



# IFSCCL V.2.2.6 (2010 - 2013)

FLASH INTERFACE OF CODE LYOKO'S SUPERCOMPUTER  
(INTERFACE FLASH DU SUPERCALCULATEUR DE CODE LYOKO in french)  
[www.codelyoko.fr/ifsccl](http://www.codelyoko.fr/ifsccl)

- [1/ DISCLAIMER](#)
- [2/ UN/INSTALL](#)
- [3/ AVAILABLE COMMANDS](#)
- [4/ READ THE COORDINATES](#)
- [5/ SHORTCUTS](#)
- [6 BATTLE SYSTEM](#)
- [7/ AUTHOR CHOICES](#)
- [8/ WEBLINKS, CONTACT, CREDITS,QUESTIONS](#)

## 1/ DISCLAIMER:

\_In 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 and affiliated marks are the propriety of their author and/or rights owners, this program is a product for no commercial use, 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.

## 2/ UN/INSTALL:

-No file from an older version is necessary.

-You should install ADOBE AIR in order to open the Interface correctly. LINK: <http://get.adobe.com/air/>

-Launch the installer and look at the options to know whether or not you want to uninstall the IFSCCL.

**-To optimize the performance, quit all background applications that are running (Browser, Multi-Media Player, etc...)**

## 3/ AVAILABLE COMMANDS:

It is highly recommended for all new players to pass the missions in the campaign mode first in order to know how to use the Interface properly.

### **To simulate Xana's attack (Sandbox mode only):**

xana(number of the sector where you want the tower to be activated in) // 0= mountains, 1= desert, 2=forest,3=Ice ,4= Carthage

xana()

### **To virtualize the Lyoko Warriors into 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, ice  
(carthage is currently unavailable)



(note: you can change the sector using the tower no. 1 or the tower no. 10 )

virt(number of the tower) //example: virt(1) //between 1 and 10 for each territory.

Virtualizing a Lyoko warrior near an activated tower will only result in a virtualization at random coordinates.

virt(execution)

**To devirtualize (rematerialize) Lyoko Warriors out of Lyoko:**

devirt(start)

devirt(lyokowarrior's name)

Note: You can not devirtualize a lyokowarrior while he is fighting.

devirt(execution)

**To materialize vehicles :**

overbike(lyokowarrior's name) , overboard(lyokowarrior's name) , overwing(lyokowarrior's name).

overvehicles() // automatically materializes the vehicles, overbike->ulrich, overboard->odd, overwing->yumi

**To dematerialize vehicles:**

overbike(demater), overboard(demater), overwing(demater)

overvehicules(demater)

**Use superscann :**

superscann() // superscann displays the target without a clear round

superscann(xana) // automatically display the last turn activated by Xana

superscann(number\_of\_universal\_tower) // shows a tower and its possible activation

**Return to the Past Procedure (stopped by battles and SuperCalculator's overheating):**

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 (Automatically re-opens 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 use the CD player:**

mataelita(test)

**To call with the telephone, dial the following numbers on the phone's keypad:**

telephone()

mvoix(start)

mvoix(voicename)



**Other programs (Some programs can be close by the top-right button of the window, or by typing the same command)**

quit // exit  
aide // aide()  
scanners()  
kadikeon()  
journal\_j()  
f\_lazer()  
camera()

**To configure the F1, F2, F3 and F4 :**

configF1(name\_of\_the\_command\_to\_record)  
configF2(name\_of\_the\_command\_to\_record)  
configF3(name\_of\_the\_command\_to\_record)  
configF4(name\_of\_the\_command\_to\_record)

**To read the webpage of the french military satellite (details in mission 5):**

spirale(start)  
spirale(up)  
spirale(down)  
spirale(sat) // on the last page of the window spiral

**Planning to open a meteor from the window control satellite :**

sat(meteor\_name)

**To crack some passwords :**

crypto(start)  
crypto(sat)

