**SIDON**

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Source Code

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#define DrawCanvas

/// DrawCanvas(x, y, width, height)

{

draw\_set\_colour(make\_colour\_rgb(238, 223, 166));

//draw\_set\_colour(make\_colour\_rgb(235, 213, 179));

draw\_rectangle(argument0, argument1, argument0 + argument2, argument1 + argument3, false);

draw\_set\_colour(c\_black);

draw\_rectangle(argument0, argument1, argument0 + argument2, argument1 + argument3, true);

draw\_set\_colour(c\_white);

draw\_line(argument0 + 1, argument1 + 1, argument0 + argument2 - 1, argument1 + 1);

draw\_line(argument0 + 1, argument1, argument0 + 1, argument1 + argument3 - 1);

draw\_set\_colour(c\_gray);

draw\_line(argument0 + argument2 - 1, argument1 + 1, argument0 + argument2 - 1, argument1 + argument3 - 1);

draw\_line(argument0 + 1, argument1 + argument3 - 1, argument0 + argument2 - 1, argument1 + argument3 - 1);

}

#define DrawMenu

///DrawMenu(x, y, width, n, i, title)

{

DrawCanvas(argument0, argument1, argument2, (argument3 + 3) \* 16);

DrawHeading(argument0 + 16, argument1 + 16, argument2 - 32, argument5, true);

DrawSelector(argument0 + 8, argument1 + 8 + (argument4 + 2) \* 16);

}

#define DrawList

///DrawList(x, y, width, n, i, title, column)

{

DrawCanvas(argument0, argument1, argument2, (argument3 + 3) \* 16);

DrawHeading(argument0 + 16, argument1 + 16, argument2 - 32, argument5, true);

draw\_set\_colour(c\_white);

draw\_set\_halign(fa\_right);

draw\_text(argument0 + argument2 - 20, argument1 + 18, argument6);

draw\_set\_halign(fa\_left);

DrawSelector(argument0 + 8, argument1 + 8 + (argument4 + 2) \* 16);

}

#define DrawMessage

///DrawMessage(title, message)

{

draw\_set\_font(Font\_P);

DrawCanvas(320 - 160, 100, 320, 32 + 16 + string\_height\_ext(argument1, -1, 320 - 32 - 8));

DrawHeading(320 - 160 + 16, 100 + 16, 320 - 32, argument0, true);

draw\_set\_colour(c\_black);

draw\_text\_ext(320 - 160 + 20, 100 + 36, argument1, -1, 320 - 32 - 8);

}

#define DrawDialogue

///DrawDialogue(title, message)

{

Counter = min(Counter + 1, string\_length(argument1));

draw\_set\_font(Font\_P);

DrawCanvas(320 - 240, 32, 480, 32 + 16 + string\_height\_ext(argument1, -1, 480 - 32 - 8));

DrawHeading(320 - 240 + 16, 32 + 16, 480 - 32, argument0, true);

draw\_set\_colour(c\_black);

draw\_text\_ext(320 - 240 + 20, 32 + 36, string\_copy(argument1, 1, Counter + 1), -1, 480 - 32 - 8);

}

#define DrawNotification

///DrawNotification(message)

{

draw\_set\_font(Font\_P);

DrawCanvas(320 - 240, 32, 480, 16 + string\_height\_ext(argument0, -1, 480 - 32 - 8));

draw\_set\_colour(c\_black);

draw\_set\_halign(fa\_center);

draw\_text\_ext(view\_wview[0] \* 0.5, 32 + 8, argument0, -1, 480 - 32 - 8);

draw\_set\_halign(fa\_left);

}

#define DrawSelector

///DrawSelector(x, y)

{

draw\_set\_colour(c\_black);

draw\_text(argument0, argument1 - 1, ">");

//draw\_sprite(res\_spr\_ui3, 0, argument0, argument1);

}

#define DrawHeading

/// DrawHeading(x, y, width, value, heading\_or\_label)

{

draw\_set\_font(Font\_P);

draw\_sprite\_ext(res\_spr\_ui2, argument4, argument0, argument1, argument2, 1, 0, c\_white, 1);

draw\_set\_colour(c\_white);

draw\_text(argument0 + 2, argument1 + 2, argument3);

}

#define DrawFooter

/// DrawFooter(value)

{

draw\_set\_font(Font\_P);

draw\_set\_colour(c\_black);

draw\_rectangle(0, view\_hport[0] - 20, view\_wport[0], view\_hport[0], false);

draw\_set\_colour(c\_white);

draw\_set\_halign(fa\_right);

draw\_text(view\_wport[0] - 16, view\_hport[0] - 16, argument0);

draw\_set\_halign(fa\_left);

}

#define DrawLabel

/// DrawLabel(x, y, value)

{

draw\_set\_font(Font\_P);

draw\_set\_colour(c\_dkgray);

draw\_text(argument0 + 2, argument1 + 2, argument2);

}

#define DrawValue

/// DrawValue(x, y, width, value)

{

draw\_set\_font(Font\_P);

draw\_set\_halign(fa\_right);

draw\_set\_colour(c\_black);

draw\_text(argument0 + argument2 - 2, argument1 + 2, argument3);

draw\_set\_halign(fa\_left);

}

#define DrawVariable

/// DrawVariable(x, y, width, string, value)

{

draw\_set\_font(Font\_P);

draw\_set\_colour(c\_dkgray);

draw\_text(argument0 + 2, argument1 + 2, argument3);

draw\_set\_halign(fa\_right);

draw\_set\_colour(c\_black);

draw\_text(argument0 + argument2 - 2, argument1 + 2, argument4);

draw\_set\_halign(fa\_left);

}

#define DrawString

/// DrawString(x, y, width, string1, string2)

{

draw\_set\_font(Font\_P);

draw\_set\_colour(c\_dkgray);

draw\_text(argument0 + 2, argument1 + 2, argument3);

draw\_set\_colour(c\_black);

draw\_text(argument0 + argument2 + 2, argument1 + 2, argument4);

}

#define fsm\_createStateMachine

/// fsm\_createStateMachine(state)

{

state\_index = argument0;

state\_timer = 0;

state\_frame = 0;

next\_state = 0;

prev\_state = 0;

}

#define fsm\_updateStateMachine

/// fsm\_updateStateMachine(state)

{

var \_state;

\_state = script\_execute(state\_index);

while (\_state == state\_nextnow) {

state\_index = next\_state;

state\_timer = 0;

\_state = script\_execute(state\_index);

if (\_state == state\_repeat) {

break;

}

}

while (\_state == state\_repeat) {

\_state = script\_execute(state\_index);

if (\_state == state\_nextnow) {

state\_index = next\_state;

state\_timer = 0;

script\_execute(StateMachine);

exit;

}

state\_timer += 1;

}

if (\_state == state\_next) {

state\_index = next\_state;

state\_timer = 0;

}

if (\_state == state\_continue) {

state\_timer += 1;

}

}

#define fsm\_enterState

/// fsm\_enterState(state)

{

prev\_state = state\_index;

fsm\_exitState(state\_index);

next\_state = argument0;

switch (argument0)

{

/\* System \*/

case stateSystem\_Update:

break;

case stateSystem\_Pause:

break;

}

}

#define fsm\_exitState

/// fsm\_exitState(state)

{

switch (argument0)

{

/\* System \*/

case stateSystem\_Update:

break;

case stateSystem\_Pause:

break;

/\* Scene \*/

case stateScene\_Update:

break;

}

}

#define stateMainMenu\_PressStart

///stateMainMenu\_PressStart()

{

// Input

DetectInputDevice();

if (myInput.keyStart

or myInput.keyA) {

//audio\_play\_sound(res\_snd\_cursor, 1, false);

fsm\_enterState(stateMainMenu\_Update);

return (state\_next);

}

return (state\_continue);

}

#define stateMainMenu\_Update

///stateMainMenu\_Update()

{

// Input

DetectInputDevice();

if (myInput.keyB

or myInput.keySelect) {

fsm\_enterState(stateMainMenu\_PressStart);

return (state\_next);

}

// Timer

theTimer = max(0, theTimer - 1);

var \_u;

\_u = myInput.keyD - myInput.keyU;

if (abs(\_u) > 0) {

if (theTimer == 0) {

theChoice = max(0, min(theChoice + \_u, ds\_list\_size(theMenu) - 1));

theTimer = room\_speed \* 0.1;

audio\_play\_sound(res\_snd\_cursor, 1, false);

}

}

if (myInput.keyStart

or myInput.keyA) {

switch (ds\_list\_find\_value(theMenu, theChoice)) {

case "Play":

myInput.keyStart = false;

myInput.keyA = false;

room\_goto(test\_loop);

