class window.Animate extends window.Base

constructor: (@name, @sprite, @id)->

@position = [0,0]

@action\_index = 0

@offset = [0,0]

@moment = 0

@dir = 0

@path = [0]

@walk\_timer = 0

@target = [0,0]

@lv = 1

@healTimeout = @interval @recover, 1000

@interval @calculate, 1000

@attackDelaying = 0

@action = 3

@talking = 0

@dieing = 0

@walking = 0

@skillCD = []

@statusList = []

@realFlee = 100

@flee = 100

@realHit = 80

@hit = 80

#能力相關

@realSpeed = 400

@speed = 400

@realMaxHP = 100

@maxHP = 100

@hp = 100

@realRecoverHP = 1

@recoverHP = 0

@realMaxMP = 100

@maxMP = 100

@mp = 100

@realRecoverMP = 100

@recoverMP = 0

@realAtk = 10

@atk = 0

@realAspd = 300

@aspd = 300

@exp = 100

@nextLvNeedExp = 100

@realDef = 1

@def = 0

action\_clear: ()->

@offset = [0,0]

clearTimeout @walkTimeout

clearTimeout @subWalkTimeout

clearTimeout @attackTimeout

clearTimeout @damageTimeout

clearTimeout @clearActimeTimeout

@moving = 0

@action = 3

return

die: ()->

@dieing = 1

@action = 0

@timeout @died, 1000

died: ()->

@map.monster.splice @map.monster.indexOf(@), 1

damage: (attack\_target, damage)->

if attack\_target.hit / @flee < Math.random()

game.text.showText "miss", "#FF0000", attack\_target.map, attack\_target.position[0], attack\_target.position[1], [0, 0], [0,-2], 30

return

@action\_clear()

@action = 4

@moment = 0

dir = @dir % @sprite.rect[@action].length

@timeout @action\_clear, @sprite.rect[@action][dir].length \* @aspd

damage -= random(Math.floor(@def/2), @def)

if @statusList?

for o,i in @statusList

if o[0].id == 8 #反射盾牌

if o[3] > random(1,20)

attack\_target.damage(@, damage)

return

damage = 1 if damage < 1

@hp -= damage;

if @ == game.role

game.text.showDamage(damage ,@map , @position[0], @position[1], "#FF0000")

else

game.text.showDamage(damage ,@map , @position[0], @position[1], "#FFFFFF")

@attack\_target = attack\_target

@die() if @hp < 0 and @dieing == 0

@damage\_sub()

damage\_sub: ()->

dir = @dir % @sprite.rect[@action].length

@moment = ++@moment % @sprite.rect[@action][dir].length

@damageTimeout = @timeout @damage\_sub, @aspd

useSkill: ()->

return 2 if !@hp

return 3 if @moving

return 4 if @attackDelaying

@action\_clear()

@action = 2

@moment = 0

@attackDelaying = 1

dir = @dir % @sprite.rect[@action].length

@timeout @after\_attack, @sprite.rect[@action][dir].length \* @aspd

@clearActimeTimeout = @timeout @action\_clear, @sprite.rect[@action][dir].length \* @aspd

@attack\_sub()

return

attack: (target)->

return 2 if !@hp

return 3 if @moving

return 4 if @attackDelaying

@action\_clear()

@action = 2

@moment = 0

@attackDelaying = 1

dir = @dir % @sprite.rect[@action].length

@timeout @after\_attack, @sprite.rect[@action][dir].length \* @aspd

@clearActimeTimeout = @timeout @action\_clear, @sprite.rect[@action][dir].length \* @aspd

@attack\_sub()

return

after\_attack: ()->

@attackDelaying = 0

attack\_sub: ()->

dir = @dir % @sprite.rect[@action].length

@moment = ++@moment % @sprite.rect[@action][dir].length

@attackTimeout = @timeout @attack\_sub, @aspd

return

moveTo: (x, y)->

return if @action != 3 && @action != 5

return if !@hp

@action = 5

if !@moving

dy = Math.sign(y - @position[1])

dx = Math.sign(x - @position[0])

@dir = sign2dir dx, dy

return if !game.role.map.git[y]? || !game.role.map.git[y][x]?

return if game.role.map.git[y][x] == 0

return if @target[0] == x && @target[1] == y

@target = [x,y]

@path = path = @map.search\_path(@position[0], @position[1], x, y);

return if @path.length == 0

@start\_move() if !@moving

start\_move: ()->

@move()

@walk()

@action = 5

return

move: ()->

@moment = 0

@moving = 1

if @path.length == 0

@action\_clear()

return

@dir = @path[0]

sign = dir2sign(@dir)

@position[0] += sign[0]

@position[1] += sign[1]

@offset[0] = -1 \* sign[0] \* game.gridSize

@offset[1] = -1 \* sign[1] \* game.gridSize

@path.shift()

@walkTimeout = @timeout @move, @speed

walk: ()->

dir = @dir % @sprite.rect[@action].length

@moment = ++@moment % @sprite.rect[@action][dir].length

sign = dir2sign(@dir)

@offset[0] += sign[0] \* game.gridSize / @sprite.rect[@action][dir].length

@offset[1] += sign[1] \* game.gridSize / @sprite.rect[@action][dir].length

@subWalkTimeout = @timeout @walk, @speed / @sprite.rect[@action][dir].length

return

wrapTo: (x, y)->

@position = [x, y]

return

redraw: ()->

@sprite.draw @position[0], @position[1], @action, @dir, @moment, @offset

@drawHp()

@drawName()

drawHp: ()->

if @hp >= 0

position = getRealPosition(@position[0], @position[1], @offset);

context = game.canvas.context

context.fillStyle = 'black'

context.fillRect position[0]-1, position[1] + game.gridSize-1, game.gridSize+2, 7

context.fillStyle = 'green'

context.fillStyle = 'red' if (@hp / @maxHP) < 0.1

context.fillRect position[0], position[1] + game.gridSize, (game.gridSize \* (@hp/@maxHP)), 5

drawName: ()->

position = getRealPosition(@position[0], @position[1], @offset);

context = game.canvas.context

context.font = "12px Arial"

name\_length = @name.length

name\_length \*= 12

name\_length /= 2

context.fillStyle = "black"

context.textAlign = "center"

context.fillText @name, position[0] + (game.gridSize/2), position[1] + game.gridSize + 18 + 1

context.fillText @name, position[0] + (game.gridSize/2), position[1] + game.gridSize + 18 - 1

context.fillText @name, position[0] + (game.gridSize/2)-1, position[1] + game.gridSize + 18

context.fillText @name, position[0] + (game.gridSize/2)+1, position[1] + game.gridSize + 18

context.fillStyle = "white"

context.fillText @name, position[0] + (game.gridSize/2), position[1] + game.gridSize + 18

heal: (hp, mp)->

mp = 0 if !mp?

if hp

@hp += hp

@hp = @maxHP if @hp > @maxHP

game.text.showText hp, "#01814A", @map, @position[0], @position[1], [0, 0], [0,-2], 30

if mp

@mp += mp

@mp = @maxMP if @mp > @maxMP

game.text.showText mp, "#8600FF", @map, @position[0], @position[1], [0, 20], [0,-2], 30

return

recover: ()->

if @hp != -1

@hp += @recoverHP

@hp = @maxHP if @hp > @maxHP

@mp += @recoverMP

@mp = @maxMP if @mp > @maxMP

calculate: ()->

@speed = @realSpeed

@atk = @realAtk

@aspd = @realAspd

@maxHP = @realMaxHP

@maxMP = @realMaxMP

@recoverHP = @realRecoverHP

@recoverMP = @realRecoverMP

@hit = @realHit

@flee = @realFlee

@def = @realDef

deleteList = []

if @statusList?

for o,i in @statusList

o[0].fn(@, o[3])

if new Date().getTime() - o[2] > o[1]

deleteList.push i

for i in deleteList

@statusList.splice i, 1

# 基本類別

# - Timeout or Interval

# - @fn: (a,b)->

# - console.log this //印出role的物件

# - console.log a //印出1

# - console.log b //印出2

# - role.timeout @fn, 1000, 1, 2

class window.Base

timeout: (fn, time)->

that = this

args = (arguments[i] for i in [2..arguments.length])

return setTimeout ()->

fn.apply(that, args)

, time

interval: (fn, time)->

that = this

args = (arguments[i] for i in [2..arguments.length])

return setInterval ()->

fn.apply(that, args)

, time

class window.Chat

constructor: () ->

width = 500

height = 300

canvas = $("#\_\_game\_canvas\_\_")

@html = $("<div>")

@html.addClass("chat")

@html.width(width).height(height)

@chat\_view = $("<div>")

@send\_view = $("<div>")

form = $("<form>")

input = $("<input type='text' id='chat-send-msg' autocomplete='off'>")

send = $("<button type='submit' class='send'>").html("送出")

that = @

form.on "submit", ()->

that.sendMsg input.val()

input.val ""

return false

input

.on "blur", ()->

that.html.removeClass "active-chat"

$("#hidden-text").remove()

.on "focus", ()->

that.html.addClass "active-chat"

.css "border", "none"

$(window).resize ()->

that.html.css "left", (window.innerWidth - canvas.width()) / 2

if (window.innerHeight > canvas.height())

\_h = window.innerHeight - canvas.height()

else

\_h = 0

@html

.css "left", (window.innerWidth - canvas.width()) / 2

.css "bottom", \_h

@chat\_view

.css "height", height - 35

.css "overflow-y", "scroll"

@send\_view

.css "position", "absolute"

.css "bottom", "5px"

input

.css "margin", "0"

.css "border-radius", "3px 0 0 3px"

.css "width", width - 50

send

.css "padding", "0 8px"

.css "vertical-align", "top"

.css "border", "none"

.css "border-left", "1px solid #999"

.css "border-radius", "0 3px 3px 0"

.css "line-height", "25px"

.css "height", "25px"

form.append(input).append(send)

@send\_view.append(form)

@html

.append(@chat\_view)

.append(@send\_view)

@html.appendTo($("body"))

sendMsg: (msg) ->

return if !msg? || msg == ""

tim = new Date();

socket.emit 'ReceiveChat'

, {

name: game.role.name,

msg: msg

}

return

receiveMsg: (option) ->

for user in game.users

if user.name == option.name

game.text.msg option.msg, user

row = $("<div class='row'>")

time = $("<span class='time'>")

name = $("<span class='name'>")

msg = $("<span class='msg'>")

time.html "[#{option.time}]"

name.html "#{option.name}:"

msg.html "#{option.msg}"

row.append(time).append(name).append(msg)

@chat\_view.append row

@chat\_view.scrollTop @chat\_view.scrollTop() + @chat\_view.height()

# 集合類別

# - maps = new collection()

# - map = new map()

# - maps.add(map) //不會重複記錄相同的資源, 加入的物件必須有個屬性key

class window.Collection extends window.Base

constructor: ()->

@data = []

get: (key)->

return @data[key]

add: (object)->

return @data[object.key] if @data[object.key]?

if @data.indexOf(object.key) == -1

@data[object.key] = object

return object

remove: (object)->

for i,o in @data

if o == object

@data.splice(i, 1)

size: ()->

return @data.length

clear: ()->

@data = []

class window.CreateRole extends Framework.Level

constructor: () ->

initialize: ()->

@win = new Windows 300, 180, "創新帳號"

@win.main.html.style.overflowY = "hidden"

userlabel = $("<label>").html("帳號：")

username = $("<input type='text' class='login-input' id='username' autocomplete='off'>")

passlabel = $("<label>").html("密碼：")

password = $("<input type='password' class='login-input' id='password'>")

namelabel = $("<label>").html("角色名稱：")

rolename = $("<input type='text' class='login-input' id='name' autocomplete='off'>").width(168)

joblabel = $("<label>").html("職業：")

jobselect = $("<select id='job'>").width(208)

.append($("<option value='Swordsman'>").html("劍士"))

# .append($("<option value='Knight'>").html("騎士"))

.append($("<option value='Mage'>").html("法師"))

# .append($("<option value='Wizard'>").html("巫師"))

.append($("<option value='Acolyte'>").html("服侍"))

# .append($("<option value='Priest'>").html("牧師"))

.append($("<option value='Thief'>").html("盜賊"))

# .append($("<option value='Assassin'>").html("刺客"))

submit = $("<input type='submit'>").val("建立新角色")

that = @

signUpFlag.win = @win;

submit.on 'click', () -> that.signUp.call(that)

$(@win.main.html)

.append(userlabel)

.append(username)

.append(passlabel)

.append(password)

.append(joblabel)

.append(jobselect)

.append(namelabel)

.append(rolename)

.append(submit)

@background = new Image()

@background.src = "images/start.jpg";

canvas = document.getElementById '\_\_game\_canvas\_\_'

@ctx = canvas.getContext('2d')

@background.onload = () ->

that.ctx.drawImage(@, 0, 0)

@rootScene = {

update: ()->

draw: ()->

that.ctx.drawImage(that.background, 0, 0)

}

signUp: ()->

username = $('#username').val()

password = $('#password').val()

rolename = $('#name').val()

job = $('#job').val()

if username? and password? and rolename?

socket.emit('SignUp', {

username: username,

password: password,

name: rolename,

job: job

})

window.createRole = new CreateRole

class effectController extends window.Base

constructor: ()->

@list = []

@interval @timer, 100

add: (effect, map, x, y, dir)->

@list.push [effect, map, x, y, dir, 0, 0]

return

timer: ()->

removeList = []

for item,i in @list

effect = item[0]

dir = item[4] % effect.timeline.length

counter = item[6]

timeline = effect.timeline[dir]

if typeof timeline[@list[i][5]] == "undefined"

removeList.push i

else if ++@list[i][6] >= timeline[ @list[i][5] ][3]

@list[i][6]=0

@list[i][5]++

if @list[i][5] == timeline.length

removeList.push i

else if timeline[@list[i][5]][0] == -1

@list[i][6]=0

@list[i][5]=0

for i in removeList

@list.splice i,1

return

redraw: ()->

for item in @list

effect = item[0]

dir = item[4] % effect.timeline.length

map = item[1]

x = item[2]

y = item[3]

moment = item[5]

timeline = effect.timeline[dir]

if map == game.role.map && timeline[moment]?

image = effect.image[ timeline[moment][0] ]

if timeline[moment][4] == 1

image.draw x, y, -2, 0, 0, [(-image.dom.width/2+20)/2 + timeline[moment][1] + effect.offset[0], (20-image.dom.height/2)/2 + timeline[moment][2] + effect.offset[1]]

else if timeline[moment][4] == 2

image.draw x, y, -3, 0, 0, [(-image.dom.width/2+20)/2 + timeline[moment][1] + effect.offset[0], (20-image.dom.height/2)/2 + timeline[moment][2] + effect.offset[1]]

else

image.draw x, y, -1, 0, 0, [(-image.dom.width/2+20)/2 + timeline[moment][1] + effect.offset[0], (20-image.dom.height/2)/2 + timeline[moment][2] + effect.offset[1]]

return

game.effectController = new effectController()

class effect

constructor: (content)->

@image = []

for image in content.images

@image.push new Sprite("images/effect/#{image}")

@timeline = content.timeline

if content.offset?

@offset = content.offset

else

@offset = [0,0]

if @timeline.length == 0

@timeline[0] = []

for k, v in @image

@timeline[0].push [v,0,0,1]

show: (map, x, y, dir)->

game.effectController.add(@, map, x, y, dir)

return

game.effect = {}

game.effect.e000 = new effect {

images: [

"agidown\_effect00.png",

"agidown\_effect01.png",

"agidown\_effect02.png",

"agidown\_effect03.png",

"agidown\_effect04.png"

],

timeline: [[

[0,0,0,1],

[1,0,0,1],

[2,0,0,1],

[3,0,0,1],

[4,0,0,1]

]]

}

game.effect.e001 = new effect {

images: [

"agiup\_effect00.png",

"agiup\_effect01.png",

"agiup\_effect02.png",

"agiup\_effect03.png",

"agiup\_effect04.png"

],

timeline: [[

[0,0,0,1],

[1,0,0,1],

[2,0,0,1],

[3,0,0,1],

[4,0,0,1]

]]

}

game.effect.e002 = new effect {

offset: [0, -40],

images: [

"angellus\_effect00.png",

"angellus\_effect01.png",

"angellus\_effect02.png",

"angellus\_effect03.png",

"angellus\_effect04.png",

"angellus\_effect05.png",

"angellus\_effect06.png",

"angellus\_effect07.png",

"angellus\_effect08.png"

],

timeline: [[

[0,0,0,1],

[1,0,0,1],

[2,0,0,1],

[3,0,0,1],

[4,0,0,1],

[5,0,0,1],

[6,0,0,1],

[7,0,0,1],

[8,0,0,1]

]]

}

game.effect.e003 = new effect {

images: [

"attack\_effect00.png",

"attack\_effect01.png",

"attack\_effect02.png",

"attack\_effect03.png",

"attack\_effect04.png",

"attack\_effect05.png",

"attack\_effect06.png",

"attack\_effect07.png",

"attack\_effect08.png",

"attack\_effect09.png",

"attack\_effect10.png",

"attack\_effect11.png",

"attack\_effect12.png",

"attack\_effect13.png",

"attack\_effect14.png",

"attack\_effect15.png",

"attack\_effect16.png",

"attack\_effect17.png"

],

timeline: [[ #方位

[0,0,20,1], #[圖片編號, x偏移, y偏移, 持續時間, 翻轉(1水平,2垂直)]

[1,0,20,1],

[2,0,20,1]

],[],[

[6,-20,0,1],

[7,-20,0,1],

[8,-20,0,1]

],[],[

[15,-20,0,1],

[16,-20,0,1]

],[],[

[6,20,0,1,1],

[7,20,0,1,1],

[8,20,0,1,1]

]]

}

game.effect.e004 = new effect {

images: [

"attack\_effect18.png",

"attack\_effect19.png",

"attack\_effect20.png",

"attack\_effect21.png",

"attack\_effect22.png",

"attack\_effect23.png"

],

timeline: [[

[0,-10,10,1],

[1,-10,10,1],

[2,-10,10,1]

],[],[

[3,-20,0,1],

[4,-20,0,1],

[5,-20,0,1]

],[],[

[0,-15,-10,1],

[1,-15,-10,1],

[2,-15,-10,1]

],[],[

[3,20,0,1,1],

[4,20,0,1,1],

[5,20,0,1,1]

]]

}

game.effect.e005 = new effect {

images: [

"attack\_effect24.png",

"attack\_effect25.png",

"attack\_effect26.png",

"attack\_effect27.png",

"attack\_effect28.png",

"attack\_effect29.png"

],timeline: [[

[0,-10,-10,1],

[1,-10,-10,1],

[2,-10,-10,1]

],[],[

[3,0,0,1],

[4,0,0,1],

[5,0,0,1]

],[],[

[0,-15,10,1],

[1,-15,10,1],

[2,-15,10,1]

],[],[

[3,0,0,1,1],

[4,0,0,1,1],

[5,0,0,1,1]

]]

}

game.effect.e006 = new effect {

images: [

"attack\_effect30.png",

"attack\_effect31.png",

"attack\_effect32.png",

"attack\_effect33.png",

"attack\_effect34.png",

"attack\_effect35.png",

"attack\_effect36.png",

"attack\_effect37.png",

"attack\_effect38.png",

"attack\_effect39.png",

],

timeline: [[

[0,-20,-10,1],

[1,-20,-10,1],

[2,-20,-10,1]

],[],[

[3,0,0,1],

[4,0,0,1],

[5,0,0,1]

],[],[

[6,-15,20,1],

[7,-15,20,1],

[8,-15,20,1]

],[],[

[3,0,0,1,1],

[4,0,0,1,1],

[5,0,0,1,1]

]]

}

game.effect.e006\_1 = new effect {

images: [

"attack\_effect40.png",

"attack\_effect41.png",

"attack\_effect42.png",

"attack\_effect43.png",

"attack\_effect44.png",

"attack\_effect45.png",

"attack\_effect46.png",

"attack\_effect47.png"

],

timeline: [[

[0,-20,-10,1],

[1,-20,-10,1],

[2,-20,-10,1]

],[],[

[3,0,0,1],

[4,0,0,1],

[5,0,0,1]

],[],[

[6,-15,20,1],

[7,-15,20,1]

],[],[

[3,0,0,1,1],

[4,0,0,1,1],

[5,0,0,1,1]

]]

}

game.effect.e007 = new effect {

images: [

"attack\_effect48.png",

"attack\_effect49.png",

"attack\_effect50.png",

"attack\_effect51.png",

"attack\_effect52.png",

"attack\_effect53.png"

],

timeline: [[

[0,0,-10,1,2],

[1,0,-10,1,2],

[2,0,-10,1,2]

],[],[

[3,10,0,1],

[4,10,0,1],

[5,10,0,1]

],[],[

[0,0,10,1],

[1,0,10,1],

[2,0,10,1]

],[],[

[3,-10,0,1,1],

[4,-10,0,1,1],

[5,-10,0,1,1]

]]

}

game.effect.e008 = new effect {

images: [

"attack\_effect54.png",

"attack\_effect55.png",

"attack\_effect56.png",

"attack\_effect57.png",

"attack\_effect58.png",

"attack\_effect59.png"

],

timeline: []

}

game.effect.e009 = new effect {

images: [

"bash\_effect00.png",

"bash\_effect01.png",

"bash\_effect02.png",

"bash\_effect03.png",

"bash\_effect04.png",

"bash\_effect05.png"

],

timeline: []

}

game.effect.e010 = new effect {

images: [

"blessing\_effect00.png",

"blessing\_effect01.png",

"blessing\_effect02.png",

"blessing\_effect03.png",

"blessing\_effect04.png",

"blessing\_effect05.png",

"blessing\_effect06.png",

"blessing\_effect07.png",

"blessing\_effect08.png"

],

timeline: []

}

game.effect.e011 = new effect {

images: [

"casting\_effect00.png",

"casting\_effect01.png",

"casting\_effect02.png",

"casting\_effect03.png",

"casting\_effect04.png",

"casting\_effect05.png"

],

timeline: []

}

game.effect.e012 = new effect {

images: [

"charge\_effect00.png",

"charge\_effect01.png",

"charge\_effect02.png",

"charge\_effect03.png"

],

timeline: []

}

game.effect.e013 = new effect {

images: [

"coldbolt\_effect00.png",

"coldbolt\_effect01.png",

"coldbolt\_effect02.png",

"coldbolt\_effect03.png",

"coldbolt\_effect04.png"