**To use the elevator:**

elevator(start)  
elevator(0)  
elevator(-1)  
elevator(-2)  
elevator(-3)  
elevator(lock)  
elevator(unlock)

**Deactivation procedure of a tower's inhibitors:**

inhib(start)  
inhib(sector name)  
inhib(Id of the tower in the sector)  
inhib(break)  
inhib(execution)

**Display city map:**

citymap(start)  
citymap(electric) // display the electrical network of the district or Kadik (depends on zoom).  
citymap(chimical) // moves the map to the petrochemical complex.  
citymap(phone) // displays the location of certain phones.  
citymap(zoom)  
citymap(unzoom)

**DNA correction procedure (more details on the 4th mission)**

dna(start)



`dna(locatesolve)` // to show the tower to fix the problem concerned DNA  
`dna(solve)`  
`dna(0.1.2.3.4.5 or 6)` // to view the ADN window without clicking on the buttons.

**How to save a Lyokowarrior trapped between the two worlds (in the frontier)**

Learn how to save him by playing mission 2 : a hasty departure.

When the procedures (commands with <<start>> ) are terminated, most of will automatically close (and eventually do the same to the others). By using the command "**procedurename(stop)**", you close the running procedure. If you use it at the wrong moment, it cancels the procedure.

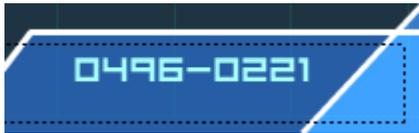
## 4/ READING THE COORDINATES:

The Superscann locates the activated towers in the virtual worlds, both Lyoko and Replikas. It gives the coordinates of the latest activated tower to know where to lead your Lyoko-warriors



**0**=Sector Type (0= Mountain, 1= Desert, 2= Forest, 3=Ice, 4= Carthage) (carthage is currently unavailable)  
**00**=Number of the tower (in the sector)  
**000**=Number of the World (01=Lyoko, 02=Mountain Replika, 03=Desert Replika, 04=Forest Replika, 05=Ice Replika, 06=Carthage Replika)

If that tower is activated, it is impossible to virtualize a Lyoko-Warrior next to it, otherwise it will provoke an automatic redirection to another tower.



Those numbers help know the X and Y coordinates of the activated tower, however, no direct use of those numbers is possible in this game.

## 5/ SHORTCUTS:

**Special buttons of the prompt command window:**

Button 1: Back Up the history of the results of the prompt commands  
 Button 2: Go Down the history of the results of the prompt commands

**Special buttons of the tactical map:**

Button 1: Zoom +  
 Button 2: Zoom -

**Special button of the Kadikeon window:**

Button 1: Stop/Play 3D Animation  
 Bar button 1: opens the city map window  
 Bar button 2: opens the factory's camera window

**Phone special buttons**



**Enable/Disable** the telephone interference



**Enable/Disable** the list of modifiable voice



**Enable/Disable** the list of numbers lyoko-warriors



### 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 IFSCCL or activate fullscreen mode
- Button 3: Open Prompt Window command
- Button 4 : Resize all windows
- Button 5 : Resize all windows
- Button 7: (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 per virtualisation, so keep them . They allow the yokowarrior to make special actions.



**The Percentage of HP (health points) of the character**, If it falls to zero, the character is automatically devirtualized.



**The timer**, at 100 % at the beginning of each turn, the timer counts down gradually, you have to choose an action before the timer reaches zero. if nothing is chosen, the timer automatically uses the simple attack.



**Attack:** It doesn't costs **any AP**, it's the basic action used. If you don't choose an action before the timer ends, it randomly touches one enemy.

### Special Actions (with cost in normal difficulty):

**Strong Attack:** costs **3 AP** and is more efficient than simple attack. randomly touches one enemy

**Massive Attack:** costs **2 AP** and is less efficient that normal attack but it touches all enemies

**Ultimate defense:** costs **1 AP**. The Lyoko-warrior is invincible for one turn. Use this capacity to increase your chance of survival.

