 if Mon4 = "" then exit
 end if
 end if
 end if

 if the locV of sprite 112 > 0 then set UserRnd = 80
 if the locV of sprite 115 > 0 then set UserRnd = 120
 if the locV of sprite 118 > 0 then set UserRnd = 230
 if the locV of sprite 121 > 0 then set UserRnd = 400
 if the locV of sprite 124 > 0 then set UserRnd = 600
 if the locV of sprite 127 > 0 then set UserRnd = 900
 if the locV of sprite 130 > 0 then set UserRnd = 1300
 if random(UserRnd) <> 1 then exit

 if Mon1 <> "" then

 if the locV of sprite 180 < 0 then

```
if the locV of sprite 180 < 0 then

    if the visible of sprite 180 = TRUE then

        set TryOutX = random(17)
        set TryOutY = random(12)
        set CurMon = Mon1

        WeWillDropMon(CurMon, TryOutX, TryOutY)

        if CantDoThisOne <> TRUE then

            set DropMonster = random(5)

            if M1Pause = 0 then

                if DropMonster = 1 then
                    set TheNPCList = field (member "NPCed" of castlib 1)
                    if TheNPCList contains Mon1 then set DoWeStillDrop = random(60)
                    if DoWeStillDrop > 2 then exit

                    set Undead = FALSE
                    if Mon1 = "Zombie" then set Undead = TRUE
                    if Mon1 = "Skeleton" then set Undead = TRUE
                    if Undead = TRUE then
                        if newMinute > 35 then
                            if newMinute < 49 then set Undead = FALSE
                        end if
                    end if

                    if Undead = FALSE then
                        set MonDat = "180:" & Mon1 & ":" & TryOutX & ":" & TryOutY
                        if the visible of sprite 110 = TRUE then gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
                        set M1Pause = 30
                    end if
                end if
            end if
        end if
    end if
end if

if Mon2 <> "" then

    if the locV of sprite 181 < 0 then

        if the visible of sprite 181 = TRUE then

            set TryOutX = random(17)
            set TryOutY = random(12)
            set CurMon = Mon2

            WeWillDropMon(CurMon, TryOutX, TryOutY)

            if CantDoThisOne <> TRUE then

                set DropMonster = random(5)

                if M2Pause = 0 then

                    if DropMonster = 1 then

                        set TheNPCList = field (member "NPCed" of castlib 1)
                        if TheNPCList contains Mon2 then set DoWeStillDrop = random(60)
                        if DoWeStillDrop > 2 then exit

                        set Undead = FALSE
                        if Mon2 = "Zombie" then set Undead = TRUE
                        if Mon2 = "Skeleton" then set Undead = TRUE
                        if Undead = TRUE then
                            if newMinute > 35 then
                                if newMinute < 49 then set Undead = FALSE
                            end if
                        end if

                        if Undead = FALSE then
                            set MonDat = "181:" & Mon2 & ":" & TryOutX & ":" & TryOutY
                            if the visible of sprite 110 = TRUE then gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
                            set M2Pause = 30
                        end if
                    end if
                end if
            end if
        end if
    end if
end if

if Mon3 <> "" then

    if the locV of sprite 182 < 0 then

        if the visible of sprite 182 = TRUE then
```

```

if the visible of sprite 182 = TRUE then

    set TryOutX = random(17)
    set TryOutY = random(12)
    set CurMon = Mon3

    WeWillDropMon(CurMon, TryOutX, TryOutY)

if CantDoThisOne <> TRUE then

    set DropMonster = random(5)

    if M3Pause = 0 then

        if DropMonster = 1 then

            set TheNPCList = field (member "NPCed" of castlib 1)
            if TheNPCList contains Mon3 then set DoWeStillDrop = random(60)
            if DoWeStillDrop > 2 then exit

            set Undead = FALSE
            if Mon3 = "Zombie" then set Undead = TRUE
            if Mon3 = "Skeleton" then set Undead = TRUE
            if Undead = TRUE then
                if newMinute > 35 then
                    if newMinute < 49 then set Undead = FALSE
                end if
            end if

            if Undead = FALSE then
                set MonDat = "182:" & Mon3 & ":" & TryOutX & ":" & TryOutY
                if the visible of sprite 110 = TRUE then gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
                set M3Pause = 30
            end if
        end if
    end if
end if
end if
end if
end if
end if

if Mon4 <> "" then

    if the locV of sprite 183 < 0 then

        if the visible of sprite 183 = TRUE then

            set TryOutX = random(17)
            set TryOutY = random(12)
            set CurMon = Mon4

            WeWillDropMon(CurMon, TryOutX, TryOutY)

            if CantDoThisOne <> TRUE then

                set DropMonster = random(5)

                if M4Pause = 0 then

                    if DropMonster = 1 then

                        set TheNPCList = field (member "NPCed" of castlib 1)
                        if TheNPCList contains Mon4 then set DoWeStillDrop = random(60)
                        if DoWeStillDrop > 2 then exit

                        set Undead = FALSE
                        if Mon4 = "Zombie" then set Undead = TRUE
                        if Mon4 = "Skeleton" then set Undead = TRUE
                        if Undead = TRUE then
                            if newMinute > 35 then
                                if newMinute < 49 then set Undead = FALSE
                            end if
                        end if

                        if Undead = FALSE then
                            set MonDat = "183:" & Mon4 & ":" & TryOutX & ":" & TryOutY
                            if the visible of sprite 110 = TRUE then gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
                            set M4Pause = 30
                        end if
                    end if
                end if
            end if
        end if
    end if
end if

set CantDoThisOne = FALSE

if Mon5 <> "" then

```

```

if the locV of sprite 184 < 0 then

    if the visible of sprite 184 = TRUE then

        set TryOutX = random(17)
        set TryOutY = random(12)
        set CurMon = Mon5

        WeWillDropMon(CurMon, TryOutX, TryOutY)

        if CantDoThisOne <> TRUE then

            set DropMonster = random(1)

            if M5Pause = 0 then

                if DropMonster = 1 then

                    set TheNPCList = field (member "NPCed" of castlib 1)
                    if TheNPCList contains Mon5 then set DoWeStillDrop = random(30)
                    if DoWeStillDrop > 2 then exit

                    set Undead = FALSE
                    if Mon5 = "Zombie" then set Undead = TRUE
                    if Mon5 = "Skeleton" then set Undead = TRUE
                    if Undead = TRUE then
                        if newMinute > 35 then
                            if newMinute < 49 then set Undead = FALSE
                        end if
                    end if

                    if Undead = FALSE then
                        set MonDat = "184:" & Mon5 & ":" & TryOutX & ":" & TryOutY
                        --if the visible of sprite 110 = TRUE then gConnect.sendMessage( "@" & CharMap, "Mzk", MonDat)
                        set M5Pause = 30
                    end if
                end if
            end if
        end if
    end if
end if

end

```

MonsterDrop (Scripts)

```

global BlockedTiles, MapSaveLockOut, MyName, NPC1, NP2, NPC3, NPC4, NPC1Name, NPC2Name, NPC3Name, NPC4Name, gConnect
global NPCBlockedTiles, EncMobName1, EncMobName2, EncMobName3, EncMobName4

on MonsterDrop MonDrop, UsersName

    if the frame > 290 then exit
    if MapSaveLockOut = TRUE then exit
    set the itemdelimiter = ":"
    set TheSprite = integer(item 1 of MonDrop)
    set MonsterName = item 2 of MonDrop
    set X = integer(item 3 of MonDrop)
    set Y = integer(item 4 of MonDrop)

    if TheSprite = 180 then set EncMobName1 = MonsterName
    if TheSprite = 181 then set EncMobName2 = MonsterName
    if TheSprite = 182 then set EncMobName3 = MonsterName
    if TheSprite = 183 then set EncMobName4 = MonsterName

    EncodeMonNameNow(MonsterName, TheSprite)

    if TheSprite = 180 then
        if MonsterName <> NPC1Name then
            set NPC1 = ""
            set NPC1Name = ""
            set ReloadNPCDat = "180:" & MonsterName
            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RefNPC",#content:ReloadNPCDat])
        end if
    end if

    if TheSprite = 181 then
        if MonsterName <> NPC1Name then
            set NPC2 = ""
            set NPC2Name = ""
            set ReloadNPCDat = "181:" & MonsterName
            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RefNPC",#content:ReloadNPCDat])
        end if
    end if

    if TheSprite = 182 then
        if MonsterName <> NPC1Name then
            set NPC3 = ""
            set NPC3Name = ""
            set ReloadNPCDat = "182:" & MonsterName
            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RefNPC",#content:ReloadNPCDat])
        end if
    end if

    if TheSprite = 183 then
        if MonsterName <> NPC1Name then
            set NPC4 = ""
            set NPC4Name = ""
            set ReloadNPCDat = "183:" & MonsterName
            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RefNPC",#content:ReloadNPCDat])
        end if
    end if

    if the locV of sprite TheSprite > 0 then exit

    set the MonsterName of sprite TheSprite = MonsterName

    set MLists = field (member "mLists" of castlib "Monsters")

    repeat with xxx = 1 to 130
        if MonsterName = line xxx of MLists then set WhichMMember = xxx
    end repeat

    set MonsterDat = field (member WhichMMember of castlib "Monsters")
    set MonsterBody = line 1 of MonsterDat
    set MonsterBody = integer(item 2 of MonsterBody)

    set HisFacing = random(4)

    if HisFacing = 1 then set MonsterGF = MonsterBody & "-F2-N"
    if HisFacing = 2 then set MonsterGF = MonsterBody & "-F2-S"
    if HisFacing = 3 then set MonsterGF = MonsterBody & "-F2-W"
    if HisFacing = 4 then set MonsterGF = MonsterBody & "-F2-E"

    set the member of sprite TheSprite = (member MonsterGF of castlib "Chars")

    set the MyCurSprite of sprite TheSprite = MonsterBody

    if HisFacing = 1 then set the MySpriteDir of sprite TheSprite = "N"
    if HisFacing = 2 then set the MySpriteDir of sprite TheSprite = "S"
    if HisFacing = 3 then set the MySpriteDir of sprite TheSprite = "W"
    if HisFacing = 4 then set the MySpriteDir of sprite TheSprite = "E"

```

```

set the locH of sprite TheSprite = X * 32
set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
set the locV of sprite TheSprite = Y * 32
set the locV of sprite TheSprite = the locV of sprite TheSprite - 3

set the locZ of sprite TheSprite = the locV of sprite TheSprite + 140

```

```

set HitPoints = line 2 of MonsterDat
set HitPoints = item 2 of HitPoints

```

```

--set the HitPoints of sprite TheSprite = integer(HitPoints)
SetMHitPoints(MonsterName, TheSprite)

```

```

set Defense = line 3 of MonsterDat
set Defense = item 2 of Defense
set the Defense of sprite TheSprite = integer(Defense)

```

```

set Attack = line 4 of MonsterDat
set Attack = item 2 of Attack
set the Attack of sprite TheSprite = integer(Attack)

```

```

set SpellPoints = line 5 of MonsterDat
set SpellPoints = item 2 of Attack
set the SpellPoints of sprite TheSprite = integer(SpellPoints)

```

```

set Gold = line 6 of MonsterDat
set Gold = item 2 of Gold
set the Gold of sprite TheSprite = integer(Gold)

```

```

set Experience = line 7 of MonsterDat
set Experience = item 2 of Experience
set the Experience of sprite TheSprite = integer(Experience)

```

```

set ItemDrop = line 8 of MonsterDat
set ItemDrop = item 2 of ItemDrop
set the ItemDrop of sprite TheSprite = ItemDrop

```

```

set the MyLocX of sprite TheSprite = X
set the MyLocY of sprite TheSprite = Y

```

```

set the ThisSprite of sprite TheSprite = TheSprite
set the HitCount of sprite TheSprite = 16
set the HitCountb of sprite TheSprite = 0
---- if MyName = UsersName then SaveMOBs
end

```

```

-----
on MonsterMove MonMove
  Global M1Pause, M2Pause, M3pause, M4pause, M5Pause, M1Que, M2Que, M3Que, M4Que, iiMapDat, Layer1Dataa

```

```

  if the frame > 190 then exit
  if gConnect = 0 then exit
  if the frame < 40 then exit

```

```

  set the itemdelimiter = ":"
  set TheData = item 1 of MonMove
  set MovementData = item 2 of MonMove

```

```

  set the itemdelimiter = "`"
  set TheSprite = integer(item 1 of MonMove)
  set OldX = integer(item 2 of MonMove)
  set OldY = integer(item 3 of MonMove)

```

```

  if TheSprite = 180 then set CurMName = the MonsterName of sprite 180
  if TheSprite = 181 then set CurMName = the MonsterName of sprite 181
  if TheSprite = 182 then set CurMName = the MonsterName of sprite 182
  if TheSprite = 183 then set CurMName = the MonsterName of sprite 183

```

```

  set NewX = OldX
  set NewY = OldY

```

```

  if CurMName = "Overlord" then
    set XPlus1 = TRUE
    set XPlus2 = TRUE
    set YMinus1 = TRUE
  end if

```

```

  if CurMName = "Mutant Worm" then
    set XPlus1 = TRUE
    set XPlus2 = TRUE
    set YMinus1 = TRUE
  end if

```

```

  set Dir = line 1 of MovementData
  delete line 1 of MovementData

```

```

  if Dir = "U" then set NewY = NewY - 1
  if Dir = "D" then set NewY = NewY + 1

```



```

if Dir = "D" then set NewY = NewY + 1
if Dir = "R" then set NewX = NewX + 1
if Dir = "L" then set NewX = NewX - 1
if Dir = "" then exit
if Dir = VOID then exit

```

```

if Dir = "U" then set Dirr = "N"
if Dir = "D" then set Dirr = "S"
if Dir = "L" then set Dirr = "W"
if Dir = "R" then set Dirr = "E"

```

```

if the locV of sprite TheSprite < 0 then exit

```

```

-----
set TestLoc = "x" & NewX & "y" & NewY

```

```

set SeaCreature = FALSE
if CurMName = "Squid" then set SeaCreature = TRUE
if CurMName = "Shark" then set SeaCreature = TRUE
if CurMName = "Mizella" then set SeaCreature = TRUE
if CurMName = "Merius" then set SeaCreature = TRUE
if CurMName = "Krommie" then set SeaCreature = TRUE
if CurMName = "Jelstar" then set SeaCreature = TRUE
if CurMName = "Mellanie" then set SeaCreature = TRUE
if CurMName = "Minmaye" then set SeaCreature = TRUE

```

```

if SeaCreature = TRUE then
    set the itemdelimiter = "#"
    set TheTile = word NewX of line NewY of Layer1Dataa
    set WeCanMoveHera = FALSE
    if TheTile = "W1" then set WeCanMoveHera = TRUE
    if TheTile = "N1" then set WeCanMoveHera = TRUE
    if TheTile = "D2" then set WeCanMoveHera = TRUE
    if TheTile = "I2" then set WeCanMoveHera = TRUE
    if TheTile = "V2" then set WeCanMoveHera = TRUE

    if WeCanMoveHera = FALSE then
        set MonMove = TheSprite & "`" & OldX & "`" & OldY & ":" & MovementData
        MonsterMove(MonMove)
        exit
    end if
end if

```

```

if SeaCreature = FALSE then
    if NPCBlockedTiles contains TestLoc & "*" then set MonMove = TheSprite & "`" & OldX & "`" & OldY & ":" & MovementData
    if NPCBlockedTiles contains TestLoc & "*" then MonsterMove(MonMove)
    if NPCBlockedTiles contains TestLoc & "*" then Exit
end if

```

```

if NewX > 17 then
    set MonMove = TheSprite & "`" & OldX & "`" & OldY & ":" & MovementData
    MonsterMove(MonMove)
    exit
end if

```

```

if NewX < 1 then
    set MonMove = TheSprite & "`" & OldX & "`" & OldY & ":" & MovementData
    MonsterMove(MonMove)
    exit
end if

```

```

if NewY > 12 then
    set MonMove = TheSprite & "`" & OldX & "`" & OldY & ":" & MovementData
    MonsterMove(MonMove)
    exit
end if

```

```

if NewY < 1 then
    set MonMove = TheSprite & "`" & OldX & "`" & OldY & ":" & MovementData
    MonsterMove(MonMove)
    exit
end if

```

```

-----
----
set TheMonX = NewX * 32
set TheMonX = TheMonX + 14
set TheMonY = NewY * 32
set TheMonY = TheMonY - 3

```

```

set ItemBlock = FALSE

```

```

repeat with x = 158 to 177

```

```

    if the locH of sprite x = TheMonX then
        if the locV of sprite x = TheMonY then

```

```

            set CurItem = member(the member of sprite x).name
            if CurItem = "Windmill" then set ItemBlock = TRUE
            if CurItem = "Fire Pot" then set ItemBlock = TRUE

```

```

    if CurItem = "Fire Pot" then set ItemBlock = TRUE
    if CurItem = "Chimney" then set ItemBlock = TRUE
    if CurItem = "Fountain" then set ItemBlock = TRUE
    if CurItem = "Piano" then set ItemBlock = TRUE
    if CurItem contains "Statue" then set ItemBlock = TRUE
    if CurItem contains "Universal" then set ItemBlock = TRUE
    if CurItem = "Steel Door" then set ItemBlock = TRUE
    if CurItem = "Wooden Door" then set ItemBlock = TRUE
    if CurItem = "Emerald Door" then set ItemBlock = TRUE
    if CurItem = "Fire Door" then set ItemBlock = TRUE
    if CurItem = "Gold Door" then set ItemBlock = TRUE
    if CurItem = "Large Rock" then set ItemBlock = TRUE
    if CurItem = "Sign 1" then set ItemBlock = TRUE
    if CurItem = "Sign 2" then set ItemBlock = TRUE
    if CurItem = "Sign 3" then set ItemBlock = TRUE
    if CurItem contains "Chest" then set ItemBlock = TRUE
    if CurItem contains "Vault" then set ItemBlock = TRUE
    if CurItem = "Guild Center" then set ItemBlock = TRUE
    if CurItem contains "'s Door" then set ItemBlock = TRUE
    if CurItem = "Stove" then set ItemBlock = TRUE
    if CurItem = "Alchemy Lab" then set ItemBlock = TRUE
    if CurItem = "Anvil" then set ItemBlock = TRUE
    if CurItem = "Table" then set ItemBlock = TRUE
    if CurItem contains "Crate" then set ItemBlock = TRUE
    if CurItem contains "Painting" then set ItemBlock = TRUE
    if CurItem contains "Cabinet" then set ItemBlock = TRUE
    if CurItem = "Campfire" then set ItemBlock = TRUE
    if CurItem contains "'s Airship" then set ItemBlock = TRUE
    if CurItem = "Street Lamp" then set ItemBlock = TRUE
    if CurItem = "Blackjack Table" then set ItemBlock = TRUE
    if CurItem = "Checkers Table" then set ItemBlock = TRUE
    if CurItem contains "slot machine" then set ItemBlock = TRUE
    if CurItem = "Copy Machine" then set ItemBlock = TRUE
    if CurItem = "Switch Door" then set ItemBlock = TRUE
    if CurItem = "OFF Switch" then set ItemBlock = TRUE
    if CurItem = "ON Switch" then set ItemBlock = TRUE
    if CurItem = "Cauldron" then set ItemBlock = TRUE
    if CurItem contains "Cauldron" then set ItemBlock = TRUE
  end if
end if

  if ItemBlock = TRUE then exit
end repeat

```

```

-----
if XPlus1 = TRUE then
  set TestLoc = "x" & NewX + 1 & "y" & NewY
  if NPCBlockedTiles contains TestLoc & "" then set MonMove = TheSprite & "" & OldX & "" & OldY & ":" & MovementData
  if NPCBlockedTiles contains TestLoc & "*" then MonsterMove(MonMove)
  if NPCBlockedTiles contains TestLoc & "*" then Exit
end if

if XPlus2 = TRUE then
  set TestLoc = "x" & NewX + 2 & "y" & NewY
  if NPCBlockedTiles contains TestLoc & "*" then set MonMove = TheSprite & "" & OldX & "" & OldY & ":" & MovementData
  if NPCBlockedTiles contains TestLoc & "*" then MonsterMove(MonMove)
  if NPCBlockedTiles contains TestLoc & "*" then Exit
end if

if YMinus1 = TRUE then
  set TestLoc = "x" & NewX & "y" & NewY - 1
  if NPCBlockedTiles contains TestLoc & "*" then set MonMove = TheSprite & "" & OldX & "" & OldY & ":" & MovementData
  if NPCBlockedTiles contains TestLoc & "*" then MonsterMove(MonMove)
  if NPCBlockedTiles contains TestLoc & "*" then Exit
end if

if YMinus1 = TRUE then
  if XPlus1 = TRUE then
    set TestLoc = "x" & NewX + 1 & "y" & NewY - 1
    if NPCBlockedTiles contains TestLoc & "*" then set MonMove = TheSprite & "" & OldX & "" & OldY & ":" & MovementData
    if NPCBlockedTiles contains TestLoc & "*" then MonsterMove(MonMove)
    if NPCBlockedTiles contains TestLoc & "*" then Exit
  end if
end if

if YMinus1 = TRUE then
  if XPlus2 = TRUE then
    set TestLoc = "x" & NewX + 2 & "y" & NewY - 1
    if NPCBlockedTiles contains TestLoc & "*" then set MonMove = TheSprite & "" & OldX & "" & OldY & ":" & MovementData
    if NPCBlockedTiles contains TestLoc & "*" then MonsterMove(MonMove)
    if NPCBlockedTiles contains TestLoc & "*" then Exit
  end if
end if

```

```

-----
if the frame > 190 then exit

```

```

set the MyLocX of sprite TheSprite = NewX
set the MyLocY of sprite TheSprite = NewY

```

```

set MyFrame = member(the member of sprite TheSprite).name

```

```
set MyFrame = member(the member of sprite TheSprite).name
```

```
set the itemdelimiter = "-"
set HisBody = item 1 of MyFrame
```

```
set TheChrerr = HisBody & "-F2-" & Dirr
set the MySpriteDir of sprite TheSprite = Dirr
set the MyCurSprite of sprite TheSprite = HisBody
```

```
set the member of sprite TheSprite = (member TheChrerr of castlib "Chars")
```

```
set the MyLocX of sprite TheSprite = integer(NewX)
set the MyLocY of sprite TheSprite = integer(NewY)
```

```
if TheSprite = 180 then set M1Que = "180`" & NewX & "`" & NewY & ":" & MovementData
if TheSprite = 181 then set M2Que = "181`" & NewX & "`" & NewY & ":" & MovementData
if TheSprite = 182 then set M3Que = "182`" & NewX & "`" & NewY & ":" & MovementData
if TheSprite = 183 then set M4Que = "183`" & NewX & "`" & NewY & ":" & MovementData
```

```
set the locH of sprite TheSprite = OldX * 32
set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
set the locV of sprite TheSprite = OldY * 32
set the locV of sprite TheSprite = the locV of sprite TheSprite - 3
```

```
set the locZ of sprite TheSprite = the locV of sprite TheSprite + 140
```

```
set the ThisSprite of sprite TheSprite = TheSprite
set the MyAnim of sprite TheSprite = 16
```

```
if TheSprite = 180 then set M1Pause = 90
if TheSprite = 181 then set M2Pause = 90
if TheSprite = 182 then set M3Pause = 90
if TheSprite = 183 then set M4Pause = 90
if TheSprite = 184 then set M5Pause = 90
```

```
end
```

```
on EncodeMonNameNow(MonsterName, TheSprite)
```

```
Global EncMobName1, EncMobName2, EncMobName3, EncMobName4
```

```
if TheSprite = 180 then
    repeat with x = 1 to 30
        if char x of MonsterName = "a" then put "1" into char x of EncMobName1
        if char x of MonsterName = "e" then put "2" into char x of EncMobName1
        if char x of MonsterName = "i" then put "3" into char x of EncMobName1
        if char x of MonsterName = "o" then put "4" into char x of EncMobName1
        if char x of MonsterName = "u" then put "5" into char x of EncMobName1
    end repeat
end if
```

```
if TheSprite = 181 then
    repeat with x = 1 to 30
        if char x of MonsterName = "a" then put "1" into char x of EncMobName2
        if char x of MonsterName = "e" then put "2" into char x of EncMobName2
        if char x of MonsterName = "i" then put "3" into char x of EncMobName2
        if char x of MonsterName = "o" then put "4" into char x of EncMobName2
        if char x of MonsterName = "u" then put "5" into char x of EncMobName2
    end repeat
end if
```

```
if TheSprite = 182 then
    repeat with x = 1 to 30
        if char x of MonsterName = "a" then put "1" into char x of EncMobName3
        if char x of MonsterName = "e" then put "2" into char x of EncMobName3
        if char x of MonsterName = "i" then put "3" into char x of EncMobName3
        if char x of MonsterName = "o" then put "4" into char x of EncMobName3
        if char x of MonsterName = "u" then put "5" into char x of EncMobName3
    end repeat
end if
```

```
if TheSprite = 183 then
    repeat with x = 1 to 30
        if char x of MonsterName = "a" then put "1" into char x of EncMobName4
        if char x of MonsterName = "e" then put "2" into char x of EncMobName4
        if char x of MonsterName = "i" then put "3" into char x of EncMobName4
        if char x of MonsterName = "o" then put "4" into char x of EncMobName4
        if char x of MonsterName = "u" then put "5" into char x of EncMobName4
    end repeat
end if
```

```
end
```

MonsterScript (Scripts)

```

property MyAnim
property thisSprite
property MySpriteDir
property WeaponSprite
property MySpellAnim
property MyAttackAnim
property ThisTextSprite
property HitPoints
property Defense
property SpellPoints, Gold, Experience, Attack, MyLocX, MyLocY, ItemDrop, MonsterName, HitCount, HitCountb, MyCurSprite
Global CanFightYN, KeyLockOut, DeathPauseCouunter, MyVehicle
Global M1Que, M2Que, M3Que, M4Que, gnL, Facing, DontHitMeAgainOK, MyLocXY, BioWindow
global NPC1, NPC2, NPC3, NPC4, AnimCntNPC1, NPCSelected, NPCAttackFlag, CurNPCSelyo, WereTakingPicture

```

```

on beginsprite me
    set thisSprite to the spriteNum of me
    add the actorlist, me
end

```

```

on mouseleave
    set the locV of sprite 156 = -500
end

```

```

on mouseenter
    set CurName = the monstername of sprite ThisSprite
    put CurName into field (member "FloatChars" of castlib "Chars")
    set the locH of sprite 156 = the mouseH - 50
    set the locV of sprite 156 = the mouseV - 15
    set the locZ of sprite 156 = the locZ of sprite 112 + 100
end

```

```

on mouseup me

```

```

    if WereTakingPicture = TRUE then
        TakeAPicture
        exit
    end if

```

```

    if KeyLockOut = TRUE then exit

```

```

    if the member of sprite 44 = (member 205 of castlib 1) then exit
    set MyFrame = member(the member of sprite ThisSprite).name

```

```

    if MyFrame contains "91-" then
        repeat with x = 180 to 183
            if Facing = "E" then
                if the locH of sprite x = the locH of sprite 112 + 32 then
                    if the locV of sprite x = the locV of sprite 112 then
                        GrabPiggie(x)
                        exit
                    end if
                end if
            end if
            if Facing = "W" then
                if the locH of sprite x = the locH of sprite 112 - 32 then
                    if the locV of sprite x = the locV of sprite 112 then
                        GrabPiggie(x)
                        exit
                    end if
                end if
            end if
            if Facing = "N" then
                if the locH of sprite x = the locH of sprite 112 then
                    if the locV of sprite x = the locV of sprite 112 - 32 then
                        GrabPiggie(x)
                        exit
                    end if
                end if
            end if
            if Facing = "S" then
                if the locH of sprite x = the locH of sprite 112 then
                    if the locV of sprite x = the locV of sprite 112 + 32 then
                        GrabPiggie(x)
                        exit
                    end if
                end if
            end if
        end repeat
    end if

```

```

    if MonsterName contains "Faction" then
        set TheText = "This is a " & MonsterName & "."
        AddToChat(TheText)
    end if

```

```

    AddToChat(TheText)
    exit
end if

if MonsterName contains "Stripper" then
    set TheText = "This is a " & MonsterName & "."
    AddToChat(TheText)
    exit
end if

if MyFrame contains "90-" then exit
if MyFrame contains "91-" then exit
if MyFrame contains "92-" then exit
if MyFrame contains "99-" then exit

set the itemdelimiter = "-"
set TheFramme = integer(item 1 of MyFrame)
if KeyLockOut = TRUE then exit

if thisSprite = 180 then
    if NPC1 = "" then exit
    if NPC1 = VOID then exit
    set NPCSelected = 1
end if

if thisSprite = 181 then
    if NPC2 = "" then exit
    if NPC2 = VOID then exit
    set NPCSelected = 2
end if

if thisSprite = 182 then
    if NPC3 = "" then exit
    if NPC3 = VOID then exit
    set NPCSelected = 3
end if

if thisSprite = 183 then
    if NPC4 = "" then exit
    if NPC4 = VOID then exit
    set NPCSelected = 4
end if

set NPCName = Monstername
set CurNPCSelYo = NPCName

set Bio = ""
if thisSprite = 180 then set TheGoods = NPC1
if thisSprite = 181 then set TheGoods = NPC2
if thisSprite = 182 then set TheGoods = NPC3
if thisSprite = 183 then set TheGoods = NPC4

repeat with x = 1 to 100
    set the itemdelimiter = "|"
    if line x of TheGoods contains "BIO|" then
        set LineToAdd = item 2 of line x of TheGoods
        set Bio = Bio & LineToAdd & RETURN
    end if
end repeat

if the platform contains "Mac" then set Demm = ":"
if the platform contains "Win" then set Demm = "/"

window(the ApplicationPath & "DAT" & Demm & "BioWindow").open()
window(the ApplicationPath & "DAT" & Demm & "BioWindow").title = "BioWindow"

set BioWindow = the ApplicationPath & "DAT" & Demm & "BioWindow"

tell window BioWindow
    set the visible of sprite 2 = FALSE
    set the visible of sprite 3 = FALSE
    updatestage
end tell

window(BioWindow).windowtype = 4
window(BioWindow).visible = TRUE
window(BioWindow).visible = TRUE
window(BioWindow).title = NPCName

tell window BioWindow

    set the visible of sprite 6 = FALSE
    set the visible of sprite 7 = FALSE
    set the visible of sprite 5 = TRUE
end tell

set prof = ""

repeat with x = 1 to 100
    set the itemdelimiter = "|"
    if line x of TheGoods contains "PRO|" then

```

```

    if line x of TheGoods contains "PRO|" then
        set LineToAdd = item 2 of line x of TheGoods
        set prof = prof & LineToAdd & RETURN
    end if
end repeat

tell window BioWindow
    put Bio into field (member "charbio")
    put prof into field (member "CharPro")
    set the visible of sprite 2 = FALSE
    set the visible of sprite 3 = FALSE
    if TheGoods contains "SEL|" then set the visible of sprite 2 = TRUE
    if TheGoods contains "BUY|" then set the visible of sprite 3 = TRUE
end tell

    set KeyLockOut = TRUE
end

on stepframe me

    if the locV of sprite ThisSprite < 0 then exit

    if thisSprite = 180 then set TheGoods = NPC1
    if thisSprite = 181 then set TheGoods = NPC2
    if thisSprite = 182 then set TheGoods = NPC3
    if thisSprite = 183 then set TheGoods = NPC4

    if TheGoods <> VOID then
        if random(15) = 1 then
            set RNDLIST = ""
            set RNCNT = 0

            repeat with x = 1 to 20
                if line x of TheGoods contains "RND|" then set RNDLIST = RNDLIST & line x of TheGoods & RETURN
            end repeat

            repeat with x = 1 to 20
                if line x of TheGoods contains "RND|" then set RNCNT = RNCNT + 1
            end repeat

            if RNDLIST <> "" then
                set randomchat = random(12000)
                if line 6 of field member "UserList" = "" then set randomchat = random(12000)
                if line 5 of field member "UserList" = "" then set randomchat = random(6000)
                if line 4 of field member "UserList" = "" then set randomchat = random(3000)
                if line 3 of field member "UserList" = "" then set randomchat = random(900)
                if line 2 of field member "UserList" = "" then set randomchat = random(400)
                if randomchat = 1 then
                    set WhichLNE = random(RNCNT)
                    set TheRndTxt = line WhichLNE of RNDLIST
                    set the itemdelimiter = "|"
                    set TheRndTxt = item 2 of TheRndTxt
                    set TheText = Monstername & " says " & QUOTE & TheRndTxt & QUOTE
                    sendTypicalNPCChatMsg(TheText)
                end if
            end if
        end if
    end if

    set IDontMove = 0
    if MyCurSprite = "92" then set IDontMove = 1
    if HitCountb > 0 then set HitCountb = HitCountb - 1

    if the locV of sprite ThisSprite > 0 then
        set Attack = 35
        if monstername = "Squid" then set Attack = 20
        if monstername = "Shark" then set Attack = 36
        if monstername = "Slime" then set Attack = 1
        if monstername = "Orc" then set Attack = 5
        if monstername = "Wolf" then set Attack = 3
        if monstername = "Imp" then set Attack = 5
        if monstername = "Cyclops" then set Attack = 8
        if monstername = "Orc Lord" then set Attack = 21
        if monstername = "Dragon Hatchling" then set Attack = 45
        if monstername = "Gryphon" then set Attack = 60
        if monstername = "Hellhound" then set Attack = 47
        if monstername = "Snow Serpent" then set Attack = 55
        if monstername = "Snow Demon" then set Attack = 59
        if monstername = "Poison Frog" then set Attack = 14
        if monstername = "Mega Slime" then set Attack = 15
        if monstername = "Gazer" then set Attack = 19
        if monstername = "Death" then set Attack = 23
        if monstername = "Lizard Warrior" then set Attack = 25
        if monstername = "Demon" then set Attack = 29
        if monstername = "Illusionary Spikes" then set Attack = 29
        if monstername = "Ghoul" then set Attack = 36
        if monstername = "Snared Load" then set Attack = 18
        if monstername = "Fire Demon" then set Attack = 55
        if monstername = "Elf" then set Attack = 14
        if monstername = "Pig" then set Attack = 1
        if monstername = "Cow" then set Attack = 9
        if monstername = "Zombie" then set Attack = 18
    end if
end repeat

```

```

if monstername = "Zombie" then set Attack = 18
if monstername = "Dwarf" then set Attack = 27
if monstername = "Assasin" then set Attack = 38
if monstername = "Overlord" then set Attack = 77
if monstername = "Mutant Worm" then set Attack = 34
if monstername = "Stone Skull" then set Attack = 36
if monstername = "Dragon" then set Attack = 44
if monstername = "Web" then set Attack = 5
if monstername = "Skeleton" then set Attack = 28
if monstername = "Yeti" then set Attack = 39
if monstername = "Ghost" then set Attack = 19
if monstername = "Dragon Snake" then set Attack = 38
if monstername = "Dark Fairy" then set Attack = 36
if monstername contains "Faction" then set Attack = 17
if monstername = "Officer" then set Attack = 35
if monstername = "Fire Demon" then set Attack = 65
if monstername = "Holy Shield" then set Attack = 25

if ThisSprite = 180 then set NPCDataa = NPC1
if ThisSprite = 181 then set NPCDataa = NPC2
if ThisSprite = 182 then set NPCDataa = NPC3
if ThisSprite = 183 then set NPCDataa = NPC4
if CanFightYN = "X" then set WeCanFight = TRUE
if CanFightYN <> "X" then set WeCanFight = FALSE

if monstername = "Officer" then
    if WeCanFight = FALSE then
        if gnL = 1 then set WeCanFight = TRUE
    end if
end if

if DontHitMeAgainOK = FALSE then
    if WeCanFight = TRUE then
        if IDontMove = 0 then
            if random(10) = 1 then
                set CharXY = MyLocXY
                set the itemdelimiter = "-"
                set CharX = integer(item 1 of CharXY)
                set CharY = integer(item 2 of CharXY)
                set AttackPower = Attack
                if NPCDataa contains "FLG|Passive" then
                    if NPCAttackFlag = FALSE then exit
                end if

                if MyVehicle <> "Airship" then
                    if DeathPauseCouunter < 1 then CFMH(MonsterName, AttackPower, ThisSprite, MyLocX, MyLocY, CharX, CharY)
                end if

            end if
        end if
    end if
end if

if MyAnim > 0 then
    set the itemdelimiter = "-"
    if MyAnim = 16 then set CurFrm = "F1"
    if MyAnim = 15 then set DontAnimMePlease = TRUE
    if MyAnim = 14 then set CurFrm = "F2"
    if MyAnim = 13 then set DontAnimMePlease = TRUE
    if MyAnim = 12 then set CurFrm = "F3"
    if MyAnim = 11 then set DontAnimMePlease = TRUE
    if MyAnim = 10 then set CurFrm = "F2"
    if MyAnim = 9 then set DontAnimMePlease = TRUE
    if MyAnim = 8 then set CurFrm = "F1"
    if MyAnim = 7 then set DontAnimMePlease = TRUE
    if MyAnim = 6 then set CurFrm = "F2"
    if MyAnim = 5 then set DontAnimMePlease = TRUE
    if MyAnim = 4 then set CurFrm = "F3"
    if MyAnim = 3 then set DontAnimMePlease = TRUE
    if MyAnim = 2 then set CurFrm = "F2"
    if MyAnim = 1 then set DontAnimMePlease = TRUE

    if MyAnim < 18 then
        if MySpriteDir = "N" then set the locV of sprite thisSprite = the locV of sprite thisSprite - 2
        if MySpriteDir = "S" then set the locV of sprite thisSprite = the locV of sprite thisSprite + 2
        if MySpriteDir = "W" then set the locH of sprite thisSprite = the locH of sprite thisSprite - 2
        if MySpriteDir = "E" then set the locH of sprite ThisSprite = the locH of sprite ThisSprite + 2
    end if

    if MyAnim = 30 then set CurFrm = "F4"
    if MyAnim = 29 then set CurFrm = "F4"
    if MyAnim = 28 then set CurFrm = "F4"
    if MyAnim = 27 then set CurFrm = "F4"
    if MyAnim = 26 then set CurFrm = "F4"
    if MyAnim = 25 then set CurFrm = "F4"
    if MyAnim = 24 then set CurFrm = "F4"
    if MyAnim = 23 then set CurFrm = "F4"
    if MyAnim = 22 then set CurFrm = "F2"
    if MyAnim = 21 then set CurFrm = "F2"

    if DontAnimMePlease = FALSE then

```

```
if DontAnimMePlease = FALSE then
  set MyChhr = MyCurSprite & "-" & CurFrm & "-" & MySpriteDir
  if MyChhr contains "-W-F" then exit
  if MyChhr contains "-E-F" then exit
  if MyChhr contains "-N-F" then exit
  if MyChhr contains "-S-F" then exit
  set the member of sprite ThisSprite = (member MyChhr of castlib "Chars")
end if

set MyAnim = MyAnim - 1
if MyAnim = 21 then set MyAnim = 0

if MyAnim = 0 then
  if ThisSprite = 180 then set MonMove = M1Que
  if ThisSprite = 181 then set MonMove = M2Que
  if ThisSprite = 182 then set MonMove = M3Que
  if ThisSprite = 183 then set MonMove = M4Que
  set the itemdelimiter = ":"
  if item 2 of MonMove <> "" then MonsterMove(MonMove)
end if

set the locZ of sprite ThisSprite = the locV of sprite ThisSprite + 140
end if

if MyAttackAnim > 0 then

  set MyChhr = MyCurSprite & "-" & "F4" & "-" & MySpriteDir
  set the member of sprite ThisSprite = (member MyChhr of castlib "Chars")

  set MyAttackAnim = MyAttackAnim - 1
  if MyAttackAnim = 0 then set MyChhr = MyCurSprite & "-" & "F2" & "-" & MySpriteDir
  if MyAttackAnim = 0 then set the member of sprite ThisSprite = (member MyChhr of castlib "Chars")

end if

end
```


MonsterSmash (Scripts)

```

on MonsterSmash(TheDatToSort)
    global SP1TAnim, SP2TAnim, SP3TAnim, SP4TAnim, SP5TAnim, SP6TAnim, SP7TAnim, SFX, MyName
    global Gold, Exp, Level, GoldDropOnDeath, gConnect, CharMap, RingE
    Global NPC1, NPC2, NPC3, NPC4, NPCAttackFlag, CheatDat, MyIPAddress
    Global EncMobName1, EncMobName2, EncMobName3, EncMobName4, Regged

    if TheDatToSort = "" then exit
    if TheDatToSort = VOID then exit

    set the itemdelimiter = ":"
    set FColor = integer(item 1 of TheDatToSort)
    set TNum = item 2 of TheDatToSort
    set TheMonHit = integer(item 3 of TheDatToSort)
    set WhoHit = item 4 of TheDatToSort

    if the myLocX of sprite TheMonHit = VOID then exit
    if the MyLocY of sprite TheMonHit = VOID then exit

    set MonLocHH = the MyLocX of sprite TheMonHit
    set MonLocVV = the MyLocY of sprite TheMonHit

    set MonLocHH = MonLocHH * 32
    set MonLocHH = MonLocHH + 14
    set MonLocVV = MonLocVV * 32
    set MonLocVV = MonLocVV - 3

    if TheMonHit = 180 then set NPCDataaa = NPC1
    if TheMonHit = 181 then set NPCDataaa = NPC2
    if TheMonHit = 182 then set NPCDataaa = NPC3
    if TheMonHit = 183 then set NPCDataaa = NPC4

    sortvitals

    set CurMonNamme = the monstername of sprite TheMonHit

    if WhoHit = MyName then
        CheckForWeaponBreak(CurMonNamme)
    end if

    if NPCDataaa contains "FLG|Passive" then set NPCAttackFlag = TRUE

    if the locV of sprite TheMonHit < 0 then exit

    set The HitPoints of sprite TheMonHit = The HitPoints of sprite TheMonHit - integer(TNum)

    if The HitPoints of sprite TheMonHit < 0 then

        set the member of sprite 283 = (member "kill1" of castlib "FX")
        set the locH of sprite 283 = the locH of sprite TheMonHit
        set the locV of sprite 283 = the locV of sprite TheMonHit
        set the locZ of sprite 283 = the locZ of sprite TheMonHit + 5
        set the locV of sprite TheMonHit = -9050
        if SFX <> "OFF" then puppetsound 1, "fx"

    if WhoHit = MyName then

        set ItemToDrop = the monstername of sprite TheMonHit
        DropAnItemMonster(CurMonNamme, MonLocHH, MonLocVV)

        if TheMonHit = 180 then gConnect.sendNetMessage("@ " & CharMap, "M1Cncl", "x")
        if TheMonHit = 181 then gConnect.sendNetMessage("@ " & CharMap, "M2Cncl", "x")
        if TheMonHit = 182 then gConnect.sendNetMessage("@ " & CharMap, "M3Cncl", "x")
        if TheMonHit = 183 then gConnect.sendNetMessage("@ " & CharMap, "M4Cncl", "x")

        set MonName = member(the member of sprite TheMonHit).name
        set the itemdelimiter = "-"
        set MonName = item 1 of MonName

        set TempMobHit = "Slimerrr"

        if theMonHit = 180 then set TempMobHit = EncMobName1
        if theMonHit = 181 then set TempMobHit = EncMobName2
        if theMonHit = 182 then set TempMobHit = EncMobName3
        if theMonHit = 183 then set TempMobHit = EncMobName4

        if TempMobHit <> "" then
            repeat with x = 1 to 30
                if char x of TempMobHit <> "" then
                    if char x of TempMobHit = "1" then put "a" into char x of TempMobHit
                    if char x of TempMobHit = "2" then put "e" into char x of TempMobHit
                    if char x of TempMobHit = "3" then put "i" into char x of TempMobHit
                    if char x of TempMobHit = "4" then put "o" into char x of TempMobHit
                    if char x of TempMobHit = "5" then put "u" into char x of TempMobHit
                end if
            end repeat
        end repeat
    end repeat

```

```

    end repeat
end if

```

```

set ExpToAdd = 30
if the monstername of sprite TheMonHit = "Squid" then set ExpToAdd = 60
if the monstername of sprite TheMonHit = "Shark" then set ExpToAdd = 70
if the monstername of sprite TheMonHit = "Orc Lord" then set ExpToAdd = 85
if the monstername of sprite TheMonHit = "Slime" then set ExpToAdd = 14
if the monstername of sprite TheMonHit = "Wolf" then set ExpToAdd = 22
if the monstername of sprite TheMonHit = "Imp" then set ExpToAdd = 38
if the monstername of sprite TheMonHit = "Orc" then set ExpToAdd = 44
if the monstername of sprite TheMonHit = "Cyclops" then set ExpToAdd = 59
if the monstername of sprite TheMonHit = "Elf" then set ExpToAdd = 65
if the monstername of sprite TheMonHit = "Poison Frog" then set ExpToAdd = 70
if the monstername of sprite TheMonHit = "Mega Slime" then set ExpToAdd = 72
if the monstername of sprite TheMonHit = "Zombie" then set ExpToAdd = 78
if the monstername of sprite TheMonHit = "Skeleton" then set ExpToAdd = 80
if the monstername of sprite TheMonHit = "Gazer" then set ExpToAdd = 85
if the monstername of sprite TheMonHit = "Lizard Warrior" then set ExpToAdd = 87
if the monstername of sprite TheMonHit = "Dwarf" then set ExpToAdd = 89
if the monstername of sprite TheMonHit = "Death" then set ExpToAdd = 90
if the monstername of sprite TheMonHit = "Ghost" then set ExpToAdd = 115
if the monstername of sprite TheMonHit = "Demon" then set ExpToAdd = 120
if the monstername of sprite TheMonHit = "Assasin" then set ExpToAdd = 135
if the monstername of sprite TheMonHit = "Dragon Snake" then set ExpToAdd = 175
if the monstername of sprite TheMonHit = "Yeti" then set ExpToAdd = 175
if the monstername of sprite TheMonHit = "Stone Skull" then set ExpToAdd = 165
if the monstername of sprite TheMonHit = "Dark Fairy" then set ExpToAdd = 180
if the monstername of sprite TheMonHit = "Overlord" then set ExpToAdd = 625
if the monstername of sprite TheMonHit = "Mutant Worm" then set ExpToAdd = 245
if the monstername of sprite TheMonHit = "Dragon Hatchling" then set ExpToAdd = 300
if the monstername of sprite TheMonHit = "Snow Serpent" then set ExpToAdd = 330
if the monstername of sprite TheMonHit = "Ghoul" then set ExpToAdd = 200
if the monstername of sprite TheMonHit = "Snared Loah" then set ExpToAdd = 90
if the monstername of sprite TheMonHit = "Fire Demon" then set ExpToAdd = 400
if the monstername of sprite TheMonHit = "Dragon" then set ExpToAdd = 295
if the monstername of sprite TheMonHit contains "Faction" then set ExpToAdd = 80
if the monstername of sprite TheMonHit = "Officer" then set ExpToAdd = 30
if the monstername of sprite TheMonHit = "Snow Demon" then set ExpToAdd = 360
if the monstername of sprite TheMonHit = "Gryphon" then set ExpToAdd = 400
if the monstername of sprite TheMonHit = "Hellhound" then set ExpToAdd = 470

if the monstername of sprite TheMonHit = "Illusionary Spikes" then set ExpToAdd = 5
if the monstername of sprite TheMonHit = "Web" then set ExpToAdd = 5
if the monstername of sprite TheMonHit = "Pig" then set ExpToAdd = 1
if RingE = "Ring of Experience" then set ExpToAdd = ExpToAdd + 5
if the monstername of sprite TheMonHit = "Cow" then set ExpToAdd = 5
if the monstername of sprite TheMonHit = "Holy Shield" then set ExpToAdd = 5

if Regged = TRUE then
    set ExpToAdd = ExpToAdd + 10
    if ExpToAdd > 100 then set ExpToAdd = ExpToAdd + 10
    if ExpToAdd > 150 then set ExpToAdd = ExpToAdd + 10
    if ExpToAdd > 200 then set ExpToAdd = ExpToAdd + 10
    if ExpToAdd > 250 then set ExpToAdd = ExpToAdd + 10
    if ExpToAdd > 300 then set ExpToAdd = ExpToAdd + 10
    if ExpToAdd > 350 then set ExpToAdd = ExpToAdd + 10
    if ExpToAdd > 400 then set ExpToAdd = ExpToAdd + 10
end if

----- !!@@!!@@

if TempMobHit <> the monstername of sprite TheMonHit then
    set ExpToAdd = 10
    put "experience hacking"
end if

set CheatDat = MyIPAddress & ":" & "Level Hacking"

if Level < 1 then BanMe
if ExpToAdd > 1300 then BanMe
if Level < 1 then exit
if ExpToAdd > 1300 then exit

set ExptoAdd = ExptoAdd - Level

if the monstername of sprite TheMonHit = "Overlord" then
    set zNfo = "*** ** * All hail " & MyName & " who has rid the world of an evil overlord!"
    gConnect.sendMessage("@AllUsers", "sqa", zNfo)
end if

if ExptoAdd < 1 then set ExptoAdd = 0

set Exp = Exp + ExptoAdd
savevitals
loadthebars
MonsterAttackImp(MonName)
end if

end if

```

```
set SplatSprite = 280
if the locV of sprite 282 < 0 then set SplatSprite = 282
if the locV of sprite 281 < 0 then set SplatSprite = 281

set the locH of sprite SplatSprite = the LocH of sprite TheMonHit
set the locV of sprite SplatSprite = the LocV of sprite TheMonHit
set the locZ of sprite SplatSprite = the locV of sprite SplatSprite + 1000
set the member of sprite SplatSprite = (member "Slh" of castlib "FX")
if SFX <> "OFF" then puppetsound 2, "hitsound"
```

```
if the locV of sprite 272 < 0 then

    set the forecolor of field (member "Txt1" of castlib "FX") = FColor
    put TNum into field (member "Txt1" of castlib "FX")
    set the locH of sprite 272 = the LocH of sprite TheMonHit
    set the locV of sprite 272 = the LocV of sprite TheMonHit
    set the locZ of sprite 272 = the locV of sprite 272 + 160
    set SP1TAnim = 30
    exit
end if
```

```
if the locV of sprite 273 < 0 then

    set the forecolor of field (member "Txt2" of castlib "FX") = FColor
    put TNum into field (member "Txt2" of castlib "FX")
    set the locH of sprite 273 = the LocH of sprite TheMonHit
    set the locV of sprite 273 = the LocV of sprite TheMonHit
    set the locZ of sprite 273 = the locV of sprite 273 + 160
    set SP2TAnim = 30
    exit
end if
```

```
if the locV of sprite 274 < 0 then

    set the forecolor of field (member "Txt3" of castlib "FX") = FColor
    put TNum into field (member "Txt3" of castlib "FX")
    set the locH of sprite 274 = the LocH of sprite TheMonHit
    set the locV of sprite 274 = the LocV of sprite TheMonHit
    set the locZ of sprite 274 = the locV of sprite 274 + 160
    set SP3TAnim = 30
    exit
end if
```

```
if the locV of sprite 275 < 0 then

    set the forecolor of field (member "Txt4" of castlib "FX") = FColor
    put TNum into field (member "Txt4" of castlib "FX")
    set the locH of sprite 275 = the LocH of sprite TheMonHit
    set the locV of sprite 275 = the LocV of sprite TheMonHit
    set the locZ of sprite 275 = the locV of sprite 275 + 160
    set SP4TAnim = 30
    exit
end if
```

```
if the locV of sprite 276 < 0 then

    set the forecolor of field (member "Txt5" of castlib "FX") = FColor
    put TNum into field (member "Txt5" of castlib "FX")
    set the locH of sprite 276 = the LocH of sprite TheMonHit
    set the locV of sprite 276 = the LocV of sprite TheMonHit
    set the locZ of sprite 276 = the locV of sprite 276 + 160
    set SP5TAnim = 30
    exit
end if
```

```
if the locV of sprite 277 < 0 then

    set the forecolor of field (member "Txt6" of castlib "FX") = FColor
    put TNum into field (member "Txt6" of castlib "FX")
    set the locH of sprite 277 = the LocH of sprite TheMonHit
    set the locV of sprite 277 = the LocV of sprite TheMonHit
    set the locZ of sprite 277 = the locV of sprite 277 + 160
    set SP6TAnim = 30
    exit
end if
```

```
if the locV of sprite 278 < 0 then

    set the forecolor of field (member "Txt7" of castlib "FX") = FColor
    put TNum into field (member "Txt7" of castlib "FX")
    set the locH of sprite 278 = the LocH of sprite TheMonHit
    set the locV of sprite 278 = the LocV of sprite TheMonHit
    set the locZ of sprite 278 = the locV of sprite 278 + 160
    set SP7TAnim = 30
    exit
```

```
exit
end if
```

```
set the forecolor of field (member "Txt1" of castlib "FX") = FColor
put TNum into field (member "Txt1" of castlib "FX")
set the locH of sprite 272 = the LocH of sprite TheMonHit
set the locV of sprite 272 = the LocV of sprite TheMonHit
set the locZ of sprite 272 = the locV of sprite 272 + 160
set SPITAnim = 30
```

end

MonsterAttackImp (Scripts)

```
on MonsterAttackImp MonName
global Gold, Exp, ExpNeeded, LeftHandE, MyClass, SystemExp
Global ClassCode, Level, HP, HPMax, SP, SPMax, Exp, body
Global Stamina

set WeaponUsed = LeftHandE
set SystemExp = 500

FactorWSkillIncrease(WeaponUsed , MonName)

if Exp >= ExpNeeded then

    sortvitals

    set Exp = 0
    set Level = Level + 1
    sortstats
    set SystemExp = 400
    if Stamina < 23 then set SystemExp = SystemExp + 20
    if Stamina < 21 then set SystemExp = SystemExp + 20
    if Stamina < 20 then set SystemExp = SystemExp + 20
    if Stamina < 17 then set SystemExp = SystemExp + 10
    if Stamina < 14 then set SystemExp = SystemExp + 10
    if Stamina < 10 then set SystemExp = SystemExp + 20
    if Stamina < 5 then set SystemExp = SystemExp + 20
    if Level = 2 then set ExpNeeded = 400
    if Level > 2 then set ExpNeeded = 400 + Level + Level

    set HPMax = HPMax + 1
    set SPMax = SPMax + 1

    savevitals
    loadthebars

    set TheText = "You have become more powerful!"
    AddToChat(TheText)
end if
```

DropAnItemMonster (Scripts)

```
on DropAnItemMonster CurMonNamme, MonLocHH, MonLocVV
Global CharMap, gConnect

set TooMany = 0

repeat with muwha = 158 to 177
    if the locV of sprite muwha > 0 then set TooMany = Toomany + 1
end repeat

if TooMany = 20 then
    exit
end if

set TheDatt = CharMap & "i.txt`" & CurMonNamme & ".txt`" & MonLocHH & "-" & MonLocVV
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"Mkillldrp",#content:TheDatt])
end
```

SaveMOBs (Scripts)

on SaveMOBs

```

Global monsteros, CharMap, gConnect, MyLocXY
Global MonsterData, MStatc, MobSaveLockXX
Global EncMobName1, EncMobName2, EncMobName3, EncMobName4

set MobNameNum1 = EncMobName1
set MobNameNum2 = EncMobName2
set MobNameNum3 = EncMobName3
set MobNameNum4 = EncMobName4

if EncMobName1 <> VOID then
    repeat with x = 1 to 30
        if char x of EncMobName1 = "1" then put "a" into char x of MobNameNum1
        if char x of EncMobName1 = "2" then put "e" into char x of MobNameNum1
        if char x of EncMobName1 = "3" then put "i" into char x of MobNameNum1
        if char x of EncMobName1 = "4" then put "o" into char x of MobNameNum1
        if char x of EncMobName1 = "5" then put "u" into char x of MobNameNum1
    end repeat
end if

if EncMobName2 <> VOID then
    repeat with x = 1 to 30
        if char x of EncMobName2 = "1" then put "a" into char x of MobNameNum2
        if char x of EncMobName2 = "2" then put "e" into char x of MobNameNum2
        if char x of EncMobName2 = "3" then put "i" into char x of MobNameNum2
        if char x of EncMobName2 = "4" then put "o" into char x of MobNameNum2
        if char x of EncMobName2 = "5" then put "u" into char x of MobNameNum2
    end repeat
end if

if EncMobName3 <> VOID then
    repeat with x = 1 to 30
        if char x of EncMobName3 = "1" then put "a" into char x of MobNameNum3
        if char x of EncMobName3 = "2" then put "e" into char x of MobNameNum3
        if char x of EncMobName3 = "3" then put "i" into char x of MobNameNum3
        if char x of EncMobName3 = "4" then put "o" into char x of MobNameNum3
        if char x of EncMobName3 = "5" then put "u" into char x of MobNameNum3
    end repeat
end if

if EncMobName4 <> VOID then
    repeat with x = 1 to 30
        if char x of EncMobName4 = "1" then put "a" into char x of MobNameNum4
        if char x of EncMobName4 = "2" then put "e" into char x of MobNameNum4
        if char x of EncMobName4 = "3" then put "i" into char x of MobNameNum4
        if char x of EncMobName4 = "4" then put "o" into char x of MobNameNum4
        if char x of EncMobName4 = "5" then put "u" into char x of MobNameNum4
    end repeat
end if

if MobSaveLockXX = TRUE then exit

if the frame < 90 then

    set MyXY = MyLocXY
    set the itemdelimiter = "-"
    set TryOutX = item 1 of MyXY
    set TryOutY = item 2 of MyXY

    if TryOutX < 3 then exit
    if TryOutX > 14 then exit
    if TryOutY < 2 then exit
    if TryOutX > 10 then exit
end if

if the frame > 190 then exit
set Monsteros = ""

if the locV of sprite 180 < 0 then

    set Monsteros = Monsteros & "|"
else
    set Monsteros = Monsteros & MobNameNum1 & ":"
    set Monsteros = Monsteros & the HitPoints of sprite 180 & ":"
    set Monsteros = Monsteros & the MyLocX of sprite 180 & ":"
    set Monsteros = Monsteros & the MyLocY of sprite 180 & "|"
end if

if the locV of sprite 181 < 0 then
    set Monsteros = Monsteros & "|"
else
    set Monsteros = Monsteros & MobNameNum2 & ":"
    set Monsteros = Monsteros & the HitPoints of sprite 181 & ":"
    set Monsteros = Monsteros & the MyLocX of sprite 181 & ":"
    set Monsteros = Monsteros & the MyLocY of sprite 181 & "|"
end if

```

```

end if

if the locV of sprite 182 < 0 then
    set Monsters = Monsters & "|"
else
    set Monsters = Monsters & MobNameNum3 & ":"
    set Monsters = Monsters & the HitPoints of sprite 182 & ":"
    set Monsters = Monsters & the MyLocX of sprite 182 & ":"
    set Monsters = Monsters & the MyLocY of sprite 182 & "|"
end if

if the locV of sprite 183 < 0 then
    set Monsters = Monsters & "|"
else
    set Monsters = Monsters & MobNameNum4 & ":"
    set Monsters = Monsters & the HitPoints of sprite 183 & ":"
    set Monsters = Monsters & the MyLocX of sprite 183 & ":"
    set Monsters = Monsters & the MyLocY of sprite 183 & "|"
end if

if the locV of sprite 184 < 0 then
    set Monsters = Monsters & "|"
else
    set Monsters = Monsters & the MonsterName of sprite 184 & ":"
    set Monsters = Monsters & the HitPoints of sprite 184 & ":"
    set Monsters = Monsters & the MyLocX of sprite 184 & ":"
    set Monsters = Monsters & the MyLocY of sprite 184
end if

set MonDt = MStatc & "+" & Monsters
set TheMap = CharMap & ".txt`" & MonDt
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SveMb",#content:TheMap])

```

end

```

on CompileMobList
    Global monsters, CharMap, gConnect
    Global MonsterData, MStatc, CompiledMobList

    if the frame > 190 then exit

    if the locV of sprite 180 < 0 then
        if the locV of sprite 181 < 0 then
            if the locV of sprite 182 < 0 then
                if the locV of sprite 183 < 0 then exit
            end if
        end if
    end if
end if

set Monsters = ""

if the locV of sprite 180 < 0 then
    set Monsters = Monsters & "|"
else
    set Monsters = Monsters & the MonsterName of sprite 180 & ":"
    set Monsters = Monsters & the HitPoints of sprite 180 & ":"
    set Monsters = Monsters & the MyLocX of sprite 180 & ":"
    set Monsters = Monsters & the MyLocY of sprite 180 & "|"
end if

if the locV of sprite 181 < 0 then
    set Monsters = Monsters & "|"
else
    set Monsters = Monsters & the MonsterName of sprite 181 & ":"
    set Monsters = Monsters & the HitPoints of sprite 181 & ":"
    set Monsters = Monsters & the MyLocX of sprite 181 & ":"
    set Monsters = Monsters & the MyLocY of sprite 181 & "|"
end if

if the locV of sprite 182 < 0 then
    set Monsters = Monsters & "|"
else
    set Monsters = Monsters & the MonsterName of sprite 182 & ":"
    set Monsters = Monsters & the HitPoints of sprite 182 & ":"
    set Monsters = Monsters & the MyLocX of sprite 182 & ":"
    set Monsters = Monsters & the MyLocY of sprite 182 & "|"
end if

if the locV of sprite 183 < 0 then
    set Monsters = Monsters & "|"
else
    set Monsters = Monsters & the MonsterName of sprite 183 & ":"
    set Monsters = Monsters & the HitPoints of sprite 183 & ":"
    set Monsters = Monsters & the MyLocX of sprite 183 & ":"
    set Monsters = Monsters & the MyLocY of sprite 183 & "|"
end if

if the locV of sprite 184 < 0 then
    set Monsters = Monsters & "|"

```

```

    set Monsteros = Monsteros & "|"
else
    set Monsteros = Monsteros & the MonsterName of sprite 184 & ":"
    set Monsteros = Monsteros & the HitPoints of sprite 184 & ":"
    set Monsteros = Monsteros & the MyLocX of sprite 184 & ":"
    set Monsteros = Monsteros & the MyLocY of sprite 184
end if

    set CompiledMobList = CharMap & "+" & Monsteros
end

on RenderMonsters MonsterData
    Global MonsterData, MStatc, NPC1Name, NPC2Name, NPC3Name, NP4Name
    Global M1Name, M2Name, M3Name, M4Name, EncMobName1, EncMobName2, EncMobName3, EncMobName4
    Global M1EncodeName, M2EncodeName, M3EncodeName, M4EncodeName

    if char 1 of MonsterData = "*" then delete char 1 of MonsterData

    if the frame > 190 then exit

    set the itemdelimiter = "|"
    set Monster01 = item 1 of MonsterData
    set Monster02 = item 2 of MonsterData
    set Monster03 = item 3 of MonsterData
    set Monster04 = item 4 of MonsterData
    set Monster05 = item 5 of MonsterData

    if Monster01 = VOID then set Monster01 = ""
    if Monster02 = VOID then set Monster02 = ""
    if Monster03 = VOID then set Monster03 = ""
    if Monster04 = VOID then set Monster04 = ""
    if Monster05 = VOID then set Monster05 = ""

    if Monster01 <> "" then

        if Monster01 = "X" then
            else
                set the itemdelimiter = ":"

                set TheSprite = 180
                set the itemdelimiter = ":"
                set MonsterName = item 1 of Monster01
                set NPC1Name = MonsterName
                set the HitPoints of sprite TheSprite = integer(item 2 of Monster01)
                set the MyLocX of sprite TheSprite = integer(item 3 of Monster01)
                set the MyLocY of sprite TheSprite = integer(item 4 of Monster01)
                if the MyLocX of sprite TheSprite < 1 then set the MyLocX of sprite TheSprite = 5
                if the MyLocX of sprite TheSprite > 17 then set the MyLocX of sprite TheSprite = 5
                if the MyLocY of sprite TheSprite < 1 then set the MyLocY of sprite TheSprite = 5
                if the MyLocY of sprite TheSprite > 12 then set the MyLocY of sprite TheSprite = 5

                set the MonsterName of sprite TheSprite = MonsterName
                set EncMobName1 = MonsterName

                repeat with x = 1 to 30
                    if char x of MonsterName = "a" then put "1" into char x of EncMobName1
                    if char x of MonsterName = "e" then put "2" into char x of EncMobName1
                    if char x of MonsterName = "i" then put "3" into char x of EncMobName1
                    if char x of MonsterName = "o" then put "4" into char x of EncMobName1
                    if char x of MonsterName = "u" then put "5" into char x of EncMobName1
                end repeat

                set MLists = field (member "mLists" of castlib "Monsters")
                if MLists contains Monstername then set ItsNotCustom = 1

                repeat with x = 1 to 130
                    if MonsterName = line x of MLists then set WhichMMember = x
                end repeat

                if ItsnotCustom <> 1 then
                    set MonsterDat = field (member "Generic" of castlib "Monsters")
                    if TheSprite = 180 then member(member 150 of castlib "NPCs").name = MonsterName
                    if TheSprite = 181 then member(member 151 of castlib "NPCs").name = MonsterName
                    if TheSprite = 182 then member(member 152 of castlib "NPCs").name = MonsterName
                    if TheSprite = 183 then member(member 153 of castlib "NPCs").name = MonsterName
                end if

                if ItsnotCustom = 1 then set MonsterDat = field (member WhichMMember of castlib "Monsters")

                set MonsterBody = line 1 of MonsterDat
                set MonsterBody = integer(item 2 of MonsterBody)
                set the MyCurSprite of sprite 180 = MonsterBody
                set The MySpriteDir of sprite 180 = "S"
                set MonsterGF = MonsterBody & "-F2-S"
                set the member of sprite TheSprite = (member MonsterGF of castlib "Chars")

                set the locH of sprite TheSprite = the MyLocX of sprite TheSprite * 32
                set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
            
```

```

set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
set the locV of sprite TheSprite = the MyLocY of sprite TheSprite * 32
set the locV of sprite TheSprite = the locV of sprite TheSprite - 3

set the locZ of sprite TheSprite = the locV of sprite TheSprite + 140

set Defense = line 3 of MonsterDat
set Defense = item 2 of Defense
set the Defense of sprite TheSprite = integer(Defense)

set Attack = line 4 of MonsterDat
set Attack = item 2 of Attack
set the Attack of sprite TheSprite = integer(Attack)

set Gold = line 6 of MonsterDat
set Gold = item 2 of Gold
set the Gold of sprite TheSprite = integer(Gold)

set Experience = line 7 of MonsterDat
set Experience = item 2 of Experience
set the Experience of sprite TheSprite = integer(Experience)

set ItemDrop = line 8 of MonsterDat
set ItemDrop = item 2 of ItemDrop
set the ItemDrop of sprite TheSprite = ItemDrop

set the ThisSprite of sprite TheSprite = TheSprite
end if
end if

if Monstero2 <> "" then

if Monstero2 = "X" then
else
set the itemdelimiter = ":"

set TheSprite = 181
set the itemdelimiter = ":"
set MonsterName = item 1 of Monstero2
set NPC2Name = MonsterName
set the HitPoints of sprite TheSprite = integer(item 2 of Monstero2)
set the MyLocX of sprite TheSprite = integer(item 3 of Monstero2)
set the MyLocY of sprite TheSprite = integer(item 4 of Monstero2)
if the MyLocX of sprite TheSprite < 1 then set the MyLocX of sprite TheSprite = 5
if the MyLocX of sprite TheSprite > 17 then set the MyLocX of sprite TheSprite = 5
if the MyLocY of sprite TheSprite < 1 then set the MyLocY of sprite TheSprite = 5
if the MyLocY of sprite TheSprite > 12 then set the MyLocY of sprite TheSprite = 5

set the MonsterName of sprite TheSprite = MonsterName
set EncMobName2 = MonsterName

repeat with x = 1 to 30
if char x of MonsterName = "a" then put "1" into char x of EncMobName2
if char x of MonsterName = "e" then put "2" into char x of EncMobName2
if char x of MonsterName = "i" then put "3" into char x of EncMobName2
if char x of MonsterName = "o" then put "4" into char x of EncMobName2
if char x of MonsterName = "u" then put "5" into char x of EncMobName2
end repeat

set MLists = field (member "mLists" of castlib "Monsters")

repeat with x = 1 to 130
if MonsterName = line x of MLists then set WhichMMember = x
end repeat

set MonsterDat = field (member WhichMMember of castlib "Monsters")
set MonsterBody = line 1 of MonsterDat
set MonsterBody = integer(item 2 of MonsterBody)

set MonsterGF = MonsterBody & "-F2-S"
set the member of sprite TheSprite = (member MonsterGF of castlib "Chars")
set the MyCurSprite of sprite 181 = MonsterBody
set The MySpriteDir of sprite 181 = "S"

set the locH of sprite TheSprite = the MyLocX of sprite TheSprite * 32
set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
set the locV of sprite TheSprite = the MyLocY of sprite TheSprite * 32
set the locV of sprite TheSprite = the locV of sprite TheSprite - 3

set the locZ of sprite TheSprite = the locV of sprite TheSprite + 140

set Defense = line 3 of MonsterDat
set Defense = item 2 of Defense
set the Defense of sprite TheSprite = integer(Defense)

set Attack = line 4 of MonsterDat
set Attack = item 2 of Attack
set the Attack of sprite TheSprite = integer(Attack)

set Gold = line 6 of MonsterDat
set Gold = item 2 of Gold
set the Gold of sprite TheSprite = integer(Gold)

```



```

    set Experience = line 7 of MonsterDat
    set Experience = item 2 of Experience
    set the Experience of sprite TheSprite = integer(Experience)

    set ItemDrop = line 8 of MonsterDat
    set ItemDrop = item 2 of ItemDrop
    set the ItemDrop of sprite TheSprite = ItemDrop

    set the ThisSprite of sprite TheSprite = TheSprite
end if
end if

if Monstero3 <> "" then

    if Monstero3 = "X" then
    else
        set the itemdelimiter = ":"

        set TheSprite = 182
        set the itemdelimiter = ":"
        set MonsterName = item 1 of Monstero3
        set NPC3Name = MonsterName
        set the HitPoints of sprite TheSprite = integer(item 2 of Monstero3)
        set the MyLocX of sprite TheSprite = integer(item 3 of Monstero3)
        set the MyLocY of sprite TheSprite = integer(item 4 of Monstero3)
        if the MyLocX of sprite TheSprite < 1 then set the MyLocX of sprite TheSprite = 5
        if the MyLocX of sprite TheSprite > 17 then set the MyLocX of sprite TheSprite = 5
        if the MyLocY of sprite TheSprite < 1 then set the MyLocY of sprite TheSprite = 5
        if the MyLocY of sprite TheSprite > 12 then set the MyLocY of sprite TheSprite = 5

        set the MonsterName of sprite TheSprite = MonsterName
        set EncMobName3 = MonsterName

        repeat with x = 1 to 30
            if char x of MonsterName = "a" then put "1" into char x of EncMobName3
            if char x of MonsterName = "e" then put "2" into char x of EncMobName3
            if char x of MonsterName = "i" then put "3" into char x of EncMobName3
            if char x of MonsterName = "o" then put "4" into char x of EncMobName3
            if char x of MonsterName = "u" then put "5" into char x of EncMobName3
        end repeat

        set MLists = field (member "mLists" of castlib "Monsters")

        repeat with x = 1 to 130
            if MonsterName = line x of MLists then set WhichMMember = x
        end repeat

        set MonsterDat = field (member WhichMMember of castlib "Monsters")
        set MonsterBody = line 1 of MonsterDat
        set MonsterBody = integer(item 2 of MonsterBody)

        set MonsterGF = MonsterBody & "-F2-S"
        set the member of sprite TheSprite = (member MonsterGF of castlib "Chars")
        set the MyCurSprite of sprite 182 = MonsterBody
        set The MySpriteDir of sprite 182 = "S"

        set the locH of sprite TheSprite = the MyLocX of sprite TheSprite * 32
        set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
        set the locV of sprite TheSprite = the MyLocY of sprite TheSprite * 32
        set the locV of sprite TheSprite = the locV of sprite TheSprite - 3

        set the locZ of sprite TheSprite = the locV of sprite TheSprite + 140

        set Defense = line 3 of MonsterDat
        set Defense = item 2 of Defense
        set the Defense of sprite TheSprite = integer(Defense)

        set Attack = line 4 of MonsterDat
        set Attack = item 2 of Attack
        set the Attack of sprite TheSprite = integer(Attack)

        set Gold = line 6 of MonsterDat
        set Gold = item 2 of Gold
        set the Gold of sprite TheSprite = integer(Gold)

        set Experience = line 7 of MonsterDat
        set Experience = item 2 of Experience
        set the Experience of sprite TheSprite = integer(Experience)

        set ItemDrop = line 8 of MonsterDat
        set ItemDrop = item 2 of ItemDrop
        set the ItemDrop of sprite TheSprite = ItemDrop

        set the ThisSprite of sprite TheSprite = TheSprite
    end if
end if

if Monstero4 <> "" then

```

```

if Monstero4 = "X" then
else
    set the itemdelimiter = ":"

    set TheSprite = 183
    set the itemdelimiter = ":"
    set MonsterName = item 1 of Monstero4
    set NPC4Name = MonsterName
    set the HitPoints of sprite TheSprite = integer(item 2 of Monstero4)
    set the MyLocX of sprite TheSprite = integer(item 3 of Monstero4)
    set the MyLocY of sprite TheSprite = integer(item 4 of Monstero4)
    if the MyLocX of sprite TheSprite < 1 then set the MyLocX of sprite TheSprite = 5
    if the MyLocX of sprite TheSprite > 17 then set the MyLocX of sprite TheSprite = 5
    if the MyLocY of sprite TheSprite < 1 then set the MyLocY of sprite TheSprite = 5
    if the MyLocY of sprite TheSprite > 12 then set the MyLocY of sprite TheSprite = 5

    set the MonsterName of sprite TheSprite = MonsterName
    set EncMobName4 = MonsterName

    repeat with x = 1 to 30
        if char x of MonsterName = "a" then put "1" into char x of EncMobName4
        if char x of MonsterName = "e" then put "2" into char x of EncMobName4
        if char x of MonsterName = "i" then put "3" into char x of EncMobName4
        if char x of MonsterName = "o" then put "4" into char x of EncMobName4
        if char x of MonsterName = "u" then put "5" into char x of EncMobName4
    end repeat

    set MLists = field (member "mLists" of castlib "Monsters")

    repeat with x = 1 to 130
        if MonsterName = line x of MLists then set WhichMMember = x
    end repeat

    set MonsterDat = field (member WhichMMember of castlib "Monsters")
    set MonsterBody = line 1 of MonsterDat
    set MonsterBody = integer(item 2 of MonsterBody)

    set MonsterGF = MonsterBody & "-F2-S"
    set the member of sprite TheSprite = (member MonsterGF of castlib "Chars")
    set the MyCurSprite of sprite 183 = MonsterBody
    set The MySpriteDir of sprite 183 = "S"

    set the locH of sprite TheSprite = the MyLocX of sprite TheSprite * 32
    set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
    set the locV of sprite TheSprite = the MyLocY of sprite TheSprite * 32
    set the locV of sprite TheSprite = the locV of sprite TheSprite - 3

    set the locZ of sprite TheSprite = the locV of sprite TheSprite + 140

    set Defense = line 3 of MonsterDat
    set Defense = item 2 of Defense
    set the Defense of sprite TheSprite = integer(Defense)

    set Attack = line 4 of MonsterDat
    set Attack = item 2 of Attack
    set the Attack of sprite TheSprite = integer(Attack)

    set Gold = line 6 of MonsterDat
    set Gold = item 2 of Gold
    set the Gold of sprite TheSprite = integer(Gold)

    set Experience = line 7 of MonsterDat
    set Experience = item 2 of Experience
    set the Experience of sprite TheSprite = integer(Experience)

    set ItemDrop = line 8 of MonsterDat
    set ItemDrop = item 2 of ItemDrop
    set the ItemDrop of sprite TheSprite = ItemDrop

    set the ThisSprite of sprite TheSprite = TheSprite
end if
end if

if Monstero5 <> "" then

    if Monstero5 = "X" then
    else
        set the itemdelimiter = ":"

        set TheSprite = 184
        set the itemdelimiter = ":"
        set MonsterName = item 1 of Monstero5
        set the HitPoints of sprite TheSprite = integer(item 2 of Monstero5)
        set the MyLocX of sprite TheSprite = integer(item 3 of Monstero5)
        set the MyLocY of sprite TheSprite = integer(item 4 of Monstero5)
        if the MyLocX of sprite TheSprite < 1 then set the MyLocX of sprite TheSprite = 5
        if the MyLocX of sprite TheSprite > 17 then set the MyLocX of sprite TheSprite = 5
        if the MyLocY of sprite TheSprite < 1 then set the MyLocY of sprite TheSprite = 5
        if the MyLocY of sprite TheSprite > 12 then set the MyLocY of sprite TheSprite = 5

        set the MonsterName of sprite TheSprite = MonsterName

```

```
set the MonsterName of sprite TheSprite = MonsterName

set MLists = field (member "mLists" of castlib "Monsters")

repeat with x = 1 to 130
  if MonsterName = line x of MLists then set WhichMMember = x
end repeat

set MonsterDat = field (member WhichMMember of castlib "Monsters")
set MonsterBody = line 1 of MonsterDat
set MonsterBody = integer(item 2 of MonsterBody)

set MonsterGF = MonsterBody & "-F2-S"
set the member of sprite TheSprite = (member MonsterGF of castlib "Chars")

set the locH of sprite TheSprite = the MyLocX of sprite TheSprite * 32
set the locH of sprite TheSprite = the locH of sprite TheSprite + 14
set the locV of sprite TheSprite = the MyLocY of sprite TheSprite * 32
set the locV of sprite TheSprite = the locV of sprite TheSprite - 3

set the locZ of sprite TheSprite = the locV of sprite TheSprite + 140

set Defense = line 3 of MonsterDat
set Defense = item 2 of Defense
set the Defense of sprite TheSprite = integer(Defense)

set Attack = line 4 of MonsterDat
set Attack = item 2 of Attack
set the Attack of sprite TheSprite = integer(Attack)

set Gold = line 6 of MonsterDat
set Gold = item 2 of Gold
set the Gold of sprite TheSprite = integer(Gold)

set Experience = line 7 of MonsterDat
set Experience = item 2 of Experience
set the Experience of sprite TheSprite = integer(Experience)

set ItemDrop = line 8 of MonsterDat
set ItemDrop = item 2 of ItemDrop
set the ItemDrop of sprite TheSprite = ItemDrop

set the ThisSprite of sprite TheSprite = TheSprite
end if
end if
```

end

M-Spell-Hit (Scripts)

```

on CheckIfSpellHitM
  global CharMap, gConnect, HP, HPMax
  global Spell1Power, Spell2Power, Spell3Power, Spell4Power, Spell5Power, Spell6Power, Spell7Power
  global Spell8Power, Spell9Power, Spell10Power, Spell11Power, FlickerCounter, HealNum
  global Spell1Owner, Spell2Owner, Spell3Owner, Spell4Owner, Spell5Owner, Spell6Owner, Spell6Owner, Spell7Owner
  global Spell8Owner, Spell9Owner, Spell10Owner, Spell11Owner

  repeat with x11 = 180 to 184

    -----

    repeat with x = 260 to 270

      if x = 260 then set CurSpellPower = Spell1Power
      if x = 261 then set CurSpellPower = Spell2Power
      if x = 262 then set CurSpellPower = Spell3Power
      if x = 263 then set CurSpellPower = Spell4Power
      if x = 264 then set CurSpellPower = Spell5Power
      if x = 265 then set CurSpellPower = Spell6Power
      if x = 266 then set CurSpellPower = Spell7Power
      if x = 267 then set CurSpellPower = Spell8Power
      if x = 268 then set CurSpellPower = Spell9Power
      if x = 269 then set CurSpellPower = Spell10Power
      if x = 270 then set CurSpellPower = Spell11Power

      if x = 260 then set CurOwner = Spell1Owner
      if x = 261 then set CurOwner = Spell2Owner
      if x = 262 then set CurOwner = Spell3Owner
      if x = 263 then set CurOwner = Spell4Owner
      if x = 264 then set CurOwner = Spell5Owner
      if x = 265 then set CurOwner = Spell6Owner
      if x = 266 then set CurOwner = Spell7Owner
      if x = 267 then set CurOwner = Spell8Owner
      if x = 268 then set CurOwner = Spell9Owner
      if x = 269 then set CurOwner = Spell10Owner
      if x = 270 then set CurOwner = Spell11Owner

      if sprite x intersects sprite x11 then

        if the HitCountb of sprite x11 < 1 then

          set CurMon = member(the member of sprite x11).name
          set CurSptt = member(the member of sprite x).name

          -----

          if CurSptt contains "Radar-5" then
            set itsName = the monstername of sprite x11
            set thisText = the HitPoints of sprite x11
            set TheText = "The " & itsname & " has " & thisText & " hit points."
            AddToChat(TheText)
          end if

          if CurSptt contains " Arrows" then
            set HealNum = CurSpellPower

            set MyDef = the defense of sprite x11
            set HealNum = HealNum - MyDef
            if HealNum < 1 then set HealNum = random(2)

            set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
"::hitsound:"
            set the HitPoints of sprite x11 = the HitPoints of sprite x11 - HealNum
            set the HitCountb of sprite x11 = 16
            FloatieText(TheTextToSort)
            CheckForDead(x11, CurOwner)
          end if

          if the member of sprite x = (member "minor heal-3" of castlib "FX") then

            if CurMon contains "61-" then

              set HealNum = 1 + CurSpellPower + random(2)
              set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
"::hitsound:"
              set the HitPoints of sprite x11 = the HitPoints of sprite x11 - HealNum
              set the HitCountb of sprite x11 = 16
              FloatieText(TheTextToSort)
              CheckForDead(x11, CurOwner)
            else
              set HealNum = 3 + CurSpellPower + random(5)
              set TheTextToSort = "46:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11
              set the HitPoints of sprite x11 = the HitPoints of sprite x11 + HealNum
              set the HitCountb of sprite x11 = 16
            end if
          end if
        end if
      end if
    end repeat
  end repeat

