<?php

// ========================

// Game Launcher - With Enhanced Time Tracking

// ========================

$passwordFile = \_\_DIR\_\_ . '/admin\_password.txt';

if (!file\_exists($passwordFile)) {

file\_put\_contents($passwordFile, 'Pantatbabi');

}

$ADMIN\_PASSWORD = trim(file\_get\_contents($passwordFile));

$guestFile = \_\_DIR\_\_ . '/guests.json';

if (!file\_exists($guestFile)) {

file\_put\_contents($guestFile, json\_encode([], JSON\_PRETTY\_PRINT));

}

$videoConfigFile = \_\_DIR\_\_ . '/video\_config.json';

if (!file\_exists($videoConfigFile)) {

file\_put\_contents($videoConfigFile, json\_encode([

'intro\_video' => 'videos/GAME.mp4',

'login\_video' => 'videos/GAME\_2.mp4'

], JSON\_PRETTY\_PRINT));

}

session\_start();

// Handle logout

if (isset($\_GET['logout'])) {

session\_destroy();

session\_start();

$\_SESSION['show\_intro\_after\_logout'] = true;

header("Location: " . $\_SERVER['PHP\_SELF']);

exit;

}

$isAdmin = isset($\_SESSION['is\_admin']) && $\_SESSION['is\_admin'] === true;

$isGuest = isset($\_SESSION['is\_guest']) && $\_SESSION['is\_guest'] === true;

$guestUsername = isset($\_SESSION['guest\_username']) ? $\_SESSION['guest\_username'] : '';

// Determine if we should show intro video

$showIntro = false;

if (!$isAdmin && !$isGuest) {

if (!isset($\_COOKIE['intro\_was\_shown'])) {

$showIntro = true;

setcookie('intro\_was\_shown', '1', time() + (365 \* 24 \* 60 \* 60), '/');

}

elseif (isset($\_SESSION['show\_intro\_after\_logout'])) {

$showIntro = true;

unset($\_SESSION['show\_intro\_after\_logout']);

}

}

// Get current username with proper capitalization

$currentUsername = 'Admin';

if ($isGuest) {

$currentUsername = ucfirst($guestUsername);

}

// Handle password change

if (isset($\_POST['change\_password']) && $isAdmin) {

$oldPass = $\_POST['old\_password'];

$newPass = $\_POST['new\_password'];

$confirmPass = $\_POST['confirm\_password'];

if ($oldPass === $ADMIN\_PASSWORD) {

if ($newPass === $confirmPass && strlen($newPass) >= 6) {

file\_put\_contents($passwordFile, $newPass);

$successMsg = "Password berhasil diubah!";

$ADMIN\_PASSWORD = $newPass;

} else {

$errorMsg = "Password baru tidak cocok atau kurang dari 6 karakter!";

}

} else {

$errorMsg = "Password lama salah!";

}

}

// Handle guest management

if (isset($\_POST['manage\_guest']) && $isAdmin) {

$guests = json\_decode(file\_get\_contents($guestFile), true);

$action = $\_POST['guest\_action'];

if ($action === 'add') {

$username = trim($\_POST['guest\_username']);

$password = trim($\_POST['guest\_password']);

if (strlen($username) >= 3 && strlen($password) >= 4) {

$exists = false;

foreach ($guests as $g) {

if (strtolower($g['username']) === strtolower($username)) {

$exists = true;

break;

}

}

if (!$exists) {

$guests[] = [

'username' => $username,

'password' => $password,

'created' => date('Y-m-d H:i:s'),

'play\_quota' => 0

];

file\_put\_contents($guestFile, json\_encode($guests, JSON\_PRETTY\_PRINT));

$successMsg = "Guest '$username' berhasil ditambahkan!";

} else {

$errorMsg = "Username '$username' sudah ada!";

}

} else {

$errorMsg = "Username min 3 karakter, password min 4 karakter!";

}

} elseif ($action === 'delete') {

$username = $\_POST['guest\_username'];

$guests = array\_filter($guests, function($g) use ($username) {

return $g['username'] !== $username;

});

$guests = array\_values($guests);

file\_put\_contents($guestFile, json\_encode($guests, JSON\_PRETTY\_PRINT));

$successMsg = "Guest '$username' berhasil dihapus!";

}

}

// Store login attempt type in session

if (!isset($\_SESSION['login\_type'])) {

$\_SESSION['login\_type'] = 'admin';

}

// Handle admin login

if (isset($\_POST['admin\_login'])) {

$\_SESSION['login\_type'] = 'admin';

if ($\_POST['password'] === $ADMIN\_PASSWORD) {

$\_SESSION['is\_admin'] = true;

$\_SESSION['show\_login\_video'] = true;

unset($\_SESSION['login\_error']);

header("Location: " . $\_SERVER['PHP\_SELF']);

exit;

} else {

$\_SESSION['login\_error'] = "Password admin salah!";

header("Location: " . $\_SERVER['PHP\_SELF']);

exit;

}

}

// Handle guest login

if (isset($\_POST['guest\_login'])) {

$\_SESSION['login\_type'] = 'guest';

$username = trim($\_POST['username']);

$password = trim($\_POST['password']);

$guests = json\_decode(file\_get\_contents($guestFile), true);

$found = false;

foreach ($guests as $guest) {

if (strtolower($guest['username']) === strtolower($username) && $guest['password'] === $password) {

$\_SESSION['is\_guest'] = true;

$\_SESSION['guest\_username'] = $guest['username'];

$\_SESSION['show\_login\_video'] = true;

unset($\_SESSION['login\_error']);

$found = true;

header("Location: " . $\_SERVER['PHP\_SELF']);

exit;

}

}

if (!$found) {

$\_SESSION['login\_error'] = "Username atau password guest salah!";

header("Location: " . $\_SERVER['PHP\_SELF']);

exit;

}

}

// Get login error and clear it

$loginError = isset($\_SESSION['login\_error']) ? $\_SESSION['login\_error'] : '';

$loginType = isset($\_SESSION['login\_type']) ? $\_SESSION['login\_type'] : 'admin';

// Check if should show login video

$showLoginVideo = isset($\_SESSION['show\_login\_video']) && $\_SESSION['show\_login\_video'] === true;

if ($showLoginVideo) {

unset($\_SESSION['show\_login\_video']);

}

$dataFile = \_\_DIR\_\_ . '/games.json';

if (!file\_exists($dataFile)) file\_put\_contents($dataFile, json\_encode([], JSON\_PRETTY\_PRINT));

$games = json\_decode(file\_get\_contents($dataFile), true);

$videoConfig = json\_decode(file\_get\_contents($videoConfigFile), true);

function s($v){

return trim(htmlspecialchars($v ?? '', ENT\_QUOTES|ENT\_SUBSTITUTE, 'UTF-8'));

}

// Add / Update game (ADMIN ONLY)

if ($\_SERVER['REQUEST\_METHOD'] === 'POST' && $isAdmin) {

if (isset($\_POST['action']) && $\_POST['action'] === 'add') {

$games[] = [

'title' => s($\_POST['title']),

'desc' => s($\_POST['desc']),

'path' => s($\_POST['path']),

'img' => s($\_POST['img']),

'type' => s($\_POST['type'])

];

file\_put\_contents($dataFile, json\_encode($games, JSON\_PRETTY\_PRINT));

header("Location: " . $\_SERVER['PHP\_SELF']);

exit;

}

if (isset($\_POST['action']) && $\_POST['action'] === 'update') {

$i = intval($\_POST['index']);

if (isset($games[$i])) {

$games[$i] = [

'title' => s($\_POST['title']),

'desc' => s($\_POST['desc']),

'path' => s($\_POST['path']),

'img' => s($\_POST['img']),

'type' => s($\_POST['type'])

];

file\_put\_contents($dataFile, json\_encode($games, JSON\_PRETTY\_PRINT));

}

header("Location: " . $\_SERVER['PHP\_SELF']);

exit;

}

}

// Delete game (ADMIN ONLY)

if (isset($\_GET['delete']) && $isAdmin) {

$idx = intval($\_GET['delete']);

if (isset($games[$idx])) {

array\_splice($games, $idx, 1);

file\_put\_contents($dataFile, json\_encode($games, JSON\_PRETTY\_PRINT));

}

header("Location: " . $\_SERVER['PHP\_SELF']);

exit;

}

function js\_encode($v){

return json\_encode($v, JSON\_HEX\_TAG|JSON\_HEX\_APOS|JSON\_HEX\_QUOT|JSON\_HEX\_AMP);

}

?><!doctype html>

<html lang="id">

<head>

<meta charset="utf-8">

<meta name="viewport" content="width=device-width,initial-scale=1">

<title>Game Launcher – Play Time</title>

<link href="https://fonts.googleapis.com/css2?family=Rubik:wght@300;400;500;700&display=swap" rel="stylesheet">

<style>

:root{--bg:#0f1115;--card:#15161a;--muted:#9aa0a6;--accent:#00b894;--accent2:#00cec9;--glass:rgba(255,255,255,0.03);--card-2:#18191d}

\*{box-sizing:border-box}

body{margin:0;font-family:Rubik,system-ui,Arial;color:#e9eef2;background:linear-gradient(180deg,#08090a 0%,#0f1115 100%);-webkit-font-smoothing:antialiased}

.video-intro-overlay{position:fixed;inset:0;background:#000;z-index:9999;display:flex;align-items:center;justify-content:center;opacity:1;transition:opacity 0.5s ease}

.video-intro-overlay.hidden{opacity:0;pointer-events:none}

.video-intro-overlay video{max-width:100%;max-height:100%;object-fit:contain}

.header{display:flex;align-items:center;justify-content:space-between;padding:18px 28px;gap:12px;background:linear-gradient(180deg,rgba(0,0,0,0.25),transparent);border-bottom:1px solid rgba(255,255,255,0.03)}

