- AutoTrashCanKill (GUI nâng cấp: resize + nút AutoKill fix không bị che)﻿-- Dán vào executor, chạy ở client. Một số game có anti-cheat -> tự chịu.﻿local Players = game:GetService("Players")﻿local RunService = game:GetService("RunService")﻿local TweenService = game:GetService("TweenService")﻿local UserInput = game:GetService("UserInputService")﻿local player = Players.LocalPlayer﻿-- ===== config =====﻿local BEHIND\_STUDS = 5﻿local TRASH\_BEHIND\_STUDS = 5﻿local TELEPORT\_OUT\_INTERVAL = 0.01﻿local OUT\_PHASE\_DURATION = 1.0﻿local TRASH\_PHASE\_DURATION = 1.0﻿-- min/max size for resize﻿local MIN\_W, MIN\_H = 300, 180﻿local MAX\_W, MAX\_H = 900, 600﻿-- ===================﻿math.randomseed(tick())﻿-- Remove old gui﻿local EXIST = player:FindFirstChildOfClass("PlayerGui") and player.PlayerGui:FindFirstChild("AutoTrashKillGUI")﻿if EXIST then EXIST:Destroy() end﻿-- ===== GUI =====﻿local screenGui = Instance.new("ScreenGui")﻿screenGui.Name = "AutoTrashKillGUI"﻿screenGui.ResetOnSpawn = false﻿screenGui.Parent = player:WaitForChild("PlayerGui")﻿local main = Instance.new("Frame")﻿main.Name = "Main"﻿main.Size = UDim2.new(0, 420, 0, 260) -- lớn hơn mặc định﻿main.Position = UDim2.new(0, 16, 0, 80)﻿main.BackgroundColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(10, 10, 10)﻿main.BackgroundTransparency = 0.12﻿main.BorderSizePixel = 0﻿main.Parent = screenGui﻿main.Active = true﻿main.ClipsDescendants = true﻿main.ZIndex = 2﻿local mainCorner = Instance.new("UICorner", main)﻿mainCorner.CornerRadius = UDim.new(0, 14)﻿local mainStroke = Instance.new("UIStroke", main)﻿mainStroke.Color = [Color3.fr](Color3.fr#Color3.fr)omRGB(255,255,255)﻿mainStroke.Transparency = 0.92﻿mainStroke.Thickness = 1﻿local gradient = Instance.new("UIGradient", main)﻿gradient.Color = ColorSequence.new{﻿    ColorSequenceKeypoint.new(0, [Color3.fr](Color3.fr#Color3.fr)omRGB(18,18,18)),﻿    ColorSequenceKeypoint.new(1, [Color3.fr](Color3.fr#Color3.fr)omRGB(28,28,28))﻿}﻿gradient.Rotation = 270﻿-- Header﻿local header = Instance.new("Frame", main)﻿header.Size = UDim2.new(1,0,0,48)﻿header.BackgroundTransparency = 1﻿header.ZIndex = 3﻿-- Logo giữa header﻿local logoFrame = Instance.new("Frame", header)﻿logoFrame.Name = "LogoFrame"﻿logoFrame.AnchorPoint = Vector2.new(0.5, 0.5)﻿logoFrame.Position = UDim2.new(0.5, 0, 0.5, 0) -- căn giữa header﻿logoFrame.Size = UDim2.new(0,52,0,52)﻿logoFrame.BackgroundColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(30,30,30)﻿logoFrame.BorderSizePixel = 0﻿logoFrame.ZIndex = 4﻿local logoCorner = Instance.new("UICorner", logoFrame)﻿logoCorner.CornerRadius = UDim.new(0,12)﻿local logoGrad = Instance.new("UIGradient", logoFrame)﻿logoGrad.Color = ColorSequence.new{﻿    ColorSequenceKeypoint.new(0, [Color3.fr](Color3.fr#Color3.fr)omRGB(120,60,200)),﻿    ColorSequenceKeypoint.new(1, [Color3.fr](Color3.fr#Color3.fr)omRGB(60,200,200))﻿}﻿logoGrad.Rotation = 45﻿local logoInner = Instance.new("TextLabel", logoFrame)﻿logoInner.Size = UDim2.new(1, -8, 1, -8)﻿logoInner.Position = UDim2.new(0,4,0,4)﻿logoInner.BackgroundTransparency = 1﻿logoInner.Text = "KK"﻿logoInner.Font = Enum.Font.GothamSemibold﻿logoInner.TextSize = 20﻿logoInner.TextColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(245,245,245)﻿logoInner.ZIndex = 6﻿logoInner.TextXAlignment = Enum.TextXAlignment.Center﻿logoInner.TextYAlignment = Enum.TextYAlignment.Center﻿local logoDot = Instance.new("Frame", logoFrame)﻿logoDot.Size = UDim2.new(0,8,0,8)﻿logoDot.Position = UDim2.new(1,-14,0,6)﻿logoDot.BackgroundColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(255,240,120)﻿logoDot.BorderSizePixel = 0﻿local dotCorner = Instance.new("UICorner", logoDot)﻿dotCorner.CornerRadius = UDim.new(1,0)﻿logoDot.ZIndex = 7﻿local logoGlow = Instance.new("ImageLabel", logoFrame)﻿logoGlow.Name = "LogoGlow"﻿logoGlow.Size = UDim2.new(1.8,0,1.8,0)﻿logoGlow.Position = UDim2.new(-0.4,0,-0.4,0)﻿logoGlow.BackgroundTransparency = 1﻿logoGlow.Image = "rbxassetid://[4996891970](4996891970#4996891970)"﻿logoGlow.ImageTransparency = 0.88﻿logoGlow.ZIndex = 3﻿logoGlow.ScaleType = Enum.ScaleType.Slice﻿logoGlow.SliceCenter = Rect.new(10,10,118,118)﻿-- Hiệu ứng phóng to / thu nhỏ﻿spawn(function()﻿    while screenGui.Parent do﻿        pcall(function()﻿            tweenObject(logoFrame, {Size = UDim2.new(0,60,0,60)}, 0.45, "Sine"):Play()﻿            tweenObject(logoInner, {TextSize = 22}, 0.45, "Sine"):Play()﻿        end)﻿        task.wait(0.45)﻿        pcall(function()﻿            tweenObject(logoFrame, {Size = UDim2.new(0,52,0,52)}, 0.45, "Sine"):Play()﻿            tweenObject(logoInner, {TextSize = 20}, 0.45, "Sine"):Play()﻿        end)﻿        task.wait(0.45)﻿    end﻿end)﻿local title = Instance.new("TextLabel", header)﻿title.Size = UDim2.new(1,-140,1,0)﻿title.Position = UDim2.new(0,16,0,0)﻿title.BackgroundTransparency = 1﻿title.Text = "AutoTrashKill"﻿title.Font = Enum.Font.GothamSemibold﻿title.TextSize = 16﻿title.TextColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(240,240,240)﻿title.TextXAlignment = Enum.TextXAlignment.Left﻿title.ZIndex = 3﻿local minBtn = Instance.new("TextButton", header)﻿minBtn.Size = UDim2.new(0,100,0,32)﻿minBtn.Position = UDim2.new(1,-116,0,8)﻿minBtn.BackgroundColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(30,30,30)﻿minBtn.BorderSizePixel = 0﻿minBtn.Text = "—"﻿minBtn.Font = Enum.Font.Gotham﻿minBtn.TextSize = 20﻿minBtn.TextColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(255,255,255)﻿minBtn.ZIndex = 4﻿local minCorner = Instance.new("UICorner", minBtn)﻿minCorner.CornerRadius = UDim.new(0,8)﻿local minStroke = Instance.new("UIStroke", minBtn)﻿minStroke.Transparency = 0.75﻿minStroke.Thickness = 1﻿-- Content area﻿local content = Instance.new("Frame", main)﻿content.Position = UDim2.new(0,0,0,48)﻿content.Size = UDim2.new(1,0,1,-48)﻿content.BackgroundTransparency = 1﻿content.ZIndex = 3﻿-- Label + dropdown button﻿local lbl = Instance.new("TextLabel", content)﻿lbl.Size = UDim2.new(0,1,0,18)﻿lbl.Position = UDim2.new(0,16,0,10)﻿lbl.BackgroundTransparency = 1﻿lbl.Text = "Target:"﻿lbl.Font = Enum.Font.GothamSemibold﻿lbl.TextSize = 13﻿lbl.TextColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(200,200,200)﻿lbl.TextXAlignment = Enum.TextXAlignment.Left﻿lbl.ZIndex = 3﻿local dropdownBtn = Instance.new("TextButton", content)﻿dropdownBtn.Size = UDim2.new(0,300,0,36)﻿dropdownBtn.Position = UDim2.new(0,16,0,36)﻿dropdownBtn.BackgroundColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(18,18,18)﻿dropdownBtn.BorderSizePixel = 0﻿dropdownBtn.Text = "Chọn player..."