```

```
        set the HitCountb of sprite x11 = 16
        FloatieText(TheTextToSort)
        CheckForDead(x11, CurOwner)
    end if
end if

if the member of sprite x = (member "major heal-3" of castlib "FX") then

    if CurMon contains "61-" then

        set HealNum = 5 + CurSpellPower + random(5)
        set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
"::hitsound:"
        set the HitPoints of sprite x11 = the HitPoints of sprite x11 - HealNum
        set the HitCountb of sprite x11 = 16
        FloatieText(TheTextToSort)
        CheckForDead(x11, CurOwner)
    else
        set HealNum = 15 + CurSpellPower + random(10)
        set TheTextToSort = "46:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
"::hitsound:"
        set the HitPoints of sprite x11 = the HitPoints of sprite x11 + HealNum
        set the HitCountb of sprite x11 = 16
        FloatieText(TheTextToSort)
        CheckForDead(x11, CurOwner)
    end if
end if

if the member of sprite x = (member "meteor-13" of castlib "FX") then
    set HealNum = 15 + CurSpellPower + random(3)
    set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
"::hitsound:"
    set the HitPoints of sprite x11 = the HitPoints of sprite x11 - HealNum
    set the HitCountb of sprite x11 = 16
    FloatieText(TheTextToSort)
    CheckForDead(x11, CurOwner)
end if

if the member of sprite x = (member "BoltL-1" of castlib "FX") then
    set HealNum = 15 + CurSpellPower + random(3)
    set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
"::hitsound:"
    set the HitPoints of sprite x11 = the HitPoints of sprite x11 - HealNum
    set the HitCountb of sprite x11 = 16
    FloatieText(TheTextToSort)
    CheckForDead(x11, CurOwner)
end if

if the member of sprite x = (member "BoltR-1" of castlib "FX") then
    set HealNum = 15 + CurSpellPower + random(3)
    set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
"::hitsound:"
    set the HitPoints of sprite x11 = the HitPoints of sprite x11 - HealNum
    set the HitCountb of sprite x11 = 16
    FloatieText(TheTextToSort)
    CheckForDead(x11, CurOwner)
end if

if the member of sprite x = (member "BoltU-1" of castlib "FX") then
    set HealNum = 15 + CurSpellPower + random(3)
    set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
"::hitsound:"
    set the HitPoints of sprite x11 = the HitPoints of sprite x11 - HealNum
    set the HitCountb of sprite x11 = 16
    FloatieText(TheTextToSort)
    CheckForDead(x11, CurOwner)
end if

if the member of sprite x = (member "BoltD-1" of castlib "FX") then
    set HealNum = 15 + CurSpellPower + random(3)
    set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
"::hitsound:"
    set the HitPoints of sprite x11 = the HitPoints of sprite x11 - HealNum
    set the HitCountb of sprite x11 = 16
    FloatieText(TheTextToSort)
    CheckForDead(x11, CurOwner)
end if

if the member of sprite x = (member "meteor-19" of castlib "FX") then
    set HealNum = 15 + CurSpellPower + random(3)
    set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
"::hitsound:"
    set the HitPoints of sprite x11 = the HitPoints of sprite x11 - HealNum
    set the HitCountb of sprite x11 = 16
    FloatieText(TheTextToSort)
    CheckForDead(x11, CurOwner)
end if
```

```
if CurMon contains "90-" then
```

```
    if the member of sprite x = (member "Dispel Illusions-8" of castlib "FX") then
```

```
        set HealNum = 2000
```

```
        set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
```

```
:::hitsound:"
```

```
        set the HitPoints of sprite x11 = the HitPoints of sprite x11 - HealNum
```

```
        set the HitCountb of sprite x11 = 16
```

```
        FloatieText(TheTextToSort)
```

```
        CheckForDead(x11, CurOwner)
```

```
    end if
```

```
end if
```

```
if CurMon contains "36-" then
```

```
    if the member of sprite x = (member "splash-18" of castlib "FX") then
```

```
        set HealNum = 10 + CurSpellPower + random(5)
```

```
        set TheTextToSort = "46:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
```

```
:::hitsound:"
```

```
        set the HitPoints of sprite x11 = the HitPoints of sprite x11 + HealNum
```

```
        set the HitCountb of sprite x11 = 16
```

```
        FloatieText(TheTextToSort)
```

```
        CheckForDead(x11, CurOwner)
```

```
    end if
```

```
else
```

```
    if the member of sprite x = (member "splash-18" of castlib "FX") then
```

```
        set HealNum = 20 + CurSpellPower + random(3)
```

```
        set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
```

```
:::hitsound:"
```

```
        set the HitPoints of sprite x11 = the HitPoints of sprite x11 - HealNum
```

```
        set the HitCountb of sprite x11 = 16
```

```
        FloatieText(TheTextToSort)
```

```
        CheckForDead(x11, CurOwner)
```

```
    end if
```

```
end if
```

```
if the member of sprite x = (member "crush-18" of castlib "FX") then
```

```
    if CurMon contains "47-" then
```

```
        set HealNum = 8 + CurSpellPower + random(3)
```

```
        set TheTextToSort = "46:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
```

```
:::hitsound:"
```

```
        set the HitPoints of sprite x11 = the HitPoints of sprite x11 + HealNum
```

```
        set the HitCountb of sprite x11 = 16
```

```
        FloatieText(TheTextToSort)
```

```
        CheckForDead(x11, CurOwner)
```

```
    else
```

```
        set HealNum = 6 + CurSpellPower + random(3)
```

```
        set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
```

```
:::hitsound:"
```

```
        set the HitPoints of sprite x11 = the HitPoints of sprite x11 - HealNum
```

```
        set the HitCountb of sprite x11 = 16
```

```
        FloatieText(TheTextToSort)
```

```
        CheckForDead(x11, CurOwner)
```

```
    end if
```

```
end if
```

```
if the member of sprite x = (member "Firebolt-12" of castlib "FX") then
```

```
    if CurMon contains "45-" then
```

```
        set HealNum = 6 + CurSpellPower + random(3)
```

```
        set TheTextToSort = "46:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
```

```
:::hitsound:"
```

```
        set the HitPoints of sprite x11 = the HitPoints of sprite x11 + HealNum
```

```
        set the HitCountb of sprite x11 = 16
```

```
        FloatieText(TheTextToSort)
```

```
        CheckForDead(x11, CurOwner)
```

```
    else
```

```
        set HealNum = 6 + CurSpellPower + random(3)
```

```
        set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite x11 & ":" & the locV of sprite x11 &
```

```
:::hitsound:"
```

```
        set the HitPoints of sprite x11 = the HitPoints of sprite x11 - HealNum
```

```
        set the HitCountb of sprite x11 = 16
```

```
        FloatieText(TheTextToSort)
```

```
        CheckForDead(x11, CurOwner)
```

```
    end if
```

```
end if
```

```
if the member of sprite x = (member "FireballL-1" of castlib "FX") then
```

```
    set HealNum = 4 + CurSpellPower + random(3)
```

```
    if CurMon contains "45-" then set HealNum = random(3)
```

```

        if CurMon contains "45-" then set HealNum = random(3)
        set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite xll & ":" & the locV of sprite xll &
"::hitsound:"
        set the HitPoints of sprite xll = the HitPoints of sprite xll - HealNum
        set the HitCountb of sprite xll = 16
        FloatieText(TheTextToSort)
        CheckForDead(xll, CurOwner)
    end if

    if the member of sprite x = (member "FireballR-1" of castlib "FX") then
        set HealNum = 4 + CurSpellPower + random(3)
        if CurMon contains "45-" then set HealNum = random(3)
        set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite xll & ":" & the locV of sprite xll &
"::hitsound:"
        set the HitPoints of sprite xll = the HitPoints of sprite xll - HealNum
        set the HitCountb of sprite xll = 16
        FloatieText(TheTextToSort)
        CheckForDead(xll, CurOwner)
    end if

    if the member of sprite x = (member "FireballU-1" of castlib "FX") then
        set HealNum = 4 + CurSpellPower + random(3)
        if CurMon contains "45-" then set HealNum = random(3)
        set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite xll & ":" & the locV of sprite xll &
"::hitsound:"
        set the HitPoints of sprite xll = the HitPoints of sprite xll - HealNum
        set the HitCountb of sprite xll = 16
        FloatieText(TheTextToSort)
        CheckForDead(xll, CurOwner)
    end if

    if the member of sprite x = (member "FireballD-1" of castlib "FX") then
        set HealNum = 4 + CurSpellPower + random(3)
        if CurMon contains "45-" then set HealNum = random(3)
        set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite xll & ":" & the locV of sprite xll &
"::hitsound:"
        set the HitPoints of sprite xll = the HitPoints of sprite xll - HealNum
        set the HitCountb of sprite xll = 16
        FloatieText(TheTextToSort)
        CheckForDead(xll, CurOwner)
    end if

    if the member of sprite x = (member "Wind waveL-1" of castlib "FX") then
        set HealNum = 2 + CurSpellPower + random(5)
        set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite xll & ":" & the locV of sprite xll &
"::hitsound:"
        set the HitPoints of sprite xll = the HitPoints of sprite xll - HealNum
        set the HitCountb of sprite xll = 16
        FloatieText(TheTextToSort)
        CheckForDead(xll, CurOwner)
    end if

    if the member of sprite x = (member "wind waveR-1" of castlib "FX") then
        set HealNum = 2 + CurSpellPower + random(5)
        set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite xll & ":" & the locV of sprite xll &
"::hitsound:"
        set the HitPoints of sprite xll = the HitPoints of sprite xll - HealNum
        set the HitCountb of sprite xll = 16
        FloatieText(TheTextToSort)
        CheckForDead(xll, CurOwner)
    end if

    if the member of sprite x = (member "wind waveU-1" of castlib "FX") then
        set HealNum = 2 + CurSpellPower + random(5)
        set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite xll & ":" & the locV of sprite xll &
"::hitsound:"
        set the HitPoints of sprite xll = the HitPoints of sprite xll - HealNum
        set the HitCountb of sprite xll = 16
        FloatieText(TheTextToSort)
        CheckForDead(xll, CurOwner)
    end if

    if the member of sprite x = (member "wind waveD-1" of castlib "FX") then
        set HealNum = 2 + CurSpellPower + random(5)
        set TheTextToSort = "124:" & HealNum & ":" & The locH of sprite xll & ":" & the locV of sprite xll &
"::hitsound:"
        set the HitPoints of sprite xll = the HitPoints of sprite xll - HealNum
        set the HitCountb of sprite xll = 16
        FloatieText(TheTextToSort)
        CheckForDead(xll, CurOwner)
    end if
end if
end if
end if

```

```
end if
end repeat
end repeat
end
```

M1Spell (Scripts)

Global NPCAttackFlag, NPCSpellBlock

```
on M1Spell
  if NPCSpellBlock > 0 then exit
  Global NPC1
  if the locV of sprite 180 < 0 then exit
  set MyGuy = 180
  set MName = member(the member of sprite 180).name
  set the itemdelimiter = "-"
  set MName = item 1 of MName
  set NPCDat = NPC1
  if NPCDat contains "SPL|Splash" then CastSplash(MyGuy, NPCDat)
  if NPCDat contains "SPL|Whirlwind" then CastWhirlwind(MyGuy, NPCDat)
  if NPCDat contains "SPL|Firebolt" then CastFirebolt(MyGuy, NPCDat)
  if NPCDat contains "SPL|Crush" then CastCrush(MyGuy, NPCDat)
  if NPCDat contains "SPL|Fireball" then CastFireball(MyGuy, NPCDat)
  if NPCDat contains "SPL|Wind Wave" then CastWindWave(MyGuy, NPCDat)
  if NPCDat contains "SPL|Minor Heal" then CastMinorHeal(MyGuy, NPCDat)
  if NPCDat contains "SPL|Major Heal" then CastMajorHeal(MyGuy, NPCDat)
  if NPCDat contains "SPL|Argon's Fist" then CastArgonsFist(MyGuy, NPCDat)
  if NPCDat contains "SPL|Hold" then CastHold(MyGuy, NPCDat)
  if NPCDat contains "SPL|Meteor" then CastMeteor(MyGuy, NPCDat)
  if NPCDat contains "SPL|Create Food" then CastCreateFood(MyGuy, NPCDat)
  if NPCDat contains "SPL|Stone Skin" then CastStoneSkin(MyGuy, NPCDat)
end
```

```
on M2Spell
  if NPCSpellBlock > 0 then exit
  Global NPC2
  if the locV of sprite 181 < 0 then exit
  set MyGuy = 181
  set MName = member(the member of sprite 181).name
  set the itemdelimiter = "-"
  set MName = item 1 of MName
  set NPCDat = NPC2
  if NPCDat contains "SPL|Splash" then CastSplash(MyGuy, NPCDat)
  if NPCDat contains "SPL|Whirlwind" then CastWhirlwind(MyGuy, NPCDat)
  if NPCDat contains "SPL|Firebolt" then CastFirebolt(MyGuy, NPCDat)
  if NPCDat contains "SPL|Crush" then CastCrush(MyGuy, NPCDat)
  if NPCDat contains "SPL|Fireball" then CastFireball(MyGuy, NPCDat)
  if NPCDat contains "SPL|Wind Wave" then CastWindWave(MyGuy, NPCDat)
  if NPCDat contains "SPL|Minor Heal" then CastMinorHeal(MyGuy, NPCDat)
  if NPCDat contains "SPL|Major Heal" then CastMajorHeal(MyGuy, NPCDat)
  if NPCDat contains "SPL|Argon's Fist" then CastArgonsFist(MyGuy, NPCDat)
  if NPCDat contains "SPL|Hold" then CastHold(MyGuy, NPCDat)
  if NPCDat contains "SPL|Meteor" then CastMeteor(MyGuy, NPCDat)
  if NPCDat contains "SPL|Create Food" then CastCreateFood(MyGuy, NPCDat)
  if NPCDat contains "SPL|Stone Skin" then CastStoneSkin(MyGuy, NPCDat)
end
```

```
on M3Spell
  if NPCSpellBlock > 0 then exit
  Global NPC3
  if the locV of sprite 182 < 0 then exit
  set MyGuy = 182
  set MName = member(the member of sprite 182).name
  set the itemdelimiter = "-"
  set MName = item 1 of MName
  set NPCDat = NPC3
  if NPCDat contains "SPL|Splash" then CastSplash(MyGuy, NPCDat)
  if NPCDat contains "SPL|Whirlwind" then CastWhirlwind(MyGuy, NPCDat)
  if NPCDat contains "SPL|Firebolt" then CastFirebolt(MyGuy, NPCDat)
  if NPCDat contains "SPL|Crush" then CastCrush(MyGuy, NPCDat)
  if NPCDat contains "SPL|Fireball" then CastFireball(MyGuy, NPCDat)
  if NPCDat contains "SPL|Wind Wave" then CastWindWave(MyGuy, NPCDat)
  if NPCDat contains "SPL|Minor Heal" then CastMinorHeal(MyGuy, NPCDat)
  if NPCDat contains "SPL|Major Heal" then CastMajorHeal(MyGuy, NPCDat)
  if NPCDat contains "SPL|Argon's Fist" then CastArgonsFist(MyGuy, NPCDat)
  if NPCDat contains "SPL|Hold" then CastHold(MyGuy, NPCDat)
  if NPCDat contains "SPL|Meteor" then CastMeteor(MyGuy, NPCDat)
  if NPCDat contains "SPL|Create Food" then CastCreateFood(MyGuy, NPCDat)
  if NPCDat contains "SPL|Stone Skin" then CastStoneSkin(MyGuy, NPCDat)
end
```

```
on M4Spell
  if NPCSpellBlock > 0 then exit
  Global NPC4
  if the locV of sprite 183 < 0 then exit
  set MyGuy = 183
  set MName = member(the member of sprite 183).name
  set the itemdelimiter = "-"
  set MName = item 1 of MName
  set NPCDat = NPC4
  if NPCDat contains "SPL|Splash" then CastSplash(MyGuy, NPCDat)
  if NPCDat contains "SPL|Whirlwind" then CastWhirlwind(MyGuy, NPCDat)
  if NPCDat contains "SPL|Firebolt" then CastFirebolt(MyGuy, NPCDat)
  if NPCDat contains "SPL|Crush" then CastCrush(MyGuy, NPCDat)
  if NPCDat contains "SPL|Fireball" then CastFireball(MyGuy, NPCDat)
```

```

if NPCDat contains "SPL|Fireball" then CastFireball(MyGuy, NPCDat)
if NPCDat contains "SPL|Wind Wave" then CastWindWave(MyGuy, NPCDat)
if NPCDat contains "SPL|Minor Heal" then CastMinorHeal(MyGuy, NPCDat)
if NPCDat contains "SPL|Major Heal" then CastMajorHeal(MyGuy, NPCDat)
if NPCDat contains "SPL|Argon's Fist" then CastArgonsFist(MyGuy, NPCDat)
if NPCDat contains "SPL|Hold" then CastHold(MyGuy, NPCDat)
if NPCDat contains "SPL|Meteor" then CastMeteor(MyGuy, NPCDat)
if NPCDat contains "SPL|Create Food" then CastCreateFood(MyGuy, NPCDat)
if NPCDat contains "SPL|Stone Skin" then CastStoneSkin(MyGuy, NPCDat)
end

on M5Spell
  if NPCSpellBlock > 0 then exit
  Global NPC5
  if the locV of sprite 184 < 0 then exit
  set MyGuy = 184
  set MName = member(the member of sprite 184).name
  set the itemdelimiter = "-"
  set MName = item 1 of MName
  set NPCDat = NPC5
  if NPCDat contains "SPL|Splash" then CastSplash(MyGuy, NPCDat)
  if NPCDat contains "SPL|Whirlwind" then CastWhirlwind(MyGuy, NPCDat)
  if NPCDat contains "SPL|Firebolt" then CastFirebolt(MyGuy, NPCDat)
  if NPCDat contains "SPL|Crush" then CastCrush(MyGuy, NPCDat)
  if NPCDat contains "SPL|Fireball" then CastFireball(MyGuy, NPCDat)
  if NPCDat contains "SPL|Wind Wave" then CastWindWave(MyGuy, NPCDat)
  if NPCDat contains "SPL|Minor Heal" then CastMinorHeal(MyGuy, NPCDat)
  if NPCDat contains "SPL|Major Heal" then CastMajorHeal(MyGuy, NPCDat)
  if NPCDat contains "SPL|Argon's Fist" then CastArgonsFist(MyGuy, NPCDat)
  if NPCDat contains "SPL|Hold" then CastHold(MyGuy, NPCDat)
  if NPCDat contains "SPL|Meteor" then CastMeteor(MyGuy, NPCDat)
  if NPCDat contains "SPL|Create Food" then CastCreateFood(MyGuy, NPCDat)
  if NPCDat contains "SPL|Stone Skin" then CastStoneSkin(MyGuy, NPCDat)
end

Global CharMap, gConnect, CanFightYN

on CastSplash MyGuy, NPCDat
  set UserRnd = 90
  if the locV of sprite 115 > 0 then set UserRnd = 145
  if the locV of sprite 118 > 0 then set UserRnd = 200
  if the locV of sprite 121 > 0 then set UserRnd = 300
  if the locV of sprite 124 > 0 then set UserRnd = 500
  if the locV of sprite 127 > 0 then set UserRnd = 700
  if the locV of sprite 130 > 0 then set UserRnd = 1000

  set UserRnd = random(UserRnd)

  if UserRnd <> 1 then exit

  if NPCDat contains "FLG|Passive" then
    if NPCAttackFlag = FALSE then exit
  end if

  set MyLocH = the locH of sprite 112 - 30
  set MyLocV = the locV of sprite 112 - 30

  set MyLocH = MyLocH + random(60)
  set MyLocV = MyLocV + random(60)

  if the monstername of sprite MyGuy contains "Cow" then exit
  if the monstername of sprite MyGuy contains "Pig" then exit
  if the monstername of sprite MyGuy contains "Spikes" then exit
  if the monstername of sprite MyGuy contains "Web" then exit
  if the monstername of sprite MyGuy contains "Holy Shield" then exit

  set MonName = "a " & MyGuy
  set Dtt = MonName & ":" & "Splash:" & MyLocH & ":" & MyLocV
  set Dtt = Dtt & ":" & MyLocH & ":" & MyLocV & ":" & "15"
  if CanFightYN <> "0" then gConnect.sendMessage( "@" & CharMap, "CastSpell", Dtt)
end

on CastMeteor MyGuy, NPCDat
  set UserRnd = 90
  if the locV of sprite 115 > 0 then set UserRnd = 145
  if the locV of sprite 118 > 0 then set UserRnd = 200
  if the locV of sprite 121 > 0 then set UserRnd = 300
  if the locV of sprite 124 > 0 then set UserRnd = 500
  if the locV of sprite 127 > 0 then set UserRnd = 700
  if the locV of sprite 130 > 0 then set UserRnd = 1000

  set UserRnd = random(UserRnd)

  if UserRnd <> 1 then exit

  if NPCDat contains "FLG|Passive" then
    if NPCAttackFlag = FALSE then exit
  end if

```

end if

```
set MyLocH = the locH of sprite 112 - 30
set MyLocV = the locV of sprite 112 - 30
```

```
set MyLocH = MyLocH + random(60)
set MyLocV = MyLocV + random(60)
if the monstername of sprite MyGuy contains "Cow" then exit
if the monstername of sprite MyGuy contains "Pig" then exit
if the monstername of sprite MyGuy contains "Spikes" then exit
if the monstername of sprite MyGuy contains "Web" then exit
if the monstername of sprite MyGuy contains "Holy Shield" then exit
```

```
set MonName = "a " & MyGuy
set Dtt = MonName & ":" & "Meteor:" & MyLocH & ":" & MyLocV
set Dtt = Dtt & ":" & MyLocH & ":" & MyLocV & ":" & "17"
if CanFightYN <> "0" then gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
```

end

```
on CastFirebolt MyGuy, NPCDat
set UserRnd = 90
if the locV of sprite 115 > 0 then set UserRnd = 145
if the locV of sprite 118 > 0 then set UserRnd = 200
if the locV of sprite 121 > 0 then set UserRnd = 300
if the locV of sprite 124 > 0 then set UserRnd = 500
if the locV of sprite 127 > 0 then set UserRnd = 700
if the locV of sprite 130 > 0 then set UserRnd = 1000
```

```
set UserRnd = random(UserRnd)
```

```
if UserRnd <> 1 then exit
```

```
if NPCDat contains "FLG|Passive" then
  if NPCAttackFlag = FALSE then exit
end if
```

```
set MyLocH = the locH of sprite 112 - 30
set MyLocV = the locV of sprite 112 - 30
```

```
set MyLocH = MyLocH + random(60)
set MyLocV = MyLocV + random(60)
if the monstername of sprite MyGuy contains "Cow" then exit
if the monstername of sprite MyGuy contains "Pig" then exit
if the monstername of sprite MyGuy contains "Spikes" then exit
if the monstername of sprite MyGuy contains "Web" then exit
if the monstername of sprite MyGuy contains "Holy Shield" then exit
```

```
set MonName = "a " & MyGuy
set Dtt = MonName & ":" & "Firebolt:" & MyLocH & ":" & MyLocV
set Dtt = Dtt & ":" & MyLocH & ":" & MyLocV & ":" & "13"
if CanFightYN <> "0" then gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
```

end

```
on CastCrush MyGuy, NPCDat
set UserRnd = 90
if the locV of sprite 115 > 0 then set UserRnd = 145
if the locV of sprite 118 > 0 then set UserRnd = 200
if the locV of sprite 121 > 0 then set UserRnd = 300
if the locV of sprite 124 > 0 then set UserRnd = 500
if the locV of sprite 127 > 0 then set UserRnd = 700
if the locV of sprite 130 > 0 then set UserRnd = 1000
```

```
set UserRnd = random(UserRnd)
```

```
if UserRnd <> 1 then exit
```

```
if NPCDat contains "FLG|Passive" then
  if NPCAttackFlag = FALSE then exit
end if
```

```
set MyLocH = the locH of sprite 112 - 30
set MyLocV = the locV of sprite 112 - 30
```

```
set MyLocH = MyLocH + random(60)
set MyLocV = MyLocV + random(60)
```

```
set MonName = "a " & MyGuy
set Dtt = MonName & ":" & "Crush:" & MyLocH & ":" & MyLocV
set Dtt = Dtt & ":" & MyLocH & ":" & MyLocV & ":" & "14"
if CanFightYN <> "0" then gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
```

end

```
on CastFireball MyGuy, NPCDat
set UserRnd = 90
if the locV of sprite 115 > 0 then set UserRnd = 115
if the locV of sprite 118 > 0 then set UserRnd = 200
if the locV of sprite 121 > 0 then set UserRnd = 300
if the locV of sprite 124 > 0 then set UserRnd = 500
if the locV of sprite 127 > 0 then set UserRnd = 700
if the locV of sprite 130 > 0 then set UserRnd = 1000
```

```
if the locV of sprite 130 > 0 then set UserRnd = 1000
```

```
set UserRnd = random(UserRnd)
```

```
if UserRnd <> 1 then exit
```

```
if NPCDat contains "FLG|Passive" then
```

```
    if NPCAttackFlag = FALSE then exit
```

```
end if
```

```
if the monstername of sprite MyGuy contains "Cow" then exit
```

```
if the monstername of sprite MyGuy contains "Pig" then exit
```

```
if the monstername of sprite MyGuy contains "Spikes" then exit
```

```
if the monstername of sprite MyGuy contains "Web" then exit
```

```
if the monstername of sprite MyGuy contains "Holy Shield" then exit
```

```
set MyLocH = the locH of sprite MyGuy
```

```
set MyLocV = the locV of sprite MyGuy
```

```
set Dirr = random(4)
```

```
if Dirr = 1 then set MySpell = "FireballL"
```

```
if Dirr = 2 then set MySpell = "FireballR"
```

```
if Dirr = 3 then set MySpell = "FireballU"
```

```
if Dirr = 4 then set MySpell = "FireballD"
```

```
if Dirr = 1 then set MyLocH = MyLocH - 20
```

```
if Dirr = 2 then set MyLocH = MyLocH + 20
```

```
if Dirr = 3 then set MyLocV = MyLocV - 20
```

```
if Dirr = 4 then set MyLocV = MyLocV + 20
```

```
set MonName = "a " & MyGuy
```

```
set Dtt = MonName & ":" & MySpell & ":" & MyLocH & ":" & MyLocV
```

```
set Dtt = Dtt & ":" & MyLocH & ":" & MyLocV & ":" & "13"
```

```
if CanFightYN <> "0" then gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
```

```
end
```

```
on CastWindWave MyGuy, NPCDat
```

```
    set UserRnd = 90
```

```
    if the locV of sprite 115 > 0 then set UserRnd = 165
```

```
    if the locV of sprite 118 > 0 then set UserRnd = 200
```

```
    if the locV of sprite 121 > 0 then set UserRnd = 300
```

```
    if the locV of sprite 124 > 0 then set UserRnd = 500
```

```
    if the locV of sprite 127 > 0 then set UserRnd = 700
```

```
    if the locV of sprite 130 > 0 then set UserRnd = 1000
```

```
set UserRnd = random(UserRnd)
```

```
if UserRnd <> 1 then exit
```

```
if NPCDat contains "FLG|Passive" then
```

```
    if NPCAttackFlag = FALSE then exit
```

```
end if
```

```
set MyLocH = the locH of sprite MyGuy
```

```
set MyLocV = the locV of sprite MyGuy
```

```
set Dirr = random(4)
```

```
if Dirr = 1 then set MySpell = "WindWaveL"
```

```
if Dirr = 2 then set MySpell = "WindWaveR"
```

```
if Dirr = 3 then set MySpell = "WindWaveU"
```

```
if Dirr = 4 then set MySpell = "WindWaveD"
```

```
if Dirr = 1 then set MyLocH = MyLocH - 20
```

```
if Dirr = 2 then set MyLocH = MyLocH + 20
```

```
if Dirr = 3 then set MyLocV = MyLocV - 20
```

```
if Dirr = 4 then set MyLocV = MyLocV + 20
```

```
if the monstername of sprite MyGuy contains "Cow" then exit
```

```
if the monstername of sprite MyGuy contains "Pig" then exit
```

```
if the monstername of sprite MyGuy contains "Spikes" then exit
```

```
if the monstername of sprite MyGuy contains "Web" then exit
```

```
if the monstername of sprite MyGuy contains "Holy Shield" then exit
```

```
set MonName = "a " & MyGuy
```

```
set Dtt = MonName & ":" & MySpell & ":" & MyLocH & ":" & MyLocV
```

```
set Dtt = Dtt & ":" & MyLocH & ":" & MyLocV & ":" & "18"
```

```
if CanFightYN <> "0" then gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
```

```
end
```

```
on CastStoneSkin MyGuy, NPCDat
```

```
    set NumOfLines = member("UserList").line.count
```

```
set UserRnd = 90
```

```
if the locV of sprite 115 > 0 then set UserRnd = 170
```

```
if the locV of sprite 118 > 0 then set UserRnd = 200
```

```
if the locV of sprite 121 > 0 then set UserRnd = 300
```

```
if the locV of sprite 124 > 0 then set UserRnd = 500
```

```
if the locV of sprite 127 > 0 then set UserRnd = 700
```

```
if the locV of sprite 130 > 0 then set UserRnd = 1000
```

```

set UserRnd = random(UserRnd)

if UserRnd <> 1 then exit

set MyLocH = the locH of sprite MyGuy
set MyLocV = the locV of sprite MyGuy

set MonName = "a " & the monstername of sprite MyGuy
set Dtt = MyGuy & ":" & "Stone Skin" & ":" & MyLocH & ":" & MyLocV
if the monstername of sprite MyGuy contains "Cow" then exit
if the monstername of sprite MyGuy contains "Pig" then exit
if the monstername of sprite MyGuy contains "Spikes" then exit
if the monstername of sprite MyGuy contains "Web" then exit
if the monstername of sprite MyGuy contains "Holy Shield" then exit

if NPCDat contains "FLG|Passive" then
    if NPCAttackFlag = FALSE then
        set Dtt = Dtt & ":" & the locH of sprite 112 & ":" & the locV of sprite 112 & ":" & "6"
    else
        set Dtt = Dtt & ":" & MyLocH & ":" & MyLocV & ":" & "6"
    end if
else
    set Dtt = Dtt & ":" & MyLocH & ":" & MyLocV & ":" & "6"
end if

```

```

gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
end

```

```

on CastCreateFood MyGuy, NPCDat
    set NumOfLines = member("UserList").line.count

    set UserRnd = 90
    if the locV of sprite 115 > 0 then set UserRnd = 300
    if the locV of sprite 118 > 0 then set UserRnd = 400
    if the locV of sprite 121 > 0 then set UserRnd = 600
    if the locV of sprite 124 > 0 then set UserRnd = 900
    if the locV of sprite 127 > 0 then set UserRnd = 1200
    if the locV of sprite 130 > 0 then set UserRnd = 1500

```

```

set UserRnd = random(UserRnd)

```

```

if UserRnd <> 1 then exit

```

```

set MyLocH = the locH of sprite MyGuy
set MyLocV = the locV of sprite MyGuy

```

```

set MonName = "a " & the monstername of sprite MyGuy
set Dtt = MyGuy & ":" & "Create Food" & ":" & MyLocH & ":" & MyLocV
if the monstername of sprite MyGuy contains "Cow" then exit
if the monstername of sprite MyGuy contains "Pig" then exit
if the monstername of sprite MyGuy contains "Spikes" then exit
if the monstername of sprite MyGuy contains "Web" then exit
if the monstername of sprite MyGuy contains "Holy Shield" then exit

```

```

if NPCDat contains "FLG|Passive" then
    if NPCAttackFlag = FALSE then
        set Dtt = Dtt & ":" & the locH of sprite 112 & ":" & the locV of sprite 112 & ":" & "6"
    else
        set Dtt = Dtt & ":" & MyLocH & ":" & MyLocV & ":" & "6"
    end if
else
    set Dtt = Dtt & ":" & MyLocH & ":" & MyLocV & ":" & "6"
end if

```

```

gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
end

```

```

on CastMinorHeal MyGuy, NPCDat
    set NumOfLines = member("UserList").line.count

```

```

set UserRnd = 90
if the locV of sprite 115 > 0 then set UserRnd = 300
if the locV of sprite 118 > 0 then set UserRnd = 500
if the locV of sprite 121 > 0 then set UserRnd = 700
if the locV of sprite 124 > 0 then set UserRnd = 900
if the locV of sprite 127 > 0 then set UserRnd = 1200
if the locV of sprite 130 > 0 then set UserRnd = 1500

```

```

set UserRnd = random(UserRnd)

```

```

if UserRnd <> 1 then exit

```

```

set MyLocH = the locH of sprite MyGuy
set MyLocV = the locV of sprite MyGuy

```

```

set MonName = "a " & the monstername of sprite MyGuy
set Dtt = MyGuy & ":" & "Minor Heal" & ":" & MyLocH & ":" & MyLocV
if the monstername of sprite MyGuy contains "Cow" then exit

```

```
if the monstername of sprite MyGuy contains "Cow" then exit
if the monstername of sprite MyGuy contains "Pig" then exit
if the monstername of sprite MyGuy contains "Spikes" then exit
if the monstername of sprite MyGuy contains "Web" then exit
if the monstername of sprite MyGuy contains "Holy Shield" then exit
```

```
if NPCDat contains "FLG|Passive" then
  if NPCAttackFlag = FALSE then
    set Dtt = Dtt & ":" & the locH of sprite 112 & ":" & the locV of sprite 112 & ":" & "4"
  else
    set Dtt = Dtt & ":" & MyLocH & ":" & MyLocV & ":" & "4"
  end if
else
  set Dtt = Dtt & ":" & MyLocH & ":" & MyLocV & ":" & "4"
end if
```

```
gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
end
```

```
on CastMajorHeal MyGuy, NPCDat
  set NumOfLines = member("UserList").line.count

  set UserRnd = 90
  if the locV of sprite 115 > 0 then set UserRnd = 115
  if the locV of sprite 118 > 0 then set UserRnd = 200
  if the locV of sprite 121 > 0 then set UserRnd = 300
  if the locV of sprite 124 > 0 then set UserRnd = 500
  if the locV of sprite 127 > 0 then set UserRnd = 700
  if the locV of sprite 130 > 0 then set UserRnd = 1000
```

```
  set UserRnd = random(UserRnd)
```

```
  if UserRnd <> 1 then exit
```

```
  set MyLocH = the locH of sprite MyGuy
  set MyLocV = the locV of sprite MyGuy
```

```
  set MonName = "a " & the monstername of sprite MyGuy
  set Dtt = MyGuy & ":" & "Major Heal" & ":" & MyLocH & ":" & MyLocV
  if the monstername of sprite MyGuy contains "Cow" then exit
  if the monstername of sprite MyGuy contains "Pig" then exit
  if the monstername of sprite MyGuy contains "Spikes" then exit
  if the monstername of sprite MyGuy contains "Web" then exit
  if the monstername of sprite MyGuy contains "Holy Shield" then exit
```

```
  if NPCDat contains "FLG|Passive" then
    if NPCAttackFlag = FALSE then
      set Dtt = Dtt & ":" & the locH of sprite 112 & ":" & the locV of sprite 112 & ":" & "23"
    else
      set Dtt = Dtt & ":" & MyLocH & ":" & MyLocV & ":" & "23"
    end if
  else
    set Dtt = Dtt & ":" & MyLocH & ":" & MyLocV & ":" & "23"
  end if
```

```
  gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
end
```

```
on CastWhirlwind MyGuy, NPCDat
  set UserRnd = 90
  if the locV of sprite 115 > 0 then set UserRnd = 115
  if the locV of sprite 118 > 0 then set UserRnd = 200
  if the locV of sprite 121 > 0 then set UserRnd = 300
  if the locV of sprite 124 > 0 then set UserRnd = 500
  if the locV of sprite 127 > 0 then set UserRnd = 700
  if the locV of sprite 130 > 0 then set UserRnd = 1000
```

```
  set UserRnd = random(UserRnd)
```

```
  if UserRnd <> 1 then exit
```

```
  if NPCDat contains "FLG|Passive" then
    if NPCAttackFlag = FALSE then exit
  end if
  if the monstername of sprite MyGuy contains "Cow" then exit
  if the monstername of sprite MyGuy contains "Pig" then exit
  if the monstername of sprite MyGuy contains "Spikes" then exit
  if the monstername of sprite MyGuy contains "Web" then exit
  if the monstername of sprite MyGuy contains "Holy Shield" then exit
```

```
  set MyLocH = the locH of sprite 112 - 30
  set MyLocV = the locV of sprite 112 - 30
```

```
  set MyLocH = MyLocH + random(60)
  set MyLocV = MyLocV + random(60)
  set MonName = "a " & the monstername of sprite MyGuy
  set Dtt = MyGuy & ":" & "Whirlwind:" & MyLocH & ":" & MyLocV
  set Dtt = Dtt & ":" & the locH of sprite 112 & ":" & the locV of sprite 112 & ":" & "15"
```

```
set Dtt = Dtt & ":" & the locH of sprite 112 & ":" & the locV of sprite 112 & ":" & "15"
if CanFightYN <> "0" then gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
end

on CastArgonsFist MyGuy, NPCDat
  set NumOfLines = member("UserList").line.count

  set UserRnd = 90
  if the locV of sprite 115 > 0 then set UserRnd = 115
  if the locV of sprite 118 > 0 then set UserRnd = 200
  if the locV of sprite 121 > 0 then set UserRnd = 300
  if the locV of sprite 124 > 0 then set UserRnd = 500
  if the locV of sprite 127 > 0 then set UserRnd = 700
  if the locV of sprite 130 > 0 then set UserRnd = 1000

  set UserRnd = random(UserRnd)

  if UserRnd <> 1 then exit

  set MyLocH = the locH of sprite MyGuy
  set MyLocV = the locV of sprite MyGuy

  set MonName = "a " & the monstername of sprite MyGuy
  set Dtt = MyGuy & ":" & "Argon's Fist" & ":" & MyLocH & ":" & MyLocV
  if the monstername of sprite MyGuy contains "Cow" then exit
  if the monstername of sprite MyGuy contains "Pig" then exit
  if the monstername of sprite MyGuy contains "Spikes" then exit
  if the monstername of sprite MyGuy contains "Web" then exit
  if the monstername of sprite MyGuy contains "Holy Shield" then exit

  if NPCDat contains "FLG|Passive" then
    if NPCAttackFlag = FALSE then
      set Dtt = Dtt & ":" & the locH of sprite 112 & ":" & the locV of sprite 112 & ":" & "23"
    else
      set Dtt = Dtt & ":" & MyLocH & ":" & MyLocV & ":" & "23"
    end if
  else
    set Dtt = Dtt & ":" & MyLocH & ":" & MyLocV & ":" & "23"
  end if

  gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
end

on CastHold MyGuy, NPCDat
  set UserRnd = 90
  if the locV of sprite 115 > 0 then set UserRnd = 200
  if the locV of sprite 118 > 0 then set UserRnd = 300
  if the locV of sprite 121 > 0 then set UserRnd = 400
  if the locV of sprite 124 > 0 then set UserRnd = 700
  if the locV of sprite 127 > 0 then set UserRnd = 900
  if the locV of sprite 130 > 0 then set UserRnd = 1000

  set UserRnd = random(UserRnd)

  if UserRnd <> 1 then exit

  if NPCDat contains "FLG|Passive" then
    if NPCAttackFlag = FALSE then exit
  end if
  if the monstername of sprite MyGuy contains "Cow" then exit
  if the monstername of sprite MyGuy contains "Pig" then exit
  if the monstername of sprite MyGuy contains "Spikes" then exit
  if the monstername of sprite MyGuy contains "Web" then exit
  if the monstername of sprite MyGuy contains "Holy Shield" then exit

  set MyLocH = the locH of sprite 112 - 30
  set MyLocV = the locV of sprite 112 - 30

  set MyLocH = MyLocH + random(60)
  set MyLocV = MyLocV + random(60)
  set MonName = "a " & the monstername of sprite MyGuy
  set Dtt = MyGuy & ":" & "Hold:" & MyLocH & ":" & MyLocV
  set Dtt = Dtt & ":" & the locH of sprite 112 & ":" & the locV of sprite 112 & ":" & "7"
  if CanFightYN <> "0" then gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
end
```

CheckForDead (Scripts)

```

on CheckForDead xll, CurOwner
  Global SFX, MyName, Exp, GoldDropOnDeath, Level
  global Gold, ExpNeeded, LeftHandE, MyClass, SystemExp
  Global ClassCode, Level, HP, HPMax, SP, SPMax, Exp, body, Regged
  Global gConnect, CharMap, RingE, Stamina, CheatDat, MyIPAddress

  set SystemExp = 500

  if the HitPoints of sprite xll > 0 then
    set MaxHPP = 200
    if the monstername of sprite xll = "Squid" then set MaxHPP = 122
    if the monstername of sprite xll = "Shark" then set MaxHPP = 150
    if the monstername of sprite xll = "Orc Lord" then set MaxHPP = 90
    if the monstername of sprite xll = "Slime" then set MaxHPP = 14
    if the monstername of sprite xll = "Wolf" then set MaxHPP = 21
    if the monstername of sprite xll = "Imp" then set MaxHPP = 24
    if the monstername of sprite xll = "Orc" then set MaxHPP = 26
    if the monstername of sprite xll = "Cyclops" then set MaxHPP = 38
    if the monstername of sprite xll = "Elf" then set MaxHPP = 44
    if the monstername of sprite xll = "Poison Frog" then set MaxHPP = 47
    if the monstername of sprite xll = "Mega Slime" then set MaxHPP = 54
    if the monstername of sprite xll = "Zombie" then set MaxHPP = 67
    if the monstername of sprite xll = "Skeleton" then set MaxHPP = 79
    if the monstername of sprite xll = "Gazer" then set MaxHPP = 82
    if the monstername of sprite xll = "Lizard Warrior" then set MaxHPP = 82
    if the monstername of sprite xll = "Dwarf" then set MaxHPP = 94
    if the monstername of sprite xll = "Death" then set MaxHPP = 96
    if the monstername of sprite xll = "Ghost" then set MaxHPP = 102
    if the monstername of sprite xll = "Demon" then set MaxHPP = 121
    if the monstername of sprite xll = "Assasin" then set MaxHPP = 128
    if the monstername of sprite xll = "Dragon Snake" then set MaxHPP = 142
    if the monstername of sprite xll = "Yeti" then set MaxHPP = 151
    if the monstername of sprite xll = "Stone Skull" then set MaxHPP = 172
    if the monstername of sprite xll = "Dark Fairy" then set MaxHPP = 182
    if the monstername of sprite xll = "Overlord" then set MaxHPP = 812
    if the monstername of sprite xll = "Mutant Worm" then set MaxHPP = 242
    if the monstername of sprite xll = "Snow Serpent" then set MaxHPP = 492
    if the monstername of sprite xll = "Snow Demon" then set MaxHPP = 602
    if the monstername of sprite xll = "Gryphon" then set MaxHPP = 510
    if the monstername of sprite xll = "Hellhound" then set MaxHPP = 670
    if the monstername of sprite xll = "Dragon Hatchling" then set MaxHPP = 422
    if the monstername of sprite xll = "Ghoul" then set MaxHPP = 222
    if the monstername of sprite xll = "Snared Loah" then set MaxHPP = 70
    if the monstername of sprite xll = "Fire Demon" then set MaxHPP = 622
    if the monstername of sprite xll = "Dragon" then set MaxHPP = 320
    if the monstername of sprite xll contains "Faction" then set MaxHPP = 70
    if the monstername of sprite xll = "Officer" then set MaxHPP = 249
    if the monstername of sprite xll = "Angela" then set MaxHPP = 389
    if the monstername of sprite xll = "Corin" then set MaxHPP = 389
    if the monstername of sprite xll = "Trianus" then set MaxHPP = 389
    if the hitpoints of sprite xll > MaxHPP then set the hitpoints of sprite xll = MaxHPP
  end if

  if The HitPoints of sprite xll < 0 then

    set the member of sprite 283 = (member "kill1" of castlib "FX")
    set the locH of sprite 283 = the locH of sprite xll
    set the locV of sprite 283 = the locV of sprite xll
    set the locZ of sprite 283 = the locZ of sprite xll + 5
    set the locV of sprite xll = -9050
    if SFX <> "OFF" then puppetsound 1, "fx"

    set MonLocHH = the MyLocX of sprite xll
    set MonLocVV = the MyLocY of sprite xll

    set MonLocHH = MonLocHH * 32
    set MonLocHH = MonLocHH + 14
    set MonLocVV = MonLocVV * 32
    set MonLocVV = MonLocVV - 3

    -----
    set the member of sprite 283 = (member "kill1" of castlib "FX")
    set the locH of sprite 283 = the locH of sprite xll
    set the locV of sprite 283 = the locV of sprite xll
    set the locZ of sprite 283 = the locZ of sprite xll + 5
    set the locV of sprite xll = -9050
    if SFX <> "OFF" then puppetsound 1, "fx"

  if CurOwner = MyName then

    sortvitals
    set ItemToDrop = the monstername of sprite xll

```



```

set ItemToDrop = the monstername of sprite x11
DropAnItemMonster(ItemToDrop, MonLocHH, MonLocVV)

set MonName = member(the member of sprite x11).name
set the itemdelimiter = "-"
set MonName = item 1 of MonName
set ExptoAdd = the Experience of sprite x11
set ExptoAdd = 30

set ExptoAdd = 30

Global EncMobName1, EncMobName2, EncMobName3, EncMobName4

set TempMobHit = "Slimerrr"

if x11 = 180 then set TempMobHit = EncMobName1
if x11 = 181 then set TempMobHit = EncMobName2
if x11 = 182 then set TempMobHit = EncMobName3
if x11 = 183 then set TempMobHit = EncMobName4

if TempMobHit <> "" then
    repeat with x = 1 to 30
        if char x of TempMobHit <> "" then
            if char x of TempMobHit = "1" then put "a" into char x of TempMobHit
            if char x of TempMobHit = "2" then put "e" into char x of TempMobHit
            if char x of TempMobHit = "3" then put "i" into char x of TempMobHit
            if char x of TempMobHit = "4" then put "o" into char x of TempMobHit
            if char x of TempMobHit = "5" then put "u" into char x of TempMobHit
        end if
    end repeat
end if

if the monstername of sprite x11 = "Squid" then set ExpToAdd = 60
if the monstername of sprite x11 = "Shark" then set ExpToAdd = 70
if the monstername of sprite x11 = "Slime" then set ExpToAdd = 14
if the monstername of sprite x11 = "Wolf" then set ExpToAdd = 22
if the monstername of sprite x11 = "Imp" then set ExpToAdd = 38
if the monstername of sprite x11 = "Orc" then set ExpToAdd = 44
if the monstername of sprite x11 = "Orc Lord" then set ExpToAdd = 90
if the monstername of sprite x11 = "Cyclops" then set ExpToAdd = 59
if the monstername of sprite x11 = "Elf" then set ExpToAdd = 65
if the monstername of sprite x11 = "Poison Frog" then set ExpToAdd = 70
if the monstername of sprite x11 = "Mega Slime" then set ExpToAdd = 72
if the monstername of sprite x11 = "Zombie" then set ExpToAdd = 78
if the monstername of sprite x11 = "Skeleton" then set ExpToAdd = 80
if the monstername of sprite x11 = "Gazer" then set ExpToAdd = 85
if the monstername of sprite x11 = "Lizard Warrior" then set ExpToAdd = 87
if the monstername of sprite x11 = "Dwarf" then set ExpToAdd = 89
if the monstername of sprite x11 = "Death" then set ExpToAdd = 90
if the monstername of sprite x11 = "Ghost" then set ExpToAdd = 115
if the monstername of sprite x11 = "Demon" then set ExpToAdd = 120
if the monstername of sprite x11 = "Assasin" then set ExpToAdd = 135
if the monstername of sprite x11 = "Dragon Snake" then set ExpToAdd = 175
if the monstername of sprite x11 = "Yeti" then set ExpToAdd = 175
if the monstername of sprite x11 = "Stone Skull" then set ExpToAdd = 165
if the monstername of sprite x11 = "Dark Fairy" then set ExpToAdd = 180
if the monstername of sprite x11 = "Overlord" then set ExpToAdd = 925
if the monstername of sprite x11 = "Mutant Worm" then set ExpToAdd = 240
if the monstername of sprite x11 = "Dragon Hatchling" then set ExpToAdd = 300
if the monstername of sprite x11 = "Snow Serpent" then set ExpToAdd = 330
if the monstername of sprite x11 = "Ghoul" then set ExpToAdd = 200
if the monstername of sprite x11 = "Snared Loah" then set ExpToAdd = 90
if the monstername of sprite x11 = "Fire Demon" then set ExpToAdd = 400
if the monstername of sprite x11 = "Dragon" then set ExpToAdd = 295
if the monstername of sprite x11 contains "Faction" then set ExpToAdd = 80
if the monstername of sprite x11 = "Officer" then set ExpToAdd = 30
if the monstername of sprite x11 = "Snow Demon" then set ExpToAdd = 360
if the monstername of sprite x11 = "Gryphon" then set ExpToAdd = 400
if the monstername of sprite x11 = "Hellhound" then set ExpToAdd = 470

if the monstername of sprite x11 = "Illusionary Spikes" then set ExpToAdd = 5
if the monstername of sprite x11 = "Web" then set ExpToAdd = 5
if the monstername of sprite x11 = "Pig" then set ExpToAdd = 1
if RingE = "Ring of Experience" then set ExpToAdd = ExpToAdd + 5
if the monstername of sprite x11 = "Cow" then set ExpToAdd = 5
if the monstername of sprite x11 = "Holy Shield" then set ExpToAdd = 5

if TempMobHit <> the monstername of sprite x11 then
    put "Experience hacking"
    set ExpToAdd = 10
end if

if Regged = TRUE then
    set ExpToAdd = ExpToAdd + 10
    if ExpToAdd > 100 then set ExpToAdd = ExpToAdd + 10
    if ExpToAdd > 150 then set ExpToAdd = ExpToAdd + 10
    if ExpToAdd > 200 then set ExpToAdd = ExpToAdd + 10
    if ExpToAdd > 250 then set ExpToAdd = ExpToAdd + 10
    if ExpToAdd > 300 then set ExpToAdd = ExpToAdd + 10
    if ExpToAdd > 350 then set ExpToAdd = ExpToAdd + 10
    if ExpToAdd > 400 then set ExpToAdd = ExpToAdd + 10

```

```
    if ExpToAdd > 400 then set ExpToAdd = ExpToAdd + 10
end if
```

```
set CheatDat = MyIPAddress & ":" & "Level Hacking"
```

```
if Level < 1 then BanMe
if ExpToAdd > 1300 then BanMe
if Level < 1 then exit
if ExpToAdd > 1300 then exit
```

```
if xll = 180 then gConnect.sendNetMessage( "@" & CharMap, "M1Cnc1", "x")
if xll = 181 then gConnect.sendNetMessage( "@" & CharMap, "M2Cnc1", "x")
if xll = 182 then gConnect.sendNetMessage( "@" & CharMap, "M3Cnc1", "x")
if xll = 183 then gConnect.sendNetMessage( "@" & CharMap, "M4Cnc1", "x")
```

```
set ExptoAdd = ExptoAdd - Level
SaveMOBs
```

```
if ExptoAdd < 1 then set ExptoAdd = 0
```

```
set Exp = Exp + ExptoAdd
```

```
-----

set WeaponUsed = LeftHandE
```

```
if Exp >= ExpNeeded then
```

```
    sortvitals
```

```
    set Exp = 0
    set Level = Level + 1
```

```
    sortstats
    set SystemExp = 400
    if Stamina < 23 then set SystemExp = SystemExp + 20
    if Stamina < 21 then set SystemExp = SystemExp + 20
    if Stamina < 20 then set SystemExp = SystemExp + 20
    if Stamina < 17 then set SystemExp = SystemExp + 10
    if Stamina < 14 then set SystemExp = SystemExp + 10
    if Stamina < 10 then set SystemExp = SystemExp + 20
    if Stamina < 5 then set SystemExp = SystemExp + 20
    if Level = 2 then set ExpNeeded = 400
    if Level > 2 then set ExpNeeded = 400 + Level + Level
```

```
    set HPMax = HPMax + 1
    set SPMax = SPMax + 1
```

```
    savevitals
    loadthebars
```

```
    set TheText = "You have become a more powerful!"
    AddToChat(TheText)
end if
```

```
    savevitals
    loadthebars
```

```
-----

end if
```

```
-----

end if
```

```
end
```

MonDropGOSort (Scripts)

```
on MonDropGOSort TheMonDropDat
```

```
  set Rndd = ""
  set Ittm = ""
  set the itemdelimiter = "-"
```

```
  repeat with x = 1 to 33
```

```
    if line x of TheMonDropDat contains "-" then
```

```
      set ThisRnd = item 1 of line x of TheMonDropDat
      set ThisItm = item 2 of line x of TheMonDropDat
```

```
      set ItsOK = 0
```

```
      if char 1 of ThisRnd = "0" then set ItsOK = 1
```

```
      if char 1 of ThisRnd = "1" then set ItsOK = 1
```

```
      if char 1 of ThisRnd = "2" then set ItsOK = 1
```

```
      if char 1 of ThisRnd = "3" then set ItsOK = 1
```

```
      if char 1 of ThisRnd = "4" then set ItsOK = 1
```

```
      if char 1 of ThisRnd = "5" then set ItsOK = 1
```

```
      if char 1 of ThisRnd = "6" then set ItsOK = 1
```

```
      if char 1 of ThisRnd = "7" then set ItsOK = 1
```

```
      if char 1 of ThisRnd = "8" then set ItsOK = 1
```

```
      if char 1 of ThisRnd = "9" then set ItsOK = 1
```

```
      if ItsOK = 0 then delete char 1 of ThisRnd
```

```
      set Rndd = Rndd & ThisRnd & RETURN
```

```
      set Ittm = Ittm & ThisItm & RETURN
```

```
    end if
```

```
  end repeat
```

```
  put Rndd into field (member "MonsRnd" of castlib 1)
```

```
  put Ittm into field (member "MonsItm" of castlib 1)
```

```
end
```

WeWillDropMon (Scripts)

```
on WeWillDropMon(CurMon, TryOutX, TryOutY)
    Global BlockedTiles, CantDoThisOne, NPCBlockedTiles, Layer1Dataa

    if CurMon = "Overlord" then
        set XPlus1 = TRUE
        set XPlus2 = TRUE
        set YMinus1 = TRUE
    end if

    if CurMon = "Mutant Worm" then
        set XPlus1 = TRUE
        set XPlus2 = TRUE
        set YMinus1 = TRUE
    end if

    set CantDoThisOne = FALSE
    set ItsASeaCreature = FALSE
    if CurMon = "Squid" then set ItsASeaCreature = TRUE
    if CurMon = "Shark" then set ItsASeaCreature = TRUE
    if CurMon = "Mizella" then set ItsASeaCreature = TRUE
    if CurMon = "Merius" then set SeaCreature = TRUE
    if CurMon = "Krommie" then set SeaCreature = TRUE
    if CurMon = "Jelstar" then set SeaCreature = TRUE
    if CurMon = "Mellanie" then set SeaCreature = TRUE
    if CurMon = "Minmaye" then set SeaCreature = TRUE

    set TestLoc = "x" & TryOutX & "y" & TryOutY

    if ItsASeaCreature = TRUE then
        set Tile = word TryOutX of line TryOutY of Layer1Dataa
        set CanDropHere = FALSE
        if Tile = "W1" then set CanDropHere = TRUE
        if Tile = "N1" then set CanDropHere = TRUE
        if Tile = "D2" then set CanDropHere = TRUE
        if Tile = "I2" then set CanDropHere = TRUE
        if Tile = "V2" then set CanDropHere = TRUE
        if CanDropHere = FALSE then set CantDoThisOne = TRUE
    end if

    if ItsASeaCreature = FALSE then
        if NPCBlockedTiles contains TestLoc & "*" then set CantDoThisOne = TRUE
        if TryOutX > 12 then exit
        if TryOutX < 1 then exit
        if TryOutY > 9 then exit
        if TryOutY < 1 then exit
    end if

    if XPlus1 = TRUE then
        set TestLoc = "x" & TryOutX + 1 & "y" & TryOutY
        if NPCBlockedTiles contains TestLoc & "*" then set CantDoThisOne = TRUE
    end if

    if XPlus2 = TRUE then
        set TestLoc = "x" & TryOutX + 2 & "y" & TryOutY
        if NPCBlockedTiles contains TestLoc & "*" then set CantDoThisOne = TRUE
    end if

    if YMinus1 = TRUE then
        set TestLoc = "x" & TryOutX & "y" & TryOutY - 1
        if NPCBlockedTiles contains TestLoc & "*" then set CantDoThisOne = TRUE
    end if

    if YMinus1 = TRUE then
        if XPlus1 = TRUE then
            set TestLoc = "x" & TryOutX + 1 & "y" & TryOutY - 1
            if NPCBlockedTiles contains TestLoc & "*" then set CantDoThisOne = TRUE
        end if
    end if

    if YMinus1 = TRUE then
        if XPlus2 = TRUE then
            set TestLoc = "x" & TryOutX + 2 & "y" & TryOutY - 1
            if NPCBlockedTiles contains TestLoc & "*" then set CantDoThisOne = TRUE
        end if
    end if
```

MOVE!!! (Scripts)

```

global gConnect, BlockedTiles, CharMap, gnL, NPC1, NPC2, NPC3, NPC4, NPC5

on AuthorNPCMove(WhichMonSprite, OldX, OldY)

    set HowManySpots = random(10)

    if WhichMonSprite = 180 then
        if NPC1 contains "FLG|Still" then exit
        if NPC1 = "" then exit
    end if

    if WhichMonSprite = 181 then
        if NPC2 contains "FLG|Still" then exit
        if NPC2 = "" then exit
    end if

    if WhichMonSprite = 182 then
        if NPC3 contains "FLG|Still" then exit
        if NPC3 = "" then exit
    end if

    if WhichMonSprite = 183 then
        if NPC4 contains "FLG|Still" then exit
        if NPC4 = "" then exit
    end if

    set CurDat = WhichMonSprite & "`" & OldX & "`" & OldY & ":"
    set MonsterList = field (member "MONSTER" of castlib "WorldEdit")
    if gnL = 0 then put "blah" into line 90 of MonsterList

    repeat with x = 1 to HowManySpots

        if MonsterList contains the monstername of sprite WhichMonSprite then

            if the locH of sprite 112 = the locH of sprite WhichMonSprite then
                if the locV of sprite 112 > the locV of sprite WhichMonSprite then
                    set MoveDir = random(3)
                    if MoveDir = 1 then set MoveDir = "L"
                    if MoveDir = 2 then set MoveDir = "R"
                    if MoveDir = 3 then set MoveDir = "D"
                    set CurDat = CurDat & MoveDir & RETURN
                end if
            end if

            if the locH of sprite 112 = the locH of sprite WhichMonSprite then
                if the locV of sprite 112 < the locV of sprite WhichMonSprite then
                    set MoveDir = random(3)
                    if MoveDir = 1 then set MoveDir = "L"
                    if MoveDir = 2 then set MoveDir = "R"
                    if MoveDir = 3 then set MoveDir = "U"
                    set CurDat = CurDat & MoveDir & RETURN
                end if
            end if

            if the locH of sprite 112 > the locH of sprite WhichMonSprite then
                if the locV of sprite 112 = the locV of sprite WhichMonSprite then
                    set MoveDir = random(3)
                    if MoveDir = 1 then set MoveDir = "D"
                    if MoveDir = 2 then set MoveDir = "R"
                    if MoveDir = 3 then set MoveDir = "U"
                    set CurDat = CurDat & MoveDir & RETURN
                end if
            end if

            if the locH of sprite 112 < the locH of sprite WhichMonSprite then
                if the locV of sprite 112 = the locV of sprite WhichMonSprite then
                    set MoveDir = random(3)
                    if MoveDir = 1 then set MoveDir = "D"
                    if MoveDir = 2 then set MoveDir = "L"
                    if MoveDir = 3 then set MoveDir = "U"
                    set CurDat = CurDat & MoveDir & RETURN
                end if
            end if

            if the locH of sprite 112 = the locH of sprite WhichMonSprite then
                if the locV of sprite 112 = the locV of sprite WhichMonSprite then
                    set MoveDir = random(4)
                    if MoveDir = 1 then set MoveDir = "D"
                    if MoveDir = 2 then set MoveDir = "L"
                    if MoveDir = 3 then set MoveDir = "R"
                    if MoveDir = 4 then set MoveDir = "U"
                    set CurDat = CurDat & MoveDir & RETURN
                end if
            end if

            if the locH of sprite 112 < the locH of sprite WhichMonSprite then
                if the locV of sprite 112 < the locV of sprite WhichMonSprite then
                    set MoveDir = random(2)

```

```
        set MoveDir = random(2)
        if MoveDir = 1 then set MoveDir = "L"
        if MoveDir = 2 then set MoveDir = "U"
        set CurDat = CurDat & MoveDir & RETURN
    end if
end if

if the locH of sprite 112 > the locH of sprite WhichMonSprite then
    if the locV of sprite 112 < the locV of sprite WhichMonSprite then
        set MoveDir = random(2)
        if MoveDir = 1 then set MoveDir = "R"
        if MoveDir = 2 then set MoveDir = "U"
        set CurDat = CurDat & MoveDir & RETURN
    end if
end if

if the locH of sprite 112 < the locH of sprite WhichMonSprite then
    if the locV of sprite 112 > the locV of sprite WhichMonSprite then
        set MoveDir = random(2)
        if MoveDir = 1 then set MoveDir = "L"
        if MoveDir = 2 then set MoveDir = "D"
        set CurDat = CurDat & MoveDir & RETURN
    end if
end if

if the locH of sprite 112 > the locH of sprite WhichMonSprite then
    if the locV of sprite 112 > the locV of sprite WhichMonSprite then
        set MoveDir = random(2)
        if MoveDir = 1 then set MoveDir = "R"
        if MoveDir = 2 then set MoveDir = "D"
        set CurDat = CurDat & MoveDir & RETURN
    end if
end if

else

    set MoveDir = random(4)
    if MoveDir = 1 then set CurDat = CurDat & "U" & RETURN
    if MoveDir = 2 then set CurDat = CurDat & "D" & RETURN
    if MoveDir = 3 then set CurDat = CurDat & "L" & RETURN
    if MoveDir = 4 then set CurDat = CurDat & "R" & RETURN
end if

end repeat

gConnect.sendNetMessage( "@" & CharMap, "Mx3", CurDat)
end
```

RunMonsterSummon (Scripts)

```
global CharMap, gConnect, Mon1, SFX, MyLocXY
```

```
on RunMonsterSummon
```

```
    set MyXY = MyLocXY
    set the itemdelimiter = "-"
    set TryOutX = item 1 of MyXY
    set TryOutY = item 2 of MyXY
```

```
    if the locV of sprite 180 < 0 then
```

```
        set MonDat = "180:" & Mon1 & ":" & TryOutX & ":" & TryOutY
        gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
        exit
    end if
```

```
    if the locV of sprite 181 < 0 then
```

```
        set MonDat = "181:" & Mon1 & ":" & TryOutX & ":" & TryOutY
        gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
        exit
    end if
```

```
    if the locV of sprite 182 < 0 then
```

```
        set MonDat = "182:" & Mon1 & ":" & TryOutX & ":" & TryOutY
        gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
        exit
    end if
```

```
    if the locV of sprite 183 < 0 then
```

```
        set MonDat = "183:" & Mon1 & ":" & TryOutX & ":" & TryOutY
        gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
        exit
    end if
```

```
    if the locV of sprite 184 < 0 then
```

```
        set MonDat = "184:" & Mon1 & ":" & TryOutX & ":" & TryOutY
        gConnect.sendNetMessage( "@" & CharMap, "Mzk", MonDat)
        exit
    end if
```

```
end
```

WarpMe (Scripts)

```
on WarpMe WarpDat
    global gConnect, CharMap, EnX, EnY, MyName, JailTime, MapSaveLockOut, MonDropCntttt, DrawDir, MyLocXY

    set MapSaveLockOut = TRUE
    set MonDropCntttt = 45
    set DrawDir = 0

    gConnect.sendNetMessage( "@" & CharMap, "chatMsg", "##! " & EnX & "-" & EnY)
    err = gConnect.SendNetMessage( "System", "LeaveGroup", "@" & CharMap )

    set the itemdelimiter = " "

    set MapXY = item 3 of WarpDat
    set NewX = integer(item 4 of WarpDat)
    set NewY = integer(item 5 of WarpDat)

    if char 1 of MapXY = "x" then delete char 1 of MapXY

    set the itemdelimiter = "y"
    set MapX = item 1 of MapXY
    set MapY = item 2 of MapXY

    set KeyLockOut = TRUE

    set MyXY = NewX & "-" & NewY

    set MyLocXY = MyXY

    set CharMap = "x" & MapX & "y" & MapY

    loadthebars
    LoadMyMap
    openuserlist

end
```


CFMH (Scripts)

```
on CFMH(MonsterName, AttackPower, ThisSprite, MyLocX, MyLocY, CharX, CharY)
```

```
    set OldMyLocX = MyLocX
    set OldMyLocY = MyLocY
```

```
    if MonsterName = "Overlord" then
        set XPlus1 = TRUE
        set XPlus2 = TRUE
        set YMinus1 = TRUE
    end if
```

```
    if MonsterName = "Mutant Worm" then
        set XPlus1 = TRUE
        set XPlus2 = TRUE
        set YMinus1 = TRUE
    end if
```

```
    if MyLocX = CharX then
        if MyLocY = CharY then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
```

```
    if MyLocX = CharX + 1 then
        if MyLocY = CharY then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
```

```
    if MyLocX = CharX - 1 then
        if MyLocY = CharY then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
```

```
    if MyLocX = CharX then
        if MyLocY = CharY + 1 then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
```

```
    if MyLocX = CharX then
        if MyLocY = CharY - 1 then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
```

```
    if XPlus1 = TRUE then
        set MyLocX = OldMyLocX + 1
        set MyLocY = OldMyLocY
        if MyLocX = CharX then
            if MyLocY = CharY then
                HitMe2(AttackPower, ThisSprite)
                exit
            end if
        end if
        if MyLocX = CharX + 1 then
            if MyLocY = CharY then
                HitMe2(AttackPower, ThisSprite)
                exit
            end if
        end if
        if MyLocX = CharX - 1 then
            if MyLocY = CharY then
                HitMe2(AttackPower, ThisSprite)
                exit
            end if
        end if
        if MyLocX = CharX then
            if MyLocY = CharY + 1 then
                HitMe2(AttackPower, ThisSprite)
                exit
            end if
        end if
        if MyLocX = CharX then
            if MyLocY = CharY - 1 then
                HitMe2(AttackPower, ThisSprite)
                exit
            end if
        end if
    end if
```

```
        exit
    end if
end if

if XPlus2 = TRUE then
    set MyLocX = OldMyLocX + 2
    set MyLocY = OldMyLocY
    if MyLocX = CharX then
        if MyLocY = CharY then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
    if MyLocX = CharX + 1 then
        if MyLocY = CharY then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
    if MyLocX = CharX - 1 then
        if MyLocY = CharY then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
    if MyLocX = CharX then
        if MyLocY = CharY + 1 then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
    if MyLocX = CharX then
        if MyLocY = CharY - 1 then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
end if

if YMinus1 = TRUE then
    set MyLocX = OldMyLocX
    set MyLocY = OldMyLocY - 1
    if MyLocX = CharX then
        if MyLocY = CharY then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
    if MyLocX = CharX + 1 then
        if MyLocY = CharY then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
    if MyLocX = CharX - 1 then
        if MyLocY = CharY then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
    if MyLocX = CharX then
        if MyLocY = CharY + 1 then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
    if MyLocX = CharX then
        if MyLocY = CharY - 1 then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
end if

if XPlus1 = TRUE then
    if YMinus1 = TRUE then
        set MyLocX = OldMyLocX + 1
        set MyLocY = OldMyLocY - 1
        if MyLocX = CharX then
            if MyLocY = CharY then
                HitMe2(AttackPower, ThisSprite)
                exit
            end if
        end if
    end if
    if MyLocX = CharX + 1 then
        if MyLocY = CharY then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
```

```
        end if
    end if
    if MyLocX = CharX - 1 then
        if MyLocY = CharY then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
    if MyLocX = CharX then
        if MyLocY = CharY + 1 then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
    if MyLocX = CharX then
        if MyLocY = CharY - 1 then
            HitMe2(AttackPower, ThisSprite)
            exit
        end if
    end if
end if
end if
```

```
if XPlus2 = TRUE then
    if YMinus1 = TRUE then
        set MyLocX = OldMyLocX + 2
        set MyLocY = OldMyLocY - 1
        if MyLocX = CharX then
            if MyLocY = CharY then
                HitMe2(AttackPower, ThisSprite)
                exit
            end if
        end if
        if MyLocX = CharX + 1 then
            if MyLocY = CharY then
                HitMe2(AttackPower, ThisSprite)
                exit
            end if
        end if
        if MyLocX = CharX - 1 then
            if MyLocY = CharY then
                HitMe2(AttackPower, ThisSprite)
                exit
            end if
        end if
        if MyLocX = CharX then
            if MyLocY = CharY + 1 then
                HitMe2(AttackPower, ThisSprite)
                exit
            end if
        end if
        if MyLocX = CharX then
            if MyLocY = CharY - 1 then
                HitMe2(AttackPower, ThisSprite)
                exit
            end if
        end if
    end if
end if
```

end

SET HPS (Scripts)

```
on SetMHitPoints(MonsterName, TheSprite)
```

```
    if monstername = "Squid" then set the HitPoints of sprite TheSprite = 122
    if monstername = "Shark" then set the HitPoints of sprite TheSprite = 150
    if monstername = "Slime" then set the HitPoints of sprite TheSprite = 14
    if monstername = "Wolf" then set the HitPoints of sprite TheSprite = 21
    if monstername = "Imp" then set the HitPoints of sprite TheSprite = 24
    if monstername = "Orc" then set the HitPoints of sprite TheSprite = 26
    if monstername = "Cyclops" then set the HitPoints of sprite TheSprite = 38
    if monstername = "Orc Lord" then set the HitPoints of sprite TheSprite = 90
    if monstername = "Elf" then set the HitPoints of sprite TheSprite = 44
    if monstername = "Poison Frog" then set the HitPoints of sprite TheSprite = 47
    if monstername = "Mega Slime" then set the HitPoints of sprite TheSprite = 54
    if monstername = "Zombie" then set the HitPoints of sprite TheSprite = 67
    if monstername = "Skeleton" then set the HitPoints of sprite TheSprite = 69
    if monstername = "Gazer" then set the HitPoints of sprite TheSprite = 82
    if monstername = "Lizard Warrior" then set the HitPoints of sprite TheSprite = 82
    if monstername = "Dwarf" then set the HitPoints of sprite TheSprite = 94
    if monstername = "Death" then set the HitPoints of sprite TheSprite = 96
    if monstername = "Ghost" then set the HitPoints of sprite TheSprite = 102
    if monstername = "Demon" then set the HitPoints of sprite TheSprite = 121
    if monstername = "Assasin" then set the HitPoints of sprite TheSprite = 128
    if monstername = "Dragon Snake" then set the HitPoints of sprite TheSprite = 142
    if monstername = "Yeti" then set the HitPoints of sprite TheSprite = 151
    if monstername = "Stone Skull" then set the HitPoints of sprite TheSprite = 172
    if monstername = "Dark Fairy" then set the HitPoints of sprite TheSprite = 182
    if monstername = "Overlord" then set the HitPoints of sprite TheSprite = 812
    if monstername = "Mutant Worm" then set the HitPoints of sprite TheSprite = 242
    if monstername = "Dragon Hatchling" then set the HitPoints of sprite TheSprite = 322
    if monstername = "Snow Serpent" then set the HitPoints of sprite TheSprite = 392
    if monstername = "Ghoul" then set the HitPoints of sprite TheSprite = 202
    if monstername = "Snared Loah" then set the HitPoints of sprite TheSprite = 70
    if monstername = "Fire Demon" then set the HitPoints of sprite TheSprite = 622
    if monstername = "Dragon" then set the HitPoints of sprite TheSprite = 320
    if monstername contains "Faction" then set the HitPoints of sprite TheSprite = 70
    if monstername = "Officer" then set the HitPoints of sprite TheSprite = 249
    if monstername = "Angela" then set the HitPoints of sprite TheSprite = 389
    if monstername = "Corin" then set the HitPoints of sprite TheSprite = 389
    if monstername = "Trianus" then set the HitPoints of sprite TheSprite = 389
    if monstername = "Snow Demon" then set the HitPoints of sprite TheSprite = 555
    if monstername = "Gryphon" then set the HitPoints of sprite TheSprite = 420
    if monstername = "Hellhound" then set the HitPoints of sprite TheSprite = 670

    if monstername = "Illusionary Spikes" then set the HitPoints of sprite TheSprite = 60
    if monstername = "Web" then set the HitPoints of sprite TheSprite = 80
    if monstername = "Pig" then set the HitPoints of sprite TheSprite = 1
    if monstername = "Cow" then set the HitPoints of sprite TheSprite = 18
    if monstername = "Holy Shield" then set the HitPoints of sprite TheSprite = 200
```

```
end
```

HouseEExit (Scripts)

```

global TileSelected, Map, ClickType, NPCSelected, ItemSelected, MonsterSelected, WhichSign, HouseMode, WereTakingPicture
global HouseX, HouseY, CurHouse, WhichExit, CameraFollow
property pMySprite, pMyMember

on beginSprite me
    pMySprite = sprite(me.spriteNum)
    pMyMember = pMySprite.member
end

on mouseWithin me

    if HouseMode = TRUE then

        thisLoc = the mouseLoc - point (pMySprite.rect.left, pMySprite.rect.top)

        thisX = (thisLoc.locH / 32) + 1
        thisY = (thisLoc.locV / 32) + 1

        set HouseX = thisX
        set HouseY = thisY

        set PutX = thisX * 32
        set PutY = thisY * 32

        set the locH of sprite 360 = PutX + 15
        set the locV of sprite 360 = PutY + 13

        if CurHouse contains "Small Farm" then set the locH of sprite 360 = the locH of sprite 360 + 32
        if CurHouse contains "Small Farm" then set the locV of sprite 360 = the locV of sprite 360 + 32

        if CurHouse contains "Large House" then set the locH of sprite 360 = the locH of sprite 360 + 32

        if CurHouse contains "Fortress Guild Hall" then set the locH of sprite 360 = the locH of sprite 360 + 32
        -- if CurHouse contains "Large House" then set the locV of sprite 360 = the locV of sprite 360 + 32

    end if

end

on mouseleave me

    set HouseMode = FALSE
    set the locV of sprite 360 = -5000

    set CameraFollow = FALSE
    set the locV of sprite 400 = -500

end

on mouseUp me

    if WereTakingPicture = TRUE then
        TakeAPicture
        exit
    end if

    if CameraFollow = TRUE then
        set CameraFollow = FALSE
        TakePicture
        exit
    end if

    if HouseMode = FALSE then exit
    set TotalTileSet = 9

    if CurHouse = "Small House" then set HouseX = HouseX - 1
    if CurHouse = "Small House" then set HouseY = HouseY - 1

    if CurHouse = "Small Farm" then set HouseX = HouseX - 1
    if CurHouse = "Small Fam" then set HouseY = HouseY - 1

    if CurHouse = "Large House" then set HouseX = HouseX - 1
    if CurHouse = "Large House" then set HouseY = HouseY - 1

    if CurHouse = "Fortress Guild Hall" then set HouseX = HouseX - 1
    if CurHouse = "Fortress Guild Hall" then set HouseY = HouseY - 1

    if CurHouse = "Blue Cottage" then set HouseX = HouseX - 1
    if CurHouse = "Blue Cottage" then set HouseY = HouseY - 1

    if CurHouse = "Small Guild Hall" then set HouseX = HouseX - 1
    if CurHouse = "Small Guild Hall" then set HouseY = HouseY - 1

```

```
if CurHouse = "Small Guild Hall" then set HouseY = HouseY - 1

if CurHouse = "Small Shop" then set HouseX = HouseX - 1
if CurHouse = "Small Shop" then set HouseY = HouseY - 1

if CurHouse = "Small Farm" then set TotalTileSet = 15
if CurHouse = "Large House" then set TotalTileSet = 15
if CurHouse = "Fortress Guild Hall" then set TotalTileSet = 15

if HouseX < 2 then set OffMap = 1
if HouseY < 2 then set OffMap = 1
if HouseX > 14 then set OffMap = 1
if HouseY > 9 then set OffMap = 1

if OffMap = 1 then

    set TheText = "You cannot build off the map, or on the edges of it!"
    AddToChat(theText)
    exit
end if

set TheMap = field (member "MyCurMapDat" of castlib 1)
set the itemdelimiter = "#"
set Layer2 = field (member "Layer2" of castlib 1)

set GoodTilesToBuildOn = "*8R*8U*8V"
set ItsAGo = 0
set Tile1 = "*" & word HouseX of item HouseY of TheMap & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
set Tile1 = "*" & word HouseX + 1 of item HouseY of TheMap & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
set Tile1 = "*" & word HouseX + 2 of item HouseY of TheMap & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1

if TotalTileSet = 15 then
    set Tile1 = "*" & word HouseX + 3 of line HouseY of TheMap & "*"
    if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
    set Tile1 = "*" & word HouseX + 4 of line HouseY of TheMap & "*"
    if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
end if

set Tile1 = "*" & word HouseX of item HouseY + 1 of TheMap & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
set Tile1 = "*" & word HouseX + 1 of item HouseY + 1 of TheMap & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
set Tile1 = "*" & word HouseX + 2 of item HouseY + 1 of TheMap & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1

if TotalTileSet = 15 then
    set Tile1 = "*" & word HouseX + 3 of line HouseY + 1 of TheMap & "*"
    if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
    set Tile1 = "*" & word HouseX + 4 of line HouseY + 1 of TheMap & "*"
    if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
end if

set Tile1 = "*" & word HouseX of item HouseY + 2 of TheMap & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
set Tile1 = "*" & word HouseX + 1 of item HouseY + 2 of TheMap & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
set Tile1 = "*" & word HouseX + 2 of item HouseY + 2 of TheMap & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1

if TotalTileSet = 15 then
    set Tile1 = "*" & word HouseX + 3 of line HouseY + 2 of TheMap & "*"
    if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
    set Tile1 = "*" & word HouseX + 4 of line HouseY + 2 of TheMap & "*"
    if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
end if

if ItsAGo < 9 then set DontBuild = TRUE

set GoodTilesToBuildOn = "*G3*"
set ItsAGo = 0
set Tile1 = "*" & word HouseX of line HouseY of Layer2 & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
set Tile1 = "*" & word HouseX + 1 of line HouseY of Layer2 & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
set Tile1 = "*" & word HouseX + 2 of line HouseY of Layer2 & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1

if TotalTileSet = 15 then
    set Tile1 = "*" & word HouseX + 3 of line HouseY of Layer2 & "*"
    if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
    set Tile1 = "*" & word HouseX + 4 of line HouseY of Layer2 & "*"
    if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
end if

set Tile1 = "*" & word HouseX of line HouseY + 1 of Layer2 & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
set Tile1 = "*" & word HouseX + 1 of line HouseY + 1 of Layer2 & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
set Tile1 = "*" & word HouseX + 2 of line HouseY + 1 of Layer2 & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
```

```
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
```

```
if TotalTileSet = 15 then
  set Tile1 = "*" & word HouseX + 3 of line HouseY + 1 of Layer2 & "*"
  if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
  set Tile1 = "*" & word HouseX + 4 of line HouseY + 1 of Layer2 & "*"
  if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
end if
```

```
set Tile1 = "*" & word HouseX of line HouseY + 2 of Layer2 & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
set Tile1 = "*" & word HouseX + 1 of line HouseY + 2 of Layer2 & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
set Tile1 = "*" & word HouseX + 2 of line HouseY + 2 of Layer2 & "*"
if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
```

```
if TotalTileSet = 15 then
  set Tile1 = "*" & word HouseX + 3 of line HouseY + 2 of Layer2 & "*"
  if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
  set Tile1 = "*" & word HouseX + 4 of line HouseY + 2 of Layer2 & "*"
  if GoodTilesToBuildOn contains Tile1 then set ItsAGo = ItsAGo + 1
end if
```

```
if ItsAGo < TotalTileSet then set DontBuild = TRUE
```

```
if DontBuild = TRUE then
  set TheText = "The terrain is too rough to build here!"
  AddToChat(theText)
  exit
end if
```

```
repeat with x = 158 to 177
  if sprite 360 intersects sprite x then set SomethingInTheWay = TRUE
end repeat
```

```
repeat with x = 175 to 178
  if sprite 360 intersects sprite x then set SomethingInTheWay = TRUE
end repeat
```

```
repeat with x = 180 to 184
  if sprite 360 intersects sprite x then set SomethingInTheWay = TRUE
end repeat
```

```
if sprite 360 intersects sprite 112 then set SomethingInTheWay = TRUE
if sprite 360 intersects sprite 115 then set SomethingInTheWay = TRUE
if sprite 360 intersects sprite 118 then set SomethingInTheWay = TRUE
if sprite 360 intersects sprite 121 then set SomethingInTheWay = TRUE
if sprite 360 intersects sprite 124 then set SomethingInTheWay = TRUE
if sprite 360 intersects sprite 127 then set SomethingInTheWay = TRUE
if sprite 360 intersects sprite 130 then set SomethingInTheWay = TRUE
if sprite 360 intersects sprite 133 then set SomethingInTheWay = TRUE
if sprite 360 intersects sprite 136 then set SomethingInTheWay = TRUE
if sprite 360 intersects sprite 139 then set SomethingInTheWay = TRUE
if sprite 360 intersects sprite 142 then set SomethingInTheWay = TRUE
if sprite 360 intersects sprite 145 then set SomethingInTheWay = TRUE
if sprite 360 intersects sprite 148 then set SomethingInTheWay = TRUE
if sprite 360 intersects sprite 151 then set SomethingInTheWay = TRUE
if sprite 360 intersects sprite 154 then set SomethingInTheWay = TRUE
```

```
if SomethingInTheWay = TRUE then
  set TheText = "You cannot build here because there seems to be something in the way!"
  AddToChat(theText)
  exit
end if
```

```
set ItemsPresent = 0
set Exit1Block = FALSE
set Exit2Block = FALSE
```

```
repeat with x = 158 to 177
  if the locV of sprite x > 0 then
    set ItemsPresent = ItemsPresent + 1
    set TheName = member(the member of sprite x).name
    if TheName = "Exit" then set Exit1Block = TRUE
    if TheName = "Exit2" then set Exit2Block = TRUE
  end if
end repeat
```

```
if ItemsPresent > 17 then
  set TheText = "This room is too crowded to build a house here!"
  AddToChat(theText)
  exit
end if
```

```
if Exit1Block = TRUE then
  if Exit2Block = TRUE then
    set TheText = "There are already too many buildings here!"
```

```
    set TheText = "There are already too many buildings here!"  
    AddToChat(theText)  
    exit  
end if  
end if
```

```
if Exit2Block = FALSE then set WhichExit = 2  
if Exit1Block = FALSE then set WhichExit = 1
```

```
BuildHouse
```

```
end
```


BuildHouse (Scripts)

```

on BuildHouse
    global TileSelected, Map, ClickType, NPCSelected, ItemSelected, MonsterSelected, WhichSign, HouseMode
    global HouseX, HouseY, CurHouse, WhichExit, MyName, CharMap, gConnect, SelInventory, InvenNumSel

    set MyHouseData = ""

    set TheGuildName = field (member "Guild" of castlib "TempSave")

    if TheGuildName = "" then

        if CurHouse contains "Guild" then

            set TheText = "You have to belong to a guild to build a guild hall!"
            AddTochat(TheText)
            exit
        end if
    end if

    set HouseMode = FALSE
    set the locV of sprite 360 = -5000
    set TheMap = field (member "MyCurMapDat" of castlib 1)
    set the itemdelimiter = "#"
    set ZMap = item 1 of TheMap & RETURN
    set ZMap = ZMap & item 2 of TheMap & RETURN
    set ZMap = ZMap & item 3 of TheMap & RETURN
    set ZMap = ZMap & item 4 of TheMap & RETURN
    set ZMap = ZMap & item 5 of TheMap & RETURN
    set ZMap = ZMap & item 6 of TheMap & RETURN
    set ZMap = ZMap & item 7 of TheMap & RETURN
    set ZMap = ZMap & item 8 of TheMap & RETURN
    set ZMap = ZMap & item 9 of TheMap & RETURN
    set ZMap = ZMap & item 46 of TheMap & RETURN
    set ZMap = ZMap & item 47 of TheMap & RETURN
    set ZMap = ZMap & item 48 of TheMap & RETURN
    put ZMap into field (member "BLayer" of castlib 1)
    set TheMap = field (member "BLayer" of castlib 1)
    set the itemdelimiter = "#"

    put TheMap into field (member "BLayer" of castlib 1)
    set TheMap = field (member "MyCurMapDat" of castlib 1)

    set MapXY = CharMap
    set the itemdelimiter = "y"
    set CurMapX = item 1 of CharMap
    set CurMapY = item 2 of CharMap
    if char 1 of CurMapX = "x" then delete char 1 of CurMapX
    if char 1 of CurMapY = "y" then delete char 1 of CurMapY

    set the itemdelimiter = "#"

    if WhichExit = 1 then
        set ExitCoordinates = "H1" & CurMapX & ":"
        set ExitCoordinates = ExitCoordinates & "H1" & CurMapY & ":"
        set ExitCoordinates = ExitCoordinates & "9:11:"
    end if

    if WhichExit = 2 then
        set ExitCoordinates = "H2" & CurMapX & ":"
        set ExitCoordinates = ExitCoordinates & "H2" & CurMapY & ":"
        set ExitCoordinates = ExitCoordinates & "9:11:"
    end if

    if WhichExit = 1 then
        put ExitCoordinates into item 13 of TheMap
    end if

    if WhichExit = 2 then
        put ExitCoordinates into item 18 of TheMap
    end if

    set LastEX = HouseX
    set LastEY = HouseY

    set ExitPlaceX = HouseX
    set ExitPlaceY = HouseY

    set ExitPlaceX = ExitPlaceX * 32
    set ExitPlaceX = ExitPlaceX + 14

    set ExitPlaceY = ExitPlaceY * 32
    set ExitPlaceY = ExitPlaceY - 3

    set ExitPlaceX = ExitPlaceX + 32
    set ExitPlaceY = ExitPlaceY + 64

    if WhichExit = 1 then set TheDatt = CharMap & "i.txt`" & "Exit" & ":" & ExitPlaceX & "-" & ExitPlaceY
    if WhichExit = 2 then set TheDatt = CharMap & "i.txt`" & "Exit2" & ":" & ExitPlaceX & "-" & ExitPlaceY

```

```

if WhichExit = 2 then set TheDatt = CharMap & "i.txt`" & "Exit2" & ":" & ExitPlaceX & "-" & ExitPlaceY

if WhichExit = 1 then set Item2 = "Exit" & ":" & ExitPlaceX & "-" & ExitPlaceY & "+"
if WhichExit = 2 then set Item2 = "Exit2" & ":" & ExitPlaceX & "-" & ExitPlaceY & "+"

errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItem",#content:TheDatt])

set MailBoxX = ExitPlaceX - 32
set MailBoxY = ExitPlaceY

set Item1 = "+"

if CurHouse contains "House" then
    TheDatt = CharMap & "i.txt`" & MyName & "'s Mailbox" & ":" & MailBoxX & "-" & MailBoxY
    gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItem",#content:TheDatt])
    set Item1 = MyName & "'s Mailbox" & ":" & MailBoxX & "-" & MailBoxY & "+"
end if

if CurHouse contains "Small Farm" then
    TheDatt = CharMap & "i.txt`" & MyName & "'s Mailbox" & ":" & MailBoxX & "-" & MailBoxY
    gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItem",#content:TheDatt])
    set Item1 = MyName & "'s Mailbox" & ":" & MailBoxX & "-" & MailBoxY & "+"
end if

if CurHouse contains "Cottage" then
    TheDatt = CharMap & "i.txt`" & MyName & "'s Mailbox" & ":" & MailBoxX & "-" & MailBoxY
    gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItem",#content:TheDatt])
    set Item1 = MyName & "'s Mailbox" & ":" & MailBoxX & "-" & MailBoxY & "+"
end if

if CurHouse contains "Small Shop" then
    TheDatt = CharMap & "i.txt`" & "Street Lamp" & ":" & MailBoxX & "-" & MailBoxY + 32
    gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItem",#content:TheDatt])
    set Item1 = "Street Lamp" & ":" & MailBoxX & "-" & MailBoxY & "+"
end if

set StuffMap = field (member "BLayer" of castlib 1)
set the itemdelimiter = "#"
put line 1 of StuffMap into item 1 of TheMap
put line 2 of StuffMap into item 2 of TheMap
put line 3 of StuffMap into item 3 of TheMap
put line 4 of StuffMap into item 4 of TheMap
put line 5 of StuffMap into item 5 of TheMap
put line 6 of StuffMap into item 6 of TheMap
put line 7 of StuffMap into item 7 of TheMap
put line 8 of StuffMap into item 8 of TheMap
put line 9 of StuffMap into item 9 of TheMap
put line 10 of StuffMap into item 46 of TheMap
put line 11 of StuffMap into item 47 of TheMap
put line 12 of StuffMap into item 48 of TheMap

set Mapppp = CharMap & ".txt`" & TheMap

errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SaveMap",#content:Mapppp])

starttimer
repeat while the timer < 20
end repeat

gConnect.sendNetMessage( "@" & CharMap, "RefreshMap", "x" )

set the itemdelimiter = "#"
set HouseGFX = field (member CurHouse of castlib 1)
set Header = MyName & "'s House"
if CurHouse contains "Farm" then set Header = MyName & "'s Farm"
put Header into item 17 of HouseGFX
put MyName into item 16 of HouseGFX

if CurHouse contains "Guild" then
    set Header = "Hall of the " & TheGuildName
    put Header into item 17 of HouseGFX
end if

if WhichExit = 1 then set SedMap = "xH1" & CurMapX & "yH1" & CurMapY
if WhichExit = 2 then set SedMap = "xH2" & CurMapX & "yH2" & CurMapY

if CurHouse contains "Shop" then
    set Header = MyName & "'s Shop"
    put Header into item 17 of HouseGFX
    set ThisHouse = CurHouse
    BuildNC(SedMap, ThisHouse)
end if

set ExitCoordinates = CurMapX & ":" & CurMapY & ":"
set ExitCoordinates = ExitCoordinates & LastEX + 1 & ":" & LastEY + 3 & ":"

put ExitCoordinates into item 13 of HouseGFX

set Mapppp = SedMap & ".txt`" & HouseGFX

errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SaveMap",#content:Mapppp])

```

end

gConnect (Scripts)

```
global gConnect
```

```
on BuildNC(SedMap, ThisHouse)
```

```
    set TheNPC = ""
    if ThisHouse contains "Farm" then exit
    if ThisHouse contains "House" then exit
    if ThisHouse contains "Guild" then exit
```

```
    set Letter1 = random(17)
    if Letter1 = 1 then set Letter1 = "B"
    if Letter1 = 2 then set Letter1 = "C"
    if Letter1 = 3 then set Letter1 = "D"
    if Letter1 = 4 then set Letter1 = "F"
    if Letter1 = 5 then set Letter1 = "G"
    if Letter1 = 6 then set Letter1 = "H"
    if Letter1 = 7 then set Letter1 = "J"
    if Letter1 = 8 then set Letter1 = "K"
    if Letter1 = 9 then set Letter1 = "L"
    if Letter1 = 10 then set Letter1 = "M"
    if Letter1 = 11 then set Letter1 = "N"
    if Letter1 = 12 then set Letter1 = "P"
    if Letter1 = 13 then set Letter1 = "R"
    if Letter1 = 14 then set Letter1 = "S"
    if Letter1 = 15 then set Letter1 = "T"
    if Letter1 = 16 then set Letter1 = "V"
    if Letter1 = 17 then set Letter1 = "Z"
```

```
    set Letter2 = random(5)
    if Letter2 = 1 then set Letter2 = "a"
    if Letter2 = 2 then set Letter2 = "e"
    if Letter2 = 3 then set Letter2 = "i"
    if Letter2 = 4 then set Letter2 = "o"
    if Letter2 = 5 then set Letter2 = "u"
```

```
    set Letter3 = random(5)
    if Letter3 = 1 then set Letter3 = "st"
    if Letter3 = 2 then set Letter3 = "ch"
    if Letter3 = 3 then set Letter3 = "gh"
    if Letter3 = 4 then set Letter3 = "l"
    if Letter3 = 5 then set Letter3 = "m"
```

```
    set Letter4 = random(5)
    if Letter4 = 1 then set Letter4 = "a"
    if Letter4 = 2 then set Letter4 = "e"
    if Letter4 = 3 then set Letter4 = "i"
    if Letter4 = 4 then set Letter4 = "o"
    if Letter4 = 5 then set Letter4 = "u"
```

```
    set Letter5 = random(11)
    if Letter5 = 1 then set Letter5 = ""
    if Letter5 = 2 then set Letter5 = ""
    if Letter5 = 3 then set Letter5 = ""
    if Letter5 = 4 then set Letter5 = "r"
    if Letter5 = 5 then set Letter5 = "m"
    if Letter5 = 6 then set Letter5 = "b"
    if Letter5 = 7 then set Letter5 = "d"
    if Letter5 = 8 then set Letter5 = "g"
    if Letter5 = 9 then set Letter5 = ""
    if Letter5 = 10 then set Letter5 = ""
    if Letter5 = 11 then set Letter5 = ""
```

```
    set TheNPC = Letter1 & Letter2 & Letter3 & Letter4 & Letter5
```

```
    set Itt = "CreateNPC" & ":" & SedMap & ":" & TheNPC
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SpCmd", #content:Itt])
```

```
end
```

RunRegularSeeds (Scripts)

```

on RunRegularSeeds
    Global gConnect, CharMap, Facing, MyLocXY

    set layer2 = field (member "Layer2" of castlib 1)
    set the itemdelimiter = "#"
    set SeedableTiles = "*SL*"

    set Dirr = MyLocXY
    set the itemdelimiter = "-"
    set MyX = integer(item 1 of Dirr)
    set MyY = integer(item 2 of Dirr)

    if Facing = "E" then set MyX = MyX + 1
    if Facing = "W" then set MyX = MyX - 1
    if Facing = "N" then set MyY = MyY - 1
    if Facing = "S" then set MyY = MyY + 1

    set TheLine = line MyY of layer2
    set WhichTileImAt = word MyX of TheLine

    if SeedableTiles contains WhichTileImAt then

    else
        set TheText = "You plant the seeds into the ground but realize this isn't going to grow anything here!"
        addtochat(TheText)
        exit
    end if

    set TheText = "You plant the seeds."
    addtochat(TheText)

    set TileRepDat = WhichTileImAt & ":UL:" & MyX & ":" & MyY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mappppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mappppp])
end

```

```

on RunMagicSeeds
    Global gConnect, CharMap, Facing, MyLocXY

    set layer2 = field (member "Layer2" of castlib 1)
    set the itemdelimiter = "#"
    set SeedableTiles = "*SL*"

    set Dirr = MyLocXY
    set the itemdelimiter = "-"
    set MyX = integer(item 1 of Dirr)
    set MyY = integer(item 2 of Dirr)

    if Facing = "E" then set MyX = MyX + 1
    if Facing = "W" then set MyX = MyX - 1
    if Facing = "N" then set MyY = MyY - 1
    if Facing = "S" then set MyY = MyY + 1

    set TheLine = line MyY of layer2
    set WhichTileImAt = word MyX of TheLine

    if SeedableTiles contains WhichTileImAt then

    else
        set TheText = "You plant the seeds into the ground but realize this isn't going to grow anything here!"
        addtochat(TheText)
        exit
    end if

    set TheText = "You plant the seeds."
    addtochat(TheText)

    set TileRepDat = WhichTileImAt & ":VL:" & MyX & ":" & MyY
    gConnect.sendMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mappppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mappppp])
end

```

```

on RunPremiumSeeds
    Global gConnect, CharMap, Facing, MyLocXY

    set layer2 = field (member "Layer2" of castlib 1)
    set the itemdelimiter = "#"
    set SeedableTiles = "*SL*"

```

```

set Dirr = MyLocXY
set the itemdelimiter = "-"
set MyX = integer(item 1 of Dirr)
set MyY = integer(item 2 of Dirr)

if Facing = "E" then set MyX = MyX + 1
if Facing = "W" then set MyX = MyX - 1
if Facing = "N" then set MyY = MyY - 1
if Facing = "S" then set MyY = MyY + 1

set TheLine = line MyY of layer2
set WhichTileImAt = word MyX of TheLine

if SeedableTiles contains WhichTileImAt then

else
    set TheText = "You plant the seeds into the ground but realize this isn't going to grow anything here!"
    addtochat(TheText)
    exit
end if

set TheText = "You plant the seeds."
addtochat(TheText)

set TileRepDat = WhichTileImAt & ":WL:" & MyX & ":" & MyY
gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
TileRep(TileRepDat)
set Mappppp = CharMap & ".txt`" & TileRepDat
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mappppp])
end

```

```

on RunWatering(AttackX, AttackY, TheTileWatered)

```

```

    Global gConnect, CharMap, Facing

```

```

if TheTileWatered = "UL" then set CanWater = 1
if TheTileWatered = "VL" then set CanWater = 1
if TheTileWatered = "WL" then set CanWater = 1
if TheTileWatered = "AM" then set CanWater = 1
if TheTileWatered = "BM" then set CanWater = 1

```

```

if CanWater <> 1 then exit

```

```

if TheTileWatered = "UL" then set NewTile = "XL"
if TheTileWatered = "VL" then set NewTile = "XO"
if TheTileWatered = "WL" then set NewTile = "XP"
if TheTileWatered = "AM" then set NewTile = "CM"
if TheTileWatered = "BM" then set NewTile = "DM"

```

```

set TileRepDat = TheTileWatered & ":" & NewTile & ":" & AttackX & ":" & AttackY
gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
TileRep(TileRepDat)
set Mappppp = CharMap & ".txt`" & TileRepDat
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mappppp])

```

```

end

```

```

on RunFlowerSeeds

```

```

    Global gConnect, CharMap, Facing, MyLocXY

```

```

set layer2 = field (member "Layer2" of castlib 1)
set the itemdelimiter = "#"
set SeedableTiles = "*SL*"

```

```

set Dirr = MyLocXY
set the itemdelimiter = "-"
set MyX = integer(item 1 of Dirr)
set MyY = integer(item 2 of Dirr)

```

```

if Facing = "E" then set MyX = MyX + 1
if Facing = "W" then set MyX = MyX - 1
if Facing = "N" then set MyY = MyY - 1
if Facing = "S" then set MyY = MyY + 1

```

```

set TheLine = line MyY of layer2
set WhichTileImAt = word MyX of TheLine

```

```

if SeedableTiles contains WhichTileImAt then

```

```

else
    set TheText = "You plant the seeds into the ground but realize this isn't going to grow anything here!"
    addtochat(TheText)
    exit
end if

```

```

set TheText = "You plant the seeds."