],

timeline: []

}

game.effect.e014 = new effect {

images: [

"cure\_effect00.png",

"cure\_effect01.png",

"cure\_effect02.png",

"cure\_effect03.png",

"cure\_effect04.png",

"cure\_effect05.png",

"cure\_effect06.png",

"cure\_effect07.png"

],

timeline: []

}

game.effect.e015 = new effect {

images: [

"damage\_effect00.png",

"damage\_effect01.png",

"damage\_effect02.png"

],

timeline: []

}

game.effect.e016 = new effect {

images: [

"deadlycross\_effect00.png",

"deadlycross\_effect01.png",

"deadlycross\_effect02.png",

"deadlycross\_effect03.png",

"deadlycross\_effect04.png",

"deadlycross\_effect05.png",

"deadlycross\_effect06.png"

],

timeline: []

}

game.effect.e017 = new effect {

offset: [0,-20],

images: [

"deathblade\_effect00.png",

"deathblade\_effect01.png",

"deathblade\_effect02.png",

"deathblade\_effect03.png",

"deathblade\_effect04.png",

"deathblade\_effect05.png",

"deathblade\_effect06.png",

"deathblade\_effect07.png"

],

timeline: []

}

game.effect.e018 = new effect {

images: [

"doubleattack\_effect00.png",

"doubleattack\_effect01.png",

"doubleattack\_effect02.png",

"doubleattack\_effect03.png",

"doubleattack\_effect04.png"

],

timeline: []

}

game.effect.e019 = new effect {

images: [

"earthspike\_effect00.png",

"earthspike\_effect01.png",

"earthspike\_effect02.png",

"earthspike\_effect03.png",

"earthspike\_effect04.png",

"earthspike\_effect05.png",

"earthspike\_effect06.png",

"earthspike\_effect07.png",

"earthspike\_effect08.png"

],

timeline: []

}

game.effect.e020 = new effect {

images: [

"energycoat\_effect00.png",

"energycoat\_effect01.png",

"energycoat\_effect02.png",

"energycoat\_effect03.png",

"energycoat\_effect04.png",

"energycoat\_effect05.png",

"energycoat\_effect06.png"

],

timeline: []

}

game.effect.e021 = new effect {

images: [

"envenom\_effect00.png",

"envenom\_effect01.png",

"envenom\_effect02.png",

"envenom\_effect03.png",

"envenom\_effect04.png"

],

timeline: []

}

game.effect.e022 = new effect {

images: [

"firebolt\_effect00.png",

"firebolt\_effect01.png",

"firebolt\_effect02.png",

"firebolt\_effect03.png",

"firebolt\_effect04.png",

"firebolt\_effect05.png"

],

timeline: []

}

game.effect.e023 = new effect {

offset:[0,-14],

images: [

"firewall\_effect00.png",

"firewall\_effect01.png",

"firewall\_effect02.png",

"firewall\_effect03.png",

"firewall\_effect04.png",

"firewall\_effect05.png",

"firewall\_effect06.png",

"firewall\_effect07.png",

"firewall\_effect08.png",

],

timeline: []

}

game.effect.e024 = new effect {

offset:[0,-6],

images: [

"frostdiver\_effect00.png",

"frostdiver\_effect01.png",

"frostdiver\_effect02.png",

"frostdiver\_effect03.png",

"frostdiver\_effect04.png",

"frostdiver\_effect05.png",

"frostdiver\_effect06.png",

"frostdiver\_effect07.png",

],

timeline: []

}

game.effect.e025 = new effect {

images: [

"grimtooth\_effect00.png",

"grimtooth\_effect01.png",

"grimtooth\_effect02.png",

"grimtooth\_effect03.png",

"grimtooth\_effect04.png",

"grimtooth\_effect05.png",

"grimtooth\_effect06.png",

"grimtooth\_effect07.png",

"grimtooth\_effect08.png",

],

timeline: []

}

game.effect.e026 = new effect {

images: [

"heal\_effect00.png",

"heal\_effect01.png",

"heal\_effect02.png",

"heal\_effect03.png",

"heal\_effect04.png",

],

timeline: []

}

game.effect.e027 = new effect {

offset:[0,-25],

images: [

"holyhammer\_effect00.png",

"holyhammer\_effect01.png",

"holyhammer\_effect02.png",

"holyhammer\_effect03.png",

"holyhammer\_effect04.png",

"holyhammer\_effect05.png",

"holyhammer\_effect06.png",

"holyhammer\_effect07.png",

],

timeline: []

}

game.effect.e028 = new effect {

offset:[0,-15],

images: [

"holylight\_effect00.png",

"holylight\_effect01.png",

"holylight\_effect02.png",

"holylight\_effect03.png",

"holylight\_effect04.png",

],

timeline: []

}

game.effect.e029 = new effect {

images: [

"inccrit\_effect00.png",

"inccrit\_effect01.png",

"inccrit\_effect02.png",

"inccrit\_effect03.png",

"inccrit\_effect04.png",

"inccrit\_effect05.png",

"inccrit\_effect06.png",

],

timeline: []

}

game.effect.e030 = new effect {

images: [

"item\_effect00.png",

"item\_effect01.png",

"item\_effect02.png",

"item\_effect03.png",

"item\_effect04.png"

],

timeline: []

}

game.effect.e031 = new effect {

images: [

"item\_effect05.png",

"item\_effect06.png",

"item\_effect07.png",

"item\_effect08.png",

"item\_effect09.png",

"item\_effect10.png"

],

timeline: []

}

game.effect.e032 = new effect {

images: [

"item\_effect11.png",

"item\_effect12.png",

"item\_effect13.png"

],

timeline: []

}

game.effect.e033 = new effect {

images: [

"item\_effect14.png",

"item\_effect15.png",

"item\_effect16.png"

],

timeline: []

}

game.effect.e034 = new effect {

images: [

"item\_effect17.png",

"item\_effect18.png",

"item\_effect19.png"

],

timeline: []

}

game.effect.e035 = new effect {

images: [

"item\_effect20.png",

"item\_effect21.png",

"item\_effect22.png"

],

timeline: []

}

game.effect.e036 = new effect {

images: [

"legcut\_effect00.png",

"legcut\_effect01.png",

"legcut\_effect02.png",

"legcut\_effect03.png",

"legcut\_effect04.png"

],

timeline: []

}

game.effect.e037 = new effect {

offset: [0, -40],

images: [

"levelup\_effect00.png",

"levelup\_effect01.png",

"levelup\_effect02.png",

"levelup\_effect03.png",

"levelup\_effect04.png",

"levelup\_effect05.png",

"levelup\_effect06.png"

],

timeline: [[

[0,0,0,1],

[1,0,0,1],

[2,0,0,1],

[3,0,0,1],

[4,0,0,1],

[5,0,0,1],

[6,5,-10,2]

]]

}

game.effect.e038 = new effect {

offset: [0, -40],

images: [

"levelup\_effect07.png",

"levelup\_effect08.png",

"levelup\_effect09.png",

"levelup\_effect10.png",

"levelup\_effect11.png",

"levelup\_effect12.png"

],

timeline: [[

[5,0,0,1],

[1,0,0,1],

[2,0,0,1],

[3,0,0,1],

[4,0,0,1],

[0,5,-10,2],

]]

}

game.effect.e039 = new effect {

offset: [0,-50],

images: [

"lightningbolt\_effect00.png",

"lightningbolt\_effect01.png",

"lightningbolt\_effect02.png",

"lightningbolt\_effect03.png",

"lightningbolt\_effect04.png",

"lightningbolt\_effect05.png",

"lightningbolt\_effect06.png",

"lightningbolt\_effect07.png",

"lightningbolt\_effect08.png"

],

timeline: [[

[0,0,-43,1],

[1,0,-31,1],

[2,0,-31,1],

[3,0,0,1],

[4,0,0,1],

[5,0,0,1],

[6,0,0,1],

[7,0,0,1],

[8,0,0,1],

]]

}

game.effect.e040 = new effect {

offset: [0, -25],

images: [

"lordofver\_effect00.png",

"lordofver\_effect01.png",

"lordofver\_effect02.png",

"lordofver\_effect03.png",

"lordofver\_effect04.png"

],

timeline: []

}

game.effect.e041 = new effect {

offset: [0, -25],

images: [

"magnumbreak\_effect00.png",

"magnumbreak\_effect01.png",

"magnumbreak\_effect02.png",

"magnumbreak\_effect03.png",

"magnumbreak\_effect04.png"

],

timeline: []

}

game.effect.e042 = new effect {

offset: [0, -25],

images: [

"meteoassault\_effect00.png",

"meteoassault\_effect01.png",

"meteoassault\_effect02.png",

"meteoassault\_effect03.png",

"meteoassault\_effect04.png",

"meteoassault\_effect05.png",

"meteoassault\_effect06.png"

],

timeline: []

}

game.effect.e043 = new effect {

images: [

"meteostorm\_effect00.png",

"magnumbreak\_effect00.png",

"magnumbreak\_effect01.png",

"magnumbreak\_effect02.png",

"magnumbreak\_effect03.png",

"magnumbreak\_effect04.png"

],

timeline: [[

[0,20,0,1],

[0,15,0,1],

[0,10,0,1],

[0,5,0,1],

[0,5,0,1],

]]

}

game.effect.e044 = new effect {

images: [

"napalmbeat\_effect00.png",

"napalmbeat\_effect01.png",

"napalmbeat\_effect02.png",

"napalmbeat\_effect03.png",

"napalmbeat\_effect04.png",

"napalmbeat\_effect05.png",

"napalmbeat\_effect06.png",

"napalmbeat\_effect07.png"

],

timeline: []

}

game.effect.e045 = new effect {

images: [

"panic\_effect00.png",

"panic\_effect01.png",

"panic\_effect02.png",

"panic\_effect03.png",

"panic\_effect04.png"

],

timeline: []

}

game.effect.e046 = new effect {

images: [

"poison\_effect00.png",

"poison\_effect01.png",

"poison\_effect02.png",

"poison\_effect03.png",

"poison\_effect04.png"

],

timeline: []

}

game.effect.e047 = new effect {

images: [

"provoke\_effect00.png",

"provoke\_effect01.png",

"provoke\_effect02.png",

"provoke\_effect03.png",

"provoke\_effect04.png",

"provoke\_effect05.png",

"provoke\_effect06.png",

"provoke\_effect07.png"

],

timeline: []

}

game.effect.e048 = new effect {

images: [

"quagmire\_effect00.png",

"quagmire\_effect01.png",

"quagmire\_effect02.png",

"quagmire\_effect03.png",

"quagmire\_effect04.png",

"quagmire\_effect05.png",

"quagmire\_effect06.png"

],

timeline: []

}

game.effect.e049 = new effect {

images: [

"quicken\_effect00.png",

"quicken\_effect01.png",

"quicken\_effect02.png",

"quicken\_effect03.png",

"quicken\_effect04.png",

"quicken\_effect05.png",

"quicken\_effect06.png"

],

timeline: []

}

game.effect.e050 = new effect {

images: [

"resurrection\_effect00.png",

"resurrection\_effect01.png",

"resurrection\_effect02.png",

"resurrection\_effect03.png",

"resurrection\_effect04.png",

"resurrection\_effect05.png",

"resurrection\_effect06.png",

"resurrection\_effect07.png"

],

timeline: []

}

game.effect.e051 = new effect {

images: [

"safetywall\_effect00.png",

"safetywall\_effect01.png",

"safetywall\_effect02.png",

"safetywall\_effect03.png",

"safetywall\_effect04.png",

"safetywall\_effect05.png",

"safetywall\_effect06.png",

"safetywall\_effect07.png",

"safetywall\_effect08.png",

"safetywall\_effect09.png",

"safetywall\_effect10.png",

"safetywall\_effect11.png"

],

timeline: []

}

game.effect.e052 = new effect {

offset: [0,-10],

images: [

"sanctuary\_effect00.png",

"sanctuary\_effect01.png",

"sanctuary\_effect02.png",

"sanctuary\_effect03.png",

"sanctuary\_effect04.png",

"sanctuary\_effect05.png",

"sanctuary\_effect06.png",

"sanctuary\_effect07.png",

"sanctuary\_effect08.png",

"sanctuary\_effect09.png",

"sanctuary\_effect10.png",

"sanctuary\_effect11.png"

],

timeline: [[

[0,0,-12,1],

[1,0,-5,1],

[2,0,-16,1],

[3,0,-23,1],

[4,0,-9,1],

[5,0,0,1],

]]

}

game.effect.e053 = new effect {

images: [

"shieldmaster\_effect00.png",

"shieldmaster\_effect01.png",

"shieldmaster\_effect02.png",

"shieldmaster\_effect03.png",

"shieldmaster\_effect04.png"

],

timeline: []

}

game.effect.e054 = new effect {

offset: [-30,-20],

images: [

"slow\_effect00.png",

"slow\_effect01.png",

"slow\_effect02.png"

],

timeline: []

}

game.effect.e055 = new effect {

images: [

"sonicattack\_effect00.png",

"sonicattack\_effect01.png",

"sonicattack\_effect02.png",

"sonicattack\_effect03.png",

"sonicattack\_effect04.png",

"sonicattack\_effect05.png",

"sonicattack\_effect06.png"

],

timeline: []

}

game.effect.e056 = new effect {

images: [

"soulstrike\_effect00.png",

"soulstrike\_effect01.png",

"soulstrike\_effect02.png",

"soulstrike\_effect03.png",

"soulstrike\_effect04.png",

"soulstrike\_effect05.png",

"soulstrike\_effect06.png",

"soulstrike\_effect07.png",

"soulstrike\_effect08.png",

"soulstrike\_effect09.png",

"soulstrike\_effect10.png",

"soulstrike\_effect11.png"

],

timeline: []

}

game.effect.e057 = new effect {

offset: [0, -5],

images: [

"stormgast\_effect00.png",

"stormgast\_effect01.png",

"stormgast\_effect02.png",

"stormgast\_effect03.png",

"stormgast\_effect04.png"

],

timeline: []

}

game.effect.e058 = new effect {

offset: [2,-22],

images: [

"sturn\_effect00.png",

"sturn\_effect01.png",

"sturn\_effect02.png",

"sturn\_effect03.png",

"sturn\_effect04.png"

],

timeline: []

}

game.effect.e059 = new effect {

images: [

"teleport\_effect00.png",

"teleport\_effect01.png",

"teleport\_effect02.png",

"teleport\_effect03.png",

"teleport\_effect04.png",

"teleport\_effect05.png",

"teleport\_effect06.png",

"teleport\_effect07.png"

],

timeline: [[

[0,0,0,1],

[1,0,0,1],

[2,0,-15/2+3,1],

[3,0,-30/2+3,1],

[4,0,-70/2,1],

[5,0,-121/2+25,1],

[6,0,-119/2+17,1],

[7,0,+1/2+12,1],

]]

}

game.effect.e060 = new effect {

offset: [0, -40],

images: [

"thunderstorm\_effect00.png",

"thunderstorm\_effect01.png",

"thunderstorm\_effect02.png",

"thunderstorm\_effect03.png",

"thunderstorm\_effect04.png",

"thunderstorm\_effect05.png",

"thunderstorm\_effect06.png"

],

timeline: []

}

game.effect.e061 = new effect {

images: [

"vitalpoint\_effect00.png",

"vitalpoint\_effect01.png",

"vitalpoint\_effect02.png"

],

timeline: []

}

game.effect.e062 = new effect {

images: [

"warp\_effect00.png",

"warp\_effect01.png",

"warp\_effect02.png",

"warp\_effect03.png",

"warp\_effect04.png"

],

timeline: [[

[4,0,0,1],

[3,0,0,1],

[2,0,0,1],

[1,0,0,1],

[0,0,0,1],

[-1]

]]

}

game.effect.e063 = new effect {

images: [

"whirlattack\_effect00.png",

"whirlattack\_effect01.png",

"whirlattack\_effect02.png",

"whirlattack\_effect03.png"

],

timeline: []

}

game.effect.e064 = new effect {

images: [

"sanctuary\_effect09.png",

"sanctuary\_effect10.png",

"sanctuary\_effect11.png",

],

timeline: []

}

# 基本函數

# - 陣列搜尋

# - data = [{id: 1, name: "Wang"},{id: 2, name: "Ding"}]

# - ding = data.search (obj)->

# - obj.name == "Ding"

# - console.log ding.id

#

# - 遊戲坐標轉換實際坐標

# - position = getRealPosition(x, y)

# - 將會透過玩家的坐標轉換為canvas上面的x y

#

# - 取得正負號

# - Math.sign

# - Math.sign(-19) = -1, Math.sign(10) = 1, Math.sign(0) = 0

Array.prototype.search = (fn)->

for child, i in this

if fn(child)

return child

return false

Array.prototype.delete = (obj)->

idx = this.indexOf obj

return false if idx == -1

this.splice idx, 1

return true

Math.sign = (x) ->

if x

if x < 0

return -1

return 1

return 0

window.getRealPosition = (x,y,offset)->

return false if x < game.role.position[0] - game.viewRange[0] - 1 || x > game.role.position[0] + game.viewRange[0] + 1 || y < game.role.position[1] - game.viewRange[1] - 1 || y > game.role.position[1] + game.viewRange[1] + 1

offset = [0, 0] if not offset?

realPosition = []

realPosition[0] = (x-(game.role.position[0]-game.viewRange[0])) \* game.gridSize + offset[0] - game.role.offset[0]

realPosition[1] = (y-(game.role.position[1]-game.viewRange[1])) \* game.gridSize + offset[1] - game.role.offset[1]

return realPosition

window.dir2sign = (dir)->

switch dir

when 0 then return [0,+1]

when 1 then return [-1,+1]

when 2 then return [-1,0]

when 3 then return [-1,1]

when 4 then return [0,-1]

when 5 then return [1,-1]

when 6 then return [1,0]

when 7 then return [1,+1]

return [0,0]

window.sign2dir = (x, y)->

dir = [[3,4,5],[2,0,6],[1,0,7]]

return dir[y+1][x+1]

window.distance = (x,y,x1,y1)->

return (x-x1)\*(x-x1)+(y-y1)\*(y-y1)

window.random = (min, max)->

value = parseInt(Math.random() \* (max - min)) + min

return value

window.cloneUser = (obj)->

tmp = {}

for k, v of obj

if typeof v != "function"

if v?

if v.constructor.name == "Sprite"

switch v.myself

when "head"

tmp[k] = head.indexOf(v)

when "job"

tmp[k] = job.indexOf(v)

else if v.constructor.name == "Map"

tmp[k] = v.name

else if v.constructor.name == "Monster"

tmp[k] = v.name

else if v.constructor.name != "ItemManager" && v.constructor.name != "MissionManager" && v.constructor.name.substr(0, 3) != "NPC" && v.constructor.name != "SkillManager" && v.constructor.name != "HotkeyManager" && v.constructor.name != "KeyManager"

tmp[k] = v

else

tmp[k] = v;

return tmp;

Object.prototype.indexOf = (obj)->

for k, v of @

return k if obj == v

window.resetRole = (des, src) ->

for k, v of src

des[k] = v if k != "sprite" && k != "map" && k != "head"

des[k] = head[v] if k == "head"

return des

class window.MyGame extends Framework.Level

timeout: (fn, time)->

that = this

args = (arguments[i] for i in [2..arguments.length])

return setTimeout ()->

fn.apply(that, args)

, time

interval: (fn, time)->

that = this

args = (arguments[i] for i in [2..arguments.length])

return setInterval ()->

fn.apply(that, args)

, time

constructor: ()->

@maps = new Collection()

@sprites = new Collection()

@windows\_manager = new WindowManager()

@monster = []

@npc = []

@viewRange = [15,10]

@gridSize = 40

@fps = 0

@users = []

@keydowning = 0

@rootScene = {

update: ()->

draw: ()->

}

initialize: ()->

@canvas = document.getElementById("\_\_game\_canvas\_\_")

@canvas.context = @canvas.getContext("2d")

if @role\_name

game.role = new Role(@role\_name, job.Swordsman, @role\_id)

else

game.role = new Role("主角", job.Swordsman)

window.npcCreate()

@ui = new Sprite "images/ui/lt.png"

@chat = new Chat

game.role.map = game.maps.data['rock']

game.role.mapname = 'rock'

for i in [1..5]

game.role.map.createMonster(0)

game.role.position = [5, 10]

keydown: (e, list)->

return if $("#chat-send-msg").is(":focus") && e.key != "Enter"

return if @keydowning

# 解決按一下觸發兩次

@keydowning = 1

that = @

@timeout ()->

that.keydowning = 0

, 100

role = game.role

position = role.position

switch e.key

when "Left" # -> left

if role.dir != 2

role.dir = 2

role.action\_clear()

return

role.moveTo(position[0]-1, position[1]) if !role.npc?

when "Up" # -> up

if role.dir != 4

role.dir = 4

role.action\_clear()

return

role.moveTo(position[0], position[1]-1) if !role.npc?

role.npc.selectOptions('top') if role.npc?

when "Right" # -> right

if role.dir != 6

role.dir = 6

role.action\_clear()

return

role.moveTo(position[0]+1, position[1]) if !role.npc?

when "Down" # -> down

if role.dir != 0

role.dir = 0

role.action\_clear()

return

role.moveTo(position[0], position[1]+1) if !role.npc?

role.npc.selectOptions('down') if role.npc?

when "Z"

role.attack()

role.talk()

when "X"

game.role.hotkey\_manager.use("X")

when "C"

game.role.hotkey\_manager.use("C")

when "A"

game.role.hotkey\_manager.use("A")

when "S"

game.role.hotkey\_manager.use("S")

when "D"

game.role.hotkey\_manager.use("D")

when "O"

game.role.key\_manager.show()

when "Q" # open mission list -> q

role.mission\_manager.showMissions()

when "I" # open items -> i

role.item\_manager.showItems()

when "K" # open skill -> k

role.skill\_manager.show()

when "M"

for monster in role.map.monster

monster.die()

when "Enter"

if $(".chat").hasClass('active-chat') && $("#chat-send-msg").val() == ""

$("#hidden-text").focus().remove()

$(window).scrollTop(0)

else

$(".chat #chat-send-msg").focus()

$("body").append($("<input type='text' id='hidden-text'>").css("opacity", 0))

#when "Esc" # close window -> Esc

# @windows\_manager.removeFocusWindow()

update:()->

redraw: ()->

@draw()

draw: ()->

@canvas.context.fillStyle = "#FFFFFF"