﻿dropdownBtn.Font = Enum.Font.Gotham﻿dropdownBtn.TextSize = 14﻿dropdownBtn.TextColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(230,230,230)﻿dropdownBtn.ZIndex = 3﻿local ddCorner = Instance.new("UICorner", dropdownBtn)﻿ddCorner.CornerRadius = UDim.new(0,8)﻿local ddStroke = Instance.new("UIStroke", dropdownBtn)﻿ddStroke.Transparency = 0.8﻿ddStroke.Thickness = 1﻿-- Dropdown -> ScrollingFrame để kéo được﻿local dropdownFrame = Instance.new("ScrollingFrame", content)﻿dropdownFrame.Size = UDim2.new(0,300,0,180)﻿dropdownFrame.Position = UDim2.new(0,16,0,76)﻿dropdownFrame.BackgroundColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(16,16,16)﻿dropdownFrame.BorderSizePixel = 0﻿dropdownFrame.Visible = false﻿dropdownFrame.CanvasSize = UDim2.new(0,0,0,0)﻿dropdownFrame.ScrollBarThickness = 6﻿dropdownFrame.AutomaticCanvasSize = Enum.AutomaticSize.Y﻿dropdownFrame.ZIndex = 4﻿local ddCorner2 = Instance.new("UICorner", dropdownFrame)﻿ddCorner2.CornerRadius = UDim.new(0,8)﻿local listLayout = Instance.new("UIListLayout", dropdownFrame)﻿listLayout.Padding = UDim.new(0,6)﻿listLayout.SortOrder = Enum.SortOrder.LayoutOrder﻿local padding = Instance.new("Frame", dropdownFrame)﻿padding.Size = UDim2.new(1,0,0,10)﻿padding.BackgroundTransparency = 1﻿-- Toggle button (ANCHOR FIXED: anchored to bottom-left so never gets cut)﻿local toggleBtn = Instance.new("TextButton", content)﻿toggleBtn.Size = UDim2.new(0,220,0,44)﻿toggleBtn.AnchorPoint = Vector2.new(0,1)               -- anchor to bottom﻿toggleBtn.Position = UDim2.new(0,16,1,-16)             -- 16px from left, 16px from bottom﻿toggleBtn.BackgroundColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(16,120,16)﻿toggleBtn.BorderSizePixel = 0﻿toggleBtn.Text = "Bật AutoKill"﻿toggleBtn.Font = Enum.Font.Gotham﻿toggleBtn.TextSize = 16﻿toggleBtn.TextColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(245,245,245)﻿toggleBtn.ZIndex = 3﻿local togCorner = Instance.new("UICorner", toggleBtn)﻿togCorner.CornerRadius = UDim.new(0,8)﻿-- Status label﻿local status = Instance.new("TextLabel", content)﻿status.Size = UDim2.new(0,260,0,24)﻿status.Position = UDim2.new(0,330,0,42)﻿status.BackgroundTransparency = 1﻿status.Text = "Status: Idle"﻿status.Font = Enum.Font.Gotham﻿status.TextSize = 13﻿status.TextColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(200,200,200)﻿status.TextXAlignment = Enum.TextXAlignment.Left﻿status.ZIndex = 3﻿-- small minimize button (visible when main hidden)﻿-- === REPLACE existing smallBtn block with this ===﻿local SMALL\_ASSET\_CLICK = "rbxassetid://[2668781453](2668781453#2668781453)"  -- click sound ID﻿-- retain TweenService and screenGui from earlier﻿local smallBtn = Instance.new("TextButton")﻿smallBtn.Name = "SmallToggle"﻿smallBtn.Size = [UDim2.fr](UDim2.fr#UDim2.fr)omOffset(64,64)﻿smallBtn.Position = UDim2.new(0,20,0,22)﻿smallBtn.Text = ""               -- hide default icon﻿smallBtn.BackgroundColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(18,18,18)﻿smallBtn.BorderSizePixel = 0﻿smallBtn.AutoButtonColor = false﻿smallBtn.Visible = false         -- same as original﻿smallBtn.ZIndex = 10﻿smallBtn.Parent = screenGui      -- same as original﻿local smallCorner = Instance.new("UICorner", smallBtn)﻿smallCorner.CornerRadius = UDim.new(0,12)﻿local smallStroke = Instance.new("UIStroke", smallBtn)﻿smallStroke.Transparency = 0.7﻿smallStroke.Thickness = 1﻿-- Logo design (match Tsb.lua)﻿local logoBg = Instance.new("Frame", smallBtn)﻿logoBg.Size = UDim2.new(1,0,1,0)﻿logoBg.Position = UDim2.new(0,0,0,0)﻿logoBg.BackgroundColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(30,30,30)﻿logoBg.BorderSizePixel = 0﻿logoBg.ZIndex = 11﻿Instance.new("UICorner", logoBg).CornerRadius = UDim.new(0,12)﻿local logoGrad = Instance.new("UIGradient", logoBg)﻿logoGrad.Color = ColorSequence.new{﻿    ColorSequenceKeypoint.new(0, [Color3.fr](Color3.fr#Color3.fr)omRGB(120,60,200)),﻿    ColorSequenceKeypoint.new(1, [Color3.fr](Color3.fr#Color3.fr)omRGB(60,200,200))﻿}﻿logoGrad.Rotation = 45﻿local kkLabel = Instance.new("TextLabel", logoBg)﻿kkLabel.Size = UDim2.new(1,-8,1,-8)﻿kkLabel.Position = UDim2.new(0,4,0,4)﻿kkLabel.BackgroundTransparency = 1﻿kkLabel.Text = "KK"﻿kkLabel.Font = Enum.Font.GothamSemibold﻿kkLabel.TextSize = 20﻿kkLabel.TextColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(245,245,245)﻿kkLabel.TextXAlignment = Enum.TextXAlignment.Center﻿kkLabel.TextYAlignment = Enum.TextYAlignment.Center﻿kkLabel.ZIndex = 12﻿local yellowDot = Instance.new("Frame", logoBg)﻿yellowDot.Size = UDim2.new(0,8,0,8)﻿yellowDot.Position = UDim2.new(1,-14,0,6)﻿yellowDot.BackgroundColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(255,240,120)﻿yellowDot.BorderSizePixel = 0﻿Instance.new("UICorner", yellowDot).CornerRadius = UDim.new(1,0)﻿yellowDot.ZIndex = 13﻿local halo = Instance.new("ImageLabel", smallBtn)﻿halo.Name = "HaloGlow"﻿halo.Size = UDim2.new(1.8,0,1.8,0)﻿halo.Position = UDim2.new(-0.4,0,-0.4,0)﻿halo.BackgroundTransparency = 1﻿halo.Image = "rbxassetid://[4996891970](4996891970#4996891970)"﻿halo.ImageTransparency = 0.88﻿halo.ZIndex = 9﻿halo.ScaleType = Enum.ScaleType.Slice﻿halo.SliceCenter = Rect.new(10,10,118,118)﻿local sparkle = Instance.new("ImageLabel", screenGui)﻿sparkle.Name = "SparkleOrbit"﻿sparkle.Size = UDim2.new(0,18,0,18)﻿sparkle.BackgroundTransparency = 1﻿sparkle.Image = "rbxassetid://[6035067836](6035067836#6035067836)"﻿sparkle.ZIndex = 9﻿sparkle.Visible = true﻿-- Pulse animation match Tsb.lua﻿spawn(function()﻿    while smallBtn and smallBtn.Parent do﻿        TweenService:Create(smallBtn, TweenInfo.new(0.45, Enum.EasingStyle.Sine, Enum.EasingDirection.Out), {Size = [UDim2.fr](UDim2.fr#UDim2.fr)omOffset(74,74)}):Play()﻿        TweenService:Create(kkLabel, TweenInfo.new(0.45, Enum.EasingStyle.Sine, Enum.EasingDirection.Out), {TextSize = 22}):Play()﻿        task.wait(0.45)﻿        TweenService:Create(smallBtn, TweenInfo.new(0.45, Enum.EasingStyle.Sine, Enum.EasingDirection.Out), {Size = [UDim2.fr](UDim2.fr#UDim2.fr)omOffset(64,64)}):Play()﻿        TweenService:Create(kkLabel, TweenInfo.new(0.45, Enum.EasingStyle.Sine, Enum.EasingDirection.Out), {TextSize = 20}):Play()﻿        task.wait(0.45)﻿    end﻿end)﻿-- Orbit rotation﻿spawn(function()﻿    local angle = 0﻿    while smallBtn and smallBtn.Parent and sparkle and sparkle.Parent do﻿        local ok, ax, ay, aw, ah = pcall(function()﻿            return smallBtn.AbsolutePosition.X, smallBtn.AbsolutePosition.Y, smallBtn.AbsoluteSize.X, smallBtn.AbsoluteSize.Y﻿        end)﻿        if ok then﻿            local cx, cy = ax + aw/2, ay + ah/2﻿            angle = (angle + 8) % 360﻿            local r = math.clamp(aw \* 1.7, 40, 90)﻿            local rad = math.rad(angle)﻿            local sx = cx + math.cos(rad)\*r - sparkle.AbsoluteSize.X/2﻿            local sy = cy + math.sin(rad)\*r - sparkle.AbsoluteSize.Y/2﻿            sparkle.Position = UDim2.new(0, sx, 0, sy)﻿            sparkle.Rotation = (sparkle.Rotation + 9) % 360﻿        end﻿        task.wait(0.03)﻿    end﻿    sparkle:Destroy()﻿end)﻿-- Click sound﻿local clickSound = Instance.new("Sound", smallBtn)﻿clickSound.SoundId = SMALL\_ASSET\_CLICK﻿clickSound.Volume = 0.5﻿-- Click behavior → same functionality﻿smallBtn.MouseButton1Click:Connect(function()﻿    clickSound:Play()﻿    minimizeUI = minimizeUI or function()﻿        if not main.Visible then return end﻿        tweenObject(main, {Size = UDim2.new(0,200,0,64), BackgroundTransparency = 0.6}, 0.22, "Back"):Play()﻿        tweenObject(title, {TextTransparency = 1}, 0.22):Play()﻿        task.delay(0.22, function()﻿            