.brand{display:flex;align-items:center;gap:12px}

.logo{width:44px;height:44px;border-radius:50%;overflow:hidden;display:flex;align-items:center;justify-content:center;box-shadow:0 6px 20px rgba(0,0,0,0.6)}

.logo img{width:100%;height:100%;object-fit:contain}

.title{font-size:18px;font-weight:600;color:#dff8f0}

.controls{display:flex;gap:12px;align-items:center}

.search{display:flex;align-items:center;background:var(--glass);padding:8px 10px;border-radius:10px;gap:8px;border:1px solid rgba(255,255,255,0.03)}

.search input{background:transparent;border:0;outline:0;color:#eaf8f4;width:220px}

.btn{background:var(--accent);border:0;color:#06241f;padding:10px 12px;border-radius:10px;font-weight:600;cursor:pointer;box-shadow:0 8px 24px rgba(0,0,0,0.5);transition:all 0.2s}

.btn:hover{transform:translateY(-2px);box-shadow:0 12px 30px rgba(0,0,0,0.6)}

.btn.ghost{background:transparent;color:var(--muted);border:1px solid rgba(255,255,255,0.03)}

.container{max-width:1200px;margin:22px auto;padding:0 20px}

.toolbar{display:flex;justify-content:space-between;gap:16px;align-items:center;margin-bottom:18px}

.leftbar{display:flex;gap:12px;align-items:center}

.tabs{display:flex;gap:8px}

.tab{background:transparent;padding:8px 12px;border-radius:999px;color:var(--muted);border:1px solid transparent;cursor:pointer;transition:all 0.2s}

.tab.active{background:linear-gradient(90deg,rgba(0,0,0,0.25),transparent);color:var(--accent2);border-color:rgba(255,255,255,0.03);box-shadow:0 6px 18px rgba(0,0,0,0.6)}

.sort{color:var(--muted);font-size:14px}

.grid{display:grid;grid-template-columns:repeat(auto-fill,minmax(240px,1fr));gap:18px}

.card{background:linear-gradient(180deg,rgba(255,255,255,0.02),transparent);border:1px solid rgba(255,255,255,0.03);border-radius:12px;overflow:hidden;transition:transform .22s,box-shadow .22s;box-shadow:0 8px 22px rgba(2,6,23,0.6);display:flex;flex-direction:column;height:100%}

.card:hover{transform:translateY(-6px);box-shadow:0 18px 40px rgba(2,6,23,0.7)}

.cover{width:100%;height:140px;background:#111;display:flex;align-items:center;justify-content:center;overflow:hidden;flex-shrink:0}

.cover img{width:100%;height:100%;object-fit:cover;display:block}

.info{padding:12px;display:flex;flex-direction:column;flex:1}

.row{display:flex;align-items:center;justify-content:space-between;gap:8px}

.g-title{font-weight:600;color:#e6ffff}

.g-desc{font-size:13px;color:var(--muted);margin-top:6px;height:40px;overflow:hidden;text-overflow:ellipsis;display:-webkit-box;-webkit-line-clamp:2;-webkit-box-orient:vertical}

.badge{background:rgba(0,0,0,0.45);padding:6px 8px;border-radius:8px;font-size:12px;color:var(--muted)}

.stat{font-size:12px;color:var(--muted);margin-top:8px}

.actions{display:flex;gap:8px;margin-top:auto;padding-top:10px;flex-wrap:wrap}

.action-btn{padding:8px 10px;border-radius:8px;border:0;cursor:pointer;font-weight:600;font-size:12px;transition:all 0.2s}

.action-btn:hover{transform:scale(1.05)}

.play{background:linear-gradient(90deg,var(--accent),var(--accent2));color:#042826}

.edit{background:#ffd77a;color:#2b1b00}

.del{background:#ff6b6b;color:#2b0000}

.footer{margin-top:28px;color:var(--muted);text-align:center;font-size:13px;padding:20px 0}

.modal-backdrop{position:fixed;inset:0;background:rgba(0,0,0,0.7);display:none;align-items:center;justify-content:center;z-index:40}

.modal{width:100%;max-width:760px;background:var(--card-2);border-radius:12px;padding:18px;border:1px solid rgba(255,255,255,0.03);box-shadow:0 20px 50px rgba(0,0,0,0.6);max-height:90vh;overflow-y:auto}

.form-grid{display:grid;grid-template-columns:1fr 1fr;gap:12px}

.form-grid input,.form-grid textarea,.form-grid select{width:100%;padding:10px;border-radius:8px;border:0;background:#0f1113;color:#eaf7f2}

.form-grid textarea{height:120px;grid-column:span 2}

.modal .row{margin-top:8px}

.kv{font-size:13px;color:var(--muted);margin-bottom:8px}

.detail-wrapper{display:flex;gap:20px;flex-direction:column}

.detail-header{display:flex;gap:16px;align-items:flex-start}

.detail-cover{flex:0 0 240px;border-radius:10px;overflow:hidden;background:#111}

.detail-cover img{width:100%;height:160px;object-fit:cover;display:block;border-radius:10px}

.detail-info{flex:1}

.detail-title{font-weight:700;font-size:20px;color:#e6ffff;margin-bottom:8px}

.detail-meta{color:var(--muted);font-size:14px;margin-bottom:12px;display:flex;gap:12px;align-items:center}

.detail-desc{color:#dbeaea;font-size:14px;line-height:1.6;margin-bottom:16px;max-height:200px;overflow-y:auto;padding-right:8px}

.detail-desc::-webkit-scrollbar{width:6px}

.detail-desc::-webkit-scrollbar-track{background:rgba(0,0,0,0.2);border-radius:10px}

.detail-desc::-webkit-scrollbar-thumb{background:var(--muted);border-radius:10px}

.detail-path{color:var(--muted);font-size:12px;background:rgba(0,0,0,0.3);padding:8px 10px;border-radius:6px;word-break:break-all;margin-top:12px}

.detail-actions{display:flex;gap:10px;margin-top:16px;flex-wrap:wrap}

.detail-actions .btn{flex:1;min-width:100px;padding:12px 16px}

.scroll-top{position:fixed;bottom:30px;right:30px;width:50px;height:50px;background:linear-gradient(135deg,var(--accent),var(--accent2));border-radius:50%;display:none;align-items:center;justify-content:center;cursor:pointer;box-shadow:0 8px 24px rgba(0,184,148,0.4);transition:all 0.3s ease;z-index:50;border:0}

.scroll-top:hover{transform:translateY(-5px);box-shadow:0 12px 32px rgba(0,184,148,0.6)}

.scroll-top svg{width:24px;height:24px;fill:#042826}

.quick-stats{display:grid;grid-template-columns:repeat(auto-fit,minmax(200px,1fr));gap:12px;margin-bottom:20px}

.stat-card{background:linear-gradient(135deg,rgba(255,255,255,0.03),rgba(255,255,255,0.01));border:1px solid rgba(255,255,255,0.05);border-radius:10px;padding:16px;display:flex;align-items:center;gap:12px}

.stat-icon{width:40px;height:40px;border-radius:8px;background:linear-gradient(135deg,var(--accent),var(--accent2));display:flex;align-items:center;justify-content:center;flex-shrink:0;overflow:hidden}

.stat-icon img{width:100%;height:100%;object-fit:contain}

.stat-info{flex:1}

.stat-label{font-size:12px;color:var(--muted);margin-bottom:4px}

.stat-value{font-size:20px;font-weight:700;color:#e6ffff}

.empty-state{text-align:center;padding:60px 20px;color:var(--muted)}

.empty-state svg{width:120px;height:120px;opacity:0.3;margin-bottom:20px}

.empty-state h3{font-size:20px;color:#dbeaea;margin-bottom:8px}

.empty-state p{font-size:14px;margin-bottom:20px}

.loading{display:none;text-align:center;padding:40px;color:var(--muted)}

.loading-spinner{width:40px;height:40px;border:4px solid rgba(255,255,255,0.1);border-top-color:var(--accent);border-radius:50%;animation:spin 1s linear infinite;margin:0 auto 12px}

@keyframes spin{to{transform:rotate(360deg)}}

.login-screen{position:fixed;inset:0;background:linear-gradient(135deg,#08090a,#0f1115);display:flex;align-items:center;justify-content:center;z-index:100}

.login-box{background:var(--card-2);border:1px solid rgba(255,255,255,0.05);border-radius:16px;padding:40px;width:100%;max-width:400px;box-shadow:0 20px 60px rgba(0,0,0,0.8)}

.login-logo{width:80px;height:80px;margin:0 auto 20px;border-radius:50%;display:flex;align-items:center;justify-content:center;overflow:hidden;box-shadow:0 10px 30px rgba(0,0,0,0.5)}

.login-logo img{width:100%;height:100%;object-fit:contain}

.login-title{text-align:center;font-size:24px;font-weight:700;margin-bottom:8px;color:#e6ffff}

.login-subtitle{text-align:center;font-size:14px;color:var(--muted);margin-bottom:30px}

.login-form input{width:100%;padding:14px 16px;background:#0f1113;border:1px solid rgba(255,255,255,0.05);border-radius:10px;color:#eaf7f2;font-size:15px;margin-bottom:16px}

.login-form input:focus{outline:none;border-color:var(--accent)}

.login-form button{width:100%;padding:14px;background:linear-gradient(90deg,var(--accent),var(--accent2));border:0;border-radius:10px;color:#042826;font-weight:700;font-size:16px;cursor:pointer;box-shadow:0 8px 24px rgba(0,184,148,0.3);transition:all 0.2s}

.login-form button:hover{box-shadow:0 12px 32px rgba(0,184,148,0.5);transform:translateY(-2px)}