@canvas.context.clearRect(0,0,$(@canvas).width(),$(@canvas).height())

@role.map.redraw()

@role.redraw()

for user in @users

user.redraw() if user.name != game.role.name

for monster in @role.map.monster

monster.redraw()

for npc in @role.map.npc

npc.redraw()

@role.map.drawFrontObject()

@effectController.redraw()

@role.drawUI()

@text.redraw()

drag: (e)->

e = event if !e?

e.dataTransfer.setData "Text", {

a: this

}

window.game = new MyGame()

class window.KeyManager

constructor: () ->

@keys = []

@win = null

@keys\_list = [

["`", "1", "2", "3", "4", "5", "6", "7", "8", "9", "0", "-", "=", "Backspace"],

["Tab", "Q", "W", "E", "R", "T", "Y", "U", "I", "O", "P", "[", "]", "\\"],

["Caps Lock", "A", "S", "D", "F", "G", "H", "J", "K", "L", ";", "'", "Enter"],

["Shift", "Z", "X", "C", "V", "B", "N", "M", ",", ".", "/", "Shift", "Top"],

["Ctrl", "Alt", "Space", "Alt", "Ctrl", "Left", "Down", "Right"]

]

createKeyBoard: () ->

@win = new Windows 1100, 335, "快捷鍵設定"

@win.main.html.style.overflowY = "hidden"

for keys\_row in @keys\_list

row = new Row

for k, v of keys\_row

if typeof v != "function"

b = new Block v

b.addClass "keyboard"

switch v

when "Backspace"

b.html.style.width = "100px"

when "Tab"

b.html.style.width = "80px"

when "\\"

b.html.style.width = "76px"

when "Caps Lock"

b.html.style.width = "101px"

when "Enter"

b.html.style.width = "120px"

when "Shift"

b.html.style.width = "143px"

when "Ctrl"

b.html.style.width = "90px"

when "Alt"

b.html.style.width = "80px"

when "Space"

b.html.style.width = "510px"

b.appendTo row

row.appendTo @win.main

@win.hide()

return

show: () ->

@createKeyBoard() if @win == null

if @win.isHide()

@win.show()

else

@win.hide()

class window.Loader

constructor: (@complate)->

@list = []

@index = 0

add: (file)->

@list.push "game\_sample/javascript/" + file

start: ()->

@index = 0

@next()

next: ()->

js = document.createElement("script")

js.type = 'text/javascript';

js.src = @list[@index];

js.file = @list[@index];

js.loader = this;

js.onload = @afterLoadOne;

document.getElementsByTagName('head')[0].appendChild(js);

afterLoadOne: ()->

@loader.index++

if @loader.index < @loader.list.length

@loader.next()

else

@loader.complate()

afterLoader = ()->

# $("#login-warp").fadeIn();

$("#login-warp").fadeOut();

$("#game").fadeIn();

game.init();

return

loader = new Loader(afterLoader);

loader.add "jquery.js"

loader.add "login.js"

loader.add "base.js"

loader.add "collection.js"

loader.add "function.js"

loader.add "game.js"

loader.add "map.js"

loader.add "animate.js"

loader.add "sprite.js"

loader.add "astar.js"

loader.add "windows.js"

loader.add "monster.js"

loader.add "mission\_quest.js"

loader.add "mission\_gather.js"

loader.add "mission\_tracing.js"

loader.add "mission.js"

loader.add "manager.js"

loader.add "role.js"

loader.add "map/prontera.js"

loader.add "sprite/job.js"

loader.add "sprite/monster.js"

loader.add "npc.js"

loader.add "npc\_list.js"

loader.add "props.js"

loader.add "props\_list.js"

loader.start();

class window.Login extends Framework.Level

constructor: ()->

initialize: ()->

@win = new Windows 300, 100, "登入"

@win.main.html.style.overflowY = "hidden"

form = $("<form>")

userlabel = $("<label>").html("帳號：")

username = $("<input type='text' class='login-input' id='username' autofocus>")

passlabel = $("<label>").html("密碼：")

password = $("<input type='password' class='login-input' id='password'>")

submit = $("<input type='submit'>").val("登入")

sign\_up = $("<button type='button' class='sign-up'>").html("註冊")

form

.append(userlabel)

.append(username)

.append(passlabel)

.append(password)

.append(sign\_up)

.append(submit)

that = @

loginFlag.win = @win

form.on 'submit', () -> that.login.call(that)

sign\_up.on 'click', () -> that.signUp.call(that)

$(@win.main.html).append(form)

@background = new Image()

@background.src = "images/start.jpg";

canvas = document.getElementById '\_\_game\_canvas\_\_'

@ctx = canvas.getContext('2d')

@background.onload = () ->

that.ctx.drawImage(@, 0, 0)

@rootScene = {

update: ()->

draw: ()->

that.ctx.drawImage(that.background, 0, 0)

}

@gameIntro()

gameIntro: ()->

intro = new Windows 500, 500, "遊戲介紹"

introWord = " 按鍵介紹<br /> "

introWord += " 攻擊，對話：Z<br /> "

introWord += " 技能視窗：K<br /> "

introWord += " 任務視窗：Q<br /> "

introWord += " 道具視窗：I<br /> "

introWord += " 對話視窗：Enter<br /> "

introWord += " 上下左右：↑ ↓ ← → <br /> "

introWord += " 快捷鍵：X<br /> "

introWord += " 快捷鍵：C<br /> "

introWord += " 快捷鍵：A<br /> "

introWord += " 快捷鍵：S<br /> "

introWord += " 快捷鍵：D<br /> "

introWord += " <br /> "

introWord += " 滑鼠介紹<br /> "

introWord += " 用來關閉視窗、提升技能、設置道具快捷鍵、選擇對話、配置快捷鍵、購買商品<br /> "

introWord += " 開啟技能視窗後，雙擊<img src='/images/icon/add.png'>，即可升級技能<br /> "

introWord += " 升級完技能，雙擊技能可設置快捷鍵<br /> "

introWord += " 雙擊道具設置快捷鍵後才能使用<br /> "

introWord += " <br /> "

introWord += " 密技<br /> "

introWord += " 被動技<br /> "

introWord += " 根性：主角最低血量為1，永遠不死<br /> "

introWord += " 主動技<br /> "

introWord += " 按下按鍵M，殺死所有怪物<br /> "

introWord += " <br /> "

introWord += " 看完把視窗關閉即可登入"

intro.setMsg introWord

login: ()->

that = @

socket.emit('login', {

username: $('#username').val(),

password: $('#password').val()

})

return false

signUp: ()->

@win.close()

Framework.Game.goToLevel('signUp')

window.login = new Login()

class window.Map extends window.Base

constructor: (@name, @width, @height, @data, @git, @objects, palettes, \_objects)->

@key = @name

game.maps.add @

@palette = []

@monster\_list = [

["瘋兔", monster.m001],

["魔菇", monster.m002]

]

@monster = []

@npc = []

for palette,i in palettes

@palette[i] = game.sprites.add new Sprite(palette)

@object = []

for o,i in \_objects

@object[i] = game.sprites.add new Sprite(o)

redraw: ()->

centerPosition = game.role.position

for w in [centerPosition[0]-game.viewRange[0]-1..centerPosition[0]+game.viewRange[0]+1]

for h in [centerPosition[1]-game.viewRange[1]-1..centerPosition[1]+game.viewRange[1]+1]

continue if w < 0 || w >= @data.length-1 || h < 0 || h >= @data[w].length-1 || @data[w][h] == 0

@data[h][w] = 1 if @data[h][w] <= 0

@palette[@data[h][w]-1].draw w, h

for object,i in @objects

@object[object[2]-1].realDraw object[0],object[1]

return

drawFrontObject: ()->

for object,i in @objects

if object[1] + @object[object[2]-1].dom.height - 80 > game.role.position[1] \* 40

@object[object[2]-1].realDraw object[0],object[1]

return

findNpc: (x, y)->

for npc in @npc

if npc.position[0] == x and npc.position[1] == y

return npc

return null

touchNPC: (x, y)->

for npc in @npc

if npc.position[0] + npc.range\_x >= x and npc.position[0] - npc.range\_x <= x and npc.position[1] + npc.range\_y >= y and npc.position[1] - npc.range\_y <= y

return npc

return null

findMonster: (x, y)->

for monster in @monster

if monster.position[0] == x and monster.position[1] == y

return monster

return null

findPath: ()->

path = []

for r, y in @git

for c, x in r

path.push [x, y] if c == 1

return path

search\_path: (x, y, to\_x, to\_y)->

path\_choicse = [

[3,4,5],

[2,0,6],

[1,0,7]

];

path = []

\_git = []

for i,\_y in @git[0]

\_git[\_y] = []

for i,\_x in @git

for j,\_y in @git[x]

\_git[\_y][\_x] = @git[\_x][\_y]

graph = new Graph \_git

return if (!graph.nodes[x][y]? || !graph.nodes[to\_x]? || !graph.nodes[to\_x][to\_y]?)

start = graph.nodes[x][y]

end = graph.nodes[to\_x][to\_y]

result = astar.search graph.nodes, start, end

for node in result

dx = Math.sign(node.x - x)

dy = Math.sign(node.y - y)

x = node.x

y = node.y

path.push path\_choicse[dy+1][dx+1]

return path

createMonster: (time) ->

path = @findPath()

local = path[random(0, path.length)]

time = 6000 if !time?

@timeout () ->

monster\_idx = random 0, @monster\_list.length

monster = new Monster @monster\_list[monster\_idx][0], @monster\_list[monster\_idx][1] , @name, local[0], local[1]

red\_water = new RedWater

blue\_water = new BlueWater

monster.addGife red\_water

monster.addGife blue\_water

, time

class textController extends window.Base

constructor: ()->

@text = []

@msgs = []

@interval @move, 50

showDamage: (damage, map, x, y, color)->

color = "#FFFFFF" if !color?

@showText damage, color, map, x, y, [0, 0], [Math.random() \* 2 - 1,-2], 30

showText: (text, color, map, x, y, offset, v, time)->

@text.push [text,color,map,x,y,offset,v,time]

msg: (text, self)->

@msgs.push [text, self, 50]

move: ()->

deleteList = []

for text, i in @text

deleteList.push i if --@text[i][7] == 0

@text[i][5][0] += @text[i][6][0]

@text[i][5][1] += @text[i][6][1]

deleteList.sort (a, b)-> b-a

for i in deleteList

@text.splice(i,1)

deleteList = []

for text, i in @msgs

deleteList.push i if --@msgs[i][2] == 0

deleteList.sort (a, b)-> b-a

for i in deleteList

@msgs.splice(i,1)

redraw: ()->

context = game.canvas.context

for text in @text

if (text[2] == game.role.map)

position = getRealPosition(text[3], text[4], text[5])

context.font = "14px Arial"

context.fillStyle = "#000"

context.textAlign = 'center'

context.fillText text[0], position[0]+21, position[1]+21

context.fillStyle = text[1]

context.fillText text[0], position[0]+20, position[1]+20

for text in @msgs

if (text[1].mapname == game.role.mapname)

context.beginPath()

context.font = "14px Arial"

context.textAlign = 'center'

position = getRealPosition(text[1].position[0], text[1].position[1], [0, -45])

context.globalAlpha = .3

context.fillStyle = '#333'

metrics = context.measureText text[1].name + " : " + text[0];

context.fillRect text[1].offset[0]+position[0]+20-metrics.width/2-5, text[1].offset[1]+position[1]-17, metrics.width+10, 24

context.globalAlpha = 1

context.fillStyle = "#000"

context.fillText text[1].name + " : " + text[0], text[1].offset[0]+position[0]+21, text[1].offset[1]+position[1]+1

context.fillStyle = "#FFF"

context.fillText text[1].name + " : " + text[0], text[1].offset[0]+position[0]+20, text[1].offset[1]+position[1]

context.strokeStyle = "#FC0"

context.rect text[1].offset[0]+position[0]+20-metrics.width/2-5, text[1].offset[1]+position[1]-17, metrics.width+10, 24

context.stroke()

game.text = new textController()

class status extends window.Base

constructor: (@name, @id, icon, @fn)->

@icon = new Sprite(icon)

use: (self, time, arg)->

arg = 0 if !arg?

for o in self.statusList

if o[0].id == @id

o[2] = new Date().getTime()

o[3] = arg

return

self.statusList.push [@, time, new Date().getTime(), arg]

self.calculate()

game.status = {}

game.status.s001 = new status "加速術", 1, "images/status/agiup.png", (self, arg)->

self.speed -= 50 + 10 \* arg

game.status.s002 = new status "回血加速", 2, "images/status/healup.png", (self)->

self.recoverHP += 5

game.status.s003 = new status "血量增加", 3, "images/status/hpup.png", (self)->

self.maxHP += 20

game.status.s004 = new status "回魔加速", 4, "", (self)->

self.recoverMP += 5

game.status.s005 = new status "緩速術", 5, "", (self)->

self.speed += 70

game.status.s006 = new status "天使之障壁", 6, "images/icon/al\_angelus.png", (self, arg)->

self.def += arg \* 3

game.status.s007 = new status "天使之賜福", 7, "images/icon/al\_blessing.png", (self, arg)->

self.atk += arg

self.hit += arg

self.flee += arg

self.maxHP += arg

game.status.s008 = new status "反射盾", 8, "images/icon/cr\_reflectshield.png", (self, arg)->

game.sprite\_count = 1

game.loaded\_sprite\_count = 0

class window.Sprite

constructor: (@filepath, @rect, @myself)->

@key = @filepath

@dom = new Image()

@dom.src = @filepath

@status = false

$(@dom).on 'load', {that: this}, @afterLoadImage

$(@dom).on 'error', {that: this}, @afterLoadImage

game.sprite\_count++

return

afterLoadImage: (e)->

that = e.data.that

that.status = true;

game.loaded\_sprite\_count++

$("#loader").html('<img src="/images/loading.gif"><br/>' + Math.ceil(game.loaded\_sprite\_count / 682 \* 100) + '%')

if (game.loaded\_sprite\_count == game.sprite\_count)

$("#loader").hide()

return

#畫在整個視窗上

drawUI: (x,y,w,h)->

if w?

game.canvas.context.drawImage @dom, x, y, w, h

else

game.canvas.context.drawImage @dom, x, y

#畫在地圖上某個特定點(像素單位)

realDraw: (x,y)->

game.canvas.context.drawImage @dom, x - (game.role.position[0] - game.viewRange[0]) \* 40 - game.role.offset[0], y - (game.role.position[1] - game.viewRange[1]) \* 40 - game.role.offset[1]

#畫在地圖上(虛擬座標系統)

draw: (x, y, action, direction, moment, offset)->

offset = [0,0] if not offset

position = getRealPosition(x, y, offset)

return if position == false

if !action? || action < 0

if action == -2

game.canvas.context.translate(game.canvas.context.width, 0);

game.canvas.context.scale(-1, 1);

game.canvas.context.drawImage @dom, -(position[0] + offset[0]+@dom.width), position[1] + offset[1]

game.canvas.context.translate(game.canvas.context.width, 0);

game.canvas.context.scale(-1, 1);

else if action == -3

game.canvas.context.translate(game.canvas.context.width, 0);

game.canvas.context.scale(1, -1);

game.canvas.context.drawImage @dom, position[0] + offset[0], -(position[1] + offset[1]+@dom.height)

game.canvas.context.translate(game.canvas.context.width, 0);

game.canvas.context.scale(1, -1);

else

game.canvas.context.drawImage @dom, position[0] + offset[0], position[1] + offset[1]

else

n\_action = action % @rect.length

n\_direction = direction % @rect[n\_action].length

n\_moment = moment % @rect[n\_action][n\_direction].length

rect = @rect[n\_action][n\_direction][n\_moment]

if rect?

position[0] += rect[4] if rect[4]?

position[1] += rect[5] if rect[5]?

if direction > 5

game.canvas.context.translate(game.canvas.context.width, 0);

game.canvas.context.scale(-1, 1);

game.canvas.context.drawImage @dom, rect[0], rect[1], Math.abs(rect[2]), rect[3], -position[0] - Math.abs(@rect[n\_action][n\_direction][0][3]), position[1]-rect[3] + 40, Math.abs(rect[2]), rect[3]

game.canvas.context.translate(game.canvas.context.width, 0);

game.canvas.context.scale(-1, 1);

else if @dom?

game.canvas.context.drawImage @dom, rect[0], rect[1], Math.abs(rect[2]), rect[3], position[0] + 10, position[1] - rect[3] + 40, Math.abs(rect[2]), rect[3]

return

class window.Role extends window.Animate

constructor: (@name, @sprite, @id)->

super @name, @sprite, @id

@key\_manager = new KeyManager

@mission\_manager = new MissionManager

@item\_manager = new ItemManager

@skill\_manager = new SkillManager

@hotkey\_manager = new HotkeyManager

@head = head.h001

@money = 10000 # 持有金錢

@realAspd = 100

@realSpeed = 200

@realAtk = 10

@calculate()

@skills = [

[game.skill.s001, 0],

[game.skill.s002, 0],

[game.skill.s003, 0],

[game.skill.s004, 0],

[game.skill.s005, 0],

[game.skill.s006, 0]

]

@skillpoint = 3

return @

talk: ()->

sign = dir2sign @dir

@npc = @map.findNpc @position[0] + sign[0], @position[1] + sign[1] if !@talking

if @npc

@npc.dir = sign2dir sign[0] \* -1, sign[1] \* -1

if !@talking

@npc.talkStart()

@talking = 1

else

@npc.talk()

move: ()->

super();

@npc = @map.touchNPC @position[0], @position[1] if !@talking

if @npc and !@talking

@npc.touch()

attack: ()->

sign = dir2sign @dir

monster = @map.findMonster @position[0] + sign[0], @position[1] + sign[1]

return if super(monster)

game.effect.e004.show @map, @position[0], @position[1], @dir

monster.damage(@, @atk) if monster

useSkill: ()->

return if super()

redraw: ()->

@hp = 1 if @hp < 1

@sprite.draw @position[0], @position[1], @action, @dir, @moment, @offset

@head.draw @position[0], @position[1], @action, @dir, @moment, @offset

@drawHp()

@drawName()

drawUI: ()->

context = game.canvas.context

context.textAlign = "left"

context.fillStyle = '#FFF'

context.fillRect 236, 10, 210, 18

context.fillRect 222, 35, 210, 18

context.fillRect 210, 64, 210, 18

#hp

context.fillStyle = '#ccc'

context.fillRect 236, 10, 210, 18

context.fillStyle = '#c90909'

context.fillRect 236, 10, 210 \* @hp / @maxHP, 18

#mp

context.fillStyle = '#ccc'

context.fillRect 222, 35, 210, 18

context.fillStyle = '#093b85'

context.fillRect 222, 35, 210 \* @mp / @maxMP, 18

#exp

context.fillStyle = '#ccc'

context.fillRect 210, 64, 210, 18

context.fillStyle = '#ce801b'

context.fillRect 210, 64, 210 \* @exp / @nextLvNeedExp, 18

context.font = "18px Arial"

context.fillStyle = "#FFF"

context.fillText @hp + " / " + @maxHP, 250, 26

context.fillText @mp + " / " + @maxMP, 240, 52

context.fillText @exp + " / " + @nextLvNeedExp, 230, 80

game.ui.drawUI(0,0)

context.fillText @lv, 185, 109

@hotkey\_manager.redraw()

for o,i in @statusList

o[0].icon.drawUI(1150,200 + i \* 60)

context.globalAlpha = .3

context.fillStyle = '#333'

context.fillRect 1150,200 + i \* 60, 40, Math.max(40 - 40 \* (new Date().getTime() - o[2]) / o[1],0)

context.globalAlpha = 1

context.font = "12px Arial"

context.textAlign = "center"

context.fillStyle = "#000"

context.fillText o[0].name, 1171,200+i\*60+53

context.fillStyle = "#FFF"

context.fillText o[0].name, 1170,200+i\*60+52

skillup: ()->

for skill in game.role.skills

if skill == this && skill[1] < skill[0].maxLV

skill[1]++

game.role.skillpoint--

game.role.skill\_manager.redraw()

return

getExp: (exp)->

@exp += exp

if @exp >= @nextLvNeedExp

game.effect.e037.show game.role.map, game.role.position[0], game.role.position[1], game.role.dir

@lv++

@skillpoint++

@exp = 0

class window.Props extends window.Base

constructor: (@name, @icon, @description, @price) ->

@sprite = new Sprite "images/" + @icon

showBuyAmount: ()->

that = @

win = new Windows 300, 60, "購買"

win.main.html.style.overflowY = "hidden"

label = $("<label>").html("數量：")

text = $("<input type='number' class='login-input' id='amount' autofocus>").val(1)

buy = new Button "購買"

cancel = new Button "取消"

cancel.addEvent win.close, win

buy.html.addEventListener 'click', ()->

if !that.buy.call(that, text.val())

# fail 沒錢

else

# success 已購買

win.close()

, false

$(win.main.html)

.append(label)

.append(text)

cancel.appendTo(win.footer)

buy.appendTo(win.footer)

buy: (number)->

console.log game.role.money, number\*@price

return false if (game.role.money - (number \* @price)) < 0

game.role.money -= (number\*@price)

for i in [1..number]

game.role.item\_manager.addItem @

return true

class window.RedWater extends window.Props

constructor: () ->

super "紅色藥水", "props/red\_water.png", "補30滴血", 100

use: ()->

game.role.heal 30

class window.Power extends window.Props

constructor: () ->

super "藥劑", "props/hp\_plus.png", "增加體力10點，持續5秒", 100

use: ()->

game.status.s003.use(game.role, 5000)

class window.BlueWater extends window.Props

constructor: () ->

super "藍色藥水", "props/blue\_water.png", "每秒回5魔力，持續5秒", 100

use: ()->

game.status.s004.use(game.role, 5000)

class NpcMaker

constructor: ()->

@node = @root = new Node '開始', '', 'start'

@redraw()

testNode: ()->

@root.addNode(new Node '便當吃不飽怎麼辦？', "一個吃不飽，你不會吃兩個嗎？", "next1")

@root.next[0].addNode(new Node 'ANS', "真是謝謝你的高見齁", "next1\_1")

