



IFSCCL V.2.4.8 (2010 - 2013)

FLASH INTERFACE OF CODE LYOKO'S SUPERCOMPUTER
 (INTERFACE FLASH DU SUPERCALCULATEUR DE CODE LYOKO in french)
www.codelyoko.fr/ifscl

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1/ 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= mountain, 1= desert,
 2=forest,3=Ice ,4= Carthage
 xana() //random

Pour se connecter à Lyoko

lyoko(start)
 lyoko(connect)
 lyoko(disconnect) (if needed)

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(mountain) //names: mountain, 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(jeremy) // automatically display the last turn activated by Jeremy
 superscann(hopper) // automatically display the last turn activated by Xana
 superscann(number_of_universal_tower) // shows a tower and its possible activation
 superscann(locate) // show the displayed tower of the superscann on the tactical map

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(execution)

To locate a virtualized lyokowarrior (Automatically re-opens tactical map and audio card):

locate(start)
 locate(name of Lyoko Warrior)
 locate(name of Overvehicule)

Franz Hopper Diary:

journal_h(start)
 journal_h(decrypt)
 journal_h(execution)

SuperCalculator Cooling:

climsc(start)
 climsc(execution)

CD programs:

cdprog(start)
 cdprog(upvirt)
 cdprog(mataelita)
 cdprog(cloneaelita)
 cdprog(reboot)
 cdprog(raz) //to shutdown cdprog animation

Program trough CD player :

mataelita(test)
 cloneaelita(switchmove)

Scanners system commands :

scanner(start)
 scanner(scannerNumber) //1,2 or 3
 scanner(all)
 scanner(on)
 scanner(off)

Energy system:

energie(start)
 energie(universal number of the tower)
 energie(send)

energie(extract)

To call with the telephone (more info in mission 5):

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()
kadikeon()
journal_j()
f_lazer()
camera()
firewall()

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.

2/ 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
 Button of Remaining energy: Open graphic energy

Special button energy transfer:

Button 1 : Open the energy graphics windows

Special buttons Audio cards:

Button 1: Gather all the audio cards together

Special buttons Superscann:

Button 1: **On/Off** AutoSuperscann (enables superscann to auto detect and open when a tower is activated)

Special buttons Tactical map:

Button 1: Zoom +
 Button 2: Zoom -

Special button Kadikeon:

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

Special button Phone

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)
 Button 4 : Open Lyoko Connexion Window

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)
 Button 12 : Enables Firewall (disable with enter)

3/ 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 Lyokowarrior 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.

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.

4/ AUTHOR CHOICES, FOR TECHNICAL AND PRATICAL REASONS... :

_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 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 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.

_Conversation windows 3D with Aelita / Chat with lyokoguerrier / Television will not appear because they were considered too complex.

_The animation of an outgoing red dot on Odd's head (few episodes) will not appear. Deemed unnecessary.

_Hopper's cdprog window (penultimate episode) does not appear because there is already one that can serve to represent the energy and life of hopper.

_To change of sector (except Carthage and Replikas) has two way towers (the actual number of way towers through the DA Being inconsistent at times).

_When destroy a sector in a way tower, the loss will be from outside to inside, not from the tower

_There won't be tactical maps for the network. Skidbladnir and navskids windows are big enough and displays radars (but still, some windows like world zoom (entrance decryption) or zoom when passing into the hub, will be kept)

_Carthage will be a mix of seasons 2, 3 and 4. There won't be elevator to the interface, not aelita's memory room, and there will be only one tunnel for more efficiency.

5/WEBLINKS, CONTACT,CREDITS AND QUESTIONS:

[OFFICIAL WEBSITE ON CODELYOKO.FR](http://CODELYOKO.FR) , << get last news here !!

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

[LIKE IFSCCL ON FACEBOOK](#)

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Thanks to all beta-testers :

Version 1.0.0 -> Jeremod

Version 1.2.9 -> Jeremod

Version 1.3.5 -> Jérémie01 / Kris-évolution

Version 1.3.9 -> Jérémie01 / Jeremod / Kiki74000

Version 1.5.7 -> Kod What / LyokôSixteen / Lucien / Zoddo

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

Version 2.0.0 -> Chardetm / Giovanni / Jenjeur / 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 -> Aiglerac, FranciscoBS, Maximmeke, Tom, Kevin97414, Marc 96, Remi12b, Edgarrin, Roro, Aym

Version 2.4.2-> Cafénoir, Chemyouyou, Cucicea, Delorean 140km/h, Egotilt, Epcillone, Flo4428, Franckentien, Jessy, Jojo_jer, Karewan, Sheikdu51, Sunshine, Thanckus, Thomyumi6, Thuthurcle, Ulrich-fan1999, Wg-pierre, Zorororonoa

Version 2.4.8-> Antoine Heurtel, AdrianoXIII, Deimon Mx, Dinbyam, BR44, Code Reseau, Jeremy8233, Florian, Fabio Da Vinci, Sunshine, Zorororonoa

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

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 4 or to the FAQ section of the official website.

IMMU

6/ 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...)

7/ LEGAL NOTES:

_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.