

Diablo


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returnValue=returnValue+'';
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returnValue=returnValue+'';
}
}
}
preloadArray=['fire','explosion','Firedrop'];
for(var i=0;i<preloadArray.length;i++){
var counter=0;
if(preloadArray[i]=='fire'){counter=11;}
if(preloadArray[i]=='explosion'){counter=11;}
if(preloadArray[i]=='Firedrop'){counter=15;}
if(counter!=0){
for (var j=1;j<=counter;j++) {
returnValue=returnValue+'';
}
}
}
for(var i=1;i<7;i++){
returnValue=returnValue+'';
returnValue=returnValue+'';
returnValue=returnValue+'';
}
for(var i=1;i<9;i++){
returnValue=returnValue+'';
}
for(var i=1;i<10;i++){
returnValue=returnValue+'';
returnValue=returnValue+'';
}
return returnValue;
}

document.onmousedown=function(event){// Maus und Tastatur Events
if(browser==1){
tempX=Math.floor(event.clientX);
tempY=Math.floor(event.clientY);
}
if(browser==2){
tempX=Math.floor(event.pageX);
tempY=Math.floor(event.pageY);
}
chara_map[0][5]=1;
setCharaMonsterTarget(tempX,tempY,1);
chara_used_item=0;
click_counter=0;
}
document.ondblclick=function(event){
if(browser==1){
var target_X=Math.floor(event.clientX);
var target_Y=Math.floor(event.clientY);
}
if(browser==2){
var target_X=Math.floor(event.pageX);
var target_Y=Math.floor(event.pageY);
}
if(chara_value[0][1]>0){
spell=target_X+" "+target_Y+" "+spells[spell_id][2]+" "+spells[spell_id][3]+" "+spells[spell_id][0]+" "+spells[spell_id][1]+" "+spells[spell_id][4]+" "+spells[spell_id][5]+" "+spells[spell_id][6]+" "+spells[spell_id][7];
chara_map[0][2]="cast";
}
else{alert("Mana aufgebraucht!");}
}
document.onkeydown=function(event){//alert(event.keyCode);
if(event.keyCode==49){useItem(chara_item1,1);}
if(event.keyCode==50){useItem(chara_item2,2);}
if(event.keyCode==51){useItem(chara_item3,3);}
if(event.keyCode==52){useItem(chara_item4,4);}
if(event.keyCode==53){useItem(chara_item5,5);}
if(event.keyCode==55){spell_id=chara_spell1;}
if(event.keyCode==56){
spell_id=chara_spell2;
setInventarModi(0,0,0);
chara_value[0][14]=chara_value[0][14]+chara_value[0][7];
chara_value[0][16]=chara_value[0][15]+chara_value[0][5];
}
if(event.keyCode==57){spell_id=chara_spell3;}
if(event.keyCode==66){
blacksmith(1+" "+0);
setMenu(1);
Index=-1;
}
if(event.keyCode==68){
if(KI_decode==1){KI_decode=0;}
else{KI_decode=1;}
KI_ENCODE();
}
if(event.keyCode==73){
setMenu(1);
var D=document.getElementById('main');
var DT=document.getElementById('mainTable');
D.style.height=(949/size)+"px";
DT.style.height=(949/size)+"px";
inventory('0:0');
Index=-1;
}
if(event.keyCode==75){
setMenu(1);
KI_ENCODE();
Index=-1;
}
if(event.keyCode==77){
var D=document.getElementById('main');
var DT=document.getElementById('mainTable');
D.style.height=(820/size)+"px";
DT.style.height=(820/size)+"px";
setMenu(0);
createMap(1);
setInventarModi(0,0,0);
Index=1;
setKIValue(0,1);
}
if(event.keyCode==86){
setMenu(1);
}
}

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charaValue();
Index=-1;
}
if(event.keyCode==90){
var D=document.getElementById('CharaImg1');
if(D.style.left.replace(/px/, "")>1050){D.style.left=1000+"px";}
if(D.style.top.replace(/px/, "")>900){D.style.top=800+"px";}
D.style.width=135+"px";
D.style.height=171+"px";
D.src="RPG/style/tent_1.gif";
if(rest==0){rest=1;}
else{
rest=0;
}
chara_value[0][0]=parseInt(chara_max_hp);
chara_value[0][1]=parseInt(chara_max_mp);
}
}
if(event.keyCode==187){size=size-0.1;}
if(event.keyCode==189){size=size+0.1;}
if((event.keyCode==187)||event.keyCode==189){
var D=document.getElementById('main');
var DN=document.getElementById('bgNight');
var DM=document.getElementById('menu');
var DMI=document.getElementById('MenuImg');
var DT=document.getElementById('mainTable');
D.style.left=(10/size)+"px";
D.style.width=(1200/size)+"px";
D.style.height=(820/size)+"px";
DN.style.left=(10/size)+"px";
DN.style.width=(1200/size)+"px";
DN.style.height=(820/size)+"px";
DM.style.left=(10/size)+"px";
DM.style.top=(820/size)+"px";
DM.style.width=(1200/size)+"px";
DM.style.height=(150/size)+"px";
DMI.style.width=(1200/size)+"px";
DMI.style.height=(150/size)+"px";
DT.style.width=(1202/size)+"px";
DT.style.height=(1016/size)+"px";
setMenu(0);
setTags(map,0,0,"main");
Index=1;
}
}

function settings(){
if((navigator.userAgent.indexOf("MSIE")!=-1)||(!document.documentMode==true)){browser=1;}
if(navigator.userAgent.indexOf("Firefox")!=-1){browser=2;}
timer();
}

function setIntro(){
var nIntro=intro_txt.substring(0,intro_counter);
intro_counter++;
document.getElementById('intro').innerHTML="" + nIntro;
}

function timer(){// timerLoop
var timeOut=window.setTimeout("timer()",45);
if(Index==0){setIntro();}
if(Index==1){
for(var i=0;i<chara_map.length;i++){
if(i==0){
var D=document.getElementById('chara');
var DI=document.getElementById('CharaImg1');
var Img='CharaImg1';
if(rest==0){setMapCharacter(setCharaHPMP(D),D,DI,Img,i);}
}
if(i>0){
var D=document.getElementById('monster:1'+i);
var DI=document.getElementById('MonsterImg'+i);
var Img='MonsterImg'+i;
setMapCharacter("",D,DI,Img,i);
}
}
}
day_counter++;
if((day_counter>=7000)&&(day_counter<7400)){map_opacity=map_opacity-0.01;}
if((day_counter>=7400)&&(day_counter<7800)){map_opacity=map_opacity+0.01;}
if(day_counter>7800){day_counter=0;}
document.getElementById('bg').style.opacity=map_opacity;
KI_PROCESS(KI_count);
}

var KI_count=0;
var KI_calc=1;
var KI_rounds=0;
var KI_info="";
var KI_decode=1;
function KI_PROCESS(k){ // consciousness
var obj={
set setBasicParameter(x){
setCookie("KI_values","0:0:0:0:0");
KI_STANDARTS(x,0);
KI_DATA(x);
},
set saveData(x){KI_DATA(x);},
set setKIPParameter(values){
if(KI_count>1){
var long_term=getCookie("permanent_data");
var lt_array=long_term.split(":");
var values_array=values.split(":");
for(var i=0;i<values_array.length;i++){eval("var n"+i+"=parseInt(lt_array["+i+"]);");}
var cookie_value=n0+": "+n1+": "+n2+": "+n3+": "+n4+": "+n5;
setCookie("KI_values",cookie_value);
}
},
set transformKIPParameter(values){
var lt_array=values.split(":");
var map_rounds=KI_rounds-1;
for(var i=0;i<lt_array.length;i++){eval("var n"+i+"=parseInt(lt_array["+i+])/map_rounds;n"+i+"=Math.ceil(n"+i+");");}
var cookie_value=n0+": "+n1+": "+n2+": "+n3+": "+n4+": "+n5;
if(map_rounds<1){cookie_value=getCookie("permanent_data");}
else{
setCookie("KI_values",cookie_value);
KI_info="<br />m: "+n0+" f: "+n1+" s: "+n2+" tr: "+n3+" t: "+n4+" g: "+n5;
}
};
if(ki=0){
if(KI_calc==1){obj.saveData=0;}
}
}
}