@root.addNode(new Node '我做了很多事，卻得不到掌聲T^T', "乾我屁事= =", "next2")

redraw: ()->

ul = @createHtmlTree @root, 0

$('.tree-node').html('').append ul

createHtmlTree: (node, layer)->

ul = $('<ul>')

li = $('<li>')

li.html node.name

li.data 'node', node

li.on 'click', @getNode

li.css {

paddingLeft: layer \* 10

}

for node\_child in node.next

li.append @createHtmlTree(node\_child, layer + 1)

ul.append li

return ul

createCodeTree: ()->

node = @root

tmp = new Date()

str = "class NPC\_#{tmp.getTime()} extends window.Npc\n"

str += " constructor: (@mapname)->\n"

str += " super(\"#{NPC\_NAME}\", window.job.Swordsman, @mapname, 10, 11)\n"

stack = []

loop

str += @createFunction node

if node.next.length > 0

stack.push node

node = node.next.pop()

else

if stack.length > 0

loop

node = stack.pop()

if node.next.length > 0

stack.push node

node = node.next.pop()

break

break if stack.length == 0

break if stack.length == 0

return str

setMsg: (msg)->

msg = msg.replace(/\n/g, "<br />")

return " @mes \"#{msg}\"\n"

jumpNextNode: (node)->

return " @next @#{node.fn\_name}\n"

optionNode: (node)->

return " @option \"#{node.name}\", @#{node.fn\_name}\n"

createFunction: (node, name)->

str = " #{node.fn\_name}: ()->\n"

str += @setMsg node.content

if node.next.length > 1

str += @optionNode node\_child for node\_child in node.next

else if node.next.length == 1

str += @jumpNextNode node.next[0]

else

str += " @next @close\n"

return str

addContent: ()->

that = @

name = $('#content-name').val()

content = $('#content-text').val()

that.node.next[that.node.next.length] = new Node name, content, 0, that.node.layer + 1

that.redraw()

getNode: ()->

that = npcMaker

that.node = $(@).data "node"

console.log that.node

$('#content-name').val(that.node.name)

$('#content-text').val(that.node.content)

$('#save-content').on 'click', () ->

that.node.name = $('#content-name').val()

that.node.content = $('#content-text').val()

that.redraw()

that.redraw()

export: ()->

$("#export-content").html @createCodeTree()

$ ()->

$('.content').hide()

$('#content-main').show()

window.NPC\_NAME = prompt "輸入NPC的名字"

window.npcMaker = new NpcMaker()

# npcMaker.testNode()

$('#btn-export').on 'click', () ->

$('.content').hide()

$('#export-main').show()

npcMaker.export()

$('#btn-content').on 'click', () ->

name = prompt "輸入節點名稱"

fn\_name = prompt "輸入function名稱"

window.npcMaker.node.addNode(new Node name, "", fn\_name)

npcMaker.redraw()

$('#btn-mission').on 'click', () ->

name = prompt "輸入任務名稱"

window.npcMaker.node.addMission(new Mission name, '')

npcMaker.redraw()

$(window).on 'resize', ()->

$(".right").css {height: $(window).height() - $('nav').height()}

$(".right").css {height: $(window).height() - $('nav').height()}

class NPC1 extends window.Npc

constructor: (@mapname)->

super("沒有頭的戰士", window.job.Swordsman, @mapname, 10, 11)

start: ()->

@mes "你看看你身後的那棟建築物"

@next @step2

step2: ()->

@mes "你有發現什麼嗎？"

@option "有", @yes

@option "沒有", @no

@option "接任務", @mis if !@mission\_manager.findAllMission("新手教學")

@option "接任務random", @misrandom

@option "完成教學了", @completeMission if @mission\_manager.findBeingMission("新手教學")

yes: ()->

@mes "你真的有發現什麼？！"

@mission\_manager.tracingComplete(@name)

@next @yes\_step2

yes\_step2: ()->

@mes "我隨便講講你也認真"

@next @close

no: ()->

@mes "唉，沒想到你竟然什麼也沒發現"

@next @no\_step2

no\_step2: ()->

@mes "看來你也不過爾爾"

@next @close

mis: ()->

@mission = new Mission '新手教學', '擊敗3隻瘋兔&2隻魔菇&收集兩瓶藥水'

quest = new Quest() # 尋怪

quest.addMonster("瘋兔", 3)

quest.addMonster("魔菇", 2)

@mission.add quest

gather = new Gather() # 尋物

gather.addItem("紅色藥水", 2)

# gather.addItem("poison1", 1)

@mission.add gather

# tracing = new Tracing() # 尋人

# tracing.addNpc "沒有頭的戰士"

# @mission.add tracing

@addMission @mission

@mes "擊敗3隻瘋兔&2隻魔菇&收集兩瓶藥水，這麼簡單就算是你也應該辦的到吧"

@next @close

misrandom: ()->

mission = new Mission Math.random(), Math.random()

@addMission mission

completeMission: ()->

if @mission\_manager.findBeingMission(@mission.name).isComplete()

@completeMissionTalk()

else

@beingMissionTalk()

completeMissionTalk: ()->

@mes "恭喜你完成任務惹"

@next @close

@mission\_manager.completeMission @mission.name

beingMissionTalk: ()->

@mes "還沒完成任務阿，你行不行吶"

@next @close

class NPC\_1398182122316 extends window.Npc

constructor: (@mapname)->

super("馬囧", window.npc.npc016, @mapname, 22, 7)

start: ()->

@mes "你好，要握個手嗎？"

@option "油電雙漲豪恐怖歐", @option1

@option "薪水好少喔", @option2

option2: ()->

@mes "一份薪水不夠，你可以領兩份阿？<br />像我一樣月領47萬，月存48萬才是有競爭力的表現！"

@next @close

option1: ()->

@mes "我聽到你的聲音了<br />這件事情我管定了"

@next @close

class NPC\_1398352070869 extends window.Npc

constructor: (@mapname)->

super("", window.npc.none, "prontera", 8, 15, 1, 1)

game.effect.e062.show(@map, 8, 15, 0)

touch: ()->

game.role.map = game.maps.data['rock']

game.role.mapname = "rock"

game.role.position = [20, 38]

@close()

class NPC\_1398352070870 extends window.Npc

constructor: (@mapname)->

super("", window.npc.none, "rock", 23, 40, 1, 1)

game.effect.e062.show(@map, 22, 39, 0)

touch: ()->

game.role.map = game.maps.data['prontera']

game.role.mapname = "prontera"

game.role.position = [8, 13]

class NPC\_1399300918667 extends window.Npc

constructor: (@mapname)->

super("統一", window.npc.npc017, @mapname, 10, 11)

@addShopItem new RedWater

@addShopItem new BlueWater

start: ()->

@mes "來歐<br />不論是塑化劑，滑石粉<br />什麼樣的東西都買的到喔<br />保證便宜捏！"

@next @openShop

openShop: ()->

@viewShop()

@next @close

class NPC\_1399359006013 extends window.Npc

constructor: (@mapname)->

super("阿雞絲", window.npc.npc069, @mapname, 30, 5)

start: ()->

@mes "找我阿雞絲有什麼速ㄇ"

@option "想學怎麼煮味噌湯", @cookShup

@option "沒事", @nothing

nothing: ()->

@mes "年輕人不要無所事事<br />趁現在還年輕，好好充實自己<br />想想我當初年輕的時候啊....."

@next @close

cookShup: ()->

@mes "想學怎麼煮味噌湯？<br />哼哼你可真問對人了<br />讓我阿雞絲告訴你個訣竅兒"

@next @shup

shup: ()->

@mes "我煮味噌湯都不加味噌與豆腐der<br />改放菜頭排骨酥用肉燥提味<br />又清又香，但就略油"

@next @res

res: ()->

@mes "這還是味噌湯嗎？<br />感覺是菜頭湯阿..."

@next @nonono

nonono: ()->

@mes "不不不，這不是菜頭湯<br /><br />這味噌湯呢<br />喝起來跟排骨酥湯90%口感很像"

@next @close

window.npcCreate = ()->

new NPC1 "prontera"

new NPC\_1398182122316 "rock"

new NPC\_1398352070869 "prontera"

new NPC\_1398352070870 "prontera"

new NPC\_1399300918667 "rock"

new NPC\_1399359006013 "rock"

class window.Npc extends window.Animate

constructor: (@name, @sprite, @map, x, y, @range\_x, @range\_y)->

if !@range\_x?

@range\_x = -1

@range\_y = -1

super @name, @sprite

@position = [x, y]

game.maps.data[@map].npc.push @

@map = game.maps.data[@map]

@mission\_manager = game.role.mission\_manager

@windows\_manager = game.windows\_manager

@items = []

@init()

init: ()->

@hp = -1

@node = null

@optionIndex = 0

talkStart: ()->

sign = dir2sign @dir

reverse\_dir = sign2dir sign[0] \* -1, sign[1] \* -1

if game.role.dir == reverse\_dir and game.role.position[0] == @position[0] + sign[0] and game.role.position[1] == @position[1] + sign[1]

@win = new Windows 300, 100, '對話', @

@win.next\_button.show()

@start()

touch: ()->

talk: ()->

@win.clearOption()

@win.node.call(@)

next: (@node)->

@win.node = @node

@win.next\_button.addEvent @talk, @

close: ()->

game.role.talking = 0

game.role.npc = null

@win.close() if @win

@win = null

option: (name, fn)->

@win.addOption name, fn, @

@optionIndex = 0

selectOptions: (path)->

if path == 'top'

@optionIndex--

else if path == 'down'

@optionIndex++

@optionIndex = @win.select(@optionIndex)

mes: (msg)->

@win.setMsg msg

addMission: (mission)->

game.role.mission\_manager.addMission mission

addShopItem: (props)->

@items.push props

viewShop: ()->

@win.close()

@win = new Windows 350, 400, '商品'

for i in [0..49]

block = new Block ''

block.appendTo @win.main

block.addClass "shop-item"

that = @

for item, key in @items

block = @win.main.childrens[key]

label = new Label

label.html.style.backgroundImage = "url(images/#{item.icon})"

label.html.style.backgroundSize = "auto 100%"

label.html.style.backgroundPosition = "center"

label.html.style.backgroundRepeat = "no-repeat"

label.html.style.width = "100%"

label.html.style.height = "100%"

label.appendTo block

price = $("<div>")

.html item.price

.css "position", "absolute"

.css "right", "3px"

.css "bottom","0px"

$(block.html).append(price)

label.addEvent 'dblclick', () ->

@showBuyAmount()

, item

label.addEvent 'click', () ->

$(".shop-item").removeAttr "id"

$(@html).attr "id", "shop-select"

, block

buy = new Button "購買"

cancel = new Button "取消"

cancel.addEvent @talk, @

buy.addEvent ()->

label = document.getElementById('shop-select').getElementsByClassName('label')[0]

event = document.createEvent 'Event' # 建立事件

event.initEvent 'dblclick', true, true # 初始化事件

label.dispatchEvent event # 觸發事件

return

, @

@win.main.html.style.paddingBottom = "0px"

@win.main.html.style.marginBottom = "40px"

@win.footer.html.style.backgroundColor = "#FFF"

cancel.html.style.marginRight = "20px"

buy.html.style.marginRight = "10px"

cancel.appendTo @win.footer

buy.appendTo @win.footer

class window.Node

constructor: (@name, @content, @fn\_name)->

@next = []

@event = ""

setContent: (@content)->

addNode: (node)->

@next.push node

npcMaker.redraw()

addMission: (@mission)->

class window.Monster extends window.Animate

constructor: (@name, @sprite, @mapname, x, y)->

super(@name, @sprite)

@map = game.maps.data[@mapname]

@key = @name

@position = [x,y]

@gifes = []

@initiative = 0 # 主動怪設定, 1:主動, 0:被動

@range = 10

@atk = 1

@interval\_id = @interval @autoMove, 1500 + random(0,1000)

@exp = 10

@map.monster.push @

die: ()->

super()

game.role.mission\_manager.killMonster @name

game.role.getExp(@exp)

clearInterval @interval\_id

for gife in @gifes

game.role.item\_manager.addItem gife if random(0, 2) == 1

@map.createMonster()

return

died: ()->

super()

delete @

autoMove: ()->

if @initiative == 1

role\_position = game.role.position

diff = Math.sqrt(Math.pow(role\_position[0] - @position[0], 2) + Math.pow(role\_position[1] - @position[1], 2))

if diff < @range then @attack\_target = game.role else @attack\_target = null

loop

x = @position[0] + parseInt(Math.random() \* 7) - 3

y = @position[1] + parseInt(Math.random() \* 7) - 3

break if !(x>=0 && y>=0 && x<@map.width && y<@map.height && @map.git[x][y] == 0)

sign = [0,0]

if @attack\_target?

x = @attack\_target.position[0]

y = @attack\_target.position[1]

min\_length = 1000

for dir in [0,2,4,6]

sign = dir2sign(dir)

continue if !@map.git[@position[0]+sign[0]]? || !@map.git[@position[0]+sign[0]][@position[1]+sign[1]]

\_length = distance(@position[0], @position[1], x+sign[0], y+sign[1])

if (\_length < min\_length)

min\_length = \_length

min\_dir = dir

sign = dir2sign(min\_dir)

if (min\_length == 0)

@attack(@)

@attack\_target.damage(@, @atk)

@moveTo x+sign[0], y+sign[1]

addGife: (item)->

@gifes.push item

class MapMaker

constructor: ()->

@width = prompt("width : ", 100);

@height = prompt("height : ", 100);

@canvas = $("canvas")

@canvas.attr("width", @width \* 40);

@canvas.attr("height", @height \* 40);

@context = (@canvas[0]).getContext("2d")

@data = []

@git = []

@object = []

@tilePalette = []

@objectPalette = []

@selectObjectIndex = -1

@offsetX = 0

@offsetY = 0

for w in [0..@width]

@data[w] = []

@git[w] = []

for h in [0..@height]

@data[w][h] = 0

@git[w][h] = 1

tile\_palette = ['images/tile/tile\_ch1\_t000.png','images/tile/tile\_abyss001.png','images/tile/tile\_abyss002.png','images/tile/tile\_abyss003.png','images/tile/tile\_abyss004.png','images/tile/tile\_abyss005.png','images/tile/tile\_abyss006.png','images/tile/tile\_abyss007.png','images/tile/tile\_abyss008.png','images/tile/tile\_abyss009.png','images/tile/tile\_abyss010.png','images/tile/tile\_abyss011.png','images/tile/tile\_abyss012.png','images/tile/tile\_abyss013.png','images/tile/tile\_abyss014.png','images/tile/tile\_abyss015.png','images/tile/tile\_abyss016.png','images/tile/tile\_abyss017.png','images/tile/tile\_abyss018.png','images/tile/tile\_abyss019.png','images/tile/tile\_abyss020.png','images/tile/tile\_abyss021.png','images/tile/tile\_abyss022.png','images/tile/tile\_abyss023.png','images/tile/tile\_abyss024.png','images/tile/tile\_abyss025.png','images/tile/tile\_abyss026.png','images/tile/tile\_abyss027.png','images/tile/tile\_abyss028.png','images/tile/tile\_abyss029.png','images/tile/tile\_abyss030.png','images/tile/tile\_abyss031.png','images/tile/tile\_abyss032.png','images/tile/tile\_abyss033.png','images/tile/tile\_abyss034.png','images/tile/tile\_abyss035.png','images/tile/tile\_abyss036.png','images/tile/tile\_abyss037.png','images/tile/tile\_abyss038.png','images/tile/tile\_abyss039.png','images/tile/tile\_abyss040.png','images/tile/tile\_abyss041.png','images/tile/tile\_abyss042.png']

for tile in [0..97]

if tile < 10

@addTilePalette "images/tile/tile\_ch1\_t00"+tile+".png"

else

@addTilePalette "images/tile/tile\_ch1\_t0"+tile+".png"

gits = [1,0]

for git in gits

@addGitPalette git

for object in [0..24]

if object < 10

@addObjectPalette "images/object/obj\_ch1\_t0"+object+".png"

else

@addObjectPalette "images/object/obj\_ch1\_t"+object+".png"

that = this

@canvas.on 'mousedown', {that: this}, @start\_draw

@canvas.on 'mousemove', {that: this}, @draw

@canvas.on 'mouseup', {that: this}, @end\_draw

$("li[mode='tile']").on 'click', {that: this}, @tileMode

$("li[mode='git']").on 'click', {that: this}, @gitMode

$("li[mode='object']").on 'click', {that: this}, @objectMode

$("li[mode='save']").on 'click', {that: this}, @saveMode

$(window).on 'keydown', {that: this}, @keyboardChangePalette

$("li[mode='tile']").click()

$(".tile:first-child").click()

$(".git:first-child").click()

$(".object:first-child").click()

@redraw()

return

keyboardChangePalette: (e)->

that = e.data.that

return if that.mode != 'tile'

switch e.keyCode

when 219

$(".tile.selected").removeClass("selected");

$($(".tile")[--that.selectTilePaletteIndex-1]).addClass("selected")

when 221

$(".tile.selected").removeClass("selected");

$($(".tile")[++that.selectTilePaletteIndex-1]).addClass("selected")

return

addTilePalette: (tile)->

tile\_dom = new Image()

$(tile\_dom).addClass("tile palette")

$(tile\_dom).attr("src", tile)

$(tile\_dom).appendTo($("#tile-palette-list"))

$(tile\_dom).on 'click', {that: this}, @selectTilePalette

$(tile\_dom).click()

@tilePalette.push tile

return

addGitPalette: (git)->

git\_dom = document.createElement("div")

$(git\_dom).addClass("git palette")

$(git\_dom).addClass("git-#{git}")

$(git\_dom).appendTo($("#git-palette-list"))

$(git\_dom).on 'click', {that: this}, @selectGitPalette

$(git\_dom).click()

return

addObjectPalette: (tile)->

object = new Image()

$(object).addClass("object palette")

$(object).attr("src", tile)

$(object).appendTo($("#object-palette-list"))

$(object).on 'click', {that: this}, @selectObjectPalette

$(object).click()

@objectPalette.push tile

return

addObject: (x,y,idx)->

object\_dom = document.createElement("div")

@object.push [x,y,idx]

@objectDomRedraw()

return @object.length-1

clearMode: ()->

$("li").removeClass("selected")

$("#git-list").fadeOut(0)

$("#object-list").fadeOut(0)

$("#tile-list").fadeOut(0)

$("#save").fadeOut(0)

return

tileMode: (e)->

that = e.data.that

that.clearMode()

$(this).addClass("selected")

$("#tile-list").fadeIn(0)

that.mode = "tile"

return

gitMode: (e)->

that = e.data.that

that.clearMode()

$(this).addClass("selected")

$("#git-list").fadeIn(0)

that.mode = "git"

return

objectMode: (e)->

that = e.data.that

that.clearMode()

$(this).addClass("selected")

that.mode = "object"

$("#object-list").fadeIn(0)

return

saveMode: (e)->

that = e.data.that

that.clearMode()

$(this).addClass("selected")

that.mode = "save"

$("#save").fadeIn(0)

return

selectTilePalette: (e)->

that = e.data.that

$(".tile.selected").removeClass("selected");

$(this).addClass("selected")

that.selectTilePaletteIndex = $(".tile").index($(this)) + 1

return

selectGitPalette: (e)->

that = e.data.that

$(".git.selected").removeClass("selected");

$(this).addClass("selected")

that.selectGitPaletteIndex = $(".git").index($(this))

return

selectObjectPalette: (e)->

that = e.data.that

$(".object.selected").removeClass("selected");

$(this).addClass("selected")

that.selectObjectPaletteIndex = $(".object").index($(this)) + 1

return

selectObject: (e)->

that = e.data.that

that.offsetX = 0

that.offsetY = 0

that.selectObjectPaletteIndex = 0

that.selectObjectIndex = e.data.index

return

deleteObject: (e)->

that = e.data.that

index = $(this).data("index")

that.object[index] = 0

that.selectObjectIndex = -1

$(this).remove()

return

orderObject: (e)->

that = e.data.that

index = parseInt($(this).parent().data("index"))

tmp = that.object[index]

if (index+1 < that.object.length)

that.object[index] = that.object[index+1]

that.object[index+1] = tmp

that.objectDomRedraw()

e.preventDefault()

objectDomRedraw: ()->

$("#object-use-list").html("")

for object, i in @object

object\_dom = document.createElement("div")

$(object\_dom).html("##{i} #{object[2]} x:"+object[0]+" y:"+object[1] + " <span>↓</span>")

$(object\_dom).data("index", i)

$(object\_dom).addClass("object")

$(object\_dom).appendTo($("#object-use-list"))

$(object\_dom).on 'dblclick',{that:this}, @deleteObject

$(object\_dom).on 'mouseenter',{that:this}, @highlightObject

$(object\_dom).on 'mouseleave',{that:this}, @disHighlightObject

$(object\_dom).find("span").on 'click',{that:this}, @orderObject

highlightObject: (e)->

that = e.data.that

that.highlightObjectIndex = $(this).data("index")

disHighlightObject: (e)->

that = e.data.that

that.highlightObjectIndex = -1

start\_draw: (e)->

that = e.data.that

switch that.mode

when "tile", "git"

that.drawing = 1

that.draw(e)

when "object"

if that.selectObjectPaletteIndex

idx = that.addObject e.pageX-that.canvas.position().left, e.pageY-that.canvas.position().top, that.selectObjectPaletteIndex

that.selectObjectIndex = idx

else

x = e.pageX + $("#left").scrollLeft()

y = e.pageY + $("#left").scrollTop()

for object, i in that.object

if object[0] < x && object[1] < y && x < object[0] + $(".object")[object[2]-1].width && y < object[1] + $(".object")[object[2]-1].height

that.offsetX = x - object[0]

that.offsetY = y - object[1]

that.selectObjectIndex = i

return

draw: (e)->

that = e.data.that

x = Math.ceil((e.pageX - that.canvas.position().left)/40)-1

y = Math.ceil((e.pageY - that.canvas.position().top)/40)-1

switch that.mode

when "tile"

return if that.drawing != 1

that.data[y][x] = that.selectTilePaletteIndex

when "git"

return if that.drawing != 1

that.git[y][x] = that.selectGitPaletteIndex

when "object"

return if that.selectObjectIndex == -1

that.object[ that.selectObjectIndex ][0] = e.pageX - that.canvas.position().left - that.offsetX

that.object[ that.selectObjectIndex ][1] = e.pageY - that.canvas.position().top - that.offsetY

return

end\_draw: (e)->

that = e.data.that

that.drawing = 0

that.selectObjectIndex = -1

that.selectObjectPaletteIndex = 0

return

redraw: ()->

@context.fillStyle = "#FFFFFF";

@context.fillRect(0,0,@width\*40,@height\*40);

for w in [0..@width]

for h in [0..@height]

if @data[h][w]