main.Visible = false﻿            smallBtn.Visible = true﻿            smallBtn.Size = [UDim2.fr](UDim2.fr#UDim2.fr)omOffset(6,6)﻿            tweenObject(smallBtn, {Size = [UDim2.fr](UDim2.fr#UDim2.fr)omOffset(64,64)}, 0.2, "Back"):Play()﻿        end)﻿    end﻿    maximizeUI = maximizeUI or function()﻿        if main.Visible then return end﻿        smallBtn.Visible = false﻿        main.Visible = true﻿        main.Size = UDim2.new(0,420,0,260)﻿        title.TextTransparency = 1﻿        tweenObject(main, {Size = UDim2.new(0,420,0,260), BackgroundTransparency = 0.12}, 0.22, "Back"):Play()﻿        tweenObject(title, {TextTransparency = 0}, 0.28):Play()﻿    end﻿    maximizeUI()﻿end)﻿-- === END REPLACE ===﻿-- resize grip (bottom-right)﻿local resizeGrip = Instance.new("Frame", main)﻿resizeGrip.Size = UDim2.new(0,18,0,18)﻿resizeGrip.Position = UDim2.new(1,-22,1,-22)﻿resizeGrip.BackgroundColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(40,40,40)﻿resizeGrip.BorderSizePixel = 0﻿resizeGrip.ZIndex = 5﻿local gripCorner = Instance.new("UICorner", resizeGrip)﻿gripCorner.CornerRadius = UDim.new(0,6)﻿local gripStroke = Instance.new("UIStroke", resizeGrip)﻿gripStroke.Transparency = 0.85﻿for i=1,3 do﻿    local l = Instance.new("Frame", resizeGrip)﻿    l.Size = UDim2.new(0, (i\*4), 0, 2)﻿    l.Position = UDim2.new(1, - (i\*6), 1, -6)﻿    l.AnchorPoint = Vector2.new(1,1)﻿    l.Rotation = -45﻿    l.BackgroundColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(110,110,110)﻿    l.BorderSizePixel = 0﻿    l.ZIndex = 6﻿end﻿-- tween helper﻿local function tweenObject(obj, props, time, style, dir)﻿    local info = TweenInfo.new(time or 0.18, Enum.EasingStyle[style or "Quad"], Enum.EasingDirection[dir or "Out"])﻿    return TweenService:Create(obj, info, props)﻿end﻿local function addHover(btn)﻿    btn.MouseEnter:Connect(function()﻿        pcall(function() tweenObject(btn, {BackgroundTransparency = 0.06}, 0.12, "Quad"):Play() end)﻿    end)﻿    btn.MouseLeave:Connect(function()﻿        pcall(function() tweenObject(btn, {BackgroundTransparency = 0.45}, 0.12, "Quad"):Play() end)﻿    end)﻿end﻿-- apply hover﻿dropdownBtn.BackgroundTransparency = 0.45﻿toggleBtn.BackgroundTransparency = 0.12﻿minBtn.BackgroundTransparency = 0.12﻿addHover(dropdownBtn)﻿addHover(toggleBtn)﻿addHover(minBtn)﻿-- make header draggable﻿local function makeDraggable(frame, handle)﻿    handle.InputBegan:Connect(function(input)﻿        if input.UserInputType == Enum.UserInputType.MouseButton1 or input.UserInputType == Enum.UserInputType.Touch then﻿            local startPos = input.Position﻿            local startGuiPos = frame.Position﻿            local moveConn﻿            local endConn﻿            moveConn = UserInput.InputChanged:Connect(function(i)﻿                if i.UserInputType == Enum.UserInputType.MouseMovement or i.UserInputType == Enum.UserInputType.Touch then﻿                    local delta = i.Position - startPos﻿                    local newPos = UDim2.new(startGuiPos.X.Scale, startGuiPos.X.Offset + delta.X, startGuiPos.Y.Scale, startGuiPos.Y.Offset + delta.Y)﻿                    frame.Position = newPos﻿                end﻿            end)﻿            endConn = input.Changed:Connect(function()﻿                if input.UserInputState == Enum.UserInputState.End then﻿                    moveConn:Disconnect()﻿                    endConn:Disconnect()﻿                end﻿            end)﻿        end﻿    end)﻿end﻿makeDraggable(main, header)﻿makeDraggable(smallBtn, smallBtn)﻿-- resize logic﻿do﻿    