```

```
set TheText = "You plant the seeds."
addtochat(TheText)
```

```
set TileRepDat = WhichTileImAt & ":AM:" & MyX & ":" & MyY
gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
TileRep(TileRepDat)
set Mapppp = CharMap & ".txt`" & TileRepDat
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])
end
```

```
on RunRosesSeeds
```

```
Global gConnect, CharMap, Facing, MyLocXY
```

```
set layer2 = field (member "Layer2" of castlib 1)
set the itemdelimiter = "#"
set SeedableTiles = "*SL*"
```

```
set Dirr = MyLocXY
set the itemdelimiter = "-"
set MyX = integer(item 1 of Dirr)
set MyY = integer(item 2 of Dirr)
```

```
if Facing = "E" then set MyX = MyX + 1
if Facing = "W" then set MyX = MyX - 1
if Facing = "N" then set MyY = MyY - 1
if Facing = "S" then set MyY = MyY + 1
```

```
set TheLine = line MyY of layer2
set WhichTileImAt = word MyX of TheLine
```

```
if SeedableTiles contains WhichTileImAt then
```

```
else
    set TheText = "You plant the seeds into the ground but realize this isn't going to grow anything here!"
    addtochat(TheText)
    exit
end if
```

```
set TheText = "You plant the seeds."
addtochat(TheText)
```

```
set TileRepDat = WhichTileImAt & ":BM:" & MyX & ":" & MyY
gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
TileRep(TileRepDat)
set Mapppp = CharMap & ".txt`" & TileRepDat
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])
end
```

camera (Scripts)

Global gConnect, SelInventory, InvenNumSel, KeyLockOut, RightHandE, CameraFollow

on CameraGo TheCamera, WhichFilmSlot

 if RightHandE contains "Camera" then set WeCanTake = 1

 if WeCanTake <> 1 then
 set TheText = "You must have a camera in your hand to take a picture."
 AddToChat(TheText)
 exit
 end if

 set CameraFollow = TRUE

end

on FollowFilm

 set the locZ of sprite 400 = 9999
 set the locH of sprite 400 = the mouseH
 set the locV of sprite 400 = the mouseV

end

on SendPhoto

 set TheImage = member(455).media
 updatestage
 starttimer
 repeat while the timer < 10
 end repeat

 errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"PhotoSent",#content:TheImage])
end

on TakePicture

 if RightHandE contains "Chr" then set CType = "BandW"
 if RightHandE contains "Sio" then set CType = "Color"

 set InInv = 0
 repeat with xxx = 45 to 59
 if the member of sprite xxx <> (member "NOTHING" of castlib "Inventory") then set InInv = InInv + 1
 end repeat

 if InInv > 14 then
 set TheText = "Your inventory is too crowded to take a picture!"
 AddToChat(TheText)
 set the locV of sprite 400 = -500
 set CameraFollow = FALSE
 exit
 end if

 if KeyLockOut = TRUE then exit

 if sprite(400).left < sprite(110).left then set OffScreen = TRUE
 if sprite(400).right > sprite(110).right then set OffScreen = TRUE
 if sprite(400).top < sprite(110).top then set OffScreen = TRUE
 if sprite(400).bottom > sprite(110).bottom then set OffScreen = TRUE

 if OffScreen = TRUE then
 set TheText = "You cannot take a picture off screen!"
 AddToChat(TheText)
 set the locV of sprite 400 = -500
 set CameraFollow = FALSE
 exit
 end if

 set TheLeft = sprite(400).left
 set TheRight = sprite(400).right
 set TheTop = sprite(400).top
 set TheBottom = sprite(400).bottom

 set the locV of sprite 400 = -500
 updatestage

base = image(128, 128, 32)
targetMember = new (#bitmap, member 460)


```
targetMember.image = base
```

```
set SourceRect = rect(0, 0, 128, 128)
set TRect = rect(TheLeft, TheTop, theRight, theBottom)
```

```
member(460).image.copyPixels((the stage).image, SourceRect, TRect)
updatestage
```

```
set the member of sprite 6 = (member 450 of castlib 1)
set KeyLockOut = TRUE
```

```
updatestage
set the visible of sprite 6 = TRUE
set the visible of sprite 7 = TRUE
set the visible of sprite 9 = TRUE
set the visible of sprite 11 = TRUE
```

```
member(455).media = member(460).media
```

```
put "" into field (member "EditPhotoName" of castlib 1)
put "" into field (member "EditPhotoCaption" of castlib 1)
```

```
set LastItemUsed = SelInventory & ":" & InvenNumSel
set TheDatt = SelInventory & ":" & InvenNumSel
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RemItmInv",#content:TheDatt])
set ItemActionPause = 40
```

```
end
```

```
on ShowAPhoto ThePhotoDat
```

```
set the itemdelimiter = ":"
put item 1 of ThePhotoDat into field (member "PhotoName" of castlib 1)
put item 2 of ThePhotoDat into field (member "PhotoCaption" of castlib 1)
set the member of sprite 6 = (member 449 of castlib 1)
updatestage
set the visible of sprite 6 = TRUE
set the visible of sprite 8 = TRUE
set the visible of sprite 10 = TRUE
set the visible of sprite 11 = TRUE
set KeyLockOut = TRUE
```

```
end
```

BUILD EM (Scripts)

Global gConnect, CharMap, TheHouseGoods

on BuildSmallHouse HouseX, HouseY

repeat with WhichBuild = 1 to 9

set CurX = HouseX
set CurY = HouseY

if WhichBuild = 1 then set WhichTile = "D5"
if WhichBuild = 2 then set WhichTile = "E5"
if WhichBuild = 3 then set WhichTile = "I5"
if WhichBuild = 4 then set WhichTile = "O5"
if WhichBuild = 5 then set WhichTile = "P5"
if WhichBuild = 6 then set WhichTile = "B5"
if WhichBuild = 7 then set WhichTile = "G5"
if WhichBuild = 8 then set WhichTile = "S5"
if WhichBuild = 9 then set WhichTile = "H5"

if WhichBuild = 2 then set CurX = CurX + 1
if WhichBuild = 3 then set CurX = CurX + 2

if WhichBuild = 4 then set CurY = CurY + 1
if WhichBuild = 5 then set CurX = CurX + 1
if WhichBuild = 6 then set CurX = CurX + 2
if WhichBuild = 5 then set CurY = CurY + 1
if WhichBuild = 6 then set CurY = CurY + 1

if WhichBuild = 7 then set CurY = CurY + 2
if WhichBuild = 8 then set CurX = CurX + 1
if WhichBuild = 9 then set CurX = CurX + 2
if WhichBuild = 8 then set CurY = CurY + 2
if WhichBuild = 9 then set CurY = CurY + 2

set TheHouseGoods = TheHouseGoods & WhichTile & "-" & CurX & "-" & CurY & "+"

set TheMap = field (member "MapData" of castlib 1)
set the itemdelimiter = "#"

set Layer2 = field (member "Layer2" of castlib 1)

set TileRepDat = "G3:" & WhichTile & ":" & CurX & ":" & CurY
gConnect.sendNetMessage("@" & CharMap, "TileRep", TileRepDat)
TileRep(TileRepDat)
set Mappppp = CharMap & ".txt`" & TileRepDat
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mappppp])

end repeat

end

on BuildBlueCottage HouseX, HouseY

repeat with WhichBuild = 1 to 9

set CurX = HouseX
set CurY = HouseY

if WhichBuild = 1 then set WhichTile = "M0"
if WhichBuild = 2 then set WhichTile = "X0"
if WhichBuild = 3 then set WhichTile = "Q0"
if WhichBuild = 4 then set WhichTile = "R0"
if WhichBuild = 5 then set WhichTile = "V0"
if WhichBuild = 6 then set WhichTile = "U0"
if WhichBuild = 7 then set WhichTile = "KL"
if WhichBuild = 8 then set WhichTile = "PL"
if WhichBuild = 9 then set WhichTile = "ML"

if WhichBuild = 2 then set CurX = CurX + 1
if WhichBuild = 3 then set CurX = CurX + 2

if WhichBuild = 4 then set CurY = CurY + 1
if WhichBuild = 5 then set CurX = CurX + 1
if WhichBuild = 6 then set CurX = CurX + 2
if WhichBuild = 5 then set CurY = CurY + 1
if WhichBuild = 6 then set CurY = CurY + 1

if WhichBuild = 7 then set CurY = CurY + 2
if WhichBuild = 8 then set CurX = CurX + 1
if WhichBuild = 9 then set CurX = CurX + 2
if WhichBuild = 8 then set CurY = CurY + 2
if WhichBuild = 9 then set CurY = CurY + 2

set TheHouseGoods = TheHouseGoods & WhichTile & "-" & CurX & "-" & CurY & "+"

set TheMap = field (member "MapData" of castlib 1)
set the itemdelimiter = "#"

```

    set the itemdelimiter = "#"

    set Layer2 = field (member "Layer2" of castlib 1)

    set TileRepDat = "G3:" & WhichTile & ":" & CurX & ":" & CurY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mappppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])

end repeat

end

on BuildSmallGuildHall HouseX, HouseY

    repeat with WhichBuild = 1 to 9

        set CurX = HouseX
        set CurY = HouseY

        if WhichBuild = 1 then set WhichTile = "QA"
        if WhichBuild = 2 then set WhichTile = "QA"
        if WhichBuild = 3 then set WhichTile = "QA"
        if WhichBuild = 4 then set WhichTile = "GL"
        if WhichBuild = 5 then set WhichTile = "NL"
        if WhichBuild = 6 then set WhichTile = "LL"
        if WhichBuild = 7 then set WhichTile = "KL"
        if WhichBuild = 8 then set WhichTile = "PL"
        if WhichBuild = 9 then set WhichTile = "ML"

        if WhichBuild = 2 then set CurX = CurX + 1
        if WhichBuild = 3 then set CurX = CurX + 2

        if WhichBuild = 4 then set CurY = CurY + 1
        if WhichBuild = 5 then set CurX = CurX + 1
        if WhichBuild = 6 then set CurX = CurX + 2
        if WhichBuild = 5 then set CurY = CurY + 1
        if WhichBuild = 6 then set CurY = CurY + 1

        if WhichBuild = 7 then set CurY = CurY + 2
        if WhichBuild = 8 then set CurX = CurX + 1
        if WhichBuild = 9 then set CurX = CurX + 2
        if WhichBuild = 8 then set CurY = CurY + 2
        if WhichBuild = 9 then set CurY = CurY + 2

        set TheHouseGoods = TheHouseGoods & WhichTile & "-" & CurX & "-" & CurY & "+"

        set TheMap = field (member "MapData" of castlib 1)
        set the itemdelimiter = "#"

        set Layer2 = field (member "Layer2" of castlib 1)

        set TileRepDat = "G3:" & WhichTile & ":" & CurX & ":" & CurY
        gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
        TileRep(TileRepDat)
        set Mappppp = CharMap & ".txt`" & TileRepDat
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])

    end repeat
end

on BuildSmallShop HouseX, HouseY

    repeat with WhichBuild = 1 to 9

        set CurX = HouseX
        set CurY = HouseY

        if WhichBuild = 1 then set WhichTile = "M0"
        if WhichBuild = 2 then set WhichTile = "X0"
        if WhichBuild = 3 then set WhichTile = "Q0"
        if WhichBuild = 4 then set WhichTile = "R0"
        if WhichBuild = 5 then set WhichTile = "V0"
        if WhichBuild = 6 then set WhichTile = "U0"
        if WhichBuild = 7 then set WhichTile = "YK"
        if WhichBuild = 8 then set WhichTile = "DL"
        if WhichBuild = 9 then set WhichTile = "AL"

        if WhichBuild = 2 then set CurX = CurX + 1
        if WhichBuild = 3 then set CurX = CurX + 2

        if WhichBuild = 4 then set CurY = CurY + 1
        if WhichBuild = 5 then set CurX = CurX + 1
        if WhichBuild = 6 then set CurX = CurX + 2
        if WhichBuild = 5 then set CurY = CurY + 1

```

```

    if WhichBuild = 5 then set CurY = CurY + 1
    if WhichBuild = 6 then set CurY = CurY + 1

    if WhichBuild = 7 then set CurY = CurY + 2
    if WhichBuild = 8 then set CurX = CurX + 1
    if WhichBuild = 9 then set CurX = CurX + 2
    if WhichBuild = 8 then set CurY = CurY + 2
    if WhichBuild = 9 then set CurY = CurY + 2

    set TheHouseGoods = TheHouseGoods & WhichTile & "-" & CurX & "-" & CurY & "+"

    set TheMap = field (member "MapData" of castlib 1)
    set the itemdelimiter = "#"

    set Layer2 = field (member "Layer2" of castlib 1)

    set TileRepDat = "G3:" & WhichTile & ":" & CurX & ":" & CurY
    gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
    TileRep(TileRepDat)
    set Mappppp = CharMap & ".txt`" & TileRepDat
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mappppp])

end repeat
end

on BuildSmallFarm HouseX, HouseY

    repeat with WhichBuild = 1 to 15

        set CurX = HouseX
        set CurY = HouseY

        if WhichBuild = 1 then set WhichTile = "D5"
        if WhichBuild = 2 then set WhichTile = "E5"
        if WhichBuild = 3 then set WhichTile = "I5"
        if WhichBuild = 4 then set WhichTile = "TL"
        if WhichBuild = 5 then set WhichTile = "TL"
        if WhichBuild = 6 then set WhichTile = "O5"
        if WhichBuild = 7 then set WhichTile = "P5"
        if WhichBuild = 8 then set WhichTile = "B5"
        if WhichBuild = 9 then set WhichTile = "TL"
        if WhichBuild = 10 then set WhichTile = "TL"
        if WhichBuild = 11 then set WhichTile = "G5"
        if WhichBuild = 12 then set WhichTile = "S5"
        if WhichBuild = 13 then set WhichTile = "H5"
        if WhichBuild = 14 then set WhichTile = "TL"
        if WhichBuild = 15 then set WhichTile = "TL"

        if WhichBuild = 2 then set CurX = CurX + 1
        if WhichBuild = 3 then set CurX = CurX + 2
        if WhichBuild = 4 then set CurX = CurX + 3
        if WhichBuild = 5 then set CurX = CurX + 4

        if WhichBuild = 6 then set CurY = CurY + 1
        if WhichBuild = 7 then set CurY = CurY + 1
        if WhichBuild = 8 then set CurY = CurY + 1
        if WhichBuild = 9 then set CurY = CurY + 1
        if WhichBuild = 10 then set CurY = CurY + 1

        if WhichBuild = 7 then set CurX = CurX + 1
        if WhichBuild = 8 then set CurX = CurX + 2
        if WhichBuild = 9 then set CurX = CurX + 3
        if WhichBuild = 10 then set CurX = CurX + 4

        if WhichBuild = 11 then set CurY = CurY + 2
        if WhichBuild = 12 then set CurY = CurY + 2
        if WhichBuild = 13 then set CurY = CurY + 2
        if WhichBuild = 14 then set CurY = CurY + 2
        if WhichBuild = 15 then set CurY = CurY + 2

        if WhichBuild = 12 then set CurX = CurX + 1
        if WhichBuild = 13 then set CurX = CurX + 2
        if WhichBuild = 14 then set CurX = CurX + 3
        if WhichBuild = 15 then set CurX = CurX + 4

        set TheHouseGoods = TheHouseGoods & WhichTile & "-" & CurX & "-" & CurY & "+"

        set TheMap = field (member "MapData" of castlib 1)
        set the itemdelimiter = "#"

        set Layer2 = field (member "Layer2" of castlib 1)

        set TileRepDat = "G3:" & WhichTile & ":" & CurX & ":" & CurY
        gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
        TileRep(TileRepDat)
        set Mappppp = CharMap & ".txt`" & TileRepDat
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mappppp])

    end repeat
end

```

```
on BuildLargeHouse HouseX, HouseY
```

```
  repeat with WhichBuild = 1 to 15
```

```
    set CurX = HouseX
    set CurY = HouseY
```

```
    if WhichBuild = 1 then set WhichTile = "A0"
    if WhichBuild = 2 then set WhichTile = "J0"
    if WhichBuild = 3 then set WhichTile = "J0"
    if WhichBuild = 4 then set WhichTile = "J0"
    if WhichBuild = 5 then set WhichTile = "C0"
    if WhichBuild = 6 then set WhichTile = "D0"
    if WhichBuild = 7 then set WhichTile = "E0"
    if WhichBuild = 8 then set WhichTile = "E0"
    if WhichBuild = 9 then set WhichTile = "E0"
    if WhichBuild = 10 then set WhichTile = "I0"
    if WhichBuild = 11 then set WhichTile = "KL"
    if WhichBuild = 12 then set WhichTile = "PL"
    if WhichBuild = 13 then set WhichTile = "OL"
    if WhichBuild = 14 then set WhichTile = "RL"
    if WhichBuild = 15 then set WhichTile = "ML"
```

```
    if WhichBuild = 2 then set CurX = CurX + 1
    if WhichBuild = 3 then set CurX = CurX + 2
    if WhichBuild = 4 then set CurX = CurX + 3
    if WhichBuild = 5 then set CurX = CurX + 4
```

```
    if WhichBuild = 6 then set CurY = CurY + 1
    if WhichBuild = 7 then set CurY = CurY + 1
    if WhichBuild = 8 then set CurY = CurY + 1
    if WhichBuild = 9 then set CurY = CurY + 1
    if WhichBuild = 10 then set CurY = CurY + 1
```

```
    if WhichBuild = 7 then set CurX = CurX + 1
    if WhichBuild = 8 then set CurX = CurX + 2
    if WhichBuild = 9 then set CurX = CurX + 3
    if WhichBuild = 10 then set CurX = CurX + 4
```

```
    if WhichBuild = 11 then set CurY = CurY + 2
    if WhichBuild = 12 then set CurY = CurY + 2
    if WhichBuild = 13 then set CurY = CurY + 2
    if WhichBuild = 14 then set CurY = CurY + 2
    if WhichBuild = 15 then set CurY = CurY + 2
```

```
    if WhichBuild = 12 then set CurX = CurX + 1
    if WhichBuild = 13 then set CurX = CurX + 2
    if WhichBuild = 14 then set CurX = CurX + 3
    if WhichBuild = 15 then set CurX = CurX + 4
```

```
  set TheHouseGoods = TheHouseGoods & WhichTile & "-" & CurX & "-" & CurY & "+"
```

```
  set TheMap = field (member "MapData" of castlib 1)
  set the itemdelimiter = "#"
```

```
  set Layer2 = field (member "Layer2" of castlib 1)
```

```
  set TileRepDat = "G3:" & WhichTile & ":" & CurX & ":" & CurY
  gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
  TileRep(TileRepDat)
  set Mappppp = CharMap & ".txt`" & TileRepDat
  errCode = gConnect.sendMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mappppp])
```

```
end repeat
end
```

```
on BuildFortressGuildHall HouseX, HouseY
```

```
  repeat with WhichBuild = 1 to 15
```

```
    set CurX = HouseX
    set CurY = HouseY
```

```
    if WhichBuild = 1 then set WhichTile = "A0"
    if WhichBuild = 2 then set WhichTile = "J0"
    if WhichBuild = 3 then set WhichTile = "J0"
    if WhichBuild = 4 then set WhichTile = "J0"
    if WhichBuild = 5 then set WhichTile = "C0"
    if WhichBuild = 6 then set WhichTile = "D0"
    if WhichBuild = 7 then set WhichTile = "E0"
    if WhichBuild = 8 then set WhichTile = "E0"
    if WhichBuild = 9 then set WhichTile = "E0"
    if WhichBuild = 10 then set WhichTile = "I0"
    if WhichBuild = 11 then set WhichTile = "YK"
    if WhichBuild = 12 then set WhichTile = "DL"
```

```
if WhichBuild = 12 then set WhichTile = "DL"
if WhichBuild = 13 then set WhichTile = "CL"
if WhichBuild = 14 then set WhichTile = "CL"
if WhichBuild = 15 then set WhichTile = "AL"

if WhichBuild = 2 then set CurX = CurX + 1
if WhichBuild = 3 then set CurX = CurX + 2
if WhichBuild = 4 then set CurX = CurX + 3
if WhichBuild = 5 then set CurX = CurX + 4

if WhichBuild = 6 then set CurY = CurY + 1
if WhichBuild = 7 then set CurY = CurY + 1
if WhichBuild = 8 then set CurY = CurY + 1
if WhichBuild = 9 then set CurY = CurY + 1
if WhichBuild = 10 then set CurY = CurY + 1

if WhichBuild = 7 then set CurX = CurX + 1
if WhichBuild = 8 then set CurX = CurX + 2
if WhichBuild = 9 then set CurX = CurX + 3
if WhichBuild = 10 then set CurX = CurX + 4

if WhichBuild = 11 then set CurY = CurY + 2
if WhichBuild = 12 then set CurY = CurY + 2
if WhichBuild = 13 then set CurY = CurY + 2
if WhichBuild = 14 then set CurY = CurY + 2
if WhichBuild = 15 then set CurY = CurY + 2

if WhichBuild = 12 then set CurX = CurX + 1
if WhichBuild = 13 then set CurX = CurX + 2
if WhichBuild = 14 then set CurX = CurX + 3
if WhichBuild = 15 then set CurX = CurX + 4

set TheHouseGoods = TheHouseGoods & WhichTile & "-" & CurX & "-" & CurY & "+"

set TheMap = field (member "MapData" of castlib 1)
set the itemdelimiter = "#"

set Layer2 = field (member "Layer2" of castlib 1)

set TileRepDat = "G3:" & WhichTile & ":" & CurX & ":" & CurY
gConnect.sendNetMessage( "@" & CharMap, "TileRep", TileRepDat )
TileRep(TileRepDat)
set Mapppp = CharMap & ".txt`" & TileRepDat
errCode = gConnect.sendMessage([#recipients:"system.script", #subject:"MpTlCng",#content:Mapppp])

end repeat
end
```

DrawFog (Scripts)

```

on DrawFog
  global CanFightYN, DeathPenalty, FogTex, BlendLevel, RFog, GFog, BFog

  drawthedarkness
  if FogTex = VOID then exit

  if the frame > 200 then

    member(424).image.fill(0, 0, 272, 192, [#shapetype: #rectangle, linesize: #1, #color: rgb(RFog, GFog, BFog), bgcolor:
rgb(RFog, GFog, BFog)])
    set xFogTex = "x" & FogTex
    member(member xFogTex).image.copyPixels(member(member FogTex).image, member(member FogTex).rect, member(member
FogTex).rect)
    member(member xFogTex).image.copyPixels(member(member "FogColor").image, member(member "FogColor").rect, member(member
"FogColor").rect, [#ink: 36, #blendlevel: 90])

    set the member of sprite 105 = (member xFogTex of castlib 1)
    sprite(105).blendlevel = integer(BlendLevel)

    tempalpha = member(FogTex).image.extractalpha()
    member(xFogTex).image.setalpha(tempalpha)

    exit
  end if

  if FogTex contains "NoTex" then
    set the visible of sprite 111 = FALSE
    sprite(111).blendlevel = 0
    exit
  end if

  member(424).image.fill(0, 0, 272, 192, [#shapetype: #rectangle, linesize: #1, #color: rgb(RFog, GFog, BFog), bgcolor:
rgb(RFog, GFog, BFog)])
  set xFogTex = "x" & FogTex
  member(member xFogTex).image.copyPixels(member(member FogTex).image, member(member FogTex).rect, member(member
FogTex).rect)
  member(member xFogTex).image.copyPixels(member(member "FogColor").image, member(member "FogColor").rect, member(member
"FogColor").rect, [#blendlevel: 90])

  set the member of sprite 111 = (member xFogTex of castlib 1)
  sprite(111).blendlevel = integer(BlendLevel)
  -- updatestage

  if FogTex <> "NoTex" then set the visible of sprite 111 = TRUE

  tempalpha = member(FogTex).image.extractalpha()
  member(xFogTex).image.setalpha(tempalpha)

end

```

RunBoatDrop (Scripts)

```

on RunBoatDrop
    Global Facing, MyName, gConnect, charMap, LastDeedSelected, MyLocXY
    Global ClickParmm, InvenNumSel, Sprite12Anim, OnlyRender

    if Sprite12Anim > 0 then

        set TheText = "Please stand still before trying to build your boat."
        AddToChat(TheText)
        exit
    end if

    set TheMap = field (member "MyCurMapDat" of castlib 1)

    set MyLocXY = MyLocXY
    set the itemdelimiter = "-"
    set MyX = integer(item 1 of MyLocXY)
    set MyY = integer(item 2 of MyLocXY)

    if Facing = "N" then set MyY = MyY - 1
    if Facing = "S" then set MyY = MyY + 1
    if Facing = "W" then set MyX = MyX - 1
    if Facing = "E" then set MyX = MyX + 1

    set the itemdelimiter = "#"
    set TileToDropOn = word MyX of item MyY of TheMap

    set TileList = "*W1*N1*D2*I2*"
    set TileToDropOn = "*" & TileToDropOn & "*"

    if TileList contains TileToDropOn then

        nothing
    else
        set TheText = "You have to use this boat deed over water to have your ship built!"
        AddToChat(TheText)
        exit
    end if

    set TooMany = 0

    repeat with muwha = 158 to 177
        if the locV of sprite muwha > 0 then set TooMany = TooMany + 1
    end repeat

    if TooMany = 20 then

        set TheText = "There are too many items here to put your boat down!"
        AddToChat(TheText)
        exit
    end if

    set TheH = the locH of sprite 112
    set TheV = the locV of sprite 112

    if Facing = "N" then set TheV = the locV of sprite 112 - 32
    if Facing = "S" then set TheV = the locV of sprite 112 + 32
    if Facing = "E" then set TheH = the locH of sprite 112 + 32
    if Facing = "W" then set TheH = the locH of sprite 112 - 32

    repeat with xxx = 158 to 177

        if the locH of sprite xxx = TheH then
            if the locV of sprite xxx = TheV then
                set TheText = "There's something in the way, you can't place your boat here!"
                AddToChat(TheText)
                exit
            end if
        end if
    end repeat

    set ClickParmm = "X"
    if LastDeedSelected = "Boat" then set SelInventory = MyName & "'s Boat"
    if LastDeedSelected = "Battleship" then set SelInventory = MyName & "'s Battleship"
    set TheDatt = CharMap & "i.txt`" & SelInventory & ":" & TheH & "-" & TheV
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItem", #content:TheDatt])

    if LastDeedSelected = "Boat" then set TheDeeed = "Boat Deed"
    if LastDeedSelected = "Battleship" then set TheDeeed = "Battleship Deed"

    set TheDatt = TheDeeed & ":" & InvenNumSel
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RemItmInv", #content:TheDatt])

    gConnect.sendMessage( "@" & CharMap, "RefreshMap", "x" )

```



```
gConnect.sendNetMessage( "@" & CharMap, "RefreshMap", "x" )
```

```
end
```

```
on BoatClick myName, MyH, MyV
  Global Facing, KeyLockOut, LastChest, gConnect, RPGName, gConnect, CharMap, MyVehicle, WhichBoat

  set the itemdelimiter = ""
  set BoatName = item 1 of MyName

  if Myname contains "Battleship" then set WhichBoat = "Battleship"
  if Myname contains "Boat" then set WhichBoat = "Boat"

  if MyVehicle = "Boat" then exit
  if MyVehicle = "Battleship" then exit

  if Facing = "E" then set MyH = MyH - 32
  if Facing = "W" then set MyH = MyH + 32
  if Facing = "S" then set MyV = MyV - 32
  if Facing = "N" then set MyV = MyV + 32

  set FocusH = MyH
  set FocusV = MyV

  if Facing = "E" then set FocusH = MyH + 32
  if Facing = "W" then set FocusH = MyH - 32
  if Facing = "S" then set FocusV = MyV + 32
  if Facing = "N" then set FocusV = MyV - 32

  if MyH = the locH of sprite 112 then

    if MyV = the locV of sprite 112 then

      if BoatName = RPGName then

        set TheMapi = CharMap & ".txt" & "." & myName & "." & FocusH & "-" & FocusV
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GrabItems",#content:TheMapi])

        BoardShip(Facing)
        set TheText = "You board your boat..."
        AddToChat(TheText)
        exit
      else
        set TheText = "You can't get on a boat that's not yours!"
        AddToChat(TheText)
        exit
      end if
    end if
  end if

  set TheText = "You see " & BoatName & "'s boat."
  AddToChat(TheText)
end
```

```
on BoardShip(Facing)
  Global MyBody, gConnect, Spritel2Anim, CharMap, MyVehicle, MyName, WhichBoat, MyLocXY, WhichBAmI

  if WhichBoat = "Boat" then set MyBody = "55"
  if WhichBoat = "Battleship" then set MyBody = "56"

  set MyChhr = MyBody & "-" & "F2" & "-" & Facing
  set the member of sprite 112 = (member MyChhr of castlib "Chars")
  if WhichBoat = "Boat" then put "Boat" into field (member "Vehicle" of castlib "TempSave")
  if WhichBoat = "Battleship" then put "Battleship" into field (member "Vehicle" of castlib "TempSave")

  if WhichBoat = "Boat" then set MyVehicle = "Boat"
  if WhichBoat = "Battleship" then set MyVehicle = "Battleship"

  set MyLocXY = MyLocXY
  set the itemdelimiter = "-"
  set MyX = integer(item 1 of MyLocXY)
  set MyY = integer(item 2 of MyLocXY)

  if Facing = "E" then set MyX = myX + 1
  if Facing = "W" then set MyX = myX - 1
  if Facing = "S" then set MyY = myY + 1
  if Facing = "N" then set MyY = myY - 1

  set EntryTxt = MyLocXY
  set EntryTxt = EntryTxt & ":" & MyBody
  set EntryTxt = EntryTxt & ":" & Facing
  set EntryTxt = EntryTxt & ":" & MyX & "-" & MyY
  gConnect.sendNetMessage( "@" & CharMap, "V", EntryTxt)
  set Spritel2Anim = 0

  if WhichBoat = "Boat" then gConnect.sendNetMessage( "@" & CharMap, "Body2Change", myName & ":" & "55")
```

```
if WhichBoat = "Boat" then gConnect.sendNetMessage( "@" & CharMap, "Body2Change", myName & ":" & "55")
if WhichBoat = "Battleship" then gConnect.sendNetMessage( "@" & CharMap, "Body2Change", myName & ":" & "56")
if WhichBoat = "Boat" then set WhichBAmI = "55"
if WhichBoat = "Battleship" then set WhichBAmI = "56"
```

```
if Facing = "E" then set the locH of sprite 112 = the locH of sprite 112 + 32
if Facing = "W" then set the locH of sprite 112 = the locH of sprite 112 - 32
if Facing = "N" then set the locV of sprite 112 = the locV of sprite 112 - 32
if Facing = "S" then set the locV of sprite 112 = the locV of sprite 112 + 32
if Facing = "E" then set the locH of sprite 113 = the locH of sprite 113 + 32
if Facing = "W" then set the locH of sprite 113 = the locH of sprite 113 - 32
if Facing = "N" then set the locV of sprite 113 = the locV of sprite 113 - 32
if Facing = "S" then set the locV of sprite 113 = the locV of sprite 113 + 32
```

```
set the locH of sprite 113 = the locH of sprite 112 - 60
set the locV of sprite 113 = the locV of sprite 112 - 26
set the locZ of sprite 113 = the locV of sprite 113 + 300
```

```
set MyNewPos = MyX & "-" & MyY
set MyLocXY = MyNewPos
```

```
savecharacter
set MapDT = field (member "Mapdata" of castlib 1)
set OnlyRender = TRUE
Rendermap(MapDT)
```

```
repeat with x = 158 to 177
  if the member of sprite x <> "Exit" then
    if the member of sprite x <> "Exit2" then set the visible of sprite x = TRUE
  end if
end repeat
```

end

on UnboardBoat

```
Global Facing, MyName, gConnect, charMap, MyVehicle, MyLocXY
Global ClickParmm, InvenNumSel, Spritel2Anim, BodyE
```

```
if Spritel2Anim > 0 then
```

```
  set TheText = "Please stop moving before trying to unboard your boat."
  AddToChat(TheText)
  exit
end if
```

```
-----
set TheMap = field (member "MapData" of castlib 1)
```

```
set MyLocXY = MyLocXY
set the itemdelimiter = "-"
set MyX = integer(item 1 of MyLocXY)
set MyY = integer(item 2 of MyLocXY)
```

```
if Facing = "N" then set MyY = MyY - 1
if Facing = "S" then set MyY = MyY + 1
if Facing = "W" then set MyX = MyX - 1
if Facing = "E" then set MyX = MyX + 1
```

```
set CanExitSoFar = 0
```

```
set the itemdelimiter = "#"
set TileToDropOn = word MyX of item MyY of TheMap
```

```
set TileList = "*G1*H1*O1*B1*F1*T1*P1*S1*A1*C1*D1*I1*E1*J1*K1*L1*M1*Q1*R1*U1*V1*X1*G2*H2*N2*A2*C2*VB*WB*"
set TileToDropOn = "*" & TileToDropOn & "*"
```

```
if TileList contains TileToDropOn then set CanExitSoFar = 1
```

```
set Map2 = field (member "Layer2" of castlib 1)
set TileToDropOn = word MyX of line MyY of Map2
```

```
if TileToDropOn = "G3" then set CanExitSoFar = CanExitSoFar + 1
if TileToDropOn = "VB" then set CanExitSoFar = CanExitSoFar + 1
if TileToDropOn = "WB" then set CanExitSoFar = CanExitSoFar + 1
```

```
if CanExitSoFar = 2 then
```

```
  nothing
else
  set TheText = "You can't get off here!"
  AddToChat(TheText)
  exit
end if
```

```
-----
set TooMany = 0
```

```
repeat with muwha = 158 to 177
```

```
repeat with muwha = 158 to 177
```

```
    if the locV of sprite muwha > 0 then set TooMany = TooMany + 1
end repeat
```

```
if TooMany = 20 then
```

```
    set TheText = "There are too many items here to leave your boat at this spot!"
    AddToChat(TheText)
    exit
end if
```

```
set TheH = the locH of sprite 112
set TheV = the locV of sprite 112
```

```
repeat with xxxxx = 158 to 177
```

```
    if the locH of sprite xxxxx = TheH then
```

```
        if the locV of sprite xxxxx = TheV then
```

```
            set TheText = "There's already something here, you can't park your boat here!"
            AddToChat(TheText)
            exit
        end if
    end if
end repeat
```

```
set ClickParmm = "X"
```

```
if MyVehicle = "Boat" then set SelInventory = MyName & "'s Boat"
```

```
if MyVehicle = "Battleship" then set SelInventory = MyName & "'s Battleship"
```

```
set TheDatt = CharMap & "i.txt`" & SelInventory & ":" & TheH & "-" & TheV
```

```
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItem", #content:TheDatt])
```

```
set DropItt = "!((" & SelInventory & ":" &
```

```
set DropItt = DropItt & TheH & ":" & TheV
```

```
SendChatMsg(DropItt)
```

```
set MyVehicle = ""
```

```
put "" into field (member "Vehicle" of castlib "TempSave")
```

```
set MyLocXY = MyLocXY
```

```
set the itemdelimiter = "-"
```

```
set MyX = integer(item 1 of MyLocXY)
```

```
set MyY = integer(item 2 of MyLocXY)
```

```
if Facing = "E" then set MyX = myX + 1
```

```
if Facing = "W" then set MyX = myX - 1
```

```
if Facing = "S" then set MyY = myY + 1
```

```
if Facing = "N" then set MyY = myY - 1
```

```
set MyBody = field (member "Body" of castlib "TempSave")
```

```
set EntryTxt = MyLocXY
```

```
set EntryTxt = EntryTxt & ":" & MyBody
```

```
set EntryTxt = EntryTxt & ":" & Facing
```

```
set EntryTxt = EntryTxt & ":" & MyX & "-" & MyY
```

```
gConnect.sendNetMessage( "@" & CharMap, "V", EntryTxt)
```

```
set Spritel2Anim = 0
```

```
gConnect.sendNetMessage( "@" & CharMap, "BodyRevert", myName & ":" & MyBody)
```

```
set MyChhr = "SP112-" & "F2" & "-" & Facing
```

```
set the member of sprite 112 = (member MyChhr of castlib "Chars")
```

```
if Facing = "E" then set the locH of sprite 112 = the locH of sprite 112 + 32
```

```
if Facing = "W" then set the locH of sprite 112 = the locH of sprite 112 - 32
```

```
if Facing = "N" then set the locV of sprite 112 = the locV of sprite 112 - 32
```

```
if Facing = "S" then set the locV of sprite 112 = the locV of sprite 112 + 32
```

```
if Facing = "E" then set the locH of sprite 113 = the locH of sprite 113 + 32
```

```
if Facing = "W" then set the locH of sprite 113 = the locH of sprite 113 - 32
```

```
if Facing = "N" then set the locV of sprite 113 = the locV of sprite 113 - 32
```

```
if Facing = "S" then set the locV of sprite 113 = the locV of sprite 113 + 32
```

```
set the locH of sprite 113 = the locH of sprite 112 - 60
```

```
set the locV of sprite 113 = the locV of sprite 112 - 26
```

```
set the locZ of sprite 113 = the locV of sprite 113 + 300
```

```
set MyNewPos = MyX & "-" & MyY
```

```
set MyLocXY = MyNewPos
```

```
savecharacter
```

```
set MapDT = field (member "Mapdata" of castlib 1)
```

```
set OnlyRender = TRUE
```

```
Rendermap(MapDT)
```

```
repeat with x = 158 to 177
```

```
    if the member of sprite x <> "Exit" then
```

```
        if the member of sprite x <> "Exit2" then set the visible of sprite x = TRUE
```

```
    end if
```

```
end repeat
```

```
    gConnect.sendNetMessage( "@" & CharMap, "BodyRevert", myName & ":" & MyBody)
end
```

```
on ScrapBoat
    Global MyName, CharMap, gConnect

    exit

end
```

CheckForAwards (Scripts)

on CheckForAwards

Global Slash, Thrust, Parry, HeavyArms, AxeFighting, Swordsmanship, Fencing, Magery, HammerWielding, Lumberjacking
Global MagicResistance, Archery, Meditation, Blessing, Assassination, Musicianship, Illusion, Punch, Fire, Wind
Global TerrainNavigating, StaffFighting, ItemIdentification, Alchemy, WarResistance, Water, Earth, MartialArts, Mining
Global Wrath, Wizardry, Block, UnholyCombat, BlackArts, Sorcery, Cooking, Alchemy, Carpentry, Fishing, Blacksmithing,
Farming

Global Strength, Stamina, Intelligence, Wisdom, Dexterity, Regged

set CurAwards = field (member "Medals" of castlib "TempSave")

if Cooking = 90 then

 if CurAwards contains "39-" then
 else
 set CurAwards = CurAwards & "39-"
 put CurAwards into field (member "Medals" of castlib "TempSave")
 set TheText = "You have been awarded the Silver Spatula for becoming a Master Chef!"
 AddToChat(TheText)

 if Regged = TRUE then
 sortstats
 set Stamina = Stamina + 1
 savestats
 end if

 savecharacter
 end if
end if

if Magery = 90 then

 if CurAwards contains "31-" then
 else
 set CurAwards = CurAwards & "31-"
 put CurAwards into field (member "Medals" of castlib "TempSave")
 set TheText = "You have been awarded the Purple Oracula for becoming a Master Mage!"
 AddToChat(TheText)

 if Regged = TRUE then
 sortstats
 set Dexterity = Dexterity + 1
 savestats
 end if

 SaveCharacter
 end if
end if

if Parry = 90 then

 if CurAwards contains "94-" then
 else
 set CurAwards = CurAwards & "94-"
 put CurAwards into field (member "Medals" of castlib "TempSave")
 set TheText = "You have been awarded the Medal of Evasion for becoming a Parry Master!"
 AddToChat(TheText)

 if Regged = TRUE then
 sortstats
 set Stamina = Stamina + 1
 savestats
 end if

 SaveCharacter
 end if
end if

if Slash = 90 then

 if CurAwards contains "95-" then
 else
 set CurAwards = CurAwards & "95-"
 put CurAwards into field (member "Medals" of castlib "TempSave")
 set TheText = "You have been awarded the Medal of Weaponry for becoming a Slash Master!"
 AddToChat(TheText)

 if Regged = TRUE then
 sortstats
 set Strength = Strength + 1
 savestats
 end if

 SaveCharacter
 end if
end if

```
if Mining = 90 then
```

```
    if CurAwards contains "93-" then
    else
        set CurAwards = CurAwards & "93-"
        put CurAwards into field (member "Medals" of castlib "TempSave")
        set TheText = "You have been awarded the Medal of Stone for becoming a Master Miner!"
        AddToChat(TheText)

        if Regged = TRUE then
            sortstats
            set strength = strength + 1
            savestats
        end if

        savecharacter
    end if
end if
```

```
if Fishing = 90 then
```

```
    if CurAwards contains "35-" then
    else
        set CurAwards = CurAwards & "35-"
        put CurAwards into field (member "Medals" of castlib "TempSave")
        set TheText = "You have been awarded the Golden Rod for becoming a Master at Fishing!"
        AddToChat(TheText)
        sortstats
        if Regged = TRUE then set Intelligence = Intelligence + 1
        savestats
        savecharacter
    end if
end if
```

```
if Alchemy = 90 then
```

```
    if CurAwards contains "61-" then
    else
        set CurAwards = CurAwards & "61-"
        put CurAwards into field (member "Medals" of castlib "TempSave")
        set TheText = "You have been awarded the Golden Bottle for becoming a Master Alchemist!"
        AddToChat(TheText)
        sortstats
        if Regged = TRUE then set Wisdom = Wisdom + 1
        savestats
        savecharacter
    end if
end if
```

```
if Archery = 90 then
```

```
    if CurAwards contains "44-" then
    else
        set CurAwards = CurAwards & "44-"
        put CurAwards into field (member "Medals" of castlib "TempSave")
        set TheText = "You have been awarded the Silver Arrow Trophy for becoming a Master Archer!"
        AddToChat(TheText)
        sortstats
        if Regged = TRUE then set Intelligence = Intelligence + 1
        savestats
        savecharacter
    end if
end if
```

```
if Wizardry = 90 then
```

```
    if CurAwards contains "45-" then
    else
        set CurAwards = CurAwards & "45-"
        put CurAwards into field (member "Medals" of castlib "TempSave")
        set TheText = "You have been awarded the Wizard's Crest for becoming a Master at Wizardry!"
        AddToChat(TheText)
        sortstats
        if Regged = TRUE then set Dexterity = Dexterity + 1
        savestats
        savecharacter
    end if
end if
```

```
if Lumberjacking = 90 then
```

```
    if CurAwards contains "91-" then
```

```
if CurAwards contains "91-" then
else
  set CurAwards = CurAwards & "91-"
  put CurAwards into field (member "Medals" of castlib "TempSave")
  set TheText = "You have been awarded the Oak Tree Medal for being a Master at Lumberjacking!"
  AddToChat(TheText)
  sortstats
  if Regged = TRUE then set strength = strength + 1
  savestats
  savecharacter
end if
end if

if Blacksmithing = 90 then

  if CurAwards contains "92-" then
  else
    set CurAwards = CurAwards & "92-"
    put CurAwards into field (member "Medals" of castlib "TempSave")
    set TheText = "You have been awarded the Gold Forge Medal for becoming a Master Blacksmith!"
    AddToChat(TheText)
    sortstats
    if Regged = TRUE then set strength = strength + 2
    if Regged = TRUE then set stamina = stamina + 2
    savestats
    savecharacter
  end if
end if

if Farming = 90 then

  if CurAwards contains "20-" then
  else
    set CurAwards = CurAwards & "20-"
    put CurAwards into field (member "Medals" of castlib "TempSave")
    set TheText = "You have been awarded the Earthen Pendant for becoming an Master at Farming!"
    AddToChat(TheText)
    sortstats
    if Regged = TRUE then set stamina = stamina + 1
    if Regged = TRUE then set Intelligence = Intelligence + 3
    savestats
    savecharacter
  end if
end if

if MartialArts = 90 then

  if CurAwards contains "21-" then
  else
    set CurAwards = CurAwards & "21-"
    put CurAwards into field (member "Medals" of castlib "TempSave")
    set TheText = "You have been awarded Oraku's Sash for becoming a Master Ninja!"
    AddToChat(TheText)
    sortstats
    if Regged = TRUE then set Wisdom = Wisdom + 1
    if Regged = TRUE then set Intelligence = Intelligence + 2
    if Regged = TRUE then set strength = strength + 1
    savestats
    savecharacter
  end if
end if

if Thrust = 90 then

  if CurAwards contains "70-" then
  else
    set CurAwards = CurAwards & "70-"
    put CurAwards into field (member "Medals" of castlib "TempSave")
    set TheText = "You have been awarded The Golden Lance for becoming a Master of Thrust!"
    AddToChat(TheText)
    sortstats
    if Regged = TRUE then set Strength = Strength + 2
    savestats
    savecharacter
  end if
end if

if Swordsmanship = 90 then

  if CurAwards contains "71-" then
  else
    set CurAwards = CurAwards & "71-"
    put CurAwards into field (member "Medals" of castlib "TempSave")
```

```
    put CurAwards into field (member "Medals" of castlib "TempSave")
    set TheText = "You have been awarded The Swordsman Sheath for becoming a Master Swordsman!"
    AddToChat(TheText)
    sortstats
    if Regged = TRUE then set Strength = Strength + 3
    if Regged = TRUE then set Stamina = Stamina + 2
    savestats
    savecharacter
  end if
end if

if HeavyArms = 90 then

  if CurAwards contains "72-" then
  else
    set CurAwards = CurAwards & "72-"
    put CurAwards into field (member "Medals" of castlib "TempSave")
    set TheText = "You have been awarded The Golden Arms for becoming a Master of Heavy Arms!"
    AddToChat(TheText)
    sortstats
    if Regged = TRUE then set Strength = Strength + 2
    savestats
    savecharacter
  end if
end if

if Block = 90 then

  if CurAwards contains "73-" then
  else
    set CurAwards = CurAwards & "73-"
    put CurAwards into field (member "Medals" of castlib "TempSave")
    set TheText = "You have been awarded The Shield Crest for becoming a Master of Block!"
    AddToChat(TheText)
    sortstats
    if Regged = TRUE then set Wisdom = Wisdom + 2
    savestats
    savecharacter
  end if
end if

if Fire = 90 then

  if CurAwards contains "74-" then
  else
    set CurAwards = CurAwards & "74-"
    put CurAwards into field (member "Medals" of castlib "TempSave")
    set TheText = "You have been awarded The Scorched Torch for becoming a Fire Master!"
    AddToChat(TheText)
    sortstats
    if Regged = TRUE then set Dexterity = Dexterity + 2
    if Regged = TRUE then set Intelligence = Intelligence + 1
    savestats
    savecharacter
  end if
end if

if Carpentry = 90 then

  if CurAwards contains "75-" then
  else
    set CurAwards = CurAwards & "75-"
    put CurAwards into field (member "Medals" of castlib "TempSave")
    set TheText = "You have been awarded The Bronzed Saw for becoming a Master Carpenter!"
    AddToChat(TheText)
    sortstats
    if Regged = TRUE then set Intelligence = Intelligence + 1
    if Regged = TRUE then set Wisdom = Wisdom + 1
    savestats
    savecharacter
  end if
end if

end
```


RunAirshipDrop (Scripts)

Global BlockedTiles

on RunAirshipDrop

Global Facing, MyName, gConnect, charMap, LastDeedSelected
Global ClickParmm, InvenNumSel, Spritel2Anim, OnlyRender, MyLocXY

if Spritel2Anim > 0 then

 set TheText = "Please stand still before trying to build your airship."
 AddToChat(TheText)
 exit
end if

set TheMap = field (member "MyCurMapDat" of castlib 1)

set MyPos = MyLocXY

set the itemdelimiter = "-"

set MyX = integer(item 1 of MyPos)
set MyY = integer(item 2 of MyPos)

if Facing = "N" then set MyY = MyY - 1
if Facing = "S" then set MyY = MyY + 1
if Facing = "E" then set MyX = MyX + 1
if Facing = "W" then set MyX = MyX - 1

if MyX = 0 then exit
if MyX = 18 then exit
if MyY = 0 then exit
if MyY = 13 then exit

set Fldd = field (member "MapData")
set the itemdelimiter = "#"

set ThisSpot = word MyX of item MyY of Fldd

if ThisSpot <> "J2" then
 set TheText = "You cannot build your airship here"
 AddToChat(TheText)
 exit
end if

set the itemdelimiter = "-"
set TooMany = 0

repeat with muwha = 158 to 177
 if the locV of sprite muwha > 0 then set TooMany = TooMany + 1
end repeat

if TooMany = 20 then

 set TheText = "There are too many items here to put your airship down!"
 AddToChat(TheText)
 exit
end if

set TheH = the locH of sprite 112
set TheV = the locV of sprite 112

if Facing = "N" then set TheV = the locV of sprite 112 - 32
if Facing = "S" then set TheV = the locV of sprite 112 + 32
if Facing = "E" then set TheH = the locH of sprite 112 + 32
if Facing = "W" then set TheH = the locH of sprite 112 - 32

repeat with xxx = 158 to 177

 if the locH of sprite xxx = TheH then
 if the locV of sprite xxx = TheV then
 set TheText = "There's something in the way, you can't place airship here!"
 AddToChat(TheText)
 exit
 end if
 end if
end repeat

set ClickParmm = "X"
set SelInventory = MyName & "'s Airship"
set TheDatt = CharMap & "i.txt`" & SelInventory & ":" & TheH & "-" & TheV
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItem", #content:TheDatt])

set TheDatt = "Airship Deed" & ":" & InvenNumSel
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RemItmInv", #content:TheDatt])

```
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RemItmInv",#content:TheDatt])
```

```
gConnect.sendNetMessage( "@" & CharMap, "RefreshMap", "x" )
```

```
end
```

```
on AirshipClick myName, MyH, MyV, mySprite  
  Global Facing, KeyLockOut, LastChest, gConnect, RPGName, gConnect, CharMap, MyVehicle, WhichBoat, MyLocXY
```

```
  set the itemdelimiter = ""  
  set BoatName = item 1 of MyName
```

```
  set WhichBoat = "Airship"
```

```
  if MyVehicle <> "" then exit
```

```
  if Facing = "E" then set MyH = MyH - 32  
  if Facing = "W" then set MyH = MyH + 32  
  if Facing = "S" then set MyV = MyV - 32  
  if Facing = "N" then set MyV = MyV + 32
```

```
  set FocusH = MyH  
  set FocusV = MyV
```

```
  if Facing = "E" then set FocusH = MyH + 32  
  if Facing = "W" then set FocusH = MyH - 32  
  if Facing = "S" then set FocusV = MyV + 32  
  if Facing = "N" then set FocusV = MyV - 32
```

```
  if MyH = the locH of sprite 112 then
```

```
    if MyV = the locV of sprite 112 then
```

```
      if BoatName = RPGName then
```

```
        set TheMapi = CharMap & "i.txt" & "-" & myName & ":" & FocusH & "-" & FocusV  
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GrabItems",#content:TheMapi])
```

```
        set the locV of sprite mySprite = -500
```

```
        BoardAirShip(Facing)  
        set TheText = "You board your Airship..."  
        AddToChat(TheText)  
        exit
```

```
      else  
        set TheText = "You can't get on an Airship that's not yours!"  
        AddToChat(TheText)  
        exit  
      end if
```

```
    end if  
  end if
```

```
  set TheText = "You see " & BoatName & "'s Airship."  
  AddToChat(TheText)
```

```
end
```

```
on BoardAirship(Facing)  
  Global MyBody, gConnect, Spritel2Anim, CharMap, MyVehicle, MyName, WhichBoat, MyLocXY, WhichBAMi
```

```
  set MyBody = "57"
```

```
  set MyChhr = MyBody & "-" & "F2" & "-" & Facing  
  set the member of sprite 112 = (member MyChhr of castlib "Chars")  
  put "Airship" into field (member "Vehicle" of castlib "TempSave")  
  set MyVehicle = "Airship"
```

```
  set MyLocXY = MyLocXY  
  set the itemdelimiter = "-"  
  set MyX = integer(item 1 of MyLocXY)  
  set MyY = integer(item 2 of MyLocXY)
```

```
  if Facing = "E" then set MyX = myX + 1  
  if Facing = "W" then set MyX = myX - 1  
  if Facing = "S" then set MyY = myY + 1  
  if Facing = "N" then set MyY = myY - 1
```

```
  set EntryTxt = MyLocXY  
  set EntryTxt = EntryTxt & ":" & MyBody  
  set EntryTxt = EntryTxt & ":" & Facing  
  set EntryTxt = EntryTxt & ":" & MyX & "-" & MyY  
  gConnect.sendNetMessage( "@" & CharMap, "V", EntryTxt)  
  set Spritel2Anim = 0
```

```
  gConnect.sendNetMessage( "@" & CharMap, "Body2Change", myName & ":" & "57")
```

```
gConnect.sendNetMessage( "@" & CharMap, "Body2Change", myName & ":" & "57")
set WhichBAmI = "57"
```

```
if Facing = "E" then set the locH of sprite 112 = the locH of sprite 112 + 32
if Facing = "W" then set the locH of sprite 112 = the locH of sprite 112 - 32
if Facing = "N" then set the locV of sprite 112 = the locV of sprite 112 - 32
if Facing = "S" then set the locV of sprite 112 = the locV of sprite 112 + 32
if Facing = "E" then set the locH of sprite 113 = the locH of sprite 113 + 32
if Facing = "W" then set the locH of sprite 113 = the locH of sprite 113 - 32
if Facing = "N" then set the locV of sprite 113 = the locV of sprite 113 - 32
if Facing = "S" then set the locV of sprite 113 = the locV of sprite 113 + 32
```

```
set the locH of sprite 113 = the locH of sprite 112 - 60
set the locV of sprite 113 = the locV of sprite 112 - 26
set the locZ of sprite 113 = the locV of sprite 113 + 300
```

```
set MyNewPos = MyX & "-" & MyY
set MyLocXY = MyNewPos
```

```
savecharacter
set MapDT = field (member "Mapdata" of castlib 1)
set OnlyRender = TRUE
Rendermap(MapDT)
```

```
repeat with x = 158 to 177
    set the visible of sprite x = TRUE
end repeat
```

```
end
```

```
on UnboardAirship
    Global Facing, MyName, gConnect, charMap, MyVehicle, MyLocXY
    Global ClickParmm, InvenNumSel, Sprite12Anim, BodyE, DoNOTAnimate
```

```
if Sprite12Anim > 0 then
    set TheText = "Please stop moving before trying to unboard your airship."
    AddToChat(TheText)
    exit
end if
```

```
-----
set Layer1 = field (member "Layer1" of castlib 1)
set Layer2 = field (member "Layer2" of castlib 1)
set BTileSet = field (member "BlockedListX")
set MyLocXY = MyLocXY
set the itemdelimiter = "-"
set MyX = integer(item 1 of MyLocXY)
set MyY = integer(item 2 of MyLocXY)
```

```
set WeCanDropHere = 0
```

```
set Fldd = field (member "MapData")
set the itemdelimiter = "#"
```

```
set ThisSpot = word MyX of item MyY of Fldd
```

```
if ThisSpot <> "J2" then
    set TheText = "You cannot get off here."
    AddToChat(TheText)
    exit
end if
```

```
set the itemdelimiter = "-"
```

```
-----
set TooMany = 0
```

```
repeat with muwha = 158 to 177
    if the locV of sprite muwha > 0 then set TooMany = TooMany + 1
end repeat
```

```
if TooMany = 20 then
```

```
    set TheText = "There are too many items here to leave your Airship at this spot!"
    AddToChat(TheText)
    exit
end if
```

```
set TheH = the locH of sprite 112
set TheV = the locV of sprite 112
```

```
repeat with xxxxx = 158 to 177
```

```
    if the locH of sprite xxxxx = TheH then
```

```
        if the locV of sprite xxxxx = TheV then
```

```

    if the locV of sprite xxxxx = TheV then
        set TheText = "There's already something here, you can't park your Airship here!"
        AddToChat(TheText)
        exit
    end if
end if
end repeat

set ClickParmm = "X"
set SelInventory = MyName & "'s Airship"

set TheDatt = CharMap & "i.txt`" & SelInventory & ":" & TheH & "-" & TheV
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItem", #content:TheDatt])

set DropItt = "!((" & SelInventory & ":"
set DropItt = DropItt & TheH & ":" & TheV

SendChatMsg(DropItt)

set MyVehicle = ""
put "" into field (member "Vehicle" of castlib "TempSave")

set the itemdelimiter = "-"
set MyX = integer(item 1 of MyLocXY)
set MyY = integer(item 2 of MyLocXY)

set MyBody = field (member "Body" of castlib "TempSave")

set EntryTxt = MyLocXY
set EntryTxt = EntryTxt & ":" & MyBody
set EntryTxt = EntryTxt & ":" & Facing
set EntryTxt = EntryTxt & ":" & MyX & "-" & MyY
gConnect.sendNetMessage( "@" & CharMap, "V", EntryTxt)
set Spritel2Anim = 0

gConnect.sendNetMessage( "@" & CharMap, "BodyRevert", myName & ":" & MyBody)

set MyChhr = "SP112-" & "F2" & "-" & Facing
set the member of sprite 112 = (member MyChhr of castlib "Chars")

set MyNewPos = MyX & "-" & MyY
set MyLocXY = MyNewPos

savecharacter
set MapDT = field (member "Mapdata" of castlib 1)
set OnlyRender = TRUE
Rendermap(MapDT)
gConnect.sendNetMessage( "@" & CharMap, "BodyRevert", myName & ":" & MyBody)

repeat with x = 158 to 177
    set the visible of sprite x = TRUE
end repeat

end

```

special char (Scripts)

```
property Char1Count, Char2Count, Char3Count, Char4Count
property CharType

on beginsprite me
    set Char1Count = 0
    set Char2Count = 0
    set Char3Count = 0
    set Char4Count = 0
    add the actorlist, me
end

on stepframe

    if the locV of sprite 295 < 0 then exit

    if CharType = "Dragon" then

        if Char1Count = 0 then
            set DoWeGo = random(40)
            if DoWeGo = 1 then set Char1Count = 1
        end if

        if Char2Count = 0 then
            set DoWeGo = random(40)
            if DoWeGo = 1 then set Char2Count = 1
        end if

        if Char3Count = 0 then
            set DoWeGo = random(70)
            if DoWeGo = 1 then set Char3Count = 1
        end if

        if Char4Count = 0 then
            set DoWeGo = random(150)
            if DoWeGo = 1 then set Char4Count = 1
        end if

        if Char1Count > 0 then
            if Char1Count = 1 then set the member of sprite 295 = (member "Dragon1")
            if Char1Count = 5 then set the member of sprite 295 = (member "Dragon2")
            if Char1Count = 9 then set the member of sprite 295 = (member "Dragon3")
            if Char1Count = 13 then set the member of sprite 295 = (member "Dragon2")
            if Char1Count = 17 then set the member of sprite 295 = (member "Dragon1")
            set Char1Count = Char1Count + 1
            if Char1Count = 18 then set Char1Count = 0
        end if

        if Char2Count > 0 then
            if Char2Count = 1 then set the member of sprite 296 = (member "Wings1")
            if Char2Count = 6 then set the member of sprite 296 = (member "Wings2")
            if Char2Count = 11 then set the member of sprite 296 = (member "Wings3")
            if Char2Count = 16 then set the member of sprite 296 = (member "Wings2")
            if Char2Count = 21 then set the member of sprite 296 = (member "Wings1")
            set Char2Count = Char2Count + 1
            if Char2Count = 22 then set Char2Count = 0
        end if

        if Char3Count > 0 then
            if Char3Count = 1 then set the member of sprite 297 = (member "tail1")
            if Char3Count = 3 then set the member of sprite 297 = (member "tail2")
            if Char3Count = 7 then set the member of sprite 297 = (member "tail3")
            if Char3Count = 13 then set the member of sprite 297 = (member "tail4")
            if Char3Count = 15 then set the member of sprite 297 = (member "tail2")
            if Char3Count = 17 then set the member of sprite 297 = (member "tail1")
            set Char3Count = Char3Count + 1
            if Char3Count = 18 then set Char3Count = 0
        end if

        if Char4Count > 0 then
            if Char4Count = 1 then set the member of sprite 298 = (member "smoke1")
            if Char4Count = 3 then set the member of sprite 298 = (member "smoke2")
            if Char4Count = 5 then set the member of sprite 298 = (member "smoke3")
            if Char4Count = 7 then set the member of sprite 298 = (member "smoke4")
            if Char4Count = 9 then set the member of sprite 298 = (member "smoke5")
            if Char4Count = 11 then set the member of sprite 298 = (member "smoke6")
            if Char4Count = 13 then set the member of sprite 298 = (member "smoke7")
            if Char4Count = 16 then set the member of sprite 298 = (member "smoke8")
            if Char4Count = 19 then set the member of sprite 298 = (member "smoke9")
            if Char4Count = 22 then set the member of sprite 298 = (member "smoke10")
            if Char4Count = 25 then set the member of sprite 298 = (member "smoke1")
            set Char4Count = Char4Count + 1
            if Char4Count = 27 then set Char4Count = 0
        end if
```

```
    end if
end if
end
end
```

MUI BOX (Scripts)

```
global oDialog

on initDialog
    if objectP( oDialog ) then oDialog = value( VOID )
    oDialog = new( xtra "Mui" )
    if not( objectP( oDialog ) ) then
        oDialog = value( VOID )
        return TRUE
    end if
    return FALSE
end

on myDialogCallback event, eventData, itemPropList
    if symbolP( event ) then
        case event of

            #windowOpening, #windowClosed:      exit
            #windowZoomed, #windowResized:      exit
            #itemEnteringFocus, #itemLosingFocus: exit

            #itemChanged:
                case itemPropList.type of

                    #editText:      put itemPropList.value
                    #popupList:     put itemPropList.value
                    #floatSliderH:  put itemPropList.value
                    #checkBox:      put itemPropList.title & ":" && itemPropList.value
                    #radioButton:   put itemPropList.title & ":" && itemPropList.value

                end case

            #itemClicked:
                case itemPropList.type of
                    #defaultPushButton:
                        oDialog.stop( TRUE )

                    #pushButton:
                        oDialog.stop( TRUE )

                end case
            end case
        end if
    end
end
```

ArenaDeathGo (Scripts)

on ArenaDeathGo

Global MyLocXY, iiMapDat, CharMap, gConnect, MyName, Sprite12Anim, BlockedTiles, LastTohitMe, DontHitMeAgainOK

set Loopy = 1

repeat while Loopy < 800

set WhichX = random(17)
set WhichY = random(12)
set the itemdelimiter = "#"
set ThisTile = word WhichX of item WhichY of iiMapDat
set ItsBad = 0

if ThisTile = "6P" then next repeat
if BlockedTiles contains "x" & WhichX & "y" & WhichY & "*" then next repeat

if ItsBad = 2 then exit repeat

set Loopy = Loopy + 1
end repeat

gConnect.sendNetMessage("@" & CharMap, "sqa", MyName & " was defeated by " & LastTohitMe & ".")

set EntryTxt = WhichX & ":" & WhichY
gConnect.sendNetMessage("@" & CharMap, "3", EntryTxt)

set the locH of sprite 112 = WhichX * 32
set the locH of sprite 112 = the locH of sprite 112 + 14
set the locV of sprite 112 = WhichY * 32
set the locV of sprite 112 = the locV of sprite 112 - 3

set the locH of sprite 113 = the locH of sprite 112 - 60
set the locV of sprite 113 = the locV of sprite 112 - 26
set the locZ of sprite 113 = the locV of sprite 113 + 300

set the itemdelimiter = "-"
set MyX = integer(item 1 of MyLocXY)
set MyY = integer(item 2 of MyLocXY)
set MyX = WhichX
set MyY = WhichY
set MyLocXY = MyX & "-" & MyY
updatestage
set DontHitMeAgainOK = FALSE

end

on QuitChallenge

Global MyLocXY, iiMapDat, CharMap, gConnect, MyName, Sprite12Anim, BlockedTiles, LastTohitMe, DontHitMeAgainOK

set the itemdelimiter = "-"
set MyX = integer(item 1 of myLocXY)
set MyY = integer(item 2 of MyLocXY)
set the itemdelimiter = "##"

if Sprite12Anim > 0 then
set TheText = "You should stand still before exiting the arena."
AddToChat(TheText)
exit
end if

if word MyX of item MyY of iiMapDat = "6P" then

else
exit

end if

set Loopy = 1

repeat while Loopy < 800

set WhichX = random(17)
set WhichY = random(12)
set the itemdelimiter = "#"
set ThisTile = word WhichX of item WhichY of iiMapDat
set ItsBad = 0

if ThisTile = "6P" then next repeat
if BlockedTiles contains "x" & WhichX & "y" & WhichY & "*" then next repeat

if ItsBad = 2 then exit repeat

set Loopy = Loopy + 1

```

    set Loopy = Loopy + 1
end repeat

```

```

gConnect.sendNetMessage( "@" & CharMap, "sqa", MyName & " has stopped fighting.")

```

```

set EntryTxt = WhichX & ":" & WhichY
gConnect.sendNetMessage( "@" & CharMap, "3", EntryTxt)

```

```

set the locH of sprite 112 = WhichX * 32
set the locH of sprite 112 = the locH of sprite 112 + 14
set the locV of sprite 112 = WhichY * 32
set the locV of sprite 112 = the locV of sprite 112 - 3

```

```

set the locH of sprite 113 = the locH of sprite 112 - 60
set the locV of sprite 113 = the locV of sprite 112 - 26
set the locZ of sprite 113 = the locV of sprite 113 + 300

```

```

set the itemdelimiter = "-"
set MyX = integer(item 1 of MyLocXY)
set MyY = integer(item 2 of MyLocXY)
set MyX = WhichX
set MyY = WhichY
set MyLocXY = MyX & "-" & MyY
updatestage
set DontHitMeAgainOK = FALSE
end

```

```

on RunChallenge
Global MyLocXY, iiMapDat, CharMap, gConnect, MyName, Sprite12Anim

```

```

set the itemdelimiter = "-"
set MyX = integer(item 1 of myLocXY)
set MyY = integer(item 2 of MyLocXY)
set the itemdelimiter = "#"

```

```

if Sprite12Anim > 0 then
    set TheText = "You should stand still before making a challenge."
    AddToChat(TheText)
    exit
end if

```

```

if word MyX of item MyY of iiMapDat = "6P" then
    set TheText = "You are already in a battle!!"
    AddToChat(TheText)
    exit
end if

```

```

if iiMapDat contains " 6P " then

```

```

else

```

```

    set TheText = "This is not an arena!"
    AddToChat(TheText)
    exit
end if

```

```

set NewX = 0
set NewY = 0
set Loopy = 1

```

```

repeat while Loopy < 800

```

```

    set WhichX = random(17)
    set WhichY = random(12)

```

```

    set ThisTile = word WhichX of item WhichY of iiMapDat

```

```

    if ThisTile = "6P" then
        set NewX = WhichX
        set NewY = WhichY
        exit repeat
    end if

```

```

    set Loopy = Loopy + 1
end repeat

```

```

if NewX = 0 then exit
if NewY = 0 then exit
gConnect.sendNetMessage( "@" & CharMap, "sqa", MyName & " has entered the arena!")