@context.drawImage $(".tile")[@data[h][w]-1],w\*40,h\*40

for object, i in @object

if @selectObjectIndex == i || @highlightObjectIndex == i

@context.fillStyle = 'rgba(54, 143, 24, .5)'

@context.fillRect(object[0], object[1], $(".object")[object[2]-1].width, $(".object")[object[2]-1].height);

if object != 0

@context.drawImage $(".object")[object[2]-1],object[0],object[1]

for w in [0..@width]

for h in [0..@height]

if (@mode == "git")

switch @git[h][w]

when 1 then @context.fillStyle = 'rgba(54, 143, 24, .5)'

when 0 then @context.fillStyle = 'rgba(179, 41, 41, .5)'

@context.fillRect(w\*40,h\*40,40,40);

@context.fillStyle = "#CCCCCC";

for w in [0..@width]

@context.fillRect(w\*40,0,1,@height\*40);

for h in [0..@height]

@context.fillRect(0,h\*40,@width\*40,1);

that = this

setTimeout ()->

that.redraw.apply(that)

,100

return

load: ()->

q = $("textarea").val()

d = eval q

@width = d[0]

@height = d[1]

@data = d[2]

@git = d[3]

@tilePalette = []

@objectPalette = []

$(".tile.palette").remove()

$(".object.palette").remove()

for tile,i in d[5]

@addTilePalette tile

for object,i in d[6]

@addObjectPalette object

$("#object-use-list").empty()

for o in d[4]

@addObject o[0], o[1], o[2]

@canvas = $("canvas")

@canvas.attr("width", @width \* 40);

@canvas.attr("height", @height \* 40);

@context = (@canvas[0]).getContext("2d")

return

save: ()->

str = "["+@width+","+@height+","

str += "["

for row, w in @data

str += "["

for col, h in @data[w]

str += col+","

str += "],\n"

str +="],["

for row, w in @git

str += "["

for col, h in @git[w]

str += col+","

str += "],\n"

str+="],["

for object in @object

if object != 0

str += "[#{object[0]},#{object[1]},#{object[2]}],"

str+="],["

for tile in @tilePalette

str += "\""+ tile + "\","

str+="],["

for object in @objectPalette

str += "\""+ object + "\","

str+="]]"

$("#savearea").val(str)

$ ()->

window.MapMaker = new MapMaker()

$(window).on 'resize', ()->

$("#left").css({width: $(window).width() - 281})

$("#left").css({width: $(window).width() - 281})

class window.BaseWindow

constructor: (cls) ->

@html = document.createElement('div')

@addClass cls

@events = []

@init()

init: () ->

@childrens = []

setMsg: (msg) ->

@html.innerHTML = msg

addClass: (cls) ->

@html.className += " #{cls}"

removeClass: (cls) ->

clsname = @html.className.split(cls)

@html.className = ""

for cls in clsname

@html.className += cls

appendTo: (parent) ->

parent.childrens.push @

parent.html.appendChild @html

show: () ->

@html.style.display = "block"

hide: () ->

@html.style.display = "none"

isHide: () ->

return @html.style.display == "none"

close: () ->

@html.remove()

setHeight: (@height) ->

@html.style.height = "#{@height}px"

addEvent: (handler, fn, that) ->

that = @ if !that?

if !@isEvent handler

@html.addEventListener handler, () ->

fn.call(that)

, false

@events.push handler

removeEvent: (handler) ->

@html.removeEventListener handler

isEvent: (handler) ->

return @events.indexOf(handler) != -1

game.sprite\_count = 1

game.loaded\_sprite\_count = 0

class window.Sprite

constructor: (@filepath, @rect, @myself)->

@key = @filepath

@dom = new Image()

@dom.src = @filepath

@status = false

$(@dom).on 'load', {that: this}, @afterLoadImage

$(@dom).on 'error', {that: this}, @afterLoadImage

game.sprite\_count++

return

afterLoadImage: (e)->

that = e.data.that

that.status = true;

game.loaded\_sprite\_count++

$("#loader").html('<img src="/images/loading.gif"><br/>' + Math.ceil(game.loaded\_sprite\_count / 682 \* 100) + '%')

if (game.loaded\_sprite\_count == game.sprite\_count)

$("#loader").hide()

return

#畫在整個視窗上

drawUI: (x,y,w,h)->

if w?

game.canvas.context.drawImage @dom, x, y, w, h

else

game.canvas.context.drawImage @dom, x, y

#畫在地圖上某個特定點(像素單位)

realDraw: (x,y)->

game.canvas.context.drawImage @dom, x - (game.role.position[0] - game.viewRange[0]) \* 40 - game.role.offset[0], y - (game.role.position[1] - game.viewRange[1]) \* 40 - game.role.offset[1]

#畫在地圖上(虛擬座標系統)

draw: (x, y, action, direction, moment, offset)->

offset = [0,0] if not offset

position = getRealPosition(x, y, offset)

return if position == false

if !action? || action < 0

if action == -2

game.canvas.context.translate(game.canvas.context.width, 0);

game.canvas.context.scale(-1, 1);

game.canvas.context.drawImage @dom, -(position[0] + offset[0]+@dom.width), position[1] + offset[1]

game.canvas.context.translate(game.canvas.context.width, 0);

game.canvas.context.scale(-1, 1);

else if action == -3

game.canvas.context.translate(game.canvas.context.width, 0);

game.canvas.context.scale(1, -1);

game.canvas.context.drawImage @dom, position[0] + offset[0], -(position[1] + offset[1]+@dom.height)

game.canvas.context.translate(game.canvas.context.width, 0);

game.canvas.context.scale(1, -1);

else

game.canvas.context.drawImage @dom, position[0] + offset[0], position[1] + offset[1]

else

n\_action = action % @rect.length

n\_direction = direction % @rect[n\_action].length

n\_moment = moment % @rect[n\_action][n\_direction].length

rect = @rect[n\_action][n\_direction][n\_moment]

if rect?

position[0] += rect[4] if rect[4]?

position[1] += rect[5] if rect[5]?

if direction > 5

game.canvas.context.translate(game.canvas.context.width, 0);

game.canvas.context.scale(-1, 1);

game.canvas.context.drawImage @dom, rect[0], rect[1], Math.abs(rect[2]), rect[3], -position[0] - Math.abs(@rect[n\_action][n\_direction][0][3]), position[1]-rect[3] + 40, Math.abs(rect[2]), rect[3]

game.canvas.context.translate(game.canvas.context.width, 0);

game.canvas.context.scale(-1, 1);

else if @dom?

game.canvas.context.drawImage @dom, rect[0], rect[1], Math.abs(rect[2]), rect[3], position[0] + 10, position[1] - rect[3] + 40, Math.abs(rect[2]), rect[3]

return

window.monster = {}

window.monster.m001 = new Sprite "images/M001.png",[

[[[]]], #坐下

[[[0, 0, 31, 18]]], #死亡

[[ #攻擊

[32, 0, 23, 18],

[56, 0, 24, 22],

[80, 0, 24, 22],

[104, 0, 23, 26],

[128, 0, 22, 20],

[150, 0, 22, 20],

]],

[[ #靜止

[172, 0, 26, 18],

[198, 0, 23, 20],

[222, 0, 23, 20],

[246, 0, 26, 20]

]],

#[272, 0, 29, 20],

[[[302, 0, 22, 20]]],#被攻擊

[[ #移動

[32, 0, 23, 18],

[56, 0, 24, 22],

[80, 0, 24, 22],

[104, 0, 23, 26],

]]

]

k = [[0, 0, 57, 42,-10,0], [58, 0, 48, 50,-10,0], [106, 0, 48, 46,-10,0], [154, 0, 45, 40,-10,0], [200, 0, 43, 44,-10,0], [244, 0, 45, 50,-10,0], [290, 0, 48, 50,-10,-10], [338, 0, 48, 46,-10,-20], [386, 0, 48, 50,-10,-10], [434, 0, 48, 50,-10,0], [482, 0, 48, 48,-10,0], [530, 0, 45, 44,-10,0], [576, 0, 48, 48,-10,0], [624, 0, 48, 46,-10,0], [672, 0, 48, 52,-10,0], [720, 0, 48, 50,-10,0], [768, 0, 48, 48,-10,0], [816, 0, 48, 48,-10,0]]

window.monster.m002 = new Sprite "images/M002.png", [

[[k[0]]], #坐下

[[k[0]]], #死亡

[[k[1],k[2],k[3],k[4],k[5]]], #攻擊

[[k[6],k[7],k[8],k[9],k[10]]], #站立

[[k[11],k[12],k[13],k[14],k[15]]], #被攻擊

[[k[6],k[7],k[8],k[9],k[10]]] #移動

]

MonsterSprite = (k, img, o)->

s = []

for i in [0...6]

s[i] = []

s[i][0] = []

for j,l in o[i]

if k[j]?

s[i][0][l] = k[j]

console.log img

new Sprite img, s

k = [[0, 0, 69, 92], [70, 0, 69, 96], [140, 0, 66, 64], [206, 0, 65, 60], [272, 0, 69, 94], [342, 0, 68, 96], [410, 0, 68, 94], [478, 0, 69, 96], [548, 0, 67, 56], [616, 0, 68, 58], [684, 0, 76, 30], [0, 96, 68, 94], [68, 96, 68, 94], [136, 96, 68, 94], [204, 96, 67, 94], [272, 96, 67, 96], [340, 96, 68, 96], ]

window.monster.m003 = MonsterSprite k,"images/M003.png", [

[ 0 ], #坐下

[ 8,9,10 ], #死亡

[ 0,1,2,3,4 ], #攻擊

[ 11,12,13,14,15,16 ], #站立

[ 8,9 ], #被攻擊

[ 11,12,13,14,15,16 ], #移動

]

console.log window.monster.m003

k = [[0, 0, 70, 50], [70, 0, 52, 48], [122, 0, 53, 44], [176, 0, 53, 40], [230, 0, 83, 42], [314, 0, 43, 68], [358, 0, 52, 50], [410, 0, 52, 48], [462, 0, 67, 52], [530, 0, 63, 58], [0, 68, 60, 50], [60, 68, 60, 52], [120, 68, 50, 46], [170, 68, 52, 46], [222, 68, 72, 52], [294, 68, 66, 54], [360, 68, 65, 50], [426, 68, 74, 46], ]

window.monster.m004 = MonsterSprite k,"images/M004.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5,6,7 ], #攻擊

[ 8,9,10,11 ], #站立

[ 11,12 ], #被攻擊

[ 13,14,15,16 ], #移動

]

k = [[0, 0, 99, 52], [100, 0, 55, 74], [156, 0, 55, 74], [212, 0, 57, 72], [270, 0, 77, 68], [348, 0, 72, 68], [420, 0, 57, 68], [478, 0, 48, 82], [526, 0, 48, 82], [574, 0, 57, 82], [632, 0, 61, 82], [0, 82, 53, 82], [54, 82, 65, 76], [120, 82, 66, 78], [186, 82, 65, 78], [252, 82, 50, 76], [302, 82, 63, 84], [366, 82, 58, 88], [424, 82, 56, 82], [480, 82, 60, 76], [540, 82, 59, 76], ]

window.monster.m005 = MonsterSprite k,"images/M005.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5,6 ], #攻擊

[ 7,8,9,10,11 ], #站立

[ 12,13,14 ], #被攻擊

[ 15,16,17,18,19,20,21 ], #移動

]

k = [[0, 0, 82, 56], [82, 0, 35, 82], [118, 0, 34, 84], [152, 0, 66, 80], [218, 0, 65, 74], [284, 0, 50, 80], [334, 0, 50, 80], [384, 0, 50, 80], [434, 0, 50, 80], [484, 0, 61, 76], [546, 0, 49, 76], [596, 0, 61, 76], [658, 0, 57, 70], [716, 0, 59, 70], [776, 0, 62, 72], [838, 0, 58, 74], [896, 0, 53, 74], ]

window.monster.m006 = MonsterSprite k,"images/M006.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4, ], #攻擊

[ 5,6,7,8 ], #站立

[ 9,10 ], #被攻擊

[ 11,12,13,14,15 ], #移動

]

k = [[0, 0, 90, 56], [90, 0, 59, 88], [150, 0, 61, 94], [212, 0, 81, 84], [294, 0, 56, 86], [350, 0, 59, 88], [410, 0, 61, 90], [472, 0, 59, 88], [532, 0, 61, 94], [594, 0, 59, 90], [654, 0, 57, 86], [712, 0, 52, 80], [764, 0, 51, 82], [816, 0, 57, 86], [874, 0, 71, 88], [946, 0, 64, 90], ]

window.monster.m007 = MonsterSprite k,"images/M007.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3 ], #攻擊

[ 4,5,6,7 ], #站立

[ 8,9 ], #被攻擊

[ 10,11,12,13,14,15 ], #移動

]

k = [[0, 0, 53, 24], [54, 0, 53, 30], [108, 0, 51, 34], [160, 0, 55, 30], [216, 0, 52, 34], [268, 0, 50, 30], [318, 0, 54, 32], [372, 0, 54, 32], [426, 0, 51, 32], [478, 0, 59, 30], [538, 0, 52, 30], [590, 0, 57, 32], [648, 0, 54, 30], ]

window.monster.m008 = MonsterSprite k,"images/M008.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 3,4 ], #站立

[ 6,7 ], #被攻擊

[ 8,9,10,11,12,13 ], #移動

]

k = [[0, 0, 41, 30], [42, 0, 44, 28], [86, 0, 45, 26], [132, 0, 41, 32], [174, 0, 38, 30], [212, 0, 37, 32], [250, 0, 40, 32], [290, 0, 41, 30], [332, 0, 40, 32], [372, 0, 39, 30], [412, 0, 40, 30], [452, 0, 40, 30], [492, 0, 51, 40], [544, 0, 66, 56], [610, 0, 70, 24], ]

window.monster.m009 = MonsterSprite k,"images/M009.png", [

[ 11 ], #坐下

[ 11,12,13,14 ], #死亡

[ 0,1,2,3,4,5,6,7,8 ], #攻擊

[ 0,1,2,3,4,5,6,7,8 ], #站立

[ 9,10,11,12,13 ], #被攻擊

[ 0,1,2,3,4,5,6,7,8 ], #移動

]

k = [[0, 0, 106, 82], [106, 0, 70, 96], [176, 0, 74, 94], [250, 0, 95, 96], [346, 0, 59, 82], [406, 0, 70, 96], [476, 0, 76, 94], [552, 0, 77, 88], [0, 96, 73, 90], [74, 96, 89, 128], [164, 96, 72, 96], [236, 96, 110, 96], [346, 96, 75, 96], [422, 96, 79, 90], [502, 96, 75, 90], [578, 96, 71, 100], ]

window.monster.m010 = MonsterSprite k,"images/M010.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4, ], #攻擊

[ 5,6,7,8 ], #站立

[ 10,11 ], #被攻擊

[ 12,13,14,15 ], #移動

]

k = [[0, 0, 61, 26], [62, 0, 29, 24], [92, 0, 30, 24], [122, 0, 32, 24], [154, 0, 28, 24], [182, 0, 28, 24], [210, 0, 29, 28], [240, 0, 28, 28], [268, 0, 31, 28], [300, 0, 32, 30], [332, 0, 31, 26], [364, 0, 29, 28], [394, 0, 31, 24], [426, 0, 29, 24], [456, 0, 30, 22], [486, 0, 32, 24], [518, 0, 28, 26], [546, 0, 27, 26], [574, 0, 28, 26], ]

window.monster.m011 = MonsterSprite k,"images/M011.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8,9,10 ], #站立

[ 11,12 ], #被攻擊

[ 13,14,15,16,17 ], #移動

]

k = [[0, 0, 44, 26], [44, 0, 34, 26], [78, 0, 35, 34], [114, 0, 36, 32], [150, 0, 33, 34], [184, 0, 32, 30], [216, 0, 33, 28], [250, 0, 38, 26], [288, 0, 34, 28], [322, 0, 38, 30], [360, 0, 41, 30], [402, 0, 31, 34], [434, 0, 36, 26], [470, 0, 30, 34], [500, 0, 32, 40], ]

window.monster.m012 = MonsterSprite k,"images/M012.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 5,6,7,8 ], #站立

[ 9,10,11 ], #被攻擊

[ 12,13,14 ], #移動

]

k = [[0, 0, 71, 56], [72, 0, 49, 86], [122, 0, 46, 84], [168, 0, 50, 82], [218, 0, 50, 82], [268, 0, 74, 84], [342, 0, 75, 84], [418, 0, 72, 86], [490, 0, 49, 86], [540, 0, 49, 86], [0, 86, 48, 86], [48, 86, 48, 86], [96, 86, 49, 86], [146, 86, 48, 86], [194, 86, 48, 86], [242, 86, 46, 84], [288, 86, 42, 86], [330, 86, 44, 86], [374, 86, 48, 88], [422, 86, 46, 86], ]

window.monster.m013 = MonsterSprite k,"images/M013.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5,6,7 ], #攻擊

[ 8,9,10,11,12 ], #站立

[ 13,14,15 ], #被攻擊

[ 16,17,18,19 ], #移動

]

k = [[0, 0, 33, 32], [34, 0, 31, 46], [66, 0, 30, 48], [96, 0, 32, 44], [128, 0, 32, 46], [160, 0, 50, 46], [210, 0, 44, 32], [254, 0, 31, 46], [286, 0, 31, 48], [318, 0, 31, 46], [350, 0, 31, 48], [382, 0, 42, 44], [424, 0, 31, 44], [456, 0, 43, 44], [500, 0, 43, 44], [544, 0, 44, 46], [588, 0, 51, 34], [640, 0, 49, 34], ]

window.monster.m014 = MonsterSprite k,"images/M014.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5,6 ], #攻擊

[ 7,8,9,10,11 ], #站立

[ 12,13 ], #被攻擊

[ 14,15,16,17 ], #移動

]

k = [[0, 0, 78, 54], [78, 0, 50, 82], [128, 0, 60, 78], [188, 0, 35, 82], [224, 0, 65, 78], [290, 0, 65, 74], [356, 0, 49, 66], [406, 0, 50, 66], [456, 0, 50, 66], [506, 0, 49, 66], [556, 0, 65, 66], [0, 82, 79, 66], [80, 82, 50, 66], [130, 82, 60, 78], [190, 82, 49, 78], [240, 82, 60, 78], [300, 82, 53, 72], [354, 82, 55, 72], [410, 82, 60, 74], [470, 82, 56, 78], [526, 82, 52, 78], ]

window.monster.m015 = MonsterSprite k,"images/M015.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8,9,10,11,12 ], #站立

[ 13,14], #被攻擊

[ 15,16,17,18,19,20 ], #移動

]

k = [[0, 0, 70, 120], [70, 0, 65, 134], [136, 0, 59, 138], [196, 0, 59, 142], [256, 0, 80, 134], [336, 0, 79, 134], [416, 0, 59, 140], [476, 0, 65, 138], [542, 0, 66, 138], [608, 0, 61, 138], [0, 142, 69, 128], [70, 142, 92, 142], [162, 142, 85, 122], [248, 142, 78, 140], [326, 142, 66, 134], [392, 142, 68, 134], [460, 142, 78, 136], [538, 142, 73, 138], [612, 142, 72, 138], ]

window.monster.m016 = MonsterSprite k,"images/M016.png", [

[ 1,0 ], #坐下

[ 1,0 ], #死亡

[ 2,3,4,5 ], #攻擊

[ 6,7,8,9 ], #站立

[ 10,11,12 ], #被攻擊

[ 13,14,15,16,17,18,19 ], #移動

]

k = [[0, 0, 38, 18], [38, 0, 34, 26], [72, 0, 37, 28], [110, 0, 31, 28], [142, 0, 36, 28], [178, 0, 37, 26], [216, 0, 33, 26], [250, 0, 41, 26], [292, 0, 33, 24], ]

window.monster.m017 = MonsterSprite k,"images/M017.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1 ], #攻擊

[ 1,2,3,4,5 ], #站立

[ 6,7,8 ], #被攻擊

[ 1 ], #移動

]

k = [[0, 0, 38, 18], [38, 0, 36, 28], [74, 0, 37, 28], [112, 0, 32, 28], [144, 0, 37, 28], [182, 0, 36, 28], [218, 0, 32, 28], [250, 0, 41, 26], [292, 0, 33, 24], ]

window.monster.m018 = MonsterSprite k,"images/M018.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1 ], #攻擊

[ 1,2,3,4,5 ], #站立

[ 6,7,8 ], #被攻擊

[ 1 ], #移動

]

k = [[0, 0, 38, 18], [38, 0, 36, 28], [74, 0, 37, 28], [112, 0, 32, 28], [144, 0, 37, 28], [182, 0, 36, 28], [218, 0, 32, 28], [250, 0, 41, 28], [292, 0, 33, 30], ]

window.monster.m019 = MonsterSprite k,"images/M019.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1 ], #攻擊

[ 1,2,3,4,5 ], #站立

[ 6,7,8 ], #被攻擊

[ 1 ], #移動

]

k = [[0, 0, 23, 30], [24, 0, 30, 28], [54, 0, 33, 24], [88, 0, 31, 22], [120, 0, 30, 28], [150, 0, 27, 24], [178, 0, 29, 28], [208, 0, 28, 24], [236, 0, 30, 28], [266, 0, 33, 24], ]

window.monster.m020 = MonsterSprite k,"images/M020.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3 ], #攻擊

[ 4,5,6,7,8 ], #站立

[ 9,10 ], #被攻擊

[ 4,5,6,7,8 ], #移動

]

k = [[0, 0, 50, 36], [50, 0, 31, 30], [82, 0, 21, 46], [104, 0, 36, 40], [140, 0, 36, 42], [176, 0, 35, 34], [212, 0, 30, 28], [242, 0, 30, 24], [272, 0, 32, 28], [304, 0, 32, 28], [336, 0, 30, 28], [366, 0, 30, 28], ]

window.monster.m021 = MonsterSprite k,"images/M021.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 8,9,10,11 ], #站立