.login-error,.success-msg,.error-msg{padding:12px;border-radius:8px;margin-bottom:16px;font-size:14px;text-align:center}

.login-error,.error-msg{background:#ff6b6b22;border:1px solid #ff6b6b44;color:#ff6b6b}

.success-msg{background:#00b89422;border:1px solid #00b89444;color:#00b894}

.admin-badge{background:linear-gradient(90deg,var(--accent),var(--accent2));color:#042826;padding:6px 12px;border-radius:20px;font-size:12px;font-weight:700;display:inline-flex;align-items:center;gap:6px}

.logout-btn,.change-pass-btn{background:rgba(255,107,107,0.2);border:1px solid rgba(255,107,107,0.3);color:#ff6b6b;padding:8px 16px;border-radius:8px;font-size:13px;font-weight:600;cursor:pointer;margin-left:8px;transition:all 0.2s}

.logout-btn:hover,.change-pass-btn:hover{background:rgba(255,107,107,0.3);transform:translateY(-2px)}

.change-pass-btn{background:rgba(0,184,148,0.2);border-color:rgba(0,184,148,0.3);color:var(--accent2)}

.change-pass-btn:hover{background:rgba(0,184,148,0.3)}

.tab-login{transition:all 0.2s;flex:1;padding:10px;border:0;border-radius:8px;font-weight:600;cursor:pointer}

.tab-login.active{background:linear-gradient(90deg,var(--accent),var(--accent2))!important;border:0!important;color:#042826!important}

.tab-login:not(.active){background:transparent;border:1px solid rgba(255,255,255,0.05);color:var(--muted)}

.quota-warning{background:rgba(255,193,7,0.1);border:1px solid rgba(255,193,7,0.3);padding:12px;border-radius:8px;margin-bottom:16px;color:#ffc107;font-size:13px;display:flex;align-items:start;gap:8px}

/\* TIMER DISPLAY \*/

.timer-display{position:fixed;top:80px;right:20px;background:linear-gradient(135deg,rgba(0,184,148,0.95),rgba(0,206,201,0.95));padding:16px 24px;border-radius:16px;box-shadow:0 10px 40px rgba(0,184,148,0.4);z-index:999;display:none;animation:slideIn 0.3s ease;border:2px solid rgba(255,255,255,0.1)}

.timer-display.show{display:block}

@keyframes slideIn{from{transform:translateX(400px);opacity:0}to{transform:translateX(0);opacity:1}}

.timer-content{text-align:center}

.timer-label{font-size:11px;color:#042826;font-weight:600;text-transform:uppercase;letter-spacing:1px;margin-bottom:4px}

.timer-value{font-size:32px;font-weight:700;color:#fff;font-family:'Courier New',monospace;text-shadow:0 2px 8px rgba(0,0,0,0.3)}

.timer-game{font-size:12px;color:#042826;margin-top:6px;font-weight:500;max-width:200px;overflow:hidden;text-overflow:ellipsis;white-space:nowrap}

.timer-stop{margin-top:12px;background:rgba(255,255,255,0.2);border:1px solid rgba(255,255,255,0.3);color:#042826;padding:6px 16px;border-radius:8px;font-size:11px;font-weight:700;cursor:pointer;transition:all 0.2s;text-transform:uppercase;letter-spacing:0.5px}

.timer-stop:hover{background:rgba(255,255,255,0.3);transform:scale(1.05)}

@media(max-width:820px){

.form-grid{grid-template-columns:1fr}

.search input{width:120px}

.cover{height:120px}

.detail-header{flex-direction:column}

.detail-cover{flex:0 0 auto;width:100%}

.detail-cover img{height:180px}

.detail-actions{flex-direction:column}

.detail-actions .btn{width:100%}

.controls{flex-wrap:wrap}

.timer-display{top:auto;bottom:80px;right:10px;left:10px;max-width:none}

}

</style>

</head>

<body>

<?php if ($showIntro): ?>

<div class="video-intro-overlay" id="introOverlay">

<video id="introVideo" autoplay playsinline>

<source src="<?= htmlspecialchars($videoConfig['intro\_video']) ?>" type="video/mp4">

</video>

</div>

<script>

(function() {

const introVideo = document.getElementById('introVideo');

const introOverlay = document.getElementById('introOverlay');

function tryUnmute() {

introVideo.muted = false;

introVideo.volume = 1.0;

}

document.addEventListener('click', tryUnmute, { once: true });

document.addEventListener('touchstart', tryUnmute, { once: true });

document.addEventListener('keydown', tryUnmute, { once: true });

introVideo.addEventListener('ended', function() {

introOverlay.classList.add('hidden');

setTimeout(() => introOverlay.style.display = 'none', 500);

});

setTimeout(() => introVideo.play().catch(err => console.warn('Video play error:', err)), 100);

})();

</script>

<?php endif; ?>

<?php if (!$isAdmin && !$isGuest): ?>

<div class="login-screen">

<div class="login-box">

<div class="login-logo"><img src="photo/logo.png" alt="Logo" onerror="this.style.display='none'"></div>

<div class="login-title">Game Launcher</div>

<div class="login-subtitle">Zacky Play Time</div>

<?php if ($loginError): ?>

<div class="login-error"><?= $loginError ?></div>

<?php endif; ?>

<div style="display:flex;gap:8px;margin-bottom:20px;border-bottom:1px solid rgba(255,255,255,0.05);padding-bottom:12px">

<button class="tab-login <?= $loginType === 'admin' ? 'active' : '' ?>" onclick="switchLoginTab('admin')">🔒 Admin</button>

<button class="tab-login <?= $loginType === 'guest' ? 'active' : '' ?>" onclick="switchLoginTab('guest')">👤 Guest</button>

</div>

<form method="POST" class="login-form" id="adminLoginForm" style="<?= $loginType === 'guest' ? 'display:none' : '' ?>">

<input type="password" name="password" placeholder="Masukkan password admin..." required <?= $loginType === 'admin' ? 'autofocus' : '' ?>>

<button type="submit" name="admin\_login">🔓 Login sebagai Admin</button>

</form>

<form method="POST" class="login-form" id="guestLoginForm" style="<?= $loginType === 'admin' ? 'display:none' : '' ?>">

<input type="text" name="username" placeholder="Username guest..." required <?= $loginType === 'guest' ? 'autofocus' : '' ?>>

<input type="password" name="password" placeholder="Password guest..." required>

<button type="submit" name="guest\_login">👤 Login sebagai Guest</button>

</form>

<div style="text-align:center;margin-top:16px;font-size:12px;color:var(--muted)">

Guest memiliki waktu bermain terbatas sesuai kuota dari admin

</div>

</div>

</div>

<script>

function switchLoginTab(tab) {

const adminForm = document.getElementById('adminLoginForm');

const guestForm = document.getElementById('guestLoginForm');

const tabs = document.querySelectorAll('.tab-login');

tabs.forEach(t => t.classList.remove('active'));

if (tab === 'admin') {

tabs[0].classList.add('active');

adminForm.style.display = 'block';

guestForm.style.display = 'none';

setTimeout(() => adminForm.querySelector('input').focus(), 100);

} else {

tabs[1].classList.add('active');

adminForm.style.display = 'none';

guestForm.style.display = 'block';

setTimeout(() => guestForm.querySelector('input[name="username"]').focus(), 100);

}

sessionStorage.setItem('loginTab', tab);

}

window.addEventListener('DOMContentLoaded', function() {

const savedTab = sessionStorage.getItem('loginTab') || '<?= $loginType ?>';

if (savedTab === 'guest') {

switchLoginTab('guest');

}

});

</script>

<?php else: ?>

<!-- TIMER DISPLAY -->

<div class="timer-display" id="timerDisplay">

<div class="timer-content">

<div class="timer-label">⏱️ Waktu Bermain</div>

<div class="timer-value" id="timerValue">00:00:00</div>

<div class="timer-game" id="timerGame">-</div>

<button class="timer-stop" onclick="stopGameManually()">⏹️ Stop Game</button>

</div>

</div>

<header class="header">

<div class="brand">

<div class="logo"><img src="photo/logo.png" alt="Logo" onerror="this.style.display='none'"></div>

<div>

<div class="title">Game Launcher – Welcome, <?= htmlspecialchars($currentUsername) ?>! Have Fun</div>

<div style="font-size:12px;color:var(--muted)">

<?php if ($isAdmin): ?>

<span class="admin-badge">👑 Admin Mode</span>

<?php else: ?>

<span class="admin-badge" style="background:linear-gradient(90deg,#667eea,#764ba2)">👤 Guest: <?= htmlspecialchars($currentUsername) ?></span>

<span id="quotaBadge" style="margin-left:8px;padding:4px 8px;background:rgba(255,193,7,0.2);border:1px solid rgba(255,193,7,0.3);color:#ffc107;border-radius:12px;font-size:11px">⏱️ Loading...</span>

<?php endif; ?>

</div>

</div>

</div>

<div class="controls">

<div class="search">

<svg width="16" height="16" viewBox="0 0 24 24" fill="none" style="opacity:0.8"><path d="M21 21l-4.35-4.35" stroke="#b9cfc9" stroke-width="2" stroke-linecap="round" stroke-linejoin="round"/><circle cx="11" cy="11" r="6" stroke="#b9cfc9" stroke-width="2"/></svg>

<input id="search" placeholder="Search game title..." oninput="state.q=this.value.toLowerCase();render()">

</div>

<?php if ($isAdmin): ?>

<button class="btn ghost" onclick="openAddModal()">+ Add Game</button>

<button class="change-pass-btn" onclick="openChangePasswordModal()">🔐 Ganti Password</button>

