

# AutoHotKey

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```

;           Home
;           X
$win = "           III"

WinActivate($win, "")

Global $Paused
Global $i = 0, $j = 0
Global $hgame = 8 ;
Global $sellmagic = False ;True
Global $gamelog = False ;True

HotKeySet("{Home}", "Leave") ;
HotKeySet("{End}", "Pause") ;
HotKeySet("x", "Stop") ;

$go = True
$Leave = False

ToolTip("           " & @CRLF & "HOME           ", 0, 0)

While $go
    If ($Leave) Then
        ingame()

    EndIf
WEnd

Func error_check() ; <---
    $game1 = Hex(PixelGetColor(286, 273), 6) ;
    If $game1 = "000000" Then
        write_log(10)
        ToolTip("Failed to create Game", 0, 0)
        Sleep(1000)
        Send("{Enter}")
        Sleep(10000)
        MouseClick("left", 189, 254) ;

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                Sleep(3000)
            EndIf
EndFunc    ;==>error_check

Func ingame()
    $game = Hex(PixelGetColor(239, 614), 6)
    If $game = "000000" Then
        write_log(1)
        ToolTip("", 0, 0)
        gogogo()
    Else
        ToolTip("Not in game", 0, 0)
        Sleep(1000)
        error_check()
    EndIf
EndFunc    ;==>ingame

Func repair()
    If $j < $hgame Then
        $j = $j + 1
    Else
        MouseClick("left", 688, 48) ; 가
        Sleep(2300)
        MouseClick("left", 510, 150) ;
        Sleep(2400)

        If $sellmagic = True Then
            clearbag() ;
        EndIf

        MouseClick("left", 296, 299) ;
        Sleep(500)
        MouseClick("left", 200, 356) ;
        Sleep(500)
        MouseClick("left", 286, 31) ;
        Sleep(500)
        $j = 0

        If $sellmagic = True Then
            gotochest() ;
        EndIf
    EndIf
EndFunc    ;==>repair

Func gotochest()
    MouseClick("left", 170, 514) ;
    Sleep(3000)
    MouseClick("left", 93, 493) ;
    Sleep(3000)
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    MouseClick("left", 292, 227) ;      가
    Sleep(1200)

    clearbag() ;
    Sleep(1500)
    MouseClick("left", 286, 31) ;
EndFunc    ;==>gotochest

Func clearbag() ;                4 (40 )
    Local $row = 0, $line = 0, $x = 531, $y = 361
    While $line < 4
        While $row < 10
            MouseClick("right", $x, $y)
            $x = $x + 28
            $row = $row + 1

        WEnd
        $row = 0
        $line = $line + 1
        $y = $y + 27
        $x = 531
    WEnd
EndFunc    ;==>clearbag

Func gogogo()

    If checkdie() = 1 Then
        Send("4")
        Sleep(500)
        MouseMove(222, 69, 1)
        Send("m")

        Sleep(2000)
        MouseMove(32, 303, 1)
        Send("2")
        Send("m")
        Sleep(1600)
        MouseMove(32, 303, 1)
        Send("m")
        Sleep(300)
        Send("1")
        Sleep(1400)
        Send("1")
        MouseMove(32, 303, 1)
        Send("m")
        Sleep(1700)
        Send("3")
        Send("1")

        Sleep(300)
        Local $Pixel02 = PixelSearch(655, 100, 700, 140, 0xEBC02C,
14);
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If Not @error Then
    MouseClick("left", 160, 97, 1) ;   가
    Sleep(500)
    Send("2")
    Sleep(2500)
    Local $Pixel02 = PixelSearch(655, 100, 720, 150,
0xD4813E, 14);
    If @error Then
        If checkdie() = 1 Then
            MouseClick("left", 139, 493, 1)
            Sleep(2500)
            MouseClick("left", 205, 278, 1)
            Sleep(2000)
            MouseMove(287, 195, 1) ; sara
            Send("4")
            Sleep(200)
            Send("{shiftdown}")

            MouseDown("right")
            Sleep(6000)
            MouseUp("right")

