

HELP - EN

IFSCL 3.0.0

- **Commands List**

-----Example-----

command (starts or ends the procedure)

subcommand

subcommand.[parameter1](#).[parameter2](#)...

[parameter](#).subcommand

lyokoconnect

lyokoconnect.on

lyokoconnect.off

cdprog

reboot // only one per timeline

firewall

matertest

matertest.exe

transf

[nameLW](#).transf

link

[nameLW](#).scan

sector // optional, select the category

sector.[nameSector](#) //show the sector status (only works for lyoko ones)

virt // optional, select the category

virt.[nameSector](#).[numTower](#) or [.nameSector.crdX.crdZ](#) or [.nameLW](#) or [.nameVehicle](#)

virt.exe
devirt // optional, select the category
nameLW.devirt
devirt.exe

energystat

energy

energy.nameSector.numTower
energy.send
energy.extract

superscan

superscan.nameSide // .xana, .jeremy or .hopper
superscan.vmap //opens the virtual map on the targeted tower

vmap

vmap.crd // activate or deactivate current coordinates display
vmap.crd.print // print current coordinates onto the terminal
vmap.nameLW // or .nameSector or .nameSector.crdX.crdZ or .nameSector.numTower
or .nameVehicle

cooldown

cooldown.on
cooldown.off

scanners

scanners.all
scanners.numScanner
scanners.on
scanners.off

rttp

rtt.exe

xana //force xana to attack (any kind : lyoko, carthage's heart, replika...)

journalj

kadikeon

quit

help

All "procedureName" can be started and stopped with that same blank command. Note that some procedures depend on others so that they can be run properly.

All **.exe('s)** are functions that end the current programs when their action is finished.
All procedures have a **.min** or **.max** function that can minimize or maximize the window
The separation **.** can be replaced by these other separators: **, ; : / \$ '**

Middle wheel to zoom in/out. (Slide on the mouse in case of Apple Magic Mouse)
Right Mouse Click to rotate or tilt camera
Shift + Right Mouse Click to move the camera

Frontier is the void between earth and the virtual universe. It works in a particular way in the IFSCCL, it's easier to be trapped into it but also easier to get out.

- devirtualized while all scanners are occupied
- devirtualized in a sector without having dna sequence

- devirtualized in a sector without having materializations codes of the sector or the Skidbladnir close enough
- virtualized in a sector that doesn't exist anymore (in most virtualizations, if the target isn't there anymore, it will end up somewhere else on that target sector)

2/How to get a Lyokowarrior out of the frontier:

Send another Lyokowarrior to the way tower of the sector which he was on or he was going to (to the interface in the case of Carthage), and use the "retrieve memory" action. Aelita will perform it much faster than other Lyokowarriors.

If the lyokowarrior is in frontier because of a virtualization in a unavailable sector, the data is always copied and can be also found on Carthage's interface.

3/Lyokowarrior DNA sequences :

- possessed by each Lyokowarrior
- can be seen in the transition window
- enable Lyokowarrior devirtualization without ending in the frontier (if the sector's materialization code is also possessed)
- enable Lyokowarrior not to be on Lyoko after a RTTP
- if the Scyphozoa steals them, you can retrieve them on the Carthage Interface
- earth code (used in a tower) can replace them in the case of Aelita

4/Sector materialization codes :

- each sector (or sector-replika) possess materialization codes
- enable direct Lyokowarrior virtualization on that sector
- enable Lyokowarrior devirtualization without ending in the frontier (if the Lyokowarrior's dna sequence are also possessed)
- can be replaced by the presence of the Skidbladnir
- can be retrieved in the way tower or the Carthage interface
- can be seen in the transition window

5/How to get materialization codes of a sector :

Send another Lyokowarrior to a way tower of the sector (or to the interface for Carthage), and use the "retrieve data" action. All the Lyokowarriors can do that, but Aelita will perform it much faster than others.

6/Difference between materialization and devirtualization

In the case of the Lyokowarrior, materialization is a synonym for devirtualization. However, in the case of a digital object (Lyokowarrior clone, marabounta, overvehicle...), materialization mean its creation in the virtual universe.

● Definitive death

- if all Lyokowarriors are in frontier, no one can be saved
- if the Lyokowarrior falls in the digital sea, with an exception for Aelita, if Franz Hopper is alive, he will save her (not available in this version)
- if the Skidbladnir is destroyed while the Lyokowarrior is translated

● Virtualization Warnings

1/NoVirt Zones

...Are generated by the origin point of the marabounta, a tower activated by Xana (Xana-Tower) as well as the Scyphozoa when it uses its power. It's a perimeter in which any virtualization of a lyokowarrior will led to an error, and the Lyokowarrior will be virtualized in a random location.

On Carthage, apart from the arena, the whole sector is a NoVirt zone.

2/Virtualization to targeted Lyokowarrior

This kind of virtualization isn't restrained by NoVirt zones, unless:

- the targeted LyokoWarrior is unconscious
- the targeted LyokoWarrior is under the control of Xana, the Scyphozoa or the Guardian
- the targeted LyokoWarrior is on Carthage

3/Virtualizations to Coordinates, targeted Lyokowarrior or targeted Overvehicle (anything but a tower)

These, which are the less safe, can led up to the lyokowarrior falling in the digital sea.

4/Differed Virtualization (unavailable in this version)

Also called 'diffvirt', it is only available if you've already performed a previous virtualization, and will send the Lyokowarriors to the closest position of the last Lyokowarrior virtualized (accelerated version of a virtualization to a targeted Lyokowarrior)

● Lyokoguides characteristics

Lyokoguides includes monsters, lyokowarriors and overvehicles



1/HP (Heal Points)

Lyokowarriors can heal in the tower. Depending on the difficulty, they can get back a limited amount of heal points.

2/AP (Action Points)

Actions points are used to perform actions in battle.

3/Superspeed

Each Lyokowarrior has a superspeed, visible on their comcard as a yellow gauge.

This gauge is always active, and is reducing as soon as the lyokowarrior moves, and goes up when he is not (fills up faster in a tower). The lower the gauge, the lower the speed.

When using an overvehicle, the superspeed fills up, and the only speed taken into account is the one from the overvehicle.

- **Return to the past warnings**

When the countdown reaches 0:

- Any lyokowarrior that is xanatified or under Schyphozoa goes under definitive xanatification.
- Any lyokowarrior that is unconscious or under Guardian's control will stay on Lyoko
- Any lyokowarrior that is not near the skidbladnir on a Replika will stay on the Replika
- Any lyokowarrior that is in frontier will stay in frontier

- **Xanatifications Types**

A xanatified lyokowarrior stays as it is until he is devirtualized or touched by a reboot. However, a lyokowarrior under definitive xanatification will stay on Xana's side no matter what. The only way to free him is by stealing his data in a Replika tower when Xana is translating him on earth.

- **Other**

Xana attacks the world and the factory and these damages are going up, they are reported on the Xana-Terrestrial window, with indicator of the current state of the specter Xana has also sent on earth.

If these damages reach 100%, it's game over.

A return to the past is the only way to get back all the damages to 0.