local resizing = false﻿    local startInputPos, startSize﻿    resizeGrip.InputBegan:Connect(function(input)﻿        if input.UserInputType == Enum.UserInputType.MouseButton1 or input.UserInputType == Enum.UserInputType.Touch then﻿            resizing = true﻿            startInputPos = input.Position﻿            startSize = { X = main.AbsoluteSize.X, Y = main.AbsoluteSize.Y }﻿            input.Changed:Connect(function()﻿                if input.UserInputState == Enum.UserInputState.End then﻿                    resizing = false﻿                end﻿            end)﻿        end﻿    end)﻿    UserInput.InputChanged:Connect(function(input)﻿        if resizing and (input.UserInputType == Enum.UserInputType.MouseMovement or input.UserInputType == Enum.UserInputType.Touch) then﻿            local delta = input.Position - startInputPos﻿            local newW = math.clamp(startSize.X + delta.X, MIN\_W, MAX\_W)﻿            local newH = math.clamp(startSize.Y + delta.Y, MIN\_H, MAX\_H)﻿            main.Size = UDim2.new(0, newW, 0, newH)﻿            -- adjust dropdown & toggle positions/sizes smoothly﻿            dropdownFrame.Size = UDim2.new(0, math.max(260, newW - 140), 0, math.min(400, newH - 120))﻿            -- toggle anchored so no need to set Position here﻿            resizeGrip.Position = UDim2.new(1,-22,1,-22)﻿        end﻿    end)﻿end﻿-- ===== logic (giữ nguyên) =====﻿local autoKill = false﻿local isLoopRunning = false﻿local selectedTarget = nil﻿-- Find all trash cans (keywords)﻿local function findAllTrashCans()﻿    local keywords = {"trash","trashcan","trash can","garbage","bin"}﻿    local results = {}﻿    for \_,obj in ipairs(workspace:GetDescendants()) do﻿        if obj:IsA("Model") or obj:IsA("BasePart") then﻿            local name = tostring(obj.Name or "")﻿            local lname = string.lower(name)﻿            for \_,k in ipairs(keywords) do﻿                if string.find(lname, k, 1, true) then﻿                    if obj:IsA("Model") then﻿                        local primary = obj.PrimaryPart or obj:FindFirstChildWhichIsA("BasePart")﻿                        if primary then table.insert(results, primary) end﻿                    elseif obj:IsA("BasePart") then﻿                        table.insert(results, obj)﻿                    end﻿                    break﻿                end﻿            end﻿        end﻿    end﻿    return results﻿end﻿-- safe HRP getter﻿local function getHRP(plr)﻿    if not plr or not plr.Character then return nil end﻿    local ch = plr.Character﻿    return ch:FindFirstChild("HumanoidRootPart") or ch:FindFirstChild("Torso") or ch:FindFirstChild("UpperTorso")﻿end﻿-- teleport safe﻿local function tpTo(cf)﻿    local hrp = getHRP(player)﻿    if hrp then﻿        pcall(function() hrp.CFrame = cf end)﻿    end﻿end﻿-- face helper (set HRP to look at targetPos)﻿local function faceAt(targetPos)﻿    local hrp = getHRP(player)﻿    if hrp then﻿        pcall(function()﻿            hrp.CFrame = CFrame.new(hrp.Position, targetPos)﻿        end)﻿    end﻿end﻿-- Dropdown management (scrollable)﻿local function clearDropdown()﻿    for \_,v in ipairs(dropdownFrame:GetChildren()) do﻿        if v ~= listLayout and v ~= padding then v:Destroy() end﻿    end﻿end﻿local function updateDropdown()﻿    clearDropdown()﻿    for \_,plr in ipairs(Players:GetPlayers()) do﻿        if plr ~= player then﻿            local btn = Instance.new("TextButton")﻿            btn.Size = UDim2.new(1,-12,0,36)﻿            btn.Position = UDim2.new(0,6,0,0)﻿            