IFSCL

FLASH INTERFACE OF CODE LYOKO'S SUPERCOMPUTER
(INTERFACE FLASH DU SUPERCALCULATEUR DE CODE LYOKO in french)

V.2.0.5

'README – HOW TO PLAY'

Inspired on the work of Paul Guidal, original graphist of the animated show.

BY IMMU – Year 2012 - www.paradoxe-upsilon.fr

1/ DISCLAIMER:

_In no any case the author of this program could be taken as responsible of the eventual damages caused by these
files.
_CODE LYOKO and all the names, products, affiliated marks are the propriety of their author and/or rights owners,
this program is a product for no commercial usage, it is a fan-creation (the creator is called in this document the 'author') for Code Lyoko's fans.
_On a lower level this program is almost a creation of IMMU and any distribution or copies without permission is not approved.
_Discover the work of the original artist of the movie here (he doesn't have any link with the IFSCL): **Paul Guidal**

2/ UN/INSTALL:

No file from an older version is necessary
Install the fonts (FONTS) by copying them into the correct file here:
LETTEROFYOURMAINDISC:\WINDOWS\Fonts\
New Fonts may came with a new version of the interface, don't forget to check that.

To open the Interface correctly, you need to install ADOBE AIR (free application) (this interface is not affiliated with
the creators and distributors of Adobe Air).
LINK: http://get.adobe.com/air/

Launch the installator and look at the options to know if you want to unistall the IFSCL.

3/ AVAILABLE COMMANDS:

(Write into command prompt in the IFSCL)
When the procedures end, most of them are automatically closed. The usage of the 'stop' command can end the procedure, to do this, write: **processname(stop).** **If it is closed at the wrong moment, it cancels the process.**

To simulate Xana's attack (Sandbox mode only):
xana(number of the place where you want the tower is active) //example: xana(1) // 0= aleatory,1= mountains,2= desert,3=forest,4= floe / polar,5=carthage

To virtualize the Lyoko Warriors into the world of Lyoko:
transf(start)
transf(lyokowarrior's name) //example: transf(yumi)
scann(start)
scann(lyokowarrior's name) //example: scann(yumi)
virt(start)
virt(name of the territory) //example: virt(mountains)   //names: mountains, desert, forest,

polar, carthage
 (carthage is not currently available)
(note: you can change your territory using the tower in the tower no. 1 or the tower no. 10)
virt(number of the tower) //example: virt(1) //between 1 and 10 for each territory.
To virtualize near an activated tower will result in virtualization at random coordinates.
virt(execution)

To devirtualize Lyoko Warriors out of the world of Lyoko:
devirt(start)
devirt(lyokowarrior's name)
You can not devirtualize a lyokowarrior while he is fighting.
devirt(execution)

Return to the Past Procedure (stopped by battles and SuperCalculator Cooling):

rvlp(start)
rvlp(check_memory_user)
rvlp(check_memory_lyokow)
rvlp(seconds) //example: rvlp(10)
rvlp(s_confirm)
rvlp(execution)

To locate a virtualized lyokowarrior (re-open tactical map and audio card):
locate(start)
locate(lyokowarrior_name)
locate(overvehicule_name)

SuperCalculator Cooling:
climsc(start)
climsc(execution)

CD programs:
cdprog(start)
cdprog(upvirt)
cdprog(mataelita)
cdprog(reboot)
cdprog(raz) //to shutdown cdprog animation

Program usage:
mataelita(test)

To materialize vehicles (directly equiped by the characters – not linked for now):
overbike(lyokowarrior's name) , overboard(lyokowarrior's name) , overwing(lyokowarrior's name)

To dematerialize vehicles:
overbike(demater) , overboard(demater) , overwing(demater)
overvehicules(demater)

To call with the telephone, click on the button of the telephone keypad these numbers:
Aelita's phone number: 01-55-32-55-55
Odd's phone number: 01-55-32-12-58
Ulrich's phone number: 01-55-32-91-33
Yumi's phone number: 01-55-32-10-09

Other programs (closing by the windows top right button):

quit // exit // For exit
aide // aide()
phone() // for open the telephone program
scanners() // for checking your scanners
superscann() //for search the activated tower
kadikeon() //
journal_j() // for open the Jeremie's journal
overvehicules() // automatically, overbike->ulrich, overboard->odd, overwing->yumi
lazer_a()
camera()

To use the voice modifier of the telephone:
mvoix(start)
mvoix(nomdevoix) //example: mvoix(mmeishiyama)
Voices owners you can use: mr belpois, azra, mmehertz , mmeishiyama , mrishiyama ,
mmedunbar , mrdunbar ,mmedelarobia ,mrdelarobia , moralesjim , hiroki , johnny , julien ,
jeanbaptiste , matthias , mrdelmas, milly,tamiya,sissi,herve,nicolas

To read the webpage of the military french satellite:
websat()
websat(up)
websat(down)

To use the elevator:
elevator(start)
elevator(0)
elevator(-1)
elevator(-2)
elevator(-3)
elevator(lock)
elevator(unlock)

Display city map:
citymap(start)
citymap(electric) //display the electrical network of the district or Kadik (depends on zoom)
citymap(chimical)
citymap(phone)
citymap(zoom)
citymap(unzoom)

How to save a lyokowarrior trapped bewteen the world (in the frontier)
Learn how to save him by playing mission 2 : a hasty departure.