//room\_goto(test\_charactercreation);

break;

case "Guide":

break;

case "Credits":

fsm\_enterState(stateMainMenu\_Credits);

return (state\_next);

break;

case "Settings":

break;

case "Quit":

game\_end();

break;

}

}

return (state\_continue);

}

#define stateMainMenu\_Credits

///stateMainMenu\_Credits()

{

// Input

DetectInputDevice();

if (myInput.keyB

or myInput.keySelect) {

fsm\_enterState(prev\_state);

return (state\_next);

}

return (state\_continue);

}

#define stateCharacterCreation\_Update

/// stateCharacterCreation\_Update()

{

// Cutscene Management

if (state\_timer == 0) {

if (cutscene\_flag == false) {

run\_cutscene\_intro();

cutscene\_flag = true;

fsm\_enterState(stateScene\_Update);

return (state\_next);

}

}

if (state\_timer == room\_speed \* 3) {

if (cutscene\_flag == true) {

room\_goto(test\_loop);

}

}

if (instance\_exists(CPrompt)) {

fsm\_enterState(stateSystem\_Prompt);

return (state\_next);

}

// Input

DetectInputDevice();

// Camera

ResetCamera(noone);

return (state\_continue);

}

#define stateLoop\_Update

/// stateLoop\_Update()

{

if (instance\_exists(CPrompt)) {

fsm\_enterState(stateSystem\_Prompt);

return (state\_next);

}

// Timer

theTimer = max(0, theTimer - 1);

var \_u, \_v;

\_u = myInput.keyD - myInput.keyU;

\_v = myInput.keyR - myInput.keyL;

if (abs(\_u) > 0) {

if (theTimer == 0) {

audio\_play\_sound(res\_snd\_cursor, 1, false);

theChoice[0] = max(0, min(theChoice[0] + \_u, ds\_list\_size(theMenu[0]) - 1));

theTimer = room\_speed \* 0.1;

}

}

if (abs(\_v) > 0) {

if (theTimer == 0) {

audio\_play\_sound(res\_snd\_cursor, 1, false);

theCounter = max(0, min(theCounter + \_v, ds\_list\_size(Node[0]) - 1));

x = ds\_list\_find\_value(Node[0], theCounter);

y = ds\_list\_find\_value(Node[1], theCounter) + 100;

theTimer = room\_speed \* 0.2;

}

}

if (myInput.keyStart

or myInput.keyA) {

switch (ds\_list\_find\_value(theMenu[0], theChoice[0])) {

case "Chapter":

myInput.keyStart = false;

myInput.keyA = false;

fsm\_enterState(stateLoop\_Chapter\_1);

return (state\_next);

break;

case "Armoury":

myInput.keyStart = false;

myInput.keyA = false;

fsm\_enterState(stateLoop\_Inventory\_1);

return (state\_next);

break;

case "Shop":

myInput.keyStart = false;

myInput.keyA = false;

fsm\_enterState(stateLoop\_Shop\_1);

return (state\_next);

break;

case "Save & Quit":

myInput.keyStart = false;

myInput.keyA = false;

SaveGame();

room\_goto(test\_mainmenu);

break;

}

}

return (state\_continue);

}

#define stateLoop\_Chapter\_1

/// stateLoop\_Chapter\_1()

{

if (instance\_exists(CPrompt)) {

fsm\_enterState(stateSystem\_Prompt);

return (state\_next);

}

// Input

DetectInputDevice();

if (myInput.keyB

or myInput.keySelect) {

fsm\_enterState(stateLoop\_Update);

return (state\_next);

}

// Timer

theTimer = max(0, theTimer - 1);

var \_u;

\_u = myInput.keyD - myInput.keyU;

/\*

if (abs(\_u) > 0) {

if (theTimer == 0) {

audio\_play\_sound(res\_snd\_cursor, 1, false);

theChoice[1] = max(0, min(theChoice[1] + \_u, ds\_list\_size(theMenu[1]) - 1));

theTimer = room\_speed \* 0.1;

}

}

\*/

if (\_u < 0) {

if (theTimer == 0) {

if (theChoice[1] == 0) {

if (theScroll[1] > 0) {

theScroll[1]--;

}

theTimer = room\_speed \* 0.1;

} else {

audio\_play\_sound(res\_snd\_cursor, 1, false);

theChoice[1]--;

theTimer = room\_speed \* 0.1;

}

}

}

if (\_u > 0) {

if (theTimer == 0) {

if (theChoice[1] == min(ds\_list\_size(theMenu[1]), 5) - 1) {

if (theChoice[1] + theScroll[1] < ds\_list\_size(theMenu[1]) - 1) {

theScroll[1]++;

}

theTimer = room\_speed \* 0.1;

} else {

audio\_play\_sound(res\_snd\_cursor, 1, false);

theChoice[1]++;

theTimer = room\_speed \* 0.1;

}

}

}

if (myInput.keyStart

or myInput.keyA) {

myInput.keyStart = false;

myInput.keyA = false;

theMap = "map\_1\_" + string(theChoice[1] + 1) + ".txt";

SaveGame();

room\_goto(test\_map);

/\*

switch (ds\_list\_find\_value(theMenu[1], theChoice[1])) {

case "...":

// Chapter Selection

break;

}

\*/

}

return (state\_continue);

}

#define stateLoop\_Roster\_1

/// stateLoop\_Roster\_1()

{

if (instance\_exists(CPrompt)) {

fsm\_enterState(stateSystem\_Prompt);

return (state\_next);

}

// Input

DetectInputDevice();

if (myInput.keyB

or myInput.keySelect) {

fsm\_enterState(stateLoop\_Update);

return (state\_next);

}

// Timer

theTimer = max(0, theTimer - 1);

var \_u;

\_u = myInput.keyD - myInput.keyU;

if (\_u < 0) {

if (theTimer == 0) {

audio\_play\_sound(res\_snd\_cursor, 1, false);

theTimer = room\_speed \* 0.1;

}

}

if (myInput.keyStart

or myInput.keyA) {

myInput.keyStart = false;

myInput.keyA = false;

}

return (state\_continue);

}

#define stateLoop\_Inventory\_1

/// stateLoop\_Inventory\_1()

{

if (instance\_exists(CPrompt)) {

fsm\_enterState(stateSystem\_Prompt);

return (state\_next);

}

// Input

DetectInputDevice();

if (myInput.keyB

or myInput.keySelect) {

fsm\_enterState(stateLoop\_Update);

return (state\_next);

}

// Timer

theTimer = max(0, theTimer - 1);

var \_u;

\_u = myInput.keyD - myInput.keyU;

if (\_u < 0) {

if (theTimer == 0) {

if (theChoice[3] == 0) {

if (theScroll[3] > 0) {

theScroll[3]--;

}

theTimer = room\_speed \* 0.1;

} else {

audio\_play\_sound(res\_snd\_cursor, 1, false);

theChoice[3]--;

theTimer = room\_speed \* 0.1;

}

}

}

if (\_u > 0) {

if (theTimer == 0) {

if (theChoice[3] == min(ds\_list\_size(Storage[INDEX]), 14) - 1) {

if (theChoice[3] + theScroll[3] < ds\_list\_size(Storage[INDEX]) - 1) {

theScroll[3]++;

}

theTimer = room\_speed \* 0.1;

} else {

audio\_play\_sound(res\_snd\_cursor, 1, false);

theChoice[3]++;

theTimer = room\_speed \* 0.1;

}

}

}

if (myInput.keyStart

or myInput.keyA) {

if (ds\_list\_size(Storage[INDEX]) > 0) {

var \_q, \_e, \_a;

\_q = ds\_list\_find\_value(Storage[QUANTITY], theChoice[3] + theScroll[3]);

\_e = ds\_list\_find\_value(Storage[EQUIPPED], theChoice[3] + theScroll[3]);

\_a = \_q - \_e;

if (\_a > 0) {

myInput.keyStart = false;

myInput.keyA = false;

fsm\_enterState(stateLoop\_Inventory\_2);

return (state\_next);

} else {

BufferPrompt("0\_You do not hold a minimum amount of item in your [Armoury] in order to sell.");

DisplayPrompt();

}

}

}

// Debug::Inventory

if (keyboard\_check\_pressed(ord("M"))) {

repeat (5) {

AddStorage(irandom\_range(0, 30), 1);

}

}

// Debug::Gold

if (keyboard\_check\_pressed(ord("G"))) {

AddGold(36);

}

return (state\_continue);

}

#define stateLoop\_Inventory\_2

/// stateLoop\_Inventory\_2()