btn.BackgroundColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(28,28,28)﻿            btn.BorderSizePixel = 0﻿            btn.TextColor3 = [Color3.fr](Color3.fr#Color3.fr)omRGB(220,220,220)﻿            btn.Font = Enum.Font.Gotham﻿            btn.TextSize = 14﻿            btn.Text = plr.Name﻿            btn.AutoButtonColor = true﻿            btn.Parent = dropdownFrame﻿            local btnCorner = Instance.new("UICorner", btn)﻿            btnCorner.CornerRadius = UDim.new(0,8)﻿            btn.ZIndex = 5﻿            btn.MouseButton1Click:Connect(function()﻿                selectedTarget = plr﻿                dropdownBtn.Text = "Target: "..plr.Name﻿                tweenObject(dropdownFrame, {BackgroundTransparency = 1}, 0.12):Play()﻿                tweenObject(dropdownFrame, {Size = UDim2.new(dropdownFrame.Size.X.Scale, dropdownFrame.Size.X.Offset, 0, 0)}, 0.18, "Quad"):Play()﻿                task.delay(0.18, function()﻿                    dropdownFrame.Visible = false﻿                    dropdownFrame.BackgroundTransparency = 0﻿                    dropdownFrame.Size = UDim2.new(0,300,0,180)﻿                end)﻿            end)﻿        end﻿    end﻿    listLayout:GetPropertyChangedSignal("AbsoluteContentSize"):Connect(function()﻿        dropdownFrame.CanvasSize = UDim2.new(0,0,0, listLayout.AbsoluteContentSize.Y + 10)﻿    end)﻿    dropdownFrame.CanvasSize = UDim2.new(0,0,0, listLayout.AbsoluteContentSize.Y + 10)﻿end﻿dropdownBtn.MouseButton1Click:Connect(function()﻿    if dropdownFrame.Visible then﻿        tweenObject(dropdownFrame, {BackgroundTransparency = 1}, 0.12):Play()﻿        tweenObject(dropdownFrame, {Size = UDim2.new(dropdownFrame.Size.X.Scale, dropdownFrame.Size.X.Offset, 0, 0)}, 0.18, "Quad"):Play()﻿        task.delay(0.18, function()﻿            dropdownFrame.Visible = false﻿            dropdownFrame.BackgroundTransparency = 0﻿            dropdownFrame.Size = UDim2.new(0,300,0,180)﻿        end)﻿    else﻿        dropdownFrame.Visible = true﻿        dropdownFrame.BackgroundTransparency = 1﻿        dropdownFrame.Size = UDim2.new(0,300,0,0)﻿        tweenObject(dropdownFrame, {BackgroundTransparency = 0}, 0.12):Play()﻿        tweenObject(dropdownFrame, {Size = UDim2.new(0,300,0,180)}, 0.18, "Quad"):Play()﻿        updateDropdown()﻿    end﻿end)﻿Players.PlayerAdded:Connect(updateDropdown)﻿Players.PlayerRemoving:Connect(function()﻿    updateDropdown()﻿    if selectedTarget and not Players:FindFirstChild(selectedTarget.Name) then﻿        selectedTarget = nil﻿        dropdownBtn.Text = "Chọn player..."﻿    end﻿end)﻿updateDropdown()﻿-- Animated minimize / maximize (no white patch)﻿local function minimizeUI()﻿    if not main.Visible then return end﻿    tweenObject(main, {Size = UDim2.new(0, 200, 0, 64), BackgroundTransparency = 0.6}, 0.22, "Back"):Play()﻿    tweenObject(title, {TextTransparency = 1}, 0.22):Play()﻿    task.delay(0.22, function()﻿        main.Visible = false﻿        smallBtn.Visible = true﻿        smallBtn.Size = [UDim2.fr](UDim2.fr#UDim2.fr)omOffset(6,6)﻿        tweenObject(smallBtn, {Size = [UDim2.fr](UDim2.fr#UDim2.fr)omOffset(64,64)}, 0.2, "Back"):Play()﻿    end)﻿end﻿local function maximizeUI()﻿    if main.Visible then return end﻿    smallBtn.Visible = false﻿    main.Visible = true﻿    main.Size = UDim2.new(0, 420, 0, 260)﻿    title.TextTransparency = 1﻿    tweenObject(main, {Size = UDim2.new(0,420,0,260), BackgroundTransparency = 0.12}, 0.22, "Back"):Play()﻿    tweenObject(title, {TextTransparency = 0}, 