[ 6,7 ], #被攻擊

[ 8,9,10,11 ], #移動

]

k = [[0, 0, 50, 38], [50, 0, 34, 36], [84, 0, 36, 54], [120, 0, 40, 62], [160, 0, 53, 50], [214, 0, 84, 76], [298, 0, 34, 32], [332, 0, 31, 46], [364, 0, 25, 48], [390, 0, 28, 46], [418, 0, 30, 46], [448, 0, 28, 46], [476, 0, 29, 48], [506, 0, 23, 46], [530, 0, 24, 46], [554, 0, 34, 36], [588, 0, 35, 34], [624, 0, 25, 46], [650, 0, 26, 46], [676, 0, 25, 48], [702, 0, 25, 44], [728, 0, 26, 48], ]

window.monster.m022 = MonsterSprite k,"images/M022.png", [

[ 0 ], #坐下

[ 1,0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8,9,10,11,12 ], #站立

[ 13,14 ], #被攻擊

[ 15,16,17,18,19 ], #移動

]

k = [[0, 0, 45, 40], [46, 0, 42, 48], [88, 0, 44, 52], [132, 0, 49, 48], [182, 0, 45, 46], [228, 0, 45, 46], [274, 0, 42, 50], [316, 0, 42, 50], [358, 0, 46, 50], [404, 0, 49, 48], [454, 0, 47, 46], [502, 0, 46, 46], [548, 0, 46, 48], [594, 0, 42, 48], [636, 0, 36, 40], [672, 0, 42, 50], [714, 0, 45, 50], [760, 0, 42, 50], [802, 0, 37, 48], [840, 0, 41, 52], [882, 0, 44, 48], [926, 0, 41, 50], [968, 0, 40, 48], ]

window.monster.m023 = MonsterSprite k,"images/M023.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8,9,10,11,12,13 ], #站立

[ 14 ], #被攻擊

[ 15,16,17,18,19,20,21,22 ], #移動

]

k = [[0, 0, 42, 48], [42, 0, 62, 72], [104, 0, 50, 78], [154, 0, 80, 82], [234, 0, 72, 84], [306, 0, 70, 74], [376, 0, 36, 72], [412, 0, 40, 70], [452, 0, 54, 72], [0, 84, 58, 72], [58, 84, 44, 72], [102, 84, 48, 74], [150, 84, 58, 68], [208, 84, 48, 74], [256, 84, 44, 70], [300, 84, 50, 72], [350, 84, 56, 74], ]

window.monster.m024 = MonsterSprite k,"images/M024.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8,9,10 ], #站立

[ 11,12 ], #被攻擊

[ 13,14,15,16 ], #移動

]

k = [[0, 0, 50, 36], [50, 0, 32, 30], [82, 0, 22, 46], [104, 0, 36, 40], [140, 0, 36, 42], [176, 0, 36, 34], [212, 0, 32, 28], [0, 46, 32, 28], [32, 46, 30, 28], [62, 46, 30, 28], [92, 46, 30, 28], [122, 46, 30, 24], ]

window.monster.m025 = MonsterSprite k,"images/M025.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8,9,10 ], #站立

[ 11 ], #被攻擊

[ 6,7,8,9,10 ], #移動

]

k = [[0, 0, 192, 88], [192, 0, 136, 92], [328, 0, 126, 144], [0, 144, 122, 146], [122, 144, 160, 124], [282, 144, 136, 92], [0, 290, 132, 94], [132, 290, 134, 94], [266, 290, 132, 94], [0, 384, 134, 94], [134, 384, 102, 82], [236, 384, 98, 78], [334, 384, 120, 82], [0, 478, 128, 82], [128, 478, 134, 84], [262, 478, 150, 100], [0, 578, 148, 98], [148, 578, 140, 78], [288, 578, 120, 78], [0, 676, 126, 80], ]

window.monster.m026 = MonsterSprite k,"images/M026.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 5,6,7,8,9 ], #站立

[ 10,11,12 ], #被攻擊

[ 13,14,15,16,17,18,19 ], #移動

]

k = [[0, 0, 32, 30], [32, 0, 36, 32], [68, 0, 34, 26], [102, 0, 36, 24], [138, 0, 38, 26], [176, 0, 34, 26], [210, 0, 38, 26], [0, 32, 38, 28], [38, 32, 36, 32], [74, 32, 36, 32], [110, 32, 36, 42], ]

window.monster.m027 = MonsterSprite k,"images/M027.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 5,6,7,8,9 ], #站立

[ 10 ], #被攻擊

[ 5,6,7,8,9 ], #移動

]

k = [[0, 0, 36, 42], [36, 0, 38, 38], [74, 0, 40, 38], [114, 0, 44, 42], [158, 0, 70, 42], [0, 42, 70, 36], [70, 42, 38, 36], [108, 42, 34, 34], [142, 42, 34, 34], [176, 42, 34, 32], [210, 42, 32, 34], [0, 78, 38, 32], [38, 78, 30, 42], ]

window.monster.m028 = MonsterSprite k,"images/M028.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 8,9,10,11,12 ], #站立

[ 13,14 ], #被攻擊

[ 8,9,10,11,12 ], #移動

]

k = [[0, 0, 96, 160], [96, 0, 142, 182], [238, 0, 130, 176], [368, 0, 148, 242], [516, 0, 158, 224], [674, 0, 158, 232], [832, 0, 158, 222], [0, 242, 158, 224], [158, 242, 126, 172], [284, 242, 138, 180], [422, 242, 144, 180], [566, 242, 150, 182], [716, 242, 144, 184], [860, 242, 114, 158], [0, 466, 128, 172], [128, 466, 144, 180], ]

window.monster.m029 = MonsterSprite k,"images/M029.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5,6,7,8 ], #攻擊

[ 9,10,11,12,13,14 ], #站立

[ 15,16 ], #被攻擊

[ 9,10,11,12,13,14 ], #移動

]

k = [[0, 0, 24, 98], [24, 0, 50, 58], [74, 0, 54, 50], [128, 0, 48, 52], [176, 0, 64, 58], [0, 98, 68, 52], [68, 98, 50, 58], [118, 98, 50, 58], [168, 98, 50, 58], [0, 156, 48, 58], [48, 156, 44, 46], [92, 156, 46, 54], ]

window.monster.m030 = MonsterSprite k,"images/M030.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8,9 ], #站立

[ 10,11 ], #被攻擊

[ 6,7,8,9 ], #移動

]

k = [[0, 0, 68, 54], [68, 0, 48, 98], [116, 0, 114, 98], [230, 0, 96, 92], [326, 0, 96, 100], [422, 0, 48, 98], [0, 100, 54, 100], [54, 100, 56, 100], [110, 100, 54, 98], [164, 100, 52, 100], [216, 100, 56, 86], [272, 100, 54, 92], [326, 100, 54, 98], [380, 100, 54, 100], [434, 100, 54, 100], [0, 200, 54, 94], [54, 200, 54, 92], ]

window.monster.m031 = MonsterSprite k,"images/M031.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 5,6,7,8,9 ], #站立

[ 10,11 ], #被攻擊

[ 12,13,14,15,16,17 ], #移動

]

k = [[0, 0, 92, 46], [92, 0, 104, 92], [196, 0, 86, 124], [282, 0, 84, 122], [366, 0, 86, 130], [0, 130, 100, 108], [100, 130, 120, 114], [220, 130, 104, 94], [324, 130, 96, 94], [0, 244, 98, 94], [98, 244, 96, 96], [194, 244, 110, 94], [304, 244, 104, 92], [0, 340, 116, 92], [116, 340, 110, 86], [226, 340, 104, 104], [330, 340, 96, 92], ]

window.monster.m032 = MonsterSprite k,"images/M032.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 7,8,9,10,11 ], #站立

[ 13 ], #被攻擊

[ 14,15,16 ], #移動

]

k = [[0, 0, 60, 78], [60, 0, 94, 130], [154, 0, 122, 130], [276, 0, 168, 140], [0, 140, 158, 132], [158, 140, 170, 132], [328, 140, 94, 130], [0, 272, 94, 128], [94, 272, 94, 130], [188, 272, 92, 128], [280, 272, 96, 128], [376, 272, 100, 130], [0, 402, 90, 130], [90, 402, 94, 130], [184, 402, 94, 130], ]

window.monster.m033 = MonsterSprite k,"images/M033.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8,9,10,11,12,13 ], #站立

[ 14 ], #被攻擊

[ 6,7,8,9,10,11,12,13 ], #移動

]

k = [[0, 0, 46, 32], [46, 0, 32, 38], [78, 0, 30, 34], [108, 0, 32, 36], [140, 0, 32, 38], [172, 0, 32, 38], [204, 0, 32, 38], [0, 38, 32, 34], [32, 38, 34, 34], [66, 38, 32, 40], [98, 38, 40, 36], ]

window.monster.m037 = MonsterSprite k,"images/M037.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 5,6,7,8,9,10,11 ], #站立

[ 12 ], #被攻擊

[ 5,6,7,8,9,10,11 ], #移動

]

k = [[0, 0, 42, 32], [42, 0, 38, 68], [80, 0, 40, 64], [120, 0, 98, 80], [218, 0, 70, 58], [288, 0, 46, 54], [334, 0, 40, 66], [374, 0, 40, 68], [414, 0, 42, 68], [456, 0, 38, 68], [0, 80, 64, 76], [64, 80, 94, 96], [158, 80, 44, 68], [202, 80, 48, 64], [250, 80, 44, 64], [294, 80, 40, 66], ]

window.monster.m038 = MonsterSprite k,"images/M038.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8,9 ], #站立

[ 10,11 ], #被攻擊

[ 12,13,14,15 ], #移動

]

k = [[0, 0, 82, 46], [82, 0, 56, 52], [138, 0, 56, 52], [0, 52, 64, 58], [64, 52, 44, 54], [108, 52, 42, 60], [150, 52, 40, 60], [190, 52, 44, 58], [0, 112, 58, 52], [58, 112, 52, 54], ]

window.monster.m039 = MonsterSprite k,"images/M039.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3 ], #攻擊

[ 4,5,6,7 ], #站立

[ 8,9 ], #被攻擊

[ 4,5,6,7 ], #移動

]

k = [[0, 0, 72, 56], [72, 0, 44, 86], [116, 0, 46, 86], [162, 0, 101, 110], [264, 0, 78, 82], [342, 0, 78, 78], [420, 0, 78, 82], [498, 0, 39, 100], [538, 0, 43, 100], [582, 0, 47, 102], [630, 0, 41, 86], [672, 0, 46, 86], [718, 0, 36, 92], [754, 0, 41, 90], [0, 110, 45, 92], [46, 110, 46, 98], [92, 110, 35, 90], [128, 110, 42, 94], [170, 110, 46, 100], [216, 110, 46, 106], ]

window.monster.m041 = MonsterSprite k,"images/M041.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5,6 ], #攻擊

[ 7,8,9 ], #站立

[ 10,11 ], #被攻擊

[ 12,13,14,15,16,17,18,19 ], #移動

]

k = [[0, 0, 41, 28], [42, 0, 23, 32], [66, 0, 25, 30], [92, 0, 36, 22], ]

window.monster.m043 = MonsterSprite k,"images/M043.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1 ], #攻擊

[ 1 ], #站立

[ 2 ], #被攻擊

[ 1 ], #移動

]

k = [[0, 0, 34, 20], [34, 0, 39, 34], [74, 0, 39, 48], [114, 0, 39, 40], [154, 0, 39, 34], [194, 0, 127, 134], [322, 0, 127, 132], [450, 0, 127, 132], [578, 0, 129, 132], [708, 0, 119, 138], [828, 0, 46, 26], ]

window.monster.m044 = MonsterSprite k,"images/M044.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1 ], #攻擊

[ 1 ], #站立

[ 2,3,4 ], #被攻擊

[ 1 ], #移動

]

k = [[0, 0, 114, 90], [114, 0, 122, 116], [236, 0, 142, 114], [378, 0, 94, 100], [0, 116, 88, 108], [88, 116, 68, 116], [156, 116, 128, 132], [284, 116, 136, 130], [0, 248, 120, 112], [120, 248, 126, 116], [246, 248, 132, 110], [378, 248, 114, 90], [0, 364, 120, 96], [120, 364, 118, 96], [238, 364, 138, 96], [376, 364, 110, 106], [0, 470, 90, 86], ]

window.monster.m045 = MonsterSprite k,"images/M045.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5,6,7,8 ], #攻擊

[ 10,11,12,13,14 ], #站立

[ 15,16 ], #被攻擊

[ 10,11,12,13,14 ], #移動

]

k = [[0, 0, 114, 90], [114, 0, 122, 116], [236, 0, 142, 114], [378, 0, 96, 100], [0, 116, 88, 116], [88, 116, 68, 128], [156, 116, 128, 132], [284, 116, 136, 130], [0, 248, 120, 108], [120, 248, 126, 116], [246, 248, 132, 110], [378, 248, 114, 90], [0, 364, 120, 96], [120, 364, 118, 96], [238, 364, 138, 96], [376, 364, 108, 114], [0, 478, 90, 86], ]

window.monster.m046 = MonsterSprite k,"images/M046.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5,6,7,8 ], #攻擊

[ 10,11,12,13,14 ], #站立

[ 15,16 ], #被攻擊

[ 10,11,12,13,14 ], #移動

]

k = [[0, 0, 122, 44], [122, 0, 64, 92], [186, 0, 70, 94], [256, 0, 86, 84], [342, 0, 72, 82], [0, 94, 132, 90], [132, 94, 64, 92], [196, 94, 64, 92], [260, 94, 72, 92], [332, 94, 70, 94], [402, 94, 64, 92], [0, 188, 68, 98], [68, 188, 88, 94], [156, 188, 80, 96], [236, 188, 78, 98], [314, 188, 90, 94], [404, 188, 72, 90], [0, 286, 72, 92], ]

window.monster.m047 = MonsterSprite k,"images/M047.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8,9,10 ], #站立

[ 11,12 ], #被攻擊

[ 13,14,15,16,17,18 ], #移動

]

k = [[0, 0, 48, 30], [48, 0, 60, 48], [108, 0, 46, 44], [154, 0, 36, 48], [190, 0, 62, 48], [0, 48, 62, 44], [62, 48, 58, 46], [120, 48, 52, 48], [172, 48, 58, 50], [0, 98, 52, 54], [52, 98, 58, 46], [110, 98, 56, 52], [166, 98, 58, 48], [0, 152, 58, 42], [58, 152, 50, 40], [108, 152, 56, 52], [164, 152, 44, 48], [208, 152, 44, 46], [0, 204, 46, 46], [46, 204, 50, 48], [96, 204, 52, 44], [148, 204, 58, 50], ]

window.monster.m048 = MonsterSprite k,"images/M048.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5,6 ], #攻擊

[ 7,8,9,10,11,12,13 ], #站立

[ 14 ], #被攻擊

[ 15,16,17,18,19,20,21 ], #移動

]

k = [[0, 0, 146, 54], [146, 0, 112, 86], [258, 0, 130, 84], [0, 86, 126, 136], [126, 86, 128, 136], [254, 86, 124, 136], [378, 86, 100, 90], [0, 222, 104, 90], [104, 222, 98, 90], [202, 222, 102, 86], [304, 222, 102, 90], [406, 222, 100, 90], [0, 312, 82, 98], ]

window.monster.m049 = MonsterSprite k,"images/M049.png", [

[ 1,0 ], #坐下

[ 1,0 ], #死亡

[ 2,3,4,5,6 ], #攻擊

[ 7,8,9,10,11 ], #站立

[ 12 ], #被攻擊

[ 7,8,9,10,11 ], #移動

]

k = [[0, 0, 72, 44], [72, 0, 56, 50], [128, 0, 52, 62], [180, 0, 76, 46], [0, 62, 56, 50], [56, 62, 56, 54], [112, 62, 56, 54], [168, 62, 56, 50], [0, 116, 58, 50], [58, 116, 56, 50], [114, 116, 58, 48], [172, 116, 56, 50], [0, 166, 58, 48], ]

window.monster.m050 = MonsterSprite k,"images/M050.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3 ], #攻擊

[ 4,5,6,7 ], #站立

[ 8 ], #被攻擊

[ 9,10,11,12 ], #移動

]

k = [[0, 0, 74, 46], [74, 0, 60, 54], [134, 0, 58, 62], [0, 62, 80, 52], [80, 62, 62, 56], [142, 62, 60, 56], [0, 118, 60, 56], [60, 118, 60, 54], [120, 118, 58, 54], [178, 118, 60, 54], [0, 174, 62, 50], [62, 174, 60, 50], [122, 174, 60, 48], ]

window.monster.m051 = MonsterSprite k,"images/M051.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3 ], #攻擊

[ 4,5,6,7 ], #站立

[ 8 ], #被攻擊

[ 9,10,11,12 ], #移動

]

k = [[0, 0, 68, 46], [68, 0, 60, 50], [128, 0, 50, 60], [178, 0, 72, 52], [0, 60, 62, 50], [62, 60, 60, 54], [122, 60, 60, 54], [182, 60, 60, 50], [0, 114, 56, 50], [56, 114, 62, 50], [118, 114, 62, 48], [180, 114, 62, 50], [0, 164, 62, 48], ]

window.monster.m052 = MonsterSprite k,"images/M052.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3 ], #攻擊

[ 4,5,6,7 ], #站立

[ 8 ], #被攻擊

[ 9,10,11,12 ], #移動

]

k = [[0, 0, 40, 26], [40, 0, 40, 22], [80, 0, 58, 38], [138, 0, 58, 42], [0, 42, 86, 56], [86, 42, 82, 32], [168, 42, 84, 32], [0, 98, 54, 30], [54, 98, 54, 30], [108, 98, 56, 30], [164, 98, 40, 22], [204, 98, 42, 24], ]

window.monster.m053 = MonsterSprite k,"images/M053.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8 ], #站立

[ 9 ], #被攻擊

[ 6,7,8 ], #移動

]

k = [[0, 0, 26, 18], [26, 0, 36, 44], [62, 0, 36, 44], [98, 0, 36, 50], [134, 0, 50, 32], [184, 0, 50, 32], [0, 50, 36, 44], [36, 50, 36, 44], [72, 50, 34, 40], [106, 50, 34, 40], [140, 50, 42, 50], [182, 50, 48, 50], [0, 100, 38, 44], [38, 100, 38, 46], [76, 100, 40, 46], [116, 100, 36, 44], ]

window.monster.m054 = MonsterSprite k,"images/M054.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8,9 ], #站立

[ 10,11 ], #被攻擊

[ 12,13,14,15 ], #移動

]

k = [[0, 0, 62, 40], [62, 0, 52, 74], [114, 0, 50, 76], [164, 0, 76, 94], [0, 94, 48, 80], [48, 94, 46, 76], [94, 94, 48, 76], [142, 94, 48, 76], [190, 94, 48, 76], [0, 174, 46, 76], [46, 174, 50, 62], [96, 174, 56, 54], ]

window.monster.m055 = MonsterSprite k,"images/M055.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 5,6,7,8,9 ], #站立

[ 10,11,12 ], #被攻擊

[ 5,6,7,8,9 ], #移動

]

k = [[0, 0, 42, 26], [42, 0, 30, 32], [72, 0, 32, 26], [104, 0, 36, 24], [140, 0, 86, 106], [226, 0, 76, 150], [302, 0, 118, 62], [420, 0, 30, 32], [450, 0, 30, 32], [480, 0, 30, 32], [0, 150, 30, 36], [30, 150, 30, 30], [60, 150, 30, 36], [90, 150, 32, 34], [122, 150, 32, 32], [154, 150, 34, 28], [188, 150, 34, 22], [222, 150, 36, 20], [258, 150, 32, 26], ]

window.monster.m056 = MonsterSprite k,"images/M056.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5,6 ], #攻擊

[ 7,8,9,10,11,12,13,14 ], #站立

[ 15,16,17,18,19 ], #被攻擊

[ 7,8,9,10,11,12,13,14 ], #移動

]

k = [[0, 0, 60, 56], [60, 0, 36, 70], [96, 0, 34, 72], [130, 0, 38, 68], [168, 0, 48, 66], [0, 72, 52, 66], [52, 72, 36, 72], [88, 72, 34, 68], [122, 72, 34, 70], [156, 72, 48, 74], [204, 72, 46, 70], [0, 146, 36, 68], [36, 146, 50, 68], ]

window.monster.m057 = MonsterSprite k,"images/M057.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8,9,10,11,12 ], #站立

[ 13 ], #被攻擊

[ 6,7,8,9,10,11,12 ], #移動

]

k = [[0, 0, 76, 42], [76, 0, 46, 72], [122, 0, 38, 66], [160, 0, 46, 56], [206, 0, 38, 64], [0, 72, 38, 62], [38, 72, 38, 64], [76, 72, 42, 64], [118, 72, 40, 64], [158, 72, 38, 68], [196, 72, 40, 68], [0, 140, 44, 60], [44, 140, 46, 60], [90, 140, 44, 62], [134, 140, 46, 60], [180, 140, 42, 62], ]

window.monster.m058 = MonsterSprite k,"images/M058.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3 ], #攻擊

[ 4,5,6,7,8,9 ], #站立

[ 10,11 ], #被攻擊

[ 12,13,14,15,16 ], #移動

]

k = [[0, 0, 76, 32], [76, 0, 40, 74], [116, 0, 44, 64], [160, 0, 60, 64], [0, 74, 54, 64], [54, 74, 38, 76], [92, 74, 38, 76], [130, 74, 44, 74], [174, 74, 38, 76], [212, 74, 38, 76], [0, 150, 74, 54], [74, 150, 50, 66], [124, 150, 36, 68], [160, 150, 40, 70], [200, 150, 40, 74], ]

window.monster.m059 = MonsterSprite k,"images/M059.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 5,6,7,8,9 ], #站立

[ 10 ], #被攻擊

[ 11,12,13,14 ], #移動

]

k = [[0, 0, 126, 34], [126, 0, 74, 96], [200, 0, 74, 86], [274, 0, 78, 98], [352, 0, 80, 110], [432, 0, 74, 96], [0, 110, 74, 96], [74, 110, 76, 96], [150, 110, 74, 94], [224, 110, 74, 96], [298, 110, 76, 96], [374, 110, 82, 96], ]

window.monster.m060 = MonsterSprite k,"images/M060.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 5,6,7,8,9,10 ], #站立

[ 11 ], #被攻擊

[ 5,6,7,8,9,10 ], #移動

]

k = [[0, 0, 58, 30], [58, 0, 46, 96], [104, 0, 108, 78], [212, 0, 102, 70], [314, 0, 112, 72], [0, 96, 92, 68], [92, 96, 34, 86], [126, 96, 34, 88], [160, 96, 34, 88], [194, 96, 36, 88], [230, 96, 34, 88], [264, 96, 34, 88], [298, 96, 34, 86], [332, 96, 54, 74], [386, 96, 36, 80], [422, 96, 30, 78], [452, 96, 32, 72], [0, 184, 38, 76], [38, 184, 30, 74], [68, 184, 40, 82], ]

window.monster.m061 = MonsterSprite k,"images/M061.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8,9,10,11,12 ], #站立