{

if (instance\_exists(CPrompt)) {

fsm\_enterState(stateSystem\_Prompt);

return (state\_next);

}

// Input

DetectInputDevice();

if (myInput.keyB

or myInput.keySelect) {

theScroll[5] = 1;

fsm\_enterState(stateLoop\_Inventory\_1);

return (state\_next);

}

// Timer

theTimer = max(0, theTimer - 1);

var \_u, \_v;

\_u = myInput.keyD - myInput.keyU;

\_v = myInput.keyR - myInput.keyL;

if (abs(\_u) + abs(\_v) > 0) {

var \_q, \_e, \_a;

\_q = ds\_list\_find\_value(Storage[QUANTITY], theChoice[3] + theScroll[3]);

\_e = ds\_list\_find\_value(Storage[EQUIPPED], theChoice[3] + theScroll[3]);

\_a = \_q - \_e;

if (theTimer == 0) {

if (\_a > 0) {

theScroll[5] = max(1, min(theScroll[5] - \_u + \_v \* 10, min(\_a, 99)));

audio\_play\_sound(res\_snd\_cursor, 1, false);

theTimer = room\_speed \* 0.1;

}

}

}

if (myInput.keyA

or myInput.keyStart) {

myInput.keyStart = false;

myInput.keyA = false;

fsm\_enterState(stateLoop\_Inventory\_3);

return (state\_next);

}

return (state\_continue);

}

#define stateLoop\_Inventory\_3

/// stateLoop\_Inventory\_3()

{

if (instance\_exists(CPrompt)) {

fsm\_enterState(stateSystem\_Prompt);

return (state\_next);

}

// Input

DetectInputDevice();

if (myInput.keyB

or myInput.keySelect) {

theScroll[6] = 0;

fsm\_enterState(stateLoop\_Inventory\_2);

return (state\_next);

}

// Timer

theTimer = max(0, theTimer - 1);

var \_u;

\_u = myInput.keyD - myInput.keyU;

if (abs(\_u) > 0) {

if (theTimer == 0) {

theScroll[6] = max(0, min(theScroll[6] + \_u, 1));

audio\_play\_sound(res\_snd\_cursor, 1, false);

theTimer = room\_speed \* 0.1;

}

}

/\*

if (ds\_list\_size(Storage[INDEX]) < 1) {

theChoice[3] = 0;

theScroll[3] = 0;

}

\*/

if (myInput.keyA

or myInput.keyStart) {

myInput.keyStart = false;

myInput.keyA = false;

if (ds\_list\_size(Storage[INDEX]) > 0) {

if (theScroll[6] == 1) {

BufferPrompt("0\_Sold [" + DBQ\_LookItems(ds\_list\_find\_value(Storage[INDEX], theChoice[3] + theScroll[3]), NAME) + "] x" + string(theScroll[5]) + ".");

AddGold(DBQ\_LookItems(ds\_list\_find\_value(Storage[INDEX], theChoice[3] + theScroll[3]), PRICE) \* theScroll[5]);

AddStorage(ds\_list\_find\_value(Storage[INDEX], theChoice[3] + theScroll[3]), -theScroll[5]);

theScroll[5] = 1;

theScroll[6] = 0;

if (theChoice[3] + theScroll[3] == ds\_list\_size(Storage[INDEX])) {

if (theChoice[3] > 0) {

theChoice[3] = max(theChoice[3] - 1, 0);

} else {

theScroll[3] = max(theScroll[3] - 1, 0);

}

}

DisplayPrompt();

fsm\_enterState(stateLoop\_Inventory\_1);

return (state\_next);

} else {

theScroll[6] = 0;

fsm\_enterState(stateLoop\_Inventory\_2);

return (state\_next);

}

}

}

return (state\_continue);

}

#define stateLoop\_Shop\_1

/// stateLoop\_Shop\_1()

{

if (instance\_exists(CPrompt)) {

fsm\_enterState(stateSystem\_Prompt);

return (state\_next);

}

// Input

DetectInputDevice();

if (myInput.keyB

or myInput.keySelect) {

fsm\_enterState(stateLoop\_Update);

return (state\_next);

}

// Timer

theTimer = max(0, theTimer - 1);

var \_u;

\_u = myInput.keyD - myInput.keyU;

if (\_u < 0) {

if (theTimer == 0) {

if (theChoice[4] == 0) {

if (theScroll[4] > 0) {

theScroll[4]--;

}

theTimer = room\_speed \* 0.1;

} else {

audio\_play\_sound(res\_snd\_cursor, 1, false);

theChoice[4]--;

theTimer = room\_speed \* 0.1;

}

}

}

if (\_u > 0) {

if (theTimer == 0) {

if (theChoice[4] == 13) {

if (theChoice[4] + theScroll[4] < 30) {

theScroll[4]++;

}

theTimer = room\_speed \* 0.1;

} else {

audio\_play\_sound(res\_snd\_cursor, 1, false);

theChoice[4]++;

theTimer = room\_speed \* 0.1;

}

}

}

if (myInput.keyStart

or myInput.keyA) {

var peek = PeekStorage(theChoice[4] + theScroll[4]);

var thePrice = DBQ\_LookItems(theChoice[4] + theScroll[4], PRICE);

if (peek > -1) {

var theMax = 99 - ds\_list\_find\_value(Storage[QUANTITY], ds\_list\_find\_index(Storage[INDEX], theChoice[4] + theScroll[4]));

} else {

var theMax = 99;

}

if (theMax > 0 and thePrice <= Storage[GOLD]) {

myInput.keyStart = false;

myInput.keyA = false;

fsm\_enterState(stateLoop\_Shop\_2);

return (state\_next);

}

if (thePrice > Storage[GOLD]) {

BufferPrompt("0\_You do not have enough Gold to make a purchase.");

DisplayPrompt();

}

if (theMax <= 0) {

BufferPrompt("0\_You have reached the maximum number of this item you can hold in your [Armoury].");

DisplayPrompt();

}

}

return (state\_continue);

}

#define stateLoop\_Shop\_2

/// stateLoop\_Shop\_2()

{

if ( instance\_exists( CPrompt ) ) {

fsm\_enterState( stateSystem\_Prompt );

return ( state\_next );

}

// Input

DetectInputDevice();

if ( myInput.keyB

or myInput.keySelect ) {

theScroll[5] = 1;

fsm\_enterState( stateLoop\_Shop\_1 );

return ( state\_next );

}

// Timer

theTimer = max(0, theTimer - 1);

var \_u, \_v;

\_u = myInput.keyD - myInput.keyU;

\_v = myInput.keyR - myInput.keyL;

if (abs(\_u) + abs(\_v) > 0) {

if ( theTimer == 0 ) {

var peek = PeekStorage( theChoice[4] + theScroll[4] );

var thePrice = DBQ\_LookItems( theChoice[4] + theScroll[4], PRICE );

if ( peek > -1 ) {

var theMax = min( 99 - ds\_list\_find\_value( Storage[QUANTITY], ds\_list\_find\_index( Storage[INDEX], theChoice[4] + theScroll[4] ) ), floor( Storage[GOLD] / thePrice ) );

//var theMax = min( 99, floor( Storage[GOLD] / thePrice ) - ds\_list\_find\_value( Storage[QUANTITY], theChoice[4] + theScroll[4] ) );

//var theMax = 99 - max(ds\_list\_find\_value(Storage[QUANTITY], ds\_list\_find\_index(Storage[INDEX], theChoice[4] + theScroll[4])), floor(Storage[GOLD] / thePrice));

} else {

var theMax = min( 99, floor( Storage[GOLD] / thePrice ) );

}

//var theMax = min( 99, floor( Storage[GOLD] / thePrice ) );

theScroll[5] = max(1, min(theScroll[5] - \_u + \_v \* 10, min(theMax, 99)));

audio\_play\_sound(res\_snd\_cursor, 1, false);

theTimer = room\_speed \* 0.1;

}

}

if (myInput.keyA

or myInput.keyStart) {

myInput.keyStart = false;

myInput.keyA = false;

fsm\_enterState(stateLoop\_Shop\_3);

return (state\_next);

}

return (state\_continue);

}

#define stateLoop\_Shop\_3

/// stateLoop\_Shop\_3()

{

if (instance\_exists(CPrompt)) {

fsm\_enterState(stateSystem\_Prompt);

return (state\_next);

}

// Input

DetectInputDevice();

if (myInput.keyB

or myInput.keySelect) {

theScroll[6] = 0;

fsm\_enterState(stateLoop\_Shop\_2);

return (state\_next);

}

// Timer

theTimer = max(0, theTimer - 1);

var \_u;