```

```

set EntryTxt = NewX & ":" & NewY
gConnect.sendNetMessage( "@" & CharMap, "3", EntryTxt)

```

```

set the locH of sprite 112 = NewX * 32
set the locH of sprite 112 = the locH of sprite 112 + 14
set the locV of sprite 112 = NewY * 32
set the locV of sprite 112 = the locV of sprite 112 - 3

```

```

set the locH of sprite 113 = the locH of sprite 112 - 60
set the locV of sprite 113 = the locV of sprite 112 - 26
set the locZ of sprite 113 = the locV of sprite 113 + 300

```

```

set the itemdelimiter = "-"

```



```

set the itemdelimiter = "-"
set MyX = integer(item 1 of MyLocXY)
set MyY = integer(item 2 of MyLocXY)
set MyX = WhichX
set MyY = WhichY
set MyLocXY = MyX & "-" & MyY
end

```

end

SelectGameServer (Scripts)

```

on SelectGameServer

```

```

    PLAY FRAME 15

```

end

TakeTheGivenItem (Scripts)

```

on TakeTheGivenItem TheMapi, UsersName
    Global gConnect

```

```

    --set TheMapi = CharMap & "i.txt" & "\"" & SelInventory & ":" & TheH & "-" & TheV

```

```

    set the itemdelimiter = "\""
    set myName = item 2 of TheMapi
    set the itemdelimiter = ":"
    set myName = item 1 of MyName

```

```

    set TheText = UsersName & " is giving you a " & myName & "."
    AddToChat(TheText)

```

```

    set Inventories = field (member "Inventory" of castlib 2)

```

```

    set MaxedInvenNotMatter = 2
    if myName contains " gold" then set MaxedInvenNotMatter = 1

```

```

    set SearchName = myName & "-"
    if myName contains "red cry" then set SearchName = "red Crystals-"
    if myName contains "blue cry" then set SearchName = "blue Crystals-"
    if myName contains "green cry" then set SearchName = "green Crystals-"
    if myName contains "yellow cry" then set SearchName = "yellow Crystals-"
    if myName contains "purple cry" then set SearchName = "purple Crystals-"
    if myName contains "white cry" then set SearchName = "white Crystals-"

```

```

    if MaxedInvenNotMatter = 2 then

```

```

        set InvNum = 0
        if line 1 of Inventories <> "" then set InvNum = InvNum + 1
        if line 2 of Inventories <> "" then set InvNum = InvNum + 1
        if line 3 of Inventories <> "" then set InvNum = InvNum + 1
        if line 4 of Inventories <> "" then set InvNum = InvNum + 1
        if line 5 of Inventories <> "" then set InvNum = InvNum + 1
        if line 6 of Inventories <> "" then set InvNum = InvNum + 1
        if line 7 of Inventories <> "" then set InvNum = InvNum + 1
        if line 8 of Inventories <> "" then set InvNum = InvNum + 1
        if line 9 of Inventories <> "" then set InvNum = InvNum + 1
        if line 10 of Inventories <> "" then set InvNum = InvNum + 1
        if line 11 of Inventories <> "" then set InvNum = InvNum + 1
        if line 12 of Inventories <> "" then set InvNum = InvNum + 1
        if line 13 of Inventories <> "" then set InvNum = InvNum + 1
        if line 14 of Inventories <> "" then set InvNum = InvNum + 1
        if line 15 of Inventories <> "" then set InvNum = InvNum + 1

```

```

        set PickUp = MyName & "-"
        if Inventories contains PickUp then set Inventories = 1

```

```

    if InvNum > 14 then
        if Inventories contains PickUp then

```

```

        else

```

```

            set TheText = "You see the " & myName & ", but you are carrying too much to pick it up!"
            AddToChat(TheText)
            set ItClickBlock = 0
            set ItemActionPause = 0
            set CanMdFy = TRUE
            exit
        end if

```

Grab Creature (Scripts)

```
on GrabPiggie x
  Global ItClickBlock, ItemActionPause, CanMdfy, gConnect, CharMap, PiggieCountdown

  if PiggieCountdown > 0 then exit
  set PiggieCountdown = 500

  set Inventories = field (member "Inventory" of castlib 2)

  set MaxedInvenNotMatter = 2
  if Inventories contains "Pig" then set MaxedInvenNotMatter = 1

  if MaxedInvenNotMatter = 2 then

    set InvNum = 0
    if line 1 of Inventories <> "" then set InvNum = InvNum + 1
    if line 2 of Inventories <> "" then set InvNum = InvNum + 1
    if line 3 of Inventories <> "" then set InvNum = InvNum + 1
    if line 4 of Inventories <> "" then set InvNum = InvNum + 1
    if line 5 of Inventories <> "" then set InvNum = InvNum + 1
    if line 6 of Inventories <> "" then set InvNum = InvNum + 1
    if line 7 of Inventories <> "" then set InvNum = InvNum + 1
    if line 8 of Inventories <> "" then set InvNum = InvNum + 1
    if line 9 of Inventories <> "" then set InvNum = InvNum + 1
    if line 10 of Inventories <> "" then set InvNum = InvNum + 1
    if line 11 of Inventories <> "" then set InvNum = InvNum + 1
    if line 12 of Inventories <> "" then set InvNum = InvNum + 1
    if line 13 of Inventories <> "" then set InvNum = InvNum + 1
    if line 14 of Inventories <> "" then set InvNum = InvNum + 1
    if line 15 of Inventories <> "" then set InvNum = InvNum + 1

    if InvNum > 14 then
      set TheText = "You are carrying too much to pick up the pig!"
      AddToChat(TheText)
      set ItClickBlock = 0
      set ItemActionPause = 0
      set CanMdfy = TRUE
      exit
    end if
  end if

  if x = 180 then gConnect.sendNetMessage("@ " & CharMap, "M1Cncl", "x")
  if x = 181 then gConnect.sendNetMessage("@ " & CharMap, "M2Cncl", "x")
  if x = 182 then gConnect.sendNetMessage("@ " & CharMap, "M3Cncl", "x")
  if x = 183 then gConnect.sendNetMessage("@ " & CharMap, "M4Cncl", "x")

  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"itremovv",#content:"Pig"])

end
```

CLOSE DOORS (Scripts)

Global SelInventory, Facing, gConnect
 Global InvenNumSel, MyName, CharMap, DoorLockCountDown

on CloseAllDoors

repeat with x = 158 to 177

set TheDr = ""

```
if member(the member of sprite x).name = "ON Switch" then
  if the locV of sprite x > 0 then
    set NewDr = "OFF Switch"
    set TheDr = "ON Switch"
    set DropItt = "!`( " & TheDr & ":"
    set DropItt = DropItt & NewDr & ":" & the locH of sprite x & ":" & the locV of sprite x
    SendChatMsg(DropItt)
    set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
  end if
end if
```

if member(the member of sprite x).name contains "Door" then

set TheDr = member(the member of sprite x).name

if the locV of sprite x > 0 then

```
if TheDr = "Open Switch Door" then
  set NewDr = "Switch Door"
  set DropItt = "!`( " & TheDr & ":"
  set DropItt = DropItt & NewDr & ":" & the locH of sprite x & ":" & the locV of sprite x
  SendChatMsg(DropItt)
  set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
end if
```

```
if TheDr = "Open Steel Door" then
  set NewDr = "Steel Door"
  set DropItt = "!`( " & TheDr & ":"
  set DropItt = DropItt & NewDr & ":" & the locH of sprite x & ":" & the locV of sprite x
  SendChatMsg(DropItt)
  set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
end if
```

```
if TheDr = "Open Emerald Door" then
  set NewDr = "Emerald Door"
  set DropItt = "!`( " & TheDr & ":"
  set DropItt = DropItt & NewDr & ":" & the locH of sprite x & ":" & the locV of sprite x
  SendChatMsg(DropItt)
  set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
end if
```

```
if TheDr = "Open Fire Door" then
  set NewDr = "Fire Door"
  set DropItt = "!`( " & TheDr & ":"
  set DropItt = DropItt & NewDr & ":" & the locH of sprite x & ":" & the locV of sprite x
  SendChatMsg(DropItt)
  set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
end if
```

```
if TheDr = "Open Wooden Door" then
  set NewDr = "Wooden Door"
  set DropItt = "!`( " & TheDr & ":"
  set DropItt = DropItt & NewDr & ":" & the locH of sprite x & ":" & the locV of sprite x
  SendChatMsg(DropItt)
  set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
end if
```

```
if TheDr = "Open Gold Door" then
  set NewDr = "Gold Door"
  set DropItt = "!`( " & TheDr & ":"
  set DropItt = DropItt & NewDr & ":" & the locH of sprite x & ":" & the locV of sprite x
  SendChatMsg(DropItt)
  set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
end if
end if
```

end if
 end repeat

end

end

```
on CloseDoorsNow
  repeat with x = 158 to 177
    set TheDr = member(the member of sprite x).name
    if the locV of sprite x > 0 then
      if TheDr = "Open Switch Door" then
        set NewDr = "Switch Door"
        set DropItt = "!`( " & TheDr & ":"
        set DropItt = DropItt & NewDr & ":" & the locH of sprite x & ":" & the locV of sprite x
        SendChatMsg(DropItt)
        set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
      end if
    end if
  end repeat
end
```

```
on OpenDoorsNow

  repeat with x = 158 to 177

    set TheDr = member(the member of sprite x).name
    if the locV of sprite x > 0 then
      if TheDr = "Switch Door" then
        set NewDr = "Open Switch Door"
        set DropItt = "!`( " & TheDr & ":"
        set DropItt = DropItt & NewDr & ":" & the locH of sprite x & ":" & the locV of sprite x
        SendChatMsg(DropItt)
        set DrDat = CharMap & "i.txt|" & TheDr & "|" & NewDr
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DoorSwitch",#content:DrDat])
      end if
    end if
  end repeat
end
```

load spells (Scripts)

on loadspells

```

set TheCurValue = field (member "Spells" of castlib "TempSave")

```

```

set the itemdelimiter = ":"

```

```

if TheCurValue = "" then
  put "" into field (member "SpellBook" of castlib 2)
  set xxoo = 1
end if

```

```

if xxoo <> 1 then

```

```

  set xoo = 1
  set Spells = ""
  repeat while xoo < 50

```

```

    if item xoo of TheCurValue = "1" then set Spells = Spells & "Minor Heal" & RETURN
    if item xoo of TheCurValue = "30" then set Spells = Spells & "Morph" & RETURN
    if item xoo of TheCurValue = "21" then set Spells = Spells & "Meteor" & RETURN
    if item xoo of TheCurValue = "2" then set Spells = Spells & "Radar" & RETURN
    if item xoo of TheCurValue = "3" then set Spells = Spells & "Portal" & RETURN
    if item xoo of TheCurValue = "4" then set Spells = Spells & "Fireball" & RETURN
    if item xoo of TheCurValue = "20" then set Spells = Spells & "Wind Wave" & RETURN
    if item xoo of TheCurValue = "5" then set Spells = Spells & "Firebolt" & RETURN
    if item xoo of TheCurValue = "6" then set Spells = Spells & "Poison Dart" & RETURN
    if item xoo of TheCurValue = "7" then set Spells = Spells & "Weaken" & RETURN
    if item xoo of TheCurValue = "8" then set Spells = Spells & "Bless" & RETURN
    if item xoo of TheCurValue = "9" then set Spells = Spells & "Haste" & RETURN
    if item xoo of TheCurValue = "10" then set Spells = Spells & "Major Heal" & RETURN
    if item xoo of TheCurValue = "11" then set Spells = Spells & "Replenish" & RETURN
    if item xoo of TheCurValue = "12" then set Spells = Spells & "Bolt" & RETURN
    if item xoo of TheCurValue = "40" then set Spells = Spells & "Splash" & RETURN
    if item xoo of TheCurValue = "41" then set Spells = Spells & "Nature Shift" & RETURN
    if item xoo of TheCurValue = "42" then set Spells = Spells & "Holy Weapon" & RETURN
    if item xoo of TheCurValue = "43" then set Spells = Spells & "Illusionary Spikes" & RETURN
    if item xoo of TheCurValue = "44" then set Spells = Spells & "Argon's Fist" & RETURN
    if item xoo of TheCurValue = "45" then set Spells = Spells & "Magic Shield" & RETURN
    if item xoo of TheCurValue = "60" then set Spells = Spells & "Stone Skin" & RETURN
    if item xoo of TheCurValue = "61" then set Spells = Spells & "Crush" & RETURN
    if item xoo of TheCurValue = "62" then set Spells = Spells & "Whirlwind" & RETURN
    if item xoo of TheCurValue = "70" then set Spells = Spells & "Create Food" & RETURN
    if item xoo of TheCurValue = "71" then set Spells = Spells & "Dispel Illusions" & RETURN
    if item xoo of TheCurValue = "72" then set Spells = Spells & "Summon Creature" & RETURN
    if item xoo of TheCurValue = "73" then set Spells = Spells & "Hold" & RETURN
    if item xoo of TheCurValue = "88" then set Spells = Spells & "Raise Dead" & RETURN
    if item xoo of TheCurValue = "75" then set Spells = Spells & "Web" & RETURN
    if item xoo of TheCurValue = "50" then set Spells = Spells & "Firesword" & RETURN
    if item xoo of TheCurValue = "31" then set Spells = Spells & "Diminish Hunger" & RETURN
    if item xoo of TheCurValue = "32" then set Spells = Spells & "Smoke Bomb" & RETURN
    if item xoo of TheCurValue = "23" then set Spells = Spells & "Inxition" & RETURN
    if item xoo of TheCurValue = "52" then set Spells = Spells & "Holy Shield" & RETURN
    set xoo = xoo + 1

```

```

  end repeat
end if

```

499 (Scripts)

end

on LetsRenderAllChar

end

RunInventoryBreak (Scripts)

```
on RunInventoryBreak
    Global BreakCount, RightHandE, LeftHandE, HeadE, BodyE, FeetE, RingE, NeckE, BeltE, gConnect

    set nItemName = ""

    set BreakCount = 350

end
```

RenderChar (Scripts)

```
on RenderChar (RenderSprite, RenderDat)
```

```
-- Note there are two RenderChar Functions coded. This one is the one that is used
-- Not RenderChar_2
```

```
Global RendChar
```

```
if RenderSprite <> 112 then
    set the DoNotText of sprite RenderSprite = FALSE
end if
```

```
set the itemdelimiter = ":"
```

```
set Head = item 1 of RenderDat
set CurHelm = item 3 of RenderDat
set Helm = item 3 of RenderDat
set Weapon = item 5 of RenderDat
set Shield = item 6 of RenderDat
set Gloves = item 7 of RenderDat
```

```
set the itemdelimiter = "+"
if Weapon contains "+" then set Weapon = item 1 of Weapon
set lnt = Weapon.length
if char lnt of Weapon = " " then put "" into char lnt of Weapon
```

```
if CurHelm contains "+" then set CurHelm = item 1 of CurHelm
set lnt = CurHelm.length
if char lnt of CurHelm = " " then put "" into char lnt of CurHelm
```

```
if Shield contains "+" then set Shield = item 1 of Shield
set lnt = Shield.length
if char lnt of Shield = " " then put "" into char lnt of Shield
```

```
if Gloves contains "+" then set Gloves = item 1 of Gloves
set lnt = Gloves.length
if char lnt of Gloves = " " then put "" into char lnt of Gloves
```

```
if Helm contains "+" then set Helm = item 1 of Helm
set lnt = Helm.length
if char lnt of Helm = " " then put "" into char lnt of Helm
```

```
if Head contains "+" then set Head = item 1 of Head
set lnt = Head.length
if char lnt of Head = " " then put "" into char lnt of Head
```

```
set the itemdelimiter = ":"
```

```
if Weapon = "knife" then set Weapon = "Dagger"
if Weapon = "Blacksmith Hammer" then set Weapon = "Mining Hammer"
if Weapon = "Ice Hammer" then set Weapon = "Mining Hammer"
if Weapon = "Fire Hammer" then set Weapon = "Mining Hammer"
if Shield contains "Arrows" then set Shield = "Arrows"
if Shield contains "sand" then set Shield = "NOTHING"
if Shield contains "Camera" then set Shield = "NOTHING"
if Weapon = "Lord's Staff" then set Weapon = "Steel Staff"
if Shield = "Saw" then set Shield = "NOTHING"
if Weapon = "Unholy Lance" then set Weapon = "Dark Sword"
if Weapon = "Knight's Sword" then set Weapon = "Broad Sword"
if Weapon = "Sword of Hope" then set Weapon = "Broad Sword"
if Weapon = "Katana" then set Weapon = "Short Sword"
if Weapon contains "Scimitar" then set Weapon = "Short Sword"
```

```
if Weapon contains "Damaged" then set Weapon = "NOTHING"
if Shield contains "Damaged" then set Shield = "NOTHING"
if Helm contains "Damaged" then set Helm = "NOTHING"
if CurHelm contains "Damaged" then set CurHelm = "NOTHING"
if Shield contains "Chunk" then set Shield = "NOTHING"
```

```
if RenderSprite > 112 then set the MyWeapon of sprite RenderSprite = Weapon
```

```
set TheBodddy = item 2 of RenderDat
set Head = "Head" & Head
set Bodyarmor = item 2 of RenderDat
```

```
set the itemdelimiter = "+"
if Bodyarmor contains "+" then set Bodyarmor = item 1 of Bodyarmor
set lnt = Bodyarmor.length
if char lnt of Bodyarmor = " " then put "" into char lnt of Bodyarmor
```

```
set the itemdelimiter = ":"
```

```
if Gloves = VOID then set Gloves = "NOTHING"
if Gloves = "" then set Gloves = "NOTHING"
if Gloves contains "Ring" then set Gloves = "NOTHING"
```

```
if Bodyarmor = "Titanium Armor" then set Bodyarmor = "Argon's Plate"
```

```
if RenderSprite <> 112 then
```

```
if RenderSprite <> 112 then
```

```
    if BodyArmor contains "Invis" then set the DoNotText of sprite RenderSprite = TRUE
end if
```

```
if BodyArmor contains "Damaged" then set BodyArmor = "DEFBOD"
set TRB = "SP" & RenderSprite
```

```
set F1E = TRB & "-F1-E"
set F2E = TRB & "-F2-E"
set F3E = TRB & "-F3-E"
set F4E = TRB & "-F4-E"
set F5E = TRB & "-F5-E"
```

```
set F1W = TRB & "-F1-W"
set F2W = TRB & "-F2-W"
set F3W = TRB & "-F3-W"
set F4W = TRB & "-F4-W"
set F5W = TRB & "-F5-W"
```

```
set F1N = TRB & "-F1-N"
set F2N = TRB & "-F2-N"
set F3N = TRB & "-F3-N"
set F4N = TRB & "-F4-N"
set F5N = TRB & "-F5-N"
```

```
set F1S = TRB & "-F1-S"
set F2S = TRB & "-F2-S"
set F3S = TRB & "-F3-S"
```

```
set F5S = TRB & "-F5-S"
```

```
member(member F1E).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F2E).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F3E).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F4E).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F1W).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F2W).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F3W).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F4W).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F1N).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F2N).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F3N).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F4N).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F5N).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F2S).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F3S).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
```

```
if Gloves <> "NOTHING" then
    set F1B = Gloves & "-F1-S"
    set F2B = Gloves & "-F2-S"
    set F3B = Gloves & "-F3-S"
    set F4B = Gloves & "-F4-S"
    set F5B = Gloves & "-F5-S"
```

```
    member(member F1S).image.copyPixels(member(member F1B).image, member(member F1B).rect, member(member F1B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F2S).image.copyPixels(member(member F2B).image, member(member F2B).rect, member(member F2B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F3S).image.copyPixels(member(member F3B).image, member(member F3B).rect, member(member F3B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if
```

```
if Weapon <> "NOTHING" then
    set F1Q = Weapon & "-F1-W"
    set F2Q = Weapon & "-F2-W"
    set F3Q = Weapon & "-F3-W"
    set F4Q = Weapon & "-F4-W"
```

```
    member(member F1W).image.copyPixels(member(member F1Q).image, member(member F1Q).rect, member(member F1Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F2W).image.copyPixels(member(member F2Q).image, member(member F2Q).rect, member(member F2Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F3W).image.copyPixels(member(member F3Q).image, member(member F3Q).rect, member(member F3Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F4W).image.copyPixels(member(member F4Q).image, member(member F4Q).rect, member(member F4Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if
```

```
if Weapon <> "NOTHING" then
    set F1Q = Weapon & "-F1-N"
    set F2Q = Weapon & "-F2-N"
    set F3Q = Weapon & "-F3-N"
    set F4Q = Weapon & "-F4-N"
```

```
    member(member F4N).image.copyPixels(member(member F4Q).image, member(member F4Q).rect, member(member F4Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if
```

```
if Shield contains "Arrows" then
    set F1Q = Shield & "-F1-S"
    set F2Q = Shield & "-F2-S"
    set F3Q = Shield & "-F3-S"
```


[illegible]

```
set F5B = BodyArmor & "-F5-N"
member(member F1N).image.copyPixels(member(member F1B).image, member(member F1B).rect, member(member F1B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2N).image.copyPixels(member(member F2B).image, member(member F2B).rect, member(member F2B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3N).image.copyPixels(member(member F3B).image, member(member F3B).rect, member(member F3B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F4N).image.copyPixels(member(member F4B).image, member(member F4B).rect, member(member F4B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
set F1B = BodyArmor & "-F1-S"
set F2B = BodyArmor & "-F2-S"
set F3B = BodyArmor & "-F3-S"
set F4B = BodyArmor & "-F4-S"
set F5B = BodyArmor & "-F5-S"
member(member F1S).image.copyPixels(member(member F1B).image, member(member F1B).rect, member(member F1B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2S).image.copyPixels(member(member F2B).image, member(member F2B).rect, member(member F2B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3S).image.copyPixels(member(member F3B).image, member(member F3B).rect, member(member F3B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if

if Shield <> "NOTHING" then
if Shield <> "Arrows" then
if Shield <> "Torch" then
set F1Q = Shield & "-F1-N"
set F2Q = Shield & "-F2-N"
set F3Q = Shield & "-F3-N"
set F4Q = Shield & "-F4-N"
set F5Q = Shield & "-F5-N"
member(member F1N).image.copyPixels(member(member F1Q).image, member(member F1Q).rect, member(member F1Q).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2N).image.copyPixels(member(member F2Q).image, member(member F2Q).rect, member(member F2Q).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3N).image.copyPixels(member(member F3Q).image, member(member F3Q).rect, member(member F3Q).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F4N).image.copyPixels(member(member F4Q).image, member(member F4Q).rect, member(member F4Q).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if
end if
end if

if CurHelm = "NOTHING" then
if BodyArmor <> "Robe of Invisibility" then
if BodyArmor <> "Ninja Outfit" then
if BodyArmor <> "Royal Ninja Uniform" then
if BodyArmor <> "Necromancer's Robe" then
set F1H = Head & "-F1-E"
set F2H = Head & "-F2-E"
set F3H = Head & "-F3-E"
set F4H = Head & "-F4-E"
set F5H = Head & "-F5-E"
member(member F1E).image.copyPixels(member(member F1H).image, member(member F1H).rect, member(member F1H).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2E).image.copyPixels(member(member F2H).image, member(member F2H).rect, member(member F2H).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3E).image.copyPixels(member(member F3H).image, member(member F3H).rect, member(member F3H).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F4E).image.copyPixels(member(member F4H).image, member(member F4H).rect, member(member F4H).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
set F1H = Head & "-F1-W"
set F2H = Head & "-F2-W"
set F3H = Head & "-F3-W"
set F4H = Head & "-F4-W"
set F5H = Head & "-F5-W"
member(member F1W).image.copyPixels(member(member F1H).image, member(member F1H).rect, member(member F1H).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2W).image.copyPixels(member(member F2H).image, member(member F2H).rect, member(member F2H).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3W).image.copyPixels(member(member F3H).image, member(member F3H).rect, member(member F3H).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F4W).image.copyPixels(member(member F4H).image, member(member F4H).rect, member(member F4H).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
set F1H = Head & "-F1-N"
set F2H = Head & "-F2-N"
set F3H = Head & "-F3-N"
set F4H = Head & "-F4-N"
set F5H = Head & "-F5-N"
member(member F1N).image.copyPixels(member(member F1H).image, member(member F1H).rect, member(member F1H).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2N).image.copyPixels(member(member F2H).image, member(member F2H).rect, member(member F2H).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3N).image.copyPixels(member(member F3H).image, member(member F3H).rect, member(member F3H).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F4N).image.copyPixels(member(member F4H).image, member(member F4H).rect, member(member F4H).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
set F1H = Head & "-F1-S"
set F2H = Head & "-F2-S"
set F3H = Head & "-F3-S"
set F4H = Head & "-F4-S"
set F5H = Head & "-F5-S"
member(member F1S).image.copyPixels(member(member F1H).image, member(member F1H).rect, member(member F1H).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
```

```
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F2S).image.copyPixels(member(member F2H).image, member(member F2H).rect, member(member F2H).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F3S).image.copyPixels(member(member F3H).image, member(member F3H).rect, member(member F3H).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    end if
    end if
    end if
    end if
end if

-----

if CurHelm <> "NOTHING" then
    if BodyArmor <> "Robe of Invisibility" then
        if BodyArmor <> "Necromancer's Robe" then
            set F1M = Helm & "-F1-S"
            set F2M = Helm & "-F2-S"
            set F3M = Helm & "-F3-S"
            set F4M = Helm & "-F4-S"
            set F5M = Helm & "-F5-S"
            member(member F1S).image.copyPixels(member(member F1M).image, member(member F1M).rect, member(member F1M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
            member(member F2S).image.copyPixels(member(member F2M).image, member(member F2M).rect, member(member F2M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
            member(member F3S).image.copyPixels(member(member F3M).image, member(member F3M).rect, member(member F3M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
            set F1M = Helm & "-F1-E"
            set F2M = Helm & "-F2-E"
            set F3M = Helm & "-F3-E"
            set F4M = Helm & "-F4-E"
            set F5M = Helm & "-F5-E"
            member(member F1E).image.copyPixels(member(member F1M).image, member(member F1M).rect, member(member F1M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
            member(member F2E).image.copyPixels(member(member F2M).image, member(member F2M).rect, member(member F2M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
            member(member F3E).image.copyPixels(member(member F3M).image, member(member F3M).rect, member(member F3M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
            member(member F4E).image.copyPixels(member(member F4M).image, member(member F4M).rect, member(member F4M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
            set F1M = Helm & "-F1-W"
            set F2M = Helm & "-F2-W"
            set F3M = Helm & "-F3-W"
            set F4M = Helm & "-F4-W"
            set F5M = Helm & "-F5-W"
            member(member F1W).image.copyPixels(member(member F1M).image, member(member F1M).rect, member(member F1M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
            member(member F2W).image.copyPixels(member(member F2M).image, member(member F2M).rect, member(member F2M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
            member(member F3W).image.copyPixels(member(member F3M).image, member(member F3M).rect, member(member F3M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
            member(member F4W).image.copyPixels(member(member F4M).image, member(member F4M).rect, member(member F4M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])

            set F1M = Helm & "-F1-N"
            set F2M = Helm & "-F2-N"
            set F3M = Helm & "-F3-N"
            set F4M = Helm & "-F4-N"
            set F5M = Helm & "-F5-N"
            member(member F1N).image.copyPixels(member(member F1M).image, member(member F1M).rect, member(member F1M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
            member(member F2N).image.copyPixels(member(member F2M).image, member(member F2M).rect, member(member F2M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
            member(member F3N).image.copyPixels(member(member F3M).image, member(member F3M).rect, member(member F3M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
            member(member F4N).image.copyPixels(member(member F4M).image, member(member F4M).rect, member(member F4M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
        end if
    end if
end if

if Gloves <> "NOTHING" then
    set F1B = Gloves & "-F1-W"
    set F2B = Gloves & "-F2-W"
    set F3B = Gloves & "-F3-W"
    set F4B = Gloves & "-F4-W"
    set F5B = Gloves & "-F5-W"
    member(member F1W).image.copyPixels(member(member F1B).image, member(member F1B).rect, member(member F1B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F2W).image.copyPixels(member(member F2B).image, member(member F2B).rect, member(member F2B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F3W).image.copyPixels(member(member F3B).image, member(member F3B).rect, member(member F3B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F4W).image.copyPixels(member(member F4B).image, member(member F4B).rect, member(member F4B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    set F1B = Gloves & "-F1-E"
    set F2B = Gloves & "-F2-E"
    set F3B = Gloves & "-F3-E"
    set F4B = Gloves & "-F4-E"
    set F5B = Gloves & "-F5-E"
    member(member F1E).image.copyPixels(member(member F1B).image, member(member F1B).rect, member(member F1B).rect, [#ink:
```

```
member(member F1E).image.copyPixels(member(member F1B).image, member(member F1B).rect, member(member F1B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2E).image.copyPixels(member(member F2B).image, member(member F2B).rect, member(member F2B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3E).image.copyPixels(member(member F3B).image, member(member F3B).rect, member(member F3B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F4E).image.copyPixels(member(member F4B).image, member(member F4B).rect, member(member F4B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
set F1B = Gloves & "-F1-N"
set F2B = Gloves & "-F2-N"
set F3B = Gloves & "-F3-N"
set F4B = Gloves & "-F4-N"
set F5B = Gloves & "-F5-N"
member(member F1N).image.copyPixels(member(member F1B).image, member(member F1B).rect, member(member F1B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2N).image.copyPixels(member(member F2B).image, member(member F2B).rect, member(member F2B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3N).image.copyPixels(member(member F3B).image, member(member F3B).rect, member(member F3B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F4N).image.copyPixels(member(member F4B).image, member(member F4B).rect, member(member F4B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if

if Shield <> "NOTHING" then
if Shield <> "Arrows" then
set F1Q = Shield & "-F1-S"
set F2Q = Shield & "-F2-S"
set F3Q = Shield & "-F3-S"
set F4Q = Shield & "-F4-S"
set F5Q = Shield & "-F5-S"
member(member F1S).image.copyPixels(member(member F1Q).image, member(member F1Q).rect, member(member F1Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2S).image.copyPixels(member(member F2Q).image, member(member F2Q).rect, member(member F2Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3S).image.copyPixels(member(member F3Q).image, member(member F3Q).rect, member(member F3Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])

set F1Q = Shield & "-F1-W"
set F2Q = Shield & "-F2-W"
set F3Q = Shield & "-F3-W"
set F4Q = Shield & "-F4-W"
set F5Q = Shield & "-F5-W"
member(member F1W).image.copyPixels(member(member F1Q).image, member(member F1Q).rect, member(member F1Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2W).image.copyPixels(member(member F2Q).image, member(member F2Q).rect, member(member F2Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3W).image.copyPixels(member(member F3Q).image, member(member F3Q).rect, member(member F3Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F4W).image.copyPixels(member(member F4Q).image, member(member F4Q).rect, member(member F4Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if
end if

if Shield contains "Arrows" then
set F1Q = Shield & "-F1-N"
set F2Q = Shield & "-F2-N"
set F3Q = Shield & "-F3-N"
set F4Q = Shield & "-F4-N"
set F5Q = Shield & "-F5-N"
member(member F1N).image.copyPixels(member(member F1Q).image, member(member F1Q).rect, member(member F1Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2N).image.copyPixels(member(member F2Q).image, member(member F2Q).rect, member(member F2Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3N).image.copyPixels(member(member F3Q).image, member(member F3Q).rect, member(member F3Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F4N).image.copyPixels(member(member F4Q).image, member(member F4Q).rect, member(member F4Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if

if Weapon <> "NOTHING" then
set F1Q = Weapon & "-F1-E"
set F2Q = Weapon & "-F2-E"
set F3Q = Weapon & "-F3-E"
set F4Q = Weapon & "-F4-E"
member(member F1E).image.copyPixels(member(member F1Q).image, member(member F1Q).rect, member(member F1Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2E).image.copyPixels(member(member F2Q).image, member(member F2Q).rect, member(member F2Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3E).image.copyPixels(member(member F3Q).image, member(member F3Q).rect, member(member F3Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F4E).image.copyPixels(member(member F4Q).image, member(member F4Q).rect, member(member F4Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if

if Weapon <> "NOTHING" then
set F1Q = Weapon & "-F1-S"
```

```
    set F1Q = Weapon & "-F1-S"
    set F2Q = Weapon & "-F2-S"
    set F3Q = Weapon & "-F3-S"
    set F4Q = Weapon & "-F4-S"
    member(member F1S).image.copyPixels(member(member F1Q).image, member(member F1Q).rect, member(member F1Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F2S).image.copyPixels(member(member F2Q).image, member(member F2Q).rect, member(member F2Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F3S).image.copyPixels(member(member F3Q).image, member(member F3Q).rect, member(member F3Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    end if
end if

end
```

BodyRevert (Scripts)

```
on BodyRevert CurVal
  Global CurBodyObj, WhichBAM, DoNOTAnimate
```

```
  set the itemdelimiter = ":"
  set CharsName = item 1 of CurVal
```

```
  if CharsName = field (member "SP112" of castlib "Chars") then
    set CharImage = member(the member of sprite 112).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of CharImage
    set HisDirection = item 3 of CharImage
    set NewCharImage = "SP112-" & HisFrame & "-" & HisDirection
    set the member of sprite 112 = (member NewCharImage of castlib "Chars")
    set CurBodyObj = "SP112"
    set WhichBAM = "SP112"
    set the visible of sprite 113 = TRUE
    set the visible of sprite 112 = TRUE
    set DoNOTAnimate = FALSE
  end if
```

```
  if CharsName = field (member "SP115" of castlib "Chars") then
    set CharImage = member(the member of sprite 115).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of CharImage
    set HisDirection = item 3 of CharImage
    set NewCharImage = "SP115-" & HisFrame & "-" & HisDirection
    set the member of sprite 115 = (member NewCharImage of castlib "Chars")
    set the SpriteCurBodyObj of sprite 115 = "SP115"
    set the visible of sprite 116 = TRUE
    set the visible of sprite 115 = TRUE
  end if
```

```
  if CharsName = field (member "SP118" of castlib "Chars") then
    set CharImage = member(the member of sprite 118).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of CharImage
    set HisDirection = item 3 of CharImage
    set NewCharImage = "SP118-" & HisFrame & "-" & HisDirection
    set the member of sprite 118 = (member NewCharImage of castlib "Chars")
    set the SpriteCurBodyObj of sprite 118 = "SP118"
    set the visible of sprite 119 = TRUE
    set the visible of sprite 118 = TRUE
  end if
```

```
  if CharsName = field (member "SP121" of castlib "Chars") then
    set CharImage = member(the member of sprite 121).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of CharImage
    set HisDirection = item 3 of CharImage
    set NewCharImage = "SP121-" & HisFrame & "-" & HisDirection
    set the member of sprite 121 = (member NewCharImage of castlib "Chars")
    set the SpriteCurBodyObj of sprite 121 = "SP121"
    set the visible of sprite 122 = TRUE
    set the visible of sprite 121 = TRUE
  end if
```

```
  if CharsName = field (member "SP124" of castlib "Chars") then
    set CharImage = member(the member of sprite 124).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of CharImage
    set HisDirection = item 3 of CharImage
    set NewCharImage = "SP124-" & HisFrame & "-" & HisDirection
    set the member of sprite 124 = (member NewCharImage of castlib "Chars")
    set the SpriteCurBodyObj of sprite 124 = "SP124"
    set the visible of sprite 125 = TRUE
    set the visible of sprite 124 = TRUE
  end if
```

```
  if CharsName = field (member "SP127" of castlib "Chars") then
    set CharImage = member(the member of sprite 127).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of CharImage
    set HisDirection = item 3 of CharImage
    set NewCharImage = "SP127-" & HisFrame & "-" & HisDirection
    set the member of sprite 127 = (member NewCharImage of castlib "Chars")
    set the SpriteCurBodyObj of sprite 127 = "SP127"
    set the visible of sprite 128 = TRUE
    set the visible of sprite 127 = TRUE
  end if
```

```
  if CharsName = field (member "SP130" of castlib "Chars") then
    set CharImage = member(the member of sprite 130).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of CharImage
    set HisDirection = item 3 of CharImage
    set NewCharImage = "SP130-" & HisFrame & "-" & HisDirection
    set the member of sprite 130 = (member NewCharImage of castlib "Chars")
    set the SpriteCurBodyObj of sprite 130 = "SP130"
```

```
    set the SpriteCurBodyObj of sprite 130 = "SP130"
    set the visible of sprite 131 = TRUE
    set the visible of sprite 130 = TRUE
end if

if CharsName = field (member "SP133" of castlib "Chars") then
    set CharImage = member(the member of sprite 133).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of CharImage
    set HisDirection = item 3 of CharImage
    set NewCharImage = "SP133-" & HisFrame & "-" & HisDirection
    set the member of sprite 133 = (member NewCharImage of castlib "Chars")
    set the SpriteCurBodyObj of sprite 133 = "SP133"
    set the visible of sprite 134 = TRUE
    set the visible of sprite 133 = TRUE
end if

if CharsName = field (member "SP136" of castlib "Chars") then
    set CharImage = member(the member of sprite 136).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of CharImage
    set HisDirection = item 3 of CharImage
    set NewCharImage = "SP136-" & HisFrame & "-" & HisDirection
    set the member of sprite 136 = (member NewCharImage of castlib "Chars")
    set the SpriteCurBodyObj of sprite 136 = "SP136"
    set the visible of sprite 137 = TRUE
    set the visible of sprite 136 = TRUE
end if

if CharsName = field (member "SP139" of castlib "Chars") then
    set CharImage = member(the member of sprite 139).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of CharImage
    set HisDirection = item 3 of CharImage
    set NewCharImage = "SP139-" & HisFrame & "-" & HisDirection
    set the member of sprite 139 = (member NewCharImage of castlib "Chars")
    set the SpriteCurBodyObj of sprite 139 = "SP139"
    set the visible of sprite 140 = TRUE
    set the visible of sprite 139 = TRUE
end if

if CharsName = field (member "SP142" of castlib "Chars") then
    set CharImage = member(the member of sprite 142).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of CharImage
    set HisDirection = item 3 of CharImage
    set NewCharImage = "SP142-" & HisFrame & "-" & HisDirection
    set the member of sprite 142 = (member NewCharImage of castlib "Chars")
    set the SpriteCurBodyObj of sprite 142 = "SP142"
    set the visible of sprite 143 = TRUE
    set the visible of sprite 142 = TRUE
end if

if CharsName = field (member "SP145" of castlib "Chars") then
    set CharImage = member(the member of sprite 145).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of CharImage
    set HisDirection = item 3 of CharImage
    set NewCharImage = "SP145-" & HisFrame & "-" & HisDirection
    set the member of sprite 145 = (member NewCharImage of castlib "Chars")
    set the SpriteCurBodyObj of sprite 145 = "SP145"
    set the visible of sprite 146 = TRUE
    set the visible of sprite 145 = TRUE
end if

if CharsName = field (member "SP148" of castlib "Chars") then
    set CharImage = member(the member of sprite 148).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of CharImage
    set HisDirection = item 3 of CharImage
    set NewCharImage = "SP148-" & HisFrame & "-" & HisDirection
    set the member of sprite 148 = (member NewCharImage of castlib "Chars")
    set the SpriteCurBodyObj of sprite 148 = "SP148"
    set the visible of sprite 149 = TRUE
    set the visible of sprite 148 = TRUE
end if

if CharsName = field (member "SP151" of castlib "Chars") then
    set CharImage = member(the member of sprite 151).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of CharImage
    set HisDirection = item 3 of CharImage
    set NewCharImage = "SP151-" & HisFrame & "-" & HisDirection
    set the member of sprite 151 = (member NewCharImage of castlib "Chars")
    set the SpriteCurBodyObj of sprite 151 = "SP151"
    set the visible of sprite 152 = TRUE
    set the visible of sprite 151 = TRUE
end if

if CharsName = field (member "SP154" of castlib "Chars") then
    set CharImage = member(the member of sprite 154).name
    set the itemdelimiter = "-"
    set HisFrame = item 2 of CharImage
```

```
    set HisFrame = item 2 of CharImage
    set HisDirection = item 3 of CharImage
    set NewCharImage = "SP154-" & HisFrame & "-" & HisDirection
    set the member of sprite 154 = (member NewCharImage of castlib "Chars")
    set the SpriteCurBodyObj of sprite 154 = "SP154"
    set the visible of sprite 155 = TRUE
    set the visible of sprite 154 = TRUE
end if
```

end

RedrawMe_DrawThisChar (Scripts)

on RedrawMe

```
    Global CharMap, gConnect, MyBody, BodyE, HeadE, FeetE, LeftHandE, RightHandE, RingE
```

```
    set OlddBody = field (member "Body" of castlib "TempSave")
```

```
    set DrawDat = OlddBody & ":" & BodyE & ":" & HeadE & ":" & FeetE & ":" & LeftHandE & ":" & RightHandE & ":" & RingE
```

```
    gConnect.sendNetMessage( "@" & CharMap, "DrawTheChar", DrawDat)
```

end

on DrawThisChar CurVal, UserName

```
    if field (member "SP112" of castlib "chars") = UserName then set RenderSprite = 112
    if field (member "SP115" of castlib "chars") = UserName then set RenderSprite = 115
    if field (member "SP118" of castlib "chars") = UserName then set RenderSprite = 118
    if field (member "SP121" of castlib "chars") = UserName then set RenderSprite = 121
    if field (member "SP124" of castlib "chars") = UserName then set RenderSprite = 124
    if field (member "SP127" of castlib "chars") = UserName then set RenderSprite = 127
    if field (member "SP130" of castlib "chars") = UserName then set RenderSprite = 130
    if field (member "SP133" of castlib "chars") = UserName then set RenderSprite = 133
    if field (member "SP136" of castlib "chars") = UserName then set RenderSprite = 136
    if field (member "SP139" of castlib "chars") = UserName then set RenderSprite = 139
    if field (member "SP142" of castlib "chars") = UserName then set RenderSprite = 142
    if field (member "SP145" of castlib "chars") = UserName then set RenderSprite = 145
    if field (member "SP148" of castlib "chars") = UserName then set RenderSprite = 148
    if field (member "SP151" of castlib "chars") = UserName then set RenderSprite = 151
    if field (member "SP154" of castlib "chars") = UserName then set RenderSprite = 154
    if field (member "SP157" of castlib "chars") = UserName then set RenderSprite = 157
```

```
    set RenderDat = CurVal
```

```
    RenderChar(RenderSprite, RenderDat)
```

end

SortTheServerEQ (Scripts)

```

on SortTheServerEQ CurValue
  Global HeadE, BodyE, LeftHandE, RightHandE, FeetE, RingE, NeckE, BeltE, CanMdFy
  Global MyBody, RenderDetails, CharMap, gConnect, DrawNow, HkDat
  Global HackEQDatTest, Gold, GoldXXX

  set HkDat = CurValue

  repeat with x = 1 to 30
    if char x of CurValue = "a" then put "!" into char x of HkDat
    if char x of CurValue = "e" then put "@" into char x of HkDat
    if char x of CurValue = "i" then put "&" into char x of HkDat
    if char x of CurValue = "o" then put "$" into char x of HkDat
    if char x of CurValue = "u" then put "%" into char x of HkDat
  end repeat

  set the visible of sprite 370 = FALSE

  set the itemdelimiter = "|"
  set Inventory = ""
  set Gold = item 1 of CurValue
  set GoldXXX = item 1 of CurValue

  put Gold into field (member "Gold" of castlib 2)

  set Inv = item 2 of CurValue
  set EQ = item 3 of CurValue

  set the itemdelimiter = ":"

  repeat with x = 1 to 15
    set Inventory = Inventory & item x of Inv & RETURN
  end repeat

  put Inventory into field (member "Inventory" of castlib 2)
  loadcrystals
  set CanMdFy = TRUE

  set the itemdelimiter = ":"
  set HeadE = item 1 of EQ
  set BodyE = item 2 of EQ
  set LeftHandE = item 3 of EQ
  set RightHandE = item 4 of EQ
  set FeetE = item 5 of EQ
  set RingE = item 6 of EQ
  set NeckE = item 7 of EQ
  set BeltE = item 8 of EQ

  set DrawNow = TRUE

  set RenderSprite = 112
  set RenderDat = field (member "Body" of castlib "TempSave")
  set RenderDat = RenderDat & ":" & BodyE & ":" & HeadE & ":" & FeetE & ":" & LeftHandE & ":" & RightHandE & ":" & RingE

  if RenderDetails = VOID then
    set RenderDetails = RenderDat
    set RenderSprite = 112

    RenderChar (RenderSprite, RenderDat)
    exit
  end if

  if RenderDat = RenderDetails then exit
  set RenderDetails = RenderDat

  gConnect.sendNetMessage( "@" & CharMap, "DrawTheChar", RenderDat)

  DrawTime
end

on DelCrys(CrSel)
  Global BlueC, RedC, WhiteC, PurpleC, GreenC, YellowC

  set the itemdelimiter = ":"
  set CryType = item 1 of CrSel
  set CrAmount = integer(item 2 of CrSel)

  loadcrystals

  if CryType contains "Red" then set RedC = RedC - CrAmount
  if CryType contains "Blue" then set BlueC = BlueC - CrAmount
  if CryType contains "White" then set WhiteC = WhiteC - CrAmount
  if CryType contains "Purple" then set PurpleC = PurpleC - CrAmount
  if CryType contains "Green" then set GreenC = GreenC - CrAmount

```

```

if CryType contains "Green" then set GreenC = GreenC - CrAmount
if CryType contains "Yellow" then set YellowC = YellowC - CrAmount

```

```

savecrystals
loadcrystals

```

```

end

```

```

on SortTheServerEQAgain
Global HeadE, BodyE, LeftHandE, RightHandE, FeetE, RingE, NeckE, BeltE, CanMdFy
Global MyBody, RenderDetails, CharMap, gConnect, DrawNow, HkDat
Global HackEQDatTest

```

```

set CurValue = HkDat

```

```

repeat with x = 1 to 30
  if char x of HkDat = "!" then put "a" into char x of CurValue
  if char x of HkDat = "@" then put "e" into char x of CurValue
  if char x of HkDat = "&" then put "i" into char x of CurValue
  if char x of HkDat = "$" then put "o" into char x of CurValue
  if char x of HkDat = "%" then put "u" into char x of CurValue
end repeat

```

```

set the itemdelimiter = "|"
set Inventory = ""
set Gold = item 1 of CurValue

```

```

put Gold into field (member "Gold" of castlib 2)

```

```

set Inv = item 2 of CurValue
set EQ = item 3 of CurValue

```

```

set the itemdelimiter = ":"

```

```

repeat with x = 1 to 15
  set Inventory = Inventory & item x of Inv & RETURN
end repeat

```

```

put Inventory into field (member "Inventory" of castlib 2)

```

```

set the itemdelimiter = ":"
set HeadE = item 1 of EQ
set BodyE = item 2 of EQ
set LeftHandE = item 3 of EQ
set RightHandE = item 4 of EQ
set FeetE = item 5 of EQ
set RingE = item 6 of EQ
set NeckE = item 7 of EQ
set BeltE = item 8 of EQ

```

```

end

```

```

on SortTheServerEQYetAgain
Global HeadE, BodyE, LeftHandE, RightHandE, FeetE, NeckE, BeltE, RingE, CanMdFy
Global MyBody, RenderDetails, CharMap, gConnect, DrawNow, HkDat
Global HackEQDatTest

```

```

set CurValue = HkDat

```

```

repeat with x = 1 to 30
  if char x of HkDat = "!" then put "a" into char x of CurValue
  if char x of HkDat = "@" then put "e" into char x of CurValue
  if char x of HkDat = "&" then put "i" into char x of CurValue
  if char x of HkDat = "$" then put "o" into char x of CurValue
  if char x of HkDat = "%" then put "u" into char x of CurValue
end repeat

```

```

set the visible of sprite 370 = FALSE

```

```

set the itemdelimiter = "|"
set Inventory = ""
set Gold = item 1 of CurValue

```

```

put Gold into field (member "Gold" of castlib 2)

```

```

set Inv = item 2 of CurValue
set EQ = item 3 of CurValue

```

```
set the itemdelimiter = ":"
```

```
repeat with x = 1 to 15
  set Inventory = Inventory & item x of Inv & RETURN
end repeat
```

```
put Inventory into field (member "Inventory" of castlib 2)
loadcrystals
set CanMdFy = TRUE
```

```
set the itemdelimiter = ":"
set HeadE = item 1 of EQ
set BodyE = item 2 of EQ
set LeftHandE = item 3 of EQ
set RightHandE = item 4 of EQ
set FeetE = item 5 of EQ
set RingE = item 6 of EQ
set NeckE = item 7 of EQ
set BeltE = item 8 of EQ
```

```
set DrawNow = TRUE
```

```
set RenderSprite = 112
set RenderDat = field (member "Body" of castlib "TempSave")
set RenderDat = RenderDat & ":" & BodyE & ":" & HeadE & ":" & FeetE & ":" & LeftHandE & ":" & RightHandE & ":" & RingE
```

```
if RenderDetails = VOID then
  set RenderDetails = RenderDat
  set RenderSprite = 112
```

```
  RenderChar (RenderSprite, RenderDat)
  exit
end if
```

```
if RenderDat = RenderDetails then exit
set RenderDetails = RenderDat
```

```
gConnect.sendNetMessage( "@" & CharMap, "DrawTheChar", RenderDat)
```

```
DrawTime
```

```
end
```

CrystalBuyyy (Scripts)

```
on CrystalBuyyy TheDatToSort
  Global BlueC, RedC, YellowC, GreenC, PurpleC, WhiteC,
```

```
  set the itemdelimiter = ":"
  set CryNum = integer(item 2 of TheDatToSort)
```

```
  loadcrystals
```

```
  if TheDatToSort contains "Red" then set RedC = RedC + CryNum
  if TheDatToSort contains "Blue" then set BlueC = BlueC + CryNum
  if TheDatToSort contains "Green" then set GreenC = GreenC + CryNum
  if TheDatToSort contains "Yellow" then set YellowC = YellowC + CryNum
  if TheDatToSort contains "Purple" then set PurpleC = PurpleC + CryNum
  if TheDatToSort contains "White" then set WhiteC = WhiteC + CryNum
```

```
  savecrystals
  loadcrystals
  savecharacter
```

```
end
```

```
on MDropx CurVal
  Global gConnect
```

```
  set the itemdelimiter = ":"
  set Itemname = item 1 of CurVal
  set XY = item 2 of CurVal
  set the itemdelimiter = "-"
  set ItemX = item 1 of XY
  set ItemY = item 2 of XY
```

```
  set DropItt = "!((" & Itemname & ":"
  set DropItt = DropItt & ItemX & ":" & ItemY
  SendChatMsg(DropItt)
```

```
end
```

CheckForPCBlock (Scripts)

Global BlockedByPC, Strength, gConnect

```
on CheckForPCBlockL
    set HToCheck = the locH of sprite 112 - 32
    set VToCheck = the locV of sprite 112
    set Dirr = "L"
    BlockPCCheck(HToCheck, VToCheck, Dirr)
end
```

```
on CheckForPCBlockR
    set HToCheck = the locH of sprite 112 + 32
    set VToCheck = the locV of sprite 112
    set Dirr = "R"
    BlockPCCheck(HToCheck, VToCheck, Dirr)
end
```

```
on CheckForPCBlockU
    set HToCheck = the locH of sprite 112
    set VToCheck = the locV of sprite 112 - 32
    set Dirr = "U"
    BlockPCCheck(HToCheck, VToCheck, Dirr)
end
```

```
on CheckForPCBlockD
    set HToCheck = the locH of sprite 112
    set VToCheck = the locV of sprite 112 + 32
    set Dirr = "D"
    BlockPCCheck(HToCheck, VToCheck, Dirr)
end
```

```
on BlockPCCheck(HToCheck, VToCheck, Dirr)
```

```
    repeat with x = 115 to 157
        if the locH of sprite x = HToCheck then
            if the locV of sprite x = VToCheck then
```

```
                set HisSprite = member(the member of sprite x).name
```

```
                if HisSprite contains "57-" then
```

```
                    else
```

```
                        set BlockedByPC = TRUE
```

```
                    if random(25) = 1 then
```

```
                        set PushDat = Dirr & ":" & Strength
```

```
                        set TheUser = "SP" & x
```

```
                        set nCastNum = the number of member TheUser of castlib "Chars"
```

```
                        if (nCastNum = -1) or (nCastNum=999) then
```

```
                            exit
```

```
                        end if
```

```
                        set TheUser = field (member TheUser of castlib "Chars")
```

```
                        errCode = sendNetMessage(gConnect, TheUser, "PushMe", PushDat )
                    end if
```

```
                end if
```

```
            end if
```

```
        end if
```

```
    end repeat
```

```
repeat with x = 180 to 183
```

```
    if x = 180 then set CurM = the monstername of sprite x
```

```
    if x = 181 then set CurM = the monstername of sprite x
```

```
    if x = 182 then set CurM = the monstername of sprite x
```

```
    if x = 183 then set CurM = the monstername of sprite x
```

```
    -----
    if CurM = "Overlord" then
```

```
        set XPlus1 = TRUE
```

```
        set XPlus2 = TRUE
```

```
        set YMinus1 = TRUE
```

```
    end if
```

```
    if CurM = "Mutant Worm" then
```

```
        set XPlus1 = TRUE
```

```
        set XPlus2 = TRUE
```

```
        set YMinus1 = TRUE
```

```
    end if
```

```
    if the locH of sprite x = HToCheck then
```

```
        if the locV of sprite x = VToCheck then
```

```
            set BlockedByPC = TRUE
```

```
        set BlockedByPC = TRUE
    end if
end if

if XPlus1 = TRUE then
    if the locH of sprite x = HToCheck - 32 then
        if the locV of sprite x = VToCheck then
            set BlockedByPC = TRUE
        end if
    end if
end if

if XPlus2 = TRUE then
    if the locH of sprite x = HToCheck - 64 then
        if the locV of sprite x = VToCheck then
            set BlockedByPC = TRUE
        end if
    end if
end if

-----
if BlockedByPC = TRUE then
    if CurM = "Web" then set BlockedByPC = FALSE
    if CurM = "Holy Shield" then set BlockedByPC = FALSE
end if

end repeat

end

on PushOnMe Push, UsersName
    Global Strength, IAmImmortal, KeyLockOut

    set the itemdelimiter = ":"
    set Dirr = item 1 of Push
    set HisStr = integer(item 2 of Push)

    if IAmImmortal = TRUE then exit
    if KeyLockOut = TRUE then exit

    if HisStr < Strength then
        set TheText = UsersName & " attempts to shove you out of the way but is too weak."
        AddToChat(TheText)
    end if

    set TheText = UsersName & " shoves you out of the way."
    AddToChat(TheText)

    if Dirr = "L" then moveleft
    if Dirr = "R" then moveright
    if Dirr = "U" then moveup
    if Dirr = "D" then movedown

end
```

GiveNPCGold (Scripts)

Global gConnect, GiveBlocker, CharMap

```

on GiveNPCGold NPCName, NPCGlddd, zeSprite

  if field (member "MONSTER" of castlib "WorldEdit") contains NPCName then exit

  set TheDatt = NPCName & ".txt:" & NPCGlddd
  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GiveGoldToNPC", #content:TheDatt])
  set TheText = "*** Offering the " & NPCGlddd & " gold to " & NPCName & "."
  AddToChat(TheText)
  set GiveBlocker = 50

  starttimer
  repeat while the timer < 30
  end repeat

  errCode = sendNetMessage(gConnect, field (member "SP112" of castlib "Chars"), "ReloadYourInv", "x" )

  set NewNPC = "xxx"

  if NPCName = "Stripper" then set NewNPC = "Somewhat Naked Stripper"
  if NPCName = "Somewhat Naked Stripper" then set NewNPC = "Naked Stripper"

  if NewNPC = "xxx" then exit

  set TheText = NewNPC & ":" & zeSprite
  gConnect.sendNetMessage( "@" & CharMap, "NPCMrph", TheText)

end

on NPCMrph NewNPC, zeSprite

  set zeSprite = integer(zeSprite)
  set OldBody = member (the member of sprite zeSprite).name

  set the itemdelimiter = "-"
  set WhichFrame = item 2 of OldBody
  set WhichDir = item 3 of OldBody

  if NewNPC = "Stripper" then set myImg = 857
  if NewNPC = "Somewhat Naked Stripper" then set myImg = 856
  if NewNPC = "Naked Stripper" then set myImg = 855

  set TheObj = myImg & "-" & WhichFrame & "-" & WhichDir

  set the member of sprite zeSprite = (member TheObj of castlib "Chars")
  set the monstername of sprite zeSprite = NewNPC

end

on CheckForNekkid

  set PutItOn = random(4)

  if PutItOn = 1 then
    if the locV of sprite 180 > 0 then
      if the monstername of sprite 180 contains "Stripper" then
        set TheText = "Stripper" & ":" & 180
        gConnect.sendNetMessage( "@" & CharMap, "NPCMrph", TheText)
      end if
    end if
  end if

  if PutItOn = 2 then
    if the locV of sprite 181 > 0 then
      if the monstername of sprite 181 contains "Stripper" then
        set TheText = "Stripper" & ":" & 181
        gConnect.sendNetMessage( "@" & CharMap, "NPCMrph", TheText)
      end if
    end if
  end if

  if PutItOn = 3 then
    if the locV of sprite 182 > 0 then
      if the monstername of sprite 182 contains "Stripper" then
        set TheText = "Stripper" & ":" & 182
        gConnect.sendNetMessage( "@" & CharMap, "NPCMrph", TheText)
      end if
    end if
  end if

  if PutItOn = 4 then
    if the locV of sprite 183 > 0 then
      if the monstername of sprite 183 contains "Stripper" then
        set TheText = "Stripper" & ":" & 183

```

```
    set TheText = "Stripper" & ":" & 183
    gConnect.sendNetMessage( "@" & CharMap, "NPCmrph", TheText)
  end if
end if
end if
```

end

SortFaction (Scripts)

```
Global gConnect, FctNme, FctCnt, F1Bonus, F2Bonus, F3Bonus, MyName, HPMax
```

```
on SortFaction(TheDatToSort)
```

```
    set the itemdelimiter = ":"
    set MagePower = integer(item 1 of TheDatToSort)
    set WarriorPower = integer(item 2 of TheDatToSort)
    set AdventurerPower = integer(item 3 of TheDatToSort)
```

```
    set F1Bonus = 0
    set F2Bonus = 0
    set F3Bonus = 0
```

```
    if FctNme = 1 then
        if MagePower < 200 then set F1Bonus = 9
        if MagePower < 90 then set F1Bonus = 9
        if MagePower < 80 then set F1Bonus = 8
        if MagePower < 70 then set F1Bonus = 7
        if MagePower < 60 then set F1Bonus = 6
        if MagePower < 50 then set F1Bonus = 5
        if MagePower < 40 then set F1Bonus = 4
        if MagePower < 30 then set F1Bonus = 3
        if MagePower < 20 then set F1Bonus = 2
        if MagePower < 10 then set F1Bonus = 1
        if MagePower < 5 then set F1Bonus = 0
    end if
```

```
    if FctNme = 2 then
        if WarriorPower < 200 then set F2Bonus = 9
        if WarriorPower < 90 then set F2Bonus = 9
        if WarriorPower < 80 then set F2Bonus = 8
        if WarriorPower < 70 then set F2Bonus = 7
        if WarriorPower < 60 then set F2Bonus = 6
        if WarriorPower < 50 then set F2Bonus = 5
        if WarriorPower < 40 then set F2Bonus = 4
        if WarriorPower < 30 then set F2Bonus = 3
        if WarriorPower < 20 then set F2Bonus = 2
        if WarriorPower < 10 then set F2Bonus = 1
        if WarriorPower < 5 then set F2Bonus = 0
    end if
```

```
    if FctNme = 3 then
        if AdventurerPower < 200 then set F3Bonus = 9
        if AdventurerPower < 90 then set F3Bonus = 9
        if AdventurerPower < 80 then set F3Bonus = 8
        if AdventurerPower < 70 then set F3Bonus = 7
        if AdventurerPower < 60 then set F3Bonus = 6
        if AdventurerPower < 50 then set F3Bonus = 5
        if AdventurerPower < 40 then set F3Bonus = 4
        if AdventurerPower < 30 then set F3Bonus = 3
        if AdventurerPower < 20 then set F3Bonus = 2
        if AdventurerPower < 10 then set F3Bonus = 1
        if AdventurerPower < 5 then set F3Bonus = 0
    end if
```

```
end
```

```
on MageFaction
```

```
    gConnect.sendNetMessage( "@AllUsers", "getfaction", "X" )
    SortVitals
```

```
    if FctNme = 0 then
        if HPMax > 49 then
            err = gConnect.SendNetMessage( "System", "JoinGroup", "@Faction" )
            set FctNme = 1
            set FctCnt = 212000
            set TheText = "Angela says " & QUOTE & "Welcome to the Mage faction." & QUOTE
            AddToChat(TheText)
            set MsgText = "*** The Mage faction has become stronger thanks to " & MyName & "."
            gConnect.sendNetMessage( "@Faction", "sqa", msgText )
            savecharacter
        else
            set TheText = "Angela says " & QUOTE & "You need more experience to join us." & QUOTE
            AddToChat(TheText)
        end if
        exit
    end if
```

```
    if FctNme = 1 then
        set FctCnt = FctCnt + 212000
        set TheText = "Angela says " & QUOTE & "I hope that you will be with us for years to come." & QUOTE
        AddToChat(TheText)
        set MsgText = "*** The Mage faction has become stronger thanks to " & MyName & "."
        gConnect.sendNetMessage( "@Faction", "sqa", msgText )
        savecharacter
        exit
    end if
```



```

    exit
end if

set TheText = "Angela says " & QUOTE & "We could use someone like you in our faction." & QUOTE
AddToChat(TheText)
set MsgText = "**** The Mage's faction has become stronger thanks to " & MyName & "."
gConnect.sendNetMessage( "@Faction", "sqa", msgText )
end

```

```

on WarriorFaction
gConnect.sendNetMessage( "@AllUsers", "getfaction", "X" )
SortVitals

if FctNme = 0 then
    if HPMax > 49 then
        err = gConnect.SendNetMessage( "System", "JoinGroup", "@Faction" )
        set FctNme = 2
        set FctCnt = 212000
        set TheText = "Trianus says " & QUOTE & "Welcome to the Warrior's faction." & QUOTE
        AddToChat(TheText)
        set MsgText = "**** The Warrior's faction has become stronger thanks to " & MyName & "."
        gConnect.sendNetMessage( "@Faction", "sqa", msgText )
        savecharacter
    else
        set TheText = "Trianus says " & QUOTE & "You need more experience to join us." & QUOTE
        AddToChat(TheText)
    end if
    exit
end if

if FctNme = 2 then
    set FctCnt = FctCnt + 212000
    set TheText = "Trianus says " & QUOTE & "You can stay longer with us for this display of courage." & QUOTE
    AddToChat(TheText)
    set MsgText = "**** The Warrior's faction has become stronger thanks to " & MyName & "."
    gConnect.sendNetMessage( "@Faction", "sqa", msgText )
    savecharacter
    exit
end if

set TheText = "Trianus says " & QUOTE & "It's a shame you aren't one of us." & QUOTE
AddToChat(TheText)
set MsgText = "**** The Warrior's faction has become stronger thanks to " & MyName & "."
gConnect.sendNetMessage( "@Faction", "sqa", msgText )
end

```

```

-----
on AdventurerFaction
gConnect.sendNetMessage( "@AllUsers", "getfaction", "X" )
SortVitals

if FctNme = 0 then
    if HPMax > 49 then
        err = gConnect.SendNetMessage( "System", "JoinGroup", "@Faction" )
        set FctNme = 3
        set FctCnt = 212000
        set TheText = "Corin says " & QUOTE & "Welcome to the Adventurer's faction." & QUOTE
        AddToChat(TheText)
        set MsgText = "**** The Adventurer's faction has become stronger thanks to " & MyName & "."
        gConnect.sendNetMessage( "@Faction", "sqa", msgText )
        savecharacter
    else
        set TheText = "Corin says " & QUOTE & "You need more experience to join us." & QUOTE
        AddToChat(TheText)
    end if
    exit
end if

if FctNme = 3 then
    set FctCnt = FctCnt + 212000
    set TheText = "Corin says " & QUOTE & "I have added more time to your membership." & QUOTE
    AddToChat(TheText)
    set MsgText = "**** The Adventurer's faction has become stronger thanks to " & MyName & "."
    gConnect.sendNetMessage( "@Faction", "sqa", msgText )
    savecharacter
    exit
end if

set TheText = "Corin says " & QUOTE & "You should see the light and join us." & QUOTE
AddToChat(TheText)
set MsgText = "**** The Adventurer's faction has become stronger thanks to " & MyName & "."
gConnect.sendNetMessage( "@Faction", "sqa", msgText )
end

```

```

on LoadFaction

```

```

end

```

```

on RunFactionDrop

```

```

set FctCnt = FctCnt - 1
if FctCnt < 0 then set FctCnt = 0
set TheText = VOID
if FctNme = 0 then exit

if FctNme = 1 then
    if FctCnt = 20000 then set TheText = "*** Angela requests you bring her the head of a rival faction member."
    if FctCnt = 10000 then set TheText = "*** If you wish to continue to server the Mages, see Angela immediately."
    if FctCnt = 5000 then set TheText = "*** You will soon be kicked out of the Mages if you do not bring the head of a
rival faction member to Angela."
    if FctCnt = 1 then
        set TheText = "*** You have been kicked out of the Mage faction due to lack of loyalty."
        set FctCnt = 0
        set FctNme = 0
        set F1Bonus = 0
        set F2Bonus = 0
        set F3Bonus = 0
        err = gConnect.SendNetMessage( "System", "LeaveGroup", "@Faction" )
        savecharacter
    end if
end if

if FctNme = 2 then
    if FctCnt = 20000 then set TheText = "*** Trianus requests you bring him the head of a rival faction member."
    if FctCnt = 10000 then set TheText = "*** If you wish to continue to server the Warriors, see Trianus immediately."
    if FctCnt = 5000 then set TheText = "*** You will soon be kicked out of the Warriors if you do not bring the head of a
rival faction member to Trianus."
    if FctCnt = 1 then
        set TheText = "*** You have been kicked out of the Warrior faction due to lack of loyalty."
        set FctCnt = 0
        set FctNme = 0
        set F1Bonus = 0
        set F2Bonus = 0
        set F3Bonus = 0
        err = gConnect.SendNetMessage( "System", "LeaveGroup", "@Faction" )
        savecharacter
    end if
end if

if FctNme = 3 then
    if FctCnt = 20000 then set TheText = "*** Corin requests you bring him the head of a rival faction member."
    if FctCnt = 10000 then set TheText = "*** If you wish to continue to server the Adventurers, see Corin immediately."
    if FctCnt = 5000 then set TheText = "*** You will soon be kicked out of the Adventurers if you do not bring the head of
a rival faction member to Corin."
    if FctCnt = 1 then
        set TheText = "*** You have been kicked out of the Adventurer faction due to lack of loyalty."
        set FctCnt = 0
        set FctNme = 0
        set F1Bonus = 0
        set F2Bonus = 0
        set F3Bonus = 0
        err = gConnect.SendNetMessage( "System", "LeaveGroup", "@Faction" )
        savecharacter
    end if
end if

if TheText <> VOID then AddToChat(TheText)
end

```

SHOPSTUFF (Scripts)

```
on CheckForShopSettings(GoChatText)
  Global NPC1Name, NPC2Name, NPC3Name, NPC4Name, gConnect, CharMap

  repeat with CurPass = 1 to 4

    set TempText = GoChatText

    if the locV of sprite 180 > 0 then
      if CurPass = 1 then set CurNPC = the monstername of sprite 180
    end if

    if the locV of sprite 181 > 0 then
      if CurPass = 2 then set CurNPC = the monstername of sprite 181
    end if

    if the locV of sprite 182 > 0 then
      if CurPass = 3 then set CurNPC = the monstername of sprite 182
    end if

    if the locV of sprite 183 > 0 then
      if CurPass = 4 then set CurNPC = the monstername of sprite 183
    end if

    if CharMap contains "H" then set ItsOK = 1

    if ItsOK <> 1 then exit

    if word 1 of TempText = CurNPC then

      if word 2 of TempText = "set" then
        delete word 1 of TempText
        delete word 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        set the itemdelimiter = "="
        set TheItem = item 1 of TempText

        set WrongItem = TRUE

        if TheItem = "Chunk of Iron" then set WrongItem = FALSE
        if TheItem = "Apple" then set WrongItem = FALSE
        if TheItem = "Broad Sword" then set WrongItem = FALSE
        if TheItem = "Chain Armor" then set WrongItem = FALSE
        if TheItem = "Plate Armor" then set WrongItem = FALSE
        if TheItem = "Chain Helm" then set WrongItem = FALSE
        if TheItem = "Pharaoh Helm" then set WrongItem = FALSE
        if TheItem = "Knife" then set WrongItem = FALSE
        if TheItem = "Dagger" then set WrongItem = FALSE
        if TheItem = "Short Sword" then set WrongItem = FALSE
        if TheItem = "Long Sword" then set WrongItem = FALSE
        if TheItem = "Steel Key" then set WrongItem = FALSE
        if TheItem = "House Key" then set WrongItem = FALSE
        if TheItem = "Guild Key" then set WrongItem = FALSE
        if TheItem = "Blacksmith Hammer" then set WrongItem = FALSE
        if TheItem = "Pie" then set WrongItem = FALSE
        if TheItem = "Ale" then set WrongItem = FALSE
        if TheItem = "Corn" then set WrongItem = FALSE
        if TheItem = "Fish" then set WrongItem = FALSE
        if TheItem = "Nectar" then set WrongItem = FALSE
        if TheItem = "Wooden Staff" then set WrongItem = FALSE
        if TheItem = "Steel Shield" then set WrongItem = FALSE
        if TheItem = "Small Shield" then set WrongItem = FALSE
        if TheItem = "Champions Shield" then set WrongItem = FALSE
        if TheItem = "Leather Armor" then set WrongItem = FALSE
        if TheItem = "Steel Staff" then set WrongItem = FALSE
        if TheItem = "Leather Boots" then set WrongItem = FALSE
        if TheItem = "Chain Boots" then set WrongItem = FALSE
        if TheItem = "Plate Boots" then set WrongItem = FALSE
        if TheItem = "War Helm" then set WrongItem = FALSE
        if TheItem = "Ninja Gloves" then set WrongItem = FALSE
        if TheItem = "Gauntlets" then set WrongItem = FALSE
        if TheItem = "Small Shop Deed" then set WrongItem = FALSE
        if TheItem = "Wooden Key" then set WrongItem = FALSE
        if TheItem = "Emerald Key" then set WrongItem = FALSE
        if TheItem = "Fire Key" then set WrongItem = FALSE
        if TheItem = "Gold Key" then set WrongItem = FALSE
        if TheItem = "Laser Sword" then set WrongItem = FALSE
        if TheItem = "Red Laser Sword" then set WrongItem = FALSE
        if TheItem = "Green Laser Sword" then set WrongItem = FALSE
        if TheItem = "Sword of Hope" then set WrongItem = FALSE
        if TheItem = "Hammer" then set WrongItem = FALSE
        if TheItem = "Thor's Hammer" then set WrongItem = FALSE
        if TheItem = "Knight Shield" then set WrongItem = FALSE
        if TheItem = "Leather Cap" then set WrongItem = FALSE
        if TheItem = "Crown" then set WrongItem = FALSE
        if TheItem = "Damaged Shield" then set WrongItem = FALSE
        if TheItem = "Plate Helm" then set WrongItem = FALSE
```

```
if TheItem = "Plate Helm" then set WrongItem = FALSE
if TheItem = "Damaged Armor" then set WrongItem = FALSE
if TheItem = "Damaged Helm" then set WrongItem = FALSE
if TheItem = "Gold Staff" then set WrongItem = FALSE
if TheItem = "Axe" then set WrongItem = FALSE
if TheItem = "Gold Axe" then set WrongItem = FALSE
if TheItem = "Ruby Ring" then set WrongItem = FALSE
if TheItem = "Ring of Quickness" then set WrongItem = FALSE
if TheItem = "Argon's Ring" then set WrongItem = FALSE
if TheItem = "Warrior's Head" then set WrongItem = FALSE
if TheItem = "Mage's Head" then set WrongItem = FALSE
if TheItem = "Adventurer's Head" then set WrongItem = FALSE
if TheItem = "Ring of Experience" then set WrongItem = FALSE
if TheItem = "Mage's Ring" then set WrongItem = FALSE
if TheItem = "Bowmaster's Ring" then set WrongItem = FALSE
if TheItem = "Logs" then set WrongItem = FALSE
if TheItem = "Saw" then set WrongItem = FALSE
if TheItem = "Water Orb" then set WrongItem = FALSE
if TheItem = "Fire Orb" then set WrongItem = FALSE
if TheItem = "Earth Orb" then set WrongItem = FALSE
if TheItem = "Wind Orb" then set WrongItem = FALSE
if TheItem = "Dark Sword" then set WrongItem = FALSE
if TheItem = "Unholy Lance" then set WrongItem = FALSE

if TheItem = "Trout" then set WrongItem = FALSE
if TheItem = "Catfish" then set WrongItem = FALSE
if TheItem = "Squid" then set WrongItem = FALSE
if TheItem = "Mining Hammer" then set WrongItem = FALSE
if TheItem = "Swordfish" then set WrongItem = FALSE
if TheItem = "Small Guild Hall Deed" then set WrongItem = FALSE
if TheItem = "Small House Deed" then set WrongItem = FALSE
if TheItem = "Blue Cottage Deed" then set WrongItem = FALSE
if TheItem = "Damaged Sword" then set WrongItem = FALSE
if TheItem = "Trumpet" then set WrongItem = FALSE
if TheItem = "Tom Tom" then set WrongItem = FALSE
if TheItem = "Clarinet" then set WrongItem = FALSE
if TheItem = "Flute" then set WrongItem = FALSE
if TheItem = "Guitar" then set WrongItem = FALSE
if TheItem = "Piano" then set WrongItem = FALSE
if TheItem = "Dragon Wing" then set WrongItem = FALSE
if TheItem = "Mirror" then set WrongItem = FALSE
if TheItem = "Ocarina" then set WrongItem = FALSE
if TheItem = "Lord's Staff" then set WrongItem = FALSE
if TheItem = "Argon's Plate" then set WrongItem = FALSE
if TheItem = "Ninja Outfit" then set WrongItem = FALSE
if TheItem = "Royal Ninja Uniform" then set WrongItem = FALSE
if TheItem = "Titanium Armor" then set WrongItem = FALSE
if TheItem = "White Robe" then set WrongItem = FALSE
if TheItem = "Wizard's Robe" then set WrongItem = FALSE
if TheItem = "Knight's Sword" then set WrongItem = FALSE
if TheItem = "Star Sword" then set WrongItem = FALSE
if TheItem = "Ice Sword" then set WrongItem = FALSE
if TheItem = "Fire Sword" then set WrongItem = FALSE
if TheItem = "Fire Helm" then set WrongItem = FALSE
if TheItem = "Fire Armor" then set WrongItem = FALSE
if TheItem = "Fire Shield" then set WrongItem = FALSE
if TheItem = "Ceramic Armor" then set WrongItem = FALSE
if TheItem = "Pharaoh Shield" then set WrongItem = FALSE
if TheItem = "Murder Shield" then set WrongItem = FALSE
if TheItem = "Lord's Armor" then set WrongItem = FALSE
if TheItem = "Pharaoh Sword" then set WrongItem = FALSE

if TheItem = "Magical Shield" then set WrongItem = FALSE
if TheItem = "Robe of Invisibility" then set WrongItem = FALSE
if TheItem = "Necromancer's Robe" then set WrongItem = FALSE
if TheItem = "Table" then set WrongItem = FALSE
if TheItem = "Chair" then set WrongItem = FALSE
if TheItem = "Stool" then set WrongItem = FALSE
if TheItem = "Wooden Crossbow" then set WrongItem = FALSE
if TheItem = "Silver Crossbow" then set WrongItem = FALSE
if TheItem contains "Cabinet" then set WrongItem = TRUE
if TheItem contains "Crate" then set WrongItem = TRUE
if TheItem = "Herb" then set WrongItem = FALSE
if TheItem = "Flask" then set WrongItem = FALSE
if TheItem = "Silver Token" then set WrongItem = FALSE
if TheItem = "Scroll" then set WrongItem = FALSE
if TheItem = "Fishle" then set WrongItem = FALSE
if TheItem = "Argon's Medal" then set WrongItem = FALSE
if TheItem = "Fishing Pole" then set WrongItem = FALSE
if TheItem = "Red Arrows" then set WrongItem = FALSE
if TheItem = "Yellow Arrows" then set WrongItem = FALSE
if TheItem = "Green Arrows" then set WrongItem = FALSE
if TheItem = "Steel Bow" then set WrongItem = FALSE
if TheItem = "Blue Arrows" then set WrongItem = FALSE
if TheItem = "Wooden Bow" then set WrongItem = FALSE
if TheItem = "Purple Arrows" then set WrongItem = FALSE
if TheItem = "White Arrows" then set WrongItem = FALSE
if TheItem = "Orc Meat" then set WrongItem = FALSE
if TheItem = "Cyclops Meat" then set WrongItem = FALSE
if TheItem = "Yeti Meat" then set WrongItem = FALSE
if TheItem = "Raw Fish" then set WrongItem = FALSE
if TheItem = "Fish Sticks" then set WrongItem = FALSE
if TheItem = "Orc Burger" then set WrongItem = FALSE
```

```

if TheItem = "Orc Burger" then set WrongItem = FALSE
if TheItem = "Cyclops Burger" then set WrongItem = FALSE
if TheItem = "Yeti Burger" then set WrongItem = FALSE
if TheItem = "Orc Pot Pie" then set WrongItem = FALSE
if TheItem = "Dark Scimitar" then set WrongItem = FALSE
if TheItem = "Scimitar" then set WrongItem = FALSE
if TheItem = "Bo" then set WrongItem = FALSE
if TheItem = "Potion Bottle" then set WrongItem = FALSE
if TheItem = "Blue Potion" then set WrongItem = FALSE
if TheItem = "Yellow Potion" then set WrongItem = FALSE
if TheItem = "Red Potion" then set WrongItem = FALSE
if TheItem = "Green Potion" then set WrongItem = FALSE
if TheItem = "Purple Potion" then set WrongItem = FALSE
if TheItem = "White Potion" then set WrongItem = FALSE
if TheItem = "Blue Sand" then set WrongItem = FALSE
if TheItem = "Red Sand" then set WrongItem = FALSE
if TheItem = "Yellow Sand" then set WrongItem = FALSE
if TheItem = "Green Sand" then set WrongItem = FALSE
if TheItem = "Purple Sand" then set WrongItem = FALSE
if TheItem = "White Sand" then set WrongItem = FALSE
if TheItem = "Blue Crystal" then set WrongItem = FALSE
if TheItem = "Red Crystal" then set WrongItem = FALSE
if TheItem = "Yellow Crystal" then set WrongItem = FALSE
if TheItem = "Green Crystal" then set WrongItem = FALSE
if TheItem = "Purple Crystal" then set WrongItem = FALSE
if TheItem = "White Crystal" then set WrongItem = FALSE
if TheItem = "Campfire" then set WrongItem = FALSE
if TheItem = "Torch" then set WrongItem = FALSE
if TheItem = "Trout" then set WrongItem = FALSE
if TheItem = "Catfish Sandwich" then set WrongItem = FALSE
if TheItem = "Swordfish Steak" then set WrongItem = FALSE
if TheItem = "Squid Platter" then set WrongItem = FALSE
if TheItem = "Slash Book" then set WrongItem = FALSE
if TheItem = "Parry Book" then set WrongItem = FALSE
if TheItem = "Heavy Arms Book" then set WrongItem = FALSE
if TheItem = "Thrust Book" then set WrongItem = FALSE
if TheItem = "Unholy Combat Book" then set WrongItem = FALSE
if TheItem = "Minor Heal Book" then set WrongItem = FALSE
if TheItem = "Smoke Bomb Book" then set WrongItem = FALSE
if TheItem = "Morph Book" then set WrongItem = FALSE
if TheItem = "Stone Skin Book" then set WrongItem = FALSE
if TheItem = "Crush Book" then set WrongItem = FALSE
if TheItem = "Whirlwind Book" then set WrongItem = FALSE
if TheItem = "Meteor Book" then set WrongItem = FALSE
if TheItem = "Identify Book" then set WrongItem = FALSE
if TheItem = "Portal Book" then set WrongItem = FALSE
if TheItem = "Fireball Book" then set WrongItem = FALSE
if TheItem = "Wind Wave Book" then set WrongItem = FALSE
if TheItem = "Firebolt Book" then set WrongItem = FALSE
if TheItem = "Poison Dart Book" then set WrongItem = FALSE
if TheItem = "Weaken Book" then set WrongItem = FALSE
if TheItem = "Bless Book" then set WrongItem = FALSE
if TheItem = "Firesword Book" then set WrongItem = FALSE
if TheItem = "Major Heal Book" then set WrongItem = FALSE
if TheItem = "Replenish Book" then set WrongItem = FALSE
if TheItem = "Bolt Book" then set WrongItem = FALSE
if TheItem = "Splash Book" then set WrongItem = FALSE
if TheItem = "Nature Shift Book" then set WrongItem = FALSE
if TheItem = "Holy Weapon Book" then set WrongItem = FALSE
if TheItem = "Illusionary Spikes Book" then set WrongItem = FALSE
if TheItem = "Argon's Fist Book" then set WrongItem = FALSE
if TheItem = "Magic Shield Book" then set WrongItem = FALSE
if TheItem = "Create Food Book" then set WrongItem = FALSE
if TheItem = "Dispel Illusions Book" then set WrongItem = FALSE
if TheItem = "Hold Book" then set WrongItem = FALSE
if TheItem = "Raise Dead Book" then set WrongItem = FALSE
if TheItem = "Web Book" then set WrongItem = FALSE
if TheItem = "Diminish Hunger Book" then set WrongItem = FALSE
if TheItem = "Inxition Book" then set WrongItem = FALSE
if TheItem = "Angel Wings" then set WrongItem = FALSE
if TheItem = "Admin Wings" then set WrongItem = FALSE

if WrongItem = TRUE then
    set TheText = "The item chosen is incorrect."
    AddToChat(TheText)
    exit
end if

set Prices = item 2 of TempText

repeat with x = 1 to 25
    if char x of Prices = " " then delete char x of Prices
end repeat
set the itemdelimiter = ","
set SellPrice = integer(item 1 of Prices)
set BuyPrice = integer(item 2 of Prices)
if SellPrice < 1 then exit
if BuyPrice < 1 then exit
if SellPrice > 9999 then exit
if BuyPrice > 9999 then exit
set TheGoods = "SetPrices" & ":" & CurNPC & ":" & TheItem & ":" & SellPrice & ":" & BuyPrice
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SpCmd",#content:TheGoods])
exit

```

```
        exit
    end if

    if word 2 of TempText = "remove" then
        delete word 1 of TempText
        delete word 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        set TheGoods = "RemoveItem:" & CurNPC & ":" & TempText
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SpCmd",#content:TheGoods])
        exit
    end if

    if word 2 of TempText = "register" then
        delete word 1 of TempText
        delete word 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if integer(TempText) < 1 then exit
        set TheGoods = "Register:" & CurNPC & ":" & TempText
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SpCmd",#content:TheGoods])
        exit
    end if

    if word 2 of TempText = "inventory" then
        delete word 1 of TempText
        delete word 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        set TheGoods = "inventory:" & CurNPC
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SpCmd",#content:TheGoods])
        exit
    end if

    if word 2 of TempText = "profile" then
        delete word 1 of TempText
        delete word 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        set TheGoods = "profile:" & CurNPC & ":" & TempText
        if TempText contains RETURN then exit
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SpCmd",#content:TheGoods])
        exit
    end if

    if word 2 of TempText = "title" then
        delete word 1 of TempText
        delete word 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        if char 1 of TempText = " " then delete char 1 of TempText
        set TheGoods = "Header:" & CharMap & ":" & TempText
        if TempText contains RETURN then exit
        if TempText contains "#" then exit
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SpCmd",#content:TheGoods])
        exit
    end if

end if

end repeat

end
```

BuildCharEgo (Scripts)

```
on BuildCharEgo
  Global Slash, Cooking, Parry, Alchemy, Thrust, HeavyArms, IAmImmortal, HPMax, SPMax, gConnect

  set CurEgo = ""

  if IAmImmortal = TRUE then set CurEgo = CurEgo & "-is an immortal."
  if Slash > 80 then set CurEgo = CurEgo & "-is a master of slash."
  if Cooking > 90 then set CurEgo = CurEgo & "-is a master chef!"
  if Parry > 95 then set CurEgo = CurEgo & "-is quite difficult to hit in a battle."
  if Alchemy > 90 then set CurEgo = CurEgo & "-can make some very fine potions, and quickly too."
  if HeavyArms > 90 then set CurEgo = CurEgo & "-just so happens to be excellent in combat with heavy weapons."

  set ThisOne = ""
  if HPMax < 20 then set ThisOne = "-is a very inexperienced adventurer."
  if HPMax > 20 then set ThisOne = "-is beginning to become a pretty good adventurer."
  if HPMax > 50 then set ThisOne = "-is becoming a great adventurer."
  if HPMax > 80 then set ThisOne = "-has become a great warrior."
  if HPMax > 100 then set ThisOne = "-is a dangerous and incredible warrior."

  set CurEgo = CurEgo & ThisOne

  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ego",#content:CurEgo])
end
```

RunBook (Scripts)

```
on RunBook BookDat
  Global Slash, Parry, HeavyArms, Thrust, UnholyCombat
  -- if TheItem = "Slash Book" then set WrongItem = FALSE
  -- if TheItem = "Parry Book" then set WrongItem = FALSE
  -- if TheItem = "Heavy Arms Book" then set WrongItem = FALSE
  -- if TheItem = "Thrust Book" then set WrongItem = FALSE
  -- if TheItem = "Unholy Combat Book" then set WrongItem = FALSE

  if BookDat = "Unholy Combat Book" then
    if UnholyCombat < 77 then
      set TheText = "You have advanced in the art of Unholy Combat!"
      AddToChat(TheText)
      SortMySkills
      set UnholyCombat = UnholyCombat + 1 + random(5)
      saveskills
      exit
    end if

    set TheText = "There is nothing more you can learn from this book."
    AddToChat(TheText)
  end if

  if BookDat = "Thrust Book" then
    if Thrust < 77 then
      set TheText = "You have advanced in the art of Thrust!"
      AddToChat(TheText)
      SortMySkills
      set Thrust = Thrust + 1 + random(5)
      saveskills
      exit
    end if

    set TheText = "There is nothing more you can learn from this book."
    AddToChat(TheText)
  end if

  if BookDat = "Heavy Arms Book" then
    if HeavyArms < 77 then
      set TheText = "You have advanced in the art of Heavy Arms!"
      AddToChat(TheText)
      SortMySkills
      set HeavyArms = HeavyArms + 1 + random(5)
      saveskills
      exit
    end if

    set TheText = "There is nothing more you can learn from this book."
    AddToChat(TheText)
  end if

  if BookDat = "Parry Book" then
    if Parry < 77 then
      set TheText = "You have advanced in the art of Parry!"
      AddToChat(TheText)
      SortMySkills
      set Parry = Parry + 1 + random(5)
      saveskills
      exit
    end if

    set TheText = "There is nothing more you can learn from this book."
    AddToChat(TheText)
  end if

  if BookDat = "Slash Book" then
    if Slash < 77 then
      set TheText = "You have advanced in the art of Slash!"
      AddToChat(TheText)
      SortMySkills
      set Slash = Slash + 1 + random(5)
      saveskills
      exit
    end if

    set TheText = "There is nothing more you can learn from this book."
    AddToChat(TheText)
  end if

  if BookDat contains "Smoke Bomb" then set TheBook = "Smoke Bomb"
  if BookDat contains "Smoke Bomb" then set ItsASpellBook = TRUE

  if BookDat contains "Minor Heal" then set TheBook = "Minor Heal"
  if BookDat contains "Minor Heal" then set ItsASpellBook = TRUE

  if BookDat contains "Morph" then set TheBook = "Morph"
```



```
if BookDat contains "Morph" then set TheBook = "Morph"
if BookDat contains "Morph" then set ItsASpellBook = TRUE

if BookDat contains "Stone Skin" then set TheBook = "Stone Skin"
if BookDat contains "Stone Skin" then set ItsASpellBook = TRUE

if BookDat contains "Crush" then set TheBook = "Crush"
if BookDat contains "Crush" then set ItsASpellBook = TRUE

if BookDat contains "Whirlwind" then set TheBook = "Whirlwind"
if BookDat contains "Whirlwind" then set ItsASpellBook = TRUE

if BookDat contains "Meteor" then set TheBook = "Meteor"
if BookDat contains "Meteor" then set ItsASpellBook = TRUE

if BookDat contains "Identify" then set TheBook = "Identify"
if BookDat contains "Identify" then set ItsASpellBook = TRUE

if BookDat contains "Portal" then set TheBook = "Portal"
if BookDat contains "Portal" then set ItsASpellBook = TRUE

if BookDat contains "Fireball" then set TheBook = "Fireball"
if BookDat contains "Fireball" then set ItsASpellBook = TRUE

if BookDat contains "Summon Creature" then set TheBook = "Summon Creature"
if BookDat contains "Summon Creature" then set ItsASpellBook = TRUE

if BookDat contains "Holy Shield" then set TheBook = "Holy Shield"
if BookDat contains "Holy Shield" then set ItsASpellBook = TRUE

if BookDat contains "Wind Wave" then set TheBook = "Wind Wave"
if BookDat contains "Wind Wave" then set ItsASpellBook = TRUE

if BookDat contains "Bolt" then set TheBook = "Bolt"
if BookDat contains "Bolt" then set ItsASpellBook = TRUE

if BookDat contains "Firebolt" then set TheBook = "Firebolt"
if BookDat contains "Firebolt" then set ItsASpellBook = TRUE

if BookDat contains "Poison Dart" then set TheBook = "Poison Dart"
if BookDat contains "Poison Dart" then set ItsASpellBook = TRUE

if BookDat contains "Weaken" then set TheBook = "Weaken"
if BookDat contains "Weaken" then set ItsASpellBook = TRUE

if BookDat contains "Bless" then set TheBook = "Bless"
if BookDat contains "Bless" then set ItsASpellBook = TRUE

if BookDat contains "Firesword" then set TheBook = "Firesword"
if BookDat contains "Firesword" then set ItsASpellBook = TRUE

if BookDat contains "Major Heal" then set TheBook = "Major Heal"
if BookDat contains "Major Heal" then set ItsASpellBook = TRUE

if BookDat contains "Replenish" then set TheBook = "Replenish"
if BookDat contains "Replenish" then set ItsASpellBook = TRUE

if BookDat contains "Splash" then set TheBook = "Splash"
if BookDat contains "Splash" then set ItsASpellBook = TRUE

if BookDat contains "Nature Shift" then set TheBook = "Nature Shift"
if BookDat contains "Nature Shift" then set ItsASpellBook = TRUE

if BookDat contains "Holy Weapon" then set TheBook = "Holy Weapon"
if BookDat contains "Holy Weapon" then set ItsASpellBook = TRUE

if BookDat contains "Illusionary Spikes" then set TheBook = "Illusionary Spikes"
if BookDat contains "Illusionary Spikes" then set ItsASpellBook = TRUE

if BookDat contains "Argon's Fist" then set TheBook = "Argon's Fist"
if BookDat contains "Argon's Fist" then set ItsASpellBook = TRUE

if BookDat contains "Inxition" then set TheBook = "Inxition"
if BookDat contains "Inxition" then set ItsASpellBook = TRUE

if BookDat contains "Magic Shield" then set TheBook = "Magic Shield"
if BookDat contains "Magic Shield" then set ItsASpellBook = TRUE

if BookDat contains "Create Food" then set TheBook = "Create Food"
if BookDat contains "Create Food" then set ItsASpellBook = TRUE

if BookDat contains "Dispel Illusions" then set TheBook = "Dispel Illusions"
if BookDat contains "Dispel Illusions" then set ItsASpellBook = TRUE

if BookDat contains "Hold" then set TheBook = "Hold"
if BookDat contains "Hold" then set ItsASpellBook = TRUE

if BookDat contains "Raise Dead" then set TheBook = "Raise Dead"
if BookDat contains "Raise Dead" then set ItsASpellBook = TRUE

if BookDat contains "Web" then set TheBook = "Web"
if BookDat contains "Web" then set ItsASpellBook = TRUE
```

```
if BookDat contains "Diminish Hunger" then set TheBook = "Diminish Hunger"
if BookDat contains "Diminish Hunger" then set ItsASpellBook = TRUE
```

```
if ItsASpellBook = TRUE then
  set Spells = field (member "Spellbook" of castlib 2)
```

```
  repeat with x = 1 to 100
    if line x of Spells = TheBook then set Noo = 1
  end repeat
```

```
  if noo = 1 then
    set Cc1 = TRUE
    set TheText = "You already know this spell."
    addtochat(TheText)
    exit
  end if
```

```
  loadspells
  set Spells = Spells & TheBook & RETURN
  put Spells into field (member "Spellbook" of castlib 2)
  savespells
  savecharacter
  set TheText = "You have learned the spell of " & TheBook & "."
  AddToChat(TheText)
  exit
end if
```

```
end
```

RenderChar_2 (Scripts)

```

on RenderChar (RenderSprite, RenderDat)
    Global RendChar

    if RenderSprite <> 112 then
        set the DoNotText of sprite RenderSprite = FALSE
    end if

    set the itemdelimiter = ":"

    set CurHelm = item 3 of RenderDat
    set Shield = item 6 of RenderDat
    set Gloves = item 7 of RenderDat
    set Helm = item 3 of RenderDat
    set Head = item 1 of RenderDat
    set Weapon = item 5 of RenderDat

    set the itemdelimiter = "+"
    if Weapon contains "+" then set Weapon = item 1 of Weapon
    set lnt = Weapon.length
    if char lnt of Weapon = " " then put "" into char lnt of Weapon

    if CurHelm contains "+" then set CurHelm = item 1 of CurHelm
    set lnt = CurHelm.length
    if char lnt of CurHelm = " " then put "" into char lnt of CurHelm

    if Shield contains "+" then set Shield = item 1 of Shield
    set lnt = Shield.length
    if char lnt of Shield = " " then put "" into char lnt of Shield

    if Gloves contains "+" then set Gloves = item 1 of Gloves
    set lnt = Gloves.length
    if char lnt of Gloves = " " then put "" into char lnt of Gloves

    if Helm contains "+" then set Helm = item 1 of Helm
    set lnt = Helm.length
    if char lnt of Helm = " " then put "" into char lnt of Helm

    if Head contains "+" then set Head = item 1 of Head
    set lnt = Head.length
    if char lnt of Head = " " then put "" into char lnt of Head

    set the itemdelimiter = ":"

    if Weapon = "knife" then set Weapon = "Dagger"
    if Weapon = "Blacksmith Hammer" then set Weapon = "Mining Hammer"
    if Weapon = "Ice Hammer" then set Weapon = "Mining Hammer"
    if Weapon = "Fire Hammer" then set Weapon = "Mining Hammer"
    if Shield contains "Arrows" then set Shield = "Arrows"
    if Shield contains "sand" then set Shield = "NOTHING"
    if Shield contains "Camera" then set Shield = "NOTHING"
    if Weapon = "Lord's Staff" then set Weapon = "Steel Staff"
    if Shield = "Saw" then set Shield = "NOTHING"
    if Weapon = "Unholy Lance" then set Weapon = "Dark Sword"
    if Weapon = "Knight's Sword" then set Weapon = "Broad Sword"
    if Weapon = "Sword of Hope" then set Weapon = "Broad Sword"
    if Weapon = "Katana" then set Weapon = "Short Sword"
    if Weapon contains "Scimitar" then set Weapon = "Short Sword"

    if Weapon contains "Damaged" then set Weapon = "NOTHING"
    if Shield contains "Damaged" then set Shield = "NOTHING"
    if Helm contains "Damaged" then set Helm = "NOTHING"
    if CurHelm contains "Damaged" then set CurHelm = "NOTHING"
    if Shield contains "Chunk" then set Shield = "NOTHING"

    if RenderSprite > 112 then set the MyWeapon of sprite RenderSprite = Weapon

    set TheBodddy = item 2 of RenderDat
    set Head = "Head" & Head
    set Bodyarmor = item 2 of RenderDat

    set the itemdelimiter = "+"
    if Bodyarmor contains "+" then set Bodyarmor = item 1 of Bodyarmor
    set lnt = Bodyarmor.length
    if char lnt of Bodyarmor = " " then put "" into char lnt of Bodyarmor

    set the itemdelimiter = ":"

    if Gloves = VOID then set Gloves = "NOTHING"
    if Gloves = "" then set Gloves = "NOTHING"
    if Gloves contains "Ring" then set Gloves = "NOTHING"

    if Bodyarmor = "Titanium Armor" then set Bodyarmor = "Argon's Plate"

    if RenderSprite <> 112 then
        if BodyArmor contains "Invis" then set the DoNotText of sprite RenderSprite = TRUE
    end if