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    else{
        obj.setKIPParameter=getCookie("KI_values");
        obj.transformKIPParameter=getCookie("KI_values");
    }
    KI_calc=1;
}
else{obj.setBasicParameter=-1;}
KI_count++;
}
function KI_DATA(I){ // subconscious
    if(I!=1){
        var M=KI_count%100;
        if((M==1)&&(KI_count>100)){
            var short_term=getCookie("temporary_data");
            var medium_term=getCookie("sporadic_data");
            var st_array=short_term.split(":");
            var mt_array=medium_term.split(":");
        }
        for(var i=0;i<6;i++){eval("var n="+i+"parseInt(st_array["+i+"])+parseInt(mt_array["+i+"]);");
            setCookie("sporadic_data",n0+"n1+"n2+"n3+"n4+"n5);
            setCookie("temporary_data",0:0:0:0:0:0);
        }
        var L=KI_count%3000;
        if((L==1)&&(KI_count>100)){
            var medium_term=getCookie("sporadic_data");
            var long_term=getCookie("permanent_data");
            var mt_array=medium_term.split(":");
            var lt_array=long_term.split(":");
        }
        for(var i=0;i<6;i++){eval("var n="+i+"parseInt(mt_array["+i+"])+parseInt(lt_array["+i+"]);");
            setCookie("permanent_data",n0+"n1+"n2+"n3+"n4+"n5);
            setCookie("sporadic_data",0:0:0:0:0:0);
        }
    }
    KI_calc=0;
    KI_rounds++;
}
else{
    setCookie("temporary_data",0:0:0:0:0:0); // short term
    setCookie("sporadic_data",0:0:0:0:0:0); // medium term
    setCookie("permanent_data",0:0:0:0:0:0); // long term
}
}
function KI_STANDARTS(S,I){ // ideal
    if(S==1){
        var values=getCookie("KI_values");
        var standart=getCookie("standart 0."+I);
        var values_array=values.split(":");
        var value=parseInt(values_array[I]);
        var standart_array=standart.split(":");
        if(value==0){return 0;}
        for(var j=0;j<standart_array.length;j++){
            var sta=parseInt(standart_array[j]);
            var stab=parseInt(standart_array[j-1]);
        }
        if(isNaN(stab)){stab=0;}
        if(((value>stab)&&(value<sta))){return (j-1);}
        if(j==(standart_array.length-1)){return 5;}
    }
}
if(S==0){return getCookie("standart "+S+"."+I+"");}
if(S==1){
    setCookie("standart 0.0","0:7:12:28:50"); // map change|fight|spell|trade|teasur|gold
    setCookie("standart 0.1","0:20:40:80:120");
    setCookie("standart 0.2","0:30:70:110:170");
    setCookie("standart 0.3","0:3:10:20:50");
    setCookie("standart 0.4","0:3:10:20:50");
    setCookie("standart 0.5","0:3:10:20:50");
}
}
function KI_ENCODE(){ // persona/mask
    var encode=" | div,encode,1200,970,0,20,1000,-1"
    encode=encode+" | <table width='"+(1200/size)+"' cellpadding='5' cellspacing='0'>";
    encode=encode+"<tr><td class='thead' height='43' colspan='6'>DATA count:"+KI_count+"</td></tr>";
    encode=encode+"<tr><td class='thead' height='43'>map_change</td><td class='thead' height='43'>fight</td><td class='thead' height='43'>spell</td><td class='thead' height='43'>trade</td><td class='thead' height='43'>teasur</td><td class='thead' height='43'>gold</td></tr>";
    encode=encode+"<tr><td class='thead' height='43' colspan='6'>temporary</td></tr>";
    var st_array=getCookie("temporary_data").split(":");
    encode=encode+"<tr><td width='200'>"+st_array[0]+"</td><td width='200'>"+st_array[1]+"</td><td width='200'>"+st_array[2]+"</td><td width='200'>"+st_array[3]+"</td><td width='200'>"+st_array[4]+"</td><td width='200'>"+st_array[5]+"</td></tr>";
    encode=encode+"<tr><td class='thead' height='43' colspan='6'>sporadic</td></tr>";
    st_array=getCookie("sporadic_data").split(":");
    encode=encode+"<tr><td width='200'>"+st_array[0]+"</td><td width='200'>"+st_array[1]+"</td><td width='200'>"+st_array[2]+"</td><td width='200'>"+st_array[3]+"</td><td width='200'>"+st_array[4]+"</td><td width='200'>"+st_array[5]+"</td></tr>";
    encode=encode+"<tr><td class='thead' height='43' colspan='6'>permanent</td></tr>";
    st_array=getCookie("permanent_data").split(":");
    encode=encode+"<tr><td width='200'>"+st_array[0]+"</td><td width='200'>"+st_array[1]+"</td><td width='200'>"+st_array[2]+"</td><td width='200'>"+st_array[3]+"</td><td width='200'>"+st_array[4]+"</td><td width='200'>"+st_array[5]+"</td></tr>";
    encode=encode+"</table>";
    encode=encode+" | <table width='"+(1200/size)+"' cellpadding='5' cellspacing='0'>";
    encode=encode+"<tr><td class='thead' height='43' colspan='6'>STANDARTS</td></tr>";
    encode=encode+"<tr><td class='thead' height='43'>standart 0.0</td><td class='thead' height='43'>standart 0.1</td><td class='thead' height='43'>standart 0.2</td><td class='thead' height='43'>standart 0.3</td><td class='thead' height='43'>standart 0.4</td><td class='thead' height='43'>standart 0.5</td></tr>";
    encode=encode+"</table>";
    encode=encode+" | <table width='"+(1200/size)+"' cellpadding='5' cellspacing='0'>";
    encode=encode+"<tr><td class='thead' height='43'>KI_values</td></tr>";
    var ki_values="";
    if(KI_decode==1){
        if(charaClass=='necromancer'){var stb1=KI_STANDARTS(1,1);}
        else{var stb1=KI_STANDARTS(1,1);}
        var all_standards=KI_STANDARTS(1,0)+stb1+KI_STANDARTS(1,2)+KI_STANDARTS(1,3)+KI_STANDARTS(1,4)+KI_STANDARTS(1,5);
        if(all_standards!=0){all_standards=Math.ceil(all_standards/6);}
        var ki_values_array=getCookie("KI_values").split(":");
        if((all_standards>130)&&(all_standards<170)){ki_values=getCookie("KI_values");}
        else{
            var str="";
            if(((all_standards>50)&&(all_standards<=130))||((all_standards>=170)&&(all_standards<=500))){
                for(var i=0;i<6;i++){
                    eval("var kv="+i+"parseInt(ki_values_array["+i+"])+parseInt(stb1+(i==0?0:(i==1?1:(i==2?2:(i==3?3:(i==4?4:(i==5?5:0))))));");
                }
            }
            else{
                for(var i=0;i<6;i++){
                    eval("var kv="+i+"parseInt(ki_values_array["+i+"])+parseInt(stb1+(i==0?0:(i==1?1:(i==2?2:(i==3?3:(i==4?4:(i==5?5:0))))));");
                }
            }
            ki_values=str;
            KI_info="<br />"+str;
        }
        if(KI_rounds<1){ki_values=getCookie("KI_values");}
    }
    else{ki_values=getCookie("KI_values");}
    encode=encode+"<tr><td height='43'>"+ki_values+"</td></tr>";
    encode=encode+"</table>";
    encode=encode+" | <table width='"+(1200/size)+"' height='"+(970/size)+"' cellpadding='5' cellspacing='0'>";
    encode=encode+"<tr><td class='thead' height='100%'></td></tr>";
    encode=encode+"</table>";
    encode=encode+" | </div>";
    encode=encode+" | div,return,300,20,0,0,10000,background-color: #CCCCCC; layer-background-color: #CCCCCC; border: 1px solid #000000; | [ return Hotkey M | decode Hotkey D ]</div>";
}

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    if((P=='left')&&(C3==1)){
        if(y>Y){Y=parseInt(sY)-(70/size);P="up";}
    }else{Y=parseInt(sY)+parseInt(sH)+(40/size);P="down";}
    X=parseInt(x);
    chara_map[count][9]=-20;
}
if((P=='right')&&(C3==1)){
    if(y>Y){Y=parseInt(sY)-(70/size);P="up";}
}else{Y=parseInt(sY)+parseInt(sH)+(70/size);P="down";}
X=parseInt(x);
chara_map[count][9]=-20;
}
if((P=='down')&&(C3==1)){
    if(x>X){X=parseInt(sX)-(70/size);P="left";}
}else{X=parseInt(sX)+parseInt(sW)+(40/size);P="right";}
Y=parseInt(y);
chara_map[count][9]=-20;
}
if((P=='up')&&(C3==1)){
    if(x>X){X=parseInt(sX)-(70/size);P="left";}
}else{X=parseInt(sX)+parseInt(sW)+(70/size);P="right";}
Y=parseInt(y);
chara_map[count][9]=-20;
}
}
if((wall_check==1)&&(C3==1)){
var n=wall_check_array[1]*"."+wall_check_array[2]*"."+wall_check_array[3];
var DS=document.getElementById(n);
var sX=DS.style.left.replace(/px/,"");
var sW=DS.style.width.replace(/px/,"");
var obj_middle=parseInt(sX)+Math.floor(sW/2)-35;
if(obj_middle<x){
    P="right";
    X=parseInt(sX)+parseInt(sW)+70;
    chara_map[count][9]=-60;
}
}
else{
    P="left";
    X=parseInt(sX)-70;
    chara_map[count][9]=-60;
}
}
}
if(spell_check!='-1'){
    spell_check=parseInt(spell_check);
var spell_array=spell.split(",");
var split_power=parseInt(chara_inventory[spell_check][2]);
var spell_count=parseInt(spell_array[10]);
var spell_damage=Math.floor(split_power/spell_count);
spell_damage=parseInt(spell_damage)-parseInt(chara_value[count][9]);
if(spell_damage<0){spell_damage=0;}
chara_value[count][0]=chara_value[count][0]-spell_damage;
}
if(spell_check=='-1'){spell_check=0+"";}
var spell_array=spell.split(",");
if((A!='cast')&&(typeof spell_array[11]!='undefined')&&(parseInt(spell_array[11])==count)|| (chara_value[count][0]<5)){
spell="-1:-1";
var DSA=document.getElementById("spellArea:1");
DSA.style.left=-1000+"px";
}
}
if((monster_check!='0')&&(count==0)){
var monster_id=parseInt(monster_check);
chara_map[0][10]=monster_id;
if(chara_value[count][0]>5){A=setAction(DI,"fight",C1);}
var DM=document.getElementById('CharaImg1');
var mX=DM.style.left.replace(/px/,"");
var mY=DM.style.top.replace(/px/,"");
if(chara_map[monster_id][3]=='left'){P="right";}
if(chara_map[monster_id][3]=='right'){P="left";}
if(chara_map[monster_id][3]=='up'){P="down";}
if(chara_map[monster_id][3]=='down'){P="up";}
}
else{monster_check=chara_map[0][10]+"";}
if((chara_value[count][0]<5)|| (typeof chara_value[count][0]=='undefined')&&(KI_rounds>1)){
if(C1==2){var kistandart=KI_STANDARTS(1,1);}
else{var kistandart=KI_STANDARTS(1,2);}
if(kistandart==3){
if(rand(9)>7){chara_value[count][0]=200;}
}
}
else{
if((kistandart<2)|| (kistandart>4)){
if(rand(9)>4){chara_value[count][0]=200;}
}
}
}
}
if((chara_value[count][0]<5)|| (typeof chara_value[count][0]=='undefined')){ // check ob Chara|Monster tot ist
A=setAction(DI,"die",C1);
if(C1==1){var exp_modi=100+rand(100);}
if(C1==2){var exp_modi=150+rand(100);}
if(C1==3){var exp_modi=1000+rand(500);}
chara_value[0][3]=chara_value[0][3]+exp_modi;
if(count==0){alert("game over");}
if(C1==3){
var l=chara_inventory.length;
var new_inventory=new Array(l+1);
for(var i=0;i<l;i++){
new_inventory[i]=new Array(10);
new_inventory[i]=chara_inventory[i];
}
var temp_array=[1,'Diablos Schädel',10000,Math.floor(100000/1.1),'skull1.gif',60,59,0,13,''];
new_inventory[l]=temp_array;
chara_inventory=new_inventory;
}
}
if(A!=inAction){C=7;}
P="down";
if(parseInt(chara_map[0][10])==count){
chara_map[0][10]=0+"";
chara_map[0][2]="walk";
chara_map[0][4]=1;
tempX=500;
tempY=500;
setKIValue(1,0);
}
}
}
coll_check="m"+monster_check+" sp:"+spell_check+" st:"+stone_check+" w:"+wall_check;
setCharaMonster(D,DI,count,A,P,C,C1,chara_map[count][6],X,Y,500,50,C2,Img,ST,monster_check,coll_check,chara_map[count][10]);
chara_map[count][2]=A;
chara_map[count][3]=P;
chara_map[count][4]=C;
chara_map[count][5]=C2;
chara_map[count][7]=X;
chara_map[count][8]=Y;