\_u = myInput.keyD - myInput.keyU;

if (abs(\_u) > 0) {

if (theTimer == 0) {

theScroll[6] = max(0, min(theScroll[6] + \_u, 1));

audio\_play\_sound(res\_snd\_cursor, 1, false);

theTimer = room\_speed \* 0.1;

}

}

if (myInput.keyA

or myInput.keyStart) {

myInput.keyStart = false;

myInput.keyA = false;

if (theScroll[6] == 1) {

BufferPrompt("0\_Purchased [" + DBQ\_LookItems(theChoice[4] + theScroll[4], NAME) + "] x" + string(theScroll[5]) + ".");

AddGold(DBQ\_LookItems(theChoice[4] + theScroll[4], PRICE) \* -theScroll[5]);

AddStorage(theChoice[4] + theScroll[4], theScroll[5]);

theScroll[5] = 1;

theScroll[6] = 0;

DisplayPrompt();

fsm\_enterState(stateLoop\_Shop\_1);

return (state\_next);

} else {

theScroll[6] = 0;

fsm\_enterState(stateLoop\_Shop\_2);

return (state\_next);

}

}

return (state\_continue);

}

#define stateSystem\_Update

/// stateSystem\_Update()

{

// Cutscene Management

if (keyboard\_check\_pressed(vk\_space)) {

if (instance\_number(CUnit) > 3) {

run\_cutscene\_1();

fsm\_enterState(stateScene\_Update);

return (state\_next);

} else {

BufferPrompt("2\_Please spawn [4] NPC Actors.");

DisplayPrompt();

}

}

if (instance\_exists(CPrompt)) {

fsm\_enterState(stateSystem\_Prompt);

return (state\_next);

}

// Input

DetectInputDevice();

// Camera

ResetCamera(CCursor);

if (myInput.keyStart) {

fsm\_enterState(stateSystem\_Pause);

return (state\_next);

}

if (myInput.keySelect) {

game\_restart();

}

return (state\_continue);

}

#define stateSystem\_Pause

/// stateSystem\_Pause()

{

if (instance\_exists(CPrompt)) {

fsm\_enterState(stateSystem\_Prompt);

return (state\_next);

}

// Input

DetectInputDevice();

if (myInput.keyStart) {

fsm\_enterState(stateSystem\_Update);

return (state\_next);

}

return (state\_continue);

}

#define stateSystem\_Prompt

/// stateSystem\_Prompt()

{

// Input

DetectInputDevice();

if (myInput.keyA) {

if (instance\_exists(CPrompt)) {

if (CPrompt.\_id == PROMPT\_DIALOGUE) {

if (CPrompt.Counter != string\_length(CPrompt.Content)) {

CPrompt.Counter = string\_length(CPrompt.Content);

} else {

with (CPrompt) {

instance\_destroy();

}

DisplayPrompt();

}

} else {

with (CPrompt) {

instance\_destroy();

}

DisplayPrompt();

}

}

}

if (!instance\_exists(CPrompt)) {

fsm\_enterState(prev\_state);

return (state\_next);

}

return (state\_continue);

}

#define DetectInputDevice

///DetectInputDevice()

{

if (myGamepad.isControllerConnected) {

myController = instance\_find(CController, 0);

myInput = myController;

} else {

myController = noone;

myInput = myKeyboard;

}

if (myInput == noone) {

myInput = myKeyboard;

}

}

#define BufferPrompt

/// BufferPrompt(value)

{

if (room == test\_charactercreation) {

ds\_list\_add(CCharacterCreation.myCache, argument0);

}

if (room == test\_loop) {

ds\_list\_add(CLoop.myCache, argument0);

}

if (room == test\_map) {

ds\_list\_add(CGame.myCache, argument0);

}

}

#define DisplayPrompt

/// DisplayPrompt()

{

if (room == test\_charactercreation) {

if (ds\_list\_size(CCharacterCreation.myCache) < 1) {

exit;

}

}

if (room == test\_loop) {

if (ds\_list\_size(CLoop.myCache) < 1) {

exit;

}

}

if (room == test\_map) {

if (ds\_list\_size(CGame.myCache) < 1) {

exit;

}

}

if (room == test\_charactercreation) {

switch (real(Extract(CCharacterCreation.myCache[| 0], 0, "\_"))) {

case PROMPT\_MESSAGE:

if (!instance\_exists(CPrompt)) {

var o;

o = instance\_create(0, 0, CPrompt);

o.\_id = PROMPT\_MESSAGE;

o.Content = myCache[| 0];

o.Content = string\_replace(o.Content, "0\_", "");

ds\_list\_delete(myCache, 0);

io\_clear();

}

break;

case PROMPT\_DIALOGUE:

if (!instance\_exists(CPrompt)) {

var o;

o = instance\_create(0, 0, CPrompt);

o.\_id = PROMPT\_DIALOGUE;

o.Name = Extract(myCache[| 0], 1, "\_");

o.Content = Extract(myCache[| 0], 2, "\_");

o.Counter = 0;

ds\_list\_delete(myCache, 0);

io\_clear();

}

break;

case PROMPT\_NOTIFICATION:

if (!instance\_exists(CPrompt)) {

var o;

o = instance\_create(0, 0, CPrompt);

o.\_id = PROMPT\_NOTIFICATION;

o.Content = myCache[| 0];

o.Content = string\_replace(o.Content, "2\_", "");

ds\_list\_delete(myCache, 0);

io\_clear();

}

break;

}

}

if (room == test\_loop) {

switch (real(Extract(CLoop.myCache[| 0], 0, "\_"))) {

case PROMPT\_MESSAGE:

if (!instance\_exists(CPrompt)) {

var o;

o = instance\_create(0, 0, CPrompt);

o.\_id = PROMPT\_MESSAGE;

o.Content = myCache[| 0];

o.Content = string\_replace(o.Content, "0\_", "");

ds\_list\_delete(myCache, 0);

io\_clear();

}

break;

case PROMPT\_DIALOGUE:

if (!instance\_exists(CPrompt)) {

var o;

o = instance\_create(0, 0, CPrompt);

o.\_id = PROMPT\_DIALOGUE;

o.Name = Extract(myCache[| 0], 1, "\_");

o.Content = Extract(myCache[| 0], 2, "\_");

o.Counter = 0;

ds\_list\_delete(myCache, 0);

io\_clear();

}

break;

case PROMPT\_NOTIFICATION:

if (!instance\_exists(CPrompt)) {

var o;

o = instance\_create(0, 0, CPrompt);

o.\_id = PROMPT\_NOTIFICATION;

o.Content = myCache[| 0];

o.Content = string\_replace(o.Content, "2\_", "");

ds\_list\_delete(myCache, 0);

io\_clear();

}

break;

}

}

if (room == test\_map) {

switch (real(Extract(CGame.myCache[| 0], 0, "\_"))) {

case PROMPT\_MESSAGE:

if (!instance\_exists(CPrompt)) {

var o;

o = instance\_create(0, 0, CPrompt);

o.\_id = PROMPT\_MESSAGE;

o.Content = myCache[| 0];

o.Content = string\_replace(o.Content, "0\_", "");

ds\_list\_delete(myCache, 0);

io\_clear();

}

break;

case PROMPT\_DIALOGUE:

if (!instance\_exists(CPrompt)) {

var o;

o = instance\_create(0, 0, CPrompt);

o.\_id = PROMPT\_DIALOGUE;

o.Name = Extract(myCache[| 0], 1, "\_");

o.Content = Extract(myCache[| 0], 2, "\_");

o.Counter = 0;

ds\_list\_delete(myCache, 0);

io\_clear();

}

break;

case PROMPT\_NOTIFICATION:

if (!instance\_exists(CPrompt)) {

var o;

o = instance\_create(0, 0, CPrompt);

o.\_id = PROMPT\_NOTIFICATION;

o.Content = myCache[| 0];

o.Content = string\_replace(o.Content, "2\_", "");

ds\_list\_delete(myCache, 0);

io\_clear();

}

break;

}

}

}

#define stateCamera\_Update

/// stateCamera\_Update()

{

if (instance\_exists(CCharacterCreation)) {

return (state\_continue);

}

if (instance\_exists(CGame)) {

if (CGame.state\_index != stateSystem\_Update

and CGame.state\_index != stateSystem\_Prompt

and CGame.state\_index != stateScene\_Update) {

return (state\_continue);

}

}

if (instance\_exists(CLoop)) {

if (CLoop.state\_index != stateLoop\_Update

and CLoop.state\_index != stateLoop\_Chapter\_1

and CLoop.state\_index != stateLoop\_Inventory\_1

and CLoop.state\_index != stateLoop\_Shop\_1

and CLoop.state\_index != stateSystem\_Prompt

and CLoop.state\_index != stateScene\_Update) {

return (state\_continue);