[ 13 ], #被攻擊

[ 14,15,16,17,18,19 ], #移動

]

k = [[0, 0, 44, 20], [44, 0, 32, 26], [76, 0, 32, 28], [108, 0, 44, 44], [152, 0, 52, 56], [204, 0, 34, 26], [0, 56, 32, 26], [32, 56, 32, 26], [64, 56, 34, 26], [98, 56, 32, 26], [130, 56, 32, 26], [162, 56, 28, 32], [190, 56, 50, 50], ]

window.monster.m062 = MonsterSprite k,"images/M062.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 5,6,7,8,9,10 ], #站立

[ 11,12 ], #被攻擊

[ 5,6,7,8,9,10 ], #移動

]

k = [[0, 0, 60, 52], [60, 0, 36, 44], [96, 0, 34, 44], [130, 0, 68, 54], [198, 0, 48, 52], [0, 54, 50, 60], [50, 54, 48, 60], [98, 54, 40, 56], [138, 54, 40, 58], [178, 54, 46, 60], [0, 114, 50, 60], [50, 114, 42, 46], ]

window.monster.m063 = MonsterSprite k,"images/M063.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 5,6,7,8,9,10 ], #站立

[ 11 ], #被攻擊

[ 5,6,7,8,9,10 ], #移動

]

k = [[0, 0, 60, 66], [60, 0, 106, 98], [166, 0, 124, 100], [290, 0, 140, 130], [0, 130, 132, 140], [132, 130, 132, 140], [264, 130, 78, 100], [342, 130, 80, 98], [422, 130, 80, 98], [0, 270, 78, 98], [78, 270, 80, 98], [158, 270, 78, 98], [236, 270, 82, 96], [318, 270, 92, 106], ]

window.monster.m064 = MonsterSprite k,"images/M064.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8,9,10,11,12,13 ], #站立

[ 14,15 ], #被攻擊

[ 6,7,8,9,10,11,12,13 ], #移動

]

k = [[0, 0, 70, 30], [70, 0, 34, 40], [104, 0, 34, 38], [138, 0, 46, 42], [184, 0, 34, 42], [218, 0, 34, 42], [0, 42, 32, 42], [32, 42, 32, 42], [64, 42, 34, 44], [98, 42, 34, 44], [132, 42, 34, 42], [166, 42, 38, 40], ]

window.monster.m065 = MonsterSprite k,"images/M065.png", [

[ 0 ], #坐下

[ 1,0 ], #死亡

[ 2,3,4 ], #攻擊

[ 5,6,7 ], #站立

[ 8,9 ], #被攻擊

[ 10,11,12 ], #移動

]

k = [[0, 0, 28, 18], [28, 0, 26, 22], [54, 0, 28, 20], [82, 0, 28, 18], [0, 22, 24, 18], [24, 22, 26, 22], [50, 22, 26, 18], [76, 22, 26, 20], [102, 22, 26, 18], [0, 44, 28, 22], [28, 44, 24, 18], [52, 44, 26, 20], [78, 44, 26, 20], [104, 44, 24, 18], [0, 66, 26, 18], [26, 66, 24, 18], [50, 66, 24, 20], ]

window.monster.m066 = MonsterSprite k,"images/M066.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 5,6,7,8,9,10,11,12,13,14 ], #站立

[ 15,16 ], #被攻擊

[ 5,6,7,8,9,10,11,12,13,14 ], #移動

]

k = [[0, 0, 42, 32], [42, 0, 38, 68], [80, 0, 38, 64], [118, 0, 96, 80], [214, 0, 70, 58], [284, 0, 46, 54], [330, 0, 40, 66], [370, 0, 40, 68], [410, 0, 42, 68], [452, 0, 38, 68], [0, 80, 64, 76], [64, 80, 94, 96], [158, 80, 44, 68], [202, 80, 48, 64], [250, 80, 44, 64], [294, 80, 40, 66], ]

window.monster.m067 = MonsterSprite k,"images/M067.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8,9,10 ], #站立

[ 11,12 ], #被攻擊

[ 13,14,15,16 ], #移動

]

k = [[0, 0, 52, 48], [52, 0, 58, 58], [110, 0, 66, 58], [176, 0, 66, 58], [242, 0, 66, 60], [308, 0, 64, 54], [372, 0, 58, 58], [430, 0, 56, 58], [0, 60, 58, 58], [58, 60, 58, 58], [116, 60, 58, 58], [174, 60, 58, 60], [232, 60, 60, 56], [292, 60, 60, 56], [352, 60, 58, 56], [410, 60, 58, 58], [0, 120, 62, 58], [62, 120, 62, 56], [124, 120, 62, 54], [186, 120, 60, 56], [246, 120, 56, 56], [302, 120, 58, 56], ]

window.monster.m068 = MonsterSprite k,"images/M068.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5 ], #攻擊

[ 6,7,8,9,10,11 ], #站立

[ 12,13 ], #被攻擊

[ 14,15,16,17,18,19,20,21 ], #移動

]

k = [[0, 0, 68, 30], [68, 0, 50, 60], [118, 0, 50, 58], [168, 0, 48, 60], [216, 0, 86, 64], [302, 0, 68, 88], [370, 0, 56, 76], [426, 0, 42, 60], [468, 0, 44, 62], [0, 88, 30, 60], [30, 88, 80, 70], [110, 88, 58, 44], [168, 88, 50, 60], [218, 88, 54, 60], [272, 88, 52, 58], [324, 88, 50, 60], [374, 88, 48, 60], [422, 88, 48, 60], [0, 158, 50, 60], [50, 158, 54, 60], [104, 158, 66, 56], [170, 158, 44, 86], [214, 158, 42, 96], [256, 158, 42, 54], [298, 158, 62, 54], [360, 158, 54, 60], [414, 158, 50, 58], [0, 254, 50, 60], [50, 254, 58, 58], [108, 254, 64, 54], [172, 254, 64, 54], [236, 254, 64, 52], ]

window.monster.m069 = MonsterSprite k,"images/M069.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5,6,7 ], #攻擊

[ 12,13,14,15,16,17,18,19 ], #站立

[ 20,21,22,23 ], #被攻擊

[ 24,25,26,27,28,29,30,31 ], #移動

]

k = [[0, 0, 48, 30], [48, 0, 26, 34], [74, 0, 26, 34], [100, 0, 30, 34], [130, 0, 32, 34], [162, 0, 32, 34], [194, 0, 44, 40], [0, 40, 36, 38], [36, 40, 32, 32], [68, 40, 30, 32], [98, 40, 28, 34], [126, 40, 28, 34], [154, 40, 28, 34], [182, 40, 28, 34], [210, 40, 26, 34], [0, 78, 28, 34], [28, 78, 28, 34], [56, 78, 26, 36], [82, 78, 30, 36], ]

window.monster.m070 = MonsterSprite k,"images/M070.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5,6,7,8 ], #攻擊

[ 9,10,11,12,13,14,15,16,17 ], #站立

[ 18,19 ], #被攻擊

[ 9,10,11,12,13,14,15,16,17 ], #移動

]

k = [[0, 0, 44, 48], [44, 0, 40, 80], [84, 0, 44, 78], [128, 0, 68, 76], [196, 0, 78, 78], [274, 0, 94, 80], [368, 0, 42, 88], [410, 0, 44, 110], [454, 0, 38, 80], [0, 110, 42, 80], [42, 110, 44, 82], [86, 110, 36, 80], [122, 110, 36, 80], [158, 110, 42, 80], [200, 110, 42, 70], [242, 110, 48, 74], [290, 110, 46, 76], [336, 110, 42, 76], [378, 110, 40, 74], [418, 110, 42, 72], [460, 110, 40, 74], [0, 192, 38, 74], [38, 192, 44, 74], ]

window.monster.m071 = MonsterSprite k,"images/M071.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5,6,7 ], #攻擊

[ 8,9,10,11,12,13 ], #站立

[ 14 ], #被攻擊

[ 15,16,17,18,19,20,21,22 ], #移動

]

k = [[0, 0, 96, 78], [96, 0, 96, 78], [192, 0, 94, 78], [286, 0, 98, 76], [384, 0, 102, 74], [0, 78, 102, 76], [102, 78, 88, 78], [190, 78, 94, 76], [284, 78, 86, 78], [370, 78, 98, 88], [0, 166, 126, 94], [126, 166, 120, 100], [246, 166, 100, 86], [346, 166, 96, 78], [0, 266, 96, 76], [96, 266, 94, 76], [190, 266, 98, 76], [288, 266, 102, 78], [390, 266, 102, 78], [0, 344, 92, 74], [92, 344, 52, 44], ]

window.monster.m072 = MonsterSprite k,"images/M072.png", [

[ 21 ], #坐下

[ 21 ], #死亡

[ 6,7,8,9,10,11,12,13 ], #攻擊

[ 0,1,2,3,4,5 ], #站立

[ 20 ], #被攻擊

[ 14,15,16,17,18,19 ], #移動

]

k = [[0, 0, 44, 84], [44, 0, 44, 84], [88, 0, 44, 84], [132, 0, 44, 84], [176, 0, 44, 84], [0, 84, 44, 84], [44, 84, 44, 84], ]

window.monster.m073 = MonsterSprite k,"images/M073.png", [

[ 6 ], #坐下

[ 6 ], #死亡

[ 0,1,2,3,4,5 ], #攻擊

[ 0,1,2,3,4,5 ], #站立

[ 0,1,2,3,4,5 ], #被攻擊

[ 0,1,2,3,4,5 ], #移動

]

k = [[0, 0, 134, 160], [134, 0, 130, 188], [264, 0, 132, 158], [396, 0, 112, 164], [508, 0, 152, 170], [660, 0, 166, 182], [826, 0, 126, 158], [0, 188, 132, 160], [132, 188, 134, 162], [266, 188, 130, 162], [396, 188, 134, 158], [530, 188, 120, 158], [650, 188, 132, 158], [782, 188, 134, 158], [0, 350, 130, 164], [130, 350, 134, 158], [264, 350, 32, 22], [296, 350, 40, 78], [336, 350, 48, 82], ]

window.monster.m074 = MonsterSprite k,"images/M074.png", [

[ 0,1 ], #坐下

[ 0,1 ], #死亡

[ 2,3,4,5,6 ], #攻擊

[ 7,8,9,10 ], #站立

[ 11 ], #被攻擊

[ 12,13,14,15 ], #移動

]

k = [[0, 0, 124, 104], [124, 0, 146, 150], [270, 0, 132, 164], [402, 0, 194, 186], [596, 0, 208, 154], [804, 0, 184, 122], [0, 186, 150, 146], [150, 186, 150, 144], [300, 186, 154, 140], [454, 186, 152, 142], [606, 186, 142, 144], [748, 186, 142, 146], [0, 332, 138, 144], [138, 332, 156, 136], [294, 332, 150, 142], ]

window.monster.m075 = MonsterSprite k,"images/M075.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4,5,6 ], #攻擊

[ 7,8,9,10 ], #站立

[ 11 ], #被攻擊

[ 12,13,14,15 ], #移動

]

k = [[0, 0, 174, 180], [174, 0, 96, 148], [270, 0, 96, 148], [366, 0, 138, 158], [504, 0, 212, 164], [716, 0, 102, 180], [818, 0, 108, 172], [0, 180, 102, 150], [102, 180, 114, 160], [216, 180, 174, 180], [390, 180, 100, 160], [490, 180, 102, 150], [592, 180, 114, 160], [706, 180, 114, 160], ]

window.monster.m076 = MonsterSprite k,"images/M076.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 5,6,7,8 ], #站立

[ 9 ], #被攻擊

[ 10,11,12,13 ], #移動

]

k = [[0, 0, 122, 90], [122, 0, 78, 98], [200, 0, 90, 118], [290, 0, 76, 96], [366, 0, 110, 106], [0, 118, 84, 102], [84, 118, 78, 106], [162, 118, 82, 108], [244, 118, 78, 106], [322, 118, 74, 92], [396, 118, 78, 104], [0, 226, 76, 102], [76, 226, 74, 100], [150, 226, 76, 102], ]

window.monster.m077 = MonsterSprite k,"images/M077.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 5,6,7,8 ], #站立

[ 9 ], #被攻擊

[ 10,11,12,13 ], #移動

]

k = [[0, 0, 78, 50], [78, 0, 72, 72], [150, 0, 64, 76], [214, 0, 62, 100], [276, 0, 56, 82], [332, 0, 50, 72], [382, 0, 52, 70], [434, 0, 52, 70], [486, 0, 50, 74], [536, 0, 74, 70], [610, 0, 58, 74], [668, 0, 58, 76], [726, 0, 56, 72], [782, 0, 56, 72], ]

window.monster.m078 = MonsterSprite k,"images/M078.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 5,6,7,8 ], #站立

[ 9 ], #被攻擊

[ 10,11,12,13 ], #移動

]

k = [[0, 0, 42, 124], [42, 0, 42, 124], [84, 0, 42, 124], [126, 0, 42, 124], [168, 0, 42, 124], [210, 0, 42, 124], [252, 0, 32, 26], ]

window.monster.m079 = MonsterSprite k,"images/M079.png", [

[ 6 ], #坐下

[ 6 ], #死亡

[ 4,5,6 ], #攻擊

[ 0 ], #站立

[ 0,1 ], #被攻擊

[ 0,1 ], #移動

]

k = [[0, 0, 196, 48], [196, 0, 154, 216], [350, 0, 242, 192], [592, 0, 194, 170], [786, 0, 202, 160], [0, 216, 136, 190], [136, 216, 130, 188], [266, 216, 134, 192], [400, 216, 132, 188], [532, 216, 134, 218], [666, 216, 130, 208], [796, 216, 136, 196], [0, 434, 134, 196], [134, 434, 140, 192], [274, 434, 132, 178], ]

window.monster.m080 = MonsterSprite k,"images/M080.png", [

[ 0 ], #坐下

[ 0 ], #死亡

[ 1,2,3,4 ], #攻擊

[ 5,6,7,8 ], #站立

[ 9,10 ], #被攻擊

[ 11,12,13,14 ], #移動

]

class window.ItemManager

constructor: () ->

@packLimit = 50

@items = []

addItem: (item) ->

idx = @items.map (ele) ->

return ele.item.name

.indexOf item.name

if idx == -1

@items.push {item: item, amount: 1}

else

@items[idx].amount++

@mission\_manager = game.role.mission\_manager if !@mission\_manager?

@mission\_manager.collectItem item.name

@windows\_manager = game.windows\_manager if !@windows\_manager?

@reviewItems() if @windows\_manager.findWindow '背包'

removeItem: (item) ->

@items.delete item

showItems: () ->

@windows\_manager = game.windows\_manager if !@windows\_manager?

if win = @windows\_manager.findWindow '背包'

if win.isHide()

win.show()

@reviewItems()

else

win.hide()

else

@win = new Windows 350, 400, '背包'

for i in [0..@packLimit-1]

block = new Block ''

block.appendTo @win.main

@reviewItems()

reviewItems: () ->

that = @

for i in [0..@packLimit-1]

block = @win.main.childrens[i]

block.setMsg ''

block.removeEvent 'dblclick'

for item, key in @items

block = @win.main.childrens[key]

item.label = new Label

item.label.html.style.backgroundImage = "url(images/#{item.item.icon})";

item.label.html.style.backgroundSize = "auto 100%";

item.label.html.style.backgroundPosition = "center";

item.label.html.style.backgroundRepeat = "no-repeat";

item.label.html.style.width = "100%";

item.label.html.style.height = "100%";

item.label.appendTo block

if !item.label.isEvent 'dblclick'

item.label.addEvent 'dblclick', game.role.hotkey\_manager.set, [item.item]

label = new Label item.amount

label.html.style.position = "absolute"

label.html.style.bottom = 0

label.html.style.right = 0

label.appendTo block

money = $("<div class='item-money'>")

money.html game.role.money

$(@win.footer.html)

.html ""

.css "background-color", "#FFF"

.append money

new Map "rock",40,40,[[36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,1,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,4,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,6,17,17,18,18,18,18,18,18,18,18,18,18,18,18,18,18,18,17,17,7,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,6,17,17,16,11,11,11,11,11,11,11,11,11,11,11,11,11,15,17,17,7,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,6,17,17,7,36,36,36,36,36,36,36,36,36,36,36,36,36,5,17,17,7,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,6,17,17,7,36,36,36,36,36,36,36,36,36,36,36,36,36,5,17,17,7,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,6,17,17,7,36,36,36,36,36,36,36,36,36,36,36,36,36,5,17,17,7,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,6,17,17,7,36,36,36,63,64,65,66,66,67,68,36,36,36,5,17,17,7,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,6,17,17,7,36,36,36,69,70,71,71,71,73,74,36,36,36,5,17,17,7,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,6,17,17,7,36,36,36,75,61,61,61,61,61,80,36,36,36,5,17,17,7,36,36,36,36,36,36,36,0,],

[36,36,36,36,36,36,36,36,36,36,36,36,6,17,17,7,36,36,36,81,76,76,76,76,76,86,36,36,36,5,17,17,7,36,36,36,36,36,36,36,0,],

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[0,1,1,0,0,1,1,1,1,1,1,1,1,1,1,1,1,1,0,0,],

[0,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,0,0,],

[0,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,0,0,],

[0,1,1,0,1,1,1,1,1,1,1,1,1,0,0,0,1,1,0,0,],

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[0,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,0,0,],

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[0,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,0,0,],

[0,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,0,0,],

[0,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,0,0,],

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[0,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,0,0,],

[0,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,0,0,],

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],[[530,129,1]],["images/tile/tile\_abyss000.png","images/tile/tile\_ch1\_d000.png","images/tile/tile\_ch1\_d002.png",],["images/object/obj\_ch1\_t01.png",]

class window.Tracing

constructor: () ->

@npcs = []

addNpc: (name)->

npc = {

name: name,

complete: false

}

@npcs.push npc

tracingComplete: (npc\_name)->

for npc in @npcs

npc.complete = true if npc.name == npc\_name

isComplete: ()->

for npc in @npcs

return false if !npc.complete

return true

schedule: ()->

rows = []

for npc in @npcs

row = new Row

checkbox = new Checkbox

checkbox.complete npc.complete

label = new Label npc.name

checkbox.appendTo row

label.appendTo row

rows.push row

return rows

class window.Quest

constructor: () ->

@monsters = []

addMonster: (name, amount)->

monster = {

name: name,

amount: amount,

killed: 0,

}

@monsters.push monster

killMonster: (monster\_name)->

for monster in @monsters

monster.killed++ if monster.name == monster\_name && monster.killed < monster.amount

isComplete: ()->

for monster in @monsters

return false if monster.killed < monster.amount

return true

schedule: ()->

rows = []

for monster in @monsters

row = new Row

checkbox = new Checkbox

checkbox.complete monster.amount == monster.killed

label = new Label "#{monster.name}:#{monster.killed}/#{monster.amount}"

checkbox.appendTo row

label.appendTo row

rows.push row

return rows

class window.MissionManager

constructor: () ->

@missions = []

@complete\_missions = []

@finish\_missions = []

@mission\_index = 0

addMission: (mission) ->

@missions.push mission

@windows\_manager = game.windows\_manager if !@windows\_manager?