<button class="change-pass-btn" onclick="openGuestManageModal()" style="background:rgba(102,126,234,0.2);border-color:rgba(102,126,234,0.3);color:#667eea">👥 Kelola Guest</button>

<button class="change-pass-btn" onclick="openTimeQuotaModal()" style="background:rgba(255,193,7,0.2);border-color:rgba(255,193,7,0.3);color:#ffc107">⏱️ Kelola Waktu</button>

<button class="change-pass-btn" onclick="openPlaytimeModal()" style="background:rgba(156,39,176,0.2);border-color:rgba(156,39,176,0.3);color:#ce93d8">📊 Statistik</button>

<button class="logout-btn" onclick="location.href='?logout=1'">Logout</button>

<?php else: ?>

<button class="change-pass-btn" onclick="openPlaytimeModal()" style="background:rgba(156,39,176,0.2);border-color:rgba(156,39,176,0.3);color:#ce93d8">📊 Riwayat Saya</button>

<button class="logout-btn" onclick="location.href='?logout=1'">Logout (<?= htmlspecialchars($currentUsername) ?>)</button>

<?php endif; ?>

</div>

</header>

<main class="container">

<?php if (isset($successMsg)): ?>

<div class="success-msg"><?= $successMsg ?></div>

<?php endif; ?>

<?php if (isset($errorMsg)): ?>

<div class="error-msg"><?= $errorMsg ?></div>

<?php endif; ?>

<div class="quick-stats">

<div class="stat-card">

<div class="stat-icon">

<svg width="20" height="20" viewBox="0 0 24 24" fill="#042826"><path d="M12 2L2 7v10c0 5.55 3.84 10.74 9 12 5.16-1.26 9-6.45 9-12V7l-10-5zm0 18c-3.86-.93-7-5.43-7-10V8.3l7-3.11 7 3.11V10c0 4.57-3.14 9.07-7 10z"/></svg>

</div>

<div class="stat-info">

<div class="stat-label">Total Games</div>

<div class="stat-value" id="statTotal">0</div>

</div>

</div>

<div class="stat-card">

<div class="stat-icon">

<svg width="20" height="20" viewBox="0 0 24 24" fill="#042826"><path d="M12 2C6.48 2 2 6.48 2 12s4.48 10 10 10 10-4.48 10-10S17.52 2 12 2zm-2 15l-5-5 1.41-1.41L10 14.17l7.59-7.59L19 8l-9 9z"/></svg>

</div>

<div class="stat-info">

<div class="stat-label">My Playtime</div>

<div class="stat-value"><span id="statPlaytime">0</span> min</div>

</div>

</div>

<?php if ($isGuest): ?>

<div class="stat-card">

<div class="stat-icon">

<svg width="20" height="20" viewBox="0 0 24 24" fill="#042826"><path d="M11.99 2C6.47 2 2 6.48 2 12s4.47 10 9.99 10C17.52 22 22 17.52 22 12S17.52 2 11.99 2zM12 20c-4.42 0-8-3.58-8-8s3.58-8 8-8 8 3.58 8 8-3.58 8-8 8zm.5-13H11v6l5.25 3.15.75-1.23-4.5-2.67z"/></svg>

</div>

<div class="stat-info">

<div class="stat-label">Sisa Kuota</div>

<div class="stat-value" id="statQuota">0 min</div>

</div>

</div>

<?php endif; ?>

<div class="stat-card">

<div class="stat-icon">

<svg width="20" height="20" viewBox="0 0 24 24" fill="#042826"><path d="M12 2C6.48 2 2 6.48 2 12s4.48 10 10 10 10-4.48 10-10S17.52 2 12 2zm0 18c-4.41 0-8-3.59-8-8s3.59-8 8-8 8 3.59 8 8-3.59 8-8 8zm.31-8.86c-1.77-.45-2.34-.94-2.34-1.67 0-.84.79-1.43 2.1-1.43 1.38 0 1.9.66 1.94 1.64h1.71c-.05-1.34-.87-2.57-2.49-2.97V5H10.9v1.69c-1.51.32-2.72 1.3-2.72 2.81 0 1.79 1.49 2.69 3.66 3.21 1.95.46 2.34 1.15 2.34 1.87 0 .53-.39 1.39-2.1 1.39-1.6 0-2.23-.72-2.32-1.64H8.04c.1 1.7 1.36 2.66 2.86 2.97V19h2.34v-1.67c1.52-.29 2.72-1.16 2.73-2.77-.01-2.2-1.9-2.96-3.66-3.42z"/></svg>

</div>

<div class="stat-info">

<div class="stat-label">Most Played</div>

<div class="stat-value" id="statMostPlayed" style="font-size:14px">-</div>

</div>

</div>

</div>

<div class="toolbar">

<div class="leftbar">

<div class="tabs">

<div class="tab active" data-type="all" onclick="switchTab(event)">All</div>

<div class="tab" data-type="Singleplayer" onclick="switchTab(event)">Singleplayer</div>

<div class="tab" data-type="Multiplayer" onclick="switchTab(event)">Multiplayer</div>

</div>

<div style="width:12px"></div>

<div class="sort">Sort:

<select id="sort" onchange="state.sort=this.value;render()" style="background:transparent;color:var(--muted);border:0;outline:0;margin-left:8px">

<option value="new">Newest</option>

<option value="az">A → Z</option>

<option value="za">Z → A</option>

</select>

</div>

</div>

<div style="color:var(--muted);font-size:13px">

Total games: <span id="count">0</span>

</div>

</div>

<section class="grid" id="grid"></section>

<div class="loading" id="loading">

<div class="loading-spinner"></div>

<div>Loading games...</div>

</div>

<div class="empty-state" id="emptyState" style="display:none">

<svg viewBox="0 0 24 24" fill="currentColor">

<path d="M12 2C6.48 2 2 6.48 2 12s4.48 10 10 10 10-4.48 10-10S17.52 2 12 2zm-2 15l-5-5 1.41-1.41L10 14.17l7.59-7.59L19 8l-9 9z"/>

</svg>

<h3>No games found</h3>

<p>Start building your library by adding your first game!</p>

<?php if ($isAdmin): ?>

<button class="btn" onclick="openAddModal()">+ Add Your First Game</button>

<?php endif; ?>

</div>

<div class="footer">

<strong>Game Launcher Zacky Play Time</strong> •

<?php if ($isAdmin): ?>

Admin Mode: Full Access

<?php else: ?>

Guest Mode: Play Only (<?= htmlspecialchars($currentUsername) ?>)

<?php endif; ?>

</div>

</main>

<button class="scroll-top" id="scrollTop" onclick="scrollToTop()">

<svg viewBox="0 0 24 24">

<path d="M7.41 15.41L12 10.83l4.59 4.58L18 14l-6-6-6 6z"/>

</svg>

</button>

<!-- Modal Add/Edit Game -->

<div id="modal" class="modal-backdrop" onclick="if(event.target===this) closeModal()">

<div class="modal" role="dialog" aria-modal="true">

<form id="modalForm" onsubmit="submitForm(event)">

<div style="display:flex;justify-content:space-between;align-items:center">

<div style="font-weight:700;font-size:16px" id="modalTitle">Add Game</div>

<div style="color:var(--muted);font-size:13px">Local • use full absolute path for .exe on Windows</div>

</div>

<div style="height:12px"></div>

<div class="form-grid">

<div>

<div class="kv">Title</div>

<input id="f\_title" name="title" required>

</div>

<div>

<div class="kv">Type</div>

<select id="f\_type" name="type" required>

<option value="Singleplayer">Singleplayer</option>

<option value="Multiplayer">Multiplayer</option>

</select>

</div>

<div style="grid-column:span 2">

<div class="kv">Cover Image URL</div>

<input id="f\_img" name="img" placeholder="https://...">

</div>

<div style="grid-column:span 2">

<div class="kv">Game Path (absolute)</div>

<input id="f\_path" name="path" placeholder="D:\Games\It Takes Two\...\ItTakesTwo.exe" required>

</div>

<div style="grid-column:span 2">

<div class="kv">Description</div>

<textarea id="f\_desc" name="desc" placeholder="Short description..."></textarea>

</div>

</div>

<div class="row" style="margin-top:12px">

<div>

<input type="hidden" id="f\_index" name="index">

<input type="hidden" id="f\_action" name="action" value="add">

<button type="submit" class="btn">Save</button>

<button type="button" class="btn ghost" onclick="closeModal()" style="margin-left:8px">Cancel</button>

</div>

</div>

</form>

</div>

</div>

<!-- Modal Change Password -->

<div id="changePasswordModal" class="modal-backdrop" onclick="if(event.target===this) closeChangePasswordModal()">

<div class="modal" style="max-width:500px">

<form method="POST">

<div style="font-weight:700;font-size:18px;margin-bottom:20px">🔐 Ganti Password Admin</div>

<div style="margin-bottom:12px">

<div class="kv">Password Lama</div>

<input type="password" name="old\_password" required style="width:100%;padding:10px;border-radius:8px;border:0;background:#0f1113;color:#eaf7f2">

</div>

<div style="margin-bottom:12px">

<div class="kv">Password Baru (min 6 karakter)</div>

<input type="password" name="new\_password" required minlength="6" style="width:100%;padding:10px;border-radius:8px;border:0;background:#0f1113;color:#eaf7f2">

</div>

<div style="margin-bottom:20px">

<div class="kv">Konfirmasi Password Baru</div>

<input type="password" name="confirm\_password" required minlength="6" style="width:100%;padding:10px;border-radius:8px;border:0;background:#0f1113;color:#eaf7f2">

</div>

<div style="display:flex;gap:10px">

<button type="submit" name="change\_password" class="btn">Simpan Password Baru</button>

<button type="button" class="btn ghost" onclick="closeChangePasswordModal()">Batal</button>