}

}

if (!instance\_exists(CLoop)) {

if (theTarget != noone) {

vecPosition[| X] = theTarget.x;

vecPosition[| Y] = theTarget.y;

vecPosition[| Z] = theTarget.z;

} else {

if (instance\_exists(CCursor)) {

vecPosition[| X] = CCursor.x;

vecPosition[| Y] = CCursor.y;

vecPosition[| Z] = CCursor.z;

}

}

} else {

if (theTarget != noone) {

vecPosition[| X] = theTarget.x;

vecPosition[| Y] = theTarget.y;

vecPosition[| Z] = theTarget.z;

} else {

vecPosition[| X] = room\_width \* 0.5;

vecPosition[| Y] = room\_height \* 0.68;

vecPosition[| Z] = 0;

}

}

x = lerp(x, vecPosition[| X], 0.1);

y = lerp(y, vecPosition[| Y], 0.1);

z = lerp(z, vecPosition[| Z], 0.1);

view\_xview[0] = x - view\_wview[0] \* 0.5;

view\_yview[0] = y - z - view\_hview[0] \* 0.68;

return (state\_continue);

}

#define ResetCamera

/// ResetCamera(id)

{

CCamera.theTarget = argument0;

}

#define stateCursor\_Update

/// stateCursor\_Update()

{

if (CGame.state\_index != stateSystem\_Update) {

return (state\_continue);

}

// Clear

if (ds\_grid\_get(CMap.myMap[ENTITY\_MAP], vecPosition[| X], vecPosition[| Y]) == noone) {

UpdateMap(0, 0);

}

// Timer

theTimer = max(0, theTimer - 1);

// Scrollin

if (theTimer == 0) {

var \_u, \_v;

\_u = myInput.keyH;

\_v = myInput.keyV;

/\*

if (abs(CCamera.vecOrientation[| 0]) > 0) {

myU = \_u \* -CCamera.vecOrientation[| 0];

myV = \_v \* -CCamera.vecOrientation[| 0];

}

if (abs(CCamera.vecOrientation[| 1]) > 0) {

myU = \_v \* -CCamera.vecOrientation[| 1];

myV = \_u \* CCamera.vecOrientation[| 1];

}

\*/

if (vecPosition[| X] + \_u > -1 and vecPosition[| X] + \_u < CMap.myWidth) {

ResetCursor(vecPosition[| X] + \_u, vecPosition[| Y]);

}

if (vecPosition[| Y] + \_v > -1 and vecPosition[| Y] + \_v < CMap.myHeight) {

ResetCursor(vecPosition[| X], vecPosition[| Y] + \_v);

}

if (abs(\_u) + abs(\_v) > 0) {

\_u = 0;

\_v = 0;

audio\_play\_sound(res\_snd\_cursor, 1, false);

if (ds\_grid\_get(CMap.myMap[ENTITY\_MAP], vecPosition[| X], vecPosition[| Y]) != noone) {

GenerateMovement(ds\_grid\_get(CMap.myMap[TILE\_MAP], vecPosition[| X], vecPosition[| Y]), (ds\_grid\_get(CMap.myMap[ENTITY\_MAP], vecPosition[| X], vecPosition[| Y])).myFaction);

}

theTimer = room\_speed \* 0.1;

}

}

// Selection

if (myInput.keyA) {

//GenerateMovement(ds\_grid\_get(CMap.myMap[TILE\_MAP], vecPosition[| X], vecPosition[| Y]), 0);

}

// Deselection

if (myInput.keyB) {

//UpdateMap(0, 0);

}

// Place Ally

if (myInput.keyX) {

if (ds\_grid\_get(CMap.myMap[ENTITY\_MAP], vecPosition[| X], vecPosition[| Y]) == noone) {

SpawnUnit(vecPosition[| X], vecPosition[| Y], 0, 0);

}

}

// Place Enemy

if (myInput.keyY) {

if (ds\_grid\_get(CMap.myMap[ENTITY\_MAP], vecPosition[| X], vecPosition[| Y]) == noone) {

SpawnUnit(vecPosition[| X], vecPosition[| Y], 1, 0);

}

}

// Place Tree

if (keyboard\_check\_pressed(ord("B"))) {

if (ds\_grid\_get(CMap.myMap[ENTITY\_MAP], vecPosition[| X], vecPosition[| Y]) == noone) {

SpawnWorldObject(vecPosition[| X], vecPosition[| Y], res\_spr\_tree);

}

}

return (state\_continue);

}

#define ResetCursor

/// ResetCursor(x, y)

{

CCursor.vecPosition[| X] = argument0;

CCursor.vecPosition[| Y] = argument1;

CCursor.vecPosition[| Z] = ds\_grid\_get(CMap.myMap[HEIGHT\_MAP], CCursor.vecPosition[| X], CCursor.vecPosition[| Y]);

CCursor.x = IsoToCoordX(vecPosition[| X], vecPosition[| Y]);

CCursor.y = IsoToCoordY(vecPosition[| X], vecPosition[| Y]);

CCursor.z = vecPosition[| Z] \* TILE\_HEIGHT;

depth = -y - 1;

}

#define SpawnUnit

/// SpawnUnit(x, y, faction, clan\_id)

{

var a;

a = instance\_create(IsoToCoordX(argument0, argument1), IsoToCoordY(argument0, argument1), CUnit);

// Place on Map

ds\_grid\_set(CMap.myMap[ENTITY\_MAP], argument0, argument1, a);

// Identifier

a.\_id = argument3;

a.myFaction = argument2;

// Coordinates

a.vecPosition = ds\_list\_create();

a.vecPosition[| X] = argument0;

a.vecPosition[| Y] = argument1;

a.vecPosition[| Z] = ds\_grid\_get(CMap.myMap[HEIGHT\_MAP], argument0, argument1);

a.z = a.vecPosition[| Z] \* TILE\_HEIGHT;

a.depth = -a.y - 2;

// Sprite

a.sprite\_index = res\_spr\_unit;

a.image\_speed = 0;

a.image\_index = irandom(7);

// Stats

//a.HitPoints = CClan.theClan[# HP, argument3];

//a.AbilityPoints = CClan.theClan[# AP, argument3];

return a;

}

#define DrawUnit

/// DrawUnit()

{

draw\_sprite(res\_spr\_unit, image\_index, x, y - z - TILE\_HEIGHT);

}

#define SpawnWorldObject

/// SpawnWorldObject(x, y, sprite)

{

var a;

a = instance\_create(IsoToCoordX(argument0, argument1), IsoToCoordY(argument0, argument1), CWorldObject);

// Place on Map

ds\_grid\_set(CMap.myMap[ENTITY\_MAP], argument0, argument1, a);

// Identifier

a.myFaction = 99;

// Coordinates

a.z = ds\_grid\_get(CMap.myMap[HEIGHT\_MAP], argument0, argument1) \* TILE\_HEIGHT;

a.depth = -a.y - 1;

// Sprite

a.sprite\_index = argument2;

a.image\_speed = 0;

a.image\_index = irandom(a.image\_number);

return a;

}

#define AddClanMember

/// AddClanMember(name, role, level)

{

// Name

CClan.theClan[# NAME, CClan.theClanSize] = argument0;

// Role

CClan.theClan[# ROLE, CClan.theClanSize] = argument1;

// Level

CClan.theClan[# LV, CClan.theClanSize] = 1;

for (i=HP; i<=RES; i++) {

if (i != XP) {

CClan.theClan[# i, CClan.theClanSize] = GetRole(argument1, i, 0);

}

}

// XP

CClan.theClan[# XP, CClan.theClanSize] = 0;

// Level up to specified level

repeat (argument2) {

AddLV(CClan.theClanSize);

}

CClan.theClanSize++;

}

#define DismissClanMember

/// DismissClanMember(clan\_id)

{

var i, j;

for (j=argument0; j<CLAN\_SIZE; j++) {

for (i=0; i<STATS\_NUM; i++) {

ds\_grid\_set(CClan.theClan, i, j, ds\_grid\_get(CClan.theClan, i, j + 1));

}

}

ds\_grid\_set\_region(CClan.theClan, 0, 19, 18, 19, -1);

CClan.theClanSize--;

}

#define GetRole

/// GetRole(role\_id, stat, base\_or\_growth)

{

if (!argument2) {

switch (argument0) {

case WARRIOR:

switch (argument1) {

case HP:

return 36;

case AP:

return 12;

case MOV:

return 3;

case JMP:

return 1;

case SPD:

return 104;

case ATK:

return 92;

case DEF:

return 80;

case POW:

return 56;

case RES:

return 68;