```

```
if BodyArmor contains "Damaged" then set BodyArmor = "DEFBOD"
set TRB = "SP" & RenderSprite
```

```
set F1E = TRB & "-F1-E"
set F2E = TRB & "-F2-E"
set F3E = TRB & "-F3-E"
set F4E = TRB & "-F4-E"
set F5E = TRB & "-F5-E"
```

```
set F1W = TRB & "-F1-W"
set F2W = TRB & "-F2-W"
set F3W = TRB & "-F3-W"
set F4W = TRB & "-F4-W"
set F5W = TRB & "-F5-W"
```

```
set F1N = TRB & "-F1-N"
set F2N = TRB & "-F2-N"
set F3N = TRB & "-F3-N"
set F4N = TRB & "-F4-N"
set F5N = TRB & "-F5-N"
```

```
set F1S = TRB & "-F1-S"
set F2S = TRB & "-F2-S"
set F3S = TRB & "-F3-S"
```

```
set F5S = TRB & "-F5-S"
```

```
member(member F1E).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F2E).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F3E).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F4E).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F1W).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F2W).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F3W).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F4W).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F1N).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F2N).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F3N).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F4N).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F1S).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F2S).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
member(member F3S).image.copyPixels(member(member "BIM").image, member(member "BIM").rect, member(member "BIM").rect)
```

```
if Gloves <> "NOTHING" then
  set F1B = Gloves & "-F1-S"
  set F2B = Gloves & "-F2-S"
  set F3B = Gloves & "-F3-S"
  set F4B = Gloves & "-F4-S"
  set F5B = Gloves & "-F5-S"
```

```
member(member F1S).image.copyPixels(member(member F1B).image, member(member F1B).rect, member(member F1B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2S).image.copyPixels(member(member F2B).image, member(member F2B).rect, member(member F2B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F1S).image.copyPixels(member(member F3B).image, member(member F3B).rect, member(member F3B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if
```

```
if Weapon <> "NOTHING" then
  set F1Q = Weapon & "-F1-W"
  set F2Q = Weapon & "-F2-W"
  set F3Q = Weapon & "-F3-W"
  set F4Q = Weapon & "-F4-W"
```

```
member(member F1W).image.copyPixels(member(member F1Q).image, member(member F1Q).rect, member(member F1Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2W).image.copyPixels(member(member F2Q).image, member(member F2Q).rect, member(member F2Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3W).image.copyPixels(member(member F3Q).image, member(member F3Q).rect, member(member F3Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F1S).image.copyPixels(member(member F4Q).image, member(member F4Q).rect, member(member F4Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if
```

```
if Weapon <> "NOTHING" then
  set F1Q = Weapon & "-F1-N"
  set F2Q = Weapon & "-F2-N"
  set F3Q = Weapon & "-F3-N"
  set F4Q = Weapon & "-F4-N"
```

```
member(member F4N).image.copyPixels(member(member F4Q).image, member(member F4Q).rect, member(member F4Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if
```

```
if Shield contains "Arrows" then
  set F1Q = Shield & "-F1-S"
  set F2Q = Shield & "-F2-S"
  set F3Q = Shield & "-F3-S"
  set F4Q = Shield & "-F4-S"
  set F5Q = Shield & "-F5-S"
```

```
member(member F1S).image.copyPixels(member(member F1Q).image, member(member F1Q).rect, member(member F1Q).rect, [#ink:
```

[illegible]

```
member(member F2N).image.copyPixels(member(member F2B).image, member(member F2B).rect, member(member F2B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3N).image.copyPixels(member(member F3B).image, member(member F3B).rect, member(member F3B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F4N).image.copyPixels(member(member F4B).image, member(member F4B).rect, member(member F4B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
set F1B = BodyArmor & "-F1-S"
set F2B = BodyArmor & "-F2-S"
set F3B = BodyArmor & "-F3-S"
set F4B = BodyArmor & "-F4-S"
set F5B = BodyArmor & "-F5-S"
member(member F1S).image.copyPixels(member(member F1B).image, member(member F1B).rect, member(member F1B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2S).image.copyPixels(member(member F2B).image, member(member F2B).rect, member(member F2B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3S).image.copyPixels(member(member F3B).image, member(member F3B).rect, member(member F3B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if

if Gloves <> "NOTHING" then
set F1B = Gloves & "-F1-W"
set F2B = Gloves & "-F2-W"
set F3B = Gloves & "-F3-W"
set F4B = Gloves & "-F4-W"
set F5B = Gloves & "-F5-W"
member(member F1W).image.copyPixels(member(member F1B).image, member(member F1B).rect, member(member F1B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2W).image.copyPixels(member(member F2B).image, member(member F2B).rect, member(member F2B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3W).image.copyPixels(member(member F3B).image, member(member F3B).rect, member(member F3B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F4W).image.copyPixels(member(member F4B).image, member(member F4B).rect, member(member F4B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
set F1B = Gloves & "-F1-E"
set F2B = Gloves & "-F2-E"
set F3B = Gloves & "-F3-E"
set F4B = Gloves & "-F4-E"
set F5B = Gloves & "-F5-E"
member(member F1E).image.copyPixels(member(member F1B).image, member(member F1B).rect, member(member F1B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2E).image.copyPixels(member(member F2B).image, member(member F2B).rect, member(member F2B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3E).image.copyPixels(member(member F3B).image, member(member F3B).rect, member(member F3B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F4E).image.copyPixels(member(member F4B).image, member(member F4B).rect, member(member F4B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
set F1B = Gloves & "-F1-N"
set F2B = Gloves & "-F2-N"
set F3B = Gloves & "-F3-N"
set F4B = Gloves & "-F4-N"
set F5B = Gloves & "-F5-N"
member(member F1N).image.copyPixels(member(member F1B).image, member(member F1B).rect, member(member F1B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2N).image.copyPixels(member(member F2B).image, member(member F2B).rect, member(member F2B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3N).image.copyPixels(member(member F3B).image, member(member F3B).rect, member(member F3B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F4N).image.copyPixels(member(member F4B).image, member(member F4B).rect, member(member F4B).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if

if Shield <> "NOTHING" then
if Shield <> "Arrows" then
if Shield <> "Torch" then
set F1Q = Shield & "-F1-N"
set F2Q = Shield & "-F2-N"
set F3Q = Shield & "-F3-N"
set F4Q = Shield & "-F4-N"
set F5Q = Shield & "-F5-N"
member(member F1N).image.copyPixels(member(member F1Q).image, member(member F1Q).rect, member(member F1Q).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F2N).image.copyPixels(member(member F2Q).image, member(member F2Q).rect, member(member F2Q).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F3N).image.copyPixels(member(member F3Q).image, member(member F3Q).rect, member(member F3Q).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
member(member F4N).image.copyPixels(member(member F4Q).image, member(member F4Q).rect, member(member F4Q).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if
end if
end if

if CurHelm = "NOTHING" then
if BodyArmor <> "Robe of Invisibility" then
if BodyArmor <> "Ninja Outfit" then
if BodyArmor <> "Royal Ninja Uniform" then
if BodyArmor <> "Necromancer's Robe" then
set F1H = Head & "-F1-E"
set F2H = Head & "-F2-E"
set F3H = Head & "-F3-E"
set F4H = Head & "-F4-E"
set F5H = Head & "-F5-E"
member(member F1E).image.copyPixels(member(member F1H).image, member(member F1H).rect, member(member F1H).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
```

[illegible]

```

        set F1M = Helm & "-F1-N"
        set F2M = Helm & "-F2-N"
        set F3M = Helm & "-F3-N"
        set F4M = Helm & "-F4-N"
        set F5M = Helm & "-F5-N"
        member(member F1N).image.copyPixels(member(member F1M).image, member(member F1M).rect, member(member F1M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
        member(member F2N).image.copyPixels(member(member F2M).image, member(member F2M).rect, member(member F2M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
        member(member F3N).image.copyPixels(member(member F3M).image, member(member F3M).rect, member(member F3M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
        member(member F4N).image.copyPixels(member(member F4M).image, member(member F4M).rect, member(member F4M).rect,
[#ink: 36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    end if
end if
end if

if Shield <> "NOTHING" then
    if Shield <> "Arrows" then
        set F1Q = Shield & "-F1-S"
        set F2Q = Shield & "-F2-S"
        set F3Q = Shield & "-F3-S"
        set F4Q = Shield & "-F4-S"
        set F5Q = Shield & "-F5-S"
        member(member F1S).image.copyPixels(member(member F1Q).image, member(member F1Q).rect, member(member F1Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
        member(member F2S).image.copyPixels(member(member F2Q).image, member(member F2Q).rect, member(member F2Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
        member(member F3S).image.copyPixels(member(member F3Q).image, member(member F3Q).rect, member(member F3Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])

        set F1Q = Shield & "-F1-W"
        set F2Q = Shield & "-F2-W"
        set F3Q = Shield & "-F3-W"
        set F4Q = Shield & "-F4-W"
        set F5Q = Shield & "-F5-W"
        member(member F1W).image.copyPixels(member(member F1Q).image, member(member F1Q).rect, member(member F1Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
        member(member F2W).image.copyPixels(member(member F2Q).image, member(member F2Q).rect, member(member F2Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
        member(member F3W).image.copyPixels(member(member F3Q).image, member(member F3Q).rect, member(member F3Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
        member(member F4W).image.copyPixels(member(member F4Q).image, member(member F4Q).rect, member(member F4Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    end if
end if

if Shield contains "Arrows" then
    set F1Q = Shield & "-F1-N"
    set F2Q = Shield & "-F2-N"
    set F3Q = Shield & "-F3-N"
    set F4Q = Shield & "-F4-N"
    set F5Q = Shield & "-F5-N"
    member(member F1N).image.copyPixels(member(member F1Q).image, member(member F1Q).rect, member(member F1Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F2N).image.copyPixels(member(member F2Q).image, member(member F2Q).rect, member(member F2Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F3N).image.copyPixels(member(member F3Q).image, member(member F3Q).rect, member(member F3Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F4N).image.copyPixels(member(member F4Q).image, member(member F4Q).rect, member(member F4Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if

if Weapon <> "NOTHING" then
    set F1Q = Weapon & "-F1-E"
    set F2Q = Weapon & "-F2-E"
    set F3Q = Weapon & "-F3-E"
    set F4Q = Weapon & "-F4-E"
    member(member F1E).image.copyPixels(member(member F1Q).image, member(member F1Q).rect, member(member F1Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F2E).image.copyPixels(member(member F2Q).image, member(member F2Q).rect, member(member F2Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F3E).image.copyPixels(member(member F3Q).image, member(member F3Q).rect, member(member F3Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F4E).image.copyPixels(member(member F4Q).image, member(member F4Q).rect, member(member F4Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
end if

if Weapon <> "NOTHING" then
    set F1Q = Weapon & "-F1-S"
    set F2Q = Weapon & "-F2-S"
    set F3Q = Weapon & "-F3-S"
    set F4Q = Weapon & "-F4-S"
    member(member F1S).image.copyPixels(member(member F1Q).image, member(member F1Q).rect, member(member F1Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F2S).image.copyPixels(member(member F2Q).image, member(member F2Q).rect, member(member F2Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])
    member(member F3S).image.copyPixels(member(member F3Q).image, member(member F3Q).rect, member(member F3Q).rect, [#ink:
36, #blendLevel: 255, #bgcolor: 5, #color: 255])

```



```
36, #blendLevel: 255, #bgcolor: 5, #color: 255])  
end if
```

```
end
```

Trainoption (shop)

```
on Trainoption Itms  
  Global Magery, NPC1  
  
  set Prices = Itms & "p"  
  
  ----- for processing spells  
  if Itms contains "Spells" then  
  
    if Magery = 0 then  
  
      set TheText = NPC1 & ": I'm sorry but you lack any magic potential to learn."  
      AddToChat(TheText)  
      exit  
    end if  
  
    if Magery > 0 then  
  
      put field (member Itms of castlib "Shop") into field (member "List" of castlib "Shop")  
      put field (member Prices of castlib "Shop") into field (member "Prices" of castlib "Shop")  
      updatestage  
      set the visible of sprite 210 = TRUE  
      set the visible of sprite 211 = TRUE  
      set the visible of sprite 215 = TRUE  
      set the visible of sprite 217 = TRUE  
      set the visible of sprite 218 = TRUE  
  
    end if  
    exit  
  end if  
  
  put field (member Itms of castlib "Shop") into field (member "List" of castlib "Shop")  
  put field (member Prices of castlib "Shop") into field (member "Prices" of castlib "Shop")  
  updatestage  
  set the visible of sprite 210 = TRUE  
  set the visible of sprite 211 = TRUE  
  set the visible of sprite 215 = TRUE  
  set the visible of sprite 217 = TRUE  
  set the visible of sprite 218 = TRUE  
  
end
```

NPCSellList (shop)

```
on NPCSellList TheDatToSort
```

```
    set The Itemdelimiter = ":"
```

```
    set BuyItems = item 1 of TheDatToSort
    set BuyItemPrices = item 2 of TheDatToSort
```

```
    put BuyItems into field (member "List" of castlib "Shop")
    put BuyItemPrices into field (member "Prices" of castlib "Shop")
```

```
    set the visible of sprite 200 = FALSE
    set the visible of sprite 201 = FALSE
    set the visible of sprite 202 = FALSE
    set the visible of sprite 203 = FALSE
    set the visible of sprite 204 = FALSE
    set the visible of sprite 205 = FALSE
    set the visible of sprite 206 = FALSE
    set the visible of sprite 207 = FALSE
    set the visible of sprite 208 = FALSE
```

```
    set the visible of sprite 210 = TRUE
    set the visible of sprite 211 = TRUE
    set the visible of sprite 215 = TRUE
    set the visible of sprite 217 = TRUE
    set the visible of sprite 218 = TRUE
```

```
    put "1" into field (member "NumberOfItems" of castlib "Shop")
    set the visible of sprite 213 = TRUE
    set the locZ of sprite 213 = the locZ of sprite 218 + 10
```

```
end
```

```
on NPCBuyList TheDatToSort
```

```
    set The Itemdelimiter = ":"
```

```
    set BuyItems = item 1 of TheDatToSort
    set BuyItemPrices = item 2 of TheDatToSort
```

```
    put BuyItems into field (member "List" of castlib "Shop")
    put BuyItemPrices into field (member "Prices" of castlib "Shop")
```

```
    set the visible of sprite 200 = FALSE
    set the visible of sprite 201 = FALSE
    set the visible of sprite 202 = FALSE
    set the visible of sprite 203 = FALSE
    set the visible of sprite 204 = FALSE
    set the visible of sprite 205 = FALSE
    set the visible of sprite 206 = FALSE
    set the visible of sprite 207 = FALSE
    set the visible of sprite 208 = FALSE
```

```
    set the visible of sprite 210 = TRUE
    set the visible of sprite 212 = TRUE
    set the visible of sprite 215 = TRUE
    set the visible of sprite 217 = TRUE
    set the visible of sprite 218 = TRUE
```

```
    put "1" into field (member "NumberOfItems" of castlib "Shop")
    set the visible of sprite 213 = TRUE
    set the locZ of sprite 213 = the locZ of sprite 218 + 10
```

```
end
```

```
on NotEnoughInventory
```

```
    set the visible of sprite 370 = FALSE
    set NPCName = member(the member of sprite 207).name
    set TheText = NPCName & " says " & QUOTE & "Sorry but I'm out of that particular item." & QUOTE
    AddTochat(TheText)
```

```
end
```

```
on BadSelling TheDatToSort
```

```
    set the visible of sprite 370 = FALSE
    set NPCName = member(the member of sprite 207).name
    set TheText = NPCName & " says " & QUOTE & "I'm sorry but I can't afford to buy that." & QUOTE
    AddTochat(TheText)
```

```
end
```

```
on BoughtItems TheDatToSort
```

```
    Global Gold, SFX, ShopItemPrice
```

```
    set the visible of sprite 370 = FALSE
    set NPCName = member(the member of sprite 207).name
    SortMySkills
    LoadGold
    LoadMyEquipment
    LoadMyEQQ
```

```
LoadMyEQQ
loadspells
```

```
set the itemdelimiter = ":"
set theItemName = item 1 of TheDatToSort
set TheItemAmount = integer(item 2 of TheDatToSort)

if SFX <> "OFF" then puppetsound 4, "Cash"
set TheText = NPCName & " says " & QUOTE & "Thanks for the business!" & QUOTE
AddToChat(TheText)
LoadGold
set Gold = Integer(Gold) - Integer(ShopItemPrice)
saveGold
```

```
set TheSelItem = TheItemName
```

```
repeat with x = 1 to TheItemAmount
```

```
    if TheSelItem contains " Crystal" then
        AddCrystal(TheSelItem)
    else
        AddItemToInventory(TheSelItem)
    end if
```

```
end repeat
```

```
saveEQ
saveequipment
savespells
saveskills
```

```
end
```

```
on SoldSuccessfully TheDatToSort
Global Gold, SFX, ShopItemPrice, BlueC, RedC, GreenC, YellowC, PurpleC, WhiteC
Global LastSellItem, LastSellAmount, LastSellGold, LastNPC
```

```
set the visible of sprite 370 = FALSE
```

```
if LastSellGold = "" then exit
if LastSellItem = "" then exit
if LastSellAmount = "" then exit
```

```
set LastNPC = member(the member of sprite 207).name
loadspells
LoadGold
LoadMyEquipment
LoadMyEQQ
```

```
if SFX <> "OFF" then puppetsound 4, "Cash"
set TheText = LastNPC & " says " & QUOTE & "Thanks for the business!" & QUOTE
AddToChat(TheText)
```

```
LoadGold
set Gold = Integer(Gold) + Integer(LastSellGold)
saveGold
```

```
set LastSellAmount = integer(LastSellAmount)
```

```
if LastSellItem contains " Crystal" then
```

```
    loadcrystals
    if LastSellItem = "Blue Crystal" then set BlueC = BlueC - LastSellAmount
    if LastSellItem = "Red Crystal" then set RedC = RedC - LastSellAmount
    if LastSellItem = "Yellow Crystal" then set YellowC = YellowC - LastSellAmount
    if LastSellItem = "Green Crystal" then set GreenC = GreenC - LastSellAmount
    if LastSellItem = "Purple Crystal" then set PurpleC = PurpleC - LastSellAmount
    if LastSellItem = "White Crystal" then set WhiteC = WhiteC - LastSellAmount
    if BlueC < 0 then set BlueC = 0
    if RedC < 0 then set RedC = 0
    if YellowC < 0 then set YellowC = 0
    if GreenC < 0 then set GreenC = 0
    if PurpleC < 0 then set PurpleC = 0
    if WhiteC < 0 then set WhiteC = 0
    savecrystals
    loadcrystals
else
```

```
-----
set MyInventory = field (member "Inventory" of castlib 2)
```

```
set CurLinee = 15
```

```
repeat with x = 1 to 15
```

```
    if LastSellItem = line CurLinee of MyInventory then
```

```
        delete line CurLinee of MyInventory
        set LastSellAmount = integer(LastSellAmount) - 1
```

```

        set LastSellAmount = integer(LastSellAmount) - 1

    end if

    set CurLinee = CurLinee - 1
    if LastSellAmount = 0 then exit repeat
end repeat

put MyInventory into field (member 18 of castlib 2)
-----
end if

saveEQ
saveequipment
savespells

set LastSellAmount = ""
set LastSellItem = ""
set LastSellGold = ""

end

```

List (shop)

```

on mouseUp
    Global ShopItem, ShopItemNum, ShopItemPrice
    Global SFX

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"
    if the visible of sprite 370 = TRUE then exit

    hilite line (the lineCount of (member "List" of castlib "Shop") + 1) of field (member "List" of castlib "Shop")
    set opponent = 0
    set name = line the mouseLine of field (member "List" of castlib "Shop")
    set name2 = line the mouseLine of field (member "Prices" of castlib "Shop")

    set ShopItem to name
    set ShopItemPrice to Integer(name2)

    set ShopItemNum = the mouseLine
    hilite line ShopItemNum of field (member "List" of castlib "Shop")
    hilite line ShopItemNum of field (member "Prices" of castlib "Shop")

    if ShopItem = "" then set ShopItemNum = 0

    set ShopItemX = ShopItem
    set ShopItemXPrice = string(ShopItemPrice)

    put ShopItemX into field (member "EncryptedItem" of castlib 1)

    repeat with x = 1 to 15

        if char x of ShopItemXPrice = "0" then put "-" into Char x of ShopItemXPrice
        if char x of ShopItemXPrice = "1" then put "t" into Char x of ShopItemXPrice
        if char x of ShopItemXPrice = "2" then put "e" into Char x of ShopItemXPrice
        if char x of ShopItemXPrice = "3" then put "r" into Char x of ShopItemXPrice
        if char x of ShopItemXPrice = "4" then put "/" into Char x of ShopItemXPrice
        if char x of ShopItemXPrice = "5" then put "\" into Char x of ShopItemXPrice
        if char x of ShopItemXPrice = "6" then put "q" into Char x of ShopItemXPrice
        if char x of ShopItemXPrice = "7" then put "m" into Char x of ShopItemXPrice
        if char x of ShopItemXPrice = "8" then put "," into Char x of ShopItemXPrice
        if char x of ShopItemXPrice = "9" then put "." into Char x of ShopItemXPrice
    end repeat

    put ShopItemXPrice into field (member "EncryptedPrice" of castlib 1)
end

```

Prices (shop)

```

on mouseUp
  Global ShopItem, ShopItemNum, ShopItemPrice
  Global SFX

  if SFX <> "OFF" then puppetsound 3, "Clicksound2"
  if the visible of sprite 370 = TRUE then exit

  hilite line (the lineCount of (member "List" of castlib "Shop") + 1) of field (member "List" of castlib "Shop")
  set opponent = 0
  set name = line the mouseLine of field (member "List" of castlib "Shop")
  set name2 = line the mouseLine of field (member "Prices" of castlib "Shop")

  set ShopItem to name
  set ShopItemPrice to Integer(name2)

  set ShopItemNum = the mouseLine
  hilite line ShopItemNum of field (member "List" of castlib "Shop")
  hilite line ShopItemNum of field (member "Prices" of castlib "Shop")

  if ShopItem = "" then set ShopItemNum = 0

  set ShopItemX = ShopItem
  set ShopItemXPrice = string(ShopItemPrice)

  put ShopItemX into field (member "EncryptedItem" of castlib 1)

  repeat with x = 1 to 15
    if char x of ShopItemXPrice = "0" then put "-" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "1" then put "t" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "2" then put "e" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "3" then put "r" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "4" then put "/" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "5" then put "\" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "6" then put "q" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "7" then put "m" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "8" then put "," into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "9" then put "." into Char x of ShopItemXPrice
  end repeat

  put ShopItemXPrice into field (member "EncryptedPrice" of castlib 1)

end

```

13 (shop)

on mouseUp

```
Global ShopItem, ShopItemNum, ShopItemPrice, Gold, NPC1, gConnect, NPCSelected, NPC2, NPC3, NPC4
Global SFX, MyClass, ClassCode, Cc1, LastChest, KeyLockOut, DontBuyAgain, CurNPCSelYo, MyName
```

```
-----
```

```
set blargg = integer(field (member "NumberOfItems"))
if blargg < 1 then exit
if string(blargg) contains "-" then exit
```

```
if the visible of sprite 370 = TRUE then exit
```

```
if the visible of sprite 218 = TRUE then
  set NPCData1 = field (member "NPCOne" of castlib "NPCs")
  set NPCData2 = field (member "NPCTwo" of castlib "NPCs")
  set NPCData3 = field (member "NPCThree" of castlib "NPCs")
  set NPCData4 = field (member "NPCFour" of castlib "NPCs")
```

```
  if NPCSelected = 1 then
    if NPCData1 <> NPC1 then exit
  end if
```

```
  if NPCSelected = 2 then
    if NPCData2 <> NPC2 then exit
  end if
```

```
  if NPCSelected = 3 then
    if NPCData3 <> NPC3 then exit
  end if
```

```
  if NPCSelected = 4 then
    if NPCData4 <> NPC4 then exit
  end if
```

```
end if
```

```
set ShopItemX = field (member "EncryptedItem" of castlib 1)
set ShopItemXPrice = field (member "EncryptedPrice" of castlib 1)
if the visible of sprite 370 = TRUE then exit
```

```
repeat with x = 1 to 15
  if char x of ShopItemXPrice = "-" then put "0" into Char x of ShopItemXPrice
  if char x of ShopItemXPrice = "t" then put "1" into Char x of ShopItemXPrice
  if char x of ShopItemXPrice = "e" then put "2" into Char x of ShopItemXPrice
  if char x of ShopItemXPrice = "r" then put "3" into Char x of ShopItemXPrice
  if char x of ShopItemXPrice = "/" then put "4" into Char x of ShopItemXPrice
  if char x of ShopItemXPrice = "\" then put "5" into Char x of ShopItemXPrice
  if char x of ShopItemXPrice = "q" then put "6" into Char x of ShopItemXPrice
  if char x of ShopItemXPrice = "m" then put "7" into Char x of ShopItemXPrice
  if char x of ShopItemXPrice = "," then put "8" into Char x of ShopItemXPrice
  if char x of ShopItemXPrice = "." then put "9" into Char x of ShopItemXPrice
end repeat
```

```
set ShopItem = ShopItemX
set ShopItemPrice = integer(ShopItemXPrice)
```

```
set ItemTotal = integer(field (member "NumberOfItems" of castlib "Shop"))
if ItemTotal < 1 then set ItemTotal = 1
set ShopItemPrice = ShopItemPrice
```

```
-----
```

```
if SFX <> "OFF" then puppetsound 3, "Clicksound2"
```

```
if ShopItem contains RETURN then exit
if line 2 of ShopItem <> "" then exit
```

```
----- *****
```

```
if the visible of sprite 218 = FALSE then
  if ShopItemNum = 0 then exit
  set KeyLockOut = FALSE
```

```
  if ShopItem = "" then exit
```

```
  set Inventories = field (member "Inventory" of castlib 2)
```

```
  set SearchName = ShopItem & "-"
```

```
  set InvNum = 0
  if line 1 of Inventories <> "" then set InvNum = InvNum + 1
  if line 2 of Inventories <> "" then set InvNum = InvNum + 1
  if line 3 of Inventories <> "" then set InvNum = InvNum + 1
  if line 4 of Inventories <> "" then set InvNum = InvNum + 1
  if line 5 of Inventories <> "" then set InvNum = InvNum + 1
  if line 6 of Inventories <> "" then set InvNum = InvNum + 1
  if line 7 of Inventories <> "" then set InvNum = InvNum + 1
```

```

    if line 7 of Inventories <> "" then set InvNum = InvNum + 1
    if line 8 of Inventories <> "" then set InvNum = InvNum + 1
    if line 9 of Inventories <> "" then set InvNum = InvNum + 1
    if line 10 of Inventories <> "" then set InvNum = InvNum + 1
    if line 11 of Inventories <> "" then set InvNum = InvNum + 1
    if line 12 of Inventories <> "" then set InvNum = InvNum + 1
    if line 13 of Inventories <> "" then set InvNum = InvNum + 1
    if line 14 of Inventories <> "" then set InvNum = InvNum + 1
    if line 15 of Inventories <> "" then set InvNum = InvNum + 1

    if Inventories contains SearchName then set InvNum = 1

    if InvNum > 14 then
        set TheText = "You are carrying too much to withdraw this item."
        AddToChat(TheText)
        set ItClickBlock = 0
        set ItemActionPause = 0
        set CanMdFy = TRUE
        exit
    end if

    set ChstFinal = LastChest & ".txt`" & ShopItem
    set ChstFinal = MyName & ";" & ChstFinal
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GetFromVault", #content:ChstFinal])

    set CurVault = field (member "VaultList" of castlib "Shop")
    delete line ShopItemNum of CurVault
    put CurVault into field (member "VaultList" of castlib "Shop")
    set ShopItemNum = 0
    exit
end if

----- *****

set NPCName = CurNPCSelYo

if ShopItem contains RETURN then exit
if line 2 of ShopItem <> "" then exit

if ShopItem = "" then exit
if ShopItemPrice = 0 then exit

set Inventories = field (member "Inventory" of castlib 2)

-----

if ShopItem contains " Crystal" then set xxxxx = 1

set Ccl = FALSE
set TheSelItem = ShopItem

set ItemType = "EQ"
if TheSelItem = "Smoke Bomb" then set ItemType = "Spell"
if TheSelItem = "minor heal" then set ItemType = "Spell"
if TheSelItem = "major heal" then set ItemType = "Spell"
if TheSelItem = "morph" then set ItemType = "Spell"
if TheSelItem = "Splash" then set ItemType = "Spell"
if TheSelItem = "Nature Shift" then set ItemType = "Spell"
if TheSelItem = "Holy Weapon" then set ItemType = "Spell"
if TheSelItem = "Illusionary Spikes" then set ItemType = "Spell"
if TheSelItem = "Web" then set ItemType = "Spell"
if TheSelItem = "Argon's Fist" then set ItemType = "Spell"
if TheSelItem = "Inxition" then set ItemType = "Spell"
if TheSelItem = "Magic Shield" then set ItemType = "Spell"
if TheSelItem = "Blue Crystal" then set ItemType = "Crystal"
if TheSelItem = "Red Crystal" then set ItemType = "Crystal"
if TheSelItem = "Green Crystal" then set ItemType = "Crystal"
if TheSelItem = "Yellow Crystal" then set ItemType = "Crystal"
if TheSelItem = "Purple Crystal" then set ItemType = "Crystal"
if TheSelItem = "White Crystal" then set ItemType = "Crystal"
if TheSelItem = "meteor" then set ItemType = "Spell"
if TheSelItem = "Radar" then set ItemType = "Spell"
if TheSelItem = "Firesword" then set ItemType = "Spell"
if TheSelItem = "Portal" then set ItemType = "Spell"
if TheSelItem = "fireball" then set ItemType = "Spell"
if TheSelItem = "wind wave" then set ItemType = "Spell"
if TheSelItem = "firebolt" then set ItemType = "Spell"
if TheSelItem = "poison dart" then set ItemType = "Spell"
if TheSelItem = "weaken" then set ItemType = "Spell"
if TheSelItem = "bless" then set ItemType = "Spell"
if TheSelItem = "haste" then set ItemType = "Spell"
if TheSelItem = "major heal" then set ItemType = "Spell"
if TheSelItem = "replenish" then set ItemType = "Spell"
if TheSelItem = "bolt" then set ItemType = "Spell"
if TheSelItem = "Firebolt" then set ItemType = "Spell"
if TheSelItem = "Stone Skin" then set ItemType = "Spell"

```

```
if TheSelItem = "Stone Skin" then set ItemType = "Spell"
if TheSelItem = "Crush" then set ItemType = "Spell"
if TheSelItem = "Whirlwind" then set ItemType = "Spell"
if TheSelItem = "Create Food" then set ItemType = "Spell"
if TheSelItem = "Summon Creature" then set ItemType = "Spell"
if TheSelItem = "Dispel Illusions" then set ItemType = "Spell"
if TheSelItem = "Hold" then set ItemType = "Spell"
if TheSelItem = "Firesword" then set ItemType = "Spell"
if TheSelItem = "Diminish Hunger" then set ItemType = "Spell"
if TheSelItem = "Raise Dead" then set ItemType = "Spell"
if TheSelItem = "Holy Shield" then set ItemType = "Spell"
```

```
if ItemType <> "Spell" then
```

```
    if Ccl = FALSE then
```

```
        set NumberofItems = field (member "NumberOfItems" of castlib "Shop")
        set NPCDat = CurNPCSelYo & ".txt:"
        set NPCDat = NPCDat & TheSelItem & ":" & ShopItemPrice & ":"
        set NPCDat = NPCDat & NumberofItems
```

```
        if the visible of sprite 370 = TRUE then exit
        set the visible of sprite 370 = TRUE
        set the locZ of sprite 370 = 9999
```

```
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"BuyFromNPC",#content:NPCDat])
```

```
    end if
end if
```

```
end
```


14 (shop)

on mouseUp

```
Global ShopItemPrice, Gold, ShopItem, ShopItemNum, NPC1, NPC2, NPC3, NPC4, NPCSelected
Global SFX, BlueC, RedC, GreenC, YellowC, PurpleC, WhiteC, gConnect
Global LastSellItem, LastSellAmount, LastSellGold, DontBuyAgain, CurNPCSelyo
```

```
set NPCData1 = field (member "NPCOne" of castlib "NPCs")
set NPCData2 = field (member "NPCTwo" of castlib "NPCs")
set NPCData3 = field (member "NPCThree" of castlib "NPCs")
set NPCData4 = field (member "NPCFour" of castlib "NPCs")
```

```
if NPCSelected = 1 then
    if NPCData1 <> NPC1 then exit
end if
```

```
if NPCSelected = 2 then
    if NPCData2 <> NPC2 then exit
end if
```

```
if NPCSelected = 3 then
    if NPCData3 <> NPC3 then exit
end if
```

```
if NPCSelected = 4 then
    if NPCData4 <> NPC4 then exit
end if
```

```
set ShopItemX = field (member "EncryptedItem" of castlib 1)
set ShopItemXPrice = field (member "EncryptedPrice" of castlib 1)
if the visible of sprite 370 = TRUE then exit
```

```
repeat with x = 1 to 15
    if char x of ShopItemXPrice = "-" then put "0" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "t" then put "1" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "e" then put "2" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "r" then put "3" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "/" then put "4" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "\" then put "5" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "q" then put "6" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "m" then put "7" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "," then put "8" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "." then put "9" into Char x of ShopItemXPrice
end repeat
```

```
set ShopItem = ShopItemX
set ShopItemPrice = integer(ShopItemXPrice)
```

```
set ItemTotal = integer(field (member "NumberOfItems" of castlib "Shop"))
if ItemTotal < 1 then exit
```

```
if SFX <> "OFF" then puppetsound 3, "Clicksound2"
```

```
if ShopItem contains RETURN then exit
if line 2 of ShopItem <> "" then exit
```

```
set Inventories = field (member "Inventory" of castlib 2)
set NumberOfItems = integer(field (member "NumberOfItems" of castlib "Shop"))
```

```
if ShopItem = "Blue Crystal" then set NumItems = BlueC
if ShopItem = "Red Crystal" then set NumItems = RedC
if ShopItem = "Yellow Crystal" then set NumItems = YellowC
if ShopItem = "Green Crystal" then set NumItems = GreenC
if ShopItem = "Purple Crystal" then set NumItems = PurpleC
if ShopItem = "White Crystal" then set NumItems = WhiteC
```

```
set TheItem = "X"
```

```
if ShopItem contains "Crate" then
    if line 15 of Inventories contains "Crate#" then set TheItem = line 15 of Inventories
    if line 14 of Inventories contains "Crate#" then set TheItem = line 14 of Inventories
    if line 13 of Inventories contains "Crate#" then set TheItem = line 13 of Inventories
    if line 12 of Inventories contains "Crate#" then set TheItem = line 12 of Inventories
    if line 11 of Inventories contains "Crate#" then set TheItem = line 11 of Inventories
    if line 10 of Inventories contains "Crate#" then set TheItem = line 10 of Inventories
    if line 9 of Inventories contains "Crate#" then set TheItem = line 9 of Inventories
    if line 8 of Inventories contains "Crate#" then set TheItem = line 8 of Inventories
    if line 7 of Inventories contains "Crate#" then set TheItem = line 7 of Inventories
```

```

if line 7 of Inventories contains "Crate#" then set TheItem = line 7 of Inventories
if line 6 of Inventories contains "Crate#" then set TheItem = line 6 of Inventories
if line 5 of Inventories contains "Crate#" then set TheItem = line 5 of Inventories
if line 4 of Inventories contains "Crate#" then set TheItem = line 4 of Inventories
if line 3 of Inventories contains "Crate#" then set TheItem = line 3 of Inventories
if line 2 of Inventories contains "Crate#" then set TheItem = line 2 of Inventories
if line 1 of Inventories contains "Crate#" then set TheItem = line 1 of Inventories
end if

if ShopItem contains "Cabinet" then
if line 15 of Inventories contains "Cabinet#" then set TheItem = line 15 of Inventories
if line 14 of Inventories contains "Cabinet#" then set TheItem = line 14 of Inventories
if line 13 of Inventories contains "Cabinet#" then set TheItem = line 13 of Inventories
if line 12 of Inventories contains "Cabinet#" then set TheItem = line 12 of Inventories
if line 11 of Inventories contains "Cabinet#" then set TheItem = line 11 of Inventories
if line 10 of Inventories contains "Cabinet#" then set TheItem = line 10 of Inventories
if line 9 of Inventories contains "Cabinet#" then set TheItem = line 9 of Inventories
if line 8 of Inventories contains "Cabinet#" then set TheItem = line 8 of Inventories
if line 7 of Inventories contains "Cabinet#" then set TheItem = line 7 of Inventories
if line 6 of Inventories contains "Cabinet#" then set TheItem = line 6 of Inventories
if line 5 of Inventories contains "Cabinet#" then set TheItem = line 5 of Inventories
if line 4 of Inventories contains "Cabinet#" then set TheItem = line 4 of Inventories
if line 3 of Inventories contains "Cabinet#" then set TheItem = line 3 of Inventories
if line 2 of Inventories contains "Cabinet#" then set TheItem = line 2 of Inventories
if line 1 of Inventories contains "Cabinet#" then set TheItem = line 1 of Inventories
end if

if ShopItem contains "Wind Cabinet" then
if line 15 of Inventories contains "Wind Cabinet#" then set TheItem = line 15 of Inventories
if line 14 of Inventories contains "Wind Cabinet#" then set TheItem = line 14 of Inventories
if line 13 of Inventories contains "Wind Cabinet#" then set TheItem = line 13 of Inventories
if line 12 of Inventories contains "Wind Cabinet#" then set TheItem = line 12 of Inventories
if line 11 of Inventories contains "Wind Cabinet#" then set TheItem = line 11 of Inventories
if line 10 of Inventories contains "Wind Cabinet#" then set TheItem = line 10 of Inventories
if line 9 of Inventories contains "Wind Cabinet#" then set TheItem = line 9 of Inventories
if line 8 of Inventories contains "Wind Cabinet#" then set TheItem = line 8 of Inventories
if line 7 of Inventories contains "Wind Cabinet#" then set TheItem = line 7 of Inventories
if line 6 of Inventories contains "Wind Cabinet#" then set TheItem = line 6 of Inventories
if line 5 of Inventories contains "Wind Cabinet#" then set TheItem = line 5 of Inventories
if line 4 of Inventories contains "Wind Cabinet#" then set TheItem = line 4 of Inventories
if line 3 of Inventories contains "Wind Cabinet#" then set TheItem = line 3 of Inventories
if line 2 of Inventories contains "Wind Cabinet#" then set TheItem = line 2 of Inventories
if line 1 of Inventories contains "Wind Cabinet#" then set TheItem = line 1 of Inventories
end if

if TheItem <> "X" then
put "1" into field (member "NumberOfItems" of castlib "Shop")
set the itemdelimiter = "-"
set ShopItem = item 1 of TheItem
end if

-----

if ShopItemNum <> 0 then

if ShopItem <> "" then

set NumberofItems = field (member "NumberOfItems" of castlib "Shop")
set NPCDat = CurNPCSelyo & ".txt:"
set NPCDat = NPCDat & ShopItem & ":" & ShopItemPrice & ":"
set NPCDat = NPCDat & NumberofItems

if the visible of sprite 370 = TRUE then exit
set the visible of sprite 370 = TRUE
set the locZ of sprite 370 = 9999

set LastSellItem = ShopItem
set LastSellAmount = NumberofItems
set LastSellGold = ShopItemPrice
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SellToNPC",#content:NPCDat])

set the itemdelimiter = "-"
if ShopItem contains "#" then
set ShopItem = item 1 of ShopItem
end if

end if
end if

```

end

15 (shop)

```
on mouseUp
  Global SFX, KeyLockOut, DontBuyAgain

  if SFX <> "OFF" then puppetsound 3, "Clicksound2"
  set KeyLockOut = FALSE
  set DontBuyAgain = FALSE

  set the visible of sprite 210 = FALSE
  set the visible of sprite 211 = FALSE
  set the visible of sprite 212 = FALSE
  set the visible of sprite 215 = FALSE
  set the visible of sprite 217 = FALSE
  set the visible of sprite 218 = FALSE
  set the visible of sprite 219 = FALSE

  set the visible of sprite 213 = FALSE

  put "" into field (member "EncryptedItem" of castlib 1)
  put "" into field (member "EncryptedPrice" of castlib 1)
end
```

Spell Buy (shop)

Global ShopItem, ShopItemNum, ShopItemPrice, Gold, NPC1, gConnect, MyName
Global SFX, MyClass

```

on FactorNewSpell
  loadspells

  if field (member "Spellbook" of castlib 2) contains ShopItem then

    set TheText = NPC1 & ": You already know that spell."
    AddToChat(TheText)
    exit
  end if

  LoadGold
  set Gold = Gold - ShopItemPrice
  savegold

  set Spells = field (member "Spellbook" of castlib 2)
  set Spells = Spells & ShopItem & RETURN

  put Spells into field (member "Spellbook" of castlib 2)
  savespells

  if field (member "Spellbook" of castlib 2) contains ShopItem then

    if SFX <> "OFF" then puppetsound 4, "Cash"
    set TheText = NPC1 & ": Use it wisely."
    AddToChat(TheText)
    exit
  end if

end

on Savespells

  set TheCurValue = field (member "Spellbook" of castlib 2)

  set xoo = 1
  set xxy = 1
  set Spells = ""

  repeat while xxy < 30

    if line xxy of TheCurValue <> "" then

      if line xxy of TheCurValue = "Minor Heal" then set Spells = Spells & "1" & ":"
      if line xxy of TheCurValue = "Morph" then set Spells = Spells & "30" & ":"
      if line xxy of TheCurValue = "Meteor" then set Spells = Spells & "21" & ":"
      if line xxy of TheCurValue = "Radar" then set Spells = Spells & "2" & ":"
      if line xxy of TheCurValue = "Portal" then set Spells = Spells & "3" & ":"
      if line xxy of TheCurValue = "Diminish Hunger" then set Spells = Spells & "31" & ":"
      if line xxy of TheCurValue = "Fireball" then set Spells = Spells & "4" & ":"
      if line xxy of TheCurValue = "Wind Wave" then set Spells = Spells & "20" & ":"
      if line xxy of TheCurValue = "Firebolt" then set Spells = Spells & "5" & ":"
      if line xxy of TheCurValue = "Poison Dart" then set Spells = Spells & "6" & ":"
      if line xxy of TheCurValue = "Weaken" then set Spells = Spells & "7" & ":"
      if line xxy of TheCurValue = "Bless" then set Spells = Spells & "8" & ":"
      if line xxy of TheCurValue = "Haste" then set Spells = Spells & "9" & ":"
      if line xxy of TheCurValue = "Major Heal" then set Spells = Spells & "10" & ":"
      if line xxy of TheCurValue = "Replenish" then set Spells = Spells & "11" & ":"
      if line xxy of TheCurValue = "Bolt" then set Spells = Spells & "12" & ":"
      if line xxy of TheCurValue = "Splash" then set Spells = Spells & "40" & ":"
      if line xxy of TheCurValue = "Stone Skin" then set Spells = Spells & "60" & ":"
      if line xxy of TheCurValue = "Crush" then set Spells = Spells & "61" & ":"
      if line xxy of TheCurValue = "Whirlwind" then set Spells = Spells & "62" & ":"
      if line xxy of TheCurValue = "Nature Shift" then set Spells = Spells & "41" & ":"
      if line xxy of TheCurValue = "Holy Weapon" then set Spells = Spells & "42" & ":"
      if line xxy of TheCurValue = "Illusionary Spikes" then set Spells = Spells & "43" & ":"
      if line xxy of TheCurValue = "Web" then set Spells = Spells & "75" & ":"
      if line xxy of TheCurValue = "Argon's Fist" then set Spells = Spells & "44" & ":"
      if line xxy of TheCurValue = "Magic Shield" then set Spells = Spells & "45" & ":"
      if line xxy of TheCurValue = "Create Food" then set Spells = Spells & "70" & ":"
      if line xxy of TheCurValue = "Dispel Illusions" then set Spells = Spells & "71" & ":"
      if line xxy of TheCurValue = "Summon Creature" then set Spells = Spells & "72" & ":"
      if line xxy of TheCurValue = "Hold" then set Spells = Spells & "73" & ":"
      if line xxy of TheCurValue = "Raise Dead" then set Spells = Spells & "88" & ":"
      if line xxy of TheCurValue = "Firesword" then set Spells = Spells & "50" & ":"
      if line xxy of TheCurValue = "Smoke Bomb" then set Spells = Spells & "32" & ":"
      if line xxy of TheCurValue = "Inxition" then set Spells = Spells & "23" & ":"
      if line xxy of TheCurValue = "Holy Shield" then set Spells = Spells & "52" & ":"
    end if

    set xxy = xxy + 1
  end repeat

```

```
put Spells into field (member "Spells" of castlib "TempSave")
```

```
end
```

GetSellList (shop)

on GetSellList Itms

```

set Prices = Itms & "p"

-----

set TheList = ""
set ThePrices = ""

set MyInv to field (member 18 of castlib 2)
set HisInv = field (member Itms of castlib "Shop")
set HisPrives = field (member Prices of castlib "Shop")

-----
set tstlin = 1

repeat while tstlin < 20

    if line tstlin of MyInv = line 1 of HisInv then

        set TheList = TheList & line tstlin of MyInv & RETURN
        set ThePrices = ThePrices & line 1 of HisPrives & RETURN
    end if
    set tstlin = tstlin + 1
end repeat
-----
set tstlin = 1

repeat while tstlin < 20

    if line tstlin of MyInv = line 2 of HisInv then

        set TheList = TheList & line tstlin of MyInv & RETURN
        set ThePrices = ThePrices & line 2 of HisPrives & RETURN
    end if
    set tstlin = tstlin + 1
end repeat
-----
set tstlin = 1

repeat while tstlin < 20

    if line tstlin of MyInv = line 3 of HisInv then

        set TheList = TheList & line tstlin of MyInv & RETURN
        set ThePrices = ThePrices & line 3 of HisPrives & RETURN
    end if
    set tstlin = tstlin + 1
end repeat
-----
set tstlin = 1

repeat while tstlin < 20

    if line tstlin of MyInv = line 4 of HisInv then

        set TheList = TheList & line tstlin of MyInv & RETURN
        set ThePrices = ThePrices & line 4 of HisPrives & RETURN
    end if
    set tstlin = tstlin + 1
end repeat
-----
set tstlin = 1

repeat while tstlin < 20

    if line tstlin of MyInv = line 5 of HisInv then

        set TheList = TheList & line tstlin of MyInv & RETURN
        set ThePrices = ThePrices & line 5 of HisPrives & RETURN
    end if
    set tstlin = tstlin + 1
end repeat
-----
set tstlin = 1

repeat while tstlin < 20

    if line tstlin of MyInv = line 6 of HisInv then

        set TheList = TheList & line tstlin of MyInv & RETURN
        set ThePrices = ThePrices & line 6 of HisPrives & RETURN
    end if
    set tstlin = tstlin + 1
end repeat
-----

```

```

-----
set tstlin = 1

repeat while tstlin < 20

    if line tstlin of MyInv = line 7 of HisInv then

        set TheList = TheList & line tstlin of MyInv & RETURN
        set ThePrices = ThePrices & line 7 of HisPrives & RETURN
    end if
    set tstlin = tstlin + 1
end repeat
-----
set tstlin = 1

repeat while tstlin < 20

    if line tstlin of MyInv = line 8 of HisInv then

        set TheList = TheList & line tstlin of MyInv & RETURN
        set ThePrices = ThePrices & line 8 of HisPrives & RETURN
    end if
    set tstlin = tstlin + 1
end repeat
-----
set tstlin = 1

repeat while tstlin < 20

    if line tstlin of MyInv = line 9 of HisInv then

        set TheList = TheList & line tstlin of MyInv & RETURN
        set ThePrices = ThePrices & line 9 of HisPrives & RETURN
    end if
    set tstlin = tstlin + 1
end repeat
-----
set tstlin = 1

repeat while tstlin < 20

    if line tstlin of MyInv = line 10 of HisInv then

        set TheList = TheList & line tstlin of MyInv & RETURN
        set ThePrices = ThePrices & line 10 of HisPrives & RETURN
    end if
    set tstlin = tstlin + 1
end repeat
-----

-----

put TheList into field (member "List" of castlib "Shop")
put ThePrices into field (member "Prices" of castlib "Shop")
updatestage
set the visible of sprite 212 = TRUE
set the visible of sprite 213 = TRUE
set the visible of sprite 215 = TRUE
set the visible of sprite 217 = TRUE
set the visible of sprite 218 = TRUE

end

```

VaultList (shop)

```
on mouseUp
  Global ShopItem, ShopItemNum, ShopItemPrice
  Global SFX

  if SFX <> "OFF" then puppetsound 3, "Clicksound2"
  if the visible of sprite 370 = TRUE then exit

  hilite line (the lineCount of (member "VaultList" of castlib "Shop") + 1) of field (member "VaultList" of castlib "Shop")
  set opponent = 0
  set name = line the mouseLine of field (member "VaultList" of castlib "Shop")
  set name2 = line the mouseLine of field (member "Prices" of castlib "Shop")

  set ShopItem to name
  set ShopItemPrice to Integer(name2)

  set ShopItemNum = the mouseLine
  hilite line ShopItemNum of field (member "VaultList" of castlib "Shop")
  hilite line ShopItemNum of field (member "Prices" of castlib "Shop")

  if ShopItem = "" then set ShopItemNum = 0

  set ShopItemX = ShopItem
  set ShopItemXPrice = string(ShopItemPrice)

  put ShopItemX into field (member "EncryptedItem" of castlib 1)

  repeat with x = 1 to 15
    if char x of ShopItemXPrice = "0" then put "-" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "1" then put "t" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "2" then put "e" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "3" then put "r" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "4" then put "/" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "5" then put "\" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "6" then put "q" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "7" then put "m" into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "8" then put "," into Char x of ShopItemXPrice
    if char x of ShopItemXPrice = "9" then put "." into Char x of ShopItemXPrice
  end repeat

  put ShopItemXPrice into field (member "EncryptedPrice" of castlib 1)
```

5 (Monsters)

```
on exitFrame
  go the frame
end
```

RunAttackCounter (Monsters)

```
on beginsprite me
    add the actorlist, me

end

on stepframe
    Global AttackCounter

    if AttackCounter > 0 then
        set AttackCounter = AttackCounter - 1
        -----
        ----- if AttackCounter = 0 then set the visible of sprite 110 = TRUE
        ----- if AttackCounter = 0 then set the visible of sprite 107 = TRUE ----- @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
        ----- if AttackCounter = 0 then set the visible of sprite 108 = TRUE
    end if

end
```

15 (Monsters)

```
on GetNewExp
  Global ExpNeeded, Level

  if Level = 1 then set ExpNeeded = 30
  if Level = 2 then set ExpNeeded = 50
  if Level = 3 then set ExpNeeded = 70
  if Level = 4 then set ExpNeeded = 130
  if Level = 5 then set ExpNeeded = 200
  if Level = 6 then set ExpNeeded = 320
  if Level = 7 then set ExpNeeded = 490
  if Level = 8 then set ExpNeeded = 700
  if Level = 9 then set ExpNeeded = 1200
  if Level = 10 then set ExpNeeded = 1400
  if Level = 11 then set ExpNeeded = 1800
  if Level = 12 then set ExpNeeded = 2300
  if Level = 13 then set ExpNeeded = 2400
  if Level = 14 then set ExpNeeded = 2500
  if Level = 15 then set ExpNeeded = 2900
  if Level = 16 then set ExpNeeded = 3200
  if Level = 17 then set ExpNeeded = 4200
  if Level = 18 then set ExpNeeded = 5800
  if Level = 19 then set ExpNeeded = 6500
  if Level = 20 then set ExpNeeded = 7500
  if Level = 21 then set ExpNeeded = 9000
  if Level = 22 then set ExpNeeded = 11000
  if Level = 23 then set ExpNeeded = 12500
  if Level = 24 then set ExpNeeded = 17000
  if Level = 25 then set ExpNeeded = 22000
  if Level = 26 then set ExpNeeded = 26000
  if Level = 27 then set ExpNeeded = 31000
  if Level = 28 then set ExpNeeded = 36000
  if Level = 29 then set ExpNeeded = 42000
  if Level = 30 then set ExpNeeded = 50000
  if Level = 31 then set ExpNeeded = 60000
  if Level = 32 then set ExpNeeded = 70000
  if Level = 33 then set ExpNeeded = 80000
  if Level = 34 then set ExpNeeded = 90000
  if Level = 35 then set ExpNeeded = 100000
  if Level = 36 then set ExpNeeded = 110000
  if Level = 37 then set ExpNeeded = 120000
  if Level = 38 then set ExpNeeded = 130000
  if Level = 39 then set ExpNeeded = 140000
  if Level = 40 then set ExpNeeded = 150000
  if Level = 41 then set ExpNeeded = 160000
  if Level = 42 then set ExpNeeded = 170000
  if Level = 43 then set ExpNeeded = 180000
  if Level = 44 then set ExpNeeded = 190000
  if Level = 45 then set ExpNeeded = 200000
  if Level = 46 then set ExpNeeded = 210000
  if Level = 47 then set ExpNeeded = 220000
  if Level = 48 then set ExpNeeded = 240000
  if Level = 49 then set ExpNeeded = 290000
  if Level = 50 then set ExpNeeded = 340000
  if Level = 51 then set ExpNeeded = 400000
  if Level = 52 then set ExpNeeded = 500000
  if Level = 53 then set ExpNeeded = 650000
  if Level = 54 then set ExpNeeded = 800000
  if Level = 55 then set ExpNeeded = 1000000
  if Level = 56 then set ExpNeeded = 1010000
  if Level = 57 then set ExpNeeded = 1100000
  if Level = 58 then set ExpNeeded = 1200000
  if Level = 59 then set ExpNeeded = 1300000
  if Level = 60 then set ExpNeeded = 1400000
end
```

17 (Monsters)

```
on ReduceHP HowMuchHitFor
  Global HP, gConnect, CharMap, RedCounter, BreakCount

  set RedCounter = 1

  set the visible of sprite 245 = TRUE
  set the visible of sprite 246 = TRUE
  set the visible of sprite 247 = TRUE

  updatestage

  sortvitals

  set HP = HP - HowMuchHitFor
  set BreakCount = BreakCount - 1
  BeginHitFlicker

  savevitals

  FactorInPossibleDodges

  if HP < 0 then set HP = 0
  loadthebars

  if HP = 0 then

    set the visible of sprite 245 = FALSE
    set the visible of sprite 246 = FALSE
    set the visible of sprite 247 = FALSE

    set TheOldMap = line 7 of field (member CharMap of castlib "maps")
    gConnect.sendNetMessage( TheOldMap, "chatMsg", "##! D" )
    err = gConnect.SendNetMessage( "System", "LeaveGroup", TheOldMap )
    set HP = 1
    loadthebars
    play frame 90
  end if
```

sendthechat (Chat)

```
on mouseEnter

  Cursor 3

end

on MouseLeave

  Cursor 0

end
```

ChatSend (Chat)

```
on keyUp me
• Global Gold, TheoH, TheoV, TheoZ, Facing, Slash, TheMap
• -- set TheMap = "@Lobby"
• if ( the key = RETURN ) or ( the key = ENTER ) then
•   if field (member "SendtheChat" of castlib "Chat") = RETURN then
•     put "" into field (member "SendtheChat" of castlib "Chat")
•     exit
•   end if

•   if field (member "SendtheChat" of castlib "Chat") <> "" then
•     • set GoChatText = field (member "SendtheChat" of castlib "Chat")
•     if Char 1 of GoChatText = " " then delete char 1 of GoChatText

•     sendChatMsg("~*! " & GoChatText)

•     put "" into field (member "SendtheChat" of castlib "Chat")
•   end if
• end if
•end
```

8 (Chat)

```
on exitFrame
set the visible of sprite 1 = TRUE
set the visible of sprite 2= TRUE
set the visible of sprite 3= TRUE
set the visible of sprite 4= TRUE
set the visible of sprite 5= TRUE
set the visible of sprite 6= TRUE
set the visible of sprite 7= TRUE
set the visible of sprite 8= TRUE
set the visible of sprite 9= TRUE
set the visible of sprite 10= TRUE
```

end

roomenter (Chat)

```
on mouseEnter
```

```
Cursor 3
```

end

```
on MouseLeave
```

```
Cursor 0
```

end

68 (Audio)

```
Global MyMusicObject
```

```
on PlayMusic MusicDat
```

end

```
on PlayNote
```

end

```
on ResetMusic
```

end

MusicClick (Audio)

```

property pMySprite, pMyMember

on beginSprite me
    pMySprite = sprite(me.spriteNum)
    pMyMember = pMySprite.member
end

on mouseUp me
    Global KeyLockout, MusicLockOut, Instrument, SongTempo, gConnect, CharMap, MyName

    if the mouseH > 47 then
        if the mouseH < 60 then
            if the mouseV > 157 then
                if the mouseV < 171 then
                    set KeyLockout = FALSE
                    set the member of sprite 300 = (member "L1n")
                    set the visible of sprite 300 = FALSE
                end if
            end if
        end if
    end if

    if the mouseH > 735 then
        if the mouseH < 777 then
            if the mouseV > 236 then
                if the mouseV < 259 then
                    if MusicLockOut = TRUE then
                        set TheText = "Wait for the current music to finish playing to play this."
                        AddToChat(TheText)
                        exit
                    end if
                    set MusicLockOut = TRUE
                    set ZeMDat = Instrument & "-" & SongTempo & "-" & field (member "MyMusicNotation")
                    gConnect.sendNetMessage( "@" & CharMap, "PlayMusic", ZeMDat)
                    set Dtt = MyName & ":" & "Music" & ":" & the locH of sprite 112 & ":" & the locV of sprite 112
                    set Dtt = Dtt & ":" & the locH of sprite 112 & ":" & the locV of sprite 112 & ":" & "5"
                    gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
                end if
            end if
        end if
    end if

end

on mouseWithin me
    Global SongTempo

    repeat while the mousedown = TRUE

        thisLoc = the mouseLoc - point (pMySprite.rect.left, pMySprite.rect.top)

        thisX = (thisLoc.locH / 24) + 1
        set thisX = thisX - 4

        thisY = (thisLoc.locV / 4) + 1
        set thisY = thisY - 4

        if thisX < 0 then exit

        if thisX > 23 then

            thisLoc = the mouseLoc - point (pMySprite.rect.left, pMySprite.rect.top)
            thisY = (thisLoc.locV / 6) + 1
            set thisY = thisY - 4
            set TheNote = 0
            if thisY = 1 then set TheNote = "Tempo9"
            if thisY = 2 then set TheNote = "Tempo8"
            if thisY = 3 then set TheNote = "Tempo7"
            if thisY = 4 then set TheNote = "Tempo6"
            if thisY = 5 then set TheNote = "Tempo5"
            if thisY = 6 then set TheNote = "Tempo4"
            if thisY = 7 then set TheNote = "Tempo3"
            if thisY = 8 then set TheNote = "Tempo2"
            if thisY = 9 then set TheNote = "Tempo1"
            if TheNote = 0 then exit
            set SongTempo = TheNote
            baseImage = member("Notation").image
            tile = member(TheNote).image
            destRect = rect(660, 0, 683, 110)
            baseImage.copyPixels (tile, destRect, tile.rect)
            exit
        end if
    end repeat
end

```

```

if thisY < 1 then set TheNote = "EmptyStaff"
if thisY > 17 then set TheNote = "EmptyStaff"
if thisY = 1 then set TheNote = "noteG2"
if thisY = 2 then set TheNote = "noteF#2"
if thisY = 3 then set TheNote = "noteF2"
if thisY = 4 then set TheNote = "noteE2"
if thisY = 5 then set TheNote = "noteD#2"
if thisY = 6 then set TheNote = "noteD2"
if thisY = 7 then set TheNote = "noteC#1"
if thisY = 8 then set TheNote = "noteC1"
if thisY = 9 then set TheNote = "noteB1"
if thisY = 10 then set TheNote = "noteA#1"
if thisY = 11 then set TheNote = "noteA1"
if thisY = 12 then set TheNote = "noteG#1"
if thisY = 13 then set TheNote = "noteG1"
if thisY = 14 then set TheNote = "noteF#1"
if thisY = 15 then set TheNote = "noteF1"
if thisY = 16 then set TheNote = "noteE1"
if thisY = 17 then set TheNote = "noteD#1"
if thisY = 18 then set TheNote = "noteD1"

set StartPixl = 0

baseImage = member("Notation").image
tile = member(TheNote).image
left = (thisX) * 24 + 70
destRect = rect(left, 3, left + 24, 107)
baseImage.copyPixels (tile, destRect, tile.rect)
set StartPixl = StartPixl + 1

if TheNote = "EmptyStaff" then set TheNote = "R"
set MySlot = ThisX + 1
set MyMusicNotation = field (member "MyMusicNotation")
set the itemdelimiter = ":"
put TheNote into item MySlot of MyMusicNotation
put MyMusicNotation into field (member "MyMusicNotation")
updatestage
end repeat
end

```

76 (Audio)

```

on mouseUp
  Global charMap, gConnect, Instrument, Tempo, MusicGO

  if MusicGO = TRUE then

    set TheText = "You can't start playing until the previous music is done!"
    AddToChat(TheText)
    exit
  end if

  set Tempo = field (member "Tmmpo" of castlib "Audio")

  set TestTempo = integer(Tempo)

  if TestTempo < 1 then exit
  if TestTempo > 20 then exit

  set Music = Instrument & ":" & Tempo & ":"

  repeat with x = 336 to 351

    set Music = Music & member(the member of sprite x).name & " "
  end repeat

  gConnect.sendMessage( "@" & CharMap, "Music", Music)
end

```

77 (Audio)

```

on mouseUp
  Global KeyLockOut

  repeat with x = 333 to 355
    set the visible of sprite x = FALSE
  end repeat

  set KeyLockOut = FALSE

```

NoteClicks (Audio)

```
on mousedown me
  Global LastNotexxx

  set mySprite to the spriteNum of me
  set LastNotexxx = mySprite
end

on mouseWithin me
  Global LastNotexxx

  set mySprite to the spriteNum of me

  set myNote = member(the member of sprite mySprite).name

  repeat while the mousedown = TRUE

    -----
    set NewNote = "X"

    if the mouseV < 118 then set NewNote = "nG2"

    if the mouseV < 121 then

      if the mouseV > 118 then set NewNote = "nF#2"
    end if

    if the mouseV < 124 then

      if the mouseV > 120 then set NewNote = "nF2"
    end if

    if the mouseV < 126 then

      if the mouseV > 123 then set NewNote = "nE2"
    end if

    if the mouseV < 128 then

      if the mouseV > 125 then set NewNote = "nD#2"
    end if

    if the mouseV < 130 then

      if the mouseV > 127 then set NewNote = "nD2"
    end if

    if the mouseV < 132 then

      if the mouseV > 129 then set NewNote = "nC#1"
    end if

    if the mouseV < 135 then

      if the mouseV > 131 then set NewNote = "nC1"
    end if

    if the mouseV < 139 then

      if the mouseV > 134 then set NewNote = "nB1"
    end if

    if the mouseV < 141 then

      if the mouseV > 138 then set NewNote = "nA#1"
    end if

    if the mouseV < 144 then

      if the mouseV > 140 then set NewNote = "nA1"
    end if

    if the mouseV < 146 then

      if the mouseV > 143 then set NewNote = "nG#1"
    end if

    if the mouseV < 149 then

      if the mouseV > 145 then set NewNote = "nG1"
    end if

    if the mouseV < 152 then

      if the mouseV > 148 then set NewNote = "nF#1"
    end if

    if the mouseV < 155 then
```

```
    if the mouseV < 155 then

        if the mouseV > 151 then set NewNote = "nF1"
    end if

    if the mouseV < 158 then

        if the mouseV > 154 then set NewNote = "nE1"
    end if

    if the mouseV < 160 then

        if the mouseV > 157 then set NewNote = "nD#1"
    end if

    if the mouseV > 159 then set NewNote = "nD1"

    if NewNote <> "X" then set the member of sprite mySprite = (member NewNote of castlib "Audio")
    updatestage
    -----
end repeat
end
```

99 (Audio)

```
on mouseUp
    Global LastNotexxx

    if LastNotexxx = "" then exit
    if LastNotexxx = 0 then exit
    if LastNotexxx = VOID then exit

    set the member of sprite LastNotexxx = (member "nRst" of castlib "Audio")

end
```

544 (Characters)

957 (Characters)

21 (TempSave)

```
on keyDown
  global savePass
  --alert (string((the Key).charToNum))

  set kc = (the key).charToNum
  set addon = ""

  if (kc <> 8) and (kc <> 13) then

    if kc > 47 and kc < 58 then
      addon = the key
    end if

    if kc > 64 and kc < 91 then
      addon = the key
    end if

    if kc > 96 and kc < 123 then
      addon = the key
    end if

    if addon <> "" then
      set savePass = savePass & addon
      put field (member "savePassie" of castlib "TempSave") & "*" into field (member "savePassie" of castlib "TempSave")
    end if

  else if kc = 8 then
    set lx = savePass.length
    set savePass = chars(savePass, 1, (lx - 1))

    put chars(field (member "savePassie" of castlib "TempSave"), 1, (lx-1)) into field (member "savePassie" of castlib
"TempSave")

  else if kc = 13 then

    -- (script 28 of castlib 2).mouseup()

  else

    -- do nothing

  end if

--alert savePass
end keyDown
```

22 (TempSave)

Global Slash, Thrust, Parry, HeavyArms, AxeFighting, Swordsmanship, Fencing, Magery, HammerWielding, Lumberjacking
 Global MagicResistance, Archery, Meditation, Blessing, Assassination, Musicianship, Illusion, Punch, Fire, Wind, Shoveling
 Global TerrainNavigating, StaffFighting, ItemIdentification, WarResistance, Water, Earth, MartialArts, Mining
 Global Wrath, Wizardry, Block, UnholyCombat, BlackArts, Sorcery, Cooking, Alchemy, Carpentry, Fishing, Blacksmithing
 Global Farming, CheatDat, MyIPAddress

on SortMySkills

```

set MySkills = field (member "Skills" of castlib "TempSave")

repeat with x = 1 to 400
  if char x of MySkills = "g" then put "0" into char x of MySkills
  if char x of MySkills = "w" then put "1" into char x of MySkills
  if char x of MySkills = "e" then put "2" into char x of MySkills
  if char x of MySkills = "r" then put "3" into char x of MySkills
  if char x of MySkills = "t" then put "4" into char x of MySkills
  if char x of MySkills = "y" then put "5" into char x of MySkills
  if char x of MySkills = "u" then put "6" into char x of MySkills
  if char x of MySkills = "i" then put "7" into char x of MySkills
  if char x of MySkills = "o" then put "8" into char x of MySkills
  if char x of MySkills = "p" then put "9" into char x of MySkills
end repeat

set the itemdelimiter = ":"
set IHackedSorry = FALSE

if integer(item 1 of MySkills) <> Slash then set IHackedSorry = TRUE
if integer(item 2 of MySkills) <> Thrust then set IHackedSorry = TRUE
if integer(item 3 of MySkills) <> Parry then set IHackedSorry = TRUE
if integer(item 4 of MySkills) <> HeavyArms then set IHackedSorry = TRUE
if integer(item 6 of MySkills) <> Swordsmanship then set IHackedSorry = TRUE
if integer(item 8 of MySkills) <> Magery then set IHackedSorry = TRUE
if integer(item 11 of MySkills) <> Archery then set IHackedSorry = TRUE
if integer(item 20 of MySkills) <> HammerWielding then set IHackedSorry = TRUE
if integer(item 14 of MySkills) <> Sorcery then set IHackedSorry = TRUE
if integer(item 26 of MySkills) <> MartialArts then set IHackedSorry = TRUE
if integer(item 34 of MySkills) <> Fishing then set IHackedSorry = TRUE
if integer(item 35 of MySkills) <> Blacksmithing then set IHackedSorry = TRUE
if integer(item 38 of MySkills) <> Farming then set IHackedSorry = TRUE
if integer(item 10 of MySkills) <> UnholyCombat then set IHackedSorry = TRUE

if Slash > 0 then
  if IHackedSorry = TRUE then
    set CheatDat = MyIPAddress & ":" & "Skill Hacking"
    BanMe
  end if
end if

set Slash = integer(item 1 of MySkills)
set Thrust = integer(item 2 of MySkills)
set Parry = integer(item 3 of MySkills)
set HeavyArms = integer(item 4 of MySkills)
set AxeFighting = integer(item 5 of MySkills)
set Swordsmanship = integer(item 6 of MySkills)
set Fencing = integer(item 7 of MySkills)
set Magery = integer(item 8 of MySkills)
set BlackArts = integer(item 9 of MySkills)
set UnholyCombat = integer(item 10 of MySkills)
set Archery = integer(item 11 of MySkills)
set Meditation = integer(item 12 of MySkills)
set Blessing = integer(item 13 of MySkills)
set Sorcery = integer(item 14 of MySkills)
set Musicianship = integer(item 15 of MySkills)
set TerrainNavigating = integer(item 16 of MySkills)
set StaffFighting = integer(item 17 of MySkills)
set ItemIdentification = integer(item 18 of MySkills)
set Illusion = integer(item 19 of MySkills)
set HammerWielding = integer(item 20 of MySkills)
set Fire = integer(item 21 of MySkills)
set Water = integer(item 22 of MySkills)
set Wind = integer(item 23 of MySkills)
set Earth = integer(item 24 of MySkills)
set Block = integer(item 25 of MySkills)
set MartialArts = integer(item 26 of MySkills)
set Wizardry = integer(item 27 of MySkills)
set Wrath = integer(item 28 of MySkills)
set Punch = integer(item 29 of MySkills)
set Cooking = integer(item 30 of MySkills)
set Alchemy = integer(item 31 of MySkills)
set Lumberjacking = integer(item 32 of MySkills)
set Carpentry = integer(item 33 of MySkills)
set Fishing = integer(item 34 of MySkills)
set Blacksmithing = integer(item 35 of MySkills)
set Mining = integer(item 36 of MySkills)
set Shoveling = integer(item 37 of MySkills)
set Farming = integer(item 38 of MySkills)

```

```

if Farming = VOID then set Farming = 1
if Shoveling = VOID then set Shoveling = 1
if Mining = VOID then set mining = 1
if Blacksmithing = VOID then set Blacksmithing = 1

```

```

set Lst = Slash & RETURN & Thrust & RETURN & Parry & RETURN & HeavyArms & RETURN & AxeFighting & RETURN & Swordsmanship &
RETURN
set Lst = Lst & Fencing & RETURN & Magery & RETURN & BlackArts & RETURN & UnholyCombat & RETURN
set Lst = Lst & Archery & RETURN & Blessing & RETURN & Sorcery & RETURN & Musicianship & RETURN
set Lst = Lst & StaffFighting & RETURN & Illusion & RETURN & HammerWielding & RETURN & Fire & RETURN
set Lst = Lst & Water & RETURN & Wind & RETURN & Earth & RETURN & Block & RETURN & MartialArts & RETURN
set Lst = Lst & Wizardry & RETURN & Wrath & RETURN & Punch & RETURN & Cooking & RETURN & Alchemy & RETURN
set Lst = Lst & LumberJacking & RETURN & Carpentry & RETURN & Fishing & RETURN & Blacksmithing & RETURN
set Lst = Lst & Mining & RETURN & SHoveling & RETURN & Farming
put Lst into field (member "MyStatAmounts" of castlib 2)

```

```

if Slash > 101 then BanMe
if Thrust > 101 then BanMe
if Parry > 101 then BanMe
if AxeFighting > 101 then BanMe
if HeavyArms > 101 then BanMe
if Swordsmanship > 101 then BanMe
if Fencing > 101 then BanMe
if Magery > 101 then BanMe
if BlackArts > 101 then IHackedSoBanMe
if UnholyCombat > 101 then BanMe
if Blessing > 101 then BanMe
if Sorcery > 101 then BanMe
if Musicianship > 101 then BanMe
if Water > 101 then BanMe
if Mining > 101 then BanMe
if Blacksmithing > 101 then BanMe
if Alchemy > 101 then BanMe
if Cooking > 101 then BanMe

```

end

on saveskills

```

set ZeList = Slash & ":" & Thrust & ":" & Parry & ":" & HeavyArms & ":" & AxeFighting & ":" & Swordsmanship & ":" & Fencing
set ZeList = ZeList & ":" & Magery & ":" & BlackArts & ":" & UnholyCombat & ":" & Archery & ":" & Meditation & ":" &
Blessing
set ZeList = ZeList & ":" & Sorcery & ":" & Musicianship & ":" & TerrainNavigating & ":" & StaffFighting & ":" &
ItemIdentification
set ZeList = ZeList & ":" & Illusion & ":" & HammerWielding & ":" & Fire & ":" & Water & ":" & Wind & ":" & Earth & ":" &
Block
set ZeList = ZeList & ":" & MartialArts & ":" & Wizardry & ":" & Wrath & ":" & Punch & ":" & Cooking & ":" & Alchemy & ":" &
LumberJacking
set ZeList = ZeList & ":" & Carpentry & ":" & Fishing & ":" & Blacksmithing & ":" & Mining & ":" & Shoveling & ":" & Farming

```

```

set Lst = Slash & RETURN & Thrust & RETURN & Parry & RETURN & HeavyArms & RETURN & AxeFighting & RETURN & Swordsmanship &
RETURN
set Lst = Lst & Fencing & RETURN & Magery & RETURN & BlackArts & RETURN & UnholyCombat & RETURN
set Lst = Lst & Archery & RETURN & Blessing & RETURN & Sorcery & RETURN & Musicianship & RETURN
set Lst = Lst & StaffFighting & RETURN & Illusion & RETURN & HammerWielding & RETURN & Fire & RETURN
set Lst = Lst & Water & RETURN & Wind & RETURN & Earth & RETURN & Block & RETURN & MartialArts & RETURN
set Lst = Lst & Wizardry & RETURN & Wrath & RETURN & Punch & RETURN & Cooking & RETURN & Alchemy & RETURN
set Lst = Lst & LumberJacking & RETURN & Carpentry & RETURN & Fishing & RETURN & Blacksmithing & RETURN
set Lst = Lst & Mining & RETURN & SHoveling & RETURN & Farming
put Lst into field (member "MyStatAmounts" of castlib 2)

```

```

repeat with x = 1 to 200
if char x of ZeList = "0" then put "q" into char x of ZeList
if char x of ZeList = "1" then put "w" into char x of ZeList
if char x of ZeList = "2" then put "e" into char x of ZeList
if char x of ZeList = "3" then put "r" into char x of ZeList
if char x of ZeList = "4" then put "t" into char x of ZeList
if char x of ZeList = "5" then put "y" into char x of ZeList
if char x of ZeList = "6" then put "u" into char x of ZeList
if char x of ZeList = "7" then put "i" into char x of ZeList
if char x of ZeList = "8" then put "o" into char x of ZeList
if char x of ZeList = "9" then put "p" into char x of ZeList
end repeat

```

```

put ZeList into field (member "Skills" of castlib "TempSave")
CheckForAwards

```

end

5 (WorldEdit)

```
on mouseUp
    global gConnect, Regged

    if Regged = FALSE then
        alert "You must register in order to use this feature! Go to http://www.YourCompanyNameHere.com for more info!"
        exit
    end if

    put "" into field (member "Sign 1 Text" of castlib "WorldEdit")
    put "" into field (member "Sign 2 Text" of castlib "WorldEdit")
    put "" into field (member "Sign 3 Text" of castlib "WorldEdit")
    put "" into field (member "SignText" of castlib "WorldEdit")

    set TheMap = "x" & field (member "X" of castlib "WorldEdit")
    set TheMap = TheMap & "y" & field (member "Y" of castlib "WorldEdit")

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMapX", #content:TheMap & ".txt"])

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadItemsX", #content:TheMap & "i.txt"])

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMobsX", #content:TheMap & ".txt"])

    put "" into field (member "MonsterList" of castlib "WorldEdit")

    repeat with x = 158 to 177

        set the locV of sprite x = -5000
    end repeat

    repeat with x = 180 to 183

        set the locV of sprite x = -5000
    end repeat

end
```

6 (WorldEdit)

```

on mouseUp
    global CharMap, gConnect, IAmImmortal, MapMob1, MapMob2, MapMob3, MapMob4, CheatDat, MyIPAddress, Regged

    if Regged = FALSE then
        alert "You must register in order to use this feature! Go to http://www.firststaronline.net/pharaoh for more info!"
        exit
    end if

    if IAmImmortal = FALSE then
        set CheatDat = MyIPAddress & ":" & "Attempted Admin Access"
        banme
        exit
    end if

    set CharMap = "x" & field (member "X" of castlib "WorldEdit")
    set CharMap = CharMap & "y" & field (member "Y" of castlib "WorldEdit")

    set MapDat = field (member "MapData" of castlib 1)

    if word 12 of line 1 of MapDat = "" then put "G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1" into line 1 of Mapdat
    if word 12 of line 2 of MapDat = "" then put "G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1" into line 2 of Mapdat
    if word 12 of line 3 of MapDat = "" then put "G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1" into line 3 of Mapdat
    if word 12 of line 4 of MapDat = "" then put "G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1" into line 4 of Mapdat
    if word 12 of line 5 of MapDat = "" then put "G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1" into line 5 of Mapdat
    if word 12 of line 6 of MapDat = "" then put "G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1" into line 6 of Mapdat
    if word 12 of line 7 of MapDat = "" then put "G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1" into line 7 of Mapdat
    if word 12 of line 8 of MapDat = "" then put "G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1" into line 8 of Mapdat
    if word 12 of line 9 of MapDat = "" then put "G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1" into line 9 of Mapdat
    if word 12 of line 10 of MapDat = "" then put "G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1" into line 10 of Mapdat
    if word 12 of line 11 of MapDat = "" then put "G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1" into line 11 of Mapdat
    if word 12 of line 12 of MapDat = "" then put "G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1 G1" into line 12 of Mapdat

    set CurMap = line 1 of MapDat & "#"
    set CurMap = CurMap & line 2 of MapDat & "#"
    set CurMap = CurMap & line 3 of MapDat & "#"
    set CurMap = CurMap & line 4 of MapDat & "#"
    set CurMap = CurMap & line 5 of MapDat & "#"
    set CurMap = CurMap & line 6 of MapDat & "#"
    set CurMap = CurMap & line 7 of MapDat & "#"
    set CurMap = CurMap & line 8 of MapDat & "#"
    set CurMap = CurMap & line 9 of MapDat & "#"

    -----
    -----
    set Mobiles = ""

    repeat with monn = 180 to 183

        if the locV of sprite monn > 0 then

            set CurMobb = member(the member of sprite monn).name
            set the itemdelimiter = "-"
            set MobileBody = integer(item 1 of CurMobb)

            if monn = 180 then set ThisMobile = MapMob1
            if monn = 181 then set ThisMobile = MapMob2
            if monn = 182 then set ThisMobile = MapMob3
            if monn = 183 then set ThisMobile = MapMob4

            set MLists = field (member "mLists" of castlib "Monsters")

            repeat with x = 1 to 130
                if ThisMobile = line x of MLists then set WhichMMember = x
            end repeat

            set HPss = field (member WhichMMember of castlib "Monsters")
            set HPss = line 2 of HPss
            set the itemdelimiter = ":"
            set HPss = item 2 of HPss
            set MyH = the locH of sprite monn
            set MyV = the locV of sprite monn + 2
            set MyH = MyH / 32
            set MyV = MyV / 32
            set Mobiles = Mobiles & ThisMobile & ":" & HPss & ":" & MyH & ":" & MyV
            set Mobiles = Mobiles & "|"
        else
            set Mobiles = Mobiles & "|"
        end if
    end repeat

    set CurMobs = Mobiles
    set FinalMobs = Mobiles & "+" & CurMobs

    set ThisOneMap = CharMap
    set TheMap = CharMap & ".txt`" & FinalMobs

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SveMb", #content:TheMap])

```

if word	12	of	line	1	of	MapDat	=	" "	then	put	"G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3"	into	line	1	of	Mapdat
if word	12	of	line	2	of	MapDat	=	" "	then	put	"G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3"	into	line	2	of	Mapdat
if word	12	of	line	3	of	MapDat	=	" "	then	put	"G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3"	into	line	3	of	Mapdat	
if word	12	of	line	4	of	MapDat	=	" "	then	put	"G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3"	into	line	4	of	Mapdat	
if word	12	of	line	5	of	MapDat	=	" "	then	put	"G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3"	into	line	5	of	Mapdat	
if word	12	of	line	6	of	MapDat	=	" "	then	put	"G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3	G3"	into	line	6	of	Mapdat	


```
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SaveMap",#content:TheMap])
```

```
SaveItemList
```

```
gConnect.sendMessage( "@" & ThisOneMap, "RefreshMap", "x" )
```

```
end
```


WEdit Click (WorldEdit)

```

global TileSelected, Map, ClickType, NPCSelected, ItemSelected, MonsterSelected, WhichSign, xLayer, PaintBrush, SedMap
property pMySprite, pMyMember
Global MapMob1, MapMob2, MapMob3, MapMob4

on beginSprite me
    pMySprite = sprite(me.spriteNum)
    pMyMember = pMySprite.member
end

on mouseWithin me

    if ClickType = "tile" then

        repeat while the mousedown = TRUE

            if the visible of sprite 362 = TRUE then

                set TheText = "Close the chat before placing a tile please."
                if random(20) = 1 then AddToChat(TheText)
                exit
            end if

            updatestage
            thisLoc = the mouseLoc - point (pMySprite.rect.left, pMySprite.rect.top)

            thisX = (thisLoc.locH / 32) + 1
            thisY = (thisLoc.locV / 32) + 1

            if thisX < 18 then

                if thisY < 13 then

                    if xLayer = 1 then
                        set SedMap = field (member "MapData" of castlib 1)
                        if PaintBrush = 2 then FillMap(TileSelected, SedMap)
                        if PaintBrush = 3 then LBrush(TileSelected, SedMap, ThisX, ThisY)
                        put TileSelected into SedMap.line[ThisY].word[ThisX]
                        put SedMap into field (member "MapData" of castlib 1)
                        baseImage = member(300).image
                    end if

                    if xLayer = 2 then
                        set SedMap = field (member "Layer2" of castlib 1)
                        if PaintBrush = 2 then FillMap(TileSelected, SedMap)
                        if PaintBrush = 3 then LBrush(TileSelected, SedMap, ThisX, ThisY)
                        put TileSelected into SedMap.line[ThisY].word[ThisX]
                        put SedMap into field (member "Layer2" of castlib 1)
                        baseImage = member(331).image
                    end if

                    if xLayer = 3 then
                        set SedMap = field (member "Layer3" of castlib 1)
                        if PaintBrush = 2 then FillMap(TileSelected, SedMap)
                        if PaintBrush = 3 then LBrush(TileSelected, SedMap, ThisX, ThisY)
                        put TileSelected into SedMap.line[ThisY].word[ThisX]
                        put SedMap into field (member "Layer3" of castlib 1)
                        baseImage = member(332).image
                    end if

                    if xLayer = 4 then
                        set SedMap = field (member "Layer4" of castlib 1)
                        if PaintBrush = 2 then FillMap(TileSelected, SedMap)
                        if PaintBrush = 3 then LBrush(TileSelected, SedMap, ThisX, ThisY)
                        put TileSelected into SedMap.line[ThisY].word[ThisX]
                        put SedMap into field (member "Layer4" of castlib 1)
                        baseImage = member(298).image
                    end if

                    tileName = TileSelected
                    tile = member(tileName).image

                    top = (thisY - 1) * 32
                    left = (thisX - 1) * 32

                    destRect = rect(left, top, left + 32, top + 32)
                    baseImage.copyPixels (tile, destRect, tile.rect)
                end if
            end if
        end repeat

    end if
end

on mouseUp me

```

```

thisLoc = the mouseLoc - point (pMySprite.rect.left, pMySprite.rect.top)

thisX = (thisLoc.locH / 32) + 1
thisY = (thisLoc.locV / 32) + 1

if ClickType = "monster" then
    repeat with xx = 180 to 183
        if the locV of sprite xx < 0 then
            if xx = 180 then set MapMob1 = MonsterSelected
            if xx = 181 then set MapMob2 = MonsterSelected
            if xx = 182 then set MapMob3 = MonsterSelected
            if xx = 183 then set MapMob4 = MonsterSelected

            set MLists = field (member "mLists" of castlib "Monsters")

            repeat with x = 1 to 130
                if MonsterSelected = line x of MLists then set WhichMMember = x
            end repeat

            set MonBody = field (member WhichMMember of castlib "Monsters")
            set MonBody = line 1 of MonBody
            set the itemdelimiter = ":"
            set MonBody = item 2 of MonBody
            set MonBody = MonBody & "-F2-S"
            set the member of sprite xx = (member MonBody of castlib "Chars")
            set the locH of sprite xx = thisX * 32
            set the locH of sprite xx = the locH of sprite xx
            set the locV of sprite xx = thisY * 32
            set the locV of sprite xx = the locV of sprite xx - 2
            set the locZ of sprite xx = the locV of sprite xx + 150
            exit repeat
        end if
    end repeat
end if

if ClickType = "npc" then
    repeat with xx = 180 to 183
        if the locV of sprite xx < 0 then
            if xx = 180 then set MapMob1 = NPCSelected
            if xx = 181 then set MapMob2 = NPCSelected
            if xx = 182 then set MapMob3 = NPCSelected
            if xx = 183 then set MapMob4 = NPCSelected

            set MLists = field (member "mLists" of castlib "Monsters")

            repeat with x = 1 to 130
                if NPCSelected = line x of MLists then set WhichMMember = x
            end repeat

            set MonBody = field (member WhichMMember of castlib "Monsters")
            set MonBody = line 1 of MonBody
            set the itemdelimiter = ":"
            set MonBody = item 2 of MonBody
            set MonBody = MonBody & "-F2-S"
            set the member of sprite xx = (member MonBody of castlib "Chars")
            set the locH of sprite xx = thisX * 32
            set the locH of sprite xx = the locH of sprite xx
            set the locV of sprite xx = thisY * 32
            set the locV of sprite xx = the locV of sprite xx - 2
            set the locZ of sprite xx = the locV of sprite xx + 150
            exit repeat
        end if
    end repeat
end if

if ClickType = "item" then
    repeat with xx = 158 to 177
        if the locV of sprite xx < 0 then
            if ItemSelected = "Delete" then exit
            set the member of sprite xx = (member ItemSelected of castlib "Inventory")
            set the locH of sprite xx = thisX * 32
            set the locH of sprite xx = the locH of sprite xx
            set the locV of sprite xx = thisY * 32
            set the locV of sprite xx = the locV of sprite xx - 3
            set the locZ of sprite xx = the locV of sprite xx + 150

            if ItemSelected = "Right Ray" then
                set the locH of sprite xx = the locH of sprite xx + 15
                set the locV of sprite xx = the locV of sprite xx - 10
            end if
        end if
    end repeat
end if

```

```

    set the locV of sprite xx = the locV of sprite xx - 10
end if

if ItemSelected = "Left Ray" then
    set the locH of sprite xx = the locH of sprite xx + 15
    set the locV of sprite xx = the locV of sprite xx - 10
end if

if ItemSelected = "DungeonAlpha" then
    set the locH of sprite xx = the locH of sprite 1
    set the locV of sprite xx = the locV of sprite 1
end if

if ItemSelected = "Exit" then RunExitShow
if ItemSelected = "Exit2" then RunExitShow2
if ItemSelected = "Sign 1" then set WhichSign = 1
if ItemSelected = "Sign 2" then set WhichSign = 2
if ItemSelected = "Sign 3" then set WhichSign = 3
if ItemSelected = "Sign 1" then SignShow
if ItemSelected = "Sign 2" then SignShow
if ItemSelected = "Sign 3" then SignShow
exit repeat
end if
end repeat
end if