</div>

</form>

</div>

</div>

<!-- Modal Manage Guest -->

<div id="guestManageModal" class="modal-backdrop" onclick="if(event.target===this) closeGuestManageModal()">

<div class="modal" style="max-width:800px">

<div style="font-weight:700;font-size:18px;margin-bottom:20px;display:flex;justify-content:space-between;align-items:center">

<span>👥 Kelola Akun Guest</span>

<button class="btn ghost" onclick="openAddGuestForm()" style="font-size:13px;padding:6px 12px">+ Tambah Guest</button>

</div>

<form method="POST" id="addGuestForm" style="display:none;background:rgba(0,0,0,0.2);padding:16px;border-radius:8px;margin-bottom:20px">

<div style="font-weight:600;margin-bottom:12px">Tambah Guest Baru</div>

<div style="display:grid;grid-template-columns:1fr 1fr;gap:12px;margin-bottom:12px">

<div>

<div class="kv">Username (min 3 karakter)</div>

<input type="text" name="guest\_username" required minlength="3" style="width:100%;padding:10px;border-radius:8px;border:0;background:#0f1113;color:#eaf7f2">

</div>

<div>

<div class="kv">Password (min 4 karakter)</div>

<input type="password" name="guest\_password" required minlength="4" style="width:100%;padding:10px;border-radius:8px;border:0;background:#0f1113;color:#eaf7f2">

</div>

</div>

<input type="hidden" name="guest\_action" value="add">

<div style="display:flex;gap:10px">

<button type="submit" name="manage\_guest" class="btn">Simpan Guest</button>

<button type="button" class="btn ghost" onclick="closeAddGuestForm()">Batal</button>

</div>

</form>

<div style="max-height:400px;overflow-y:auto">

<table style="width:100%;border-collapse:collapse">

<thead>

<tr style="background:rgba(0,0,0,0.3);text-align:left">

<th style="padding:12px;border-bottom:1px solid rgba(255,255,255,0.05)">Username</th>

<th style="padding:12px;border-bottom:1px solid rgba(255,255,255,0.05)">Password</th>

<th style="padding:12px;border-bottom:1px solid rgba(255,255,255,0.05)">Kuota</th>

<th style="padding:12px;border-bottom:1px solid rgba(255,255,255,0.05)">Dibuat</th>

<th style="padding:12px;border-bottom:1px solid rgba(255,255,255,0.05);text-align:center">Aksi</th>

</tr>

</thead>

<tbody>

<?php

$guests = json\_decode(file\_get\_contents($guestFile), true);

if (empty($guests)): ?>

<tr>

<td colspan="5" style="padding:40px;text-align:center;color:var(--muted)">

Belum ada akun guest. Klik "+ Tambah Guest" untuk menambah.

</td>

</tr>

<?php else:

foreach ($guests as $guest): ?>

<tr style="border-bottom:1px solid rgba(255,255,255,0.03)">

<td style="padding:12px;font-weight:600"><?= htmlspecialchars($guest['username']) ?></td>

<td style="padding:12px;font-family:monospace;color:var(--muted)">••••••</td>

<td style="padding:12px;color:#ffc107;font-weight:600"><?= isset($guest['play\_quota']) ? $guest['play\_quota'] : 0 ?> min</td>

<td style="padding:12px;font-size:12px;color:var(--muted)"><?= htmlspecialchars($guest['created']) ?></td>

<td style="padding:12px;text-align:center">

<form method="POST" style="display:inline" onsubmit="return confirm('Hapus guest \'<?= htmlspecialchars($guest['username']) ?>\'?')">

<input type="hidden" name="guest\_username" value="<?= htmlspecialchars($guest['username']) ?>">

<input type="hidden" name="guest\_action" value="delete">

<button type="submit" name="manage\_guest" class="btn del" style="padding:6px 12px;font-size:12px">Hapus</button>

</form>

</td>

</tr>

<?php endforeach;

endif; ?>

</tbody>

</table>

</div>

<div style="margin-top:20px;text-align:right">

<button class="btn ghost" onclick="closeGuestManageModal()">Tutup</button>

</div>

</div>

</div>

<!-- Continue with remaining modals and JavaScript... -->

<script>

const isAdmin = <?= $isAdmin ? 'true' : 'false' ?>;

const isGuest = <?= $isGuest ? 'true' : 'false' ?>;

const currentUsername = '<?= $currentUsername ?>';

let serverGames = <?= js\_encode($games) ?>;

let state = { tab: 'all', q:'', sort:'new' };

let userStats = {};

let activeSession = null;

let pendingGameLaunch = null;

let myQuota = 0;

// TIMER VARIABLES

let timerInterval = null;

let timerStartTime = null;

let timerDuration = 0;

// Format time (HH:MM:SS)

function formatTime(seconds) {

const hrs = Math.floor(seconds / 3600);

const mins = Math.floor((seconds % 3600) / 60);

const secs = seconds % 60;

return `${hrs.toString().padStart(2,'0')}:${mins.toString().padStart(2,'0')}:${secs.toString().padStart(2,'0')}`;

}

// Show timer

function showTimer(gameTitle, duration) {

const timerDisplay = document.getElementById('timerDisplay');

const timerGame = document.getElementById('timerGame');

timerGame.innerText = gameTitle;

timerStartTime = Date.now();

timerDuration = duration;

timerDisplay.classList.add('show');

updateTimer();

timerInterval = setInterval(updateTimer, 1000);

}

// Update timer display

function updateTimer() {

if (!timerStartTime) return;

const elapsed = Math.floor((Date.now() - timerStartTime) / 1000);

const timerValue = document.getElementById('timerValue');

if (timerDuration > 0) {

// Countdown mode

const remaining = Math.max(0, (timerDuration \* 60) - elapsed);

timerValue.innerText = formatTime(remaining);

if (remaining === 0) {

// Time's up

stopTimer();

alert('⏰ Waktu bermain habis!');

}

} else {

// Countup mode (unlimited)

timerValue.innerText = formatTime(elapsed);

}

}

// Stop timer

function stopTimer() {

if (timerInterval) {

clearInterval(timerInterval);

timerInterval = null;

}

timerStartTime = null;

timerDuration = 0;

const timerDisplay = document.getElementById('timerDisplay');

timerDisplay.classList.remove('show');

}

// Stop game manually

function stopGameManually() {

if (!activeSession) {

alert('Tidak ada game yang sedang berjalan');

return;

}

if (confirm('Yakin ingin menghentikan game sekarang?')) {

stopTimer();

checkActiveSession(true); // Force check

}

}

// Load user quota (for guests)

function loadUserQuota() {

if (!isGuest) return;

fetch('time\_quota.php?action=check\_quota')

.then(r => r.json())

.then(data => {

if (data.ok) {

myQuota = data.quota;

document.getElementById('statQuota').innerText = myQuota + ' min';

const quotaBadge = document.getElementById('quotaBadge');

if (myQuota > 0) {

quotaBadge.innerText = '⏱️ Sisa: ' + myQuota + ' menit';

quotaBadge.style.background = 'rgba(0,184,148,0.2)';

quotaBadge.style.borderColor = 'rgba(0,184,148,0.3)';

quotaBadge.style.color = '#00b894';

} else {

quotaBadge.innerText = '⏱️ Kuota habis!';

quotaBadge.style.background = 'rgba(255,107,107,0.2)';

quotaBadge.style.borderColor = 'rgba(255,107,107,0.3)';

quotaBadge.style.color = '#ff6b6b';

}

}

})

.catch(e => console.warn('Error checking session:', e));

}

function switchTab(e){

document.querySelectorAll('.tab').forEach(t=>t.classList.remove('active'));

e.currentTarget.classList.add('active');

state.tab = e.currentTarget.dataset.type;

render();

}

function render(){

document.getElementById('loading').style.display = 'block';

document.getElementById('grid').style.display = 'none';

document.getElementById('emptyState').style.display = 'none';

setTimeout(() => {

let pairs = serverGames.map((g, idx)=>({g, idx}));

if (state.q) {

pairs = pairs.filter(p =>

((p.g.title||'').toLowerCase().includes(state.q) ||

(p.g.desc||'').toLowerCase().includes(state.q)));

}

if (state.tab !== 'all') {

pairs = pairs.filter(p => (p.g.type||'') === state.tab);

}

if (state.sort === 'az') pairs.sort((a,b)=> (a.g.title||'').localeCompare(b.g.title||''));

else if (state.sort === 'za') pairs.sort((a,b)=> (b.g.title||'').localeCompare(a.g.title||''));

else pairs = pairs.reverse();

document.getElementById('count').innerText = pairs.length;

let totalMinutes = 0;

let mostPlayedTitle = '-';

let maxMinutes = 0;

for (let idx in userStats) {

totalMinutes += userStats[idx].total\_minutes || 0;

if ((userStats[idx].total\_minutes || 0) > maxMinutes) {

maxMinutes = userStats[idx].total\_minutes;

mostPlayedTitle = userStats[idx].game\_title;

}

}

document.getElementById('statTotal').innerText = serverGames.length;

document.getElementById('statPlaytime').innerText = totalMinutes;

document.getElementById('statMostPlayed').innerText = mostPlayedTitle;

document.getElementById('loading').style.display = 'none';

if (pairs.length === 0) {

document.getElementById('grid').style.display = 'none';

document.getElementById('emptyState').style.display = 'block';

return;