}

break;

case ARCHER:

switch (argument1) {

case HP:

return 36;

case AP:

return 18;

case MOV:

return 3;

case JMP:

return 2;

case SPD:

return 106;

case ATK:

return 72;

case DEF:

return 72;

case POW:

return 64;

case RES:

return 80;

}

break;

case LANCER:

switch (argument1) {

case HP:

return 40;

case AP:

return 8;

case MOV:

return 3;

case JMP:

return 3;

case SPD:

return 104;

case ATK:

return 96;

case DEF:

return 84;

case POW:

return 56;

case RES:

return 60;

}

break;

case THIEF:

switch (argument1) {

case HP:

return 33;

case AP:

return 15;

case MOV:

return 3;

case JMP:

return 1;

case SPD:

return 110;

case ATK:

return 76;

case DEF:

return 76;

case POW:

return 76;

case RES:

return 64;

}

break;

case SORCEROR:

switch (argument1) {

case HP:

return 28;

case AP:

return 36;

case MOV:

return 3;

case JMP:

return 2;

case SPD:

return 96;

case ATK:

return 64;

case DEF:

return 68;

case POW:

return 88;

case RES:

return 96;

}

break;

case CLERIC:

switch (argument1) {

case HP:

return 30;

case AP:

return 40;

case MOV:

return 3;

case JMP:

return 1;

case SPD:

return 108;

case ATK:

return 60;

case DEF:

return 73;

case POW:

return 84;

case RES:

return 80;

}

break;

case PYROMANCER:

switch (argument1) {

case HP:

return 34;

case AP:

return 22;

case MOV:

return 3;

case JMP:

return 1;

case SPD:

return 96;

case ATK:

return 81;

case DEF:

return 76;

case POW:

return 84;

case RES:

return 76;

}

break;

}

} else {

switch (argument0) {

case WARRIOR:

switch (argument1) {

case HP:

return 7.2;

case AP:

return 1.1;

case SPD:

return 1.1;

case ATK:

return 9.2;

case DEF:

return 8.1;

case POW:

return 5.6;

case RES:

return 6.8;

}

break;

case ARCHER:

switch (argument1) {

case HP:

return 7.2;

case AP:

return 1.1;

case SPD:

return 1.4;

case ATK:

return 7.2;

case DEF:

return 7.2;

case POW:

return 6.4;

case RES:

return 8.1;

}

break;

case LANCER:

switch (argument1) {

case HP:

return 8.2;

case AP:

return 1.2;

case SPD:

return 1.1;

case ATK:

return 9.6;

case DEF:

return 8.4;

case POW:

return 5.6;

case RES:

return 6.4;

}

break;

case THIEF:

switch (argument1) {

case HP:

return 6.6;

case AP:

return 1.1;

case SPD:

return 1.8;

case ATK:

return 7.6;

case DEF:

return 7.6;

case POW:

return 7.6;

case RES:

return 6.4;

}

break;

case SORCEROR:

switch (argument1) {

case HP:

return 5.6;

case AP:

return 4.4;

case SPD:

return 1.1;

case ATK:

return 6.4;

case DEF:

return 6.8;

case POW:

return 8.8;

case RES:

return 9.6;

}

break;

case CLERIC:

switch (argument1) {

case HP:

return 6.1;

case AP:

return 4.8;

case SPD:

return 1.2;

case ATK:

return 6.2;

case DEF:

return 7.3;

case POW:

return 8.4;

case RES:

return 8.2;

}

break;

case PYROMANCER:

switch (argument1) {

case HP:

return 6.8;

case AP:

return 2.6;

case SPD:

return 1.3;

case ATK:

return 8.1;

case DEF:

return 7.6;

case POW:

return 8.4;

case RES:

return 7.6;

}

break;

}

}

}

#define AddXP

/// AddXP(clan\_id, num)

{

CClan.theClan[# XP, argument0] += argument1;

if (CClan.theClan[# XP, argument0] > 99) {

AddLV(argument0);

}

}

#define AddLV

/// AddLV(clan\_id)

{

CClan.theClan[# XP, argument0] -= 100;

CClan.theClan[# LV, argument0]++;

var i, j;

for (i=HP; i<=RES; i++) {

if (i != XP) {

j = GetRole(CClan.theClan[# ROLE, argument0], i, 1);

CClan.theClan[# i, argument0] += j - frac(j);

if (irandom\_range(0, 9) < frac(j) \* 10) {

CClan.theClan[# i, argument0]++;

}

}

}

if (CClan.theClan[# XP, argument0] < 0) {

CClan.theClan[# XP, argument0] = 0;

}

if (CClan.theClan[# XP, argument0] > 99) {

AddLV(argument0);

}

}

#define DBQ\_LookItems

/// DBQ\_LookItems(item\_id, data\_cell)

{

switch (argument0) {

case 0:

switch (argument1) {

case NAME:

return "Potion";

case DESCRIPTION:

return "'Brewed Nightshade root-oil emulsion in distilled alcohol.'##Heals 25 Hit Points.";

case PRICE:

return 150;

}

break;

case 1:

switch (argument1) {

case NAME:

return "Hi-Potion";

case DESCRIPTION:

return "'Brewed Wolfsbane oil emulsion in saltwater.'##Heals 50 Hit Points.";

case PRICE:

return 150;

}

break;

case 2:

switch (argument1) {

case NAME:

return "Aether";

case DESCRIPTION:

return "'Liquid suspension of eye humours harvested from deep-sea worms.'##Replenishes 25 Aura Points.";

case PRICE:

return 150;

}

break;

case 3:

switch (argument1) {

case NAME:

return "Elixir";

case DESCRIPTION:

return "'Decoction of Ginseng root pickled in thin mead.'##Replenishes 50 Aura Points.";

case PRICE:

return 150;

}

break;

case 4:

switch (argument1) {

case NAME:

return "Phoenix Down";

case DESCRIPTION:

return "'Soft down plucked from the neck and breast of the Phoenix.'##Cures KO Status and Heals all Hit Points.";

case PRICE:

return 150;

}

break;

case 5:

switch (argument1) {

case NAME:

return "Antidote";

case DESCRIPTION:

return "'Essence of Bezoar taken from the stomach lining of an aged goat.'##Cures Poison Status.";

case PRICE:

return 150;

}

break;

case 6:

switch (argument1) {

case NAME:

return "Revive";

case DESCRIPTION:

return "'Fiery draught of thrice-distilled spirits. To be taken in small doses only.'##Cures KO Status.";

case PRICE:

return 150;

}

break;

case 7:

switch (argument1) {

case NAME:

return "NULL";

case DESCRIPTION:

return "NULL";

case PRICE:

return 100;

}

break;

case 8:

switch (argument1) {

case NAME:

return "NULL";

case DESCRIPTION:

return "NULL";

case PRICE:

return 100;

}

break;

case 9:

switch (argument1) {

case NAME:

return "NULL";

case DESCRIPTION:

return "NULL";

case PRICE:

return 100;

}

break;

case 10:

switch (argument1) {

case NAME:

return "Wooden Club";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 11:

switch (argument1) {

case NAME:

return "Mace";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 12:

switch (argument1) {

case NAME:

return "Morningstar";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 13:

switch (argument1) {

case NAME:

return "Mallet";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 14:

switch (argument1) {

case NAME:

return "Dagger";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 15:

switch (argument1) {

case NAME:

return "Shiv";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 16:

switch (argument1) {

case NAME:

return "Shortsword";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 17:

switch (argument1) {

case NAME:

return "Bastard Sword";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 18:

switch (argument1) {

case NAME:

return "Longsword";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 19:

switch (argument1) {

case NAME:

return "Broadsword";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 20:

switch (argument1) {

case NAME:

return "Claymore";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 21:

switch (argument1) {

case NAME:

return "Rapier";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 22:

switch (argument1) {

case NAME:

return "Spear";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 23:

switch (argument1) {

case NAME:

return "Halberd";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 24:

switch (argument1) {

case NAME:

return "Shortbow";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 25:

switch (argument1) {

case NAME:

return "Longbow";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 26:

switch (argument1) {

case NAME:

return "Crossbow";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 27:

switch (argument1) {

case NAME:

return "Quarterstaff";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 28:

switch (argument1) {

case NAME:

return "Staff";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 29:

switch (argument1) {

case NAME:

return "Rod";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

case 30:

switch (argument1) {

case NAME:

return "Wand";

case DESCRIPTION:

return "...";

case PRICE:

return 150;

}

break;

default:

return 0;