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}
else{
  if(chara_map[count][4]>1){
    chara_map[count][4]=chara_map[count][4]-1;
    setCharaMonster(D,DI,count,"die","down",chara_map[count][4],chara_map[count][12],0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0);
  }
}
}
function setCharaMonster(D,DI,I,A,P,C,Cl,S,tX,tY,HP,MP,C2,Img,ST,M,L,F){
  var x=fInt(DI,'1');
  var y=fInt(DI,'t');
  var status_txt=ST;
  if(A!='die'){
    // lebendig
    var check=area2(x,y,tX,tY,(170/size),(170/size));
    // check ob Chara | Monster in speziellen Gebiet befinden
    if((check==1)&&(A=='walk')&&(C2>7)){chara_map[I][2]="stand";}
    // stehen in Gebiet
    if(A=='stand'){
      // Aktion: stehen
      if(A=='walk'){
        if(C1==3){var speed_modi=4;}
      }
    }
  }
  else{var speed_modi=0;}
  setImgLeftTop(DI,x,y,P,S+speed_modi);
  }
  if(A=='fight'){
    // Aktion: kämpfen
    if((M!='0')&&(I==0)){
      M=parseInt(M);
      if(C==16){
        var damage=chara_value[0][16];
        var kistandart=KI_STANDARTS(1,1);
        if((kistandart!=3)&&(KI_rounds>0)){
          damage=Math.floor(damage/1.5);
        }
      }
      else{
        if((kistandart<2)||kistandart>4)&&(KI_rounds>0){
          damage=Math.floor(damage/2.5);
        }
      }
      chara_value[M][0]=chara_value[M][0]-damage;
    }
    // Schaden machen
    status_txt=status_txt+"<br />monster"+M+" HP: "+chara_value[M][0]+" damage: "+chara_value[0][16];
  }
  if((F!=0)&&(I!=0)){
    var damage=Math.floor((chara_value[I][16]-chara_value[0][14])/16);
    // errechne Schaden
    if(damage<0){damage=0;}
    chara_value[0][0]=chara_value[0][0]-damage;
  }
  }
  if(A=='cast'){
    // Aktion: zauber
    var spell_array=spell.split(".");
    var spell_count=parseInt(spell_array[9]);
    if(spell!='-1:-1'){
      setSpell(document.getElementById('spellArea:1'),spell_array[0],spell_array[1],spell_array[2],spell_array[3],spell_array[4],spell_array[5],spell_array[6],spell_array[7],spell_array[8],spell_array[9],spell_array[10]);
      var used_mana=Math.floor((chara_inventory[spell_id][2]/300)/spell_array[10]);
      if(I==0){chara_value[0][1]=chara_value[0][1]-used_mana;}
    }
  }
  }
  var img_modi=getActionModi(A,C,Cl);
  if(img_modi<1){img_modi=1;}
  if(Img=='CharaImg1'){class_=charaClass;}
  else{
    if(C1==1){class_="barbar";}
    if(C1==2){class_="necromancer";}
    if(C1==3){class_="diablo";}
  }
  document.getElementById(Img).src="RPG/"+class_+"/"+A+"-"+P+"-"+img_modi+".gif";
  if(chara_used_item!=0){status_txt=status_txt+"<br />"+chara_used_item;}
  if(I==0){
    var map_area="<br />N:"+chara_map_area[0]+" S:"+chara_map_area[1]+" E:"+chara_map_area[2]+" W:"+chara_map_area[3];
    document.getElementById("charaInfo").innerHTML=status_txt+map_area+"<br />"+L+"KI_info";
  }
  if(C1<3){
    if((A=='fight')||A=='cast'){D.style.zIndex=(y-(-37/size))+"";}
    // setzt z-Index
    else{D.style.zIndex=y+"";}
  }
  if(C1==3){D.style.zIndex=(y-(-120/size))+"";}
  }
}
function setMonsterInfo(M){
  var mod_array=M.split(".");
  var v=parseInt(mod_array[0]);
  M=parseInt(mod_array[1]);
  if(M==0){
    var d=document.getElementById("monsterInfo:1");
    if(v==0){var DI=document.getElementById("CharaImg1");}
    else{var DI=document.getElementById("MonsterImg"+v);}
    var DI_X=DI.style.left.replace(/px/, "")-20;
    var DI_Y=DI.style.top.replace(/px/, "")-20;
    d.style.left=DI_X+"px";
    d.style.top=DI_Y+"px";
    d.style.width=100+"px";
    d.style.height=65+"px";
    var fs="<font size='2'>";
    d.innerHTML="<table cellpadding='3'><tr><td>"+fs+HP:""+chara_value[v][0]+"/></td><td>"+fs+MP:""+chara_value[v][1]+"/></td><td>"+fs+damage:""+chara_value[v][16]+"/></td><td>"+fs+armor:""+chara_value[v][17]+"/></td></tr></table>";
  }
  else{
    var d=document.getElementById("monsterInfo:1");
    d.style.left=1000+"px";
  }
}
}
function collision(X,Y,I){
  // Kollision mit wand,etc. - setCharaMonster | FightMod
  var l= document.getElementsByTagName("div").length;
  var check=0;
  var trader_check=0+"-"+0;
  var stairs_check=0+"";
  var stone_check=0+"-"+0;
  var spell_check=-1+"";
  var monster_check=0+"";
  var wall_check=0+"-"+0;
  for(var i=0;i<l;i++){
    var Obj_ID=document.getElementById("div"+i).id;
    if((Obj_ID!='bgNight')&&(Obj_ID!='menu')&&(Obj_ID!='innerMenu')&&(Obj_ID!='HP')&&(Obj_ID!='MP')&&(Obj_ID!='charaInfo')&&(Obj_ID!='selectedItem1')&&(Obj_ID!='selectedItem2')&&(Obj_ID!='selectedItem3')&&(Obj_ID!='selectedItem4')){
      document.getElementById(Obj_ID).style.opacity=map_opacity;
    }
    var Obj_Array=Obj_ID.split(".");
    var n=Obj_Array[0];
    var v=Obj_Array[1];
    if((n=='spellArea')&&(v==1)&&(spell_check=='-1')){spell_check=collision(n,X,Y,Obj_ID,I);}
    if((n=='trader')&&(v>0)&&(trader_check=='0-0')){trader_check=collision(n,X,Y,Obj_ID,I);}
    if((n=='treasure')&&(v==1)&&(I==0)){collision(n,X,Y,Obj_ID,I);}
    if((n=='gold')&&(v==1)&&(I==0)){collision(n,X,Y,Obj_ID,I);}
    if((n=='stairs')&&(v==1)&&(stairs_check=='0')){stairs_check=collision(n,X,Y,Obj_ID,I);}
    if((n=='stone')&&(v==1)&&(stone_check=='0-0')){stone_check=collision(n,X,Y,Obj_ID,I);}
  }
}

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if((n==='monster')&&(v==1)&&(monster_check==='0')&&(I==0)){monster_check=collObject(n,X,Y,Obj_ID,I);}
if((n==='wall')&&(v==1)&&(wall_check==='0-0')){wall_check=collObject(n,X,Y,Obj_ID,I);}
if(preload_check==0){if((n==='preloadDiv')&&(v==1)){preload_check=1;document.getElementById('preloadDiv:1').innerHTML="" + preloadImg();}}//
}
var return_value=trader_check+"stair_check"+"stone_check"+"spell_check"+"monster_check"+"wall_check;
return return_value;
}
function collObject(N,X,Y,0,1){
if(N==='spellArea'){ //helper(document.getElementById("helper:1"),Obj_X,Obj_Y,150,150);
var D=document.getElementById(0);
var Obj_X=D.style.left.replace(/px/,"")-(50/size);
var Obj_Y=D.style.top.replace(/px/,"")-(50/size);
var check5=area2(X,Y,Obj_X,Obj_Y,(150/size),(150/size));
if(check5==1){return spell_id+"";}
else{return "-1";}
}
if(N==='trader'){
var trader_check="0-0";
var Obj_Array=0.split(":");
var n=Obj_Array[0];
var v=Obj_Array[1];
var C=parseInt(Obj_Array[2]);
var HP=parseInt(Obj_Array[4]);
var check1=collCheck(X,Y,0);
if(check1==1){trader_check=1+"-"+v;}
var imgModi="";
if(C==9){if((rand(17)==1)&&(HP>5)){C=1;}}
else{C++;}
if((check1==1)&&(I>0)){HP=HP-200;}
if(HP<5){imgModi='die-';trader_check=0;}
document.getElementById('TraderImg1').src="RPG/style/trader-"+imgModi+"C.gif";
var newID='trader:1:'+C+':'+Obj_Array[3]+'':"+HP;
document.getElementById(0).setAttribute("id",newID);
return trader_check;
}
if(N==='treasur'){
var D=document.getElementById(0);
var Obj_X=D.style.left.replace(/px/,"")-(30/size);
var Obj_Y=D.style.top.replace(/px/,"")-(30/size);
var check2=area2(X,Y,(Obj_X-(20/size)),(Obj_Y-(70/size)),(70/size),(80/size));
if(check2==1){
document.getElementById('TreasurImg1').src="RPG/style/treasur_open.gif";
D.setAttribute("id","treasur:2");
getRandomItem();
}
}
setKIValue(4,0);
}
if(N==='gold'){
var D=document.getElementById(0);
var Obj_X=D.style.left.replace(/px/,"")-(20/size);
var Obj_Y=D.style.top.replace(/px/,"")-(100/size);
var check3=area2(X,Y,(Obj_X-(30/size)),Obj_Y,(90/size),(120/size));
if(check3==1){
var Obj_Array=0.split(":");
document.getElementById('GoldImg1').src="RPG/style/blank.gif";
D.setAttribute("id","gold:2");
chara_value[0][4]=chara_value[0][4]+parseInt(Obj_Array[2]);
}
setKIValue(5,0);
}
if(N==='stairs'){
var check4=collCheck(X,Y,0);
if(check4==1){
map_index++;
createMap(0);
return "1";
}
else{return "0";}
}
if(N==='stone'){
var check5=collCheck(X,Y,0);
if(check5==1){
var Obj_Array=0.split(":");
var n=Obj_Array[0];
var v=Obj_Array[1];
var stone_check=1+"-"+n+"-"+v+"-"+Obj_Array[2];
return stone_check+"";
}
else{return 0+"-"+0;}
}
if(N==='monster'){
var Obj_Array=0.split(":");
var monster_id=Obj_Array[2];
if(chara_map[monster_id][2]!='die'){
var A=chara_map[monster_id][2];
var D=document.getElementById('MonsterImg'+monster_id);
var Obj_X=D.style.left.replace(/px/,"")-(40/size);
var Obj_Y=D.style.top.replace(/px/,"")-(90/size);
var check6=area2(X,Y,Obj_X,Obj_Y,(140/size),(230/size));
if(check6==1){return monster_id+"";}
else{return "0";}
}
else{return "0";}
}
if(N==='wall'){//helper(document.getElementById("helper:1"),Obj_X,Obj_Y,Obj_W,Obj_H);
var D=document.getElementById(0);
if(chara_map[I][12]==3){
var Obj_Y=D.style.top.replace(/px/,"")-(180/size);
var Obj_H=D.style.height.replace(/px/,"")-(50/size);
}
else{
var Obj_Y=D.style.top.replace(/px/,"")-(40/size);
var Obj_H=D.style.height.replace(/px/,"");
}
var Obj_X=D.style.left.replace(/px/,"")-(20/size);
var Obj_W=D.style.width.replace(/px/,"")-(40/size);
var check7=area2(X,Y,Obj_X,Obj_Y,Obj_W,Obj_H);
if(check7==1){
var Obj_Array=0.split(":");
var n=Obj_Array[0];
var v=Obj_Array[1];
var wall_check=1+"-"+n+"-"+v+"-"+Obj_Array[2];
return wall_check+"";
}
else{return 0+"-"+0;}
}
}
function collCheck(X,Y,0){
var D=document.getElementById(0);
var Obj_X=D.style.left.replace(/px/,"");
var Obj_Y=D.style.top.replace(/px/,"");
}