@reviewMissions() if @windows\_manager.findWindow '任務清單'

findAllMission: (name) ->

for mission in @missions

return mission if mission.name == name

for mission in @complete\_missions

return mission if mission.name == name

return false

findBeingMission: (name) ->

idx = @missions.map (ele) ->

return ele.name

.indexOf name

return @missions[idx]

# for mission in @missions

# return mission if mission.name == name

removeMission: (name) ->

idx = @missions.map (ele) ->

return ele.name

.indexOf name

mission = @missions[idx]

@missions.delete mission

# for mission, key in @missions

# if mission.name == name

# @missions.delete mission

completeMission: (name) ->

idx = @missions.map (ele) ->

return ele.name

.indexOf name

mission = @missions[idx]

@complete\_missions.push mission

@removeMission name

killMonster: (monster\_name) ->

for mission, idx in @missions

for mission\_children in mission.missions

if typeof mission\_children.killMonster == "function"

mission\_children.killMonster monster\_name

@missionView idx if @windows\_manager.findWindow mission.name

# @completeMission mission

return

collectItem: (item\_name)->

for mission, idx in @missions

for mission\_children in mission.missions

if typeof mission\_children.collectItem == "function"

mission\_children.collectItem item\_name

@missionView idx if @windows\_manager.findWindow mission.name

# @completeMission mission

return

tracingComplete: (npc\_name) ->

for mission, idx in @missions

for mission\_children in mission.missions

if typeof mission\_children.tracingComplete == "function"

mission\_children.tracingComplete npc\_name

@missionView idx if @windows\_manager.findWindow mission.name

# @completeMission mission

return

showMissions: ()->

@windows\_manager = game.windows\_manager if !@windows\_manager?

if win = @windows\_manager.findWindow '任務清單'

if win.isHide()

win.show()

else

win.hide()

else

@win = new Windows 300, 500, '任務清單'

for mission in @missions

option = @win.addOption mission.name, @missionView, @

option.addClass "mission\_option"

reviewMissions: ()->

return if !@win

@win.setMsg ''

for mission in @missions

option = @win.addOption mission.name, @missionView, @

missionView: (index)->

mission = @missions[index]

@win.next\_button.hide()

# if win = game.windows\_manager.findWindow(mission.name)

# win.close()

win = new Windows 600, 300, mission.name

description = new Row mission.description

description.appendTo win.main

for submission in mission.missions

rows = submission.schedule()

for row in rows

row.appendTo win.main

class window.Mission

# 打怪 quest

# 收集道具 gather

# 尋人 tracing

constructor: (@name, @description) ->

@missions = []

# name

# gift

# complete

add: (mission)->

@missions.push mission

isComplete: ()->

for mission in @missions

return false if !mission.isComplete()

return true

class window.Gather

constructor: () ->

@items = []

addItem: (name, amount)->

item = {

name: name,

amount: amount,

collected: 0

}

@items.push item

collectItem: (item\_name)->

for item in @items

item.collected++ if item.name == item\_name and item.collected < item.amount

return

isComplete: ()->

for item in @items

return false if item.collected < item.amount

return true

schedule: ()->

rows = []

for item in @items

row = new Row

checkbox = new Checkbox

checkbox.complete item.collected == item.amount

label = new Label "#{item.name}:#{item.collected}/#{item.amount}"

checkbox.appendTo row

label.appendTo row

rows.push row

return rows

npc\_rect = (w,h,x,y)->

return [

[], #坐下

[], #死亡

[],

[[[0,0,w,h,((40-w)/2)-5,0],[0,0,w,h,((40-w)/2)-5,0],[0,0,w,h,((40-w)/2)-5,0],[0,0,w,h,((40-w)/2)-5,0],[0,0,w,h,((40-w)/2)-5,0],[0,0,w,h,-w-((40-w)/2)-5,0],[0,0,w,h,-w-((40-w)/2)-5,0]]]

[]

]

window.npc={}

window.npc.none = new Sprite "images/npc/none.png", npc\_rect 0,0,0,0

window.npc.npc000 = new Sprite "images/npc/npc\_000.png", npc\_rect 36,58,-5,0

window.npc.npc001 = new Sprite "images/npc/npc\_001.png", npc\_rect 50,68,5,0

window.npc.npc002 = new Sprite "images/npc/npc\_002.png", npc\_rect 36,62,-2,0

window.npc.npc003 = new Sprite "images/npc/npc\_003.png", npc\_rect 36,68,-2,0

window.npc.npc004 = new Sprite "images/npc/npc\_004.png", npc\_rect 36,60,-2,0

window.npc.npc005 = new Sprite "images/npc/npc\_005.png", npc\_rect 36,48,-2,0

window.npc.npc006 = new Sprite "images/npc/npc\_006.png", npc\_rect 34,66,-3,0

window.npc.npc007 = new Sprite "images/npc/npc\_007.png", npc\_rect 36,70,-2,0

window.npc.npc008 = new Sprite "images/npc/npc\_008.png", npc\_rect 36,70,-2,0

window.npc.npc009 = new Sprite "images/npc/npc\_009.png", npc\_rect 42,74,1,0

window.npc.npc010 = new Sprite "images/npc/npc\_010.png", npc\_rect 40,50,0,0

window.npc.npc011 = new Sprite "images/npc/npc\_011.png", npc\_rect 36,64,-2,0

window.npc.npc012 = new Sprite "images/npc/npc\_012.png", npc\_rect 64,86,12,0

window.npc.npc013 = new Sprite "images/npc/npc\_013.png", npc\_rect 36,74,-2,0

window.npc.npc014 = new Sprite "images/npc/npc\_014.png", npc\_rect 36,68,-2,0

window.npc.npc015 = new Sprite "images/npc/npc\_015.png", npc\_rect 36,64,-2,0

window.npc.npc016 = new Sprite "images/npc/npc\_016.png", npc\_rect 68,92,14,0

window.npc.npc017 = new Sprite "images/npc/npc\_017.png", npc\_rect 62,88,11,0

window.npc.npc018 = new Sprite "images/npc/npc\_018.png", npc\_rect 36,64,-2,0

window.npc.npc019 = new Sprite "images/npc/npc\_019.png", npc\_rect 64,10,12,0

window.npc.npc020 = new Sprite "images/npc/npc\_020.png", npc\_rect 40,80,0,0

window.npc.npc028 = new Sprite "images/npc/npc\_028.png", npc\_rect 38,66,-1,0

window.npc.npc029 = new Sprite "images/npc/npc\_029.png", npc\_rect 36,66,-2,0

window.npc.npc030 = new Sprite "images/npc/npc\_030.png", npc\_rect 36,68,-2,0

window.npc.npc031 = new Sprite "images/npc/npc\_031.png", npc\_rect 36,68,-2,0

window.npc.npc032 = new Sprite "images/npc/npc\_032.png", npc\_rect 36,78,-2,0

window.npc.npc033 = new Sprite "images/npc/npc\_033.png", npc\_rect 44,78,2,0

window.npc.npc034 = new Sprite "images/npc/npc\_034.png", npc\_rect 36,66,-2,0

window.npc.npc035 = new Sprite "images/npc/npc\_035.png", npc\_rect 36,72,-2,0

window.npc.npc036 = new Sprite "images/npc/npc\_036.png", npc\_rect 36,68,-2,0

window.npc.npc037 = new Sprite "images/npc/npc\_037.png", npc\_rect 44,80,2,0

window.npc.npc038 = new Sprite "images/npc/npc\_038.png", npc\_rect 10,8,34,0

window.npc.npc039 = new Sprite "images/npc/npc\_039.png", npc\_rect 36,58,-2,0

window.npc.npc040 = new Sprite "images/npc/npc\_040.png", npc\_rect 34,54,-3,0

window.npc.npc041 = new Sprite "images/npc/npc\_041.png", npc\_rect 36,66,-2,0

window.npc.npc042 = new Sprite "images/npc/npc\_042.png", npc\_rect 66,74,13,0

window.npc.npc043 = new Sprite "images/npc/npc\_043.png", npc\_rect 40,64,0,0

window.npc.npc044 = new Sprite "images/npc/npc\_044.png", npc\_rect 40,52,0,0

window.npc.npc045 = new Sprite "images/npc/npc\_045.png", npc\_rect 52,60,6,0

window.npc.npc046 = new Sprite "images/npc/npc\_046.png", npc\_rect 40,70,0,0

window.npc.npc047 = new Sprite "images/npc/npc\_047.png", npc\_rect 50,62,5,0

window.npc.npc048 = new Sprite "images/npc/npc\_048.png", npc\_rect 44,58,2,0

window.npc.npc049 = new Sprite "images/npc/npc\_049.png", npc\_rect 36,78,-2,0

window.npc.npc050 = new Sprite "images/npc/npc\_050.png", npc\_rect 36,64,-2,0

window.npc.npc051 = new Sprite "images/npc/npc\_051.png", npc\_rect 36,62,-2,0

window.npc.npc052 = new Sprite "images/npc/npc\_052.png", npc\_rect 58,64,9,0

window.npc.npc053 = new Sprite "images/npc/npc\_053.png", npc\_rect 36,64,-2,0

window.npc.npc054 = new Sprite "images/npc/npc\_054.png", npc\_rect 36,80,-2,0

window.npc.npc055 = new Sprite "images/npc/npc\_055.png", npc\_rect 36,66,-2,0

window.npc.npc056 = new Sprite "images/npc/npc\_056.png", npc\_rect 36,64,-2,0

window.npc.npc057 = new Sprite "images/npc/npc\_057.png", npc\_rect 48,62,4,0

window.npc.npc058 = new Sprite "images/npc/npc\_058.png", npc\_rect 38,74,-1,0

window.npc.npc059 = new Sprite "images/npc/npc\_059.png", npc\_rect 36,94,-2,0

window.npc.npc060 = new Sprite "images/npc/npc\_060.png", npc\_rect 50,64,5,0

window.npc.npc061 = new Sprite "images/npc/npc\_061.png", npc\_rect 36,68,-2,0

window.npc.npc062 = new Sprite "images/npc/npc\_062.png", npc\_rect 36,66,-2,0

window.npc.npc063 = new Sprite "images/npc/npc\_063.png", npc\_rect 36,74,-2,0

window.npc.npc064 = new Sprite "images/npc/npc\_064.png", npc\_rect 36,64,-2,0

window.npc.npc065 = new Sprite "images/npc/npc\_065.png", npc\_rect 36,64,-2,0

window.npc.npc066 = new Sprite "images/npc/npc\_066.png", npc\_rect 36,68,-2,0

window.npc.npc067 = new Sprite "images/npc/npc\_067.png", npc\_rect 36,68,-2,0

window.npc.npc068 = new Sprite "images/npc/npc\_068.png", npc\_rect 36,68,-2,0

window.npc.npc069 = new Sprite "images/npc/npc\_069.png", npc\_rect 36,64,-2,0

window.npc.npc070 = new Sprite "images/npc/npc\_070.png", npc\_rect 38,66,-1,0

window.npc.npc071 = new Sprite "images/npc/npc\_071.png", npc\_rect 36,66,-2,0

window.npc.npc072 = new Sprite "images/npc/npc\_072.png", npc\_rect 48,66,4,0

window.npc.npc073 = new Sprite "images/npc/npc\_073.png", npc\_rect 36,68,-2,0

window.npc.npc074 = new Sprite "images/npc/npc\_074.png", npc\_rect 36,66,-2,0

window.npc.npc075 = new Sprite "images/npc/npc\_075.png", npc\_rect 36,70,-2,0

window.npc.npc076 = new Sprite "images/npc/npc\_076.png", npc\_rect 38,64,-1,0

window.npc.npc077 = new Sprite "images/npc/npc\_077.png", npc\_rect 36,72,-2,0

window.npc.npc078 = new Sprite "images/npc/npc\_078.png", npc\_rect 38,62,-1,0

window.npc.npc079 = new Sprite "images/npc/npc\_079.png", npc\_rect 36,62,-2,0

window.npc.npc080 = new Sprite "images/npc/npc\_080.png", npc\_rect 46,72,3,0

window.npc.npc081 = new Sprite "images/npc/npc\_081.png", npc\_rect 36,62,-2,0

window.npc.npc082 = new Sprite "images/npc/npc\_082.png", npc\_rect 38,66,-1,0

window.npc.npc083 = new Sprite "images/npc/npc\_083.png", npc\_rect 36,72,-2,0

window.npc.npc084 = new Sprite "images/npc/npc\_084.png", npc\_rect 36,64,-2,0

window.npc.npc085 = new Sprite "images/npc/npc\_085.png", npc\_rect 36,68,-2,0

window.npc.npc086 = new Sprite "images/npc/npc\_086.png", npc\_rect 36,74,-2,0

window.npc.npc087 = new Sprite "images/npc/npc\_087.png", npc\_rect 82,78,21,0

window.npc.npc088 = new Sprite "images/npc/npc\_088.png", npc\_rect 36,74,-2,0

window.npc.npc089 = new Sprite "images/npc/npc\_089.png", npc\_rect 38,68,-1,0

window.npc.npc090 = new Sprite "images/npc/npc\_090.png", npc\_rect 36,74,-2,0

window.npc.npc092 = new Sprite "images/npc/npc\_092.png", npc\_rect 42,72,1,0

window.npc.npc093 = new Sprite "images/npc/npc\_093.png", npc\_rect 42,74,1,0

window.npc.npc095 = new Sprite "images/npc/npc\_095.png", npc\_rect 36,66,-2,0

window.npc.npc096 = new Sprite "images/npc/npc\_096.png", npc\_rect 44,76,2,0

window.npc.npc097 = new Sprite "images/npc/npc\_097.png", npc\_rect 36,66,-2,0

window.npc.npc098 = new Sprite "images/npc/npc\_098.png", npc\_rect 36,76,-2,0

window.npc.npc099 = new Sprite "images/npc/npc\_099.png", npc\_rect 36,50,-2,0

window.npc.npc100 = new Sprite "images/npc/npc\_100.png", npc\_rect 40,66,0,0

window.npc.npc101 = new Sprite "images/npc/npc\_101.png", npc\_rect 36,68,-2,0

window.npc.npc102 = new Sprite "images/npc/npc\_102.png", npc\_rect 48,88,4,0

window.npc.npc103 = new Sprite "images/npc/npc\_103.png", npc\_rect 36,78,-2,0

window.npc.npc104 = new Sprite "images/npc/npc\_104.png", npc\_rect 36,66,-2,0

window.npc.npc105 = new Sprite "images/npc/npc\_105.png", npc\_rect 42,78,1,0

window.npc.npc106 = new Sprite "images/npc/npc\_106.png", npc\_rect 36,72,-2,0

window.npc.npc107 = new Sprite "images/npc/npc\_107.png", npc\_rect 42,66,1,0

window.npc.npc108 = new Sprite "images/npc/npc\_108.png", npc\_rect 48,76,4,0

window.npc.npc109 = new Sprite "images/npc/npc\_109.png", npc\_rect 50,62,5,0

window.npc.npc110 = new Sprite "images/npc/npc\_110.png", npc\_rect 36,64,-2,0

window.npc.npc111 = new Sprite "images/npc/npc\_111.png", npc\_rect 56,68,8,0

window.npc.npc112 = new Sprite "images/npc/npc\_112.png", npc\_rect 44,78,2,0

window.npc.npc113 = new Sprite "images/npc/npc\_113.png", npc\_rect 40,62,0,0

window.job = {}

window.job.Swordsman = new Sprite "images/A000.png",

[

[[[0,0,30,28]]], #坐下

[[[30,0,48,28]]], #死亡

[

[

[78,0,28,36],

[106,0,27,36],

[134,0,33,32],

[168,0,32,32],

[200,0,32,32]

],[

[78,0,28,36],

[106,0,27,36],

[134,0,33,32],

[168,0,32,32],

[200,0,32,32]

],[

[78,0,28,36],

[106,0,27,36],

[134,0,33,32],

[168,0,32,32],

[200,0,32,32]

],[

[232,0,26,34],

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[338,0,26,30]

],[

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[312,0,26,30],

[338,0,26,30]

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[338,0,26,30]

],[

[232,0,26,34],

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[284,0,27,30],

[312,0,26,30],

[338,0,26,30]

]

],[

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[[408,0,24,36]],

[[390,0,17,36]]

],[

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[[488,0,22,34]],

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[[518,0,30,34]],

[[518,0,30,34]],

[[518,0,30,34]],

[[488,0,22,34]]

],[

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[890,0,24,34],

[914,0,22,36]

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[88,36,25,36]

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[134,36,19,36],

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[176,36,20,36],

[196,36,19,36],

[216,36,27,36],

[244,36,30,34],

[274,36,27,36],

[302,36,23,36]

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[326,36,22,36],

[348,36,21,34],

[370,36,22,36],

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[416,36,23,36],

[440,36,20,34],

[460,36,21,36]

],[

[134,36,19,36],

[154,36,22,34],

[176,36,20,36],

[196,36,19,36],

[216,36,27,36],

[244,36,30,34],

[274,36,27,36],

[302,36,23,36]

],[

[936,0,17,36],

[954,0,21,36],

[976,0,29,34],

[0,36,20,36],

[20,36,17,36],

[38,36,22,36],

[60,36,28,34],

[88,36,25,36],

[114,36,20,36]

],[

[738,0,21,36],

[760,0,25,36],

[786,0,31,34],

[818,0,26,36],

[844,0,21,36],

[866,0,24,36],

[890,0,24,34],

[914,0,22,36]

]

]

], "job"

headOffset = (rect)->

offset = [

[ [[0,0]] ], #坐下

[ [[0,0]] ], #死亡

[

[

[-5,-30],

[-5,-30],

[-7,-28],

[-7,-28],

[-7,-28],

[-5,-30],

], [[0,0]], [

[-5,-30],

[-5,-30],

[-7,-28],

[-7,-28],

[-7,-28],

[-5,-30],

], [[0,0]], [

[2,-30],

[2,-30],

[-4,-26],

[-4,-26],

[-4,-26],

[2,-30],

],[[0,0]], [

[5,-30],

[5,-30],

[9,-26],

[10,-26],

[11,-26],

[5,-30],

]

], #攻擊

[ [[-2,-30]], [[0,0]], [[0,-32]], [[0,0]], [[-2,-30]], [[0,0]], [[10,-31]] ],

[ [[-6,-28]], [[0,0]], [[-6,-28]], [[0,0]], [[-6,-28]], [[-6,-28]], [[12,-28]] ],

[

[

[-5,-30]

], [

[0,0]

], [

[-4,-32],[-2,-32],[2,-32],[-2,-32],[-4,-32],[-1,-32],[2,-32],[0,-32]

], [

[0,0]

], [

[-2,-30],[-2,-30],[-2,-30],[-2,-30],[-2,-30],[-2,-30],[-2,-30],[-2,-30]

], [

[0,0]

], [

[12,-31],[11,-31],[8,-31],[12,-31],[13,-31],[10,-31],[9,-31],[10,-31]

]

],

]

for action,a in offset

for dir,d in action

for moment,m in dir

rect[a][d][m] = rect[a][d][0].slice()

rect[a][d][m][4] = offset[a][d][m][0]

rect[a][d][m][5] = offset[a][d][m][1]

return rect

window.head = {}

k = [[0,0,24,25],[24,0,29,27],[53,0,30,26],[83,0,27,26],[110,0,26,26],[136,0,24,28],[160,0,26,25],[186,0,28,24],[214,0,23,23],[237,0,23,23],[260,0,30,25],[290,0,30,24],[320,0,26,26],[346,0,25,26],[371,0,25,21]]

g = headOffset [

[ [k[1]] ], #坐下

[ [k[14]] ], #死亡

[ [k[2]], [k[2]], [k[2]], [k[4]], [k[4]],[k[4]],[k[4]] ], #攻擊

[ [k[1]], [k[2]], [k[3]], [k[4]], [k[5]], [k[4]], [k[3]] ], #站立

[ [k[6]], [k[7]], [k[6]], [k[8]], [k[7]], [k[7]], [k[7]] ], #被攻擊

[ [k[1]], [k[2]], [k[3]], [k[4]], [k[5]], [k[4]], [k[3]] ]

]

window.head.h001 = new Sprite "images/head1.png", g, "head"

class window.WindowManager

constructor: () ->

@windows = []

addWindow: (windows) ->

if !(win = @findWindow windows)

@windows.push windows

removeWindow: (windows) ->

@windows.delete windows

windows.html.remove()

windows = null

findWindow: (windows) ->

index = @windows.map (ele) ->

return ele.name

.indexOf windows

if index != -1 then return @windows[index] else return false

getFocusWindow: () ->

for windows in @windows

return windows if windows.focus

return false

setFocusWindow: (windows) ->

for win in @windows

win.focus = false

win.removeClass 'focus'

windows = @windows.indexOf windows

@windows[windows].focus = true

@windows[windows].addClass 'focus'

removeFocusWindow: () ->

windows = @getFocusWindow()

@removeWindow windows if windows

class window.Windows extends BaseWindow

constructor: (@width, @height, @name) ->

@windows\_manager = game.windows\_manager

if win = @windows\_manager.findWindow @name

win.setMsg ''

return win

super 'win'

@focus = false

@title = new Row '', 'title'

@title.appendTo @

@title.setHeight 20 if !name?

@setTitle name if name?

that = @

close = $("<div>")

close

.css "position", "absolute"

.css "bottom", "0"

.css "right", "0"

.css "color", "#FFF"

.css "background-image", "url(images/icon/close.png)"

.css "height", "20px"

.css "width", "20px"

.css "background-repeat", "no-repeat"

.css "cursor", "url(images/cursor/worldmap\_cursor.png)"

close.on "click", (e) ->

that.hide()

$(@title.html)

.css "position", "relative"

.append(close)

@title.addEvent 'mousedown', @dragStart, @

document.body.addEventListener 'mousemove', () -> that.dragMove.call(that)

@title.addEvent 'mouseup', @dragEnd, @

@html.style.left = (window.innerWidth / 2) + "px";

@html.style.top = (window.innerHeight / 2) + "px";

@html.style.marginLeft = -(@width / 2) + "px";

@html.style.marginTop = -(@height / 2) + "px";

@addEvent 'mousedown', @focusWindow

@main = new Main

@main.html.style.width = "#{@width}px"

@main.html.style.height = "#{@height}px"

@main.appendTo @

@footer = new Row '', 'footer'

@footer.appendTo @

@next\_button = new Button 'next'

@next\_button.appendTo @footer

@next\_button.hide()

@node = null

@options = []

@selectIndex = 0

@offset = []

@draging = false

@windows\_manager.addWindow @

@focusWindow()

document.body.appendChild @html

show: () ->

super()

@focusWindow()

close: () ->

@windows\_manager.removeWindow @

@html.remove()

focusWindow: () ->

@windows\_manager.setFocusWindow @

dragStart: (e) ->

e = window.event if !e?

if $(e.target).hasClass('title')

@html.style.opacity = .5;

@draging = true

@offset = [e.offsetX + 3, e.offsetY + 3]

dragMove: (e) ->

return if !@draging

e = window.event if !e?

document.body.className = 'select-close'

mouseX = e.clientX

mouseY = e.clientY

@html.style.marginLeft = 0

@html.style.marginTop = 0

@html.style.left = (Number(mouseX) - Number(@offset[0])) + "px"

@html.style.top = (Number(mouseY) - Number(@offset[1])) + "px"

dragEnd: (e) ->

@draging = false

@html.style.opacity = 1;

setTitle: (title) ->

@title.setMsg title

setMsg: (msg) ->

@main.setMsg msg

addOption: (@msg, node, that) ->

@next\_button.hide()

option = new Options @msg, node, that, @

$(option.html).data("idx", @options.length)

option.appendTo @main

@options.push option

@node = @options[0].node

# @options[0].addClass 'active'

return option

clearOption: () ->

@next\_button.show()

@options = []

select: (selectIndex) ->

return if @options.length <= 0

for option in @options

option.removeClass 'active'

selectIndex = @options.length - 1 if selectIndex >= @options.length

selectIndex = 0 if selectIndex < 0

@node = @options[selectIndex].node

@options[selectIndex].addClass 'active'

return selectIndex

class window.Main extends BaseWindow

constructor: () ->

super 'main'

class window.Row extends BaseWindow

constructor: (msg, cls) ->

super 'row'

@addClass cls if cls?

@setMsg msg if msg?

class window.Options extends BaseWindow

constructor: (msg, @node, that, win) ->

super 'option'

option = @

@addEvent 'click', () ->

win.clearOption()

option.node.call(that, $(@html).data("idx"))

@setMsg msg if msg?

class window.Checkbox extends BaseWindow

constructor: () ->

@html = document.createElement('input')

@html.type = 'checkbox'

@html.disabled = 'disabled'

complete: (status) ->

@html.checked = status

class window.Label extends BaseWindow

constructor: (msg) ->

super 'label'

@setMsg msg if msg?

class window.Button extends BaseWindow

constructor: (msg) ->

super 'btn'

@addClass 'submit'

@html.style.marginTop = "3px"

@html.style.marginBottom = "3px"

@html.style.marginLeft = "0px"

@setMsg msg

addEvent: (fn, target) ->

super 'click', fn, target

class window.Block extends BaseWindow

constructor: (msg) ->

super 'block'

@setMsg msg

class window.SkillBlock extends BaseWindow

constructor: (icon, name, description, lv, maxlv)->

super 'skill'

@setMsg "<img class='icon' src='#{icon}'/><div class='name'>#{name}</div><div class='lv'>#{lv}</div><div class='maxlv'>#{maxlv}</div><div class='description'>#{description}</div>"