}

return 0;

}

#define CreateStorage

/// CreateStorage()

{

globalvar Storage;

Storage[0] = ds\_list\_create();

Storage[1] = ds\_list\_create();

Storage[2] = ds\_list\_create();

Storage[3] = 0; // GP

}

#define PeekStorage

/// PeekStorage(index)

{

return ds\_list\_find\_index(Storage[INDEX], argument0);

}

#define AddStorage

/// AddStorage(index, amount)

{

var \_i = PeekStorage(argument0);

if (\_i > -1) {

var \_q = ds\_list\_find\_value(Storage[QUANTITY], \_i);

ds\_list\_replace(Storage[QUANTITY], \_i, \_q + argument1);

if (ds\_list\_find\_value(Storage[QUANTITY], \_i) < 1) {

ds\_list\_delete(Storage[INDEX], \_i);

ds\_list\_delete(Storage[QUANTITY], \_i);

ds\_list\_delete(Storage[EQUIPPED], \_i);

}

} else {

if (argument1 > 0) {

ds\_list\_add(Storage[INDEX], argument0);

ds\_list\_add(Storage[QUANTITY], min(argument1, 99));

ds\_list\_add(Storage[EQUIPPED], 0);

}

}

}

#define EquipStorage

/// EquipStorage(clan\_id, slot, index)

{

var \_i = PeekStorage(argument2);

if (\_i > -1) {

if (ds\_list\_find\_value(Storage[1], \_i) < ds\_list\_find\_value(Storage[2], \_i)) {

CClan.theClan[# SLOT1, argument0] = argument2;

ds\_list\_replace(Storage[1], \_i, ds\_list\_find\_value(Storage[1], \_i) + 1);

BufferPrompt("0\_" + string(CClan.theClan[# NAME, argument0] + " equipped ..."));

DisplayPrompt();

}

}

}

#define AddGold

/// AddGold(amount)

{

Storage[GOLD] = max(0, min(Storage[GOLD] + argument0, 9999));

}

#define SaveGame

/// SaveGame()

{

var theFile = file\_text\_open\_write("unisav.txt");

// Story Systems

file\_text\_write\_real(theFile, theStory);

// Roster Systems

file\_text\_write\_real(theFile, ds\_grid\_width(CClan.theClan));

file\_text\_write\_real(theFile, ds\_grid\_height(CClan.theClan));

file\_text\_write\_string(theFile, ds\_grid\_write(CClan.theClan));

// Inventory Systems

file\_text\_write\_string(theFile, ds\_list\_write(Storage[0]));

file\_text\_write\_string(theFile, ds\_list\_write(Storage[1]));

file\_text\_write\_string(theFile, ds\_list\_write(Storage[2]));

file\_text\_write\_real(theFile, Storage[3]);

file\_text\_close(theFile);

}

#define LoadGame

/// LoadGame()

{

var theFile = file\_text\_open\_read("unisav.txt");

// Story Systems

theStory = file\_text\_read\_real(theFile);

// Roster Systems

var width, height;

width = file\_text\_read\_real(theFile);

height = file\_text\_read\_real(theFile);

ds\_grid\_clear(CClan.theClan, 0);

ds\_grid\_resize(CClan.theClan, width, height);

ds\_grid\_read(CClan.theClan, file\_text\_read\_string(theFile));

// Inventory Systems

ds\_list\_read(Storage[0], file\_text\_read\_string(theFile));

ds\_list\_read(Storage[1], file\_text\_read\_string(theFile));

ds\_list\_read(Storage[2], file\_text\_read\_string(theFile));

Storage[3] = file\_text\_read\_real(theFile)

file\_text\_close(theFile);

}

#define stateScene\_Update

/// stateScene\_Update()

{

show\_debug\_message("Entered Cutscene State...");

// Input

DetectInputDevice();

if (ds\_list\_size(Scene) < 1) {

SceneEnd();

if (instance\_exists(CCharacterCreation)) {

fsm\_enterState(stateCharacterCreation\_Update);

}

if (instance\_exists(CGame)) {

fsm\_enterState(stateSystem\_Update);

}

return (state\_next);

}

show\_debug\_message("Continuing Cutscene State...");

if (instance\_exists(CPrompt)) {

show\_debug\_message("Cutscene Paused for Dialogue...");

fsm\_enterState(stateSystem\_Prompt);

return (state\_next);

}

if (SceneTimer != 0) {

SceneTimer--;

return (state\_continue);

}

switch (Extract(Scene[| 0], 0, "\_")) {

case "WAIT":

SceneTimer = real(Extract(Scene[| 0], 1, "\_"));

ds\_list\_delete(Scene, 0);

return (state\_continue);

case "SPEAK":

BufferPrompt(string\_replace(Scene[| 0], "SPEAK\_", ""));

DisplayPrompt();

SceneTimer = 1;

ds\_list\_delete(Scene, 0);

return (state\_continue);

case "NOTIFY":

BufferPrompt(string\_replace(Scene[| 0], "NOTIFY\_", ""));

DisplayPrompt();

SceneTimer = 1;

ds\_list\_delete(Scene, 0);

return (state\_continue);

case "CBG":

background\_index[0] = Extract(Scene[| 0], 1, "\_");

SceneTimer = 1;

ds\_list\_delete(Scene, 0);

return (state\_continue);

case "CSPRITE":

var o = Extract(Scene[| 0], 1, "\_");

o.sprite\_index = Extract(Scene[| 0], 2, "\_");

o.image\_index = 0;

SceneTimer = o.image\_number;

ds\_list\_delete(Scene, 0);

return (state\_continue);

case "CFACING":

var o = Extract(Scene[| 0], 1, "\_");

o.direction = Extract(Scene[| 0], 2, "\_");

SceneTimer = 1;

ds\_list\_delete(Scene, 0);

return (state\_continue);

case "CTARGET":

ResetCamera(Extract(Scene[| 0], 1, "\_"));

SceneTimer = 1;

ds\_list\_delete(Scene, 0);

return (state\_continue);

}

return (state\_continue);

}

#define SceneBegin

/// SceneBegin()

{

Scene = ds\_list\_create();

}

#define SceneRun

/// SceneRun()

{

show\_debug\_message("Entering Cutscene...")

show\_debug\_message("Cutscene Buffer Size is " + string(ds\_list\_size(Scene)) + "...");

}

#define SceneEnd

/// SceneEnd()

{

show\_debug\_message("Ending Cutscene...");

ds\_list\_destroy(Scene);

}

#define SceneWait

/// SceneWait(time)

{

show\_debug\_message("Cutscene is waiting for " + string(argument0) + " seconds...");

ds\_list\_add(Scene, "WAIT\_" + string(argument0 \* room\_speed));

}

#define SceneSpeak

/// SceneSpeak(value)

{

ds\_list\_add(Scene, "SPEAK\_" + argument0);

}

#define SceneNotify

/// SceneNotify(value)

{

ds\_list\_add(Scene, "NOTIFY\_" + argument0);

}

#define SceneChangeBackground

/// SceneChangeBackground(background)

{

ds\_list\_add(Scene, "CBG\_" + string(argument0));

}

#define SceneChangeSprite

/// SceneChangeSprite(id, sprite)

{

ds\_list\_add(Scene, "CSPRITE\_" + string(argument0) + "\_" + string(argument1));

}

#define SceneChangeFacing

/// SceneChangeFacing(id, direction)

{

ds\_list\_add(Scene, "CFACING\_" + string(argument0) + "\_" + string(argument1));

}

#define SceneChangeTarget

/// SceneChangeTarget(id)

{

ds\_list\_add(Scene, "CTARGET\_" + string(argument0));

}

#define run\_cutscene\_intro

/// run\_cutscene\_intro()

{

show\_debug\_message("Running Cutscene...");

SceneBegin();

SceneWait(3);

//SceneChangeTarget(instance\_find(CUnit, 0));

SceneSpeak("1\_ \_In days long dead, there lasted for a time a nation of people of great magical endowment. Indeed, they were the FIRST ONES.");

SceneWait(1);

SceneSpeak("1\_ \_This was before ever our fathers spread across lands, building great temples to the Creator.");

SceneWait(2);

SceneSpeak("1\_ \_It is said that when the sun had been swallowed for seven days and seven nights, a great calamity befell the nation.");

SceneWait(1);

SceneSpeak("1\_ \_A shadow reaching from the edges of this world. A shadow steeped in hatred and malice at the piety of the nation.");

SceneWait(1);

SceneSpeak("1\_ \_In the darkness, this shadow spread its dark will, and the FIRST succumbed to a terrible madness.");

SceneWait(1);