4/ READ THE COORDINATES:

How to read the coordinates on the superscann:

0=Sector Type (0= aleatory,1= mountains,2= desert,3=forest,4= floe / polar,5=carthage)
(carthage unavailable for now)

00=Number of the tower (in the sector)
000=Number of the World (Lyoko is 01, in a very long time, other numbers will be replikas)
If it's Xana's activation (or in the future, someone else activation) you will not be able to virtualize a lyokowarrior there
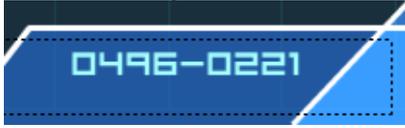
Only to know exact coordinates, but no direct use.

5/ SHORTCUTS:

Special buttons of the prompt command window:
Button 1: Back Up historic of the results of the prompt commands (when you have more than 19 commands archived)
Button 2: Go Down historic of the results of the prompt commands (when you have more than 19 commands archived)

Special buttons of the tactical map:
Button 1: Zoom +
Button 2: Zoom -

Special button of the Kadikeon window:
Button 1: Stop/Play 3D Animation
Big blue bar 1: do citymap()

Phone Button:

Turn on/Turn off the jamming

Transfer bar (in the lower part):
Button 1: **On/Off** Transfer procedure
Button 2: **On/Off** Anomaly Windows
Button 3: **On/Off** Sound bar (prototype)

Interface (at the top):
Button 1: Contextual Menu to close the IFSCL or activate fullscreen mode
Button 2: Open Prompt Window command
Button (the longer one): Change display mode (fullscreen on/off)

6/ BATTLE SYSTEM:

The battle system uses a turn by turn system. Every Lyoko-Warrior fights one by one. Then it is time for enemies to attack too. On the audio card you can find various statistics:

The AP (action points) of the character, each has 8 by virtualisation, so keep them the better

you can. They allow the lyokowarrior to make special actions.

The Percentage of HP (health points) of the character, If it falls to zero, the character is automatically devirtualize. Spheres only give you a global idea of the HP you still have

The timer, at 100 % at the beginning of every turn, the timer comes down gradually, you have to choose an action before the timer falls to zero. Yet nothing is chosen, the timer uses automatically the simple attack.
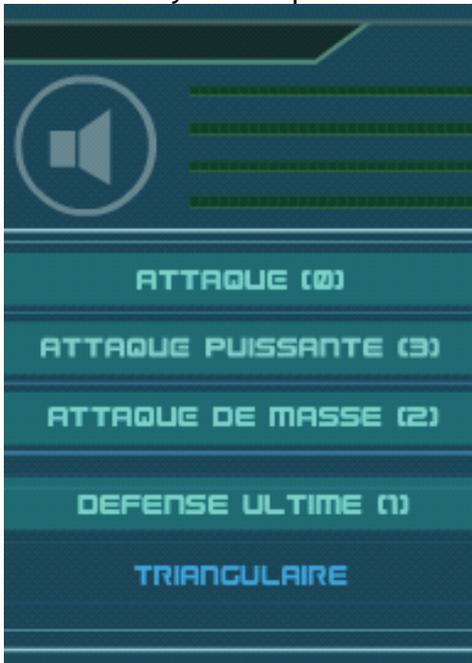
 Attack: It costs **no any AP** it's the basical action used if you don't choose an action before the timer ends. Touch one ennemy

Special Actions (with cost in normal difficulty):

 Strong Attack: It costs **3 AP** and is more efficient than simple attack. Touch one ennemy
 Massive Attack: It costs **2 AP** and is less efficient that attack but it touches all ennemies
 Ultimate defense: It costs **1 AP**. The Lyoko-warrior is invincible for one turn. Use this capacity to increase your chance of survey.

 The name of the action (in blue on the card) is relative to the selected LyokoWarrior and the action hovered.

Notes: 1/ If the audio **card** is not open but the Lyoko-warrior was successfully virtualized, the battle carries on automatically, the timer chooses automatically the simple attack.
2/ If the audio card is open but is not located on the tactic map, the Lyoko-Warrior fights automatically and can not be located.
3/ At the moment, the attacks will stay randomized. The programmation of an optimized attack system is on study.