```

end

on FillMap TileSelected, SedMap

```

repeat with ThisY = 1 to 12

    repeat with ThisX = 1 to 17
        put TileSelected into SedMap.line[ThisY].word[ThisX]

        if xLayer = 1 then baseImage = member(300).image
        if xLayer = 2 then baseImage = member(331).image
        if xLayer = 3 then baseImage = member(332).image
        if xLayer = 4 then baseImage = member(298).image

        tileName = TileSelected
        tile = member(tileName).image

        top = (thisY - 1) * 32
        left = (thisX - 1) * 32

        destRect = rect(left, top, left + 32, top + 32)
        baseImage.copyPixels (tile, destRect, tile.rect)

    end repeat
end repeat

```

end

on LBrush TileSelected, SedMap, ThisX, ThisY

```

put TileSelected into SedMap.line[ThisY].word[ThisX]
if xLayer = 1 then baseImage = member(300).image
if xLayer = 2 then baseImage = member(331).image
if xLayer = 3 then baseImage = member(332).image
if xLayer = 4 then baseImage = member(298).image

tileName = TileSelected
tile = member(tileName).image
top = (thisY - 1) * 32
left = (thisX - 1) * 32
destRect = rect(left, top, left + 32, top + 32)
baseImage.copyPixels (tile, destRect, tile.rect)

```

```

set ThisX = ThisX + 1

```

```

if ThisX < 13 then
    put TileSelected into SedMap.line[ThisY].word[ThisX]
    if xLayer = 1 then baseImage = member(300).image
    if xLayer = 2 then baseImage = member(331).image
    if xLayer = 3 then baseImage = member(332).image
    if xLayer = 4 then baseImage = member(298).image
    tileName = TileSelected
    tile = member(tileName).image
    top = (thisY - 1) * 32
    left = (thisX - 1) * 32
    destRect = rect(left, top, left + 32, top + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
end if

```

end if

set ThisX = ThisX - 2

if ThisX > 0 then

```

    put TileSelected into SedMap.line[ThisY].word[ThisX]
    if xLayer = 1 then baseImage = member(300).image
    if xLayer = 2 then baseImage = member(331).image
    if xLayer = 3 then baseImage = member(332).image
    if xLayer = 4 then baseImage = member(298).image
    tileName = TileSelected
    tile = member(tileName).image
    top = (thisY - 1) * 32
    left = (thisX - 1) * 32
    destRect = rect(left, top, left + 32, top + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
end if

```

set ThisX = ThisX + 1

set ThisY = ThisY - 1

if ThisY > 0 then

```

    put TileSelected into SedMap.line[ThisY].word[ThisX]
    if xLayer = 1 then baseImage = member(300).image
    if xLayer = 2 then baseImage = member(331).image
    if xLayer = 3 then baseImage = member(332).image
    if xLayer = 4 then baseImage = member(298).image
    tileName = TileSelected
    tile = member(tileName).image
    top = (thisY - 1) * 32
    left = (thisX - 1) * 32
    destRect = rect(left, top, left + 32, top + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
end if

```

set ThisY = ThisY + 2

if ThisY < 10 then

```

    put TileSelected into SedMap.line[ThisY].word[ThisX]
    if xLayer = 1 then baseImage = member(300).image
    if xLayer = 2 then baseImage = member(331).image
    if xLayer = 3 then baseImage = member(332).image
    if xLayer = 4 then baseImage = member(298).image
    tileName = TileSelected
    tile = member(tileName).image
    top = (thisY - 1) * 32
    left = (thisX - 1) * 32
    destRect = rect(left, top, left + 32, top + 32)
    baseImage.copyPixels (tile, destRect, tile.rect)
end if

```

end

TileSel (WorldEdit)

```

global TileSelected, Map, ClickType
property pMySprite

```

on beginSprite me

pMySprite = sprite(me.spriteNum)

end

on mouseup me

set ClickType = "tile"

if member(the member of sprite pMySprite).name <> "BLNK" then

set TileSelected = member(the member of sprite pMySprite).name

set the locH of sprite 70 = the locH of sprite pMySprite

set the locV of sprite 70 = the locV of sprite pMySprite

set TheTileList = field (member "BlockedListX" of castlib "MapGFX")

if TheTileList contains TileSelected then

set the member of sprite 142 = (member "NAY" of castlib "WorldEdit")

else

set the member of sprite 142 = (member "YAY" of castlib "WorldEdit")

end if

put TileSelected into field (member "TileCode")

end if

end

CloseEm (WorldEdit)

```
global TileSelected, Map, ClickType
property pMySprite
```

```
on beginSprite me
    pMySprite = sprite(me.spriteNum)
end
```

```
on mouseup me
```

```
    if pMySprite = sprite 138 then
        set the locV of sprite 180 = -5000
        set the locV of sprite 181 = -5000
        set the locV of sprite 182 = -5000
        set the locV of sprite 183 = -5000
    end if
```

```
    if pMySprite = sprite 140 then
        repeat with x = 158 to 177
            set the locV of sprite x = -5000
        end repeat
```

```
        put "" into field (member "Sign 1 Text" of castlib "WorldEdit")
        put "" into field (member "Sign 2 Text" of castlib "WorldEdit")
        put "" into field (member "Sign 3 Text" of castlib "WorldEdit")
        put "" into field (member "SignText" of castlib "WorldEdit")
    end if
```

```
    if pMySprite = sprite 139 then
        set the locV of sprite 180 = -5000
        set the locV of sprite 181 = -5000
        set the locV of sprite 182 = -5000
        set the locV of sprite 183 = -5000
    end if
```

```
    if pMySprite = sprite 144 then
```

```
        if the member of pMySprite = (member "NAY" of castlib "WorldEdit") then
            set the member of pMySprite = (member "YAY" of castlib "WorldEdit")
        else
            set the member of pMySprite = (member "NAY" of castlib "WorldEdit")
        end if
    end if
```

```
    if pMySprite = sprite 145 then
```

```
        if the member of pMySprite = (member "NAY" of castlib "WorldEdit") then
            set the member of pMySprite = (member "YAY" of castlib "WorldEdit")
        else
            set the member of pMySprite = (member "NAY" of castlib "WorldEdit")
        end if
    end if
```

```
    if pMySprite = sprite 146 then
```

```
        if the member of pMySprite = (member "NAY" of castlib "WorldEdit") then
            set the member of pMySprite = (member "YAY" of castlib "WorldEdit")
        else
            set the member of pMySprite = (member "NAY" of castlib "WorldEdit")
        end if
    end if
```

```
    if pMySprite = sprite 147 then
```

```
        if the member of pMySprite = (member "NAY" of castlib "WorldEdit") then
            set the member of pMySprite = (member "YAY" of castlib "WorldEdit")
        else
            set the member of pMySprite = (member "NAY" of castlib "WorldEdit")
        end if
    end if
```

```
    if pMySprite = sprite 150 then
```

```
        set the member of sprite 151 = (member "NAY" of castlib "WorldEdit")
        set the member of sprite 152 = (member "NAY" of castlib "WorldEdit")

        if the member of pMySprite = (member "NAY" of castlib "WorldEdit") then
            set the member of pMySprite = (member "YAY" of castlib "WorldEdit")
        else
```

```

    else
        set the member of pMySprite = (member "NAY" of castlib "WorldEdit")
    end if
end if

if pMySprite = sprite 151 then

    set the member of sprite 150 = (member "NAY" of castlib "WorldEdit")
    set the member of sprite 152 = (member "NAY" of castlib "WorldEdit")

    if the member of pMySprite = (member "NAY" of castlib "WorldEdit") then

        set the member of pMySprite = (member "YAY" of castlib "WorldEdit")
    else
        set the member of pMySprite = (member "NAY" of castlib "WorldEdit")
    end if
end if

if pMySprite = sprite 152 then

    set the member of sprite 151 = (member "NAY" of castlib "WorldEdit")
    set the member of sprite 151 = (member "NAY" of castlib "WorldEdit")

    if the member of pMySprite = (member "NAY" of castlib "WorldEdit") then

        set the member of pMySprite = (member "YAY" of castlib "WorldEdit")
    else
        set the member of pMySprite = (member "NAY" of castlib "WorldEdit")
    end if
end if

end

```

13 (WorldEdit)

on RunExitShow

```

    set the visible of sprite 290 = TRUE
    set the visible of sprite 291 = TRUE
    set the visible of sprite 292 = TRUE
    set the visible of sprite 293 = TRUE
    set the visible of sprite 294 = TRUE
    set the visible of sprite 295 = TRUE
end

```

on RunExitShow2

```

    set the visible of sprite 275 = TRUE
    set the visible of sprite 276 = TRUE
    set the visible of sprite 277 = TRUE
    set the visible of sprite 278 = TRUE
    set the visible of sprite 279 = TRUE
    set the visible of sprite 280 = TRUE
end

```

on SignShow

```

    Global WhichSign

    if WhichSign = 1 then set TheText = field (member "Sign 1 Text" of castlib "WorldEdit")
    if WhichSign = 2 then set TheText = field (member "Sign 2 Text" of castlib "WorldEdit")
    if WhichSign = 3 then set TheText = field (member "Sign 3 Text" of castlib "WorldEdit")

    put WhichSign into field (member "SignText" of castlib "WorldEdit")

    set the locZ of sprite 286 = 9995
    set the locZ of sprite 287 = 9996
    set the locZ of sprite 288 = 9997

    set the visible of sprite 286 = TRUE
    set the visible of sprite 287 = TRUE
    set the visible of sprite 288 = TRUE
end

```

14 (WorldEdit)

```

on mouseUp
  Global TileSetNum

  if TileSetNum = VOID then set TileSetNum = 0
  set TileSetNum = TileSetNum + 1

  if TileSetNum > 55 then set TileSetNum = 1
  if TileSetNum < 1 then set TileSetNum = 55

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  --if TileSetNum = 1 then set NextStart = 1
  --if TileSetNum = 2 then set NextStart = 61
  --if TileSetNum = 3 then set NextStart = 121
  --if TileSetNum = 4 then set NextStart = 181
  --if TileSetNum = 5 then set NextStart = 241
  --if TileSetNum = 6 then set NextStart = 301
  --if TileSetNum = 7 then set NextStart = 361
  --if TileSetNum = 8 then set NextStart = 421
  --if TileSetNum = 9 then set NextStart = 481
  --if TileSetNum = 10 then set NextStart = 541

  repeat with x = 5 to 64

    --if NextStart > 600 then exit
    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat

end

```

15 (WorldEdit)

```

on mouseUp
  set the visible of sprite 290 = FALSE
  set the visible of sprite 291 = FALSE
  set the visible of sprite 292 = FALSE
  set the visible of sprite 293 = FALSE
  set the visible of sprite 294 = FALSE
  set the visible of sprite 295 = FALSE

  set the visible of sprite 275 = FALSE
  set the visible of sprite 276 = FALSE
  set the visible of sprite 277 = FALSE
  set the visible of sprite 278 = FALSE
  set the visible of sprite 279 = FALSE
  set the visible of sprite 280 = FALSE

end

```

NPC (WorldEdit)

```

on mouseUp
  Global NPCSelected, CharNumSelected, ClickType

  hilite line (the lineCount of (member "NPC" of castlib "WorldEdit") + 1) of field (member "NPC" of castlib "WorldEdit")
  set opponent = 0
  set name = line the mouseLine of field (member "NPC" of castlib "WorldEdit")

  set NPCSelected to name
  set CharNumSelected = the mouseLine
  hilite line CharNumSelected of field (member "NPC" of castlib "WorldEdit")

  if NPCSelected = "" then set CharNumSelected = 0
  set ClickType = "npc"
end

```

MONSTER (WorldEdit)

```
on mouseUp
  Global MonsterSelected, CharNumSelected, ClickType

  hilite line (the lineCount of (member "MONSTER" of castlib "WorldEdit") + 1) of field (member "MONSTER" of castlib
"WorldEdit")
  set opponent = 0
  set name = line the mouseLine of field (member "MONSTER" of castlib "WorldEdit")

  set MonsterSelected to name
  set CharNumSelected = the mouseLine
  hilite line CharNumSelected of field (member "MONSTER" of castlib "WorldEdit")

  if MonsterSelected = "" then set CharNumSelected = 0
  set ClickType = "monster"
end
```

ITEM (WorldEdit)

```
on mouseUp
  Global ItemSelected, CharNumSelected, ClickType

  hilite line (the lineCount of (member "ITEM" of castlib "WorldEdit") + 1) of field (member "ITEM" of castlib "WorldEdit")
  set opponent = 0
  set name = line the mouseLine of field (member "ITEM" of castlib "WorldEdit")

  set ItemSelected to name
  set CharNumSelected = the mouseLine
  hilite line CharNumSelected of field (member "ITEM" of castlib "WorldEdit")

  if ItemSelected = "" then set CharNumSelected = 0
  set ClickType = "item"
end
```

MUSIC (WorldEdit)

```
on mouseUp
  Global MusicSelected, CharNumSelected, ClickType

  hilite line (the lineCount of (member "MUSIC" of castlib "WorldEdit") + 1) of field (member "MUSIC" of castlib
"WorldEdit")
  set opponent = 0
  set name = line the mouseLine of field (member "MUSIC" of castlib "WorldEdit")

  set MusicSelected to name
  set CharNumSelected = the mouseLine
  hilite line CharNumSelected of field (member "MUSIC" of castlib "WorldEdit")

  if MusicSelected = "" then set CharNumSelected = 0
  put MusicSelected into field (member "MusicName" of castlib "WorldEdit")
end
```

24 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  if TileSetNum = VOID then set TileSetNum = 0
  set TileSetNum = TileSetNum - 1

  if TileSetNum > 55 then set TileSetNum = 1
  if TileSetNum < 1 then set TileSetNum = 55

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  --if TileSetNum = 1 then set NextStart = 1
  --if TileSetNum = 2 then set NextStart = 61
  --if TileSetNum = 3 then set NextStart = 121
  --if TileSetNum = 4 then set NextStart = 181
  --if TileSetNum = 5 then set NextStart = 241
  --if TileSetNum = 6 then set NextStart = 301
  --if TileSetNum = 7 then set NextStart = 361
  --if TileSetNum = 8 then set NextStart = 421
  --if TileSetNum = 9 then set NextStart = 481
  --if TileSetNum = 10 then set NextStart = 541

  repeat with x = 5 to 64

    --if NextStart > 589 then exit
    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat

end
```

29 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  set TileSetNum = 1

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  repeat with x = 5 to 64

    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat

end
```

30 (WorldEdit)

```

on mouseUp
    global gConnect

    put "" into field (member "Sign 1 Text" of castlib "WorldEdit")
    put "" into field (member "Sign 2 Text" of castlib "WorldEdit")
    put "" into field (member "Sign 3 Text" of castlib "WorldEdit")
    put "" into field (member "SignText" of castlib "WorldEdit")

    set X = integer(field (member "X" of castlib "WorldEdit"))
    set Y = integer(field (member "Y" of castlib "WorldEdit"))

    set X = X - 1

    put X into field (member "X" of castlib "WorldEdit")
    put Y into field (member "Y" of castlib "WorldEdit")

    set TheMap = "x" & field (member "X" of castlib "WorldEdit")
    set TheMap = TheMap & "y" & field (member "Y" of castlib "WorldEdit")

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMapX",#content:TheMap & ".txt"])
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadItemsX",#content:TheMap & "i.txt"])
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMobsX",#content:TheMap & ".txt"])

    put "" into field (member "MonsterList" of castlib "WorldEdit")

    repeat with x = 158 to 177

        set the locV of sprite x = -5000
    end repeat

    repeat with x = 180 to 183

        set the locV of sprite x = -5000
    end repeat

end

```

31 (WorldEdit)

```

on mouseUp
    global gConnect

    put "" into field (member "Sign 1 Text" of castlib "WorldEdit")
    put "" into field (member "Sign 2 Text" of castlib "WorldEdit")
    put "" into field (member "Sign 3 Text" of castlib "WorldEdit")
    put "" into field (member "SignText" of castlib "WorldEdit")

    set X = integer(field (member "X" of castlib "WorldEdit"))
    set Y = integer(field (member "Y" of castlib "WorldEdit"))

    set X = X + 1

    put X into field (member "X" of castlib "WorldEdit")
    put Y into field (member "Y" of castlib "WorldEdit")

    set TheMap = "x" & field (member "X" of castlib "WorldEdit")
    set TheMap = TheMap & "y" & field (member "Y" of castlib "WorldEdit")

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMapX",#content:TheMap & ".txt"])
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadItemsX",#content:TheMap & "i.txt"])
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMobsX",#content:TheMap & ".txt"])

    put "" into field (member "MonsterList" of castlib "WorldEdit")

    repeat with x = 158 to 177

        set the locV of sprite x = -5000
    end repeat

    repeat with x = 180 to 183

        set the locV of sprite x = -5000
    end repeat

```

32 (WorldEdit)

```

on mouseUp
    global gConnect

    put "" into field (member "Sign 1 Text" of castlib "WorldEdit")
    put "" into field (member "Sign 2 Text" of castlib "WorldEdit")
    put "" into field (member "Sign 3 Text" of castlib "WorldEdit")
    put "" into field (member "SignText" of castlib "WorldEdit")

    set X = integer(field (member "X" of castlib "WorldEdit"))
    set Y = integer(field (member "Y" of castlib "WorldEdit"))

    set Y = Y - 1

    put X into field (member "X" of castlib "WorldEdit")
    put Y into field (member "Y" of castlib "WorldEdit")

    set TheMap = "x" & field (member "X" of castlib "WorldEdit")
    set TheMap = TheMap & "y" & field (member "Y" of castlib "WorldEdit")

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMapX",#content:TheMap & ".txt"])
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadItemsX",#content:TheMap & "i.txt"])
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMobsX",#content:TheMap & ".txt"])

    put "" into field (member "MonsterList" of castlib "WorldEdit")

    repeat with x = 158 to 177

        set the locV of sprite x = -5000
    end repeat

    repeat with x = 180 to 183

        set the locV of sprite x = -5000
    end repeat

end

```

33 (WorldEdit)

```

on mouseUp
    global gConnect

    put "" into field (member "Sign 1 Text" of castlib "WorldEdit")
    put "" into field (member "Sign 2 Text" of castlib "WorldEdit")
    put "" into field (member "Sign 3 Text" of castlib "WorldEdit")
    put "" into field (member "SignText" of castlib "WorldEdit")

    set X = integer(field (member "X" of castlib "WorldEdit"))
    set Y = integer(field (member "Y" of castlib "WorldEdit"))

    set Y = Y + 1

    put X into field (member "X" of castlib "WorldEdit")
    put Y into field (member "Y" of castlib "WorldEdit")

    set TheMap = "x" & field (member "X" of castlib "WorldEdit")
    set TheMap = TheMap & "y" & field (member "Y" of castlib "WorldEdit")

    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMapX",#content:TheMap & ".txt"])
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadItemsX",#content:TheMap & "i.txt"])
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMobsX",#content:TheMap & ".txt"])

    put "" into field (member "MonsterList" of castlib "WorldEdit")

    repeat with x = 158 to 177

        set the locV of sprite x = -5000
    end repeat

    repeat with x = 180 to 183

        set the locV of sprite x = -5000
    end repeat

```

34 (WorldEdit)

```
on mouseUp
  set the visible of sprite 290 = FALSE
  set the visible of sprite 291 = FALSE
  set the visible of sprite 292 = FALSE
  set the visible of sprite 293 = FALSE
  set the visible of sprite 294 = FALSE
  set the visible of sprite 295 = FALSE

  set the visible of sprite 275 = FALSE
  set the visible of sprite 276 = FALSE
  set the visible of sprite 277 = FALSE
  set the visible of sprite 278 = FALSE
  set the visible of sprite 279 = FALSE
  set the visible of sprite 280 = FALSE

end
```

36 (WorldEdit)

FOGTEX (WorldEdit)

```
on mouseUp
  Global FOGTEX, BLENDLEVEL, RFog, GFog, BFog

  hilite line (the lineCount of (member "FOGTEX" of castlib "WorldEdit") + 1) of field (member "FOGTEX" of castlib
"WorldEdit")
  set opponent = 0
  set name = line the mouseLine of field (member "FOGTEX" of castlib "WorldEdit")

  set FOGTEX to name
  set CharNumSelected = the mouseLine
  hilite line CharNumSelected of field (member "FOGTEX" of castlib "WorldEdit")

  if FOGTEX = "NoTex" then
    sprite(105).blendlevel = 0
    set the member of sprite 105 = (member "NoTex")
    exit
  end if

  set xFogTex = "x" & FogTex
  member(member xFogTex).image.copyPixels(member(member FogTex).image, member(member FogTex).rect, member(member
FogTex).rect)
  updatestage
  member(member xFogTex).image.copyPixels(member(member "FogColor").image, member(member "FogColor").rect, member(member
"FogColor").rect, [#blendlevel: 90])

  set TheTex = "x" & FOGTEX

  set the member of sprite 105 = (member TheTex of castlib 1)
  sprite(105).blendlevel = BLENDLEVEL
  tempalpha = member(FogTex).image.extractalpha()
  member(xFogTex).image.setalpha(tempalpha)

end
```

BLENDLEVEL (WorldEdit)

```
on mouseUp
  Global BLENDLEVEL

  hilite line (the lineCount of (member "BLENDLEVEL" of castlib "WorldEdit") + 1) of field (member "BLENDLEVEL" of castlib "WorldEdit")
  set opponent = 0
  set name = line the mouseLine of field (member "BLENDLEVEL" of castlib "WorldEdit")

  set ItemSelected to name
  set CharNumSelected = the mouseLine
  hilite line CharNumSelected of field (member "BLENDLEVEL" of castlib "WorldEdit")

  set BLENDLEVEL = integer(ItemSelected)
  sprite(105).blendlevel = BLENDLEVEL
end
```

48 (WorldEdit)

Copen (WorldEdit)

```
on mouseUp

  if the mouseH < 67 then
    if the mouseV < 493 then
      set the member of sprite 356 = (member "Cclosed" of castlib "WorldEdit")
      set the visible of sprite 362 = FALSE
    end if
  end if

end
```

Cclosed (WorldEdit)

```
on mouseUp
  set the member of sprite 356 = (member "Copen" of castlib "WorldEdit")
  set the visible of sprite 362 = TRUE
  set the locZ of sprite 362 = the locZ of sprite 356 + 1
end
```

62 (WorldEdit)

```

on mouseUp
    Global RFog, GFog, BFog, FogTex, BlendLevel

    thisColor = (the stage).image.getPixel(the mouseH,the mouseV)

    if (thisColor <> 0) then

        sprite(396).color = thisColor
        set ColorsX = string(thisColor)
        set the itemdelimiter = "("
        set ColorsX = item 2 of ColorsX
        set the itemdelimiter = ")"
        set ColorsX = item 1 of ColorsX
        set the itemdelimiter = ","
        set RColor = item 1 of ColorsX
        set GColor = item 2 of ColorsX
        set BColor = item 3 of ColorsX

        repeat with x = 1 to 5
            if char x of RColor = " " then delete char x of RColor
        end repeat
        repeat with x = 1 to 5
            if char x of GColor = " " then delete char x of GColor
        end repeat
        repeat with x = 1 to 5
            if char x of BColor = " " then delete char x of BColor
        end repeat

        set RFog = integer(RColor)
        set GFog = integer(GColor)
        set BFog = integer(BColor)

        member("FogColor").image.fill(0, 0, 272, 192, [#shapetype: #rectangle, linesize: #1, #color: rgb(RFog, GFog, BFog),
        bgcolor: rgb(RFog, GFog, BFog)])

        set xFogTex = "x" & FogTex
        member(member xFogTex).image.copyPixels(member(member FogTex).image, member(member FogTex).rect, member(member
        FogTex).rect)
        updateStage
        member(member xFogTex).image.copyPixels(member(member "FogColor").image, member(member "FogColor").rect, member(member
        "FogColor").rect, [#blendlevel: 90])

        set TheTex = "x" & FOGTEX

        set the member of sprite 105 = (member TheTex of castlib 1)
        sprite(105).blendlevel = BLENDLEVEL
        tempalpha = member(FogTex).image.extractalpha()
        member(xFogTex).image.setalpha(tempalpha)

        updateStage
    end if

```

14on (WorldEdit)

```

end

```

```

on mouseUp
    Global xLayer

    set xLayer = 3
    set the member of sprite 90 = (member "l3on" of castlib "WorldEdit")
    set the member of sprite 91 = (member "l2off" of castlib "WorldEdit")
    set the member of sprite 92 = (member "l1off" of castlib "WorldEdit")
end

```

14off (WorldEdit)

```

on mouseUp
    Global xLayer

    set xLayer = 4
    set the member of sprite 90 = (member "l3off" of castlib "WorldEdit")
    set the member of sprite 91 = (member "l2off" of castlib "WorldEdit")
    set the member of sprite 92 = (member "l1off" of castlib "WorldEdit")
    set the member of sprite 93 = (member "l4on" of castlib "WorldEdit")
end

```

l3off (WorldEdit)

```
on mouseUp
  Global xLayer

  set xLayer = 3
  set the member of sprite 90 = (member "l3on" of castlib "WorldEdit")
  set the member of sprite 91 = (member "l2off" of castlib "WorldEdit")
  set the member of sprite 92 = (member "l1off" of castlib "WorldEdit")
  set the member of sprite 93 = (member "l4off" of castlib "WorldEdit")
end
```

l2off (WorldEdit)

```
on mouseUp
  Global xLayer

  set xLayer = 2
  set the member of sprite 90 = (member "l3off" of castlib "WorldEdit")
  set the member of sprite 91 = (member "l2on" of castlib "WorldEdit")
  set the member of sprite 92 = (member "l1off" of castlib "WorldEdit")
  set the member of sprite 93 = (member "l4off" of castlib "WorldEdit")
end
```

l1off (WorldEdit)

```
on mouseUp
  Global xLayer

  set xLayer = 1
  set the member of sprite 90 = (member "l3off" of castlib "WorldEdit")
  set the member of sprite 91 = (member "l2off" of castlib "WorldEdit")
  set the member of sprite 92 = (member "l1on" of castlib "WorldEdit")
  set the member of sprite 93 = (member "l4off" of castlib "WorldEdit")
end
```

WEdit Layer2 Click (WorldEdit)

```

global TileSelected, Map, ClickType, NPCSelected, ItemSelected, MonsterSelected, WhichSign, xLayer
property pMySprite, pMyMember

on beginSprite me
    pMySprite = sprite(me.spriteNum)
    pMyMember = pMySprite.member
end

on mouseWithin me

    if xLayer <> 2 then exit

    if ClickType = "tile" then

        repeat while the mousedown = TRUE

            updatestage

            thisLoc = the mouseLoc - point (pMySprite.rect.left, pMySprite.rect.top)

            thisX = (thisLoc.locH / 32) + 1
            thisY = (thisLoc.locV / 32) + 1

            if thisX < 13 then

                if thisY < 10 then

                    set Map = field (member "Layer2" of castlib 1)
                    put TileSelected into Map.line[ThisY].word[ThisX]
                    put Map into field (member "Layer2" of castlib 1)

                    -----
                    baseImage = member(331).image
                    tileName = TileSelected
                    tile = member(tileName).image

                    top = (thisY - 1) * 32
                    left = (thisX - 1) * 32

                    destRect = rect(left, top, left + 32, top + 32)
                    baseImage.copyPixels (tile, destRect, tile.rect)
                end if
            end if

            -----
        end repeat
    end if
end

on mouseUp me

    if xLayer <> 2 then exit

    thisLoc = the mouseLoc - point (pMySprite.rect.left, pMySprite.rect.top)

    thisX = (thisLoc.locH / 32) + 1
    thisY = (thisLoc.locV / 32) + 1

    if ClickType = "npc" then

        repeat with xx = 180 to 183

            if the locV of sprite xx < 0 then

                set the member of sprite xx = (member NPCSelected of castlib "NPCs")
                set the locH of sprite xx = thisX * 32
                set the locH of sprite xx = the locH of sprite xx
                set the locV of sprite xx = thisY * 32
                set the locV of sprite xx = the locV of sprite xx - 2
                set the locZ of sprite xx = the locV of sprite xx + 150
            exit repeat
        end if
    end repeat
end if

    if ClickType = "item" then

        repeat with xx = 158 to 177

            if the locV of sprite xx < 0 then

                set the member of sprite xx = (member ItemSelected of castlib "Inventory")
                set the locH of sprite xx = thisX * 32
                set the locH of sprite xx = the locH of sprite xx
                set the locV of sprite xx = thisY * 32
            end if
        end repeat
    end if
end

```



```
    set the locV of sprite xx = thisY * 32
    set the locV of sprite xx = the locV of sprite xx - 2
    set the locZ of sprite xx = the locV of sprite xx + 150
    if ItemSelected = "Exit" then RunExitShow
    if ItemSelected = "Exit2" then RunExitShow2
    if ItemSelected = "Sign 1" then set WhichSign = 1
    if ItemSelected = "Sign 2" then set WhichSign = 2
    if ItemSelected = "Sign 3" then set WhichSign = 3
    if ItemSelected = "Sign 1" then SignShow
    if ItemSelected = "Sign 2" then SignShow
    if ItemSelected = "Sign 3" then SignShow
    exit repeat
  end if
end repeat
end if

if ClickType = "monster" then

  set Monsters = field (member "MonsterList" of castlib "WorldEdit")
  set the itemdelimiter = ","
  set LastMon = item 5 of Monsters
  if LastMon <> "" then exit

  set Monsters = Monsters & MonsterSelected & ","
  put Monsters into field (member "MonsterList" of castlib "WorldEdit")
end if

end
```

WEdit Layer3 Click (WorldEdit)

```

global TileSelected, Map, ClickType, NPCSelected, ItemSelected, MonsterSelected, WhichSign, xLayer
property pMySprite, pMyMember

on beginSprite me
    pMySprite = sprite(me.spriteNum)
    pMyMember = pMySprite.member
end

on mouseWithin me

    if xLayer <> 3 then exit

    if ClickType = "tile" then

        repeat while the mousedown = TRUE

            updatestage

            thisLoc = the mouseLoc - point (pMySprite.rect.left, pMySprite.rect.top)

            thisX = (thisLoc.locH / 32) + 1
            thisY = (thisLoc.locV / 32) + 1

            if thisX < 13 then

                if thisY < 10 then

                    set Map = field (member "Layer3" of castlib 1)
                    put TileSelected into Map.line[ThisY].word[ThisX]
                    put Map into field (member "Layer3" of castlib 1)

                    -----
                    baseImage = member(332).image
                    tileName = TileSelected
                    tile = member(tileName).image

                    top = (thisY - 1) * 32
                    left = (thisX - 1) * 32

                    destRect = rect(left, top, left + 32, top + 32)
                    baseImage.copyPixels (tile, destRect, tile.rect)
                end if
            end if

            -----
        end repeat
    end if
end

on mouseUp me

    if xLayer <> 3 then exit

    thisLoc = the mouseLoc - point (pMySprite.rect.left, pMySprite.rect.top)

    thisX = (thisLoc.locH / 32) + 1
    thisY = (thisLoc.locV / 32) + 1

    if ClickType = "npc" then

        repeat with xx = 180 to 183

            if the locV of sprite xx < 0 then

                set the member of sprite xx = (member NPCSelected of castlib "NPCs")
                set the locH of sprite xx = thisX * 32
                set the locH of sprite xx = the locH of sprite xx
                set the locV of sprite xx = thisY * 32
                set the locV of sprite xx = the locV of sprite xx - 2
                set the locZ of sprite xx = the locV of sprite xx + 150
            exit repeat
        end if
    end repeat
end if

    if ClickType = "item" then

        repeat with xx = 158 to 177

            if the locV of sprite xx < 0 then

                set the member of sprite xx = (member ItemSelected of castlib "Inventory")
                set the locH of sprite xx = thisX * 32
                set the locH of sprite xx = the locH of sprite xx
                set the locV of sprite xx = thisY * 32
            end if
        end repeat
    end if
end

```

```

        set the locV of sprite xx = thisY * 32
        set the locV of sprite xx = the locV of sprite xx - 2
        set the locZ of sprite xx = the locV of sprite xx + 150
        if ItemSelected = "Exit" then RunExitShow
        if ItemSelected = "Exit2" then RunExitShow2
        if ItemSelected = "Sign 1" then set WhichSign = 1
        if ItemSelected = "Sign 2" then set WhichSign = 2
        if ItemSelected = "Sign 3" then set WhichSign = 3
        if ItemSelected = "Sign 1" then SignShow
        if ItemSelected = "Sign 2" then SignShow
        if ItemSelected = "Sign 3" then SignShow
        exit repeat
    end if
end repeat
end if

if ClickType = "monster" then

    set Monsters = field (member "MonsterList" of castlib "WorldEdit")
    set the itemdelimiter = ","
    set LastMon = item 5 of Monsters
    if LastMon <> "" then exit

    set Monsters = Monsters & MonsterSelected & ","
    put Monsters into field (member "MonsterList" of castlib "WorldEdit")
end if

end

```

PencilOff (WorldEdit)

```

on mouseUp
    Global PaintBrush

    set PaintBrush = 1

    if the frame < 285 then
        set the member of sprite 75 = (member "PencilOn" of castlib "WorldEdit")
        set the member of sprite 76 = (member "BucketOff" of castlib "WorldEdit")
        set the member of sprite 77 = (member "LBrushOff" of castlib "WorldEdit")
        exit
    end if

    set the member of sprite 74 = (member "PencilOn" of castlib "WorldEdit")
    set the member of sprite 75 = (member "BBrushOff" of castlib "WorldEdit")
end

```

BucketOff (WorldEdit)

```

on mouseUp
    Global PaintBrush

    set PaintBrush = 2
    set the member of sprite 75 = (member "PencilOff" of castlib "WorldEdit")
    set the member of sprite 76 = (member "BucketOn" of castlib "WorldEdit")
    set the member of sprite 77 = (member "LBrushOff" of castlib "WorldEdit")

end

```

LBrushOff (WorldEdit)

```

on mouseUp
    Global PaintBrush

    set PaintBrush = 3
    set the member of sprite 75 = (member "PencilOff" of castlib "WorldEdit")
    set the member of sprite 76 = (member "BucketOff" of castlib "WorldEdit")
    set the member of sprite 77 = (member "LBrushOn" of castlib "WorldEdit")

end

```

BBRushOff (WorldEdit)

```
on mouseUp
  Global PaintBrush

  set PaintBrush = 4

  if the frame < 285 then
    set the member of sprite 75 = (member "PencilOff" of castlib "WorldEdit")
    set the member of sprite 76 = (member "BucketOff" of castlib "WorldEdit")
    set the member of sprite 77 = (member "LBrushOff" of castlib "WorldEdit")
    set the member of sprite 78 = (member "BBrushOn" of castlib "WorldEdit")
    exit
  end if

  set the member of sprite 74 = (member "PencilOff" of castlib "WorldEdit")
  set the member of sprite 75 = (member "BBrushOn" of castlib "WorldEdit")

end
```

93 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  set TileSetNum = 11

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  repeat with x = 5 to 64

    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat

end
```

94 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  set TileSetNum = 14

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  repeat with x = 5 to 64

    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat

end
```

95 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  set TileSetNum = 17

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  repeat with x = 5 to 64

    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat

end
```

96 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  set TileSetNum = 19

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  repeat with x = 5 to 64

    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat
end
```

97 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  set TileSetNum = 20

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  repeat with x = 5 to 64

    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat
end
```

98 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  set TileSetNum = 22

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  repeat with x = 5 to 64

    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat
end
```

99 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  set TileSetNum = 24

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  repeat with x = 5 to 64

    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat
end
```

100 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  set TileSetNum = 30

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  repeat with x = 5 to 64

    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat
end
```

101 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  set TileSetNum = 35

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  repeat with x = 5 to 64

    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat
end
```

102 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  set TileSetNum = 37

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  repeat with x = 5 to 64

    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat
end
```

103 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  set TileSetNum = 41

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  repeat with x = 5 to 64

    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat
end
```

104 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  set TileSetNum = 46

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  repeat with x = 5 to 64

    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat
end
```

105 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  set TileSetNum = 49

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  repeat with x = 5 to 64

    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat
end
```

106 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  set TileSetNum = 52

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  repeat with x = 5 to 64

    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat
end
```

107 (WorldEdit)

```
on mouseUp
  Global TileSetNum

  set TileSetNum = 53

  NextStart = ( ( TileSetNum - 1 ) * 60 ) + 1

  repeat with x = 5 to 64

    set the member of sprite x = (member NextStart of castlib "MapGFX")
    set NextStart = NextStart + 1
  end repeat
end
```

Spell (FX)

```

global SFX
property pMySprite
property WhichOne
property TickToc

on beginsprite me

    pMySprite = sprite(me.spriteNum)

    if pMySprite = (sprite 260) then set WhichOne = 260
    if pMySprite = (sprite 261) then set WhichOne = 261
    if pMySprite = (sprite 262) then set WhichOne = 262
    if pMySprite = (sprite 263) then set WhichOne = 263
    if pMySprite = (sprite 264) then set WhichOne = 264
    if pMySprite = (sprite 265) then set WhichOne = 265
    if pMySprite = (sprite 266) then set WhichOne = 266
    if pMySprite = (sprite 267) then set WhichOne = 267
    if pMySprite = (sprite 268) then set WhichOne = 268
    if pMySprite = (sprite 269) then set WhichOne = 269
    if pMySprite = (sprite 270) then set WhichOne = 270

    set TickToc = 10

    add the actorlist, me
end

on stepframe me

    if the locV of pMySprite > 0 then

        set MyFrame = member(the member of pMySprite).name

        set the itemdelimiter = "-"
        set SpellName = item 1 of MyFrame
        set SpellFrame = integer(item 2 of MyFrame)

        -----
        if SpellName = "Diminish Hunger" then

            if SpellFrame = 7 then

                set the locV of pMySprite = -5300
                exit
            end if

            set SpellFrame = SpellFrame + 1
            set MySprt = SpellName & "-" & SpellFrame
            set the member of pMySprite = (member MySprt of castlib "FX")
            set the locZ of pMySprite = the locV of pMySprite + 150
        end if

        -----
        if SpellName = "Portal" then

            if SpellFrame = 47 then

                set the locV of pMySprite = -5300
                exit
            end if

            set SpellFrame = SpellFrame + 1
            set MySprt = SpellName & "-" & SpellFrame
            set the member of pMySprite = (member MySprt of castlib "FX")
            set the locZ of pMySprite = the locV of pMySprite + 150
        end if

        -----
        if SpellName = "Magic Shield" then

            if SpellFrame = 7 then

                set the locV of pMySprite = -5300
                exit
            end if

            set SpellFrame = SpellFrame + 1
            set MySprt = SpellName & "-" & SpellFrame
            set the member of pMySprite = (member MySprt of castlib "FX")
            set the locZ of pMySprite = the locV of pMySprite + 150
        end if

        -----
        if SpellName = "Hold" then

            if SpellFrame = 7 then

                set the locV of pMySprite = -5300
                exit
            end if

```



```
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName = "Raise Dead" then

    if SpellFrame = 7 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

-----
if SpellName = "Summon Creature" then

    if SpellFrame = 7 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

-----
if SpellName = "Holy Shield" then

    if SpellFrame = 10 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

-----
if SpellName = "Firesword" then

    if SpellFrame = 5 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

-----
if SpellName = "sprinkle" then

    if SpellFrame = 5 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

-----
if SpellName = "Dispel Illusions" then

    if SpellFrame = 10 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

-----
if SpellName = "Argon's Fist" then
```

```
if SpellFrame = 15 then
    set the locV of pMySprite = -5300
    exit
end if

set SpellFrame = SpellFrame + 1
set MySprt = SpellName & "-" & SpellFrame
set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName = "Inxition" then

    if SpellFrame = 7 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

-----
if SpellName = "create food" then

    if SpellFrame = 5 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

-----
if SpellName = "minor heal" then

    if SpellFrame = 7 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName = "Smoke Bomb" then

    if SpellFrame = 15 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName = "xSmokeoBomb" then

    if SpellFrame = 8 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

-----
if SpellName = "major heal" then

    if SpellFrame = 7 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
```

```
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
if SpellName = "BoltR" then

    if SpellFrame = 5 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
if SpellName = "BoltL" then

    if SpellFrame = 5 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
if SpellName = "BoltU" then

    if SpellFrame = 5 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
if SpellName = "BoltD" then

    if SpellFrame = 5 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
if SpellName = "Illusionary Spikes" then

    if SpellFrame = 4 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
if SpellName = "Web" then

    if SpellFrame = 4 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
if SpellName = "morph" then

    if SpellFrame = 7 then

        set the locV of pMySprite = -5300
        exit
    end if
```

```
end if

set SpellFrame = SpellFrame + 1
set MySprt = SpellName & "-" & SpellFrame
set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
-----

if SpellName = "radar" then

    if SpellFrame = 10 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName = "meteor" then

    if SpellFrame = 22 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName = "Firebolt" then

    if SpellFrame = 16 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName = "Nature Shift" then

    if SpellFrame = 6 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName = "splash" then

    if SpellFrame = 28 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName = "Slot Machine" then

    if SpellFrame = 52 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName = "Fishing" then

    if SpellFrame = 13 then
```

```

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName = "Stone Skin" then

    if SpellFrame = 11 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName = "BSmith" then

    if SpellFrame = 13 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName = "Crush" then

    if SpellFrame = 30 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName = "Whirlwind" then

    if SpellFrame = 60 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName = "Music" then

    if SpellFrame = 30 then

        set the locV of pMySprite = -5300
        exit
    end if

    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

-----
if SpellName = "fireballL" then

    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
    set the locH of pMySprite = the locH of pMySprite - 8
    if the locH of pMySprite < 34 then set the locV of pMySprite = -5000
    if SpellFrame = 3 then set SpellFrame = 0
    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")

```

```

    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----

if SpellName contains " ArrowsL" then
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")

    if sprite WhichOne intersects sprite 1 then
        if TickToc = 0 then
            set the locV of pMySprite = -5000
            exit
        end if
        set TickToc = TickToc - 1
        exit
    end if
    set TickToc = 10

    set the locH of pMySprite = the locH of pMySprite - 8
    if the locH of pMySprite < 34 then set the locV of pMySprite = -5000
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName contains " ArrowsR" then
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")

    if sprite WhichOne intersects sprite 1 then
        if TickToc = 0 then
            set the locV of pMySprite = -5000
            exit
        end if
        set TickToc = TickToc - 1
        exit
    end if
    set TickToc = 10

    set the locH of pMySprite = the locH of pMySprite + 8
    if the locH of pMySprite > 550 then set the locV of pMySprite = -5000
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName contains " ArrowsU" then
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")

    if sprite WhichOne intersects sprite 1 then
        if TickToc = 0 then
            set the locV of pMySprite = -5000
            exit
        end if
        set TickToc = TickToc - 1
        exit
    end if
    set TickToc = 10

    set the locV of pMySprite = the locV of pMySprite - 8
    if the locV of pMySprite < 31 then set the locV of pMySprite = -5000
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

if SpellName contains " ArrowsD" then
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")

    if sprite WhichOne intersects sprite 1 then
        if TickToc = 0 then
            set the locV of pMySprite = -5000
            exit
        end if
        set TickToc = TickToc - 1
        exit
    end if
    set TickToc = 10

    set the locV of pMySprite = the locV of pMySprite + 8
    if the locV of pMySprite > 410 then set the locV of pMySprite = -5000
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if

-----
if SpellName = "fireballR" then

    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
    set the locH of pMySprite = the locH of pMySprite + 8
    if the locH of pMySprite > 550 then set the locV of pMySprite = -5000
    if SpellFrame = 3 then set SpellFrame = 0
    set SpellFrame = SpellFrame + 1

```

```
    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
if SpellName = "fireballU" then

    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
    set the locV of pMySprite = the locV of pMySprite - 8
    if the locV of pMySprite < 31 then set the locV of pMySprite = -5000
    if SpellFrame = 3 then set SpellFrame = 0
    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
if SpellName = "fireballD" then

    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
    set the locV of pMySprite = the locV of pMySprite + 8
    if the locV of pMySprite > 400 then set the locV of pMySprite = -5000
    if SpellFrame = 3 then set SpellFrame = 0
    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
if SpellName = "wind waveL" then

    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
    set the locH of pMySprite = the locH of pMySprite - 5
    if the locH of pMySprite < 34 then set the locV of pMySprite = -5000
    if SpellFrame = 3 then set SpellFrame = 0
    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
if SpellName = "wind waveR" then

    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
    set the locH of pMySprite = the locH of pMySprite + 5
    if the locH of pMySprite > 550 then set the locV of pMySprite = -5000
    if SpellFrame = 3 then set SpellFrame = 0
    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
if SpellName = "wind waveU" then

    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
    set the locV of pMySprite = the locV of pMySprite - 5
    if the locV of pMySprite < 31 then set the locV of pMySprite = -5000
    if SpellFrame = 3 then set SpellFrame = 0
    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
if SpellName = "wind waveD" then

    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
    set the locV of pMySprite = the locV of pMySprite + 5
    if the locV of pMySprite > 400 then set the locV of pMySprite = -5000
    if SpellFrame = 3 then set SpellFrame = 0
    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
-----

if SpellName = "CannonballL" then

    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
    set the locH of pMySprite = the locH of pMySprite - 5
    if the locH of pMySprite < 34 then set the locV of pMySprite = -5000
    if SpellFrame = 3 then set SpellFrame = 0
    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
if SpellName = "CannonballR" then
```

```
if SpellName = "CannonballR" then

    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
    set the locH of pMySprite = the locH of pMySprite + 5
    if the locH of pMySprite > 550 then set the locV of pMySprite = -5000
    if SpellFrame = 3 then set SpellFrame = 0
    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
if SpellName = "CannonballU" then

    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
    set the locV of pMySprite = the locV of pMySprite - 5
    if the locV of pMySprite < 31 then set the locV of pMySprite = -5000
    if SpellFrame = 3 then set SpellFrame = 0
    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
-----
if SpellName = "CannonballD" then

    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
    set the locV of pMySprite = the locV of pMySprite + 5
    if the locV of pMySprite > 400 then set the locV of pMySprite = -5000
    if SpellFrame = 3 then set SpellFrame = 0
    set SpellFrame = SpellFrame + 1
    set MySprt = SpellName & "-" & SpellFrame
    set the member of pMySprite = (member MySprt of castlib "FX")
end if
end if
end
```

727 (FX)

```
on SendFXSprite(SPtoUse, SpellName)

  if SpellName = "Smoke Bomb" then set ItsAGo = TRUE
  if SpellName = "Firebolt" then set ItsAGo = TRUE
  if SpellName = "Hold" then set ItsAGo = TRUE

  if ItsAGo = FALSE then exit

  if the locV of sprite 65 < 0 then
    set the WhoAmI of sprite 65 = "x" & SpellName
    set the WhatFrame of sprite 65 = 1
    set the locH of sprite 65 = the locH of sprite SPtoUse
    set the locV of sprite 65 = the locV of sprite SPtouse
    set the CurrentGO of sprite 65 = TRUE
    set the SpritetoFollow of sprite 65 = SPtoUse
    set the locZ of sprite 65 = the locZ of sprite SPtoUse + 1
    exit
  end if

  if the locV of sprite 66 < 0 then
    set the WhoAmI of sprite 66 = "x" & SpellName
    set the WhatFrame of sprite 66 = 1
    set the locH of sprite 66 = the locH of sprite SPtoUse
    set the locV of sprite 66 = the locV of sprite SPtouse
    set the CurrentGO of sprite 66 = TRUE
    set the SpritetoFollow of sprite 66 = SPtoUse
    set the locZ of sprite 66 = the locZ of sprite SPtoUse + 1
    exit
  end if

  if the locV of sprite 67 < 0 then
    set the WhoAmI of sprite 67 = "x" & SpellName
    set the WhatFrame of sprite 67 = 1
    set the locH of sprite 67 = the locH of sprite SPtoUse
    set the locV of sprite 67 = the locV of sprite SPtouse
    set the CurrentGO of sprite 67 = TRUE
    set the SpritetoFollow of sprite 67 = SPtoUse
    set the locZ of sprite 67 = the locZ of sprite SPtoUse + 1
    exit
  end if

  if the locV of sprite 68 < 0 then
    set the WhoAmI of sprite 68 = "x" & SpellName
    set the WhatFrame of sprite 68 = 1
    set the locH of sprite 68 = the locH of sprite SPtoUse
    set the locV of sprite 68 = the locV of sprite SPtouse
    set the CurrentGO of sprite 68 = TRUE
    set the SpritetoFollow of sprite 68 = SPtoUse
    set the locZ of sprite 68 = the locZ of sprite SPtoUse + 1
    exit
  end if

end
```

Spell Trans FX (FX)

```
global SFX
property pMySprite
property WhichOne
property WhoAmI, SpriteToFollow, WhatFrame, CurrentGo

on beginsprite me
    set CurrentGo = FALSE
    pMySprite = sprite(me.spriteNum)
    add the actorlist, me
end

on stepframe me

    if CurrentGo = TRUE then

        if WhoAmI = "xFirebolt" then

            if WhatFrame > 16 then
                set the locV of pMySprite = -600
                set CurrentGO = FALSE
                exit
            end if

            set WhichMem = WhoAmI & "-" & WhatFrame
            set the member of pMySprite = (member WhichMem of castlib "FX")
            set the locH of pMySprite = the locH of sprite SpriteToFollow
            set the locV of pMySprite = the locV of sprite SpriteToFollow
            set WhatFrame = WhatFrame + 1
        end if

        if WhoAmI = "xSmoke Bomb" then

            if WhatFrame > 15 then
                set the locV of pMySprite = -600
                set CurrentGO = FALSE
                exit
            end if

            set WhichMem = WhoAmI & "-" & WhatFrame
            set the member of pMySprite = (member WhichMem of castlib "FX")
            set the locH of pMySprite = the locH of sprite SpriteToFollow
            set the locV of pMySprite = the locV of sprite SpriteToFollow
            set WhatFrame = WhatFrame + 1
        end if

        if WhoAmI = "xHold" then

            if WhatFrame > 7 then
                set the locV of pMySprite = -600
                set CurrentGO = FALSE
                exit
            end if

            set WhichMem = WhoAmI & "-" & WhatFrame
            set the member of pMySprite = (member WhichMem of castlib "FX")
            set the locH of pMySprite = the locH of sprite SpriteToFollow
            set the locV of pMySprite = the locV of sprite SpriteToFollow
            set WhatFrame = WhatFrame + 1
        end if

    end if

end
```

WeatherLoops (FX)

Global MonsterMap, BlockedTiles, CharMap, gConnect, KeyLockOut, NewMinute, FctSpwn
Global Weather

on beginsprite me

 add the actorlist, me
end

on stepframe

 if Weather = "RAIN" then

 set DropADrop = random(50)

 if DropADrop > 7 then exit

 if DropADrop = 1 then set WSprite = 185

 if DropADrop = 2 then set WSprite = 186

 if DropADrop = 3 then set WSprite = 187

 if DropADrop = 4 then set WSprite = 188

 if DropADrop = 5 then set WSprite = 189

 if DropADrop = 6 then set WSprite = 190

 if DropADrop = 7 then set WSprite = 191

 if the locV of sprite WSprite > 0 then exit

 set XLoc = random(544) + 25

 set YLoc = random(384) + 20

 set the member of sprite WSprite = (member "Rain1")

 set the locH of sprite WSprite = XLoc

 set the locV of sprite WSprite = YLoc

 if the visible of sprite WSprite = FALSE then set the visible of sprite WSprite = TRUE

 set the locZ of sprite WSprite = the locZ of sprite 112 + 400

 set the WeatherEffect of sprite WSprite = "Rain"

 set the WeatherCounter of sprite WSprite = 1

 set the DoAnimate of sprite WSprite = TRUE

end if

end

WeatherScript (FX)

Global MonsterMap, BlockedTiles, CharMap, gConnect, KeyLockOut, NewMinute, FctSpwn
Global Weather, SoundFX

```
property thisSprite  
property WeatherCounter  
property WeatherEffect  
property DoAnimate
```

```
on beginsprite me  
    set thisSprite to the spriteNum of me  
    add the actorlist, me  
end
```

```
on stepframe
```

```
    if the locV of sprite thisSprite > 0 then  
        set Txx = WeatherEffect & WeatherCounter  
  
        if SoundFX <> "OFF" then  
            if Txx = "Rain3" then puppetsound random(6), "RainDrop"  
        end if  
  
        if DoAnimate = TRUE then  
            set the member of sprite thisSprite = Txx  
            set DoAnimate = FALSE  
        else  
            set DoAnimate = TRUE  
        end if  
  
        set WeatherCounter = WeatherCounter + 1  
  
        if WeatherCounter > 9 then  
            set WeatherCounter = 0  
            set the locV of sprite thisSprite = -500  
        end if  
  
    end if
```

3301 (MapGFX)

3302 (MapGFX)

4961 (MapGFX)

```
on CheckSky  
    Global NewMinute, ExtraAnimation
```

```
end
```

4962 (MapGFX)

```
on exitFrame me  
    set the visible of sprite 400 = TRUE  
  
end
```

5011 (MapGFX)

8 (Story)

```
on exitFrame me
  Global StoryCounter

  set StoryCounter = 150
  set the locZ of sprite 1 = 1
  set the locZ of sprite 2 = 2
  set the locZ of sprite 5 = 5

  set the visible of sprite 1 = TRUE
  set the visible of sprite 2 = TRUE
  set the visible of sprite 5 = TRUE

  Global ThisMusic, MusicOnOff, MyMusicObject, RendChar, MusicTickTock

  puppettempo 5
end
```

17 (Story)

```
on exitFrame me
  Global CreditsCount

  set CreditsCount = CreditsCount - 1

  if CreditsCount < 1 then play frame 1
  puppettempo 90
  go the frame
end
```

18 (Story)

```
on exitFrame me
  Global CreditsCount

  set CreditsCount = 250
end
```

20 (Story)

```
on StartEvent
  Global StoryPic

  set StoryPic = 1
  put "" into field (member "AdminTxt" of castlib "Story")
  set the member of sprite 103 = (member "1" of castlib "Story")
  set the visible of sprite 300 = TRUE
  set the visible of sprite 301 = TRUE
  set the visible of sprite 302 = TRUE
  set the visible of sprite 304 = TRUE
  set the visible of sprite 305 = TRUE
  set the visible of sprite 306 = TRUE
end

on PlayEvent EventText

  set the itemdelimiter = ":"
  set Picc = integer(item 1 of EventText)
  set Stry = item 2 of EventText

  set the member of sprite 301 = (member Picc of castlib "Story")
  put Stry into field (member "EventTxt" of castlib "Story")

  set the visible of sprite 300 = TRUE
  set the visible of sprite 301 = TRUE
  set the visible of sprite 303 = TRUE
  set the visible of sprite 302 = TRUE
  set the visible of sprite 304 = TRUE
  set the visible of sprite 305 = FALSE
  set the visible of sprite 306 = FALSE
  set the visible of sprite 302 = FALSE
end
```

28 (Story)

```
on exitFrame me

  puppettempo 15

  set the locV of sprite 1 = the locV of sprite 1 - 1
  set the locV of sprite 2 = the locV of sprite 2 - 1
  set the locV of sprite 3 = the locV of sprite 3 - 1
  set the locV of sprite 4 = the locV of sprite 4 - 1

  set the locV of sprite 5 = the locV of sprite 5 - 2
  set the locV of sprite 6 = the locV of sprite 6 - 2
  set the locV of sprite 7 = the locV of sprite 7 - 2
  set the locV of sprite 8 = the locV of sprite 8 - 2
  set the locV of sprite 9 = the locV of sprite 9 - 2
  set the locV of sprite 10 = the locV of sprite 10 - 2

  set the locV of sprite 12 = the locV of sprite 12 - 1

  go the frame

end
```

29 (Story)

```
on exitFrame me
  Global StoryCounter

  set StoryCounter = 1

end
```

note list (Mail)

```

on mouseUp
  Global KeyLockOut
  Global MailNum, MailStuff, MyName, gConnect, OldFrame

  if the mouseH > 276 then
    if the mouseH < 326 then
      if the mouseV > 341 then
        if the mouseV < 370 then

          set KeyLockOut = FALSE

          repeat with x = 362 to 368
            set the visible of sprite x = FALSE
          end repeat

          play frame 55
        end if
      end if
    end if
  end if

  if the mouseH > 329 then
    if the mouseH < 386 then
      if the mouseV > 338 then
        if the mouseV < 368 then

          set the itemdelimiter = "|"

          if MailNum < 1 then exit

          if MailNum > 0 then
            delete item MailNum of MailStuff
          end if

          set the itemdelimiter = "|"
          set MailFroms = ""
          set MailSubjs = ""

          set Mails = string(MailStuff)

          repeat with x = 1 to 100

            set the itemdelimiter = "|"

            if item x of Mails <> "" then

              set ThisMsg = item x of Mails
              set the itemdelimiter = "*"
              set MailFrom = item 1 of ThisMsg
              set MailSubj = item 2 of ThisMsg

              set MailFroms = MailFroms & MailFrom & RETURN
              set MailSubjs = MailSubjs & MailSubj & RETURN
            end if
          end repeat

          put MailFroms into field (member "FromList" of castlib "Mail")
          put MailSubjs into field (member "SubjectList" of castlib "Mail")

          set MailInfo = MyName & ".txt`" & MailStuff
          errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SaveMail",#content:MailInfo])
        end if
      end if
    end if
  end if

  if the mouseH > 389 then
    if the mouseH < 441 then
      if the mouseV > 343 then
        if the mouseV < 363 then

          repeat with x = 6 to 11
            set the visible of sprite x = TRUE
          end repeat

        end if
      end if
    end if
  end if

  if the mouseH > 443 then
    if the mouseH < 493 then
      if the mouseV > 338 then

```

end

```
on SortMail Mails
    Global MailStuff, OldFrame
```

end

```
set TheText = "*** You have new mail from " & Mailuser
AddToChat (TheText)
```

```
if the visible of sprite 362 = TRUE then
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMail",#content:MyName & ".txt"])
end if
```

6 (Mail)

```
on mouseUp
  Global KeyLockOut

  set KeyLockOut = FALSE

  repeat with x = 362 to 368
    set the visible of sprite x = FALSE
  end repeat
end
```

7 (Mail)

```
on mouseUp
  Global MailNum, MailStuff, MyName, gConnect

  set the itemdelimiter = "|"

  if MailNum < 1 then exit

  if MailNum > 0 then
    delete item MailNum of MailStuff
  end if

  set the itemdelimiter = "|"
  set MailFroms = ""
  set MailSubjs = ""

  set Mails = string(MailStuff)

  repeat with x = 1 to 100

    set the itemdelimiter = "|"

    if item x of Mails <> "" then

      set ThisMsg = item x of Mails
      set the itemdelimiter = "*"
      set MailFrom = item 1 of ThisMsg
      set MailSubj = item 2 of ThisMsg

      set MailFroms = MailFroms & MailFrom & RETURN
      set MailSubjs = MailSubjs & MailSubj & RETURN
    end if
  end repeat

  put MailFroms into field (member "FromList" of castlib "Mail")
  put MailSubjs into field (member "SubjectList" of castlib "Mail")

  set MailInfo = MyName & ".txt`" & MailStuff
  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SaveMail",#content:MailInfo])
```

8 (Mail)

```
on mouseUp
  Global KeyLockOut

  set KeyLockOut = TRUE

  repeat with x = 6 to 11
    set the visible of sprite x = TRUE
  end repeat
end
```

9 (Mail)

```

on mouseUp
    Global MailNum, MailStuff

    set MailStuff = string(MailStuff)
    set the itemdelimiter = "|"

    if MailNum < 1 then exit

    set CurMail = item MailNum of MailStuff

    if CurMail = "" then exit
    if CurMail = VOID then exit

    if CurMail contains "*" then

        set the itemdelimiter = "*"
        put item 1 of CurMail into field (member "ReadTo" of castlib "Mail")
        put item 2 of CurMail into field (member "ReadSubject" of castlib "Mail")
        put item 3 of CurMail into field (member "ReadBody" of castlib "Mail")

        repeat with x = 12 to 17
            set the visible of sprite x = TRUE
        end repeat

    end if
end

```

FromList (Mail)

```

on mouseUp
    Global MailNum
    Global SFX

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"

    hilite line (the lineCount of (member "FromList" of castlib "Mail") + 1) of field (member "FromList" of castlib "Mail")
    set opponent = 0
    set name = line the mouseLine of field (member "FromList" of castlib "Mail")

    set SelInventory to name
    set MailNum = the mouseLine
    hilite line MailNum of field (member "FromList" of castlib "Mail")
    hilite line MailNum of field (member "SubjectList" of castlib "Mail")

    if SelInventory = "" then set MailNum = 0
end

```

SubjectList (Mail)

```

on mouseUp
    Global MailNum
    Global SFX

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"

    hilite line (the lineCount of (member "SubjectList" of castlib "Mail") + 1) of field (member "SubjectList" of castlib "Mail")
    set opponent = 0
    set name = line the mouseLine of field (member "SubjectList" of castlib "Mail")

    set SelInventory to name
    set MailNum = the mouseLine
    hilite line MailNum of field (member "SubjectList" of castlib "Mail")
    hilite line MailNum of field (member "FromList" of castlib "Mail")

    if SelInventory = "" then set MailNum = 0
end

```

13 (Mail)

```

on mouseUp
    Global KeyLockOut

    set KeyLockOut = TRUE

    put field (member "ReadTo" of castlib "Mail") into field (member "ComposeTo" of castlib "Mail")
    put "" into field (member "ComposeBody" of castlib "Mail")
    set Subb = "Re: " & field (member "ReadSubject" of castlib "Mail")
    put Subb into field (member "ComposeSubject" of castlib "Mail")

    repeat with x = 6 to 11
        set the visible of sprite x = TRUE
    end repeat
end

```

16 (Mail)

```

on mouseUp
    Global gConnect, MyName

    set ToTo = field (member "ComposeTo" of castlib "Mail")
    set ToSub = field (member "ComposeSubject" of castlib "Mail")
    set ToBod = field (member "ComposeBody" of castlib "Mail")

    if ToBod = "" then exit

    repeat with x = 1 to 100

        if char x of ToTo = " " then delete char x of ToTo
        if char x of ToTo = "*" then delete char x of ToTo
        if char x of ToBod = "*" then delete char x of ToBod
        if char x of ToBod = "*" then delete char x of ToBod
    end repeat

    repeat with x = 1 to 500

        if char x of ToTo = " " then delete char x of ToTo
        if char x of ToTo = "*" then delete char x of ToTo
        if char x of ToBod = "*" then delete char x of ToBod
        if char x of ToBod = "*" then delete char x of ToBod
    end repeat

    set the itemdelimiter = ","

    repeat with waah = 1 to 7

        if item waah of ToTo <> "" then

            set SedName = item waah of ToTo
            set MailInfo = SedName & ".txt`"
            set MailInfo = MailInfo & MyName & "*"
            set MailInfo = MailInfo & ToSub & "*"
            set MailInfo = MailInfo & ToBod & "|"

            errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SendMail",#content:MailInfo])

            set TheText = "*** Sending Mail..."
            if waah = 1 then AddToChat(TheText)

            Global KeyLockOut

            set KeyLockOut = FALSE

            repeat with x = 6 to 11
                set the visible of sprite x = FALSE
            end repeat

            errCode = sendNetMessage(gConnect, SedName, "Recheckmail", MyName )

            put "" into field (member "ComposeTo" of castlib "Mail")
            put "" into field (member "ComposeSubject" of castlib "Mail")
            put "" into field (member "ComposeBody" of castlib "Mail")
            updatestage
        end if
    end repeat
end

```

17 (Mail)

```
on mouseUp
  Global KeyLockOut

  set KeyLockOut = FALSE

  repeat with x = 6 to 11
    set the visible of sprite x = FALSE
  end repeat

  repeat with x = 12 to 17
    set the visible of sprite x = FALSE
  end repeat
end
```

5gSM (Casino)

```

on mouseUp
    Global CanSlotPull, SlotIP, KeyLockOut, gConnect, ItClickBlock, Myname, CharMap

    if CanSlotPull = FALSE then exit
    if ItClickBlock > 0 then exit

    if the mouseH > 199 then
        if the mouseH < 217 then
            if the mouseV > 63 then
                if the mouseV < 80 then

                    if SlotIP = TRUE then exit

                    repeat with x = 333 to 336
                        set the visible of sprite x = FALSE
                    end repeat

                    set the member of sprite 333 = (member "L1n")
                    set KeyLockOut = FALSE
                    play frame 54
                end if
            end if
        end if
    end if

    if the mouseH > 167 then
        if the mouseH < 189 then
            if the mouseV > 55 then
                if the mouseV < 220 then

                    if SlotIP = TRUE then exit
                    set SlotIP = TRUE
                    set ItClickBlock = 30
                    set Gold = integer(field (member "Gold" of castlib 2))

                    if the member of sprite 333 = (member "5gSM" of castlib "Casino") then
                        set the member of sprite 333 = (member "5gSMp" of castlib "Casino")
                        set Amnt = "5"
                        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SltMcn",#content:Amnt])

                        if Gold < 5 then

                            set SlotIP = FALSE

                            repeat with x = 333 to 336
                                set the visible of sprite x = FALSE
                            end repeat

                            set the member of sprite 333 = (member "L1n")
                            set KeyLockOut = FALSE
                            play frame 54

                            exit
                        end if

                        set Dtt = MyName & ":Slot Machine:" & the locH of sprite 112 & ":" & the locV of sprite 112
                        set Dtt = Dtt & ":" & the locH of sprite 112 & ":" & the locV of sprite 112 & ":" & "1"
                        gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)

                    end if

                end if
            end if
        end if
    end if
end

```

Slot Machines Script (Casino)

```
global Facing, canslotpull, SLMTH, KeyLockOut, gConnect, SlotIP, SlotCounter, SFX, JoinedBJ
```

```
on SlotMachineClick (myName, MyH, MyV)
```

```
    if CanSlotPull = FALSE then exit
    if the visible of sprite 333 = TRUE then exit
```

```
    set Sprite112H = the locH of sprite 112
    set Sprite112V = the locV of sprite 112 - 32
    if MyName = "Slot Machine" then
```

```
        if Facing <> "N" then set TheText = "This is a slot machine. You need to be standing in front of it to play."
        if Facing <> "N" then AddToChat(TheText)
        if Facing <> "N" then exit
```

```
        if Sprite112H = MyH then
            if Sprite112V = MyV then
```

```
                set JoinedBJ = 3
                play frame 72
                exit
```

```
            end if
        end if
```

```
        set TheText = "This is a slot machine. You need to be standing in front of it to play."
        AddToChat(TheText)
```

```
    end if
```

```
end
```

```
on SlotRotate
```

```
    if SlotCounter = 470 then
        set amnt = SLMTH
        errCode = gConnect.sendMessage([#recipients:"system.script", #subject:"sltwn",#content:Amnt])
    end if
```

```
    if SlotCounter > 0 then set SlotCounter = SlotCounter - 1
```

```
    set img = random(4)
    if img = 1 then set the member of sprite 334 = (member "S1" of castlib "Casino")
    if img = 2 then set the member of sprite 334 = (member "S2" of castlib "Casino")
    if img = 3 then set the member of sprite 334 = (member "S3" of castlib "Casino")
    if img = 4 then set the member of sprite 334 = (member "S4" of castlib "Casino")
    set img = random(4)
    if img = 1 then set the member of sprite 335 = (member "S1" of castlib "Casino")
    if img = 2 then set the member of sprite 335 = (member "S2" of castlib "Casino")
    if img = 3 then set the member of sprite 335 = (member "S3" of castlib "Casino")
    if img = 4 then set the member of sprite 335 = (member "S4" of castlib "Casino")
    set img = random(4)
    if img = 1 then set the member of sprite 336 = (member "S1" of castlib "Casino")
    if img = 2 then set the member of sprite 336 = (member "S2" of castlib "Casino")
    if img = 3 then set the member of sprite 336 = (member "S3" of castlib "Casino")
    if img = 4 then set the member of sprite 336 = (member "S4" of castlib "Casino")
end
```

```
on StartSlots
```

```
    set SlotCounter = 500
end
```

```
on NotEnoughForSlots
```

```
    set TheText = "You don't have enough gold to play!"
    AddToChat(TheText)
    if SLMTH = 5429 then set the member of sprite 333 = (member "5gSM" of castlib "Casino")
    set SlotIP = FALSE
    set CanPullSlot = TRUE
end
```

```
on WinSlot CurVal
```

```
    set the itemdelimiter = ":"
    set FOne = "S" & item 1 of CurVal
    set FTwo = "S" & item 2 of CurVal
    set FThree = "S" & item 3 of CurVal
    set the member of sprite 334 = (member FOne of castlib "Casino")
    set the member of sprite 335 = (member FTwo of castlib "Casino")
    set the member of sprite 336 = (member FThree of castlib "Casino")
    set TheText = "You won!!!!"
    if SFX <> "OFF" then puppetsound 4, "cash"
    AddToChat(TheText)
    set SlotIP = FALSE
    set CanPullSlot = TRUE
    set SlotCounter = 0
```

```

if the member of sprite 333 = (member "5gSMp" of castlib "Casino") then
    set the member of sprite 333 = (member "5gSM" of castlib "Casino")
end if

```

```

end

```

```

on LoseSlot CurVal
    set the itemdelimiter = ":"
    set FOne = "S" & item 1 of CurVal
    set FTwo = "S" & item 2 of CurVal
    set FThree = "S" & item 3 of CurVal
    set the member of sprite 334 = (member FOne of castlib "Casino")
    set the member of sprite 335 = (member FTwo of castlib "Casino")
    set the member of sprite 336 = (member FThree of castlib "Casino")
    set TheText = "You lost. try again?"
    AddToChat(TheText)
    set SlotIP = FALSE
    set CanPullSlot = TRUE
    set SlotCounter = 0

    if the member of sprite 333 = (member "5gSMp" of castlib "Casino") then
        set the member of sprite 333 = (member "5gSM" of castlib "Casino")
    end if

```

```

end

```

```

on PianoClick (myName, MyH, MyV)

```

```

    set Spritel12H = the locH of sprite 112
    set Spritel12V = the locV of sprite 112 - 32
    if MyName = "Piano" then

```

```

        if Facing <> "N" then set TheText = "This is a piano. You need to be standing in front of it to play it."
        if Facing <> "N" then AddToChat(TheText)
        if Facing <> "N" then exit

```

```

        if Spritel12H = MyH then
            if Spritel12V = MyV then
                ResetMusic
                set Instrument = "Piano"

```

```

            exit
        end if
    end if

```

```

    set TheText = "This is Piano. You need to be standing in front of it to play."
    AddToChat(TheText)
    end if

```

```

end

```

Blackjack Script (Casino)

```

global Facing, canslotpull, SLMTH, KeyLockOut, gConnect, SlotIP, SlotCounter, Player1, Player2, RPGName, P1Bid, P2Bid
global Crd1, Crd2, Crd3, Crd4, Crd5, Crd6, Crd7, Crd8, Crd9, Crd10, GameGroup, TheVid, SFX
global GameResetCounter
global P1BidLock, P2BidLock, P1Hold, P2Hold, JoinedBJ, MyH, MyV

```

```

on BlackJackTableClick (myName, MyH, MyV)

```

```

    if CanSlotPull = FALSE then exit
    if KeyLockOut = TRUE then exit
    if the visible of sprite 333 = TRUE then exit

    set Spritel12H = the locH of sprite 112 + 32
    set Spritel12V = the locV of sprite 112
    set Spritel12Hx = the locH of sprite 112 - 32
    set Spritel12Vx = the locV of sprite 112
    set Spritel12ux = the locH of sprite 112
    set Spritel12uy = the locV of sprite 112 + 32
    set Spritel12dx = the locH of sprite 112
    set Spritel12dy = the locV of sprite 112 - 32

    if MyName = "Blackjack Table" then

        if Spritel12H = MyH then
            if Spritel12V = MyV then
                set JoinedBJ = 1
                play frame 72
                exit
            end if
        end if

        if Spritel12Hx = MyH then
            if Spritel12Vx = MyV then
                set JoinedBJ = 2
                play frame 72
                exit
            end if
        end if

        if JoinedBJ <> VOID then exit
        set TheText = "This is blackjack table, but you must be standing beside it to play!"
        AddToChat(TheText)
    end if
end

```

```

on ResetBlackJackGame

```

```

    if SFX <> "OFF" then puppetsound 1, "CardShuffle"

    set Crd1 = ""
    set Crd2 = ""
    set Crd3 = ""
    set Crd4 = ""
    set Crd5 = ""
    set Crd6 = ""
    set Crd7 = ""
    set Crd8 = ""
    set Crd9 = ""
    set Crd10 = ""
    set the member of sprite 342 = (member "B1Off" of castlib "Casino")
    set the member of sprite 343 = (member "B2Off" of castlib "Casino")
    set P1BidLock = FALSE
    set P2BidLock = FALSE
    set P1Hold = FALSE
    set P2Hold = FALSE
    set P1Bid = VOID
    set P2Bid = VOID
    set the member of sprite 344 = (member "L1n" of castlib 1)
    set the member of sprite 345 = (member "L1n" of castlib 1)
    set the member of sprite 346 = (member "L1n" of castlib 1)
    set the member of sprite 347 = (member "L1n" of castlib 1)
    set the member of sprite 348 = (member "L1n" of castlib 1)
    set the member of sprite 349 = (member "L1n" of castlib 1)
    set the member of sprite 350 = (member "L1n" of castlib 1)
    set the member of sprite 351 = (member "L1n" of castlib 1)
    set the member of sprite 352 = (member "L1n" of castlib 1)
    set the member of sprite 353 = (member "L1n" of castlib 1)
    if Player1 = TRUE then
        set the editable of (member "p1bid" of castlib "Casino") = TRUE
        set the editable of (member "p2bid" of castlib "Casino") = FALSE
    end if
    if Player2 = TRUE then
        set the editable of (member "p2bid" of castlib "Casino") = TRUE
        set the editable of (member "p1bid" of castlib "Casino") = FALSE
    end if

```



```

    set the editable of (member "plbid" of castlib "Casino") = FALSE
end if

```

```

end

```

```

on StartBlackJackGame

```

```

    set Crd1x = random(10) + 50
    set Crd2x = random(10) + 50
    set Crd6x = random(10) + 50
    set Crd7x = random(10) + 50
    gConnect.sendNetMessage( "@" & GameGroup, "GameCardTakeP1", Crd1x )
    gConnect.sendNetMessage( "@" & GameGroup, "GameCardTakeP1", Crd2x )
    gConnect.sendNetMessage( "@" & GameGroup, "GameCardTakeP2", Crd6x )
    gConnect.sendNetMessage( "@" & GameGroup, "GameCardTakeP2", Crd7x )
end

```

```

on AddGameCard(TheDatToSort, WhichP)

```

```

    set Card = "crd" & TheDatToSort

```

```

    if WhichP = 1 then

```

```

        if the member of sprite 344 = (member "L1n" of castlib 1) then
            set the member of sprite 344 = (member Card of castlib "Casino")
            set crd1 = Card
            if Player1 = TRUE then CardSubTotal
            if SFX <> "OFF" then puppetsound 1, "CardDeal"
            exit
        end if

```

```

        if the member of sprite 345 = (member "L1n" of castlib 1) then
            if Player1 = TRUE then set the member of sprite 345 = (member Card of castlib "Casino")
            if Player1 <> TRUE then set the member of sprite 345 = (member "CardBack" of castlib "Casino")
            set crd2 = Card
            if Player1 = TRUE then CardSubTotal
            if SFX <> "OFF" then puppetsound 1, "CardDeal"
            exit
        end if

```

```

        if the member of sprite 346 = (member "L1n" of castlib 1) then
            set the member of sprite 346 = (member Card of castlib "Casino")
            set crd3 = Card
            if Player1 = TRUE then CardSubTotal
            if SFX <> "OFF" then puppetsound 1, "CardDeal"
            exit
        end if

```

```

        if the member of sprite 347 = (member "L1n" of castlib 1) then
            set the member of sprite 347 = (member Card of castlib "Casino")
            set crd4 = Card
            if Player1 = TRUE then CardSubTotal
            if SFX <> "OFF" then puppetsound 1, "CardDeal"
            exit
        end if

```

```

        if the member of sprite 348 = (member "L1n" of castlib 1) then
            set the member of sprite 348 = (member Card of castlib "Casino")
            set crd5 = Card
            if Player1 = TRUE then CardSubTotal
            if SFX <> "OFF" then puppetsound 1, "CardDeal"
            exit
        end if
    end if

```

```

    if WhichP = 2 then

```

```

        if the member of sprite 349 = (member "L1n" of castlib 1) then
            set the member of sprite 349 = (member Card of castlib "Casino")
            set crd6 = Card
            if Player2 = TRUE then CardSubTotal
            if SFX <> "OFF" then puppetsound 1, "CardDeal"
            exit
        end if

```

```

        if the member of sprite 350 = (member "L1n" of castlib 1) then
            if Player2 = TRUE then set the member of sprite 350 = (member Card of castlib "Casino")
            if Player2 <> TRUE then set the member of sprite 350 = (member "CardBack" of castlib "Casino")
            set crd7 = Card
            if Player2 = TRUE then CardSubTotal
            if SFX <> "OFF" then puppetsound 1, "CardDeal"
            exit
        end if

```

```

        if the member of sprite 351 = (member "L1n" of castlib 1) then
            set the member of sprite 351 = (member Card of castlib "Casino")
            set crd8 = Card
            if Player2 = TRUE then CardSubTotal
            if SFX <> "OFF" then puppetsound 1, "CardDeal"
            exit

```

```
        exit
    end if

    if the member of sprite 352 = (member "L1n" of castlib 1) then
        set the member of sprite 352 = (member Card of castlib "Casino")
        set crd9 = Card
        if Player2 = TRUE then CardSubTotal
        if SFX <> "OFF" then puppetsound 1, "CardDeal"
        exit
    end if

    if the member of sprite 353 = (member "L1n" of castlib 1) then
        set the member of sprite 353 = (member Card of castlib "Casino")
        set crd10 = Card
        if Player2 = TRUE then CardSubTotal
        if SFX <> "OFF" then puppetsound 1, "CardDeal"
        exit
    end if
end if

end

on CardSubTotal

    set TotalCards = 0

    repeat with x = 1 to 5
        if x = 1 then set CurCard = crd1
        if x = 2 then set CurCard = crd2
        if x = 3 then set CurCard = crd3
        if x = 4 then set CurCard = crd4
        if x = 5 then set CurCard = crd5
        if CurCard = "crd51" then set TotalCards = TotalCards + 11
        if CurCard = "crd52" then set TotalCards = TotalCards + 2
        if CurCard = "crd53" then set TotalCards = TotalCards + 3
        if CurCard = "crd54" then set TotalCards = TotalCards + 4
        if CurCard = "crd55" then set TotalCards = TotalCards + 5
        if CurCard = "crd56" then set TotalCards = TotalCards + 6
        if CurCard = "crd57" then set TotalCards = TotalCards + 7
        if CurCard = "crd58" then set TotalCards = TotalCards + 8
        if CurCard = "crd59" then set TotalCards = TotalCards + 9
        if CurCard = "crd60" then set TotalCards = TotalCards + 10
    end repeat

    if TotalCards > 21 then
        if crd1 = "crd51" then set TotalCards = TotalCards - 10
        if crd2 = "crd51" then set TotalCards = TotalCards - 10
        if crd3 = "crd51" then set TotalCards = TotalCards - 10
        if crd4 = "crd51" then set TotalCards = TotalCards - 10
        if crd5 = "crd51" then set TotalCards = TotalCards - 10
        if TotalCards < 11 then
            set TotalCards = TotalCards + 11
        end if
    end if

    set P1Tally = TotalCards

    if Player1 = TRUE then
        if P1Hold = FALSE then
            if TotalCards > 21 then gConnect.sendNetMessage( "@" & GameGroup, "GameBlackJackStand", "x" )
        end if
    end if

    if TotalCards > 0 then
        if Player1 = TRUE then
            if crd2 <> "" then
                set TheText = "You are currently holding " & TotalCards & "."
                AddToChat(TheText)
            end if
        end if
    end if

    set TotalCards = 0

    repeat with x = 1 to 5
        if x = 1 then set CurCard = crd6
        if x = 2 then set CurCard = crd7
        if x = 3 then set CurCard = crd8
        if x = 4 then set CurCard = crd9
        if x = 5 then set CurCard = crd10
        if CurCard = "crd51" then set TotalCards = TotalCards + 11
        if CurCard = "crd52" then set TotalCards = TotalCards + 2
        if CurCard = "crd53" then set TotalCards = TotalCards + 3
        if CurCard = "crd54" then set TotalCards = TotalCards + 4
        if CurCard = "crd55" then set TotalCards = TotalCards + 5
        if CurCard = "crd56" then set TotalCards = TotalCards + 6
        if CurCard = "crd57" then set TotalCards = TotalCards + 7
        if CurCard = "crd58" then set TotalCards = TotalCards + 8
        if CurCard = "crd59" then set TotalCards = TotalCards + 9
        if CurCard = "crd60" then set TotalCards = TotalCards + 10
```

```

    if CurCard = "crd60" then set TotalCards = TotalCards + 10
end repeat

```

```

if TotalCards > 21 then
    if crd6 = "crd51" then set TotalCards = TotalCards - 10
    if crd7 = "crd51" then set TotalCards = TotalCards - 10
    if crd8 = "crd51" then set TotalCards = TotalCards - 10
    if crd9 = "crd51" then set TotalCards = TotalCards - 10
    if crd10 = "crd51" then set TotalCards = TotalCards - 10
    if TotalCards < 11 then
        set TotalCards = TotalCards + 11
    end if
end if
end if

```

```

set P2Tally = TotalCards

```

```

if TotalCards > 0 then
    if Player2 = TRUE then
        if crd7 <> "" then
            set TheText = "You are currently holding " & TotalCards & "."
            AddToChat(TheText)
        end if
    end if
end if

if Player2 = TRUE then
    if P2Hold = FALSE then
        if TotalCards > 21 then gConnect.sendNetMessage( "@" & GameGroup, "GameBlackJackStand", "x" )
    end if
end if

```

```

end

```

```

on setLowestBid
    set Bid1 = integer(field (member "p1bid" of castlib "casino"))
    set Bid2= integer(field (member "p2bid" of castlib "casino"))
    if Bid1 > Bid2 then set CurBid = Bid2
    if Bid1 < Bid2 then set CurBid = Bid1
    if Bid1 = Bid2 then set CurBid = Bid1
    set TheText = "The bid is set at " & CurBid & " gold."
    AddToChat(theText)
    put CurBid into field (member "p1bid" of castlib "casino")
    put CurBid into field (member "p2bid" of castlib "casino")
    set TheVid = string(CurBid)

```

```

repeat with x = 1 to 10
    if char x of TheVid = "0" then put "q" into char x of TheVid
    if char x of TheVid = "1" then put "w" into char x of TheVid
    if char x of TheVid = "2" then put "e" into char x of TheVid
    if char x of TheVid = "3" then put "r" into char x of TheVid
    if char x of TheVid = "4" then put "t" into char x of TheVid
    if char x of TheVid = "5" then put "y" into char x of TheVid
    if char x of TheVid = "6" then put "u" into char x of TheVid
    if char x of TheVid = "7" then put "i" into char x of TheVid
    if char x of TheVid = "8" then put "o" into char x of TheVid
    if char x of TheVid = "9" then put "p" into char x of TheVid
end repeat

```

```

end

```

```

on EndBlackJackGame

```

```

    set TotalCards = 0

```

```

repeat with x = 1 to 5
    if x = 1 then set CurCard = crd1
    if x = 2 then set CurCard = crd2
    if x = 3 then set CurCard = crd3
    if x = 4 then set CurCard = crd4
    if x = 5 then set CurCard = crd5
    if CurCard = "crd51" then set TotalCards = TotalCards + 11
    if CurCard = "crd52" then set TotalCards = TotalCards + 2
    if CurCard = "crd53" then set TotalCards = TotalCards + 3
    if CurCard = "crd54" then set TotalCards = TotalCards + 4
    if CurCard = "crd55" then set TotalCards = TotalCards + 5
    if CurCard = "crd56" then set TotalCards = TotalCards + 6
    if CurCard = "crd57" then set TotalCards = TotalCards + 7
    if CurCard = "crd58" then set TotalCards = TotalCards + 8
    if CurCard = "crd59" then set TotalCards = TotalCards + 9
    if CurCard = "crd60" then set TotalCards = TotalCards + 10
end repeat

```

```

if TotalCards > 21 then
    if crd1 = "crd51" then set TotalCards = TotalCards - 10
    if crd2 = "crd51" then set TotalCards = TotalCards - 10
    if crd3 = "crd51" then set TotalCards = TotalCards - 10
    if crd4 = "crd51" then set TotalCards = TotalCards - 10
    if crd5 = "crd51" then set TotalCards = TotalCards - 10
    if TotalCards < 11 then