}

document.getElementById('grid').style.display = 'grid';

const grid = document.getElementById('grid');

grid.innerHTML = '';

pairs.forEach(p=>{

const g = p.g;

const idx = p.idx;

const myMinutes = userStats[idx] ? (userStats[idx].total\_minutes || 0) : 0;

const card = document.createElement('div');

card.className='card';

const cover = document.createElement('div');

cover.className='cover';

const img = document.createElement('img');

img.onerror = ()=>{ img.src = placeholder(); }

img.src = g.img || placeholder();

cover.appendChild(img);

const info = document.createElement('div');

info.className='info';

const row = document.createElement('div');

row.className='row';

const title = document.createElement('div');

title.className='g-title';

title.innerText = g.title || 'Untitled';

const badge = document.createElement('div');

badge.className='badge';

badge.innerText = g.type || 'Unknown';

row.appendChild(title);

row.appendChild(badge);

const desc = document.createElement('div');

desc.className='g-desc';

desc.innerText = g.desc || g.path || '';

const stat = document.createElement('div');

stat.className='stat';

stat.innerText = 'My Playtime: ' + myMinutes + ' min';

const actions = document.createElement('div');

actions.className='actions';

const btnPlay = document.createElement('button');

btnPlay.className='action-btn play';

btnPlay.innerText='Play';

btnPlay.onclick = ()=>playGame(idx);

actions.appendChild(btnPlay);

if (isAdmin) {

const btnEdit = document.createElement('button');

btnEdit.className='action-btn edit';

btnEdit.innerText='Edit';

btnEdit.onclick = ()=>editGame(idx);

const btnDel = document.createElement('button');

btnDel.className='action-btn del';

btnDel.innerText='Delete';

btnDel.onclick = ()=>delGame(idx);

actions.appendChild(btnEdit);

actions.appendChild(btnDel);

}

const btnDetail = document.createElement('button');

btnDetail.className='action-btn ghost';

btnDetail.innerText='Details';

btnDetail.onclick = ()=>openDetail(idx);

actions.appendChild(btnDetail);

info.appendChild(row);

info.appendChild(desc);

info.appendChild(stat);

info.appendChild(actions);

card.appendChild(cover);

card.appendChild(info);

grid.appendChild(card);

});

}, 300);

}

function placeholder(){

return 'data:image/svg+xml;utf8,' + encodeURIComponent('<svg xmlns="http://www.w3.org/2000/svg" width="600" height="400"><rect width="100%" height="100%" fill="#0f1113"/><text x="50%" y="50%" fill="#4b5563" font-size="24" text-anchor="middle" dominant-baseline="central">No Cover</text></svg>');

}

function openAddModal(){

if (!isAdmin) {

alert('Hanya admin yang bisa menambah game!');

return;

}

document.getElementById('modalTitle').innerText = 'Add Game';

document.getElementById('f\_title').value = '';

document.getElementById('f\_desc').value = '';

document.getElementById('f\_img').value = '';

document.getElementById('f\_path').value = '';

document.getElementById('f\_type').value = 'Singleplayer';

document.getElementById('f\_index').value = '';

document.getElementById('f\_action').value = 'add';

showModal();

}

function editGame(originalIndex){

if (!isAdmin) {

alert('Hanya admin yang bisa edit game!');

return;

}

const g = serverGames[originalIndex];

if (!g) { alert('Game not found'); return; }

document.getElementById('modalTitle').innerText = 'Edit Game';

document.getElementById('f\_title').value = g.title || '';

document.getElementById('f\_desc').value = g.desc || '';

document.getElementById('f\_img').value = g.img || '';

document.getElementById('f\_path').value = g.path || '';

document.getElementById('f\_type').value = g.type || 'Singleplayer';

document.getElementById('f\_index').value = originalIndex;

document.getElementById('f\_action').value = 'update';

showModal();

}

function delGame(originalIndex){

if (!isAdmin) {

alert('Hanya admin yang bisa delete game!');

return;

}

if (!confirm('Hapus game ini dari library?')) return;

window.location = '?delete=' + originalIndex;

}

function playGame(originalIndex){

const g = serverGames[originalIndex];

if (!g) { alert('Game not found'); return; }

pendingGameLaunch = {

index: originalIndex,

game: g

};

document.getElementById('playGameTitle').innerText = g.title;

document.getElementById('playDurationInput').value = '0';

if (isGuest) {

const warningBox = document.getElementById('quotaWarningBox');

const warningText = document.getElementById('quotaWarningText');

if (myQuota <= 0) {

warningBox.style.display = 'flex';

warningText.innerHTML = '<strong>Kuota waktu Anda habis!</strong> Hubungi admin untuk mendapatkan waktu bermain tambahan.';

} else if (myQuota < 30) {

warningBox.style.display = 'flex';

warningText.innerHTML = '<strong>Kuota hampir habis!</strong> Sisa waktu bermain Anda: ' + myQuota + ' menit.';

} else {

warningBox.style.display = 'none';

}

}

document.getElementById('playDurationModal').style.display = 'flex';

setTimeout(() => {

document.getElementById('playDurationInput').focus();

document.getElementById('playDurationInput').select();

}, 100);

}

function setQuickDuration(minutes) {

document.getElementById('playDurationInput').value = minutes;

}

function closePlayDurationModal() {

document.getElementById('playDurationModal').style.display = 'none';

pendingGameLaunch = null;

}

function confirmPlayDuration() {

if (!pendingGameLaunch) return;

const waktu = parseInt(document.getElementById('playDurationInput').value) || 0;

if (waktu < 0) {

alert('Durasi tidak valid');

return;

}

const originalIndex = pendingGameLaunch.index;

const g = pendingGameLaunch.game;

if (isGuest && waktu > 0) {

if (waktu > myQuota) {

alert('Waktu tidak cukup! Anda hanya punya ' + myQuota + ' menit.\n\nSilakan pilih durasi yang lebih kecil atau hubungi admin.');

return;

}

} else if (isGuest && waktu === 0 && myQuota <= 0) {

alert('Kuota waktu Anda habis! Hubungi admin untuk mendapatkan waktu bermain.');

return;

}

closePlayDurationModal();

const sessionId = 'session\_' + Date.now() + '\_' + Math.random().toString(36).substr(2, 9);

fetch('run.php?path=' + encodeURIComponent(g.path) + '&time=' + waktu)

.then(r => r.json())

.then(data => {

if (data.ok) {

fetch('track\_playtime.php?action=start&session\_id=' + sessionId +

'&game\_index=' + originalIndex +

'&game\_path=' + encodeURIComponent(g.path) +

'&game\_title=' + encodeURIComponent(g.title))

.then(r => r.json())

.then(trackData => {

if (trackData.ok) {

activeSession = { sessionId: sessionId, gameIndex: originalIndex };

// Show timer

showTimer(g.title, waktu);

alert('Launching ' + g.title + '!\n\n' +

(waktu > 0 ? 'Durasi: ' + waktu + ' menit' : 'Unlimited time (tracking otomatis)') +

'\n\nWaktu bermain akan ditrack otomatis.');

setTimeout(checkActiveSession, 10000);

}

});

} else {

alert('Gagal meluncurkan game: ' + (data.message || 'Unknown error'));

}

})

.catch(e => {

console.error(e);

alert('Error launching game');

});

}

function openDetail(originalIndex){

const g = serverGames[originalIndex];

if (!g) return;

const myMinutes = userStats[originalIndex] ? (userStats[originalIndex].total\_minutes || 0) : 0;

let actionButtons = '<button class="btn play" onclick="playFromDetail(' + originalIndex + ')">▶ Play Game</button>';

if (isAdmin) {

actionButtons += '<button class="btn edit" onclick="editGameFromDetail(' + originalIndex + ')">✎ Edit</button>';

actionButtons += '<button class="btn del" onclick="delFromDetail(' + originalIndex + ')">✕ Delete</button>';

}

actionButtons += '<button class="btn ghost" onclick="closeDetail()">Close</button>';

const html = '<div class="detail-wrapper"><div class="detail-header"><div class="detail-cover"><img src="' + (g.img || placeholder()) + '" onerror="this.src=\'' + placeholder() + '\'"></div><div class="detail-info"><div class="detail-title">' + escapeHtml(g.title) + '</div><div class="detail-meta"><span>' + escapeHtml(g.type || 'Unknown') + '</span><span>•</span><span>My Playtime: ' + myMinutes + ' min</span></div></div></div><div class="detail-desc">' + (escapeHtml(g.desc || '') || '<i style="color:var(--muted)">No description available</i>') + '</div><div class="detail-path"><strong>Path:</strong> ' + escapeHtml(g.path) + '</div><div class="detail-actions">' + actionButtons + '</div></div>';

document.getElementById('detailContent').innerHTML = html;

showDetail();

}

function playFromDetail(i){

closeDetail();

playGame(i);

}

function editGameFromDetail(i){

closeDetail();

editGame(i);

}

function delFromDetail(i){

closeDetail();

delGame(i);

}

function escapeHtml(s){

return String(s||'').replace(/[&<>"']/g, function(m){

return {'&':'&amp;','<':'&lt;','>':'&gt;','"':'&quot;',"'":'&#39;'}[m];

});

}

function showModal(){

document.getElementById('modal').style.display = 'flex';

}

function closeModal(){

document.getElementById('modal').style.display = 'none';

}

function showDetail(){

document.getElementById('detailModal').style.display = 'flex';

}

function closeDetail(){

document.getElementById('detailModal').style.display = 'none';

}

function openChangePasswordModal(){

document.getElementById('changePasswordModal').style.display = 'flex';

}

function closeChangePasswordModal(){

document.getElementById('changePasswordModal').style.display = 'none';

}

function openGuestManageModal(){

document.getElementById('guestManageModal').style.display = 'flex';

}

function closeGuestManageModal(){

document.getElementById('guestManageModal').style.display = 'none';

closeAddGuestForm();

}

function openAddGuestForm(){

document.getElementById('addGuestForm').style.display = 'block';

}

function closeAddGuestForm(){

document.getElementById('addGuestForm').style.display = 'none';