0.28):Play()﻿end﻿minBtn.MouseButton1Click:Connect(minimizeUI)﻿smallBtn.MouseButton1Click:Connect(maximizeUI)﻿-- Auto loop starter/stopper (giữ nguyên logic)﻿local function startLoop()﻿    if isLoopRunning then return end﻿    isLoopRunning = true﻿    task.spawn(function()﻿        while autoKill do﻿            if not selectedTarget or not selectedTarget.Parent then﻿                status.Text = "Status: Chưa chọn target hợp lệ"﻿                task.wait(0.5)﻿            else﻿                local tHrp = getHRP(selectedTarget)﻿                if not tHrp then﻿                    status.Text = "Status: Target chưa spawn"﻿                    task.wait(0.5)﻿                else﻿                    local cans = findAllTrashCans()﻿                    if #cans == 0 then﻿                        status.Text = "Status: Không tìm thấy Trash Can"﻿                        task.wait(1)﻿                    else﻿                        local trash = cans[math.random(1,#cans)]﻿                        local trashPos = trash.Position﻿                        local trashBack = trash.CFrame.Position - (trash.CFrame.LookVector \* TRASH\_BEHIND\_STUDS)﻿                        local trashCf = CFrame.new(trashBack, trashPos)﻿                        tpTo(trashCf)﻿                        status.Text = "Phase: At trash ("..tostring(TRASH\_PHASE\_DURATION).."s)"﻿                        local t0 = tick()﻿                        while tick() - t0 < TRASH\_PHASE\_DURATION and autoKill do﻿                            faceAt(trashPos)﻿                            RunService.Heartbeat:Wait()﻿                        end﻿                        if not autoKill then break end﻿                        status.Text = "Phase: Attacking "..(selectedTarget.Name or "??")﻿                        local outStart = tick()﻿                        while tick() - outStart < OUT\_PHASE\_DURATION and autoKill do﻿                            local curTargetHrp = getHRP(selectedTarget)﻿                            if not curTargetHrp then break end﻿                            local tpos = curTargetHrp.Position﻿                            local behindPos = tpos - (curTargetHrp.CFrame.LookVector \* BEHIND\_STUDS)﻿                            behindPos = Vector3.new(behindPos.X, tpos.Y, behindPos.Z)﻿                            local cf = CFrame.new(behindPos, tpos)﻿                            tpTo(cf)﻿                            local waited = 0﻿                            while waited < TELEPORT\_OUT\_INTERVAL and autoKill do﻿                                local dt = RunService.Heartbeat:Wait()﻿                                waited = waited + dt﻿                                local curT = getHRP(selectedTarget)﻿                                if curT then faceAt(curT.Position) end﻿                            end﻿                        end﻿                        if not autoKill then break end﻿                    end﻿                end﻿            end﻿            task.wait(0.05)﻿        end﻿        isLoopRunning = false﻿        status.Text = "Status: Idle"﻿    end)﻿end﻿-- Toggle button﻿toggleBtn.MouseButton1Click:Connect(function()﻿    autoKill = not autoKill﻿    if autoKill then﻿        toggleBtn.Text = "Tắt AutoKill"﻿        status.Text = "Status: Starting..."﻿        startLoop()﻿    else﻿        toggleBtn.Text = "Bật AutoKill"﻿        status.Text = "Status: Stopping..."﻿    end﻿end)﻿

* print("[AutoTrashKill] GUI loaded. TELEPORT\_OUT\_INTERVAL = "..tostring(TELEPORT\_OUT\_INTERVAL).."s")

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