```

```
    if TotalCards < 11 then
        set TotalCards = TotalCards + 11
    end if
end if

set P1Tally = TotalCards

set TotalCards = 0

repeat with x = 1 to 5
    if x = 1 then set CurCard = crd6
    if x = 2 then set CurCard = crd7
    if x = 3 then set CurCard = crd8
    if x = 4 then set CurCard = crd9
    if x = 5 then set CurCard = crd10
    if CurCard = "crd51" then set TotalCards = TotalCards + 11
    if CurCard = "crd52" then set TotalCards = TotalCards + 2
    if CurCard = "crd53" then set TotalCards = TotalCards + 3
    if CurCard = "crd54" then set TotalCards = TotalCards + 4
    if CurCard = "crd55" then set TotalCards = TotalCards + 5
    if CurCard = "crd56" then set TotalCards = TotalCards + 6
    if CurCard = "crd57" then set TotalCards = TotalCards + 7
    if CurCard = "crd58" then set TotalCards = TotalCards + 8
    if CurCard = "crd59" then set TotalCards = TotalCards + 9
    if CurCard = "crd60" then set TotalCards = TotalCards + 10
end repeat

if TotalCards > 21 then
    if crd6 = "crd51" then set TotalCards = TotalCards - 10
    if crd7 = "crd51" then set TotalCards = TotalCards - 10
    if crd8 = "crd51" then set TotalCards = TotalCards - 10
    if crd9 = "crd51" then set TotalCards = TotalCards - 10
    if crd10 = "crd51" then set TotalCards = TotalCards - 10
    if TotalCards < 11 then
        set TotalCards = TotalCards + 11
    end if
end if

set P2Tally = TotalCards

if P1Tally = P2Tally then
    gConnect.sendNetMessage( "@" & GameGroup, "GameBlackJackDraw", "x" )
end if

repeat with x = 1 to 10
    if char x of TheVid = "q" then put "0" into char x of TheVid
    if char x of TheVid = "w" then put "1" into char x of TheVid
    if char x of TheVid = "e" then put "2" into char x of TheVid
    if char x of TheVid = "r" then put "3" into char x of TheVid
    if char x of TheVid = "t" then put "4" into char x of TheVid
    if char x of TheVid = "y" then put "5" into char x of TheVid
    if char x of TheVid = "u" then put "6" into char x of TheVid
    if char x of TheVid = "i" then put "7" into char x of TheVid
    if char x of TheVid = "o" then put "8" into char x of TheVid
    if char x of TheVid = "p" then put "9" into char x of TheVid
end repeat

if P2Tally > 21 then
    if P1Tally > 21 then
        gConnect.sendNetMessage( "@" & GameGroup, "GameBlackJackDraw", "x" )
    end if
end if

if P2Tally > 21 then
    if P1Tally < 22 then
        set TheNfo = field (member "p1name" of castlib "Casino")
        set TheNfo = TheNfo & ":" & field (member "p2name" of castlib "Casino") & ":" & TheVid
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"BlkJckExch",#content:TheNfo])
        gConnect.sendNetMessage( "@" & GameGroup, "GameP1WinsBlackJack", "x" )
        exit
    end if
end if

if P1Tally > 21 then
    if P2Tally < 22 then
        set TheNfo = field (member "p2name" of castlib "Casino")
        set TheNfo = TheNfo & ":" & field (member "p1name" of castlib "Casino") & ":" & TheVid
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"BlkJckExch",#content:TheNfo])
        gConnect.sendNetMessage( "@" & GameGroup, "GameP2WinsBlackJack", "x" )
        exit
    end if
end if

if P1Tally > P2Tally then
    set TheNfo = field (member "p1name" of castlib "Casino")
    set TheNfo = TheNfo & ":" & field (member "p2name" of castlib "Casino") & ":" & TheVid
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"BlkJckExch",#content:TheNfo])
    gConnect.sendNetMessage( "@" & GameGroup, "GameP1WinsBlackJack", "x" )
    exit
end if
```

```
if P2Tally > P1Tally then
  set TheNfo = field (member "p2name" of castlib "Casino")
  set TheNfo = TheNfo & ":" & field (member "pname" of castlib "Casino") & ":" & TheVid
  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"BlkJckExch", #content:TheNfo])
  gConnect.sendNetMessage( "@" & GameGroup, "GameP2WinsBlackJack", "x" )
  exit
end if
```

```
end
```

```
on ShowCardsThenReset
```

```
  if the member of sprite 345 = (member "cardback" of castlib "Casino") then
    set the member of sprite 345 = (member crd2 of castlib "Casino")
  end if
```

```
  if the member of sprite 350 = (member "cardback" of castlib "Casino") then
    set the member of sprite 350 = (member crd7 of castlib "Casino")
  end if
```

```
  set GameResetCounter = 40
```

```
  if SFX <> "OFF" then puppetsound 4, "cash"
end
```

6 (Casino)

Global gConnect, GameGroup, MyName, Player1, Player2, P1Bid, P2Bid, P1Hold, P2Hold, P1BidLock, P2BidLock

on GameGoGo User, TheDatToSort, TheSubject

```

if TheSubject = "GameP2WinsBlackJack" then
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"rtrninv",#content:"x"])
    set P2 = field (member "p2name" of castlib "Casino")
    set TheText = P2 & " has won the game!!!"
    AddToChat(TheText)
    ShowCardsThenReset
end if

if TheSubject = "ResetGameNow" then ResetBlackJackGame

if TheSubject = "GameP1WinsBlackJack" then
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"rtrninv",#content:"x"])
    set P1 = field (member "p1name" of castlib "Casino")
    set TheText = P1 & " has won the game!!!"
    AddToChat(TheText)
    ShowCardsThenReset
end if

if TheSubject = "GameBlackJackDraw" then
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"rtrninv",#content:"x"])
    set TheText = "The game is a draw!!!"
    AddToChat(TheText)
    ShowCardsThenReset
end if

if TheSubject = "GameBlackJackStand" then
    if User = field (member "p1name" of castlib "casino") then
        set TheText = User & " holds."
        AddToChat(TheText)
        set P1Hold = TRUE
    end if

    if User = field (member "p2name" of castlib "casino") then
        set TheText = User & " holds."
        AddToChat(TheText)
        set P2Hold = TRUE
    end if

    if player1 = TRUE then
        if P1Hold = TRUE then
            if P2Hold = TRUE then EndBlackJackGame
        end if
    end if
end if

if TheSubject = "GameCardTakeP1" then
    set WhichP = 1
    AddGameCard(TheDatToSort, WhichP)
end if

if TheSubject = "GameCardTakeP2" then
    set WhichP = 2
    AddGameCard(TheDatToSort, WhichP)
end if

if TheSubject = "GameHitMe" then
    if User = field (member "p1name" of castlib "casino") then set WhichP = 1
    if User = field (member "p2name" of castlib "casino") then set WhichP = 2
    AddGameCard(TheDatToSort, WhichP)
end if

if TheSubject = "GameLockmyBid" then
    if User = field (member "p1name" of castlib "Casino") then
        put TheDatToSort into field (member "p1bid" of castlib "Casino")
        set the member of sprite 342 = (member "blon" of castlib "Casino")
        if User = MyName then set the editable of (member "p1bid" of castlib "Casino") = FALSE
        set P1Bid = integer(TheDatToSort)
        set P1BidLock = TRUE
        set TheText = User & " makes a bid of " & TheDatToSort & "."
        AddToChat(TheText)
        if P1BidLock = TRUE then
            if P2BidLock = TRUE then
                setLowestBid
                if Player1 = TRUE then StartBlackJackGame
            end if
        end if
    end if
end if

if User = field (member "p2name" of castlib "Casino") then
    put TheDatToSort into field (member "p2bid" of castlib "Casino")
    set the member of sprite 343 = (member "b2on" of castlib "Casino")
    if User = MyName then set the editable of (member "p2bid" of castlib "Casino") = FALSE
    set P2Bid = integer(TheDatToSort)
    set P2BidLock = TRUE

```

```

    set P2BidLock = TRUE
    set TheText = User & " makes a bid of " & TheDatToSort & "."
    AddToChat(TheText)
    if P1BidLock = TRUE then
        if P2BidLock = TRUE then
            setLowestBid
            if Player1 = TRUE then StartBlackJackGame
        end if
    end if
end if

if TheSubject = "GameLockBid" then
    gConnect.sendNetMessage( "@" & GameGroup, "GameLockmyBid", TheDatToSort )
end if

if TheSubject = "GameNoBid" then
    set TheText = "You don't have enough gold to make this bid!"
    AddTochat(TheText)
end if

if TheSubject = "LeavingGame" then
    ResetBlackJackGame
    if User = MyName then exit
    if User = field (member "p1name" of castlib "Casino") then put "" into field (member "p1name" of castlib "Casino")
    if User = field (member "p2name" of castlib "Casino") then put "" into field (member "p2name" of castlib "Casino")
    if User = field (member "p1name" of castlib "Casino") then put "0" into field (member "p1bid" of castlib "Casino")
    if User = field (member "p2name" of castlib "Casino") then put "0" into field (member "p2bid" of castlib "Casino")
    set TheText = User & " has left the table!"
    AddTochat(TheText)
end if

if TheSubject = "JoiningGame" then
    ResetBlackJackGame
    if User = MyName then exit
    if Player1 = TRUE then gConnect.sendNetMessage( "@" & GameGroup, "ReplyGameJoin", "p1" )
    if Player2 = TRUE then gConnect.sendNetMessage( "@" & GameGroup, "ReplyGameJoin", "p2" )
    if Player1 = TRUE then put User into field (member "p2name" of castlib "Casino")
    if Player1 = TRUE then put 0 into field (member "p2bid" of castlib "Casino")
    if Player2 = TRUE then put User into field (member "p1name" of castlib "Casino")
    if Player2 = TRUE then put 0 into field (member "p1bid" of castlib "Casino")
    set TheText = User & " has joined the table!"
    AddTochat(TheText)
end if

if TheSubject = "ReplyGameJoin" then
    ResetBlackJackGame
    if User = MyName then exit
    if TheDatToSort = "p2" then put User into field (member "p2name" of castlib "Casino")
    if TheDatToSort = "p2" then put 0 into field (member "p2bid" of castlib "Casino")
    if TheDatToSort = "p1" then put User into field (member "p1name" of castlib "Casino")
    if TheDatToSort = "p1" then put 0 into field (member "p1bid" of castlib "Casino")
    set TheText = "You take a seat at " & User & "'s table!"
    AddTochat(TheText)
end if

end

on JoinGame MyH, MyV
    set GameGroup = "Gme" & MyH & MyV
    err = gConnect.SendNetMessage( "System", "JoinGroup", "@" & GameGroup )
    if Player1 = TRUE then gConnect.sendNetMessage( "@" & GameGroup, "JoiningGame", "p1" )
    if Player2 = TRUE then gConnect.sendNetMessage( "@" & GameGroup, "JoiningGame", "p2" )
end

```

blackjacktable (Casino)

on mouseUp

Global GameGroup, gConnect, KeyLockOut, Player1, Player2, P1Hold, P2Hold, ItClickBlock

```

if the mouseH > 241 then
  if the mouseH < 298 then
    if the mouseV > 260 then
      if the mouseV < 280 then
        if ItClickBlock > 0 then exit
        set ItClickBlock = 10
        gConnect.sendNetMessage( "@" & GameGroup, "LeavingGame", "bye!" )
        err = gConnect.SendNetMessage( "System", "LeaveGroup", "@" & GameGroup )
        set the visible of sprite 333 = FALSE
        set the visible of sprite 338 = FALSE
        set the visible of sprite 339 = FALSE
        set the visible of sprite 340 = FALSE
        set the visible of sprite 341 = FALSE
        set the visible of sprite 342 = FALSE
        set the visible of sprite 343 = FALSE
        set the visible of sprite 344 = FALSE
        set the visible of sprite 345 = FALSE
        set the visible of sprite 346 = FALSE
        set the visible of sprite 347 = FALSE
        set the visible of sprite 348 = FALSE
        set the visible of sprite 349 = FALSE
        set the visible of sprite 350 = FALSE
        set the visible of sprite 351 = FALSE
        set the visible of sprite 352 = FALSE
        set the visible of sprite 353 = FALSE
        set KeyLockOut = FALSE
        set the member of sprite 333 = (member "L1n")
        play frame 54
      end if
    end if
  end if
end if

```

```

if the mouseH > 366 then
  if the mouseH < 404 then
    if the mouseV > 259 then
      if the mouseV < 276 then
        if ItClickBlock > 0 then exit
        set ItClickBlock = 10

        if Player1 = FALSE then
          if Player2 = FALSE then exit
        end if

        if the member of sprite 344 = (member "L1n" of castlib 1) then exit
        if the member of sprite 349 = (member "L1n" of castlib 1) then exit

        if P1Hold = TRUE then
          if P2Hold = TRUE then exit
        end if

        if Player1 = TRUE then
          if P1Hold = TRUE then exit
        end if

        if Player2 = TRUE then
          if P2Hold = TRUE then exit
        end if

        set CrdRnd = random(10) + 50
        gConnect.sendNetMessage( "@" & GameGroup, "GameHitMe", CrdRnd )
      end if
    end if
  end if
end if

```

```

if the mouseH > 301 then
  if the mouseH < 359 then
    if the mouseV > 259 then
      if the mouseV < 276 then

        if ItClickBlock > 0 then exit
        set ItClickBlock = 10

        if Player1 = FALSE then
          if Player2 = FALSE then exit
        end if

        if the member of sprite 344 = (member "L1n" of castlib 1) then exit
        if the member of sprite 349 = (member "L1n" of castlib 1) then exit

```



```
        if P1Hold = TRUE then
            if P2Hold = TRUE then exit
        end if

        if Player1 = TRUE then
            if P1Hold = TRUE then exit
        end if

        if Player2 = TRUE then
            if P2Hold = TRUE then exit
        end if

        gConnect.sendNetMessage( "@" & GameGroup, "GameBlackJackStand", "x" )
    end if
end if
end if
end if
end if
end
```

B1Off (Casino)

```
on mouseUp
    Global Player1, gConnect, ItClickBlock

    if ItClickBlock > 0 then exit
    if Player1 = FALSE then exit

    set GoldAmount = integer(field (member "P1bid" of castlib "Casino"))
    if GoldAmount < 0 then exit

    if GoldAmount > 99999 then
        set TheText = "You can't bid more than 99999!!"
        AddToChat(TheText)
        exit
    end if
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"bjchk",#content:GoldAmount])
    set ItClickBlock = 15
end
```

B2Off (Casino)

```
on mouseUp
    Global Player2, gConnect, ItClickBlock

    if ItClickBlock > 0 then exit
    if Player2 = FALSE then exit

    set GoldAmount = integer(field (member "P2bid" of castlib "Casino"))
    if GoldAmount < 0 then exit

    if GoldAmount > 99999 then
        set TheText = "You can't bid more than 99999!!"
        AddToChat(TheText)
        exit
    end if
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"bjchk",#content:GoldAmount])
    set ItClickBlock = 15
end
```

50 (Casino)

```

global Facing, canslotpull, SLMTH, KeyLockOut, gConnect, SlotIP, SlotCounter, Player1, Player2, RPGName, P1Bid, P2Bid
global Crd1, Crd2, Crd3, Crd4, Crd5, Crd6, Crd7, Crd8, Crd9, Crd10, GameGroup, TheVid, SFX, CheckerClickLockout
global GameResetCounter, PNum, Checkers, CharMap, TheDatToSort, Player1Is, Player2Is, CheckerNameX, wSprite, wH, wV
global P1BidLock, P2BidLock, P1Hold, P2Hold, JoinedBJ, MyH, MyV, GameStarted, WhosTurn, CheckerHx, CheckerVx

```

```

on CheckersTableClick (myName, MyH, MyV)

```

```

    if CanSlotPull = FALSE then exit
    if KeyLockOut = TRUE then exit
    if the visible of sprite 333 = TRUE then exit

```

```

    set Sprite112H = the locH of sprite 112 + 32
    set Sprite112V = the locV of sprite 112
    set Sprite112Hx = the locH of sprite 112 - 32
    set Sprite112Vx = the locV of sprite 112

```

```

    if MyName = "Checkers Table" then

```

```

        if Sprite112H = MyH then
            if Sprite112V = MyV then
                set PNum = 1
                JoinCheckers(PNum, MyH, MyV)
                exit
            end if
        end if

```

```

        if Sprite112Hx = MyH then
            if Sprite112Vx = MyV then
                set PNum = 2
                JoinCheckers(PNum, MyH, MyV)
                exit
            end if
        end if

```

```

        set TheText = "This is Checkers table, but you must be standing beside it to play!"
        AddToChat(TheText)
    end if
end

```

```

on JoinCheckers PNum, MyH, MyV
    Global MyName

```

```

    if the platform contains "Mac" then set Demm = ":"
    if the platform contains "Win" then set Demm = "/"

```

```

    window(the ApplicationPath & "DAT" & Demm & "Checkers").open()
    window(the ApplicationPath & "DAT" & Demm & "Checkers").title = "Checkers"

```

```

    set Checkers = the ApplicationPath & "DAT" & Demm & "Checkers"
    window(Checkers).windowtype = 4

```

```

    if PNum = 1 then set Player1 = TRUE
    if PNum = 1 then set Player2 = FALSE

```

```

    if PNum = 2 then set Player1 = FALSE
    if PNum = 2 then set Player2 = TRUE

```

```

    tell window Checkers
        put "" into field (member "P1name")
        put "" into field (member "P2Name")
    end tell

```

```

    set KeyLockOut = TRUE
    set Player1Is = VOID
    set Player2Is = VOID
    set GameStarted = FALSE
    set WhosTurn = 0
    set GameGroup = "Gme" & CharMap & MyH & MyV
    err = gConnect.SendNetMessage( "System", "JoinGroup", "@" & GameGroup )
    if Player1 = TRUE then gConnect.sendNetMessage( "@" & GameGroup, "CheckersJoin", "p1" )
    if Player2 = TRUE then gConnect.sendNetMessage( "@" & GameGroup, "CheckersJoin", "p2" )

```

```

    set CheckerClickLockout = FALSE

```

```

    tell window checkers
        ResetGame
    end tell

```

```

end

```

```

on LeaveCheckers
    gConnect.sendNetMessage( "@" & GameGroup, "CheckersQuit", "x" )
    err = gConnect.SendNetMessage( "System", "LeaveGroup", "@" & GameGroup )
end

```

```

end

on SendASpriteMove(SendDat)
    gConnect.sendNetMessage( "@" & GameGroup, "CheckersSendDat", SendDat )
end

on YourTurn

    set CheckerClickLockout = FALSE
    set CheckerClickLockout = FALSE
    if WhosTurn = 1 then
        gConnect.sendNetMessage( "@" & GameGroup, "CheckersYourTurn", "2" )
        exit
    end if

    gConnect.sendNetMessage( "@" & GameGroup, "CheckersYourTurn", "1" )
end

on CheckerClick CheckerName, CheckerH, CheckerV

    if CheckerClickLockout = TRUE then exit

    if Player1 = TRUE then
        if WhosTurn = 1 then

            if CheckerName contains "White" then exit

            tell window Checkers
                set the locH of sprite 28 = CheckerH
                set the locV of sprite 28 = CheckerV
                set CheckerNameex = CheckerName
                set CheckerHx = CheckerH
                set CheckerVx = CheckerV
            end tell
        end if
    end if

    if Player2 = TRUE then
        if WhosTurn = 2 then
            if CheckerName contains "Black" then exit

            tell window checkers
                set the locH of sprite 28 = CheckerH
                set the locV of sprite 28 = CheckerV
                set CheckerNameex = CheckerName
                set CheckerHx = CheckerH
                set CheckerVx = CheckerV
            end tell
        end if
    end if

end

on CheckerBoardClick mouseHH, mouseVV

    if CheckerClickLockout = TRUE then exit

    tell window Checkers

        if the locV of sprite 28 < 0 then
            exit
        end if

        repeat with SpriteNum = 2 to 25
            if the locH of sprite SpriteNum = CheckerHx then
                if the locV of sprite SpriteNum = CheckerVx then set WhichChecker = SpriteNum
                if the locV of sprite SpriteNum = CheckerVx then set uhSprite = SpriteNum
            end if
        end repeat

        set SpriteNum = uhSprite

        if Player1 = TRUE then
            if WhosTurn = 1 then

                if CheckerNameex contains "White" then exit

                if CheckerHx > mouseHH then
                    if CheckerVx > mouseVV then -- upper left

                        repeat with x = 2 to 25
                            if the locH of sprite x = CheckerHx - 32 then
                                if the locV of sprite x = CheckerVx - 32 then
                                    set ThisCheck = member(the member of sprite x).name
                                    if ThisCheck contains "Black" then exit
                                end if
                            end if
                        end repeat
                    end if
                end if
            end if
        end if
    end tell
end

```

```

repeat with i = 2 to 25
  if the locH of sprite i = CheckerHx - 64 then
    if the locV of sprite i = CheckerVx - 64 then
      exit
    end if
  end if
end repeat

----- checker in the way, but we can jump it
set SendDat = SpriteNum & ":" & "-64:-64"
if the locH of sprite SpriteNum - 64 < 41 then exit
if the locV of sprite SpriteNum - 64 < 54 then exit
SendASpriteMove(SendDat)
set SendDat = x & ":" & "-864:-864"
SendASpriteMove(SendDat)
set CheckerClickLockout = TRUE
set the locV of sprite 28 = -500
YourTurn
exit
-----
end if
end if
end repeat

----- no checker in the way, we can move here
set SendDat = SpriteNum & ":" & "-32:-32"
if the locH of sprite SpriteNum - 32 < 41 then exit
if the locV of sprite SpriteNum - 32 < 54 then exit
SendASpriteMove(SendDat)
YourTurn
set CheckerClickLockout = TRUE
set the locV of sprite 28 = -500
-----
end if
end if

if CheckerHx < mouseHH then
  if CheckerVx > mouseVV then    -- upper right

    repeat with x = 2 to 25
      if the locH of sprite x = CheckerHx + 32 then
        if the locV of sprite x = CheckerVx - 32 then
          set ThisCheck = member(the member of sprite x).name
          if ThisCheck contains "Black" then exit
        end if
      end if
    end repeat

    repeat with i = 2 to 25
      if the locH of sprite i = CheckerHx + 64 then
        if the locV of sprite i = CheckerVx - 64 then
          exit
        end if
      end if
    end repeat

    ----- checker in the way, but we can jump it
    set SendDat = SpriteNum & ":" & "+64:-64"
    if the locH of sprite SpriteNum + 64 > 265 then exit
    if the locV of sprite SpriteNum - 64 < 54 then exit
    SendASpriteMove(SendDat)
    set SendDat = x & ":" & "-864:-864"
    SendASpriteMove(SendDat)
    YourTurn
    set CheckerClickLockout = TRUE
    set the locV of sprite 28 = -500
    exit
    -----
  end if
end if
end repeat

----- no checker in the way, we can move here
set SendDat = SpriteNum & ":" & "+32:-32"
if the locH of sprite SpriteNum + 32 > 265 then exit
if the locV of sprite SpriteNum - 32 < 54 then exit
SendASpriteMove(SendDat)
YourTurn
set CheckerClickLockout = TRUE
set the locV of sprite 28 = -500
-----
end if
end if

if CheckerHx > mouseHH then
  if CheckerVx < mouseVV then    -- upper left
    if CheckerNameX = "Black" then exit
    repeat with x = 2 to 25
      if the locH of sprite x = CheckerHx - 32 then
        if the locV of sprite x = CheckerVx + 32 then
          set ThisCheck = member(the member of sprite x).name

```

```

    set ThisCheck = member(the member of sprite x).name
    if ThisCheck contains "Black" then exit

    repeat with i = 2 to 25
        if the locH of sprite i = CheckerHx - 64 then
            if the locV of sprite i = CheckerVx + 64 then
                exit
            end if
        end if
    end repeat

    ----- checker in the way, but we can jump it
    set SendDat = SpriteNum & ":" & "-64:+64"
    if the locH of sprite SpriteNum - 64 < 41 then exit
    if the locV of sprite SpriteNum + 64 > 278 then exit
    SendASpriteMove(SendDat)
    set SendDat = x & ":" & "-864:-864"
    SendASpriteMove(SendDat)
    YourTurn
    set CheckerClickLockout = TRUE
    set the locV of sprite 28 = -500
    exit
    -----
end if
end if
end repeat

----- no checker in the way, we can move here
set SendDat = SpriteNum & ":" & "-32:+32"
if the locH of sprite SpriteNum - 32 < 41 then exit
if the locV of sprite SpriteNum + 32 > 278 then exit
SendASpriteMove(SendDat)
YourTurn
set CheckerClickLockout = TRUE
set the locV of sprite 28 = -500
-----
end if
end if

if CheckerHx < mouseHH then
    if CheckerVx < mouseVV then -- upper right
        if CheckerNameX = "Black" then exit
        repeat with x = 2 to 25
            if the locH of sprite x = CheckerHx + 32 then
                if the locV of sprite x = CheckerVx + 32 then
                    set ThisCheck = member(the member of sprite x).name
                    if ThisCheck contains "Black" then exit

                    repeat with i = 2 to 25
                        if the locH of sprite i = CheckerHx + 64 then
                            if the locV of sprite i = CheckerVx + 64 then
                                exit
                            end if
                        end if
                    end repeat

                    ----- checker in the way, but we can jump it
                    set SendDat = SpriteNum & ":" & "+64:+64"
                    if the locH of sprite SpriteNum + 64 > 265 then exit
                    if the locV of sprite SpriteNum + 64 > 278 then exit
                    SendASpriteMove(SendDat)
                    set SendDat = x & ":" & "-864:-864"
                    SendASpriteMove(SendDat)
                    YourTurn
                    set CheckerClickLockout = TRUE
                    set the locV of sprite 28 = -500
                    exit
                    -----
                end if
            end if
        end repeat

        ----- no checker in the way, we can move here
        set SendDat = SpriteNum & ":" & "+32:+32"
        if the locH of sprite SpriteNum + 32 > 265 then exit
        if the locV of sprite SpriteNum + 32 > 278 then exit
        SendASpriteMove(SendDat)
        YourTurn
        set CheckerClickLockout = TRUE
        set the locV of sprite 28 = -500
        -----
    end if
end if
end if

end if
end if

```

```

if Player2 = TRUE then
  if WhosTurn = 2 then

    if CheckerNamex contains "Black" then exit

  if CheckerHx > mouseHH then
    if CheckerVx < mouseVV then

      repeat with x = 2 to 25
        if the locH of sprite x = CheckerHx - 32 then
          if the locV of sprite x = CheckerVx + 32 then
            set ThisCheck = member(the member of sprite x).name
            if ThisCheck contains "White" then exit

          repeat with i = 2 to 25
            if the locH of sprite i = CheckerHx - 64 then
              if the locV of sprite i = CheckerVx + 64 then
                exit
              end if
            end if
          end repeat

          ----- checker in the way, but we can jump it
          set SendDat = SpriteNum & ":" & "-64:+64"
          if the locH of sprite SpriteNum - 64 < 41 then exit
          if the locV of sprite SpriteNum + 64 > 278 then exit
          SendASpriteMove(SendDat)
          set SendDat = x & ":" & "-864:-864"
          SendASpriteMove(SendDat)
          updatestage
          YourTurn
          set CheckerClickLockout = TRUE
          set the locV of sprite 28 = -500
          exit
          -----
        end if
      end if
    end repeat

    ----- no checker in the way, we can move here
    set SendDat = SpriteNum & ":" & "-32:+32"
    if the locH of sprite SpriteNum - 32 < 41 then exit
    if the locV of sprite SpriteNum + 32 > 278 then exit
    SendASpriteMove(SendDat)
    YourTurn
    set CheckerClickLockout = TRUE
    set the locV of sprite 28 = -500
    -----
  end if
end if

if CheckerHx < mouseHH then
  if CheckerVx < mouseVV then    -- upper right

    repeat with x = 2 to 25
      if the locH of sprite x = CheckerHx + 32 then
        if the locV of sprite x = CheckerVx + 32 then
          set ThisCheck = member(the member of sprite x).name
          if ThisCheck contains "White" then exit

        repeat with i = 2 to 25
          if the locH of sprite i = CheckerHx + 64 then
            if the locV of sprite i = CheckerVx + 64 then
              exit
            end if
          end if
        end repeat

        ----- checker in the way, but we can jump it
        set SendDat = SpriteNum & ":" & "+64:+64"
        if the locH of sprite SpriteNum + 64 > 265 then exit
        if the locV of sprite SpriteNum + 64 > 278 then exit
        SendASpriteMove(SendDat)
        set SendDat = x & ":" & "-864:-864"
        SendASpriteMove(SendDat)
        YourTurn
        set CheckerClickLockout = TRUE
        set the locV of sprite 28 = -500
        exit
        -----
      end if
    end if
  end repeat

  ----- no checker in the way, we can move here
  set SendDat = SpriteNum & ":" & "+32:+32"
  if the locH of sprite SpriteNum + 32 > 265 then exit
  if the locV of sprite SpriteNum + 32 > 278 then exit
  SendASpriteMove(SendDat)
  YourTurn

```

```

YourTurn
set CheckerClickLockout = TRUE
set the locV of sprite 28 = -500
-----
end if
end if

if CheckerHx > mouseHH then
  if CheckerVx > mouseVV then
    if CheckerNameX = "White" then exit
    repeat with x = 2 to 25
      if the locH of sprite x = CheckerHx - 32 then
        if the locV of sprite x = CheckerVx - 32 then
          set ThisCheck = member(the member of sprite x).name
          if ThisCheck contains "White" then exit

          repeat with i = 2 to 25
            if the locH of sprite i = CheckerHx - 64 then
              if the locV of sprite i = CheckerVx - 64 then
                exit
              end if
            end if
          end repeat

          ----- checker in the way, but we can jump it
          set SendDat = SpriteNum & ":" & "-64:-64"
          if the locH of sprite SpriteNum - 64 < 41 then exit
          if the locV of sprite SpriteNum - 64 < 54 then exit
          SendASpriteMove(SendDat)
          set SendDat = x & ":" & "-864:-864"
          SendASpriteMove(SendDat)
          updatestage
          YourTurn
          set CheckerClickLockout = TRUE
          set the locV of sprite 28 = -500
          exit
          -----
        end if
      end if
    end repeat

    ----- no checker in the way, we can move here
    set SendDat = SpriteNum & ":" & "-32:-32"
    if the locH of sprite SpriteNum - 32 < 41 then exit
    if the locV of sprite SpriteNum - 32 < 54 then exit
    SendASpriteMove(SendDat)
    YourTurn
    set CheckerClickLockout = TRUE
    set the locV of sprite 28 = -500
    -----
  end if
end if

if CheckerHx < mouseHH then
  if CheckerVx > mouseVV then -- upper right
    if CheckerNameX = "White" then exit
    repeat with x = 2 to 25
      if the locH of sprite x = CheckerHx + 32 then
        if the locV of sprite x = CheckerVx - 32 then
          set ThisCheck = member(the member of sprite x).name
          if ThisCheck contains "White" then exit

          repeat with i = 2 to 25
            if the locH of sprite i = CheckerHx + 64 then
              if the locV of sprite i = CheckerVx - 64 then
                exit
              end if
            end if
          end repeat

          ----- checker in the way, but we can jump it
          set SendDat = SpriteNum & ":" & "+64:-64"
          if the locH of sprite SpriteNum + 64 > 265 then exit
          if the locV of sprite SpriteNum - 64 < 54 then exit
          SendASpriteMove(SendDat)
          set SendDat = x & ":" & "-864:-864"
          SendASpriteMove(SendDat)
          YourTurn
          set CheckerClickLockout = TRUE
          set the locV of sprite 28 = -500
          exit
          -----
        end if
      end if
    end repeat

    ----- no checker in the way, we can move here
    set SendDat = SpriteNum & ":" & "+32:-32"
    if the locH of sprite SpriteNum + 32 > 265 then exit

```

```

        if the locH of sprite SpriteNum + 32 > 265 then exit
        if the locV of sprite SpriteNum - 32 < 54 then exit
        SendASpriteMove(SendDat)
        YourTurn
        set CheckerClickLockout = TRUE
        set the locV of sprite 28 = -500
        -----
    end if
end if

```

```

    end if
end if

```

```

end tell

```

```

end

```

```

on CheckersGoGo User, TheDatToSort, TheSubject
    Global MyName

```

```

    if TheSubject = "CheckersJoinReply" then
        if User = MyName then exit
        tell window Checkers
            if TheDatToSort = "p1" then put "Black is " & User into field (member "pname")
            if TheDatToSort = "p2" then put "White is " & User into field (member "p2name")
        end tell
        if TheDatToSort = "p1" then set Player1is = User
        if TheDatToSort = "p2" then set Player2is = User

        if Player1is <> VOID then
            if Player2is <> VOID then
                set GameStarted = TRUE
                set WhosTurn = 1
                set TheText = "*** The Checkers Game Has Started. It's " & Player1is & "'s (black) turn."
                AddToChat(TheText)

                tell window checkers
                    ResetGame
                end tell

            end if
        end if
    end if
end if

```

```

    if TheSubject = "CheckersJoin" then
        tell window Checkers
            if TheDatToSort = "p1" then put "Black is " & User into field (member "pname")
            if TheDatToSort = "p2" then put "White is " & User into field (member "p2name")
        end tell
        if TheDatToSort = "p1" then set Player1is = User
        if TheDatToSort = "p2" then set Player2is = User

        if Player1 = TRUE then gConnect.sendNetMessage( "@" & GameGroup, "CheckersJoinReply", "p1" )
        if Player2 = TRUE then gConnect.sendNetMessage( "@" & GameGroup, "CheckersJoinReply", "p2" )

        if Player1is <> VOID then
            if Player2is <> VOID then
                set GameStarted = TRUE
                set WhosTurn = 1
                set TheText = "*** The Checkers Game Has Started. It's " & Player1is & "'s (black) turn."
                AddToChat(TheText)

                tell window checkers
                    ResetGame
                end tell

            end if
        end if
    end if
end if

```

```

    if TheSubject = "CheckersQuit" then

        if User = MyName then
            set KeyLockOut = FALSE
        end if

        tell window Checkers
            if User = Player1is then put "" into field (member "P1name")
            if User = Player2is then put "" into field (member "P2name")
            ResetGame
        end tell

    end if

```

```

    if TheSubject = "CheckersYourTurn" then
        if TheDatToSort = "1" then set WhosTurn = 1
        if TheDatToSort = "2" then set WhosTurn = 2

        set CheckerClickLockout = FALSE
    end if

```



```
set CheckerClickLockout = FALSE
set CheckerClickLockout = FALSE

if WhosTurn = 1 then
    tell window Checkers
        set the locH of sprite 29 = 80
        set the locV of sprite 29 = 10
    end tell
end if

if WhosTurn = 2 then
    tell window Checkers
        set the locH of sprite 29 = 80
        set the locV of sprite 29 = 25
    end tell
end if

end if

if TheSubject = "CheckersSendDat" then

    set the locV of sprite 28 = -800
    set the locH of sprite 28 = -800

    set the itemdelimiter = ":"
    set wSprite = integer(item 1 of TheDatToSort)
    set wH = item 2 of TheDatToSort
    set wV = item 3 of TheDatToSort

    if wH contains "-" then
        set the itemdelimiter = "-"
        set wH = integer(item 2 of wH)

        tell window Checkers
            set the locH of sprite wSprite = the locH of sprite wSprite - wH
            updatestage
        end tell

    end if

    if wH contains "+" then
        set the itemdelimiter = "+"
        set wH = integer(item 2 of wH)

        tell window Checkers
            set the locH of sprite wSprite = the locH of sprite wSprite + wH
            updatestage
        end tell

    end if

    if wV contains "-" then
        set the itemdelimiter = "-"
        set wV = integer(item 2 of wV)

        tell window Checkers
            set the locV of sprite wSprite = the locV of sprite wSprite - wV
            updatestage
        end tell

    end if

    if wV contains "+" then
        set the itemdelimiter = "+"
        set wV = integer(item 2 of wV)

        tell window Checkers
            set the locV of sprite wSprite = the locV of sprite wSprite + wV
            updatestage
        end tell

    end if

end if

tell window checkers

    set SomeCheck = member(the member of sprite wSprite).name

    if the locV of sprite wSprite < 57 then
        if SomeCheck = "Black" then set the member of sprite wSprite = "BlackKing"
    end if

    if the locV of sprite wSprite > 270 then
        if SomeCheck = "White" then set the member of sprite wSprite = "WhiteKing"
    end if

    set WhitesOK = FALSE
    set BlacksOK = FALSE
```

```
set BlacksOK = FALSE
```

```
repeat with x = 2 to 25
  set ThisCheckor = member(the member of sprite x).name

  if ThisCheckor contains "White" then
    if the locV of sprite x > 0 then set WhitesOK = TRUE
  end if

  if ThisCheckor contains "Black" then
    if the locV of sprite x > 0 then set BlacksOK = TRUE
  end if

end repeat

if Player1 = TRUE then
  if BlacksOK = FALSE then
    set msgText = "**** " & Player2is & " has won the game!"
    gConnect.sendNetMessage( "@" & CharMap, "sqa", msgText )
  end if
end if

if Player2 = TRUE then
  if WhitesOK = FALSE then
    set msgText = "**** " & Player1is & " has won the game!"
    gConnect.sendNetMessage( "@" & CharMap, "sqa", msgText )
  end if
end if

if BlacksOK = FALSE then ResetGame
if WhitesOK = FALSE then ResetGame

end tell
```

```
end
```

2 (WorldMapEdit)

```
on exitFrame me
  go the frame
end
```

5 (WorldMapEdit)

```
on exitFrame me
  go the frame
end
```

10 (WorldMapEdit)

```
on exitFrame me
  global gConnect

  member(member 3 of castlib "WorldMapEdit").name = "OverWorldMapView"

  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GrabTheBigMap",#content:"x"])

  put "Downloading world map..." into field (member "WorldMapStatus")

  repeat with x = 1 to 10
    set the visible of sprite x = TRUE
    set the locZ of sprite x = x
  end repeat

end
```

TileSel2 (WorldMapEdit)

```

global TileSelected, Map, ClickType
property pMySprite

on beginSprite me
    pMySprite = sprite(me.spriteNum)
end

on mouseup me

    set ClickType = "tile"
    set TileSelected = member(the member of sprite pMySprite).name

    set the itemdelimiter = "-"
    set TileSelected = item 1 of TileSelected

    set the locH of sprite 70 = the locH of sprite pMySprite
    set the locV of sprite 70 = the locV of sprite pMySprite

end

```

9 (Paintings)

```

property pMember
property pSprite
Global CurModelRes, CurModelType, RedColor, GreenColor, BlueColor, WhichPaintBrush
on beginSprite (me)

    pMember = sprite(me.spriteNum).member
    pSprite = sprite(me.spriteNum)

end beginSprite

-----

on mouseDown (me)

    repeat while the mouseDown

        set SX = the mouseH
        set SY = the mouseV

        thisloc = the mouseloc - point (pSprite.rect.left, pSprite.rect.top)

        SX = (thisloc.locH / 4)
        SY = (thisloc.locV / 4)

        PaintMe(SX, SY)
    end repeat

end mouseDown

```

10 (Paintings)

Global WhichPaintBrush, RedColor, GreenColor, BlueColor, KeyLockOut, CanvasUse

on UseCanvas

```

    if CanvasUse = FALSE then
        member("Painting").image.fill(0, 0, 64, 64, [#shapetype: #rectangle, linesize: #1, #color: rgb(0, 0, 0), bgcolor: rgb(0, 0, 0)])
    end if

```

```

    set the member of sprite 395 = (member "PaintGUI")
    set the width of sprite 398 = 256
    set the height of sprite 398 = 256

```

```

    set the width of sprite 398 = 256
    set the height of sprite 398 = 256

```

```

repeat with x = 395 to 399
    set the visible of sprite x = TRUE
    set the locZ of sprite x = x + 9900
end repeat

```

```

set RedColor = 0
set GreenColor = 0
set BlueColor = 0
sprite(396).color = rgb(RedColor, GreenColor, BlueColor)
set WhichPaintBrush = 1
set the member of sprite 399 = (member "bbb1")
DrawBrushes
set KeyLockOut = TRUE

```

end

on PaintMe SX, SY

```

set StartingH = SX - 16
set StartingV = SY - 16

```

```

if WhichPaintBrush = 1 then
    baseImage = member("Painting").image
    Brush = member("Brush1").image
    destRect = rect(StartingH, StartingV, StartingH + 32, StartingV + 32)
    baseImage.copyPixels (Brush, destRect, Brush.rect, [#ink: 36, #blendlevel: 150, #bgcolor: color(#rgb, 255, 255, 255),
color: 255])
end if

```

```

if WhichPaintBrush = 2 then
    baseImage = member("Painting").image
    Brush = member("Brush1").image
    destRect = rect(StartingH, StartingV, StartingH + 32, StartingV + 32)
    baseImage.copyPixels (Brush, destRect, Brush.rect, [#ink: 36, #blendlevel: 100, #bgcolor: color(#rgb, 255, 255, 255),
color: 255])

```

```

    baseImage = member("Painting").image
    Brush = member("Brush2").image
    destRect = rect(StartingH, StartingV, StartingH + 32, StartingV + 32)
    baseImage.copyPixels (Brush, destRect, Brush.rect, [#ink: 36, #blendlevel: 70, #bgcolor: color(#rgb, 255, 255, 255),
color: 255])

```

end if

```

if WhichPaintBrush = 3 then
    baseImage = member("Painting").image
    Brush = member("Brush1").image
    destRect = rect(StartingH, StartingV, StartingH + 32, StartingV + 32)
    baseImage.copyPixels (Brush, destRect, Brush.rect, [#ink: 36, #blendlevel: 20, #bgcolor: color(#rgb, 255, 255, 255),
color: 255])

```

```

    baseImage = member("Painting").image
    Brush = member("Brush2").image
    destRect = rect(StartingH, StartingV, StartingH + 32, StartingV + 32)
    baseImage.copyPixels (Brush, destRect, Brush.rect, [#ink: 36, #blendlevel: 20, #bgcolor: color(#rgb, 255, 255, 255),
color: 255])

```

```

    baseImage = member("Painting").image
    Brush = member("Brush3").image
    destRect = rect(StartingH, StartingV, StartingH + 32, StartingV + 32)
    baseImage.copyPixels (Brush, destRect, Brush.rect, [#ink: 36, #blendlevel: 10, #bgcolor: color(#rgb, 255, 255, 255),
color: 255])

```

```

    baseImage = member("Painting").image
    Brush = member("Brush4").image
    destRect = rect(StartingH, StartingV, StartingH + 32, StartingV + 32)
    baseImage.copyPixels (Brush, destRect, Brush.rect, [#ink: 36, #blendlevel: 8, #bgcolor: color(#rgb, 255, 255, 255),
color: 255])

```

```
end if
```

```

if WhichPaintBrush = 4 then
    baseImage = member("Painting").image
    Brush = member("Brush1").image
    destRect = rect(StartingH, StartingV, StartingH + 32, StartingV + 32)
    baseImage.copyPixels (Brush, destRect, Brush.rect, [#ink: 36, #blendlevel: 80, #bgcolor: color(#rgb, 255, 255, 255),
color: 255])

    baseImage = member("Painting").image
    Brush = member("Brush2").image
    destRect = rect(StartingH, StartingV, StartingH + 32, StartingV + 32)
    baseImage.copyPixels (Brush, destRect, Brush.rect, [#ink: 36, #blendlevel: 70, #bgcolor: color(#rgb, 255, 255, 255),
color: 255])

    baseImage = member("Painting").image
    Brush = member("Brush3").image
    destRect = rect(StartingH, StartingV, StartingH + 32, StartingV + 32)
    baseImage.copyPixels (Brush, destRect, Brush.rect, [#ink: 36, #blendlevel: 60, #bgcolor: color(#rgb, 255, 255, 255),
color: 255])
end if

if WhichPaintBrush = 5 then
    DrawDarken(SX, SY)
end if

if WhichPaintBrush = 6 then
    DrawLighten(SX, SY)
end if

if WhichPaintBrush = 7 then
    DrawCharcoal(SX, SY)
end if

if WhichPaintBrush = 8 then
    DrawJooky(SX, SY)
end if

updatestage

```

```
end
```

```
on DrawBrushes
```

```

base = image(32, 32, 32)
targetmember = new (#bitmap, member 1 of castlib "Paintings")
targetmember.image = base
member(member 1 of castlib "Paintings").name = "Brush1"

base = image(32, 32, 32)
targetmember = new (#bitmap, member 2 of castlib "Paintings")
targetmember.image = base
member(member 2 of castlib "Paintings").name = "Brush2"

base = image(32, 32, 32)
targetmember = new (#bitmap, member 3 of castlib "Paintings")
targetmember.image = base
member(member 3 of castlib "Paintings").name = "Brush3"

base = image(32, 32, 32)
targetmember = new (#bitmap, member 4 of castlib "Paintings")
targetmember.image = base
member(member 4 of castlib "Paintings").name = "Brush4"

if WhichPaintBrush = 1 then
    member("Brush1").image.fill(16, 16, 17, 17, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
    member("Brush2").image.fill(15, 15, 18, 18, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
    member("Brush3").image.fill(14, 14, 19, 19, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
    member("Brush4").image.fill(13, 13, 20, 20, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
end if

if WhichPaintBrush = 2 then
    member("Brush1").image.fill(15, 15, 17, 17, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
    member("Brush2").image.fill(14, 14, 18, 18, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
    member("Brush3").image.fill(13, 13, 19, 19, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
    member("Brush4").image.fill(12, 12, 20, 20, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
end if

if WhichPaintBrush = 3 then
    member("Brush1").image.fill(15, 15, 17, 17, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
    member("Brush2").image.fill(14, 14, 18, 18, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,

```

```
    member("Brush2").image.fill(14, 14, 18, 18, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
    member("Brush3").image.fill(13, 13, 19, 19, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
    member("Brush4").image.fill(12, 12, 20, 20, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
    end if

    if WhichPaintBrush = 4 then
        member("Brush1").image.fill(15, 15, 17, 17, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
        member("Brush2").image.fill(14, 14, 18, 18, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
        member("Brush3").image.fill(13, 13, 19, 19, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
        member("Brush4").image.fill(12, 12, 20, 20, [#shapetype: #oval, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
    end if

end

on FillPainting

    member("Painting").image.fill(0, 0, 64, 64, [#shapetype: #rectangle, linesize: #1, #color: rgb(RedColor, GreenColor,
BlueColor), bgcolor: rgb(RedColor, GreenColor, BlueColor)])
end

on SavePainting
    Global gConnect, CanvasUse

    set Inventories = field (member "Inventory" of castlib 2)

    set InvNum = 0
    if line 1 of Inventories <> "" then set InvNum = InvNum + 1
    if line 2 of Inventories <> "" then set InvNum = InvNum + 1
    if line 3 of Inventories <> "" then set InvNum = InvNum + 1
    if line 4 of Inventories <> "" then set InvNum = InvNum + 1
    if line 5 of Inventories <> "" then set InvNum = InvNum + 1
    if line 6 of Inventories <> "" then set InvNum = InvNum + 1
    if line 7 of Inventories <> "" then set InvNum = InvNum + 1
    if line 8 of Inventories <> "" then set InvNum = InvNum + 1
    if line 9 of Inventories <> "" then set InvNum = InvNum + 1
    if line 10 of Inventories <> "" then set InvNum = InvNum + 1
    if line 11 of Inventories <> "" then set InvNum = InvNum + 1
    if line 12 of Inventories <> "" then set InvNum = InvNum + 1
    if line 13 of Inventories <> "" then set InvNum = InvNum + 1
    if line 14 of Inventories <> "" then set InvNum = InvNum + 1
    if line 15 of Inventories <> "" then set InvNum = InvNum + 1

    if InvNum > 14 then
        set TheText = "You are carrying too much to add a painting to your inventory."
        AddToChat(TheText)
        exit
    end if

    set Pntt = member(505).media
    errCode = gConnect.sendMessage([#recipients:"system.script", #subject:"SavePainting",#content:Pntt])
    set TheText = "Saving painting, please wait..."
    AddToChat(TheText)

    set CanvasUse = FALSE

end

on SavePhoto
    Global gConnect, CanvasUse

    set Inventories = field (member "Inventory" of castlib 2)

    set InvNum = 0
    if line 1 of Inventories <> "" then set InvNum = InvNum + 1
    if line 2 of Inventories <> "" then set InvNum = InvNum + 1
    if line 3 of Inventories <> "" then set InvNum = InvNum + 1
    if line 4 of Inventories <> "" then set InvNum = InvNum + 1
    if line 5 of Inventories <> "" then set InvNum = InvNum + 1
    if line 6 of Inventories <> "" then set InvNum = InvNum + 1
    if line 7 of Inventories <> "" then set InvNum = InvNum + 1
    if line 8 of Inventories <> "" then set InvNum = InvNum + 1
    if line 9 of Inventories <> "" then set InvNum = InvNum + 1
    if line 10 of Inventories <> "" then set InvNum = InvNum + 1
    if line 11 of Inventories <> "" then set InvNum = InvNum + 1
    if line 12 of Inventories <> "" then set InvNum = InvNum + 1
    if line 13 of Inventories <> "" then set InvNum = InvNum + 1
    if line 14 of Inventories <> "" then set InvNum = InvNum + 1
    if line 15 of Inventories <> "" then set InvNum = InvNum + 1
```

```
if line 15 of Inventories <> "" then set InvNum = InvNum + 1
```

```
if InvNum > 14 then
  set TheText = "You are carrying too much to add a photo to your inventory."
  AddToChat(TheText)
  exit
end if
```

```
set Pntt = member(505).media
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"SavePhoto",#content:Pntt])
set TheText = "Saving Photo, please wait..."
AddToChat(TheText)
```

```
end
```

```
on ViewPhoto
```

```
  Global gConnect, WhichPainting, SelInventory
```

```
  put "" into field (member "PaintingAuthor")
  set the itemdelimiter = "#"
  set WhichPainting = item 2 of SelInventory
  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ViewPainting",#content:WhichPainting])
  set TheText = "You view the photo, please wait..."
  AddToChat(TheText)
```

```
end
```

```
on ViewPainting
```

```
  Global gConnect, WhichPainting, SelInventory
```

```
  put "" into field (member "PaintingAuthor")
  set the itemdelimiter = "#"
  set TitleName = item 1 of SelInventory
  set WhichPainting = item 2 of SelInventory
  errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"ViewPainting",#content:WhichPainting])
  set TheText = "You view the " & TitleName & ", please wait..."
  AddToChat(TheText)
```

```
end
```

```
on ClosePainting
```

```
  repeat with x = 395 to 399
    set the visible of sprite x = FALSE
  end repeat
```

```
end
```

11 (Paintings)

```

property pMember
property pSprite
Global CurModelRes, CurModelType, RedColor, GreenColor, BlueColor, WhichPaintBrush, KeyLockOut, CanvasUse
on beginSprite (me)

```

```

    pMember = sprite(me.spriteNum).member
    pSprite = sprite(me.spriteNum)

```

```

end beginSprite

```

```

-----
on mouseDown (me)

```

```

    if the mouseH < 459 then
        if the mouseH > 390 then
            if the mouseV > 346 then
                if the mouseV < 359 then

                    repeat with x = 395 to 399
                        set the visible of sprite x = FALSE
                    end repeat
                    set CanvasUse = TRUE
                    set KeyLockOut = FALSE
                    exit
                end if
            end if
        end if
    end if
end if

```

```

    if the mouseH > 221 then
        if the mouseH < 234 then
            if the mouseV > 79 then
                if the mouseV < 95 then
                    FillPainting
                    exit
                end if
            end if
        end if
    end if
end if

```

```

    if the mouseH > 236 then
        if the mouseH < 504 then
            if the mouseV > 76 then
                if the mouseV < 339 then
                    ----- paint
                    exit
                end if
            end if
        end if
    end if
end if

```

```

    if the mouseH > 459 then
        if the mouseH < 501 then
            if the mouseV > 346 then
                if the mouseV < 359 then
                    SavePainting
                    exit
                end if
            end if
        end if
    end if
end if

```

```

    if the mouseH > 117 then
        if the mouseH < 155 then
            if the mouseV < 120 then
                set WhichPaintBrush = 1
                set the member of sprite 399 = (member "bbb1")
                DrawBrushes
                exit
            end if
        end if
    end if
end if

```

```

    if the mouseH > 171 then
        if the mouseH < 221 then
            if the mouseV < 129 then
                set WhichPaintBrush = 2
                set the member of sprite 399 = (member "bbb2")
                DrawBrushes
                exit
            end if
        end if
    end if
end if

```



```
        exit
    end if
end if

if the mouseH > 117 then
    if the mouseH < 155 then
        if the mouseV > 129 then
            if the mouseV < 160 then
                set WhichPaintBrush = 3
                set the member of sprite 399 = (member "bbb3")
                DrawBrushes
                exit
            end if
        end if
    end if
end if

if the mouseH > 171 then
    if the mouseH < 221 then
        if the mouseV > 131 then
            if the mouseV < 159 then
                set WhichPaintBrush = 4
                set the member of sprite 399 = (member "bbb4")
                DrawBrushes
                exit
            end if
        end if
    end if
end if

if the mouseH > 120 then
    if the mouseH < 157 then
        if the mouseV > 172 then
            if the mouseV < 210 then
                set WhichPaintBrush = 5
                set the member of sprite 399 = (member "bbb5")
                DrawBrushes
                exit
            end if
        end if
    end if
end if

if the mouseH > 173 then
    if the mouseH < 213 then
        if the mouseV > 168 then
            if the mouseV < 208 then
                set WhichPaintBrush = 6
                set the member of sprite 399 = (member "bbb6")
                DrawBrushes
                exit
            end if
        end if
    end if
end if

if the mouseH > 120 then
    if the mouseH < 157 then
        if the mouseV > 210 then
            if the mouseV < 280 then
                set WhichPaintBrush = 7
                set the member of sprite 399 = (member "bbb7")
                DrawBrushes
                exit
            end if
        end if
    end if
end if

if the mouseH > 173 then
    if the mouseH < 213 then
        if the mouseV > 210 then
            if the mouseV < 280 then
                set WhichPaintBrush = 8
                set the member of sprite 399 = (member "bbb8")
                DrawBrushes
                exit
            end if
        end if
    end if
end if
```

```
if the mouseH > 131 then
  if the mouseH < 233 then
    if the mouseV > 306 then
      if the mouseV < 366 then

        repeat while the mouseDown

          thisColor = (the stage).image.getPixel(the mouseH,the mouseV)

          if (thisColor <> 0) then

            sprite(396).color = thisColor
            set ColorsX = string(thisColor)
            set the itemdelimiter = "("
            set ColorsX = item 2 of ColorsX
            set the itemdelimiter = ")"
            set ColorsX = item 1 of ColorsX
            set the itemdelimiter = ","
            set RColor = item 1 of ColorsX
            set GColor = item 2 of ColorsX
            set BColor = item 3 of ColorsX

            repeat with x = 1 to 5
              if char x of RColor = " " then delete char x of RColor
            end repeat
            repeat with x = 1 to 5
              if char x of GColor = " " then delete char x of GColor
            end repeat
            repeat with x = 1 to 5
              if char x of BColor = " " then delete char x of BColor
            end repeat

            set RedColor = integer(RColor)
            set GreenColor = integer(GColor)
            set BlueColor = integer(BColor)
            DrawBrushes
            updateStage
          end if
        end repeat
      end if
    end if
  end if
end mouseDown
```

22 (Paintings)

Global WhichPaintBrush, RedColor, GreenColor, BlueColor

on DrawLighten SX, SY

```
set StartingX = SX
set StartingY = SY
```

```
repeat with junk = 1 to 5
```

```
  if junk = 2 then set StartingX = StartingX + 1
  if junk = 3 then set StartingX = StartingX - 2
```

```
  if Junk = 4 then set StartingY = StartingY - 1
  if Junk = 4 then set StartingX = StartingX + 1
  if Junk = 5 then set StartingY = StartingY + 2
```

```
  MyColor = string(member("Painting").image.getPixel(StartingX, StartingY))
```

```
  set the itemdelimiter = " "
  set Redd = item 2 of MyColor
  set Greenn = item 3 of MyColor
  set Bluee = item 4 of MyColor
```

```
  repeat with x = 1 to 10
    if char x of Redd = "," then delete char x of Redd
    if char x of Greenn = "," then delete char x of Greenn
    if char x of Bluee = "," then delete char x of Bluee
  end repeat
```

```
  set RedColor2 = integer(Redd)
  set GreenColor2 = integer(Greenn)
  set BlueColor2 = integer(Bluee)
```

```
  set RedColor2 = RedColor2 - 8
  set GreenColor2 = GreenColor2 - 8
  set BlueColor2 = BlueColor2 - 8
```

```
  if Junk = 1 then
    set RedColor2 = RedColor2 - 6
    set GreenColor2 = GreenColor2 - 6
    set BlueColor2 = BlueColor2 - 6
  end if
```

```
  member("Painting").image.setpixel(StartingX, StartingY, rgb(RedColor2, GreenColor2, BlueColor2))
```

```
end repeat
```

end

on DrawDarken SX, SY

```
set StartingX = SX
set StartingY = SY
```

```
repeat with junk = 1 to 5
```

```
  if junk = 2 then set StartingX = StartingX + 1
  if junk = 3 then set StartingX = StartingX - 2
```

```
  if Junk = 4 then set StartingY = StartingY - 1
  if Junk = 4 then set StartingX = StartingX + 1
  if Junk = 5 then set StartingY = StartingY + 2
```

```
  MyColor = string(member("Painting").image.getPixel(StartingX, StartingY))
```

```
  set the itemdelimiter = " "
  set Redd = item 2 of MyColor
  set Greenn = item 3 of MyColor
  set Bluee = item 4 of MyColor
```

```
  repeat with x = 1 to 10
    if char x of Redd = "," then delete char x of Redd
    if char x of Greenn = "," then delete char x of Greenn
    if char x of Bluee = "," then delete char x of Bluee
  end repeat
```

```
  set RedColor2 = integer(Redd)
  set GreenColor2 = integer(Greenn)
  set BlueColor2 = integer(Bluee)
```

```
  set RedColor2 = RedColor2 + 8
  set GreenColor2 = GreenColor2 + 8
  set BlueColor2 = BlueColor2 + 8
```

```

    if Junk = 1 then
        set RedColor2 = RedColor2 + 6
        set GreenColor2 = GreenColor2 + 6
        set BlueColor2 = BlueColor2 + 6
    end if

    member("Painting").image.setpixel(StartingX, StartingY, rgb(RedColor2, GreenColor2, BlueColor2))

end repeat

end

```

```

on DrawCharcoal SX, SY

```

```

    set StartingX = SX
    set StartingY = SY

    repeat with junk = 1 to 11

        if junk = 2 then set StartingX = StartingX + 1
        if junk = 3 then set StartingX = StartingX - 2

        if Junk = 4 then set StartingY = StartingY - 1
        if Junk = 4 then set StartingX = StartingX + 1
        if Junk = 5 then set StartingY = StartingY + 2

        if Junk = 6 then set StartingX = StartingX + 2
        if Junk = 6 then set StartingY = StartingY - 1

        if Junk = 7 then set StartingX = StartingX - 4

        if Junk = 8 then set StartingX = StartingX + 1
        if Junk = 8 then set StartingY = StartingY - 2

        if Junk = 9 then set StartingX = StartingX + 2

        if Junk = 10 then set StartingY = StartingY + 3

        if Junk = 11 then set StartingX = StartingX - 2

        MyColor = string(member("Painting").image.getPixel(StartingX, StartingY))

        set the itemdelimiter = " "
        set Redd = item 2 of MyColor
        set Greenn = item 3 of MyColor
        set Bluee = item 4 of MyColor

        repeat with x = 1 to 10
            if char x of Redd = "," then delete char x of Redd
            if char x of Greenn = "," then delete char x of Greenn
            if char x of Bluee = "," then delete char x of Bluee
        end repeat

        set RedColor2 = integer(Redd)
        set GreenColor2 = integer(Greenn)
        set BlueColor2 = integer(Bluee)

        set RedColor2 = RedColor2 - random(8)
        set GreenColor2 = GreenColor2 - random(8)
        set BlueColor2 = BlueColor2 - random(8)

        member("Painting").image.setpixel(StartingX, StartingY, rgb(RedColor2, GreenColor2, BlueColor2))

    end repeat

end

```

```

on DrawJooky SX, SY

```

```

    Global RedColor, GreenColor, BlueColor

    if RedColor > GreenColor then
        if RedColor > BlueColor then set DomColor = "R"
    end if

    if GreenColor > RedColor then
        if GreenColor > BlueColor then set DomColor = "G"
    end if

    if BlueColor > RedColor then
        if BlueColor > GreenColor then set DomColor = "B"
    end if

```

```

set StartingX = SX
set StartingY = SY

repeat with junk = 1 to 11

    if junk = 2 then set StartingX = StartingX + 1
    if junk = 3 then set StartingX = StartingX - 2

    if Junk = 4 then set StartingY = StartingY - 1
    if Junk = 4 then set StartingX = StartingX + 1
    if Junk = 5 then set StartingY = StartingY + 2

    if Junk = 6 then set StartingX = StartingX + 2
    if Junk = 6 then set StartingY = StartingY - 1

    if Junk = 7 then set StartingX = StartingX - 4

    if Junk = 8 then set StartingX = StartingX + 1
    if Junk = 8 then set StartingY = StartingY - 2

    if Junk = 9 then set StartingX = StartingX + 2

    if Junk = 10 then set StartingY = StartingY + 3

    if Junk = 11 then set StartingX = StartingX - 2

MyColor = string(member("Painting").image.getPixel(StartingX, StartingY))

set the itemdelimiter = " "
set Redd = item 2 of MyColor
set Greenn = item 3 of MyColor
set Bluee = item 4 of MyColor

repeat with x = 1 to 10
    if char x of Redd = "," then delete char x of Redd
    if char x of Greenn = "," then delete char x of Greenn
    if char x of Bluee = "," then delete char x of Bluee
end repeat

set RedColor2 = integer(Redd)
set GreenColor2 = integer(Greenn)
set BlueColor2 = integer(Bluee)

if DomColor = "R" then
    set RedColor2 = RedColor2 - random(8)
    set GreenColor2 = GreenColor2 - random(2)
    set BlueColor2 = BlueColor2 - random(2)
end if

if DomColor = "G" then
    set RedColor2 = RedColor2 - random(2)
    set GreenColor2 = GreenColor2 - random(8)
    set BlueColor2 = BlueColor2 - random(2)
end if

if DomColor = "B" then
    set RedColor2 = RedColor2 - random(2)
    set GreenColor2 = GreenColor2 - random(2)
    set BlueColor2 = BlueColor2 - random(8)
end if

member("Painting").image.setpixel(StartingX, StartingY, rgb(RedColor2, GreenColor2, BlueColor2))

end repeat

end

```

ViewedPainting (Paintings)

```

on mouseUp
    Global KeyLockout

    repeat with x = 395 to 400
        set the visible of sprite x = FALSE
    end repeat

    set the visible of sprite 373 = FALSE

    set KeyLockout = FALSE

end

```

CheckForArmorBreak (B Scripts)

```

on CheckForArmorBreak (LastToHitMe)
  Global RightHandE, CharMap, MyLocXY, gConnect, HeadE, BodyE, Stamina, Hunger
  set CurMonNamme = LastToHitMe

  if CurMonNamme = "Slime" then exit
  if CurMonNamme = "Wolf" then exit
  if CurMonNamme = "Imp" then exit
  if CurMonNamme = "Cow" then exit
  if CurMonNamme = "Pig" then exit
  if CurMonNamme = "Shark" then exit
  if CurMonNamme = "Squid" then exit
  if CurMonNamme = "Dragon Snake" then exit
  if CurMonNamme = "Fire Demon" then exit

  set Yetx = 1 + Stamina * 3
  set Yetx = Yetx + 600
  -- above, set last number to 600
  if Hunger > 20000 then set Yetx = Yetx + 10
  if Hunger > 25000 then set Yetx = Yetx + 30
  if Hunger > 30000 then set Yetx = Yetx + 40
  if Hunger > 40000 then set Yetx = Yetx + 50

  if random (Yetx) > 1 then exit

  set dW = "x"
  set ModUhFy = "Damaged "
  set WhichOne = Random(3)

  if WhichOne = 1 then
    set ItemType = "Body"
    if BodyE = "Chain Armor" then set dW = ModUhFy & "Armor, Chain"
    if BodyE = "Plate Armor" then set dW = ModUhFy & "Armor, Plate"
    if BodyE = "Titanium Armor" then set dW = ModUhFy & "Armor, Titanium"
    if BodyE = "Argon's Plate" then set dW = ModUhFy & "Armor, Argon's"
    if BodyE = "Ceramic Armor" then set dW = ModUhFy & "Armor, Ceramic"
    if BodyE = "Fire Armor" then set dW = ModUhFy & "Armor, Fire"
    if BodyE = "Ice Armor" then set dW = ModUhFy & "Armor, Ice"
    if BodyE = "Lord's Armor" then set dW = ModUhFy & "Armor, Lord's"
  end if

  if WhichOne = 2 then
    set ItemType = "Head"
    if HeadE = "Plate Helm" then set dW = ModUhFy & "Helm, Plate"
    if HeadE = "Chain Helm" then set dW = ModUhFy & "Helm, Chain"
    if HeadE = "Pharaoh Helm" then set dW = ModUhFy & "Helm, Pharaoh"
    if HeadE = "War Helm" then set dW = ModUhFy & "Helm, War"
    if HeadE = "Demon Helm" then set dW = ModUhFy & "Helm, Demon"
    if HeadE = "Ice Helm" then set dW = ModUhFy & "Helm, Ice"
    if HeadE = "Fire Helm" then set dW = ModUhFy & "Helm, Fire"
    if HeadE = "Murder Helm" then set dW = ModUhFy & "Helm, Murder"
  end if

  if WhichOne = 3 then
    set ItemType = "RightHand"
    if RightHandE = "Small Shield" then set dW = ModUhFy & "Shield, Small"
    if RightHandE = "Pharaoh Shield" then set dW = ModUhFy & "Shield, Pharaoh"
    if RightHandE = "Ice Shield" then set dW = ModUhFy & "Shield, Ice"
    if RightHandE = "Fire Shield" then set dW = ModUhFy & "Shield, Fire"
    if RightHandE = "Knight Shield" then set dW = ModUhFy & "Shield, Knight"
    if RightHandE = "Steel Shield" then set dW = ModUhFy & "Shield, Steel"
  end if

  if dw = "X" then
    set WhichOne = Random(3)

    if WhichOne = 1 then
      set ItemType = "Body"
      if BodyE = "Chain Armor" then set dW = ModUhFy & "Armor, Chain"
      if BodyE = "Plate Armor" then set dW = ModUhFy & "Armor, Plate"
      if BodyE = "Titanium Armor" then set dW = ModUhFy & "Armor, Titanium"
      if BodyE = "Argon's Plate" then set dW = ModUhFy & "Armor, Argon's"
      if BodyE = "Ceramic Armor" then set dW = ModUhFy & "Armor, Ceramic"
      if BodyE = "Fire Armor" then set dW = ModUhFy & "Armor, Fire"
      if BodyE = "Ice Armor" then set dW = ModUhFy & "Armor, Ice"
      if BodyE = "Lord's Armor" then set dW = ModUhFy & "Armor, Lord's"
    end if

    if WhichOne = 2 then
      set ItemType = "Head"
      if HeadE = "Plate Helm" then set dW = ModUhFy & "Helm, Plate"
      if HeadE = "Chain Helm" then set dW = ModUhFy & "Helm, Chain"
      if HeadE = "Pharaoh Helm" then set dW = ModUhFy & "Helm, Pharaoh"
      if HeadE = "War Helm" then set dW = ModUhFy & "Helm, War"
      if HeadE = "Demon Helm" then set dW = ModUhFy & "Helm, Demon"
      if HeadE = "Ice Helm" then set dW = ModUhFy & "Helm, Ice"
      if HeadE = "Fire Helm" then set dW = ModUhFy & "Helm, Fire"
    end if
  end if

```

```
    if HeadE = "Fire Helm" then set dW = ModUhFy & "Helm, Fire"
    if HeadE = "Murder Helm" then set dW = ModUhFy & "Helm, Murder"
end if

if WhichOne = 3 then
    set ItemType = "RightHand"
    if RightHandE = "Small Shield" then set dW = ModUhFy & "Shield, Small"
    if RightHandE = "Pharaoh Shield" then set dW = ModUhFy & "Shield, Pharaoh"
    if RightHandE = "Ice Shield" then set dW = ModUhFy & "Shield, Ice"
    if RightHandE = "Fire Shield" then set dW = ModUhFy & "Shield, Fire"
    if RightHandE = "Knight Shield" then set dW = ModUhFy & "Shield, Knight"
    if RightHandE = "Steel Shield" then set dW = ModUhFy & "Shield, Steel"
end if
end if

if dw = "X" then
    set WhichOne = Random(3)

    if WhichOne = 1 then
        set ItemType = "Body"
        if BodyE = "Chain Armor" then set dW = ModUhFy & "Armor, Chain"
        if BodyE = "Plate Armor" then set dW = ModUhFy & "Armor, Plate"
        if BodyE = "Titanium Armor" then set dW = ModUhFy & "Armor, Titanium"
        if BodyE = "Argon's Plate" then set dW = ModUhFy & "Armor, Argon's"
        if BodyE = "Ceramic Armor" then set dW = ModUhFy & "Armor, Ceramic"
        if BodyE = "Fire Armor" then set dW = ModUhFy & "Armor, Fire"
        if BodyE = "Ice Armor" then set dW = ModUhFy & "Armor, Ice"
        if BodyE = "Lord's Armor" then set dW = ModUhFy & "Armor, Lord's"
    end if

    if WhichOne = 2 then
        set ItemType = "Head"
        if HeadE = "Plate Helm" then set dW = ModUhFy & "Helm, Plate"
        if HeadE = "Chain Helm" then set dW = ModUhFy & "Helm, Chain"
        if HeadE = "War Helm" then set dW = ModUhFy & "Helm, War"
        if HeadE = "Demon Helm" then set dW = ModUhFy & "Helm, Demon"
        if HeadE = "Ice Helm" then set dW = ModUhFy & "Helm, Ice"
        if HeadE = "Fire Helm" then set dW = ModUhFy & "Helm, Fire"
        if HeadE = "Murder Helm" then set dW = ModUhFy & "Helm, Murder"
        if HeadE = "Pharaoh Helm" then set dW = ModUhFy & "Helm, Pharaoh"
    end if

    if WhichOne = 3 then
        set ItemType = "RightHand"
        if RightHandE = "Small Shield" then set dW = ModUhFy & "Shield, Small"
        if RightHandE = "Pharaoh Shield" then set dW = ModUhFy & "Shield, Pharaoh"
        if RightHandE = "Ice Shield" then set dW = ModUhFy & "Shield, Ice"
        if RightHandE = "Fire Shield" then set dW = ModUhFy & "Shield, Fire"
        if RightHandE = "Knight Shield" then set dW = ModUhFy & "Shield, Knight"
        if RightHandE = "Steel Shield" then set dW = ModUhFy & "Shield, Steel"
    end if
end if

if dw = "X" then
    set WhichOne = Random(3)

    if WhichOne = 1 then
        set ItemType = "Body"
        if BodyE = "Chain Armor" then set dW = ModUhFy & "Armor, Chain"
        if BodyE = "Plate Armor" then set dW = ModUhFy & "Armor, Plate"
        if BodyE = "Titanium Armor" then set dW = ModUhFy & "Armor, Titanium"
        if BodyE = "Argon's Plate" then set dW = ModUhFy & "Armor, Argon's"
        if BodyE = "Ceramic Armor" then set dW = ModUhFy & "Armor, Ceramic"
        if BodyE = "Fire Armor" then set dW = ModUhFy & "Armor, Fire"
        if BodyE = "Ice Armor" then set dW = ModUhFy & "Armor, Ice"
        if BodyE = "Lord's Armor" then set dW = ModUhFy & "Armor, Lord's"
    end if

    if WhichOne = 2 then
        set ItemType = "Head"
        if HeadE = "Plate Helm" then set dW = ModUhFy & "Helm, Plate"
        if HeadE = "Chain Helm" then set dW = ModUhFy & "Helm, Chain"
        if HeadE = "War Helm" then set dW = ModUhFy & "Helm, War"
        if HeadE = "Demon Helm" then set dW = ModUhFy & "Helm, Demon"
        if HeadE = "Ice Helm" then set dW = ModUhFy & "Helm, Ice"
        if HeadE = "Fire Helm" then set dW = ModUhFy & "Helm, Fire"
        if HeadE = "Murder Helm" then set dW = ModUhFy & "Helm, Murder"
        if HeadE = "Pharaoh Helm" then set dW = ModUhFy & "Helm, Pharaoh"
    end if

    if WhichOne = 3 then
        set ItemType = "RightHand"
        if RightHandE = "Small Shield" then set dW = ModUhFy & "Shield, Small"
        if RightHandE = "Pharaoh Shield" then set dW = ModUhFy & "Shield, Pharaoh"
        if RightHandE = "Ice Shield" then set dW = ModUhFy & "Shield, Ice"
        if RightHandE = "Fire Shield" then set dW = ModUhFy & "Shield, Fire"
        if RightHandE = "Knight Shield" then set dW = ModUhFy & "Shield, Knight"
        if RightHandE = "Steel Shield" then set dW = ModUhFy & "Shield, Steel"
    end if
end if
```

```

end if

if dW = "X" then exit

set TheXY = MyLocXY
set the itemdelimiter = "-"
set zX = integer(item 1 of TheXY)
set zY = integer(item 2 of TheXY)

set zX = zX * 32
set zX = zX + 14
set zY = zY * 32
set zY = zY - 3

set TheXY = zX & "-" & zY

if ItemType = "Head" then set WhichItem = HeadE
if ItemType = "RightHand" then set WhichItem = RightHandE
if ItemType = "Body" then set WhichItem = BodyE

set EqNfo = WhichItem & ":" & ItemType & ":" & TheXY & ":" & CharMap & ".i.txt" & ":" & "dW"
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"b94013",#content:EqNfo])

-- if ItemType = "Head" then set TheText = "Your " & HeadE & " has shattered in battle!"
-- if ItemType = "Body" then set TheText = "Your " & BodyE & " has shattered in battle!"
-- if ItemType = "RightHand" then set TheText = "Your " & RightHandE & " has shattered in battle!"

-- AddToChat(TheText)

-- set DropItt = "!((" & dW & ":"
-- set DropItt = DropItt & zX & ":" & zY
-- SendChatMsg(DropItt)

-- if ItemType = "Head" then set HeadE = "NOTHING"
-- if ItemType = "RightHand" then set RightHandE = "NOTHING"
-- if ItemType = "Body" then set BodyE = "NOTHING"
end

```

```

on CheckForWeaponBreak(CurMonNamme)
  Global LeftHandE, CharMap, MyLocXY, gConnect, Stamina, Hunger

  if CurMonNamme = "Slime" then exit
  if CurMonNamme = "Wolf" then exit
  if CurMonNamme = "Imp" then exit
  if CurMonNamme = "Mega Slime" then exit
  if CurMonNamme = "Snared Loah" then exit
  if CurMonNamme = "Cow" then exit
  if CurMonNamme = "Pig" then exit
  if CurMonNamme = "Shark" then exit
  if CurMonNamme = "Squid" then exit
  if CurMonNamme = "Yeti" then exit
  if CurMonNamme = "Ghost" then exit
  if CurMonNamme = "Zombie" then exit

  set dW = "X"
  set ModuhFy = "Damaged "
  if LeftHandE = "Short Sword" then set dW = ModuhFy & "Sword, Short"
  if LeftHandE = "Long Sword" then set dW = ModuhFy & "Sword, Long"
  if LeftHandE = "Broad Sword" then set dW = ModuhFy & "Sword, Broad"
  if LeftHandE = "Knight's Sword" then set dW = ModuhFy & "Sword, Knight"
  if LeftHandE = "Star Sword" then set dW = ModuhFy & "Sword, Star"
  if LeftHandE = "Sword of Hope" then set dW = ModuhFy & "Sword, of Hope"
  if LeftHandE = "War Hammer" then set dW = ModuhFy & "Hammer, War"
  if LeftHandE = "Thor's Hammer" then set dW = ModuhFy & "Hammer, Thor's"
  if LeftHandE = "Fire Sword" then set dW = ModuhFy & "Sword, Fire"
  if LeftHandE = "Ice Sword" then set dW = ModuhFy & "Sword, Ice"
  if LeftHandE = "Pharaoh Sword" then set dW = ModuhFy & "Sword, Pharaoh"

  if dW = "X" then exit
  set Yetx = 1 + Stamina * 3
  set Yetx = Yetx + 500

  if Hunger > 20000 then set Yetx = Yetx + 10
  if Hunger > 25000 then set Yetx = Yetx + 30
  if Hunger > 30000 then set Yetx = Yetx + 40
  if Hunger > 40000 then set Yetx = Yetx + 50

  if random(Yetx) > 1 then exit

  set TheXY = MyLocXY
  set the itemdelimiter = "-"
  set zX = integer(item 1 of TheXY)
  set zY = integer(item 2 of TheXY)

  set zX = zX * 32
  set zX = zX + 14
  set zY = zY * 32
  set zY = zY - 3

```



```
set TheXY = zX & "-" & zY
```

```
set EqNfo = LeftHandE & ":LeftHand:" & TheXY & ":" & CharMap & "i.txt" & ":" & dW  
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"b94013", #content:EqNfo])
```

```
-- set TheText = "Your " & LeftHandE & " has shattered in battle!"  
-- AddToChat(TheText)
```

```
-- set DropItt = "!((" & dW & ":"  
-- set DropItt = DropItt & zX & ":" & zY  
-- SendChatMsg(DropItt)
```

```
-- set LeftHandE = "NOTHING"
```

```
end
```

```
on PlaySmithAnim  
  Global gConnect, MyName, Facing, CharMap
```

```
  if Facing = "N" then set SptH = the locH of sprite 112  
  if Facing = "N" then set SptV = the locV of sprite 112 - 32
```

```
  if Facing = "S" then set SptH = the locH of sprite 112  
  if Facing = "S" then set SptV = the locV of sprite 112 + 32
```

```
  if Facing = "E" then set SptH = the locH of sprite 112 + 32  
  if Facing = "E" then set SptV = the locV of sprite 112
```

```
  if Facing = "W" then set SptH = the locH of sprite 112 - 32  
  if Facing = "W" then set SptV = the locV of sprite 112
```

```
  set Dtt = MyName & ":" & "BSmith" & ":" & SptH & ":" & SptV  
  set Dtt = Dtt & ":" & SptH & ":" & SptV & ":" & "1"  
  gConnect.sendNetMessage( "@" & CharMap, "CastSpell", Dtt)
```

```
end
```

CheckForIPBanThing (B Scripts)

```
on CheckForIPBanThing
```

```
    exit
```

```
    if the platform contains "Mac" then exit
```

```
    set ServerIP = string(field (member "ServerIP" of castlib 1))
```

```
    repeat with x = 1 to 100
```

```
        if char x of ServerIP = "1" then put "a" into char x of ServerIP
        if char x of ServerIP = "2" then put "b" into char x of ServerIP
        if char x of ServerIP = "3" then put "c" into char x of ServerIP
        if char x of ServerIP = "4" then put "d" into char x of ServerIP
        if char x of ServerIP = "5" then put "e" into char x of ServerIP
        if char x of ServerIP = "7" then put "f" into char x of ServerIP
        if char x of ServerIP = "0" then put "g" into char x of ServerIP
        if char x of ServerIP = "." then put "l" into char x of ServerIP
        if char x of ServerIP = "a" then put "2" into char x of ServerIP
        if char x of ServerIP = "e" then put "3" into char x of ServerIP
        if char x of ServerIP = "i" then put "4" into char x of ServerIP
        if char x of ServerIP = "o" then put "5" into char x of ServerIP
        if char x of ServerIP = "u" then put "6" into char x of ServerIP
    end repeat
```

```
    set ServerIP2 = string(field (member "ServerIP" of castlib 1))
```

```
    repeat with x = 1 to 100
```

```
        if char x of ServerIP2 = "1" then put "p" into char x of ServerIP2
        if char x of ServerIP2 = "2" then put "x" into char x of ServerIP2
        if char x of ServerIP2 = "3" then put "y" into char x of ServerIP2
        if char x of ServerIP2 = "4" then put "z" into char x of ServerIP2
        if char x of ServerIP2 = "5" then put "e" into char x of ServerIP2
        if char x of ServerIP2 = "7" then put "f" into char x of ServerIP2
        if char x of ServerIP2 = "0" then put "g" into char x of ServerIP2
        if char x of ServerIP2 = "." then put "l" into char x of ServerIP2
        if char x of ServerIP2 = "a" then put "2" into char x of ServerIP2
        if char x of ServerIP2 = "e" then put "3" into char x of ServerIP2
        if char x of ServerIP2 = "i" then put "4" into char x of ServerIP2
        if char x of ServerIP2 = "o" then put "5" into char x of ServerIP2
        if char x of ServerIP2 = "u" then put "6" into char x of ServerIP2
    end repeat
```

```
    set ServerIP3 = string(field (member "ServerIP" of castlib 1))
```

```
    repeat with x = 1 to 100
```

```
        if char x of ServerIP3 = "1" then put "m" into char x of ServerIP3
        if char x of ServerIP3 = "2" then put "n" into char x of ServerIP3
        if char x of ServerIP3 = "3" then put "b" into char x of ServerIP3
        if char x of ServerIP3 = "4" then put "v" into char x of ServerIP3
        if char x of ServerIP3 = "5" then put "c" into char x of ServerIP3
        if char x of ServerIP3 = "7" then put "x" into char x of ServerIP3
        if char x of ServerIP3 = "0" then put "z" into char x of ServerIP3
        if char x of ServerIP3 = "." then put "l" into char x of ServerIP3
        if char x of ServerIP3 = "a" then put "k" into char x of ServerIP3
        if char x of ServerIP3 = "e" then put "j" into char x of ServerIP3
        if char x of ServerIP3 = "i" then put "h" into char x of ServerIP3
        if char x of ServerIP3 = "o" then put "g" into char x of ServerIP3
        if char x of ServerIP3 = "u" then put "f" into char x of ServerIP3
    end repeat
```

```
    set FileName = "C:\Windows\" & ServerIP & ".txt"
```

```
    fileObj = new(xtra "FileIO")
    openFile(fileObj, FileName, 1)
    SFile1 = readfile(fileObj)
    closeFile(fileObj)
```

```
    set FileName = "C:\Windows\System32\" & ServerIP2 & ".dat"
```

```
    fileObj = new(xtra "FileIO")
    openFile(fileObj, FileName, 1)
    SFile2 = readfile(fileObj)
    closeFile(fileObj)
```

```
    set FileName = "C:\Windows\Help\" & ServerIP3 & ".htm"
```

```
    fileObj = new(xtra "FileIO")
    openFile(fileObj, FileName, 1)
    SFile3 = readfile(fileObj)
    closeFile(fileObj)
```

```
    set UhOh = 0
```

```
    if SFile1 contains "B" then set UhOh = UhOh + 1
    if SFile2 contains "B" then set UhOh = UhOh + 1
    if SFile3 contains "B" then set UhOh = UhOh + 1
```

```
    if UhOh = 0 then
```

```

if UhOh = 0 then
    exit
end if

```

```

starttimer
repeat while the timer < 290
end repeat

```

```

alert "You are banned from playing on this server."
play frame 1

```

```

end

```

```

on MassBanMe

```

```

    if the platform contains "Mac" then exit

```

```

    set ServerIP = string(field (member "ServerIP" of castlib 1))

```

```

repeat with x = 1 to 100
    if char x of ServerIP = "1" then put "a" into char x of ServerIP
    if char x of ServerIP = "2" then put "b" into char x of ServerIP
    if char x of ServerIP = "3" then put "c" into char x of ServerIP
    if char x of ServerIP = "4" then put "d" into char x of ServerIP
    if char x of ServerIP = "5" then put "e" into char x of ServerIP
    if char x of ServerIP = "7" then put "f" into char x of ServerIP
    if char x of ServerIP = "0" then put "g" into char x of ServerIP
    if char x of ServerIP = "." then put "1" into char x of ServerIP
    if char x of ServerIP = "a" then put "2" into char x of ServerIP
    if char x of ServerIP = "e" then put "3" into char x of ServerIP
    if char x of ServerIP = "i" then put "4" into char x of ServerIP
    if char x of ServerIP = "o" then put "5" into char x of ServerIP
    if char x of ServerIP = "u" then put "6" into char x of ServerIP
end repeat

```

```

set ServerIP2 = string(field (member "ServerIP" of castlib 1))

```

```

repeat with x = 1 to 100
    if char x of ServerIP2 = "1" then put "p" into char x of ServerIP2
    if char x of ServerIP2 = "2" then put "x" into char x of ServerIP2
    if char x of ServerIP2 = "3" then put "y" into char x of ServerIP2
    if char x of ServerIP2 = "4" then put "z" into char x of ServerIP2
    if char x of ServerIP2 = "5" then put "e" into char x of ServerIP2
    if char x of ServerIP2 = "7" then put "f" into char x of ServerIP2
    if char x of ServerIP2 = "0" then put "g" into char x of ServerIP2
    if char x of ServerIP2 = "." then put "1" into char x of ServerIP2
    if char x of ServerIP2 = "a" then put "2" into char x of ServerIP2
    if char x of ServerIP2 = "e" then put "3" into char x of ServerIP2
    if char x of ServerIP2 = "i" then put "4" into char x of ServerIP2
    if char x of ServerIP2 = "o" then put "5" into char x of ServerIP2
    if char x of ServerIP2 = "u" then put "6" into char x of ServerIP2
end repeat

```

```

set ServerIP3 = string(field (member "ServerIP" of castlib 1))

```

```

repeat with x = 1 to 100
    if char x of ServerIP3 = "1" then put "m" into char x of ServerIP3
    if char x of ServerIP3 = "2" then put "n" into char x of ServerIP3
    if char x of ServerIP3 = "3" then put "b" into char x of ServerIP3
    if char x of ServerIP3 = "4" then put "v" into char x of ServerIP3
    if char x of ServerIP3 = "5" then put "c" into char x of ServerIP3
    if char x of ServerIP3 = "7" then put "x" into char x of ServerIP3
    if char x of ServerIP3 = "0" then put "z" into char x of ServerIP3
    if char x of ServerIP3 = "." then put "1" into char x of ServerIP3
    if char x of ServerIP3 = "a" then put "k" into char x of ServerIP3
    if char x of ServerIP3 = "e" then put "j" into char x of ServerIP3
    if char x of ServerIP3 = "i" then put "h" into char x of ServerIP3
    if char x of ServerIP3 = "o" then put "g" into char x of ServerIP3
    if char x of ServerIP3 = "u" then put "f" into char x of ServerIP3
end repeat

```

```

fileObj = new(xtra "FileIO")

```

```

setFilterMask(fileObj,"Text Files,*.txt,All Files,*.*)

```

```

filename = "C:\Windows\" & ServerIP & ".txt"

```

```

openFile (fileObj,filename,2)
delete(fileObj)

```

```

createFile(fileObj,filename)
openFile(fileObj,filename,2)

```

```

if status(fileObj) <> 0 then
    err = error(fileObj,status(fileObj))
    alert "Error:"&err
    return FALSE
end if

```

```

writeString(fileObj,"cbbbvcbvc")

```

```

closeFile(fileObj)