}

function openTimeQuotaModal(){

if (!isAdmin) return;

document.getElementById('timeQuotaModal').style.display = 'flex';

loadQuotaList();

}

function closeTimeQuotaModal(){

document.getElementById('timeQuotaModal').style.display = 'none';

}

function loadQuotaList(){

fetch('time\_quota.php?action=get\_all\_quotas', { method: 'POST' })

.then(r => r.json())

.then(data => {

if (data.ok) {

const guests = data.guests;

let html = '';

if (guests.length === 0) {

html = '<div style="padding:40px;text-align:center;color:var(--muted)">Belum ada guest. Tambahkan guest terlebih dahulu.</div>';

} else {

guests.forEach(guest => {

html += '<div style="background:rgba(255,255,255,0.02);border:1px solid rgba(255,255,255,0.05);border-radius:10px;padding:16px;margin-bottom:12px">';

html += '<div style="display:flex;justify-content:space-between;align-items:center;margin-bottom:12px">';

html += '<div><div style="font-weight:600;font-size:16px;color:#e6ffff">' + escapeHtml(guest.username) + '</div>';

html += '<div style="font-size:12px;color:var(--muted)">Dibuat: ' + escapeHtml(guest.created) + '</div></div>';

html += '<div style="text-align:right"><div style="font-size:24px;font-weight:700;color:#ffc107">' + guest.quota + ' min</div>';

html += '<div style="font-size:11px;color:var(--muted)">Sisa kuota</div></div></div>';

html += '<div style="display:grid;grid-template-columns:2fr 1fr 1fr;gap:8px">';

html += '<input type="number" id="quota\_' + escapeHtml(guest.username) + '" placeholder="Jumlah menit" min="0" style="padding:10px;border-radius:8px;border:1px solid rgba(255,255,255,0.1);background:#0f1113;color:#eaf7f2">';

html += '<button class="btn" onclick="giveTime(\'' + escapeHtml(guest.username) + '\')" style="padding:10px;font-size:13px">+ Tambah</button>';

html += '<button class="btn ghost" onclick="setTime(\'' + escapeHtml(guest.username) + '\')" style="padding:10px;font-size:13px">Set Total</button>';

html += '</div></div>';

});

}

document.getElementById('quotaGuestList').innerHTML = html;

}

})

.catch(e => {

console.error('Error loading quota list:', e);

document.getElementById('quotaGuestList').innerHTML = '<div style="padding:40px;text-align:center;color:#ff6b6b">Gagal memuat data</div>';

});

}

function giveTime(username){

const input = document.getElementById('quota\_' + username);

const minutes = parseInt(input.value) || 0;

if (minutes <= 0) {

alert('Masukkan jumlah menit yang valid!');

return;

}

const formData = new FormData();

formData.append('action', 'give\_time');

formData.append('guest\_username', username);

formData.append('minutes', minutes);

fetch('time\_quota.php', {

method: 'POST',

body: formData

})

.then(r => r.json())

.then(data => {

if (data.ok) {

alert(data.message);

input.value = '';

loadQuotaList();

} else {

alert('Error: ' + data.error);

}

})

.catch(e => {

console.error(e);

alert('Gagal memberikan waktu');

});

}

function setTime(username){

const input = document.getElementById('quota\_' + username);

const minutes = parseInt(input.value) || 0;

if (minutes < 0) {

alert('Jumlah menit tidak boleh negatif!');

return;

}

if (!confirm('Set total kuota ' + username + ' menjadi ' + minutes + ' menit?')) return;

const formData = new FormData();

formData.append('action', 'set\_time');

formData.append('guest\_username', username);

formData.append('minutes', minutes);

fetch('time\_quota.php', {

method: 'POST',

body: formData

})

.then(r => r.json())

.then(data => {

if (data.ok) {

alert(data.message);

input.value = '';

loadQuotaList();

} else {

alert('Error: ' + data.error);

}

})

.catch(e => {

console.error(e);

alert('Gagal set waktu');

});

}

function openPlaytimeModal(){

document.getElementById('playtimeModal').style.display = 'flex';

loadPlaytimeData();

}

function closePlaytimeModal(){

document.getElementById('playtimeModal').style.display = 'none';

}

function openPlaytimeDetailModal(gameIndex, gameTitle){

document.getElementById('playtimeDetailModal').style.display = 'flex';

document.getElementById('playtimeDetailTitle').innerText = '⏱️ Detail Sesi: ' + gameTitle;

loadPlaytimeDetail(gameIndex);

}

function closePlaytimeDetailModal(){

document.getElementById('playtimeDetailModal').style.display = 'none';

}

function loadPlaytimeData(){

fetch('track\_playtime.php?action=get\_stats')

.then(r => r.json())

.then(data => {

if (data.ok) {

const stats = data.stats;

let totalMinutes = 0;

let totalGames = 0;

let totalSessions = 0;

let html = '';

if (Object.keys(stats).length === 0) {

html = '<tr><td colspan="4" style="padding:40px;text-align:center;color:var(--muted)">Belum ada riwayat bermain</td></tr>';

} else {

for (let idx in stats) {

const game = stats[idx];

totalMinutes += game.total\_minutes || 0;

totalGames++;

totalSessions += (game.sessions || []).length;

html += '<tr style="border-bottom:1px solid rgba(255,255,255,0.03)">';

html += '<td style="padding:12px;font-weight:600">' + escapeHtml(game.game\_title) + '</td>';

html += '<td style="padding:12px;text-align:center;color:#00b894;font-weight:600">' + (game.total\_minutes || 0) + ' min</td>';

html += '<td style="padding:12px;text-align:center;color:var(--muted)">' + (game.sessions || []).length + ' sesi</td>';

html += '<td style="padding:12px;text-align:center">';

html += '<button class="btn" style="padding:6px 12px;font-size:12px" onclick="openPlaytimeDetailModal(' + idx + ', \'' + escapeHtml(game.game\_title).replace(/'/g, "\\'") + '\')">Lihat Detail</button>';

html += '</td>';

html += '</tr>';

}

}

document.getElementById('playtimeTableBody').innerHTML = html;

document.getElementById('totalPlaytimeMinutes').innerText = totalMinutes;

document.getElementById('totalGamesPlayed').innerText = totalGames;

document.getElementById('totalSessions').innerText = totalSessions;

}

})

.catch(e => {

console.error('Error loading playtime:', e);

document.getElementById('playtimeTableBody').innerHTML = '<tr><td colspan="4" style="padding:40px;text-align:center;color:#ff6b6b">Gagal memuat data</td></tr>';

});

}

function loadPlaytimeDetail(gameIndex){

fetch('track\_playtime.php?action=get\_stats')

.then(r => r.json())

.then(data => {

if (data.ok && data.stats[gameIndex]) {

const game = data.stats[gameIndex];

const sessions = game.sessions || [];

let html = '';

if (sessions.length === 0) {

html = '<div style="padding:40px;text-align:center;color:var(--muted)">Belum ada sesi bermain</div>';

} else {

html += '<div style="background:rgba(0,0,0,0.2);padding:12px;border-radius:8px;margin-bottom:16px">';

html += '<div style="font-size:13px;color:var(--muted);margin-bottom:4px">Total Waktu Bermain</div>';

html += '<div style="font-size:28px;font-weight:700;color:#00b894">' + (game.total\_minutes || 0) + ' menit</div>';

html += '</div>';

html += '<div style="font-weight:600;margin-bottom:12px;color:#e6ffff">Riwayat Sesi (' + sessions.length + '):</div>';

sessions.slice().reverse().forEach((session, idx) => {

html += '<div style="background:rgba(255,255,255,0.02);border:1px solid rgba(255,255,255,0.05);border-radius:8px;padding:12px;margin-bottom:10px">';

html += '<div style="display:flex;justify-content:space-between;align-items:center;margin-bottom:8px">';

html += '<div style="font-weight:600;color:#e6ffff">Sesi #' + (sessions.length - idx) + '</div>';

html += '<div style="background:#00b894;color:#042826;padding:4px 10px;border-radius:6px;font-weight:700;font-size:13px">' + session.minutes + ' min</div>';

html += '</div>';

html += '<div style="font-size:12px;color:var(--muted);display:grid;grid-template-columns:1fr 1fr;gap:8px">';

html += '<div>🕐 Mulai: ' + escapeHtml(session.start) + '</div>';

html += '<div>🕐 Selesai: ' + escapeHtml(session.end) + '</div>';

html += '</div>';

html += '</div>';

});

}

document.getElementById('playtimeDetailContent').innerHTML = html;

}

})

.catch(e => {

console.error('Error loading detail:', e);

document.getElementById('playtimeDetailContent').innerHTML = '<div style="padding:40px;text-align:center;color:#ff6b6b">Gagal memuat detail</div>';

});

}

function submitForm(ev){

ev.preventDefault();

const form = ev.target;

if (!form.title.value.trim() || !form.path.value.trim()) {

alert('Title and Path wajib diisi');

return;

}

const f = document.createElement('form');

f.method='POST';

f.style.display='none';

const fields = ['action','index','title','desc','img','path','type'];

fields.forEach(k=>{

const inp = document.createElement('input');

inp.type='hidden';

inp.name=k;

inp.value = (form[k] && form[k].value) ? form[k].value : '';

f.appendChild(inp);

});

document.body.appendChild(f);

f.submit();

}

// Load initial data

if (isGuest) {

loadUserQuota();

}

loadUserStats();

window.addEventListener('scroll', function() {

const scrollTop = document.getElementById('scrollTop');

if (window.pageYOffset > 300) {

scrollTop.style.display = 'flex';

} else {

scrollTop.style.display = 'none';

}

});

function scrollToTop() {

window.scrollTo({

top: 0,

behavior: 'smooth'