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var Obj_W=D.style.width.replace(/px/,"");
var Obj_H=D.style.height.replace(/px/,"");
var check=area2(X,Y,(Obj_X-(20/size)),(Obj_Y-(50/size)),Obj_W,(Obj_H-(30/size)));
return check;
}

function setCharaHPMP(){
var HP=chara_value[0][0];
if(!isNaN(HP)){
HP=chara_hp;
chara_value[0][0]=chara_hp;
}
else{chara_hp=HP;}
var max_hp=chara_max_hp+chara_value[0][8];
var max_mp=chara_max_mp;
var MP=chara_value[0][1];
var DH=document.getElementById('HP');
var DM=document.getElementById('MP');
var DHT=parseInt(DH.style.top.replace(/px/,""));
var DMT=parseInt(DM.style.top.replace(/px/,""));
var hp_step=Math.ceil(max_hp/125);
var hp_diff=chara_max_hp-HP;
var hp_modi=Math.ceil(hp_diff/hp_step);
var hp_div_top=20+hp_modi;
var hp_div_height=125-hp_modi;
var mp_step=Math.ceil(max_mp/125);
var mp_diff=chara_max_mp-MP;
var mp_modi=Math.ceil(mp_diff/mp_step);
var mp_div_top=20+mp_modi;
var mp_div_height=125-mp_modi;
if((HP>0)&&(DHT>20)&&(DHT<=125)){
DH.style.top=hp_div_top+"px";
DH.style.height=hp_div_height+"px";
}
if((MP>0)&&(DMT>20)&&(DMT<=125)){
DM.style.top=mp_div_top+"px";
DM.style.height=mp_div_height+"px";
}
}
return "HP: "+max_hp+" / "+HP+" MP: "+chara_max_mp+" / "+MP;
}

function setCharaMonsterTarget(X,Y,M){
for(var i=0;i<chara_map.length;i++){
if(chara_map[i][2]!='die'){
if((M==0)&&(i>0)){chara_map[i][2]='walk';}
if(M==1){chara_map[i][2]='walk';}
chara_map[i][9]=1;
chara_map[i][7]=X;
chara_map[i][8]=Y;
}
}
}

function setAction(I,nA,C1){// für jede Action wird ermittelt, wie groß das Bild ist und welche Veränderungen vorgenommen werden müssen
var w=parseInt(I.style.width.replace(/px/,""));
if(((nA=='stand')|| (nA=='walk')|| (nA=='die'))&&(w>(100/size))&&(C1!=3)){
I.src="RPG/style/blank.gif";
I.style.width=(73/size)+"px";
I.style.height=(108/size)+"px";
I.style.left=parseInt(I.style.left.replace(/px/,""))+(42/size)+"px";
I.style.top=parseInt(I.style.top.replace(/px/,""))+(17/size)+"px";
}
if(((nA=='fight')|| (nA=='cast'))&&(w<(100/size))&&(C1!=3)){
I.src="RPG/style/blank.gif";
I.style.width=(150/size)+"px";
I.style.height=(150/size)+"px";
I.style.left=parseInt(I.style.left.replace(/px/,""))-(42/size)+"px";
I.style.top=parseInt(I.style.top.replace(/px/,""))-(17/size)+"px";
}
return nA;
}

function getPosition(I,P,x,y,target_X,target_Y){// anhand der Position und dem Ziel wird die Position gesetzt
var new_Pos=P;
var diff_X=x-target_X;
var diff_Y=y-target_Y;
if(diff_X<0){diff_X=Math.abs(diff_X);}
if(diff_X>(20/size)){var check_X=1;}
else{var check_X=0;}
if(diff_Y<0){diff_Y=Math.abs(diff_Y);}
if(diff_Y>(20/size)){var check_Y=1;}
else{var check_Y=0;}
if((diff_X>diff_Y)&&(check_X==1)){
if((rand(2)==1)&&(diff_X>100)&&(click_counter>20)){new_Pos=P;}
else{
if(x>target_X){new_Pos="left";}
else{new_Pos="right";}
}
}
if((diff_Y>diff_X)&&(check_Y==1)){
if((rand(2)==1)&&(diff_Y>100)&&(click_counter>20)){new_Pos=P;}
else{
if(y>target_Y){new_Pos="up";}
else{new_Pos="down";}
}
}
}
if((check_X==0)&&(check_Y==0)&&(I==0)){new_Pos="stand";}
return new_Pos;
}

function setImgLeftTop(I,X,Y,P,S){// X- und Yposition /de Bildes werden verändert/
S=S/size;
if(P=='left'){I.style.left=(X-S)+"px";}
if(P=='right'){I.style.left=(X+S)+"px";}
if(P=='up'){I.style.top=(Y-S)+"px";}
if(P=='down'){I.style.top=(Y+S)+"px";}
}

function getActionModi(A,C,C1){// ermittelt anhands der Action den CountModi
if(A=='stand'){return 1;}
if((A=='walk')&&(C1<3)){return 9-C;}
if((A=='walk')&&(C1==3)){return 13-C;}
if((A=='fight')&&(C1<3)){return 17-C;}
if((A=='fight')&&(C1==3)){return 21-C;}
if(A=='cast'){return 16-C;}
if((A=='die')&&(C1<3)){return 7-C;}
if((A=='die')&&(C1==3)){return 6-C;}
}

function getCounter(A,C,C1){// countet die unterschiedlichen Aktionen
if(C==1){
if(A=='stand'){return 1;}
if(A=="walk")&&(C1<3){return 8;}
if(A=="walk")&&(C1==3){return 12;}
if(A=="fight")&&(C1<3){return 16;}
if(A=="fight")&&(C1==3){return 20;}
}
}

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if(A=='cast'){return 15;}
if((A=='die')&&(C1<3)){return 6;}
if((A=='die')&&(C1=3)){return 5;}
}
else{return C-1;}
}

function setMenu(m){
if(m==1){document.getElementById("menu").style.visibility="hidden";}
else{
document.getElementById("menu").style.visibility="visible";
var menu_str="";
menu_str=menu_str+" | div,HP,200,125,350,20,10,background-color: #6C0000; layer-background-color: #6C0000; border: 1px none #000000; | </div>";
menu_str=menu_str+" | div,MP,200,125,900,20,10,background-color: #000033; layer-background-color: #000033; border: 1px none #000000; | </div>";
menu_str=menu_str+" | div,innerMenu,1200,150,1,1,101,-1";
menu_str=menu_str+" | img,MenuImg,1200,150,0,0,-1,RPG/style/menu2.gif";
menu_str=menu_str+" </div>";
menu_str=menu_str+" | div,link1,26,26,817,72,101,-1 | <a href='#' onClick='setRoom(1)'><img src='RPG/style/blank.gif' width='26' height='30' border='0' /></a></div>";
menu_str=menu_str+" | div,link2,26,26,845,72,101,-1 | <a href='#' onClick='setRoom(2)'><img src='RPG/style/blank.gif' width='26' height='30' border='0' /></a></div>";
menu_str=menu_str+" | div,link3,26,26,873,72,101,-1 | <a href='#' onClick='setRoom(3)'><img src='RPG/style/blank.gif' width='26' height='30' border='0' /></a></div>";
menu_str=menu_str+" | div,link4,26,26,817,101,101,-1 | <a href='#' onClick='setRoom(4)'><img src='RPG/style/blank.gif' width='26' height='30' border='0' /></a></div>";
menu_str=menu_str+" | div,link5,26,26,845,101,101,-1 | <a href='#' onClick='setRoom(5)'><img src='RPG/style/blank.gif' width='26' height='30' border='0' /></a></div>";
menu_str=menu_str+" | div,link6,26,26,873,101,101,-1 | <a href='#' onClick='setRoom(6)'><img src='RPG/style/blank.gif' width='26' height='30' border='0' /></a></div>";
menu_str=menu_str+" | div,selectedItem1,40,40,561,80,101,border: 1px none #000000; | </div>";
menu_str=menu_str+" | div,selectedItem2,40,40,611,80,101,border: 1px none #000000; | </div>";
menu_str=menu_str+" | div,selectedItem3,40,40,661,80,101,border: 1px none #000000; | </div>";
menu_str=menu_str+" | div,selectedItem4,40,40,710,80,101,border: 1px none #000000; | </div>";
menu_str=menu_str+" | div,selectedItem5,40,40,759,80,101,border: 1px none #000000; | </div>";
menu_str=menu_str+" | div,selectedScroll1,30,30,950,23,101,border: 1px none #000000; | </div>";
menu_str=menu_str+" | div,selectedScroll2,30,30,950,63,101,border: 1px none #000000; | </div>";
menu_str=menu_str+" | div,selectedScroll3,30,30,950,103,101,border: 1px none #000000; | </div>";
menu_str=menu_str+" | div,charaInfo,243,114,6,16,100,background-color: #CCCCCC; layer-background-color: #CCCCCC; border: 1px solid #000000; | </div>";
setTags(menu_str,0,0,"menu");
var menu_str="";
setMapScrollsItems();
}
}

function charaValue(){
var values="";
if(!isNaN(chara_value[0][3])){chara_value[0][3]=chara_value[0][2]*4000;}
if(chara_value[0][12]>20){var mouse_event="onMouseOver";}
else{var mouse_event="onClick";}
values=values+" | div,values,800,808,0,20,1000,-1";
values=values+" | img,ValuesImg,800,808,0,0,0,RPG/style/chara_values.gif";
values=values+" | div,level,100,38,168,69,100,-1 | </div>";
values=values+" | div,exp,172,38,547,72,100,-1 | </div>";
values=values+" | div,nextLevel,172,38,547,141,100,-1 | </div>";
values=values+" | div,gold,172,38,547,263,100,-1 | </div>";
values=values+" | div,armorClass,95,38,646,354,100,-1 | </div>";
values=values+" | div,hit,95,38,646,426,100,-1 | </div>";
values=values+" | div,damage,95,38,646,494,100,-1 | </div>";
values=values+" | div,resistMagic,95,38,646,588,100,-1 | </div>";
values=values+" | div,resistFire,95,38,646,658,100,-1 | </div>";
values=values+" | div,resistLightning,95,38,646,728,100,-1 | </div>";
values=values+" | div,strength,70,38,239,290,100,-1 | </div>";
values=values+" | div,strengthUp,70,38,359,285,100,visibility: hidden;";
values=values+" | a href='#',"+mouse_event+"setCharaValue(,5,0,0,-1,-1";
values=values+" | img,StrengthUpImg,70,37,0,0,-1,RPG/style/value_up.gif";
values=values+" </a> | </div>";
values=values+" | div,magic,70,38,239,360,100,-1 | </div>";
values=values+" | div,magicUp,70,38,359,355,100,visibility: hidden;";
values=values+" | a href='#',"+mouse_event+"setCharaValue(,6,0,0,-1,-1";
values=values+" | img,MagicUpImg,70,37,0,0,-1,RPG/style/value_up.gif";
values=values+" </a> | </div>";
values=values+" | div,dexterity,70,38,239,431,100,-1 | </div>";
values=values+" | div,dexterityUp,70,38,359,426,100,visibility: hidden;";
values=values+" | a href='#',"+mouse_event+"setCharaValue(,7,0,0,-1,-1";
values=values+" | img,DexterityUpImg,70,37,0,0,-1,RPG/style/value_up.gif";
values=values+" </a> | </div>";
values=values+" | div,vitality,70,38,239,501,100,-1 | </div>";
values=values+" | div,vitalityUp,70,38,359,496,100,visibility: hidden;";
values=values+" | a href='#',"+mouse_event+"setCharaValue(,8,0,0,-1,-1";
values=values+" | img,VitalityUpImg,70,37,0,0,-1,RPG/style/value_up.gif";
values=values+" </a> | </div>";
values=values+" | div,points,70,38,239,570,100,-1 | </div>";
values=values+" | div,life,70,38,239,663,100,-1 | </div>";
values=values+" | div,lifeUp,70,38,359,659,100,visibility: hidden;";
values=values+" | a href='#',"+mouse_event+"setCharaValue(,0,0,0,-1,-1";
values=values+" | img,LifeUpImg,70,37,0,0,-1,RPG/style/value_up.gif";
values=values+" </a> | </div>";
values=values+" | div,mana,70,38,239,739,100,-1 | </div>";
values=values+" | div,manaUp,70,38,359,729,100,visibility: hidden;";
values=values+" | a href='#',"+mouse_event+"setCharaValue(,1,0,0,-1,-1";
values=values+" | img,ManaUpImg,70,37,0,0,-1,RPG/style/value_up.gif";
values=values+" </a> | </div>";
values=values+" | </div>";
values=values+" | div,return,160,20,0,0,10000,background-color: #CCCCCC; layer-background-color: #CCCCCC; border: 1px solid #000000; | [ return Hotkey M ]</div>";
document.getElementById('main').style.opacity=1.0;
document.getElementById('bgNight').style.opacity=0.0;
setTags(values,0,0,"main");
if(size<=1.3){
var fS1="<font size='*3'>";
var fS2="<font size='*2'>";
}
if(size>1.3){
var fS1="<font size='*1'>";
var fS2="<font size='*1'>";
}
if(size>1.7){
var fS1="<font size='*1'>";
var fS2="<font size='*2'>";
}
document.getElementById('level').innerHTML=fS1+""+chara_value[0][2]+""</font>";
document.getElementById('exp').innerHTML=fS1+""+chara_value[0][3]+""</font>";
document.getElementById('nextLevel').innerHTML=fS1+""+chara_value[0][13]+""</font>";
document.getElementById('gold').innerHTML=fS1+""+chara_value[0][4]+""</font>";
document.getElementById('armorClass').innerHTML=fS2+""+chara_value[0][14]+""</font>";
document.getElementById('hit').innerHTML=fS2+""+chara_value[0][15]+""</font>";
document.getElementById('damage').innerHTML=fS2+""+chara_value[0][16]+""</font>";
document.getElementById('resistMagic').innerHTML=fS1+""+chara_value[0][9]+""</font>";
document.getElementById('resistFire').innerHTML=fS1+""+chara_value[0][10]+""</font>";
document.getElementById('resistLightning').innerHTML=fS1+""+chara_value[0][11]+""</font>";
document.getElementById('strength').innerHTML=fS2+""+chara_value[0][5]+""</font>";
document.getElementById('magic').innerHTML=fS2+""+chara_value[0][6]+""</font>";
document.getElementById('dexterity').innerHTML=fS2+""+chara_value[0][7]+""</font>";
document.getElementById('vitality').innerHTML=fS2+""+chara_value[0][8]+""</font>";
document.getElementById('points').innerHTML=fS1+""+chara_value[0][12]+""</font>";
document.getElementById('life').innerHTML=fS2+""+chara_max_hp+""</font>";
document.getElementById('mana').innerHTML=fS2+""+chara_max_mp+""</font>";
if(chara_value[0][3]>chara_value[0][13]){
var add_points=25+rand(10);
}
}

```