**The name of the action (in blue on the card)** is relative to the selected Lyoko-Warrior and the action hovered on.

Example: Ulrich's strongest power is 'Triangulate'

### 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/ 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**, entering in a tower gives you back all the HP, the timer goes slow (15 second).

The special actions cost 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 cost the normal AP .

**In difficult mode**, towers do not give back HP, the timer goes fast (4 second).

The special actions a Ill cost 1 AP more.

### The enemies:

Xana's monsters appear when a tower is activated to prevent Aelita from reaching the tower to enter the code lyoko, which deactivates it. If you approach one of your Lyoko-warrior near an enemy, a battle will automatically launch between the Lyoko-warrior and the monsters. 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 enemies will move, except those who are very close to the activated tower.

### The teams:

To prevent being easily devirtualized, certain monsters always move in a form of team.

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

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

### Strategy examples(using the ultimate defense):

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 won't loose any HP, making Aelita less attacked. But all the enemies will not automatically concentrate on Ulrich to kill the lyokowarrior who has the least 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 (TO UNDERSTAND WHOM(AND WHOM NOT) IS EXISTING IN THE INTERFACE):**

\_The capacity ' donation of creation' of Aelita will not consume her HP (as in the season 3 and 4 of the serie)

\_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 serie.

\_A system of advantage against some monsters depending of Lyoko-warrior attacking will be introduced later.

\_The characters' cards show 10 and not 8 green spheres.

\_The clothes and the windows that have been chosen to appear in this interface reproduce the last versions that appear in the serie.

\_The Superscann's window is a mixture between those which appear in the season 3 and the season 4. And programs are all concise in one special window.



\_For more clarity, all ADN programs are all in one window.

\_The injury window of the Lyoko-Warrior will not appear, because because it was too bulky, both in gameplay and in space interface

\_The phone window doesn't make an appearance in the Lyoko-warrior's Card, but a small icon like in the season 1 appear instead

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

## **8/WEBLINKS, CONTACT,CREDITS AND QUESTIONS:**

[OFFICIAL WEBSITE ON CODELYOKO.FR](http://CODELYOKO.FR)

[FORUM ON CODELYOKO.FR](http://FORUM.ON.CODELYOKO.FR)

[LIKE IFSCLE ON FACEBOOK](https://www.facebook.com/IFSCLEurope/)

[DISCOVER IFSCLE ON INDIE DB](http://INDIEDB.COM)

**Thanks to all beta-testers :**

Version 1.0 → Jeremod

Version 1.2.9 → Jeremod

Version 1.3.4 → Kris-évolution / Jérémie01

Version 1.3.9 → Jérémie01 / Jeremod / Kiki74000

Version 1.5.7 → Kod What/LyokoSixteen / Lucien / Zoddo

Version 1.8.0 → Antoine8952 /Dr.Dodo / Franck / Jeremy B /Fabien /Orbelian

Version 2.0.0 → Chardetm / Giovanni /Jenjur/ Sacha1003

Version 2.0.5 → Fabien / Ideeman1994/ KodWhat / Lyoko971 / Nichi Yoru

Version 2.1.5 → JulienPleum / Keke\_Clm / Lothenon / Bbevan / MarcR / Microcellule / Ideeman1994 / Maelios / CaféNoir / Gh78 / FranciscoBS

Version 2.2.6 →

Translations: Chardetm - I Gunz D'Visual Basic - Lorenzo Schaeffer – Elio Fernandez – Edgard Trinidad Diaz - Juan Li Puma – Saad Boujane – Joselyoko - Gokhur - Aquariophilinlove

Inspired on the work of [Paul Guida](#), original graphic designer of the animated show.

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

**If you've got any questions, please refer to the paragraph 7 or to the FAQ section of the official website.**

**IMMU**