            MouseDown("left")
            Sleep(8000)

            MouseUp("left")

            Send("{shiftdown}")

            MouseMove(262, 189)
            Send("m") ;   가
            Sleep(1000)
            Send("4")
            Sleep(3000)
            loot()
            Send("4")
            Sleep(3000)
            Send("t")
            Sleep(8000)
            repair()
            quitgame()
        Else
            write_log(12)
            quitgame()
        EndIf
    Else
        write_log(12)
        quitgame()
    EndIf
Else
    write_log(12)
    quitgame()
EndIf
```

```
        If checkdie() = 1 Then
            write_log(2)
            MouseClick("left", 560, 40) ;
            Sleep(200)
            Send("2")
            Sleep(1600)
            Send("1")
            Sleep(600)
            Send("t")
            Sleep(9500)
            quitgame()
        EndIf
    EndIf
EndFunc    ;==>gogogo

Func loot()
    checkrare()
    checkseti()
    checkmagic()
    checklegend()
    checkgems()
EndFunc    ;==>loot

Func checkmagic()
    If $sellmagic = True Then
        Send("{Alt}") ;
        Sleep(500)
        Local $count = 0

        Local $magic = PixelSearch(166, 125, 620, 436, 0x6969FF, 5)
        While IsArray($magic) = True And $count < 5
            $magic = PixelSearch(166, 125, 620, 436, 0x6969FF,
5)

            If IsArray($magic) = True Then
                MouseMove($magic[0], $magic[1], 1)
                Sleep(500)
                MouseClick("left", $magic[0], $magic[1])
                Sleep(1000)
            EndIf
            $count = $count + 1
            ;;;;write_log(7)
        WEnd
    EndIf
EndFunc    ;==>checkmagic

Func checkseti()
    Send("{Alt}") ;
    Sleep(500)
```

```
Local $count = 0
Local $setitem = PixelSearch(166, 125, 620, 436, 0x00FF00, 2)
While IsArray($setitem) = True And $count < 5
    $setitem = PixelSearch(166, 125, 620, 436, 0x00FF00, 2)
    If IsArray($setitem) = True Then
        MouseMove($setitem[0], $setitem[1], 1)
        Sleep(500)
        MouseClick("left", $setitem[0], $setitem[1])
        Sleep(1400)
        ;;write_log(7)
    EndIf
    $count = $count + 1
WEnd
EndFunc    ;==>checkseti

Func checkrare()
    Send("{Alt}") ;
    Sleep(500)
    Local $count = 0
    Local $rare = PixelSearch(166, 125, 620, 436, 0xFFFF00, 2)
    While IsArray($rare) = True And $count < 5
        $rare = PixelSearch(166, 125, 620, 436, 0xFFFF00, 2)
        If IsArray($rare) = True Then
            MouseMove($rare[0], $rare[1], 1)
            Sleep(500)
            MouseClick("left", $rare[0], $rare[1])
            Sleep(1400)
            write_log(7)
        EndIf
        $count = $count + 1
    WEnd
EndFunc    ;==>checkrare

Func checklegend();
    Local $count = 0
    Local $Pixel2 = PixelSearch(166, 125, 620, 436, 0x2F64BF, 2)
    While IsArray($Pixel2) = True And $count < 5
        $Pixel2 = PixelSearch(166, 125, 620, 436, 0x2F64BF, 2)
        If IsArray($Pixel2) = True Then
            MouseMove($Pixel2[0], $Pixel2[1], 1)
            Sleep(500)
            MouseClick("left", $Pixel2[0], $Pixel2[1])
            Sleep(1400)
            ;write_log(8)
        EndIf
        $count = $count + 1
    WEnd
EndFunc    ;==>checklegend