```

chara_value[0][12]=chara_value[0][12]+add_points;
chara_value[0][2]++;
chara_value[0][13]=chara_value[0][2]*3000;
charaValue();
}
if(chara_value[0][12]>0){
document.getElementById('strengthUp').style.visibility="visible";
document.getElementById('magicUp').style.visibility="visible";
document.getElementById('dexterityUp').style.visibility="visible";
document.getElementById('vitalityUp').style.visibility="visible";
document.getElementById('lifeUp').style.visibility="visible";
document.getElementById('manaUp').style.visibility="visible";
}
else{
document.getElementById('strengthUp').style.visibility="hidden";
document.getElementById('magicUp').style.visibility="hidden";
document.getElementById('dexterityUp').style.visibility="hidden";
document.getElementById('vitalityUp').style.visibility="hidden";
document.getElementById('lifeUp').style.visibility="hidden";
document.getElementById('manaUp').style.visibility="hidden";
}
}
function setCharaValue(x){
if((x!=0)&&(x!=1)){chara_value[0][x]++;}
else{
if(x==0){chara_max_hp=chara_max_hp+1;}
else{chara_max_mp=chara_max_mp+1;}
}
chara_value[0][12]--;
charaValue();
}
}

function setInventarModi(power,armor,resist){
var pover1=0;
var pover2=0;
var armor1=0;
var armor2=0;
var armor3=0;
var resist1=0;
var resist2=0;
var resist3=0;
for(var i=0;i<chara_inventory.length;i++){
if(chara_inventory[i][7]==1){armor1=chara_inventory[i][2];}
if(chara_inventory[i][7]==2){resist1=chara_inventory[i][2];}
if(chara_inventory[i][7]==3){power1=chara_inventory[i][2];}
if(chara_inventory[i][7]==4){
if((chara_inventory[i][0]=='beschlagendes Holzschild')||(chara_inventory[i][0]=='schweres Schild')||(chara_inventory[i][0]=='Löwenschild')||(chara_inventory[i][0]=='Drachenschild')||(chara_inventory[i][0]=='Waldschilde')){
else{power2=chara_inventory[i][2];}
}
if(chara_inventory[i][7]==5){armor3=chara_inventory[i][2];}
if(chara_inventory[i][7]==6){resist2=chara_inventory[i][2];}
if(chara_inventory[i][7]==7){resist3=chara_inventory[i][2];}
}
chara_value[0][9]=resist1+resist2+resist3+resist;
chara_value[0][14]=armor1+armor2+armor3+armor;
chara_value[0][15]=chara_value[0][5]+power1+power2+power;
chara_value[0][14]=chara_value[0][14]+chara_value[0][7];
chara_value[0][16]=chara_value[0][15]+chara_value[0][5];
}
}

function inventory(str){
var S_Array=str.split(",");
var mod=parseInt(S_Array[0]);
var v1=parseInt(S_Array[1]);
if(mod==0){
helm=0;
helmI="style/blank.gif";
armor=0;
armorI="style/blank.gif";
left_arm=0;
left_armI="style/blank.gif";
right_arm=0;
right_armI="style/blank.gif";
amulet=0;
amuletI="style/blank.gif";
ring_1=0;
ring_1I="style/blank.gif";
ring_2=0;
ring_2I="style/blank.gif";
scroll_1=0;
scroll_1I="style/blank.gif";
scroll_2=0;
scroll_2I="style/blank.gif";
scroll_3=0;
scroll_3I="style/blank.gif";
for(var i=1;i<=50;i++){
eval('misc'+i+'=0;misc'+i+'I="style/blank.gif";');
}
for(var i=0;i<chara_inventory.length;i++){
if(chara_inventory[i][7]==1){
helm=chara_inventory[i][0];
helmI="items/"+chara_inventory[i][4];
}
if(chara_inventory[i][7]==2){
amulet=chara_inventory[i][0];
amuletI="items/"+chara_inventory[i][4];
}
if(chara_inventory[i][7]==3){
left_arm=chara_inventory[i][0];
left_armI="items/"+chara_inventory[i][4];
}
if(chara_inventory[i][7]==4){
right_arm=chara_inventory[i][0];
right_armI="items/"+chara_inventory[i][4];
}
if(chara_inventory[i][7]==5){
armor=chara_inventory[i][0];
armorI="items/"+chara_inventory[i][4];
}
if(chara_inventory[i][7]==6){
ring_1=chara_inventory[i][0];
ring_1I="items/"+chara_inventory[i][4];
}
if(chara_inventory[i][7]==7){
ring_2=chara_inventory[i][0];
ring_2I="items/"+chara_inventory[i][4];
}
if(chara_inventory[i][7]==8){
scroll_1=chara_inventory[i][0];
scroll_1I="items/"+chara_inventory[i][4];
}
}
}
}

```