```

```
closeFile(fileObj)
```

```
fileObj = new(xtra "FileIO")
```

```
setFilterMask(fileObj,"Text Files,*.txt,All Files,*.*)" )
```

```
filename = "C:\Windows\System32\" & ServerIP2 & ".dat"
```

```
openFile (fileObj,filename,2)
```

```
delete(fileObj)
```

```
createFile(fileObj,filename)
```

```
openFile(fileObj,filename,2)
```

```
if status(fileObj) <> 0 then
```

```
    err = error(fileObj,status(fileObj))
```

```
    alert "Error:"&&err
```

```
    return FALSE
```

```
end if
```

```
writeString(fileObj,"cvbc")
```

```
closeFile(fileObj)
```

```
fileObj = new(xtra "FileIO")
```

```
setFilterMask(fileObj,"Text Files,*.txt,All Files,*.*)" )
```

```
filename = "C:\Windows\Help\" & ServerIP3 & ".htm"
```

```
openFile (fileObj,filename,2)
```

```
delete(fileObj)
```

```
createFile(fileObj,filename)
```

```
openFile(fileObj,filename,2)
```

```
if status(fileObj) <> 0 then
```

```
    err = error(fileObj,status(fileObj))
```

```
    alert "Error:"&&err
```

```
    return FALSE
```

```
end if
```

```
writeString(fileObj,"cvbc")
```

```
closeFile(fileObj)
```

```
end
```

```
on IHackedSoBanMe
```

```
    if the platform contains "Mac" then exit
```

```
    set ServerIP = string(field (member "ServerIP" of castlib 1))
```

```
    repeat with x = 1 to 100
```

```
        if char x of ServerIP = "1" then put "a" into char x of ServerIP
```

```
        if char x of ServerIP = "2" then put "b" into char x of ServerIP
```

```
        if char x of ServerIP = "3" then put "c" into char x of ServerIP
```

```
        if char x of ServerIP = "4" then put "d" into char x of ServerIP
```

```
        if char x of ServerIP = "5" then put "e" into char x of ServerIP
```

```
        if char x of ServerIP = "7" then put "f" into char x of ServerIP
```

```
        if char x of ServerIP = "0" then put "g" into char x of ServerIP
```

```
        if char x of ServerIP = "." then put "1" into char x of ServerIP
```

```
        if char x of ServerIP = "a" then put "2" into char x of ServerIP
```

```
        if char x of ServerIP = "e" then put "3" into char x of ServerIP
```

```
        if char x of ServerIP = "i" then put "4" into char x of ServerIP
```

```
        if char x of ServerIP = "o" then put "5" into char x of ServerIP
```

```
        if char x of ServerIP = "u" then put "6" into char x of ServerIP
```

```
    end repeat
```

```
    set ServerIP2 = string(field (member "ServerIP" of castlib 1))
```

```
    repeat with x = 1 to 100
```

```
        if char x of ServerIP2 = "1" then put "p" into char x of ServerIP2
```

```
        if char x of ServerIP2 = "2" then put "x" into char x of ServerIP2
```

```
        if char x of ServerIP2 = "3" then put "y" into char x of ServerIP2
```

```
        if char x of ServerIP2 = "4" then put "z" into char x of ServerIP2
```

```
        if char x of ServerIP2 = "5" then put "e" into char x of ServerIP2
```

```
        if char x of ServerIP2 = "7" then put "f" into char x of ServerIP2
```

```
        if char x of ServerIP2 = "0" then put "g" into char x of ServerIP2
```

```
        if char x of ServerIP2 = "." then put "1" into char x of ServerIP2
```

```
        if char x of ServerIP2 = "a" then put "2" into char x of ServerIP2
```

```
        if char x of ServerIP2 = "e" then put "3" into char x of ServerIP2
```

```
        if char x of ServerIP2 = "i" then put "4" into char x of ServerIP2
```

```
        if char x of ServerIP2 = "o" then put "5" into char x of ServerIP2
```

```
        if char x of ServerIP2 = "u" then put "6" into char x of ServerIP2
```

```
    end repeat
```

```
    set ServerIP3 = string(field (member "ServerIP" of castlib 1))
```

```
set ServerIP3 = string(field(member "ServerIP" of castlib 1))
```

```
repeat with x = 1 to 100
  if char x of ServerIP3 = "1" then put "m" into char x of ServerIP3
  if char x of ServerIP3 = "2" then put "n" into char x of ServerIP3
  if char x of ServerIP3 = "3" then put "b" into char x of ServerIP3
  if char x of ServerIP3 = "4" then put "v" into char x of ServerIP3
  if char x of ServerIP3 = "5" then put "c" into char x of ServerIP3
  if char x of ServerIP3 = "7" then put "x" into char x of ServerIP3
  if char x of ServerIP3 = "0" then put "z" into char x of ServerIP3
  if char x of ServerIP3 = "." then put "l" into char x of ServerIP3
  if char x of ServerIP3 = "a" then put "k" into char x of ServerIP3
  if char x of ServerIP3 = "e" then put "j" into char x of ServerIP3
  if char x of ServerIP3 = "i" then put "h" into char x of ServerIP3
  if char x of ServerIP3 = "o" then put "g" into char x of ServerIP3
  if char x of ServerIP3 = "u" then put "f" into char x of ServerIP3
end repeat
```

```
fileObj = new(xtra "FileIO")
```

```
setFilterMask(fileObj,"Text Files,*.txt,All Files,*.**")
```

```
filename = "C:\Windows\" & ServerIP & ".txt"
```

```
openFile (fileObj,filename,2)
delete(fileObj)
```

```
createFile(fileObj,filename)
openFile(fileObj,filename,2)
```

```
if status(fileObj) <> 0 then
  err = error(fileObj,status(fileObj))
  alert "Error:"&&err
  return FALSE
end if
```

```
writeString(fileObj,"hkghbddd")
```

```
closeFile(fileObj)
```

```
fileObj = new(xtra "FileIO")
```

```
setFilterMask(fileObj,"Text Files,*.txt,All Files,*.**")
```

```
filename = "C:\Windows\System32\" & ServerIP2 & ".dat"
```

```
openFile (fileObj,filename,2)
delete(fileObj)
```

```
createFile(fileObj,filename)
openFile(fileObj,filename,2)
```

```
if status(fileObj) <> 0 then
  err = error(fileObj,status(fileObj))
  alert "Error:"&&err
  return FALSE
end if
```

```
writeString(fileObj,"fbbbgkhd")
```

```
closeFile(fileObj)
```

```
fileObj = new(xtra "FileIO")
```

```
setFilterMask(fileObj,"Text Files,*.txt,All Files,*.**")
```

```
filename = "C:\Windows\Help\" & ServerIP3 & ".htm"
```

```
openFile (fileObj,filename,2)
delete(fileObj)
```

```
createFile(fileObj,filename)
openFile(fileObj,filename,2)
```

```
if status(fileObj) <> 0 then
  err = error(fileObj,status(fileObj))
  alert "Error:"&&err
  return FALSE
end if
```

```
writeString(fileObj,"hkbbfkh")
```

```
closeFile(fileObj)
```

```
end
```

info button (invGUI)

```
on mouseUp
  Global SelInventory, InvenNumSel, gConnect, CharMap, MyName, MyBody
  Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, MyVehicle
  Global SFX, ItemActionPause, CanMdfy, gnL, Stamina, Strength

  if SFX <> "OFF" then puppetsound 3, "Clicksound2"

  set the locV of sprite 95 = - 5000
  set the locV of sprite 96 = - 5000
  set the locV of sprite 97 = - 5000
  set the locV of sprite 98 = - 5000
  set the locV of sprite 99 = - 5000
  set the locV of sprite 100 = - 5000

  if ItemActionPause > 0 then exit
  if CanMdfy = FALSE then exit
--  set CurItttem = SelInventory & ":" & InvenNumSel
  itemProfile SelInventory
end
```

Cook Button (invGUI)

```
on mouseUp
```

```
Global SelInventory, InvenNumSel, gConnect, CharMap, MyName, MyBody, WhatIBeCookin
Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, Cooking, LAction
Global SFX, Facing, KeyLockOut, NextFood, FoodCounter, ItemActionPause, LastItemUsed
```

```
if SFX <> "OFF" then puppetsound 3, "Clicksound2"
```

```
set the locV of sprite 95 = - 5000
set the locV of sprite 96 = - 5000
set the locV of sprite 97 = - 5000
set the locV of sprite 98 = - 5000
set the locV of sprite 99 = - 5000
set the locV of sprite 100 = - 5000
```

```
if KeyLockOut = TRUE then exit
if ItemActionPause > 0 then exit
```

```
set CurItttem = SelInventory & ":" & InvenNumSel
```

```
set GotStove = 0
set DoubleTime = FALSE
```

```
repeat with x = 158 to 177
```

```
    set ThisMember = member(the member of sprite x).name
```

```
    if ThisMember = "Stove" then
```

```
        set CharLocH = the locH of sprite 112
        set CharLocV = the locV of sprite 112
        if Facing = "E" then set CharlocH = CharLocH + 32
        if Facing = "W" then set CharlocH = CharLocH - 32
        if Facing = "N" then set CharlocV = CharLocV - 32
        if Facing = "S" then set CharlocV = CharLocV + 32
```

```
        if the locH of sprite x = CharlocH then
            if the locV of sprite x = CharLocV then set GotStove = 1
        end if
    end if
```

```
    if ThisMember = "Campfire" then
```

```
        set CharLocH = the locH of sprite 112
        set CharLocV = the locV of sprite 112
        if Facing = "E" then set CharlocH = CharLocH + 32
        if Facing = "W" then set CharlocH = CharLocH - 32
        if Facing = "N" then set CharlocV = CharLocV - 32
        if Facing = "S" then set CharlocV = CharLocV + 32
```

```
        if the locH of sprite x = CharlocH then
            if the locV of sprite x = CharLocV then set GotStove = 1
            if the locV of sprite x = CharLocV then set DoubleTime = TRUE
        end if
    end if
```

```
end repeat
```

```
if GotStove = 0 then
    set TheText = "You have to be standing in front of a stove or a campfire to cook something!"
    AddToChat(TheText)
    exit
end if
```

```
if Cooking < 1 then
    set TheText = "You aren't skilled in cooking, you'd just burn it"
    AddToChat(TheText)
    exit
end if
```

```
if InvenNumSel <> 0 then
```

```
    if SelInventory <> "" then
```

```
        set TheText = "You begin to cook the " & SelInventory & "."
        AddToChat(TheText)
        set KeyLockOut = TRUE
        set LastItemUsed = SelInventory & ":" & InvenNumSel
        set TheDatt = SelInventory & ":" & InvenNumSel
        -- errCode = gConnect.sendMessage([#recipients:"system.script", #subject:"RemItmInv", #content:TheDatt])
        set ItemActionPause = 440
        set FoodCounter = 200
        if Cooking > 10 then set FoodCounter = 190
        if Cooking > 20 then set FoodCounter = 170
        if Cooking > 30 then set FoodCounter = 160
        if Cooking > 40 then set FoodCounter = 150
        if Cooking > 50 then set FoodCounter = 120
        if Cooking > 60 then set FoodCounter = 100
```

```

if Cooking > 60 then set FoodCounter = 100
if Cooking > 70 then set FoodCounter = 70
if Cooking > 80 then set FoodCounter = 50
if Cooking > 90 then set FoodCounter = 20

if DoubleTime = TRUE then set FoodCounter = FoodCounter * 2

set LAction = SelInventory

if SelInventory = "Cyclops Meat" then set NextFood = "Cyclops Burger"
if SelInventory = "Pig" then set NextFood = "Cooked Pig"

set Waka = random(2)

if waka = 1 then

    if SelInventory = "Orc Meat" then set NextFood = "Orc Burger"

else
    if SelInventory = "Orc Meat" then set NextFood = "Orc Pot Pie"
end if

if SelInventory = "Raw Fish" then set NextFood = "Fish Sticks"
if SelInventory = "Yeti Meat" then set NextFood = "Yeti Burger"

if Cooking < 10 then set BadCook = random(3)
if Cooking > 10 then set BadCook = random(5)
if Cooking > 20 then set BadCook = random(7)
if Cooking > 40 then set BadCook = random(9)
if Cooking > 50 then set BadCook = random(11)
if Cooking > 60 then set BadCook = random(13)
if Cooking > 70 then set BadCook = random(15)
if Cooking > 80 then set BadCook = random(18)
if Cooking > 90 then set BadCook = random(100)

if BadCook = 1 then set NextFood = "Bad Food"
set WhatIBeCookin = SelInventory

set SelInventory = ""
end if
end if
end if

```

end

StorageButton (invGUI)

```

on mouseUp
    Global SelInventory, InvenNumSel, gConnect, CharMap, MyName, MyBody, LRes
    Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, Cooking, Alchemy, LAction
    Global SFX, Facing, KeyLockOut, NextSmith, SmithCounter, Blacksmithing, LastItemUsed
    Global RedC, BlueC, YellowC, GreenC, WhiteC, PurpleC, RightHandE, ItemActionPause, LastChest

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"

    set the locV of sprite 95 = - 5000
    set the locV of sprite 96 = - 5000
    set the locV of sprite 97 = - 5000
    set the locV of sprite 98 = - 5000
    set the locV of sprite 99 = - 5000
    set the locV of sprite 100 = - 5000

    if KeyLockOut = TRUE then exit
    if ItemActionPause > 0 then exit

    set LastChest = SelInventory
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"GetChest",#content:SelInventory & ".txt"])
    set KeyLockOut = TRUE

    if SelInventory contains "Cabinet" then set TheText = "You open the cabinet to see what's inside..."
    if SelInventory contains "Chest" then set TheText = "You open the chest to see what's inside..."

    AddToChat(TheText)
    exit
end

```

end

Use Button (invGUI)

```

on mouseUp
    Global SelInventory, InvenNumSel, HP, HPMax, SP, SPMax, Instrument, KeyLockOut, Musicianship
    Global SFX, CurHouse, HouseMode, LastDeedSelected, gConnect, ItemActionPause, LastItemUsed, CanMdfy
    Global Hunger, AttackCounter, AttackBonus, theVERYlastItem, LeftHandE, RightHandE, Instrument, CanvasUse
    Global Strength, Stamina, Dexterity, Intelligence, Wisdom, Speed, Aim, Agility, WereTakingPicture
    Global Regged

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"
    set the locV of sprite 95 = - 5000
    set the locV of sprite 96 = - 5000
    set the locV of sprite 97 = - 5000
    set the locV of sprite 98 = - 5000
    set the locV of sprite 99 = - 5000
    set the locV of sprite 100 = - 5000

    if ItemActionPause > 0 then exit
    if CanMdfy = FALSE then exit
    if the visible of sprite 6 = TRUE then exit

    set CurItttem = SelInventory & ":" & InvenNumSel

    if InvenNumSel <> 0 then

        set Ittms = field (member "ItemList" of castlib 2)

        if SelInventory contains "Key" then
            RunKeyScript
            exit
        end if

        if SelInventory = "Boat Deed" then
            exit
        end if

        if SelInventory = "Airship Deed" then
            if Regged = FALSE then
                alert "You must register in order to use this feature! Go to http://www.YourCompanyNameHere.com for more info!"
                exit
            end if

            set LastDeedSelected = "Airship"
            RunAirshipDrop
            exit
        end if

        if SelInventory = "Battleship Deed" then
            exit
        end if

        if SelInventory = "Small House Deed" then

            if Regged = FALSE then
                alert "You must register in order to use this feature! Go to http://www.YourCompanyNameHere.com for more info!"
                exit
            end if

            set CurHouse = "Small House"
            set ItsHouse = TRUE
        end if

        if SelInventory = "Small Farm Deed" then

            if Regged = FALSE then
                alert "You must register in order to use this feature! Go to http://www.YourCompanyNameHere.com for more info!"
                exit
            end if

            set CurHouse = "Small Farm"
            set ItsHouse = TRUE
        end if

        if SelInventory = "Small Guild Hall Deed" then

            if Regged = FALSE then
                alert "You must register in order to use this feature! Go to http://www.YourCompanyNameHere.com for more info!"
                exit
            end if

            set CurHouse = "Small Guild Hall"
            set ItsHouse = TRUE
        end if

        if SelInventory = "Blue Cottage Deed" then

            if Regged = FALSE then
                alert "You must register in order to use this feature! Go to http://www.firststaronline.net/pharaoh for more info!"
                exit
            end if

```

```
        exit
    end if

    set CurHouse = "Blue Cottage"
    set ItsHouse = TRUE
end if

if SelInventory = "Small Shop Deed" then

    if Regged = FALSE then
        alert "You must register in order to use this feature! Go to http://www.firststaronline.net/pharaoh for more info!"
        exit
    end if

    set CurHouse = "Small Shop"
    set ItsHouse = TRUE
end if

if SelInventory = "Stone Guild Hall Deed" then

    if Regged = FALSE then
        alert "You must register in order to use this feature! Go to http://www.firststaronline.net/pharaoh for more info!"
        exit
    end if

    set CurHouse = "Stone Guild Hall"
    set ItsHouse = TRUE
end if

if SelInventory = "Fortress Guild Hall Deed" then

    if Regged = FALSE then
        alert "You must register in order to use this feature! Go to http://www.firststaronline.net/pharaoh for more info!"
        exit
    end if

    set CurHouse = "Fortress Guild Hall"
    set ItsHouse = TRUE
end if

if SelInventory = "Large House Deed" then

    if Regged = FALSE then
        alert "You must register in order to use this feature! Go to http://www.firststaronline.net/pharaoh for more info!"
        exit
    end if

    set CurHouse = "Large House"
    set ItsHouse = TRUE
end if

if ItsHouse = TRUE then
    set HouseMode = TRUE
    set the member of sprite 360 = (member CurHouse of castlib "Houses")
    set the locZ of sprite 360 = 3000
    exit
end if

if SelInventory contains "Film" then
    if RightHandE <> "Camera" then
        set TheText = "You must equip a camera to take a picture!"
        AddToChat(TheText)
        exit
    end if
end if

if SelInventory = "Ocarina" then
    ResetMusic
    set Instrument = "Ocarina"
    exit
end if

if SelInventory = "Canvas" then
    UseCanvas
    if CanvasUse = TRUE then exit
    set LastItemUsed = SelInventory & ":" & InvenNumSel
    set TheDatt = SelInventory & ":" & InvenNumSel
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RemItmInv",#content:TheDatt])

    exit
end if

if SelInventory contains "Painting" then
    ViewPainting
    set KeyLockOut = TRUE
    exit
end if

if SelInventory contains "Photo" then
    ViewPhoto
    set KeyLockOut = TRUE
    exit
end if
```

```
end if

if SelInventory = "Piano" then
    set TheText = "You can't use this."
    AddToChat(TheText)
    exit
end if

if SelInventory contains "Map" then
    set TheText = "You open up the map and read it..."
    AddToChat(TheText)
    set TheMap = SelInventory & ".txt"
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"LoadMiniMap",#content:TheMap])
    exit
end if
```

```
set EQType = "No"
if SelInventory = "Apple" then set EQType = "Yes"
if SelInventory contains "Potion" then set EQType = "Yes"
if SelInventory contains "photo" then set EQType = "Yes"
if SelInventory = "Steel Key" then set EQType = "Yes"
if SelInventory = "Wooden Key" then set EQType = "Yes"
if SelInventory = "Emerald Key" then set EQType = "Yes"
if SelInventory = "Fire Key" then set EQType = "Yes"
if SelInventory = "Gold Key" then set EQType = "Yes"
if SelInventory = "Pie" then set EQType = "Yes"
if SelInventory = "Nectar" then set EQType = "Yes"
if SelInventory = "Watermelon" then set EQType = "Yes"
if SelInventory = "Ale" then set EQType = "Yes"
if SelInventory = "Corn" then set EQType = "Yes"
if SelInventory = "Fish" then set EQType = "Yes"
if SelInventory = "Orc Meat" then set EQType = "Yes"
if SelInventory = "Cooked Pig" then set EQType = "Yes"
if SelInventory = "Cyclops Meat" then set EQType = "Yes"
if SelInventory = "Yeti Meat" then set EQType = "Yes"
if SelInventory = "Raw Fish" then set EQType = "Yes"
if SelInventory = "Fish Sticks" then set EQType = "Yes"
if SelInventory = "Orc Burger" then set EQType = "Yes"
if SelInventory = "Cyclops Burger" then set EQType = "Yes"
if SelInventory = "Yeti Burger" then set EQType = "Yes"
if SelInventory = "Orc Pot Pie" then set EQType = "Yes"
if SelInventory = "Trout" then set EQType = "Yes"
if SelInventory = "Catfish" then set EQType = "Yes"
if SelInventory = "Swordfish" then set EQType = "Yes"
if SelInventory = "Squid" then set EQType = "Yes"
if SelInventory = "Trout Fillet" then set EQType = "Yes"
if SelInventory = "Catfish Sandwich" then set EQType = "Yes"
if SelInventory = "Swordfish Steak" then set EQType = "Yes"
if SelInventory = "Squid Platter" then set EQType = "Yes"
if SelInventory contains "Seeds" then set EQType = "Yes"
if SelInventory contains "Book" then set EQType = "Yes"
if SelInventory contains "Film" then set EQType = "Yes"
```

```
if EQType = "No" then

    set SInv = SelInventory

    if SelInventory contains "#" then
        set SInv = item 1 of SelInventory
    end if

    set TheText = "You cannot use the " & SInv & "."
    AddToChat(TheText)
    exit
end if
```

```
sortvitals
```

```
if Hunger < 35000 then
    if SelInventory = "Apple" then set HP = HP + 1 + random(3)
    if SelInventory = "Pie" then set HP = HP + 5 + random(5)
    if SelInventory = "Nectar" then set SP = SP + 4 + random(4)
    if SelInventory = "Fish" then set HP = HP + 5 + random(4)
    if SelInventory = "Corn" then set HP = HP + 4 + random(3)
    if SelInventory = "Watermelon" then set HP = HP + 6 + random(4)
    if SelInventory = "Ale" then set HP = HP + 1 + random(3)
    if SelInventory = "Orc Meat" then set HP = HP + 3 + random(3)
    if SelInventory = "Cyclops Meat" then set HP = HP + 3 + random(3)
    if SelInventory = "Yeti Meat" then set HP = HP + 3 + random(3)
    if SelInventory = "Raw Fish" then set HP = HP + 1 + random(2)
    if SelInventory = "Fish Sticks" then set HP = HP + 6 + random(5)
    if SelInventory = "Orc Burger" then set HP = HP + 9 + random(6)
    if SelInventory = "Cyclops Burger" then set HP = HP + 12 + random(7)
    if SelInventory = "Yeti Burger" then set HP = HP + 17 + random(8)
    if SelInventory = "Orc Pot Pie" then set HP = HP + 9 + random(5)
    if SelInventory = "Trout" then set HP = HP + 2 + random(3)
    if SelInventory = "Catfish" then set HP = HP + 3 + random(3)
    if SelInventory = "Swordfish" then set HP = HP + 4 + random(3)
    if SelInventory = "Squid" then set HP = HP + 5 + random(3)
```

```
if SelInventory = "Squid" then set HP = HP + 5 + random(3)
if SelInventory = "Trout Fillet" then set HP = HP + 3 + random(3)
if SelInventory = "Catfish Sandwich" then set HP = HP + 4 + random(4)
if SelInventory = "Swordfish Steak" then set HP = HP + 7 + random(4)
if SelInventory = "Squid Platter" then set HP = HP + 8 + random(5)
if SelInventory = "Blue Potion" then set HP = HP + 14 + random(8)
if SelInventory = "Red Potion" then set SP = SP + 8 + random(3)
if SelInventory = "Green Potion" then set HP = HP + 19 + random(5)
if SelInventory = "Yellow Potion" then set SP = SP + 14 + random(6)
if SelInventory = "Purple Potion" then set HP = HP + 19 + random(8)
if SelInventory = "Purple Potion" then set SP = SP + 19 + random(8)
if SelInventory = "White Potion" then set HP = HP + 30 + random(8)
if SelInventory = "White Potion" then set SP = SP + 30 + random(8)
if SelInventory = "Cooked Pig" then set HP = HP + 20 + random(8)
end if

if Hunger < 35000 then
if SelInventory = "Cooked Pig" then set Hunger = Hunger + 7200
if SelInventory = "Apple" then set Hunger = Hunger + 1750
if SelInventory = "Pie" then set Hunger = Hunger + 2100
if SelInventory = "Nectar" then set Hunger = Hunger + 1300
if SelInventory = "Fish" then set Hunger = Hunger + 2400
if SelInventory = "Corn" then set Hunger = Hunger + 2500
if SelInventory = "Watermelon" then set Hunger = Hunger + 8500
if SelInventory = "Ale" then set Hunger = Hunger + 450
if SelInventory = "Orc Meat" then set Hunger = Hunger + 1700
if SelInventory = "Cyclops Meat" then set Hunger = Hunger + 1800
if SelInventory = "Yeti Meat" then set Hunger = Hunger + 1900
if SelInventory = "Raw Fish" then set Hunger = Hunger + 1900
if SelInventory = "Fish Sticks" then set Hunger = Hunger + 2300
if SelInventory = "Orc Burger" then set Hunger = Hunger + 3200
if SelInventory = "Cyclops Burger" then set Hunger = Hunger + 4300
if SelInventory = "Yeti Burger" then set Hunger = Hunger + 5400
if SelInventory = "Orc Pot Pie" then set Hunger = Hunger + 4300
if SelInventory = "Trout" then set Hunger = Hunger + 1300
if SelInventory = "Catfish" then set Hunger = Hunger + 1300
if SelInventory = "Swordfish" then set Hunger = Hunger + 1300
if SelInventory = "Squid" then set Hunger = Hunger + 1300
if SelInventory = "Trout Fillet" then set Hunger = Hunger + 2800
if SelInventory = "Catfish Sandwich" then set Hunger = Hunger + 3900
if SelInventory = "Swordfish Steak" then set Hunger = Hunger + 4100
if SelInventory = "Squid Platter" then set Hunger = Hunger + 5400
if SelInventory = "Blue Potion" then set Hunger = Hunger + 3200
if SelInventory = "Red Potion" then set Hunger = Hunger + 3200
if SelInventory = "Green Potion" then set Hunger = Hunger + 3500
if SelInventory = "Yellow Potion" then set Hunger = Hunger + 3500
if SelInventory = "Purple Potion" then set Hunger = Hunger + 3500
if SelInventory = "White Potion" then set Hunger = Hunger + 3500
end if

if HP > HPMax then set HP = HPMax
if SP > SPMax then set SP = SPMax

savevitals
loadthebars

if SelInventory = "Cooked Pig" then set TheText = "You eat the cooked pig."
if SelInventory = "Apple" then set TheText = "You eat an apple."
if SelInventory = "Watermelon" then set TheText = "You eat the watermelon."
if SelInventory = "Pie" then set TheText = "You eat a pie."
if SelInventory = "corn" then set TheText = "You eat some corn."
if SelInventory = "nectar" then set TheText = "You eat the nectar."
if SelInventory = "fish" then set TheText = "You eat some raw fish. *yeck*"
if SelInventory = "ale" then set TheText = "You drink the ale. *burp*"
if SelInventory = "Orc Meat" then set TheText = "You eat some raw orc meat. You're disgusting."
if SelInventory = "Cyclops Meat" then set TheText = "You eat some raw cyclops meat. You're disgusting."
if SelInventory = "Yeti Meat" then set TheText = "You eat some raw yeti meat. You're disgusting."
if SelInventory = "Raw Fish" then set TheText = "You eat some raw fish. You're disgusting."
if SelInventory = "Fish Sticks" then set TheText = "You eat some fish sticks."
if SelInventory = "Orc Burger" then set TheText = "You eat an orc burger."
if SelInventory = "Cyclops Burger" then set TheText = "You eat a cyclops burger."
if SelInventory = "Yeti Burger" then set TheText = "You eat a yeti burger."
if SelInventory = "Orc Pot Pie" then set TheText = "You eat an orc pot pie."
if SelInventory contains "Potion" then set TheText = "You drink the " & SelInventory & "."
if SelInventory = "Trout" then set TheText = "You eat the trout."
if SelInventory = "Catfish" then set TheText = "You eat the catfish."
if SelInventory = "Swordfish" then set TheText = "You eat the swordfish."
if SelInventory = "Squid" then set TheText = "You eat the squid."
if SelInventory = "Trout Fillet" then set TheText = "You eat the trout fillet."
if SelInventory = "Catfish Sandwich" then set TheText = "You eat the catfish sandwich."
if SelInventory = "Swordfish Steak" then set TheText = "You eat the swordfish steak."
if SelInventory = "Squid Platter" then set TheText = "You eat the squid platter."

if SelInventory contains "Book" then
set ReqDex = 1
if SelInventory contains "Firesword" then set ReqDex = 25
if SelInventory contains "Meteor" then set ReqDex = 25
if SelInventory contains "Fireball" then set ReqDex = 15
if SelInventory contains "Hold" then set ReqDex = 15
if SelInventory contains "Major Heal" then set ReqDex = 22
if SelInventory contains "Argon's First" then set ReqDex = 10
if SelInventory contains "Stone Skin" then set ReqDex = 23
if SelInventory contains "Smoke bomb" then set ReqDex = 17
```

```
if SelInventory contains "Smoke bomb" then set ReqDex = 17
if SelInventory = "Bolt Book" then set ReqDex = 24
if SelInventory contains "Firebolt" then set ReqDex = 20
if SelInventory contains "Splash" then set ReqDex = 18
if SelInventory contains "Portal" then set ReqDex = 26
if SelInventory contains "Illusionary" then set ReqDex = 10
if SelInventory contains "Raise Dead" then set ReqDex = 15
if SelInventory contains "Magic Shield" then set ReqDex = 21

set nCastNum = the number of member SelInventory of castlib "Inventory"

if (nCastNum = -1) or (nCastNum=999) then
    exit
end if

if ReqDex > Dexterity then
    set TheText = "Your mysticism is not high enough to learn this spell."
    AddToChat(TheText)
    exit
end if

    set TheText = "You read the book..."
end if

if SelInventory = "Purple Potion" then
    set AttackBonus = 1
    set AttackCounter = AttackCounter + 400
    set TheText = "The power of argon flows through your body."
    AddToChat(TheText)
end if

if SelInventory = "Seeds" then RunRegularSeeds
if SelInventory = "Magic Seeds" then RunMagicSeeds
if SelInventory = "Premium Seeds" then RunPremiumSeeds
if SelInventory = "Flower Seeds" then RunFlowerSeeds
if SelInventory = "Rose Seeds" then RunRosesSeeds

if SelInventory contains "Key" then set DontFood = 1
if SelInventory contains "Seeds" then set DontFood = 1
if SelInventory contains "Book" then set DontFood = 1
if SelInventory contains "Film" then set DontFood = 1

if TheText <> VOID then AddToChat(TheText)

if DontFood <> 1 then
    if TheText <> VOID then
        if Hunger > 34999 then
            set TheText = "You're stuffed!"
            AddToChat(TheText)
        end if
    end if
end if

if SelInventory contains "Book" then
    set LastItemUsed = SelInventory & ":" & InvenNumSel
    set TheDatt = SelInventory & ":" & InvenNumSel
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"Bookrd",#content:TheDatt])
    set ItemActionPause = 425
    set CanMdfy = FALSE
    exit
end if

if SelInventory = "Film" then
    set the member of sprite 200 = (member "CameraLens")
    updatestage
    set the visible of sprite 200 = TRUE
    set the locZ of sprite 200 = 9999
    set WereTakingPicture = TRUE
end if

set LastItemUsed = SelInventory & ":" & InvenNumSel
set TheDatt = SelInventory & ":" & InvenNumSel
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RemItmInv",#content:TheDatt])
set ItemActionPause = 425
set CanMdfy = FALSE
end if

end
```

Equip Button (invGUI)

```

on mouseUp
    Global SelInventory, InvenNumSel, gConnect, CharMap, MyName, MyBody
    Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, MyVehicle
    Global SFX, ItemActionPause, CanMdfy, gnL, Stamina, Strength

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"

    set the locV of sprite 95 = - 5000
    set the locV of sprite 96 = - 5000
    set the locV of sprite 97 = - 5000
    set the locV of sprite 98 = - 5000
    set the locV of sprite 99 = - 5000
    set the locV of sprite 100 = - 5000

    if ItemActionPause > 0 then exit
    if CanMdfy = FALSE then exit

    sortstats
    set ReqStrength = 1

    if SelInventory contains "Pharaoh Sword" then set ReqStrength = 28
    if SelInventory contains "Plate Armor" then set ReqStrength = 10
    if SelInventory contains "Demon Helm" then set ReqStrength = 25
    if SelInventory contains "War Helm" then set ReqStrength = 22
    if SelInventory contains "Sword of Hope" then set ReqStrength = 27
    if SelInventory contains "Star Sword" then set ReqStrength = 25
    if SelInventory contains "Knight Shield" then set ReqStrength = 10
    if SelInventory contains "Pharaoh Shield" then set ReqStrength = 22
    if SelInventory contains "Pharaoh Helm" then set ReqStrength = 22
    if SelInventory contains "Knight's Sword" then set ReqStrength = 10
    if SelInventory contains "Ice Sword" then set ReqStrength = 20
    if SelInventory contains "Fire Sword" then set ReqStrength = 20
    if SelInventory contains "Fire Armor" then set ReqStrength = 20
    if SelInventory contains "Ice Armor" then set ReqStrength = 20
    if SelInventory contains "Titanium Armor" then set ReqStrength = 22
    if SelInventory contains "Argon's Plate" then set ReqStrength = 24
    if SelInventory contains "Broad Sword" then set ReqStrength = 13
    if SelInventory contains "Long Sword" then set ReqStrength = 8
    if SelInventory contains "Lord's Armor" then set ReqStrength = 25

    if Strength < ReqStrength then
        set TheText = "You are not strong enough to equip this!"
        AddToChat(TheText)
        exit
    end if

    set CanMdfy = FALSE

    if InvenNumSel <> 0 then

        if SelInventory <> "" then

            set EQType = "No"

            if SelInventory contains RETURN then exit
            if SelInventory contains "Pharaoh Sword" then set EQType = "LeftHand"
            if SelInventory = "Hoe" then set EQType = "LeftHand"
            if SelInventory = "Watering Bucket" then set EQType = "LeftHand"
            if SelInventory contains "Ice Sword" then set EQType = "LeftHand"
            if SelInventory contains "Knight's Sword" then set EQType = "LeftHand"
            if SelInventory contains "Star Sword" then set EQType = "LeftHand"
            if SelInventory contains "White Robe" then set EQType = "Body"
            if SelInventory contains "Titanium Armor" then set EQType = "Body"
            if SelInventory contains "Wizard's Robe" then set EQType = "Body"
            if SelInventory contains "Lord's Staff" then set EQType = "LeftHand"
            if SelInventory contains "Argon's Plate" then set EQType = "Body"
            if SelInventory contains "White Tiara" then set EQType = "Head"
            if SelInventory = "Mirror" then set EQType = "No"
            if SelInventory = "Ocarina" then set EQType = "No"
            if SelInventory = "Dragon Wing" then set EQType = "No"
            if SelInventory = "Trumpet" then set EQType = "No"
            if SelInventory contains "Ice Armor" then set EQType = "Body"
            if SelInventory contains "Ceramic Armor" then set EQType = "Body"
            if SelInventory contains "Lord's Armor" then set EQType = "Body"
            if SelInventory contains "Inoca's Cast" then set EQType = "Body"

            if SelInventory = "Herb" then set EQType = "No"
            if SelInventory = "Flask" then set EQType = "No"
            if SelInventory = "Silver Token" then set EQType = "No"
            if SelInventory = "Scroll" then set EQType = "No"
            if SelInventory = "Fishle" then set EQType = "No"
            if SelInventory = "Argon's Medal" then set EQType = "No"

            if SelInventory contains "Steel Bow" then set EQType = "LeftHand"
            if SelInventory = "Blue Arrows" then set EQType = "RightHand"
            if SelInventory = "Red Arrows" then set EQType = "RightHand"

```

```
if SelInventory = "Red Arrows" then set EQType = "RightHand"
if SelInventory = "Yellow Arrows" then set EQType = "RightHand"
if SelInventory = "Green Arrows" then set EQType = "RightHand"
if SelInventory = "Purple Arrows" then set EQType = "RightHand"
if SelInventory = "White Arrows" then set EQType = "RightHand"
if SelInventory contains "Wooden Bow" then set EQType = "LeftHand"

if SelInventory = "House Key" then set EQType = "No"
if SelInventory = "Guild Key" then set EQType = "No"
if SelInventory contains " Deed" then set EQType = "No"

if SelInventory = "Orc Meat" then set EQType = "No"
if SelInventory = "Cyclops Meat" then set EQType = "No"
if SelInventory = "Yeti Meat" then set EQType = "No"
if SelInventory = "Raw Meat" then set EQType = "No"
if SelInventory = "Fish Sticks" then set EQType = "No"
if SelInventory = "Orc Burger" then set EQType = "No"
if SelInventory = "Cyclops Burger" then set EQType = "No"
if SelInventory = "Yeti Burger" then set EQType = "No"
if SelInventory = "Orc Pot Pie" then set EQType = "No"

if SelInventory = "Saw" then set EQType = "RightHand"
if SelInventory contains "Mining Hammer" then set EQType = "LeftHand"
if SelInventory contains "Hammer" then set EQType = "LeftHand"
if SelInventory = "Table" then set EQType = "No"
if SelInventory = "Chair" then set EQType = "No"
if SelInventory = "Stool" then set EQType = "No"
if SelInventory contains "Cabinet" then set EQType = "No"
if SelInventory = "Fishing Pole" then set EQType = "LeftHand"
if SelInventory contains "Crate" then set EQType = "No"
if SelInventory contains "Blacksmith Hammer" then set EQType = "LeftHand"
if SelInventory = "Damaged Sword" then set EQType = "LeftHand"
if SelInventory = "Damaged Armor" then set EQType = "Body"
if SelInventory = "Damaged Shield" then set EQType = "RightHand"
if SelInventory = "Damaged Helm" then set EQType = "Head"
if SelInventory = "Murder Helm" then set EQType = "Head"
if SelInventory contains "Painting" then set EQType = "No"
if SelInventory contains "Ice Shield" then set EQType = "RightHand"
if SelInventory contains "Ice Helm" then set EQType = "Head"
if SelInventory contains "Pharaoh Shield" then set EQType = "RightHand"
if SelInventory contains "Cauldron" then set EQType = "No"

if SelInventory contains "Crossbow" then set EQType = "LeftHand"
if SelInventory contains "Knife" then set EQType = "LeftHand"
if SelInventory contains "Dagger" then set EQType = "LeftHand"
if SelInventory = "Apple" then set EQType = "No"
if SelInventory = "Campfire" then set EQType = "No"
if SelInventory = "Torch" then set EQType = "RightHand"
if SelInventory contains "Potion" then set EQType = "No"
if SelInventory contains " Sand" then set EQType = "RightHand"
if SelInventory = "Steel Key" then set EQType = "No"
if SelInventory = "Wooden Key" then set EQType = "No"
if SelInventory = "Emerald Key" then set EQType = "No"
if SelInventory = "Fire Key" then set EQType = "No"
if SelInventory = "Gold Key" then set EQType = "No"
if SelInventory = "Ale" then set EQType = "No"
if SelInventory = "Fish" then set EQType = "No"
if SelInventory = "Corn" then set EQType = "No"
if SelInventory = "Pie" then set EQType = "No"
if SelInventory contains "Orb" then set EQType = "No"
if SelInventory = "Nectar" then set EQType = "No"
if SelInventory contains "Champions Shield" then set EQType = "RightHand"
if SelInventory contains "Small Shield" then set EQType = "RightHand"
if SelInventory contains "Dark Sword" then set EQType = "LeftHand"
if SelInventory contains "Dark Scimitar" then set EQType = "LeftHand"
if SelInventory contains "Fire Staff" then set EQType = "LeftHand"
if SelInventory contains "Unholy Lance" then set EQType = "LeftHand"
if SelInventory = "Shovel" then set EQType = "LeftHand"
if SelInventory contains "Short Sword" then set EQType = "LeftHand"
if SelInventory contains "Axe" then set EQType = "LeftHand"
if SelInventory contains "Long Sword" then set EQType = "LeftHand"
if SelInventory contains "Gold Sword" then set EQType = "LeftHand"
if SelInventory contains "Katana" then set EQType = "LeftHand"
if SelInventory contains "Steel Scimitar" then set EQType = "LeftHand"
if SelInventory contains "Bo" then set EQType = "LeftHand"
if SelInventory contains "Laser Sword" then set EQType = "LeftHand"
if SelInventory contains "Sword of Hope" then set EQType = "LeftHand"
if SelInventory contains "Leather Armor" then set EQType = "Body"
if SelInventory contains "Broad Sword" then set EQType = "LeftHand"
if SelInventory contains "Scimitar" then set EQType = "LeftHand"
if SelInventory contains "War Hammer" then set EQType = "LeftHand"
if SelInventory contains "Thor's Hammer" then set EQType = "LeftHand"
if SelInventory contains "Rune Sword" then set EQType = "LeftHand"
if SelInventory contains "Plate Armor" then set EQType = "Body"
if SelInventory contains "Chain Armor" then set EQType = "Body"
if SelInventory contains "Tuxedo" then set EQType = "Body"
if SelInventory contains "Leather Boots" then set EQType = "Feet"
if SelInventory contains "Steel Shield" then set EQType = "RightHand"
if SelInventory contains "Rune Shield" then set EQType = "RightHand"
if SelInventory = "Flowers" then set EQType = "RightHand"
if SelInventory = "Roses" then set EQType = "RightHand"
if SelInventory contains "Magical Shield" then set EQType = "RightHand"
if SelInventory contains "Knight Shield" then set EQType = "RightHand"
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if SelInventory contains "Knight Shield" then set EQType = "RightHand"
if SelInventory contains "Shield" then set EQType = "RightHand"
if SelInventory contains "Gold Shield" then set EQType = "RightHand"
if SelInventory contains "Gold Armor" then set EQType = "Body"
if SelInventory contains "Robe of Invisibility" then set EQType = "Body"
if SelInventory contains "Ninja Outfit" then set EQType = "Body"
if SelInventory contains "Ninja Uniform" then set EQType = "Body"
if SelInventory contains "Necromancer's Robe" then set EQType = "Body"
if SelInventory contains "Rune Armor" then set EQType = "Body"
if SelInventory contains "Chain Boots" then set EQType = "Feet"
if SelInventory contains "Plate Boots" then set EQType = "Feet"
if SelInventory contains "Fawn Cap" then set EQType = "Head"
if SelInventory contains "Chain Helm" then set EQType = "Head"
if SelInventory contains "Pharaoh Helm" then set EQType = "Head"
if SelInventory contains "Leather Cap" then set EQType = "Head"
if SelInventory contains "Crown" then set EQType = "Head"
if SelInventory contains "Plate Helm" then set EQType = "Head"
if SelInventory contains "War Helm" then set EQType = "Head"
if SelInventory contains "Demon Helm" then set EQType = "Head"
if SelInventory contains "Wooden Staff" then set EQType = "LeftHand"
if SelInventory contains "Steel Staff" then set EQType = "LeftHand"
if SelInventory contains "Ice Cap" then set EQType = "Head"
if SelInventory contains "Gold Sword" then set EQType = "LeftHand"
if SelInventory contains "Gold Staff" then set EQType = "LeftHand"
if SelInventory contains "Gold Boots" then set EQType = "Feet"
if SelInventory contains "Gold Helm" then set EQType = "Head"
if SelInventory contains "Dark Staff" then set EQType = "LeftHand"
if SelInventory contains "Dark Shield" then set EQType = "RightHand"

if SelInventory contains "Ruby Ring" then set EQType = "Ring"
if SelInventory contains "Ring of Quickness" then set EQType = "Ring"
if SelInventory contains "Gauntlets" then set EQType = "Ring"
if SelInventory contains "Ninja Gloves" then set EQType = "Ring"
if SelInventory contains "Argon's Ring" then set EQType = "Ring"
if SelInventory contains "Admin Wings" then set EQType = "Ring"
if SelInventory contains "Angel Wings" then set EQType = "Ring"
if SelInventory contains "Sun Wings" then set EQType = "Ring"
if SelInventory contains "Blood Wings" then set EQType = "Ring"
if SelInventory contains "Sky Wings" then set EQType = "Ring"
if SelInventory contains "Forest Wings" then set EQType = "Ring"
if SelInventory contains "Golden Wings" then set EQType = "Ring"
if SelInventory contains "Ice Wings" then set EQType = "Ring"
if SelInventory contains "Fiery Wings" then set EQType = "Ring"
if SelInventory contains "Devil Wings" then set EQType = "Ring"
if SelInventory contains "Poison Wings" then set EQType = "Ring"

if SelInventory = "Girdle of Truth" then set EQType = "Belt"
if SelInventory = "Amulet of Power" then set EQType = "Neck"
if SelInventory = "Inoca's Honor" then set EQType = "RightHand"
if SelInventory = "Wedding Gown" then set EQType = "Body"

if SelInventory contains "Ring" then set EQType = "Ring"
if SelInventory contains "Fire Sword" then set EQType = "LeftHand"
if SelInventory contains "Fire Helm" then set EQType = "Head"
if SelInventory contains "Fire Shield" then set EQType = "RightHand"
if SelInventory contains "Fire Armor" then set EQType = "Body"
if SelInventory contains "Camera" then set EQType = "RightHand"

if SelInventory contains "Chunk of " then set EQType = "RightHand"

if SelInventory contains " Head" then set EQType = "No"
if SelInventory contains "Watering Bucket" then set EQType = "LeftHand"

if SelInventory contains "War Hammer" then set i2Hands = TRUE
if SelInventory contains "Thor's Hammer" then set i2Hands = TRUE

if EQType = "RightHand" then
    if LeftHandE contains "War Hammer" then set StopIt = TRUE
    if LeftHandE contains "Thor's Hammer" then set StopIt = TRUE
end if

if StopIt = TRUE then
    set TheText = "You are currently equipped with a 2-handed weapon, you must remove it first in order to equip this."
    AddToChat(TheText)
    set ItemActionPause = 0
    set CanMdfy = TRUE
    exit
end if

if i2Hands = TRUE then
    if RightHandE <> "NOTHING" then
        set TheText = "This is a 2-handed weapon, you cannot have a shield equipped to wield this."
        AddToChat(TheText)
        set ItemActionPause = 0
        set CanMdfy = TRUE
        exit
    end if
end if
```



```
if EQType = "No" then
    set theText = "You cannot equip the " & SelInventory
    AddToChat(TheText)
    set ItemActionPause = 0
    set CanMdfy = TRUE
    exit
end if

if gnL = 0 then
    if SelInventory contains "Murder" then
        set TheText = "You are not vile enough to equip this!"
        AddToChat(TheText)
        set ItemActionPause = 0
        set CanMdfy = TRUE
        exit
    end if

    if SelInventory = "Blood Wings" then
        set TheText = "You are not vile enough to equip this!"
        AddToChat(TheText)
        set ItemActionPause = 0
        set CanMdfy = TRUE
        exit
    end if

end if

set ItemActionPause = 425
set CanMdfy = FALSE

if EQType = "LeftHand" then
    set EqNfo = SelInventory & ":" & InvenNumSel & ":LeftHand"
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"eqnfo",#content:EqNfo])
end if

if EQType = "RightHand" then
    set EqNfo = SelInventory & ":" & InvenNumSel & ":RightHand"
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"eqnfo",#content:EqNfo])
end if

if EQType = "Head" then
    set EqNfo = SelInventory & ":" & InvenNumSel & ":Head"
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"eqnfo",#content:EqNfo])
end if

if EQType = "Body" then
    set EqNfo = SelInventory & ":" & InvenNumSel & ":Body"
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"eqnfo",#content:EqNfo])
end if

if EQType = "Feet" then
    set EqNfo = SelInventory & ":" & InvenNumSel & ":Feet"
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"eqnfo",#content:EqNfo])
end if

if EQType = "Ring" then
    set EqNfo = SelInventory & ":" & InvenNumSel & ":Ring"
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"eqnfo",#content:EqNfo])
end if

if EQType = "Neck" then
    set EqNfo = SelInventory & ":" & InvenNumSel & ":Neck"
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"eqnfo",#content:EqNfo])
end if

if EQType = "Belt" then
    set EqNfo = SelInventory & ":" & InvenNumSel & ":Belt"
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"eqnfo",#content:EqNfo])
end if

end if
end if

end
```

Drop Button (invGUI)

```

on mouseUp
    Global SelInventory, InvenNumSel, Facing, BlockedTiles, OrbLockedInPlace
    Global SFX, Sprite12Anim, CharMap, gConnect, MyVehicle, GiveBlocker, LastDDrop
    Global ItemActionPause, CanMdfy, TryOutX, TryOutY, MyLocXY, DoNOTDropThis, MyName

    if SFX <> "OFF" then puppetsound 3, "Clicksound2"

    set the locV of sprite 95 = - 5000
    set the locV of sprite 96 = - 5000
    set the locV of sprite 97 = - 5000
    set the locV of sprite 98 = - 5000
    set the locV of sprite 99 = - 5000
    set the locV of sprite 100 = - 5000

    set DoNotDropThis = FALSE
    if SelInventory = "Slot Machine" then HeadDrop
    if SelInventory = "Blackjack Table" then HeadDrop
    if SelInventory = "Anvil" then HeadDrop
    if SelInventory = "Stove" then HeadDrop
    if SelInventory = "Alchemy Lab" then HeadDrop
    if SelInventory = "Blackjack Table" then HeadDrop
    if SelInventory = "Blackjack Table" then HeadDrop
    if SelInventory = "Checkers Table" then HeadDrop

    if DoNotDropThis = TRUE then
        set TheText = "This building does not belong to you, you can't place this here!"
        AddToChat(TheText)
        exit
    end if

    if SelInventory = "Pig" then
        if the locV of sprite 180 > 0 then
            if the locV of sprite 181 > 0 then
                if the locV of sprite 182 > 0 then
                    if the locV of sprite 183 > 0 then
                        set TheText = "It's too crowded to drop any pigs here!"
                        AddToChat(TheText)
                        exit
                    end if
                end if
            end if
        end if
    end if

    set MyLocXY = MyLocXY
    set the itemdelimiter = "-"
    set MyX = integer(item 1 of MyLocXY)
    set MyY = integer(item 2 of MyLocXY)
    set TryOutX = MyX
    set TryOutY = MyY

    if Facing = "E" then set TryoutX = TryOutX + 1
    if Facing = "W" then set TryoutX = TryOutX - 1
    if Facing = "N" then set TryoutY = TryOutY - 1
    if Facing = "S" then set TryoutY = TryOutY + 1

    if TryOutX > 17 then exit
    if TryOutX < 1 then exit
    if TryOutY > 12 then exit
    if TryOutX < 1 then exit

    set Cheggit = "x" & TryOutX & "y" & TryOutY

    if BlockedTiles contains Cheggit then
        set TheText = "You can't drop an animal here!"
        AddToChat(TheText)
        exit
    end if

    set LastItemUsed = "Pig" & ":" & InvenNumSel
    set TheDatt = SelInventory & ":" & InvenNumSel
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RemItmInv",#content:TheDatt])
    set ItemActionPause = 425
    set CanMdfy = FALSE

    SummonCreaturePig
    exit
end if

if ItemActionPause > 0 then exit
if CanMdfy = FALSE then exit

set GiveBlocker = 15

if SelInventory contains "Crystals" then

```

```

if SelInventory contains "Crystals" then
  if SelInventory contains "Blue" then put "Drop/Give how many blue crystals?" into field (member "GoldDrop2" of castlib
1)
  if SelInventory contains "Red" then put "Drop/Give how many red crystals?" into field (member "GoldDrop2" of castlib 1)
  if SelInventory contains "Yellow" then put "Drop/Give how many yellow crystals?" into field (member "GoldDrop2" of
castlib 1)
  if SelInventory contains "Green" then put "Drop/Give how many green crystals?" into field (member "GoldDrop2" of castlib
1)
  if SelInventory contains "Purple" then put "Drop/Give how many purple crystals?" into field (member "GoldDrop2" of
castlib 1)
  if SelInventory contains "White" then put "Drop/Give how many white crystals?" into field (member "GoldDrop2" of castlib
1)
  set the visible of sprite 88 = TRUE
  set the visible of sprite 89 = TRUE
  set the visible of sprite 90 = TRUE
  set the visible of sprite 91 = TRUE
  set the visible of sprite 92 = TRUE
  set the locZ of sprite 88 = 8800
  set the locZ of sprite 89 = 8900
  set the locZ of sprite 90 = 9000
  set the locZ of sprite 91 = 9100
  set the locZ of sprite 92 = 9200
  set the visible of sprite 93 = FALSE
  exit
end if

if MyVehicle = "Boat" then

  set TheText = "You can't drop this into the ocean!"
  AddToChat(theText)
  exit
end if

if MyVehicle = "Airship" then
  set TheText = "You can't drop this from the sky!"
  AddToChat(theText)
  exit
end if

if MyVehicle = "Battleship" then

  set TheText = "You can't drop this into the ocean!"
  AddToChat(theText)
  exit
end if

if Sprite12Anim > 0 then exit

if InvenNumSel <> 0 then

  set TooMany = 0

  repeat with muwha = 158 to 177
    if the locV of sprite muwha > 0 then set TooMany = TooMany + 1
  end repeat

  if TooMany = 20 then
    set TheText = "There are too many items here!"
    AddToChat(TheText)
    exit
  end if

  set OrbLockedInPlace = FALSE
  if SelInventory = "Water Orb" then RunOrbScript
  if SelInventory = "Fire Orb" then RunOrbScript
  if SelInventory = "Earth Orb" then RunOrbScript
  if SelInventory = "Wind Orb" then RunOrbScript
  if OrbLockedInPlace = TRUE then exit

  set Ittms = field (member "ItemList" of castlib 2)

  -----
  set TheH = the locH of sprite 112
  set TheV = the locV of sprite 112

  set MyLocXY = MyLocXY
  set the itemdelimiter = "-"
  set MyX = integer(item 1 of MyLocXY)
  set MyY = integer(item 2 of MyLocXY)

  set MyH = MyX * 32
  set MyH = MyH + 14
  set MyV = MyY * 32
  set MyV = MyV - 3

  if Facing = "N" then set MyV = MyV - 32
  if Facing = "S" then set MyV = MyV + 32
  if Facing = "E" then set MyH = MyH + 32
  if Facing = "W" then set MyH = MyH - 32

```

```
if Facing = "W" then set MyH = MyH - 32
```

```
repeat with xx = 158 to 177
```

```
  if the locH of sprite xx = MyH then
```

```
    if the locV of sprite xx = MyV then
```

```
      set VaultxName = member(the member of sprite xx).name
      if VaultxName contains "'s House Vault" then RunHouseVaultDrop(VaultxName)
      if VaultxName contains "'s House Vault" then exit
      if VaultxName contains "'s Guild Vault" then RunGuildVaultDrop(VaultxName)
      if VaultxName contains "'s Guild Vault" then exit
```

```
      if VaultxName contains "Cabinet#" then RunStorageUnitDrop(VaultxName)
      if VaultxName contains "Cabinet#" then exit
```

```
      if VaultxName contains "Crate#" then RunStorageUnitDrop(VaultxName)
      if VaultxName contains "Crate#" then exit
```

```
      if VaultxName contains "Cauldron#" then RunStorageUnitDrop(VaultxName)
      if VaultxName contains "Cauldron#" then exit
```

```
      if the member of sprite xx = (member "Gold Chest" of castlib "Inventory") then runGoldChestDrop
      if the member of sprite xx = (member "Steel Chest" of castlib "Inventory") then runSteelChestDrop
      if the member of sprite xx = (member "Water Chest" of castlib "Inventory") then runWaterChestDrop
      if the member of sprite xx = (member "Emerald Chest" of castlib "Inventory") then runEmeraldChestDrop
      if the member of sprite xx = (member "Dark Chest" of castlib "Inventory") then runDarkChestDrop
      if the member of sprite xx = (member "Gold Chest" of castlib "Inventory") then exit
      if the member of sprite xx = (member "Steel Chest" of castlib "Inventory") then exit
      if the member of sprite xx = (member "Water Chest" of castlib "Inventory") then exit
      if the member of sprite xx = (member "Dark Chest" of castlib "Inventory") then exit
      if the member of sprite xx = (member "Emerald Chest" of castlib "Inventory") then exit
      if the member of sprite xx = (member "Vault" of castlib "Inventory") then runVaultDrop
      if the member of sprite xx = (member "Vault" of castlib "Inventory") then exit
```

```
      set TheText = "You begin to drop this but realize the floor is too crowded."
      AddToChat(TheText)
```

```
      exit
```

```
    end if
```

```
  end if
```

```
end repeat
```

```
set MyPos = MyLocXY
```

```
set the itemdelimiter = "-"
```

```
set MyX = integer(item 1 of MyPos)
```

```
set MyY = integer(item 2 of MyPos)
```

```
if Facing = "N" then set MyY = MyY - 1
```

```
if Facing = "S" then set MyY = MyY + 1
```

```
if Facing = "E" then set MyX = MyX + 1
```

```
if Facing = "W" then set MyX = MyX - 1
```

```
if MyX = 0 then exit
```

```
if MyX = 18 then exit
```

```
if MyY = 0 then exit
```

```
if MyY = 13 then exit
```

```
set ThisSpot = "x" & string(MyX) & "y" & string(MyY)
```

```
if BlockedTiles contains ThisSpot & "*" then
```

```
  set TheText = "You begin to drop this but realize that something is blocking the floor."
```

```
  AddToChat(TheText)
```

```
  exit
```

```
end if
```

```
-----
```

```
set TheH = the locH of sprite 112
```

```
set TheV = the locV of sprite 112
```

```
if Facing = "N" then set TheV = the locV of sprite 112 - 32
```

```
if Facing = "S" then set TheV = the locV of sprite 112 + 32
```

```
if Facing = "E" then set TheH = the locH of sprite 112 + 32
```

```
if Facing = "W" then set TheH = the locH of sprite 112 - 32
```

```
if SelInventory = "" then
```

```
  set ItClickBlock = 0
```

```
  set ItemActionPause = 0
```

```
  set CanMdFy = TRUE
```

```
  exit
```

```
end if
```

```
Global ClickParmm
```

```
set ClickParmm = "X"
```

```
if SelInventory = "Newspaper kit" then
```

```
  set layer1 = field (member "Layer1" of castlib 1)
```

```
  set the itemdelimiter = "#"
```

```

    set the itemdelimiter = "#"
    set MyXY = MyLocXY
    set the itemdelimiter = "-"
    set AttackX = integer(item 1 of MyXY)
    set AttackY = integer(item 2 of MyXY)
    set the itemdelimiter = "#"

    if Facing = "E" then set AttackX = AttackX + 1
    if Facing = "W" then set AttackX = AttackX - 1
    if Facing = "N" then set AttackY = AttackY - 1
    if Facing = "S" then set AttackY = AttackY + 1
    set TileIDig = word AttackX of line AttackY of Layer1

    if TileIDig <> "K2" then
        set TheText = "You can't put a newspaper stand here!"
        AddToChat(TheText)
        set ItClickBlock = 0
        set ItemActionPause = 0
        set CanMdfy = TRUE
        exit
    end if

end if

if SelInventory contains "Painting#" then
    set IttList = field (member "Inventory")
    set SelInventory = line InvenNumSel of IttList
    set the itemdelimiter = "-"
    set SelInventory = item 1 of SelInventory
end if

if SelInventory contains "Photo#" then
    set IttList = field (member "Inventory")
    set SelInventory = line InvenNumSel of IttList
    set the itemdelimiter = "-"
    set SelInventory = item 1 of SelInventory
end if

set TheDatt = CharMap & "i.txt`" & SelInventory & ":" & TheH & "-" & TheV & ":" & InvenNumSel
set LastDDrop = TheDatt
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItemX",#content:TheDatt])
set ItemActionPause = 425
set CanMdfy = FALSE

set bSelInventory = SelInventory

if bSelInventory = "Newspaper Kit" then set bSelInventory = MyName & "'s Newspaper"

set DropItt = "!((" & bSelInventory & ":"
set DropItt = DropItt & TheH & ":" & TheV

SendChatMsg(DropItt)

set TempItm = field (member 18 of castlib 2)

delete line InvenNumSel of TempItm

put TempItm into field (member 18 of castlib 2)
set InvenNumSel = 0
set SelInventory = ""
end if

end

```

BuildButton (invGUI)

on mouseUp

```
Global SelInventory, InvenNumSel, gConnect, CharMap, MyName, MyBody, LAction
Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, Cooking, ItemActionPause
Global SFX, Facing, KeyLockOut, NextBuild, CarpentryCounter, Carpentry, LastItemUsed
```

```
if SFX <> "OFF" then puppetsound 3, "Clicksound2"
```

```
set the locV of sprite 95 = - 5000
set the locV of sprite 96 = - 5000
set the locV of sprite 97 = - 5000
set the locV of sprite 98 = - 5000
set the locV of sprite 99 = - 5000
set the locV of sprite 100 = - 5000
```

```
if KeyLockOut = TRUE then exit
if ItemActionPause > 0 then exit
```

```
set CurItttem = SelInventory & ":" & InvenNumSel
```

```
if RightHandE <> "Saw" then
    set TheText = "You need a carpentry tool equipped to build with!"
    AddToChat(TheText)
    exit
end if
```

```
if InvenNumSel <> 0 then
```

```
    if SelInventory <> "" then
```

```
        set TheText = "You begin to build something..."
        AddToChat(TheText)
        set KeyLockOut = TRUE
        set LastItemUsed = SelInventory & ":" & InvenNumSel
        set TheDatt = SelInventory & ":" & InvenNumSel
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RemItmInv",#content:TheDatt])
        set ItemActionPause = 40
```

```
        set CarpentryCounter = 200
        if Carpentry > 10 then set CarpentryCounter = 190
        if Carpentry > 20 then set CarpentryCounter = 170
        if Carpentry > 30 then set CarpentryCounter = 160
        if Carpentry > 40 then set CarpentryCounter = 150
        if Carpentry > 50 then set CarpentryCounter = 120
        if Carpentry > 60 then set CarpentryCounter = 100
        if Carpentry > 70 then set CarpentryCounter = 70
        if Carpentry > 80 then set CarpentryCounter = 50
        if Carpentry > 90 then set CarpentryCounter = 20
```

```
        if Carpentry < 1000 then
            set NextBuild = random(6)
            if NextBuild = 1 then set NextBuild = "Crate"
            if NextBuild = 2 then set NextBuild = "Stool"
            if NextBuild = 3 then set NextBuild = "Chair"
            if NextBuild = 4 then set NextBuild = "Table"
            if NextBuild = 5 then set NextBuild = "Crate"
            if NextBuild = 6 then set NextBuild = "Cabinet"
        end if
```

```
        if Carpentry < 80 then
            set NextBuild = random(6)
            if NextBuild = 1 then set NextBuild = "Crate"
            if NextBuild = 2 then set NextBuild = "Stool"
            if NextBuild = 3 then set NextBuild = "Chair"
            if NextBuild = 4 then set NextBuild = "Table"
            if NextBuild = 5 then set NextBuild = "Stool"
            if NextBuild = 6 then set NextBuild = "Cabinet"
        end if
```

```
        if Carpentry < 60 then
            set NextBuild = random(5)
            if NextBuild = 1 then set NextBuild = "Crate"
            if NextBuild = 2 then set NextBuild = "Stool"
            if NextBuild = 3 then set NextBuild = "Chair"
            if NextBuild = 4 then set NextBuild = "Table"
            if NextBuild = 5 then set NextBuild = "Chair"
        end if
```

```
        if Carpentry < 50 then
            set NextBuild = random(4)
            if NextBuild = 1 then set NextBuild = "Crate"
            if NextBuild = 2 then set NextBuild = "Stool"
            if NextBuild = 3 then set NextBuild = "Chair"
            if NextBuild = 4 then set NextBuild = "Table"
        end if
```

```
if Carpentry < 30 then set NextBuild = "Table"
if Carpentry < 25 then set NextBuild = "Stool"
if Carpentry < 14 then set NextBuild = "Chair"
```

```
if Carpentry < 10 then set Baddd = random(3)
if Carpentry > 10 then set Baddd = random(5)
if Carpentry > 20 then set Baddd = random(7)
if Carpentry > 40 then set Baddd = random(9)
if Carpentry > 50 then set Baddd = random(11)
if Carpentry > 60 then set Baddd = random(13)
if Carpentry > 70 then set Baddd = random(15)
if Carpentry > 80 then set Baddd = random(18)
if Carpentry > 90 then set Baddd = random(100)
```

```
if Baddd = 1 then set NextBuild = "Bad Build"
if SFX <> "OFF" then puppetsound 3, "sawbbb"
```

```
    set SelInventory = ""
end if
end if
```

```
end
```

Give Button (invGUI)

```

on mouseUp
    Global gConnect, Facing, SelInventory, NPC1, NPC2, NPC3, NPC4, NPCTrade, GiveBlocker
    Global NPC1Name, NPC2Name, NPC3Name, NPC4Name, InvenNumSel
    Global ClickParmm, CharMap

    if SelInventory contains "Crystals" then
        if SelInventory contains "Blue" then put "Drop/Give how many blue crystals?" into field (member "GoldDrop2" of castlib
1)
        if SelInventory contains "Red" then put "Drop/Give how many red crystals?" into field (member "GoldDrop2" of castlib 1)
        if SelInventory contains "Yellow" then put "Drop/Give how many yellow crystals?" into field (member "GoldDrop2" of
castlib 1)
        if SelInventory contains "Green" then put "Drop/Give how many green crystals?" into field (member "GoldDrop2" of castlib
1)
        if SelInventory contains "Purple" then put "Drop/Give how many purple crystals?" into field (member "GoldDrop2" of
castlib 1)
        if SelInventory contains "White" then put "Drop/Give how many white crystals?" into field (member "GoldDrop2" of castlib
1)
        set the visible of sprite 88 = TRUE
        set the visible of sprite 89 = TRUE
        set the visible of sprite 90 = TRUE
        set the visible of sprite 91 = TRUE
        set the visible of sprite 92 = TRUE
        set the locZ of sprite 88 = 8800
        set the locZ of sprite 89 = 8900
        set the locZ of sprite 90 = 9000
        set the locZ of sprite 91 = 9100
        set the locZ of sprite 92 = 9200
        set the visible of sprite 93 = FALSE
        exit
    end if

    if GiveBlocker > 0 then exit

    set the locV of sprite 95 = - 5000
    set the locV of sprite 96 = - 5000
    set the locV of sprite 97 = - 5000
    set the locV of sprite 98 = - 5000
    set the locV of sprite 99 = - 5000
    set the locV of sprite 100 = - 5000

    if SelInventory = "Anvil" then set UhNo = 1
    if SelInventory = "Alchemy Lab" then set UhNo = 1
    if SelInventory = "Slot Machine" then set UhNo = 1
    if SelInventory = "Stove" then set UhNo = 1
    if SelInventory = "Blackjack Table" then set UhNo = 1
    if SelInventory = "Checkers Table" then set UhNo = 1

    if UhNo = 1 then
        set TheText = "You cannot give this."
        AddToChat(TheText)
        exit
    end if

    set ToCheckH = the locH of sprite 112
    set ToCheckV = the locV of sprite 112

    if Facing = "S" then set ToCheckV = ToCheckV + 32
    if Facing = "N" then set ToCheckV = ToCheckV - 32
    if Facing = "E" then set ToCheckH = ToCheckH + 32
    if Facing = "W" then set ToCheckH = ToCheckH - 32

    set SpriteToTradeWith = ""

    repeat with x = 180 to 183
        if the locH of sprite x = ToCheckH then
            if the locV of sprite x = ToCheckV then
                set TheNPCname = the monstername of sprite x
                set ClickParmm = "X"
                GiveNPC(TheNPCname, SelInventory, InvenNumSel)
                exit
            end if
        end if
    end repeat

    set ToCheckH = the locH of sprite 112
    set ToCheckV = the locV of sprite 112

    if Facing = "S" then set ToCheckV = ToCheckV + 64
    if Facing = "N" then set ToCheckV = ToCheckV - 64
    if Facing = "E" then set ToCheckH = ToCheckH + 64
    if Facing = "W" then set ToCheckH = ToCheckH - 64

    set SpriteToTradeWith = ""

    repeat with x = 180 to 183

```



```

repeat with x = 180 to 183
  if the locH of sprite x = ToCheckH then
    if the locV of sprite x = ToCheckV then
      set TheNPCName = the monstername of sprite x
      GiveNPC(TheNPCName, SelInventory, InvenNumSel)
      exit
    end if
  end if
end repeat

```

```

set ToCheckH = the locH of sprite 112
set ToCheckV = the locV of sprite 112

```

```

if Facing = "S" then set ToCheckV = ToCheckV + 32
if Facing = "N" then set ToCheckV = ToCheckV - 32
if Facing = "E" then set ToCheckH = ToCheckH + 32
if Facing = "W" then set ToCheckH = ToCheckH - 32

```

```

if the locH of sprite 115 = ToCheckH then
  if the locV of sprite 115 = ToCheckV then set SpriteToTradeWith = "SP115"
end if

```

```

if the locH of sprite 118 = ToCheckH then
  if the locV of sprite 118 = ToCheckV then set SpriteToTradeWith = "SP118"
end if

```

```

if the locH of sprite 121 = ToCheckH then
  if the locV of sprite 121 = ToCheckV then set SpriteToTradeWith = "SP121"
end if

```

```

if the locH of sprite 124 = ToCheckH then
  if the locV of sprite 124 = ToCheckV then set SpriteToTradeWith = "SP124"
end if

```

```

if the locH of sprite 127 = ToCheckH then
  if the locV of sprite 127 = ToCheckV then set SpriteToTradeWith = "SP127"
end if

```

```

if the locH of sprite 130 = ToCheckH then
  if the locV of sprite 130 = ToCheckV then set SpriteToTradeWith = "SP130"
end if

```

```

if the locH of sprite 133 = ToCheckH then
  if the locV of sprite 133 = ToCheckV then set SpriteToTradeWith = "SP133"
end if

```

```

if the locH of sprite 136 = ToCheckH then
  if the locV of sprite 136 = ToCheckV then set SpriteToTradeWith = "SP136"
end if

```

```

if the locH of sprite 139 = ToCheckH then
  if the locV of sprite 139 = ToCheckV then set SpriteToTradeWith = "SP139"
end if

```

```

if the locH of sprite 142 = ToCheckH then
  if the locV of sprite 142 = ToCheckV then set SpriteToTradeWith = "SP142"
end if

```

```

if the locH of sprite 145 = ToCheckH then
  if the locV of sprite 145 = ToCheckV then set SpriteToTradeWith = "SP145"
end if

```

```

if the locH of sprite 148 = ToCheckH then
  if the locV of sprite 148 = ToCheckV then set SpriteToTradeWith = "SP148"
end if

```

```

if the locH of sprite 151 = ToCheckH then
  if the locV of sprite 151 = ToCheckV then set SpriteToTradeWith = "SP151"
end if

```

```

if the locH of sprite 154 = ToCheckH then
  if the locV of sprite 154 = ToCheckV then set SpriteToTradeWith = "SP154"
end if

```

```

if the locH of sprite 157 = ToCheckH then
  if the locV of sprite 157 = ToCheckV then set SpriteToTradeWith = "SP157"
end if

```

```

if SpriteToTradeWith <> "" then

```

```

  repeat with muwha = 158 to 177
    if the locV of sprite muwha > 0 then set TooMany = TooMany + 1
  end repeat

```

```

  if TooMany = 20 then
    set TheText = "There are too many items here, if the user cannot accept the item it would need to be dropped on the floor."
    AddToChat(TheText)
    exit
  end if

```

```

end if

set ClickParmm = "X"

set TheUser = field (member SpriteToTradeWith of castlib "Chars")
set TheH = the locH of sprite 112
set TheV = the locV of sprite 112
set xSelInventory = SelInventory

if xSelInventory contains "#" then
    set the itemdelimiter = "#"
    set xSelInventory = item 1 of xSelInventory
end if

if xSelInventory = "" then
    set ItClickBlock = 0
    set ItemActionPause = 0
    set CanMdfy = TRUE
    exit
end if

set TheText = "*** You offer the " & xSelInventory & " to " & TheUser & "."
AddToChat(TheText)

if Facing = "N" then set TheV = the locV of sprite 112 - 32
if Facing = "S" then set TheV = the locV of sprite 112 + 32
if Facing = "E" then set TheH = the locH of sprite 112 + 32
if Facing = "W" then set TheH = the locH of sprite 112 - 32

set TheDatt = CharMap & "i.txt`" & SelInventory & ":" & TheH & "-" & TheV & ":" & InvenNumSel
set LastDDrop = TheDatt
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"DropAnItemX",#content:TheDatt])
set ItemActionPause = 425
set CanMdfy = FALSE

set DropItt = "!((" & SelInventory & ":"
set DropItt = DropItt & TheH & ":" & TheV

SendChatMsg(DropItt)

set TempItm = field (member 18 of castlib 2)

delete line InvenNumSel of TempItm

put TempItm into field (member 18 of castlib 2)

set TheMapi = CharMap & "i.txt" & "\"" & SelInventory & ":" & TheH & "-" & TheV

starttimer
repeat while the timer < 180
end repeat

errCode = sendNetMessage(gConnect, TheUser, "TakeCoords", TheMapi )

set InvenNumSel = 0
set SelInventory = ""

exit
end if

if SpriteToTradeWith = "" then
    set TheText = "*** You must be standing in front of someone to give them this."
    AddToChat(TheText)
end if
end

```

end

BSmith (invGUI)

on mouseUp

```
Global SelInventory, InvenNumSel, gConnect, CharMap, MyName, MyBody, LRes
Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, Cooking, Alchemy, LAction
Global SFX, Facing, KeyLockOut, NextSmith, SmithCounter, Blacksmithing, LastItemUsed
Global RedC, BlueC, YellowC, GreenC, WhiteC, PurpleC, RightHandE, ItemActionPause
Global SmithProduction, SmithProductionChunk
```

```
if SFX <> "OFF" then puppetsound 3, "Clicksound2"
```

```
set the locV of sprite 95 = - 5000
set the locV of sprite 96 = - 5000
set the locV of sprite 97 = - 5000
set the locV of sprite 98 = - 5000
set the locV of sprite 99 = - 5000
set the locV of sprite 100 = - 5000
```

```
if KeyLockOut = TRUE then exit
if ItemActionPause > 0 then exit
```

```
set CurItttem = SelInventory & ":" & InvenNumSel
```

```
set GotStove = 0
```

```
repeat with x = 158 to 177
```

```
    set ThisMember = member(the member of sprite x).name
```

```
    if ThisMember = "Anvil" then
```

```
        set CharLocH = the locH of sprite 112
        set CharLocV = the locV of sprite 112
```

```
        if Facing = "E" then set CharLocH = CharLocH + 32
        if Facing = "W" then set CharLocH = CharLocH - 32
        if Facing = "N" then set CharLocV = CharLocV - 32
        if Facing = "S" then set CharLocV = CharLocV + 32
```

```
        if the locH of sprite x = CharLocH then
```

```
            if the locV of sprite x = CharLocV then set GotStove = 1
        end if
```

```
    end if
end repeat
```

```
if GotStove = 0 then
    set TheText = "You have to be standing in front of an anvil lab to blacksmith something!"
    AddToChat(TheText)
    exit
end if
```

```
set InInv = 0
repeat with xxx = 45 to 59
    if the member of sprite xxx <> (member "NOTHING" of castlib "Inventory") then set InInv = InInv + 1
end repeat
```

```
if InInv > 14 then
    set TheText = "Your inventory is too crowded!"
    AddToChat(TheText)
    exit
end if
```

```
if InvenNumSel <> 0 then
```

```
    if SelInventory <> "" then
```

```
        if LeftHandE <> "Blacksmith Hammer" then
            set TheText = "You need to equip a blacksmith tool to repair this!"
            AddToChat(TheText)
            exit
        end if
```

```
        set WhatINeedToSmithWith = "Chunk of Iron"
```

```
        if SelInventory = "Damaged Helm, Demon" then set WhatINeedToSmithWith = "Chunk of Steel"
        if SelInventory = "Damaged Helm, Ice" then set WhatINeedToSmithWith = "Chunk of Ice"
        if SelInventory = "Damaged Helm, Fire" then set WhatINeedToSmithWith = "Chunk of Fire"
```

```
        if SelInventory = "Damaged Armor, Argon's" then set WhatINeedToSmithWith = "Chunk of Steel"
        if SelInventory = "Damaged Armor, Ice" then set WhatINeedToSmithWith = "Chunk of Ice"
        if SelInventory = "Damaged Armor, Fire" then set WhatINeedToSmithWith = "Chunk of Fire"
        if SelInventory = "Damaged Armor, Titanium" then set WhatINeedToSmithWith = "Chunk of Steel"
```

```
        if SelInventory = "Damaged Armor, Lord's" then set WhatINeedToSmithWith = "Chunk of Star"
```

```
        if SelInventory = "Damaged Shield, Ice" then set WhatINeedToSmithWith = "Chunk of Ice"
        if SelInventory = "Damaged Shield, Fire" then set WhatINeedToSmithWith = "Chunk of Fire"
```

```

if SelInventory = "Damaged Shield, Pharaoh" then set WhatINeedToSmithWith = "Chunk of Star"
if SelInventory = "Damaged Shield, Knight" then set WhatINeedToSmithWith = "Chunk of Steel"

if SelInventory = "Damaged Helm, Pharaoh" then set WhatINeedToSmithWith = "Chunk of Star"

if SelInventory = "Damaged Sword, Ice" then set WhatINeedToSmithWith = "Chunk of Ice"
if SelInventory = "Damaged Sword, Fire" then set WhatINeedToSmithWith = "Chunk of Fire"

if SelInventory = "Damaged Sword, Broad" then set WhatINeedToSmithWith = "Chunk of Steel"
if SelInventory = "Damaged Sword, Knight" then set WhatINeedToSmithWith = "Chunk of Steel"
if SelInventory = "Damaged Sword, of Hope" then set WhatINeedToSmithWith = "Chunk of Star"
if SelInventory = "Damaged Sword, Star" then set WhatINeedToSmithWith = "Chunk of Star"

if SelInventory = "Damaged Hammer, Thor's" then set WhatINeedToSmithWith = "Chunk of Steel"

set InvenNumSelX = 0
if the member of sprite sprite 45 = member(WhatINeedToSmithWith) then set InvenNumSelX = 1
if the member of sprite sprite 46 = member(WhatINeedToSmithWith) then set InvenNumSelX = 2
if the member of sprite sprite 47 = member(WhatINeedToSmithWith) then set InvenNumSelX = 3
if the member of sprite sprite 48 = member(WhatINeedToSmithWith) then set InvenNumSelX = 4
if the member of sprite sprite 49 = member(WhatINeedToSmithWith) then set InvenNumSelX = 5
if the member of sprite sprite 50 = member(WhatINeedToSmithWith) then set InvenNumSelX = 6
if the member of sprite sprite 51 = member(WhatINeedToSmithWith) then set InvenNumSelX = 7
if the member of sprite sprite 52 = member(WhatINeedToSmithWith) then set InvenNumSelX = 8
if the member of sprite sprite 53 = member(WhatINeedToSmithWith) then set InvenNumSelX = 9
if the member of sprite sprite 54 = member(WhatINeedToSmithWith) then set InvenNumSelX = 10
if the member of sprite sprite 55 = member(WhatINeedToSmithWith) then set InvenNumSelX = 11
if the member of sprite sprite 56 = member(WhatINeedToSmithWith) then set InvenNumSelX = 12
if the member of sprite sprite 57 = member(WhatINeedToSmithWith) then set InvenNumSelX = 13
if the member of sprite sprite 58 = member(WhatINeedToSmithWith) then set InvenNumSelX = 14
if the member of sprite sprite 59 = member(WhatINeedToSmithWith) then set InvenNumSelX = 15

if InvenNumSelX = 0 then
    set TheText = "You need a " & WhatINeedToSmithWith & " to repair this!"
    AddToChat(TheText)
    exit
end if

set SmithProduction = SelInventory
set SmithProductionChunk = WhatINeedToSmithWith

set TheText = "You begin to smith the " & SelInventory & "...
AddToChat(TheText)
set KeyLockOut = TRUE
set LastItemUsed = SelInventory & ":" & InvenNumSel
set TheDatt = SelInventory & ":" & InvenNumSel
--errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RemItmInv",#content:TheDatt])
set TheDatt = WhatINeedToSmithWith & ":" & InvenNumSelX
--errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RemItmInv",#content:TheDatt])

set ItemActionPause = 40
set SmithCounter = 300
if Blacksmithing > 10 then set SmithCounter = 460
if Blacksmithing > 20 then set SmithCounter = 400
if Blacksmithing > 30 then set SmithCounter = 350
if Blacksmithing > 40 then set SmithCounter = 340
if Blacksmithing > 50 then set SmithCounter = 320
if Blacksmithing > 60 then set SmithCounter = 240
if Blacksmithing > 70 then set SmithCounter = 150
if Blacksmithing > 80 then set SmithCounter = 110
if Blacksmithing > 90 then set SmithCounter = 40
if Blacksmithing > 98 then set SmithCounter = 12

--- errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"rhnd",#content:"x"])

if SFX <> "OFF" then puppetsound 3, "Swordhit3"

    set SelInventory = ""
end if
end if
end if
end

```

MixButton (invGUI)

```
on mouseUp
  Global SelInventory, InvenNumSel, gConnect, CharMap, MyName, MyBody
  Global HeadE, LeftHandE, RightHandE, BodyE, RingE, FeetE, NeckE, BeltE, Cooking, Alchemy, LAction
  Global SFX, Facing, KeyLockOut, NextPotion, PotionCounter, ItemActionPause, CanMdFy
  Global RedC, BlueC, YellowC, GreenC, WhiteC, PurpleC, RightHandE, LastItemUsed
  Global BlueCrySlot, RedCrySlot, GreenCrySlot, YellowCrySlot, PurpleCrySlot, WhiteCrySlot

  if SFX <> "OFF" then puppetsound 3, "Clicksound2"

  set the locV of sprite 95 = - 5000
  set the locV of sprite 96 = - 5000
  set the locV of sprite 97 = - 5000
  set the locV of sprite 98 = - 5000
  set the locV of sprite 99 = - 5000
  set the locV of sprite 100 = - 5000

  if KeyLockOut = TRUE then exit
  if ItemActionPause > 0 then exit
  if CanMdFy = FALSE then exit

  set CurItttem = SelInventory & ":" & InvenNumSel

  set GotStove = 0

  repeat with x = 158 to 177
    set ThisMember = member(the member of sprite x).name

    if ThisMember = "Alchemy Lab" then
      set CharLocH = the locH of sprite 112
      set CharLocV = the locV of sprite 112

      if Facing = "E" then set CharlocH = CharLocH + 32
      if Facing = "W" then set CharlocH = CharLocH - 32
      if Facing = "N" then set CharlocV = CharLocV - 32
      if Facing = "S" then set CharlocV = CharLocV + 32

      if the locH of sprite x = CharlocH then
        if the locV of sprite x = CharLocV then set GotStove = 1
        end if
      end if
    end repeat

  if GotStove = 0 then
    set TheText = "You have to be standing in front of an alchemy lab to mix something!"
    AddToChat(TheText)
    exit
  end if

  if InvenNumSel <> 0 then
    if SelInventory <> "" then
      if RightHandE contains " Sand" then
        nothing
      else
        set TheText = "You must be holding some alchemist sand in your hand to mix the potion!"
        AddToChat(TheText)
        exit
      end if

      loadcrystals
      set BlueCc = "Blue Crystals"
      set RedCc = "Red Crystals"
      set YellowCc = "Yellow Crystals"
      set PurpleCc = "Purple Crystals"
      set GreenCc = "Green Crystals"
      set WhiteCc = "White Crystals"
      set Att = 1

      if RightHandE = "Blue Sand" then
        if BlueC > 0 then
          set TheDatt = BlueCc & ":" & Att & ":" & BlueCrySlot
          errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr", #content:TheDatt])
        else
          set TheText = "You need 1 blue crystal to create this potion!"
          AddToChat(TheText)
          exit
        end if
      end if

      if RightHandE = "Red Sand" then
        if RedC > 0 then
```

```
if RedC > 0 then
    set TheDatt = RedCc & ":" & Att & ":" & RedCrySlot
    errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
else
    set TheText = "You need 1 red crystal to create this potion!"
    AddToChat(TheText)
    exit
end if
end if

if RightHandE = "Yellow Sand" then
    if YellowC > 0 then
        set TheDatt = YellowCc & ":" & Att & ":" & YellowCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    else
        set TheText = "You need 1 yellow crystal to create this potion!"
        AddToChat(TheText)
        exit
    end if
end if

if RightHandE = "Purple Sand" then
    if PurpleC > 0 then
        set TheDatt = PurpleCc & ":" & Att & ":" & PurpleCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    else
        set TheText = "You need 1 purple crystal to create this potion!"
        AddToChat(TheText)
        exit
    end if
end if

if RightHandE = "Green Sand" then
    if GreenC > 0 then
        set TheDatt = GreenCc & ":" & Att & ":" & GreenCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    else
        set TheText = "You need 1 green crystal to create this potion!"
        AddToChat(TheText)
        exit
    end if
end if

if RightHandE = "White Sand" then
    if WhiteC > 0 then
        set TheDatt = WhiteCc & ":" & Att & ":" & WhiteCrySlot
        errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RmCr",#content:TheDatt])
    else
        set TheText = "You need 1 white crystal to create this potion!"
        AddToChat(TheText)
        exit
    end if
end if

set TheText = "You begin to mix the potion."
AddToChat(TheText)
set KeyLockOut = TRUE
set LastItemUsed = SelInventory & ":" & InvenNumSel
set TheDatt = SelInventory & ":" & InvenNumSel
errCode = gConnect.sendNetMessage([#recipients:"system.script", #subject:"RemItmInv",#content:TheDatt])
set ItemActionPause = 440
set CanMdfy = FALSE
set PotionCounter = 200
if Alchemy > 10 then set PotionCounter = 190
if Alchemy > 20 then set PotionCounter = 170
if Alchemy > 30 then set PotionCounter = 160
if Alchemy > 40 then set PotionCounter = 150
if Alchemy > 50 then set PotionCounter = 120
if Alchemy > 60 then set PotionCounter = 100
if Alchemy > 70 then set PotionCounter = 70
if Alchemy > 80 then set PotionCounter = 50
if Alchemy > 90 then set PotionCounter = 20

set LAction = RightHandE

if RightHandE = "Red Sand" then set NextPotion = "Red Potion"
if RightHandE = "Blue Sand" then set NextPotion = "Blue Potion"
if RightHandE = "Yellow Sand" then set NextPotion = "Yellow Potion"
if RightHandE = "Green Sand" then set NextPotion = "Green Potion"
if RightHandE = "Purple Sand" then set NextPotion = "Purple Potion"
if RightHandE = "White Sand" then set NextPotion = "White Potion"

if Alchemy < 10 then set BadCook = random(3)
if Alchemy > 10 then set BadCook = random(5)
if Alchemy > 20 then set BadCook = random(7)
if Alchemy > 40 then set BadCook = random(9)
if Alchemy > 50 then set BadCook = random(11)
if Alchemy > 60 then set BadCook = random(13)
if Alchemy > 70 then set BadCook = random(15)
if Alchemy > 80 then set BadCook = random(18)
if Alchemy > 90 then set BadCook = random(100)
```

```
        if BadCook = 1 then set NextPotion = "Bad Potion"
        if SFX <> "OFF" then puppetsound 3, "PotionMix"

        set SelInventory = ""
    end if
end if

end
```