});

}

document.addEventListener('keydown', function(e) {

if ((e.ctrlKey || e.metaKey) && e.key === 'k') {

e.preventDefault();

const searchInput = document.getElementById('search');

if (searchInput) searchInput.focus();

}

if ((e.ctrlKey || e.metaKey) && e.key === 'n' && isAdmin) {

e.preventDefault();

openAddModal();

}

if (e.key === 'Escape') {

closeModal();

closeDetail();

closeChangePasswordModal();

closeGuestManageModal();

closeTimeQuotaModal();

closePlaytimeModal();

closePlaytimeDetailModal();

closePlayDurationModal();

}

});

</script>

<!-- Remaining Modals -->

<div id="timeQuotaModal" class="modal-backdrop" onclick="if(event.target===this) closeTimeQuotaModal()">

<div class="modal" style="max-width:700px">

<div style="font-weight:700;font-size:18px;margin-bottom:20px">⏱️ Kelola Waktu Bermain Guest</div>

<div style="background:rgba(0,184,148,0.1);padding:16px;border-radius:8px;margin-bottom:20px;border:1px solid rgba(0,184,148,0.2)">

<div style="font-size:13px;color:#00b894;margin-bottom:8px">💡 <strong>Cara Kerja:</strong></div>

<ul style="margin:0;padding-left:20px;font-size:12px;color:var(--muted)">

<li>Berikan waktu bermain (menit) ke guest</li>

<li>Guest bisa memilih durasi main (max sesuai sisa kuota)</li>

<li>Waktu akan dikurangi otomatis saat selesai bermain</li>

</ul>

</div>

<div id="quotaGuestList" style="max-height:400px;overflow-y:auto">

<div style="padding:40px;text-align:center;color:var(--muted)">Memuat data...</div>

</div>

<div style="margin-top:20px;text-align:right">

<button class="btn ghost" onclick="closeTimeQuotaModal()">Tutup</button>

</div>

</div>

</div>

<div id="playDurationModal" class="modal-backdrop" onclick="if(event.target===this) closePlayDurationModal()">

<div class="modal" style="max-width:500px">

<div style="font-weight:700;font-size:18px;margin-bottom:8px;display:flex;align-items:center;gap:10px">

<span>🎮</span>

<span id="playGameTitle">Launching Game</span>

</div>

<div style="font-size:13px;color:var(--muted);margin-bottom:20px">Atur durasi waktu bermain</div>

<div id="quotaWarningBox" style="display:none" class="quota-warning">

<span style="flex-shrink:0">⚠️</span>

<div id="quotaWarningText"></div>

</div>

<div style="background:rgba(0,184,148,0.1);padding:16px;border-radius:8px;margin-bottom:20px;border:1px solid rgba(0,184,148,0.2)">

<div style="font-size:13px;color:var(--muted);margin-bottom:8px">Durasi Bermain (menit)</div>

<input type="number" id="playDurationInput" min="0" placeholder="0" style="width:100%;padding:14px;border-radius:8px;border:2px solid rgba(0,184,148,0.3);background:#0f1113;color:#00b894;font-size:24px;font-weight:700;text-align:center">

<div style="font-size:12px;color:var(--muted);margin-top:8px;text-align:center">

💡 Ketik <strong style="color:#00b894">0</strong> untuk unlimited (tracking otomatis)

</div>

</div>

<div style="display:grid;grid-template-columns:repeat(4,1fr);gap:8px;margin-bottom:20px">

<button class="btn ghost" onclick="setQuickDuration(15)" style="padding:10px;font-size:13px">15 min</button>

<button class="btn ghost" onclick="setQuickDuration(30)" style="padding:10px;font-size:13px">30 min</button>

<button class="btn ghost" onclick="setQuickDuration(60)" style="padding:10px;font-size:13px">1 jam</button>

<button class="btn ghost" onclick="setQuickDuration(120)" style="padding:10px;font-size:13px">2 jam</button>

</div>

<div style="display:flex;gap:10px;justify-content:flex-end">

<button class="btn ghost" onclick="closePlayDurationModal()">Batal</button>

<button class="btn play" onclick="confirmPlayDuration()" style="padding:12px 24px">

▶ Launch Game

</button>

</div>

</div>

</div>

<div id="playtimeModal" class="modal-backdrop" onclick="if(event.target===this) closePlaytimeModal()">

<div class="modal" style="max-width:900px">

<div style="font-weight:700;font-size:18px;margin-bottom:20px;display:flex;justify-content:space-between;align-items:center">

<span>📊 Riwayat Waktu Bermain - <?= htmlspecialchars($currentUsername) ?></span>

</div>

<div style="background:rgba(0,184,148,0.1);padding:16px;border-radius:8px;margin-bottom:20px;border:1px solid rgba(0,184,148,0.2)">

<div style="display:grid;grid-template-columns:repeat(3,1fr);gap:16px;text-align:center">

<div>

<div style="font-size:12px;color:var(--muted);margin-bottom:4px">Total Waktu Bermain</div>

<div style="font-size:24px;font-weight:700;color:#00b894" id="totalPlaytimeMinutes">0</div>

<div style="font-size:11px;color:var(--muted)">menit</div>

</div>

<div>

<div style="font-size:12px;color:var(--muted);margin-bottom:4px">Total Game Dimainkan</div>

<div style="font-size:24px;font-weight:700;color:#00cec9" id="totalGamesPlayed">0</div>

<div style="font-size:11px;color:var(--muted)">game</div>

</div>

<div>

<div style="font-size:12px;color:var(--muted);margin-bottom:4px">Total Sesi</div>

<div style="font-size:24px;font-weight:700;color:#74b9ff" id="totalSessions">0</div>

<div style="font-size:11px;color:var(--muted)">sesi</div>

</div>

</div>

</div>

<div style="max-height:400px;overflow-y:auto">

<table style="width:100%;border-collapse:collapse">

<thead>

<tr style="background:rgba(0,0,0,0.3);text-align:left">

<th style="padding:12px;border-bottom:1px solid rgba(255,255,255,0.05)">Game</th>

<th style="padding:12px;border-bottom:1px solid rgba(255,255,255,0.05);text-align:center">Total Waktu</th>

<th style="padding:12px;border-bottom:1px solid rgba(255,255,255,0.05);text-align:center">Sesi</th>

<th style="padding:12px;border-bottom:1px solid rgba(255,255,255,0.05);text-align:center">Detail</th>

</tr>

</thead>

<tbody id="playtimeTableBody">

<tr>

<td colspan="4" style="padding:40px;text-align:center;color:var(--muted)">

Memuat data...

</td>

</tr>

</tbody>

</table>

</div>

<div style="margin-top:20px;text-align:right">

<button class="btn ghost" onclick="closePlaytimeModal()">Tutup</button>

</div>

</div>

</div>

<div id="playtimeDetailModal" class="modal-backdrop" onclick="if(event.target===this) closePlaytimeDetailModal()">

<div class="modal" style="max-width:700px">

<div style="font-weight:700;font-size:18px;margin-bottom:20px" id="playtimeDetailTitle">Detail Sesi Bermain</div>

<div style="max-height:450px;overflow-y:auto" id="playtimeDetailContent">

<div style="padding:40px;text-align:center;color:var(--muted)">Memuat detail...</div>

</div>

<div style="margin-top:20px;text-align:right">

<button class="btn ghost" onclick="closePlaytimeDetailModal()">Tutup</button>

</div>

</div>

</div>

<div id="detailModal" class="modal-backdrop" onclick="if(event.target===this) closeDetail()">

<div class="modal" style="max-width:700px">

<div id="detailContent"></div>

</div>

</div>

<?php endif; ?>

</body>

</html>e => console.warn('Error loading quota:', e))

}

function loadUserStats() {

fetch('track\_playtime.php?action=get\_stats')

.then(r => r.json())

.then(data => {

if (data.ok) {

userStats = data.stats;

render();

}

})

.catch(e => console.warn('Error loading stats:', e));

}

function checkActiveSession(forceCheck = false) {

if (!activeSession) return;

fetch('track\_playtime.php?action=check&session\_id=' + activeSession.sessionId)

.then(r => r.json())

.then(data => {

if (data.ok) {

if (data.finished) {

stopTimer();

loadUserStats();

if (isGuest) loadUserQuota();

activeSession = null;

alert('Game telah ditutup! Total waktu bermain: ' + data.total\_minutes + ' menit');

} else if (data.is\_running) {

if (!forceCheck) {

setTimeout(checkActiveSession, 10000);

} else {

setTimeout(checkActiveSession, 10000);

}

}

}

})

.catch(e => console.warn('Error checking session:', e));

}

<?php endif; ?>

<?php if ($showLoginVideo && ($isAdmin || $isGuest)): ?>

<div class="video-intro-overlay" id="loginVideoOverlay">

<video id="loginVideo" autoplay playsinline>

<source src="<?= htmlspecialchars($videoConfig['login\_video']) ?>" type="video/mp4">

</video>

</div>

<script>

(function() {

const loginVideo = document.getElementById('loginVideo');

const loginVideoOverlay = document.getElementById('loginVideoOverlay');

function tryUnmuteLogin() {

loginVideo.muted = false;

loginVideo.volume = 1.0;

}

document.addEventListener('click', tryUnmuteLogin, { once: true });

document.addEventListener('touchstart', tryUnmuteLogin, { once: true });

document.addEventListener('keydown', tryUnmuteLogin, { once: true });

loginVideo.addEventListener('ended', function() {

loginVideoOverlay.classList.add('hidden');

setTimeout(() => loginVideoOverlay.style.display = 'none', 500);

});

setTimeout(() => loginVideo.play().catch(err => console.warn('Login video play error:', err)), 100);

})();

</script>