```

        if(chara_inventory[i][7]==9){
            scroll_2=chara_inventory[i][0];
            scroll_2I="items/"+chara_inventory[i][4];
        }
        if(chara_inventory[i][7]==10){
            scroll_3=chara_inventory[i][0];
            scroll_3I="items/"+chara_inventory[i][4];
        }
        for (var j=12;j<=62;j++){
            if(chara_inventory[i][7]==j){
                var k=j-11;
                eval('misc'+k+=chara_inventory[i][0];misc'+k+'I="items/"+chara_inventory[i][4];');
            }
        }
    }
    setInventarModi(0,0,0);
    miscItem="";
    miscWidth=45;
    miscHeight=562;
    getItem="";
    for (i = 1; i <= 50; i++) {
        if((i==11)|| (i==21)|| (i==31)|| (i==41)){miscWidth=45;}
        if(i>10){miscHeight=miscHeight+73;}
        if(i>20){miscHeight=miscHeight+73;}
        if(i>30){miscHeight=miscHeight+73;}
        if(i>40){miscHeight=miscHeight+73;}
        miscContent="";
        miscContent=miscContent+" | div,misc"+i+",63,59,"+miscWidth+", "+miscHeight+",100,-1";
        eval('var old_item=misc'+i+';');
        miscContent=miscContent+" | a href,href=\"#\",onClick=\"inventory(,"+(i+11)+":-1:\"old_item\",0,0,-1,-1\"";
        eval('getImg=RPG/'+misc'+i+'I\";');
        miscContent=miscContent+" | img,-1,60,59,0,0,-1,\"+getImg\"";
        miscContent=miscContent+" | <a> | </div>";
        miscItem=miscItem+" "+miscContent;
        miscWidth=miscWidth+72.5;
        miscHeight=562;
    }
    var invent="";
    invent=invent+" | div,inventar,800,949,0,20,1000,-1";
    invent=invent+" | img,invent,800,949,0,0,0,RPG/style/inventar3.gif";
    invent=invent+" | div,helm,122,128,343,13,100,-1";
    invent=invent+" | a href,href=\"#\",onClick=\"inventory(,1:1:\"helm\",0,0,-1,-1\"";
    invent=invent+" | img,-1,122,128,0,0,-1,RPG/\"+helmI";
    invent=invent+" | <a> | </div>";
    invent=invent+" | div,amulet,60,59,515,87,100,-1";
    invent=invent+" | a href,href=\"#\",onClick=\"inventory(,2:2:\"amulet\",0,0,-1,-1\"";
    invent=invent+" | img,-1,60,59,0,0,-1,RPG/\"+amuletI";
    invent=invent+" | <a> | </div>";
    invent=invent+" | div,armI,134,199,50,195,100,-1";
    invent=invent+" | a href,href=\"#\",onClick=\"inventory(,3:3:\"left_arm\",0,0,-1,-1\"";
    invent=invent+" | img,-1,134,199,0,0,-1,RPG/\"+left_armI";
    invent=invent+" | <a> | </div>";
    invent=invent+" | div,arm2,134,199,628,195,100,-1";
    invent=invent+" | a href,href=\"#\",onClick=\"inventory(,4:4:\"right_arm\",0,0,-1,-1\"";
    invent=invent+" | img,-1,134,199,0,0,-1,RPG/\"+right_armI";
    invent=invent+" | <a> | </div>";
    invent=invent+" | div,armor,134,199,330,195,100,-1";
    invent=invent+" | a href,href=\"#\",onClick=\"inventory(,5:5:\"armor\",0,0,-1,-1\"";
    invent=invent+" | img,-1,134,199,0,0,-1,RPG/\"+armorI";
    invent=invent+" | <a> | </div>";
    invent=invent+" | div,ring1,60,59,124,448,100,-1";
    invent=invent+" | a href,href=\"#\",onClick=\"inventory(,6:6:\"ring_1\",0,0,-1,-1\"";
    invent=invent+" | img,-1,60,59,0,0,-1,RPG/\"+ring_1I";
    invent=invent+" | <a> | </div>";
    invent=invent+" | div,ring2,60,59,626,448,100,-1";
    invent=invent+" | a href,href=\"#\",onClick=\"inventory(,7:7:\"ring_2\",0,0,-1,-1\"";
    invent=invent+" | img,-1,60,59,0,0,-1,RPG/\"+ring_2I";
    invent=invent+" | <a> | </div>";
    invent=invent+" | div,scroll1,55,55,660,15,100,-1";
    invent=invent+" | a href,href=\"#\",onClick=\"inventory(,8:8:\"scroll_1\",0,0,-1,-1\"";
    invent=invent+" | img,-1,60,59,0,0,-1,RPG/\"+scroll_1I";
    invent=invent+" | <a> | </div>";
    invent=invent+" | div,scroll2,55,55,660,71,100,-1";
    invent=invent+" | a href,href=\"#\",onClick=\"inventory(,9:9:\"scroll_2\",0,0,-1,-1\"";
    invent=invent+" | img,-1,60,59,0,0,-1,RPG/\"+scroll_2I";
    invent=invent+" | <a> | </div>";
    invent=invent+" | div,scroll3,55,55,660,125,100,-1";
    invent=invent+" | a href,href=\"#\",onClick=\"inventory(,10:10:\"scroll_3\",0,0,-1,-1\"";
    invent=invent+" | img,-1,60,59,0,0,-1,RPG/\"+scroll_3I";
    invent=invent+" | <a> | </div>";
    invent=invent+" "+miscItem;
}
if(mod>0){
    invent=" | div,inventar,800,949,0,0,1000,-1";
    invent=invent+" | <table cellpadding='5' cellspacing='0' width='800' height='970' background='RPG/style/bg1.gif' >";
    invent=invent+"<tr><td class='thead' height='43'>ID</td><td class='thead'>Name</td><td class='thead'>Stärke</td><td class='thead'>Slots</td><td class='thead'>ausgerüstet</td><td class='thead'>chara_inventory[i][0]</td><td>"+chara_inventory[i][1]</td><td>"+chara_inventory[i][2]</td><td>"+getItemClass(chara_inventory[i][8])</td><td>"+chara_inventory[i][9]</td></tr></table>";
    for (var i=0;i<chara_inventory.length;i++){
        if(v1=chara_inventory[i][8]){
            invent=invent+"<tr><td>"+chara_inventory[i][0]</td><td>"+chara_inventory[i][1]</td><td>"+chara_inventory[i][2]</td><td>"+getItemClass(chara_inventory[i][8])</td><td>"+chara_inventory[i][9]</td></tr></table>";
        }
    }
    if(chara_inventory[i][8]>7){
        invent=invent+"<tr><td>"+chara_inventory[i][0]</td><td>"+chara_inventory[i][1]</td><td>"+chara_inventory[i][2]</td><td>"+getItemClass(chara_inventory[i][8])</td><td>"+getItemClass(chara_inventory[i][9])</td></tr></table>";
    }
}
    invent=invent+"<tr><td class='tfoot' height='30' colspan='9'><a href='#' onClick='inventory(\"0:0\")'>zurück</a></td></tr></table>";
    invent=invent+"<tr><td height='100%' colspan='8'></td></tr></table>";
    invent=invent+"</table>";
}
    invent=invent+" | </div>";
    invent=invent+" | div,return,160,20,0,0,10000,background-color: #CCCCCC; layer-background-color: #CCCCCC; border: 1px solid #000000; | [ return Hotkey M ]</div>";
    document.getElementById('main').style.opacity=1.0;
    document.getElementById('bgNight').style.opacity=0.0;
    setTags(invent,0,0,"main");
    if(mod>0){sizeImage(2*size);}
}
function setInventarPosition(v){
    var V_Array=v.split(":");
    var value=parseInt(V_Array[0]);
    var item_id=parseInt(V_Array[1]);
    var old_item_id=parseInt(V_Array[2]);
    var l=chara_inventory.length;
    var new_inventory=new Array(1);
    for(var i=0;i<l;i++){
        if(i==old_item_id){new_inventory[i]=[chara_inventory[i][0],chara_inventory[i][1],chara_inventory[i][2],chara_inventory[i][3],chara_inventory[i][4],chara_inventory[i][5],chara_inventory[i][6],0,chara_inventory[i][7],chara_inventory[i][8],chara_inventory[i][9]];
        if(i==item_id){new_inventory[i]=[chara_inventory[i][0],chara_inventory[i][1],chara_inventory[i][2],chara_inventory[i][3],chara_inventory[i][4],chara_inventory[i][5],chara_inventory[i][6],value,chara_inventory[i][7],chara_inventory[i][8],chara_inventory[i][9]];
        if(!((i==old_item_id)&&!(i==item_id))){new_inventory[i]=chara_inventory[i];}
    }
    chara_inventory=new_inventory;
    inventory('0:0');
}

```



```

}
if((m>1)&&(m<8)){
  var v=mod_array[1];
  blacksmith_str=blacksmith_str+" | div,items,520,349,0,350,1000,-1";
  blacksmith_str=blacksmith_str+" | <table width='"+(520/size)+"' background='RPG/style/bg1.gif'>";
  for(var i=0;i<chara_inventory.length;i++){
    if(chara_inventory[i][8]==13){
      blacksmith_str=blacksmith_str+"<tr><td height='65'><a href='#' onClick='blacksmith(\"6:'v+\":\"+m+\":\"+chara_inventory[i][0]+\")'><img src='RPG/items/'+chara_inventory[i][4]+'' border='0' width='"+(520/size)+"' height='"+(65/size)+"'></td></tr></table>";
    }
  }
  blacksmith_str=blacksmith_str+"</table> | </div> | </div>";
  blacksmith_str=blacksmith_str+" | div,return,160,20,0,0,10000,background-color: #CCCCCC; layer-background-color: #CCCCCC; border: 1px solid #000000; | [ return Hotkey M ]</div>";
  setTags(blacksmith_str,0,0,"main");
  document.getElementById('main').style.opacity=1.0;
  document.getElementById('bgNight').style.opacity=0.0;
}

function Shop(x){
  setMenu(1);
  var shop="<div id='shop' style='position:absolute; width:'+(1200/size)+"px; left:0px; top:0px; z-index:1000;'>";
  shop=shop+"<table width='"+(1200/size)+"' height='"+(970/size)+"' cellpadding='5' cellspacing='0'>";
  shop=shop+"<tr><td class='thead' height='43' colspan='8'>Willkommen Reisender</td></tr><tr><td class='thead' height='43' colspan='8'>Eigene Inventar</td></tr><tr><td class='thead' height='43' colspan='8'>Stärke</td><td class='thead' height='43' colspan='8'>Verkaufspreise</td><td class='thead' height='43' colspan='8'>Bild</td><td class='thead' height='43' colspan='8'>Klasse</td></tr><tr><td class='tbody' height='43' colspan='8'>";
  if(x==1){var shop_inventory=shopInventory1;}
  if(x==2){var shop_inventory=shopInventory2;}
  if(x==3){var shop_inventory=shopInventory3;}
  if(x==4){var shop_inventory=shopInventory4;}
  if(x==5){var shop_inventory=shopInventory5;}
  if(x==6){var shop_inventory=shopInventory6;}
  if(x==7){var shop_inventory=shopInventory7;}
  for(var i=0;i<shop_inventory.length;i++){
    var shop_inv=shop_inventory[i];
    var name=shop_inv[1];
    var power=shop_inv[2];
    var costs=shop_inv[3];
    var path_to_image=shop_inv[4];
    var slots=shop_inv[8];
    if((typeof slots=='undefined')||(slots=='')){slots="";}
    var shop_list="<tr><td colspan='8'>"+shop_inv[1]+<td colspan='8'>"+shop_inv[2]+<td colspan='8'>"+shop_inv[3]+<td colspan='8'>"+shop_inv[4]+<td colspan='8'>"+shop_inv[8]+<td colspan='8'>";
    shop=shop+"<tr><td class='thead' height='43' colspan='8'>Eigene Inventar</td></tr>";
    shop=shop+"<tr><td class='thead' height='43' colspan='8'>Stärke</td><td class='thead' height='43' colspan='8'>Verkaufspreise</td><td class='thead' height='43' colspan='8'>Bild</td><td class='thead' height='43' colspan='8'>Klasse</td></tr>";
    for(var i=0;i<chara_inventory.length;i++){
      var chara_inv=chara_inventory[i];
      var c_name=chara_inv[1];
      var c_power=chara_inv[2];
      var c_costs=chara_inv[3];
      var c_path_to_image=chara_inv[4];
      var chara_list="<tr><td colspan='8'>"+chara_inv[1]+<td colspan='8'>"+chara_inv[2]+<td colspan='8'>"+chara_inv[3]+<td colspan='8'>"+chara_inv[4]+<td colspan='8'>"+chara_inv[8]+<td colspan='8'>";
      shop=shop+"<tr><td colspan='8'>"+chara_list;
    }
  }
  shop=shop+"</table> | </div>";
  shop=shop+" | div,return,160,20,0,0,10000,background-color: #CCCCCC; layer-background-color: #CCCCCC; border: 1px solid #000000; | [ return Hotkey M ]</div>";
  document.getElementById('main').innerHTML=""+shop;
  document.getElementById('main').style.opacity=1.0;
  document.getElementById('bgNight').style.opacity=0.0;
  document.getElementById('gold:0').innerHTML="Gold: "+chara_value[0][4];
  sizeImage(2*size);
}

function shopBuy(x,N,P,C,I,W,H,i_class,slot){
  i_class=parseInt(i_class);
  if((chara_value[0][4]-C)>0){
    chara_value[0][4]=chara_value[0][4]-C;
    document.getElementById('gold:0').innerHTML="gold: "+chara_value[0][4];
    var l=chara_inventory.length;
    var new_inventory=new Array(l+1);
    for(var i=0;i<l;i++){
      new_inventory[i]=chara_inventory[i];
    }
    var temp_array=[l,N,P,Math.floor(C/1.1),I,W,H,0,i_class,slot];
    new_inventory[l]=temp_array;
    chara_inventory=new_inventory;
    Shop(x);
  }
  else{alert("zuwenig Gold!!");}
}

function shopSell(count,x,C){
  chara_value[0][4]=chara_value[0][4]+C;
  document.getElementById('gold:0').innerHTML="gold: "+chara_value[0][4];
  var l=chara_inventory.length;
  var new_inventory=new Array(l-1);
  var check=0;
  var j=0;
  for(var i=0;i<l;i++){
    if(!i==count){
      new_inventory[j]=chara_inventory[i];
      j++;
    }
  }
  chara_inventory=new_inventory;
  Shop(x);
}

function useItem(x,m){
  var used_item_id=chara_inventory[x][0];
  var item_kind=chara_inventory[x][8];
  if((item_kind==11)|| (item_kind==12)){
    if(item_kind==11){
      var hp_modi=chara_value[0][0]+chara_inventory[x][2];
      if(hp_modi>chara_max_hp){chara_value[0][0]=chara_max_hp;}
    }
  }
}

