AutoHotKey

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3 .

```
;              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                              ", O, O)

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) ;
```

```
                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) ;
                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)
```

```
        MouseClick("left", 292, 227) ;
        Sleep(1200)

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

Func clearbag() ;                      4  (4O )
        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);
```

```
            If Not @error Then
                    MouseClick("left", 160, 97, 1) ;
                    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("{shiftup}")

                                    MouseMove(262, 189)
                                    Send("m") ;
                                    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
```

```
                                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
        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()
```

```
    $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
```

```
        WEnd
EndFunc    ;==>checkgems


Func checkdie()
        Local $Died = PixelSearch(535, 205, 556, 234, 0xFFFFFF, 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) ;
        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("               -O-", O, O)
                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 = "                      "
                        Case $val = 3
                                $text = "                "
```

```
                                        Case $val = 4
                                                $text = "                    "
                                        Case $val = 5
                                                $text = "            "
                                        Case $val = 6
                                                $text = "               "
                                        Case $val = 7
                                                $text = "                       "
                                        Case $val = 8
                                                $text = "                       "
                                        Case $val = 9
                                                $text = "                  "
                                        Case $val = 0
                                                $text = "-----                         -----"
                                        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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