The level of Difficulty (changes on the main menu)

In easy mode, enter in a tower of Lyoko gives you back all the HP, the timer goes slow (15 second).

The special actions need 1 AP less.
In normal mode towers give you back at most the half of the HP, the timer goes normal (9 second)
The special actions need the normal AP .
In difficult mode, towers do not give back HP, the timer goes fast (4 second).
The special actions cost all 1 AP more.

The ennemies:

Xana's monsters appear when a tower is activated to prevent Aelita from reaching the tower to enter the code lyoko, which desactivates it. If you approach one of your Lyoko-warrior near an enemy, a battle starts automatically between the Lyoko-warrior and the monster. Moreover, the Lyoko-warrior stops automatically. The monster also calls the other monsters of the map, who are going to move in his direction. All the ennemies will move, except those who are very close to the activated tower.

The teams:

You can know the number of monsters by looking at the number of triangles which possesses the mini-card of the monster on the tactical map.

Be careful, sending only one LyokoWarrior fighting alone is extremely dangerous.

Note: All the other monster show later (William white and black too), by the same way that the rest of the features of the IFSCL.

Strategy examples:

1/ You've got Ulrich and Aelita in battle.Ulrich is nearly dead and Aelita must stay alive. Use the ultimate defense of Ulrich. Like that, if monsters try to kill him, they will all attack him for one turn and he will loose no HP, making Aelita less attacked. But all the enemies will not automatically concentrate on Ulrich to kill the lyokowarrior who has the less HP.

2/A lyoko warrior is trapped in a fight and won't survive alone. If he uses the ultimate defense a little time before the timer finishes, you let time to other lyokowarriors to come to help him.

7/ AUTHOR CHOICES:

Fighting system:

_The capacity ' donation of creation' of Aelita will not consume her HP (as in the season 3 and 4 of the movie)
_The capacities 'flight (aelita), supersprint(ulrich) and supersmoke(william) as not quoted but will perhaps appear in the base speed of the characters (no modifications now)

_The attacks can't kill by one shot, for example: the Megatank don't kill a Lyoko-warrior in one shot, and one Lyoko-warrior will not kill the Megatank in one shot either. The rule of the **eye of Xana** is not respected (but you can imagine that the HP is the fighter's tiredness and that when it is comes to 0, the last shot touches the eye)
The monsters and their attacks are more or less powerful, like in the movie

A system of advantage against some monsters depending of Lyoko-warrior attacking will be introduced later.
_The characters' cards show 10 and no 8 green globes to stay logic.

The clothes and the windows that have been chosen to appear in this interface reproduce the last versions that appear in the movie.
The Superscann's window is a melting pot between those which appear in the season 3 and the season 4.
And programs are all concise in one special window.

So some windows will not appear in the IFSCL like:
·   The differed virtualization (because it is only used when nobody is in front of the Supercalculator)
·   The lyoko-warrior's hurts window, too big as for the gameplay than in the space of the interface (and it uses a 3D that uses too much CPU)
The phone window don't make appear Lyoko-warrior Card but a small icon like in the season 1.

Contrary to the movie, even if a Lyoko-warrior is devirtualized while fighting, you need to devirtualize him yourself to not muddle up the scanners.

If the 3 scanners are already full, the lyoko warrior automatically devirtualized will be stuck between worlds, you can save it. You can learn how to do that in a mission of the Campaign Mode.

8/WEBLINKS, CONTACT,CREDIT

IFSCL - OFFICIAL WEBSITE

IFSCL – INDIE DB

IFSCL – FACEBOOK

CODE LYOKO.FR - FORUM TOPIC

CODE LYOKO EVOLVED - FORUM TOPIC

Thanks to all beta-testers :

Version 1.0 -> Jeremodd
Version 1.2.9 -> Jeremodd
Version 1.3.4 -> Kris-évolution / Jérémie01
Version 1.3.9 -> Jérémie01 / Jeremodd / Kiki74000
Version 1.5.7 -> LyokoSixteen / Kod What / Lucien / Zoddo
Version 1.8.0 -> Antoine8952 /Dr.Dodo / Franck / Fabien /Orbelian / Jeremy B
Version 2.0.0 -> Chardetm / Sacha1003 / Giovanni / Jenjeur
Version 2.0.5 -> Fabien / Ideeman1994/ KodWhat / Lyoko971 / Nichi Yoru

Translations : **Chardetm - I Gunz D'Visual Basic - Lorenzo Schaeffer – Elio Fernandez – Edgard Trinidad Diaz - Juan Li Puma**

Thanks for your support and have fun ! Now I'm just waiting for your experiences and criticizes on the forums

If you've got questions,thanks to refer to the paragraph 7 or to the FAQ section of the official

website.

IMMU