SceneSpeak("1\_ \_When the sun shone again, their tallest towers and hallowed halls had returned to dust.");

SceneWait(2);

SceneSpeak("1\_ \_The shadow vanished, not to been seen for an age. The far-seeing among men anticipate its return in dreams.");

SceneWait(1);

SceneSpeak("1\_ \_Dead dreams of eons past.");

SceneWait(1);

SceneSpeak("1\_ \_For it is GANON, and it will strike once more at the gladness of mankind.");

//SceneWait(3);

SceneRun();

}

#define run\_cutscene\_1

/// run\_cutscene\_1()

{

show\_debug\_message("Running Cutscene...");

SceneBegin();

SceneWait(1);

SceneChangeTarget(instance\_find(CUnit, 0));

SceneSpeak("1\_Macbeth\_How now! what news?");

SceneChangeTarget(instance\_find(CUnit, 1));

SceneSpeak("1\_Lady Macbeth\_He has almost supp’d. Why have you left the chamber?");

SceneChangeTarget(instance\_find(CUnit, 0));

SceneSpeak("1\_Macbeth\_Hath he ask’d for me?");

SceneChangeTarget(instance\_find(CUnit, 1));

SceneSpeak("1\_Lady Macbeth\_Know you not, he has?");

SceneChangeTarget(instance\_find(CUnit, 0));

SceneSpeak("1\_Macbeth\_We will proceed no further in this business:

He hath honour’d me of late; and I have bought

Golden opinions from all sorts of people,

Which would be worn now in their newest gloss,

Not cast aside so soon.");

//SceneWait(3);

/\*

SceneChangeTarget(instance\_find(CUnit, 2));

SceneSpeak("1\_Auddi\_I want omelette pls. Pls. Promise? LOL. \*farts\*");

SceneChangeTarget(instance\_find(CUnit, 3));

SceneSpeak("1\_Pritto\_You smell bad.");

SceneChangeTarget(instance\_find(CUnit, 0));

SceneSpeak("1\_Macbeth\_I hate you peepol.");

SceneChangeTarget(instance\_find(CUnit, 3));

SceneSpeak("1\_Pritto\_You farted!");

SceneChangeTarget(instance\_find(CUnit, 2));

SceneSpeak("1\_Auddi\_NUHHHHH!");

SceneChangeTarget(instance\_find(CUnit, 0));

SceneSpeak("1\_Macbeth\_I can smell it from here.");

SceneChangeTarget(instance\_find(CUnit, 1));

SceneSpeak("1\_Lady Macbeth\_I can smell it from here.");

SceneChangeTarget(instance\_find(CUnit, 3));

SceneSpeak("1\_Pritto\_Ador bhaiya will have to clean all the tiles and make them white now.");

SceneWait(1);

\*/

SceneRun();

}

#define Extract

///Extract(string, position, separator)

{

var i, str, pos, r\_pos, sep, str\_return;

str = argument0;

r\_str = "";

pos = 0;

r\_pos = argument1;

sep = argument2;

for (i=1; i<=string\_length(str); i+=1) {

if (string\_char\_at(str,i) != sep) {

r\_str += string\_char\_at(str,i);

}

else {

if (pos != r\_pos) {

r\_str = "";

pos += 1;

}

else {

break;

}

}

}

if (i+1 > string\_length(str) && pos != r\_pos) {

r\_str = "NULL\_ERROR";

}

return r\_str;

}

#define SpawnMap

/// SpawnMap()

{

var i, j, k, o, h;

for (j=0; j<CMap.myHeight; j++) {

for (i=0; i<CMap.myWidth; i++) {

o = ds\_grid\_get(myMap[TILE\_MAP], i, j);

h = ds\_grid\_get(myMap[HEIGHT\_MAP], i, j);

for (k=h; k>0; k--) {

tile\_add(res\_iso\_tile, 0, 0, 64, 48, o.x - TILE\_WIDTH, o.y - o.z + (k - 3) \* TILE\_HEIGHT, o.depth + 1);

}

}

}

}

#define UpdateMap

/// UpdateMap(layer, parameter)

{

// Tiles

if (argument0 == TILE\_MAP) {

// arg1 refers to clearing value

if (argument1 == 0) {

with (CTile) {

myFlag[0] = false;

myFlag[1] = false;

}

} else {

with (CTile) {

myFlag[2] = false;

myFlag[3] = false;

}

with (CUnit) {

//if (myFaction == !CGame.myTurn) {

with (ds\_grid\_get(CMap.myMap[TILE\_MAP], vecPosition[| X], vecPosition[| Y])) {

myFlag[2] = 1;

myFlag[3] = 0;

}

//} else {

// with (ds\_grid\_get(CMap.myMap[TILE\_MAP], vecPosition[| X], vecPosition[| Y])) {

// myFlag[2] = 1;

// myFlag[3] = 0;

// }

//}

}

}

}

// Height

if (argument0 == HEIGHT\_MAP) {

}

// Terrain

if (argument0 == TERRAIN\_MAP) {

}

// Entity

if (argument0 == ENTITY\_MAP) {

}

}

#define CreateNodeMap

/// CreateNodeMap()

{

Node[0] = ds\_list\_create();

Node[1] = ds\_list\_create();

Node[2] = ds\_list\_create();

}

#define SpawnNode

/// SpawnNode(x, y, name)

{

ds\_list\_add(Node[0], argument0);

ds\_list\_add(Node[1], argument1);

ds\_list\_add(Node[2], argument2);

}

#define IsoToCoordX

/// IsoToCoordX(x, y)

{

return (argument0 - argument1) \* TILE\_WIDTH;

}

#define IsoToCoordY

/// IsoToCoordY(x, y)

{

return (argument0 + argument1) \* 0.5 \* TILE\_WIDTH;

}

#define GenerateMovement

///GenerateMovement(id, faction)

{

var \_start, \_moverange, \_jumprange, \_faction;

\_start = argument0;

\_faction = argument1;

\_moverange = 3 \* (\_faction != 99);

\_jumprange = 2 \* (\_faction != 99);

// Update Map

UpdateMap(0, 0);

UpdateMap(0, 1);

var \_priorityOpen, \_listClosed, \_mapDist;

\_priorityOpen = ds\_priority\_create();

\_listClosed = ds\_list\_create();

\_mapDist = ds\_map\_create();

ds\_priority\_add( \_priorityOpen, \_start, 0 );

ds\_map\_add( \_mapDist, \_start, 0 );

\_start.myParent = 0;

\_start.myFlag[0] = true;

while ( ds\_priority\_size( \_priorityOpen ) ) {

var \_current;

\_current = ds\_priority\_delete\_min( \_priorityOpen );

ds\_list\_add( \_listClosed, \_current );

var \_predist;

\_predist = ds\_map\_find\_value( \_mapDist, \_current );

var i;

for (i=0; i<4; i++) {

with ( \_current.myNeighbour[i] ) {

var \_notOccupied;

if (ds\_grid\_get(CMap.myMap[ENTITY\_MAP], myX, myY) == noone) {

\_notOccupied = true;

} else {

if (ds\_grid\_get(CMap.myMap[ENTITY\_MAP], myX, myY).myFaction == \_faction) {

\_notOccupied = true;

} else {

\_notOccupied = false;

}

}

if ( ds\_list\_find\_index( \_listClosed, id ) == -1 and

\_notOccupied and

\_predist + 1 <= \_moverange and

abs(ds\_grid\_get(CMap.myMap[HEIGHT\_MAP], \_current.myX, \_current.myY) - ds\_grid\_get(CMap.myMap[HEIGHT\_MAP], myX, myY)) <= \_jumprange ) {

if ( is\_undefined(ds\_priority\_find\_priority( \_priorityOpen, id )) ) {

var \_dist;

\_dist = \_predist + 1;

ds\_priority\_add( \_priorityOpen, id, \_dist );

ds\_map\_add( \_mapDist, id, \_dist );

myParent = \_current;

myFlag[0] = true;

} else {

var \_dist;

\_dist = \_predist + 1;

if ( \_dist < ds\_priority\_find\_priority( \_mapDist, id ) ) {

ds\_priority\_change\_priority( \_priorityOpen, id, \_dist );

ds\_map\_replace( \_mapDist, id, \_dist );

myParent = \_current;

}

}

}

}

}

}

\_start.myFlag[0] = false;

ds\_priority\_destroy( \_priorityOpen );

ds\_list\_destroy( \_listClosed );

ds\_map\_destroy( \_mapDist );

}

#UNISAV.txt

12

19

1

5A0200001300000001000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000

2E01000000000000

2E01000000000000

2E01000000000000

#map\_1\_1.txt

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