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    else{chara_value[0][0]=hp_modi;}
  }
  if(item_kind==12){
    var mp_modi=chara_value[0][1]+chara_inventory[x][2];
    if(mp_modi>chara_max_mp){chara_value[0][1]=chara_max_mp;}
    else{chara_value[0][1]=mp_modi;}
  }
  var l=chara_inventory.length;
  var new_inventory=new Array(l-1);
  var j=0;
  for(var i=0;i<l;i++){
    if(chara_inventory[i][0]!=used_item_id){
      new_inventory[j]=new Array(10);
      new_inventory[j]=[j,chara_inventory[i][1],chara_inventory[i][2],chara_inventory[i][3],chara_inventory[i][4],chara_inventory[i][5],chara_inventory[i][6],chara_inventory[i][7],chara_inventory[i][8],chara_inventory[i][9]];
      j++;
    }
    else{
      document.getElementById("selectedItem"+m).innerHTML="<img src='RPG/style/blank.gif' border='0' width='"+(40/size)+"' height='"+(40/size)+"' />";
    }
  }
  eval('chara_item'+m+'=0;');
  }
  }
  chara_inventory=new_inventory;
  setMapScrollsItems();
  chara_used_item="benutzt: "+chara_inventory[x][1];
}
}
function setMapScrollsItems(){
  var l=chara_inventory.length;
  for(var i=0;i<l;i++){
    if(chara_inventory[i][7]==8){
      chara_spell1=chara_inventory[i][0];
      document.getElementById("selectedScroll1").innerHTML="<img src='RPG/items/'+chara_inventory[i][4]+' border='0' width='"+(40/size)+"' height='"+(40/size)+"' />";
    }
    if(chara_inventory[i][7]==9){
      chara_spell2=chara_inventory[i][0];
      document.getElementById("selectedScroll2").innerHTML="<img src='RPG/items/'+chara_inventory[i][4]+' border='0' width='"+(40/size)+"' height='"+(40/size)+"' />";
    }
    if(chara_inventory[i][7]==10){
      chara_spell3=chara_inventory[i][0];
      document.getElementById("selectedScroll3").innerHTML="<img src='RPG/items/'+chara_inventory[i][4]+' border='0' width='"+(40/size)+"' height='"+(40/size)+"' />";
    }
    if(chara_inventory[i][7]==12){
      chara_item1=chara_inventory[i][0];
      document.getElementById("selectedItem1").innerHTML="<img src='RPG/items/'+chara_inventory[i][4]+' border='0' width='"+(40/size)+"' height='"+(40/size)+"' />";
    }
    if(chara_inventory[i][7]==13){
      chara_item2=chara_inventory[i][0];
      document.getElementById("selectedItem2").innerHTML="<img src='RPG/items/'+chara_inventory[i][4]+' border='0' width='"+(40/size)+"' height='"+(40/size)+"' />";
    }
    if(chara_inventory[i][7]==14){
      chara_item3=chara_inventory[i][0];
      document.getElementById("selectedItem3").innerHTML="<img src='RPG/items/'+chara_inventory[i][4]+' border='0' width='"+(40/size)+"' height='"+(40/size)+"' />";
    }
    if(chara_inventory[i][7]==15){
      chara_item4=chara_inventory[i][0];
      document.getElementById("selectedItem4").innerHTML="<img src='RPG/items/'+chara_inventory[i][4]+' border='0' width='"+(40/size)+"' height='"+(40/size)+"' />";
    }
    if(chara_inventory[i][7]==16){
      chara_item5=chara_inventory[i][0];
      document.getElementById("selectedItem5").innerHTML="<img src='RPG/items/'+chara_inventory[i][4]+' border='0' width='"+(40/size)+"' height='"+(40/size)+"' />";
    }
  }
}
function getItemClass(x){
  if(x==0){return 'Rucksack';}
  if(x==1){return 'Helm';}
  if(x==2){return 'Amulett';}
  if(x==3){return 'Waffe';}
  if(x==4){return 'Schild/Waffe';}
  if(x==5){return 'Rüstung';}
  if((x==6)||(x==7)){return 'Ring';}
  if((x==8)||(x==9)||(x==10)){return 'Schriftrolle';}
  if(x==11){return 'Heilung';}
  if(x>11){return 'Inventar';}
}
function getRandomItem(){
  check=rand(7);
  if(check==1){var shop_inventory=shopInventory1;}
  if(check==2){var shop_inventory=shopInventory2;}
  if(check==3){var shop_inventory=shopInventory3;}
  if(check==4){var shop_inventory=shopInventory4;}
  if(check==5){var shop_inventory=shopInventory5;}
  if(check==6){var shop_inventory=shopInventory6;}
  if(check==7){var shop_inventory=shopInventory7;}
  var l=chara_inventory.length;
  var new_inventory=new Array(l+1);
  for(var i=0;i<l;i++){
    new_inventory[i]=new Array(10);
    new_inventory[i]=chara_inventory[i];
  }
  var r_id=rand(shop_inventory.length);
  var temp_array=[shop_inventory[r_id][1],shop_inventory[r_id][2],Math.floor(shop_inventory[r_id][3]/1.1),shop_inventory[r_id][4],shop_inventory[r_id][5],shop_inventory[r_id][6],shop_inventory[r_id][7],shop_inventory[r_id][8],shop_inventory[r_id][9]];
  new_inventory[l]=temp_array;
  chara_inventory=new_inventory;
  alert(temp_array[1]+" dem Inventar zugefügt.");
}
function sizeImage(x){
  var l=document.getElementsByTagName("img").length;
  for(var i=0;i<l;i++){
    var Obj_ID=document.getElementsByTagName("img")[i].id;
    var Obj_Array=Obj_ID.split(":");
    var n=Obj_Array[0];
    var v=Obj_Array[1];
    if(v==0){
      var D=document.getElementById(Obj_ID);
      var nWidth=(D.style.width.replace(/px/,"")/x);
      var nHeight=(D.style.height.replace(/px/,"")/x);
      D.style.width=nWidth+"px";
      D.style.height=nHeight+"px";
    }
  }
}
function setSpell(D,X,Y,W,H,S,N,sX,sY,sI,C,C2,A,c){// die Werte für einen Zauber werden gesetzt
  if((parseInt(C)-1)>0){
    D.style.left=(parseInt(X)+parseInt(sX))+"px";
    D.style.top=(parseInt(Y)+parseInt(sY))+"px";
    D.style.width=(W/size)+"px";
    D.style.height=(H/size)+"px";
    var nC=C2-(parseInt(C)-1);
    var imgSrc="RPG/magic/"+n+"n"+nC+".gif";
  }
}

```



```

var I=document.getElementById('SpellImg1');
I.style.width=(W/size)+"px";
I.style.height=(H/size)+"px";
I.src=imgSrc;
if(spell_C=C){spell_counter++;}else{spell_C=C;
spell="X+";+Y+";+W+";+H+";+S+";+N+";+sX+";+sY+";+sI+";+(parseInt(C)-1)+"C2+";+cI;
if((A=='fight')||(A=='cast')){var nZIndex=(Y-sI+(22/size));}
else{var nZIndex=Y-sI;}
D.style.zIndex=nZIndex+"";
}
}
else{
spell="-1:-1";
D.style.left="-1000px";
D.style.top="-1000px";
if(cI==0){setKIValue(2,0);}
}
}

function setTags(str,xM,yM,N){// setze neue Map Objekte
var newMap='';
var mod=size;
var map=str.split("|");
for(var i=1;i<map.length;i++){
var innerArray=map[i].split(",");
if(innerArray.length==1){newMap=newMap+''+innerArray[0];}
else{
var tag_exp=innerArray[0];
var name=innerArray[1];
var width=parseInt(innerArray[2]);
var height=parseInt(innerArray[3]);
var left=parseInt(innerArray[4]);
var top=parseInt(innerArray[5]);
var v2=innerArray[7];
if(!(width==1)){width="width: "+Math.floor(width/mod)+"px;";}
else{width="";}
if(!(height==1)){height="height: "+Math.floor(height/mod)+"px;";}
else{height="";}
if(((left>=xM)&&(left<=(xM+1200)))&&((top>=yM)&&(top<=(yM+820)))){
var modiX=xM;
var modiY=yM;
if(!(left==1)){left="left: "+Math.floor((left-modiX)/mod)+"px;";}
else{left="";}
if(!(top==1)){top="top: "+Math.floor((top-modiY)/mod)+"px;";}
else{top="";}
if(tag_exp==" div"){
var v1=parseInt(innerArray[6]);
if(!(v1==1)){v1='z-index: '+v1+';';}
else{v1='';}
if(!(v2==1)){v2=v2;}
else{v2='';}
newMap=newMap+'<div id="'+name+'" style="position:absolute;'+width+' '+height+' '+left+' '+top+' '+v1+' '+v2+'>';
}
if(tag_exp==" img"){
var v1=parseInt(innerArray[6]);
if(!(v1==1)){v1='z-index: '+v1+';';}
else{v1='';}
newMap=newMap+'';
}
if(tag_exp==" a href"){
var v1=innerArray[1];
var v2=innerArray[2];
var v3=innerArray[3];
var v4=innerArray[4];
var v5=innerArray[5];
var v6=innerArray[6];
var v7=innerArray[7];
var link1='';
var link2='';
var linkValue='';
if(!(v2==1)){if(!(v3==1)){linkValue=" "+v3+" ";}
else{linkValue=" ";}link1=v2+' '+linkValue+'>';}
if(!(v6==1)){if(!(v7==1)){linkValue=" "+v7+" ";}
else{linkValue=" ";}link2=v6+' '+linkValue+'>';}
var link_str='<a '+v1+' '+link1+' '+link2+'>';
newMap=newMap+''+link_str;
}
}
if(tag_exp==" wall-h"){
v1=parseInt(innerArray[6]);
if(!(v1==1)){v1='z-index: '+v1+';';}
else{v1='';}
var wallWidth=innerArray[2];
var maxWallWidth=wallWidth-64;
var step=Math.floor(maxWallWidth/97);
var diff=maxWallWidth-(step*97);
var newWidth=" width: "+Math.floor((wallWidth-diff)/mod)+"px;";
var wallImg='";
for(var j=1;j<=step;j++){wallImg=wallImg+'";}
wallImg=wallImg+'";
newMap=newMap+'<div id="'+name+'" style="position:absolute;'+newWidth+' '+height+' '+left+' '+top+' '+v1+' border: 1px none #000000;">'+wallImg;
}
}
if(tag_exp==" wall-v"){
var v1=parseInt(innerArray[6]);
if(!(v1==1)){v1='z-index: '+v1+';';}
else{v1='';}
var wallHeight=innerArray[3];
var maxWallHeight=wallHeight-105;
var step=Math.floor(maxWallHeight/60);
var diff=maxWallHeight-(step*60);
var newHeight=" height: "+Math.floor((wallHeight-diff)/mod)+"px;";
var wallImg='";
for(var j=1;j<=step;j++){wallImg=wallImg+'";}
wallImg=wallImg+'";
newMap=newMap+'<div id="'+name+'" style="position:absolute;'+width+' '+newHeight+' '+left+' '+top+' '+v1+' border: 1px none #000000;">'+wallImg;
}
}
}
document.getElementById(N).innerHTML="" + newMap;
}

function createMap(m,x,y){
var new_map=new Array(23);
if(map_index==1){
new_map[0]=['img','bg',1200,820,0,0,-1,'RPG/style/green'+rand(9)+'.gif',''];
if(rand(30)<(chara_map_area[0]-10)){
new_map[1]=['div','stone:1:1',193,143,0,0,-1,''];
new_map[2]=['img','StoneImg1',193,143,0,0,-1,'RPG/style/stone-1-'+rand(4)+'.gif','</div>'];
}
if(rand(30)<(chara_map_area[0]-10)){
new_map[3]=['div','stone:1:2',193,143,0,0,-1,''];
new_map[4]=['img','StoneImg2',193,143,0,0,-1,'RPG/style/stone-1-'+rand(4)+'.gif','</div>'];
}
}
}

```