Func checkgems()
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```
$count = 0
Local $ameth = PixelSearch(166, 125, 620, 436, 0xAC6DE9, 8)
While IsArray($ameth) = True And $count < 5
    $ameth = PixelSearch(166, 125, 620, 436, 0xAC6DE9, 8)
    If IsArray($ameth) = True Then
        MouseMove($ameth[0], $ameth[1], 1)
        Sleep(500)
        MouseClick("left", $ameth[0], $ameth[1])
        Sleep(1400)
        write_log(3)
    EndIf
    $count = $count + 1
WEnd
$count = 0
Local $Ruby = PixelSearch(166, 125, 620, 436, 0xFE8C81, 5)
While IsArray($Ruby) = True And $count < 5
    $Ruby = PixelSearch(166, 125, 620, 436, 0xFE8C81, 5)
    If IsArray($Ruby) = True Then
        MouseMove($Ruby[0], $Ruby[1], 1)
        Sleep(500)
        MouseClick("left", $Ruby[0], $Ruby[1])
        Sleep(1400)
        write_log(5)
    EndIf
    $count = $count + 1
WEnd
$count = 0
Local $Emer = PixelSearch(166, 125, 620, 436, 0x63D753, 8)
While IsArray($Emer) = True And $count < 5
    $Emer = PixelSearch(166, 125, 620, 436, 0x63D753, 8)
    If IsArray($Emer) = True Then
        MouseMove($Emer[0], $Emer[1], 1)
        Sleep(500)
        MouseClick("left", $Emer[0], $Emer[1])
        Sleep(1400)
        write_log(4)
    EndIf
    $count = $count + 1
WEnd
$count = 0
Local $Topa = PixelSearch(166, 125, 620, 436, 0xFFFF49, 2)
While IsArray($Topa) = True And $count < 5
    $Topa = PixelSearch(166, 125, 620, 436, 0xFFFF49, 2)
    If IsArray($Topa) Then
        MouseMove($Topa[0], $Topa[1], 1)
        Sleep(500)
        MouseClick("left", $Topa[0], $Topa[1])
        Sleep(1400)
        write_log(6)
    EndIf
    $count = $count + 1
```

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        WEnd
EndFunc    ;==>checkgems

Func checkdie()
    Local $Died = PixelSearch(535, 205, 556, 234, 0xFFFFFFFF, 1)
    If Not @error Then
        write_log(9)
        Call("quitgame")
        Call("ingame")
        Return 2
    EndIf
    Return 1
EndFunc    ;==>checkdie

Func quitgame()
    Send("{esc}")
    Sleep(200)
    MouseClick("left", 425, 310) ; 가
    Sleep(13000)
    If $i < 40 Then
        $i = $i + 1
        Sleep(Random(1000, 3000)) ; 2 ~5
        MouseClick("left", 189, 254) ;
        Sleep(3000)
    Else
        $i = 0
        ToolTip(" -0-", 0, 0)
        write_log(0)
        Sleep(Random(200000, 300000)) ;20 300 400
        MouseClick("left", 189, 254) ;
        Sleep(3000)
    EndIf
EndFunc    ;==>quitgame

Func write_log($val)
    $path = '\Google Drive\log.txt'
    $file = FileOpen(@UserProfileDir & $path, 1)
    $timestamp = @YEAR & "." & @MON & "." & @MDAY & " " & @HOUR & ":" &
@MIN & ":" & @SEC
    If $gameLog = True Then
        Select
            Case $val = 1
                $text = " "
            Case $val = 2
                $text = " 가 "
            Case $val = 3
                $text = " "
        EndSelect
    EndIf
EndFunc

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        Case $val = 4
            $text = "          "
        Case $val = 5
            $text = "          "
        Case $val = 6
            $text = "          "
        Case $val = 7
            $text = "          "
        Case $val = 8
            $text = "          "
        Case $val = 9
            $text = "          πππ"
        Case $val = 0
            $text = "-----   가   -----"
        Case $val = 10
            $text = "<<<           >>>"
        Case $val = 12
            $text = "Failed to enter cellar"

    EndSelect

    FileWriteLine($file, $timestamp & "          " & $text)
    FileClose($file)
EndIf

EndFunc    ;==>write_log

Func Pause()
    $Leave = False
EndFunc    ;==>Pause

Func Stop()
    Exit
EndFunc    ;==>Stop

Func Leave()
    $Leave = True
EndFunc    ;==>Leave

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