```

}
if(rand(30)<(chara_map_area[0]-10)){
new_map[5]=['div','stone:1:3',193,143,0,0,-1,'];
new_map[6]=['img','StoneImg3',193,143,0,0,-1,'RPG/style/stone-1'+rand(4)+''.gif','</div>'];
}
if(rand(30)<(chara_map_area[0]-10)){
new_map[7]=['div','stone:1:4',193,143,0,0,-1,'];
new_map[8]=['img','StoneImg4',193,143,0,0,-1,'RPG/style/stone-1'+rand(4)+''.gif','</div>'];
}
if(rand(30)<(chara_map_area[0]-10)){
new_map[9]=['div','stone:1:5',261,140,0,0,-1,'];
new_map[10]=['img','StoneImg5',261,140,0,0,-1,'RPG/style/stone-2'+rand(4)+''.gif','</div>'];
}
if(rand(30)<(chara_map_area[0]-10)){
new_map[11]=['div','stone:1:6',261,140,0,0,-1,'];
new_map[12]=['img','StoneImg6',261,140,0,0,-1,'RPG/style/stone-2'+rand(4)+''.gif','</div>'];
}
if(rand(30)<(chara_map_area[0]-10)){
new_map[13]=['div','stone:1:7',261,140,0,0,-1,'];
new_map[14]=['img','StoneImg7',261,140,0,0,-1,'RPG/style/stone-2'+rand(4)+''.gif','</div>'];
}
}
if((map_index>1)&&(map_index<20)){
if((map_index>1)&&(map_index<5)){var floor_=1;}
if((map_index>4)&&(map_index<9)){var floor_=2;}
if((map_index>8)&&(map_index<14)){var floor_=3;}
if((map_index>13)&&(map_index<20)){var floor_=4;}
new_map[0]=['img','bg',1200,820,0,0,-1,'RPG/style/floor'+floor_+'.gif','];
new_map[2]=['wall-h',,wall:1:1',500,94,(rand(100)+200),rand(500),0,-1,'</div>'];
}
if(rand(60)<(chara_map_area[1]-10)){
new_map[15]=['div','trader:'+rand(7)+'':1:1'+rand(500),108,76,0,0,0,-1,'];
new_map[16]=['img','TraderImg1',108,76,0,0,-1,'RPG/style/trader-1.gif','</div>'];
}
if(rand(50)<(chara_map_area[1]-10)){
new_map[17]=['div','treasur:1',41,23,0,0,0,-1,'];
new_map[18]=['img','TreasurImg1',41,23,0,0,-1,'RPG/style/treasur_closed.gif','</div>'];
}
if(rand(30)<(chara_map_area[1]-10)){
new_map[19]=['div','gold:1'+rand(10000),35,48,0,0,0,-1,'];
new_map[20]=['img','GoldImg1',35,48,0,0,-1,'RPG/items/gold1.gif','</div>'];
}
if(rand(70)<(chara_map_area[0]-20)){
new_map[21]=['div','stairs:1',160,79,0,0,10,-1,'];
new_map[22]=['img','StairsImg1',160,79,0,0,-1,'RPG/style/stairs.gif','</div>'];
}
var new_map_str=" | ";
for(var i=0;i<23;i++){
if(typeof new_map[i]!='undefined'){
if(new_map[i][8]!='')var v8=" | "+new_map[i][8]+"";
else var v8="";
var str=" | "+new_map[i][0]+", "+new_map[i][1]+", "+new_map[i][2]+", "+new_map[i][3]+", "+new_map[i][4]+", "+new_map[i][5]+", "+new_map[i][6]+", "+new_map[i][7]+""+v8;
new_map_str=new_map_str+str;
}
}
map=new_map_str+ | div,monster:1:1,73,108,0,0,100,-1 | <a href="#" onmouseover="setMonsterInfo(\"1:0\")" onmouseout="setMonsterInfo(\"1:1\")" > | img,MonsterImg1,73,108,200,200,-1,RPG/barbar/stand-down-
setTags(map,0,0,"main");
spell="1:1";
var d=document.getElementById('spellArea:1');
d.style.left="1000px";
d.style.top="1000px";
var positionModiX=x;
var positionModiY=y;
if(m==1){
positionModiX=(70/size);
chara_map_area[2]++;
if(chara_map_area[3]>0){chara_map_area[3]--;}
}
if(m==2){
positionModiX=(1030/size);
chara_map_area[3]++;
if(chara_map_area[2]>0){chara_map_area[2]--;}
}
if(m==3){
positionModiY=(70/size);
chara_map_area[1]++;
if(chara_map_area[0]>0){chara_map_area[0]--;}
}
if(m==4){
positionModiY=(670/size);
chara_map_area[0]++;
if(chara_map_area[1]>0){chara_map_area[1]--;}
}
setNewMapCharacter('CharaImg1',positionModiX,positionModiY,0);
if(rand(100)<90){
chara_map[1][12]=1;
setNewMapCharacter('MonsterImg1',((rand(610)+200)/size),((rand(510)+150)/size),1,0);
chara_map[1][12]=1;
setNewMapCharacter('MonsterImg2',((rand(610)+200)/size),((rand(510)+150)/size),2,0);
chara_map[2][12]=1;
setNewMapCharacter('MonsterImg3',((rand(610)+200)/size),((rand(510)+150)/size),3,0);
chara_map[3][12]=1;
setNewMapCharacter('MonsterImg4',((rand(610)+200)/size),((rand(510)+150)/size),4,0);
chara_map[4][12]=1;
setNewMapCharacter('MonsterImg5',((rand(610)+200)/size),((rand(510)+150)/size),5,0);
chara_map[5][12]=1;
setNewMapCharacter('MonsterImg6',((rand(610)+200)/size),((rand(510)+150)/size),6,0);
chara_map[6][12]=2;
setNewMapCharacter('MonsterImg7',((rand(610)+200)/size),((rand(510)+150)/size),7,0);
}
else{
if(map_index==1){
chara_map[1][12]=1;
setNewMapCharacter('MonsterImg1',((rand(610)+200)/size),((rand(510)+150)/size),1,0);
chara_value[1][0]=50000;
chara_value[1][16]=5000;
}
else{
chara_map[1][12]=3;
setNewMapCharacter('MonsterImg1',((rand(610)+200)/size),((rand(510)+150)/size),1,0);
}
setNewMapCharacter('MonsterImg2',-1000,0,2,1);
setNewMapCharacter('MonsterImg3',-1000,0,3,1);
setNewMapCharacter('MonsterImg4',-1000,0,4,1);
setNewMapCharacter('MonsterImg5',-1000,0,5,1);
setNewMapCharacter('MonsterImg6',-1000,0,6,1);
setNewMapCharacter('MonsterImg7',-1000,0,7,1);
}
var l= document.getElementsByTagName("div").length;
for(var i=0;i<l;i++){

```

```

var Obj_ID=document.getElementsByTagName("div")[i].id;
var Obj_Array=Obj_ID.split(":");
var n=Obj_Array[0];
var v=Obj_Array[1];
if((n==='stairs')&&(v>0)){setNewMapElements(Obj_ID,n);}
if((n==='stone')&&(v>0)){setNewMapElements(Obj_ID,n);}
if((n==='trader')&&(v>0)){setNewMapElements(Obj_ID,n);}
if((n==='treasur')&&(v>0)){setNewMapElements(Obj_ID,n);}
if((n==='gold')&&(v>0)){setNewMapElements(Obj_ID,n);}
if((n==='wall')&&(v>0)){setNewMapElements(Obj_ID,n);}
}
setKIValue(0,0);
document.getElementById('main').style.opacity=1.0;
document.getElementById('bgNight').style.opacity=1.0;
}
function setNewMapCharacter(I,X,Y,C,M){
var d=document.getElementById(I);
d.style.left=X+"px";
d.style.top=Y+"px";
if(C!=0){
if(M==0){chara_map[C][2]="walk";}
if(M==1){chara_map[C][2]="die";}
var damage_modi=getKIValue(0)+1;
if(chara_map[C][12]==3){
chara_value[C][0]=10000;
chara_value[C][16]=200*damage_modi;
}
else{
chara_value[C][0]=500;
chara_value[C][16]=50*damage_modi;
}
}
if(((chara_map[C][12]==1)||(chara_map[C][12]==2))&&(d.style.width.replace(/px, "")>100)){
d.style.width=73+"px";
d.style.height=108+"px";
}
if((chara_map[C][12]==3)&&(d.style.width.replace(/px, "")<100)){
d.style.width=300+"px";
d.style.height=300+"px";
}
}
}
function setNewMapElements(O,N){
eval('var '+N+'_X=((100*rand(600))/size);var '+N+'_Y=((100*rand(500))/size);document.getElementById(\''+O+'\' ).style.left='+N+'_X+"px";document.getElementById(\''+O+'\' ).style.top='+N+'_Y+"px";if((N=="')
}

function setRoom(x){
if(x==1){
charaValue("0:0");
setMenu(1);
Index=-1;
}
if(x==2){
blacksmith(1+"":0);
setMenu(1);
Index=-1;
}
if(x==3){
inventory("0:0");
setMenu(1);
Index=-1;
}
}
}

</script>

<style type="text/css">
.thead{background-image: url(RPG/style/thead.gif);}
.t1{font-size: 14px;background-color:#DBE2F5;color: #000000;}
.t2{font-size: 14px;background-color:#D7D4F4;color: #000000;}
.tfoot{background-image: url(RPG/style/tfoot.gif);}
</style>

</head>
<body onLoad="settings()">
<hr>
<hr>
<hr>
<hr>
<hr>
<table width="1202" height="1016" cellpadding="0" cellspacing="0" border="0">
<tr>
<td>
<table width="1202" height="1200" cellpadding="0" cellspacing="0" border="0" id="mainTable">
<tr>
<td width="1202" height="970" background="bg1.gif">
<div id="preloadDiv:1" style="position:absolute; left:10px; top:10px; z-index:-10;"></div>
<div id="bgNight" style="position:absolute; width:1202px; height:820px; z-index:10 left:10px; top:0px; background-color: #000000; layer-background-color: #000000; border: 1px none #000000;"></div>
<div id="main" style="position:absolute; width:1200px; height:820px; z-index:10 left:10px; top:0px;">

<div id="intro" style="position:absolute; width:180px; height:230px; left:525px; top:700px; z-index:10;border: 1px none #000000;"></div>
<div id="barbar" style="position:absolute; width:479px; height:414px; z-index:1001; left: 15px; top: 547px;">
<a href="#" onClick="start('barbar')"></a>
</div>
<div id="necromancer" style="position:absolute; width:481px; height:412px; z-index:1002; left: 721px; top: 550px;">
<a href="#" onClick="start('necromancer')"></a>
</div>
</div>
<div id="menu" style="position:absolute; width:1200px; height:150px; z-index:1000; left:10px; top:820px; visibility:hidden;">

</div>
<div id="spellArea:1" style="position:absolute; width:1px; height:1px; left:0px; top:0px; z-index:1000;">

</div>
<div id="monsterInfo:1" style="position:absolute; width:1px; height:1px; z-index:1000; background-color: #CCCCCC; layer-background-color: #CCCCCC; border: 1px solid #000000;"></div>
<div id="helper:1" style="position:absolute; width:1px; height:1px; z-index:1000 left:0px; top:0px; border: 1px solid #000000;"></div>
</td>
</tr>
</table>
</td>
</tr>
</table>
</body>
</html>

```